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NOVEMBER
No. 81
2001

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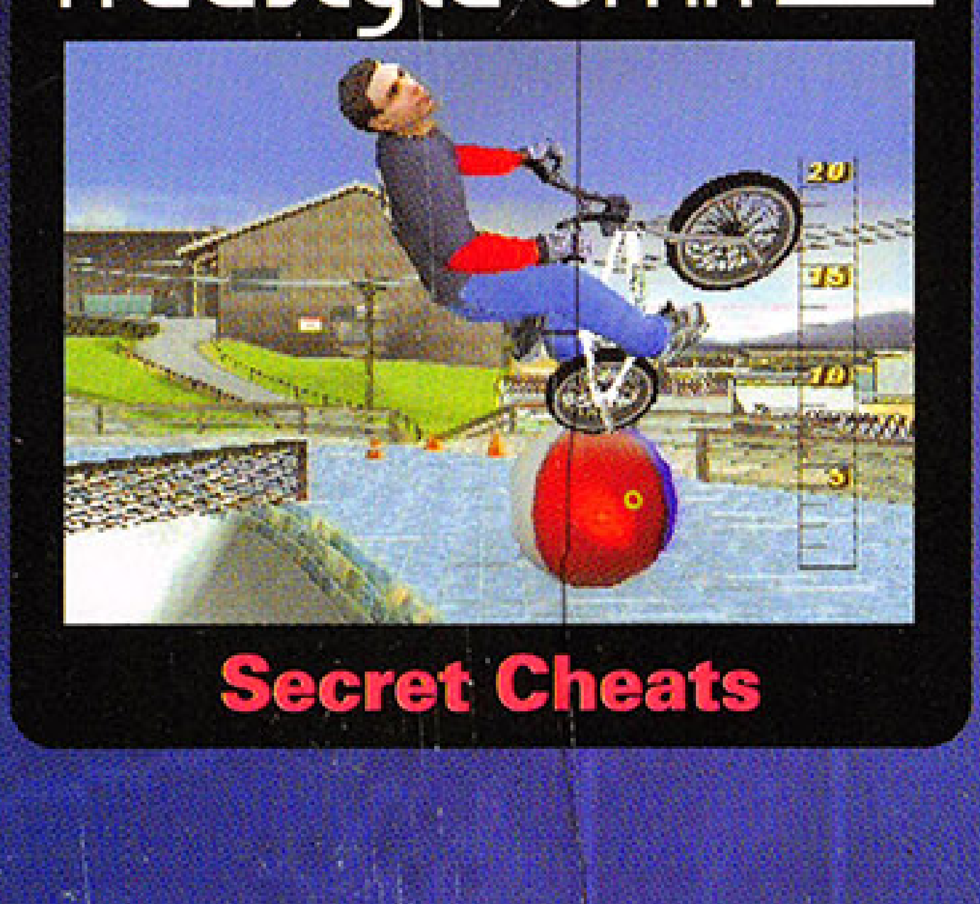

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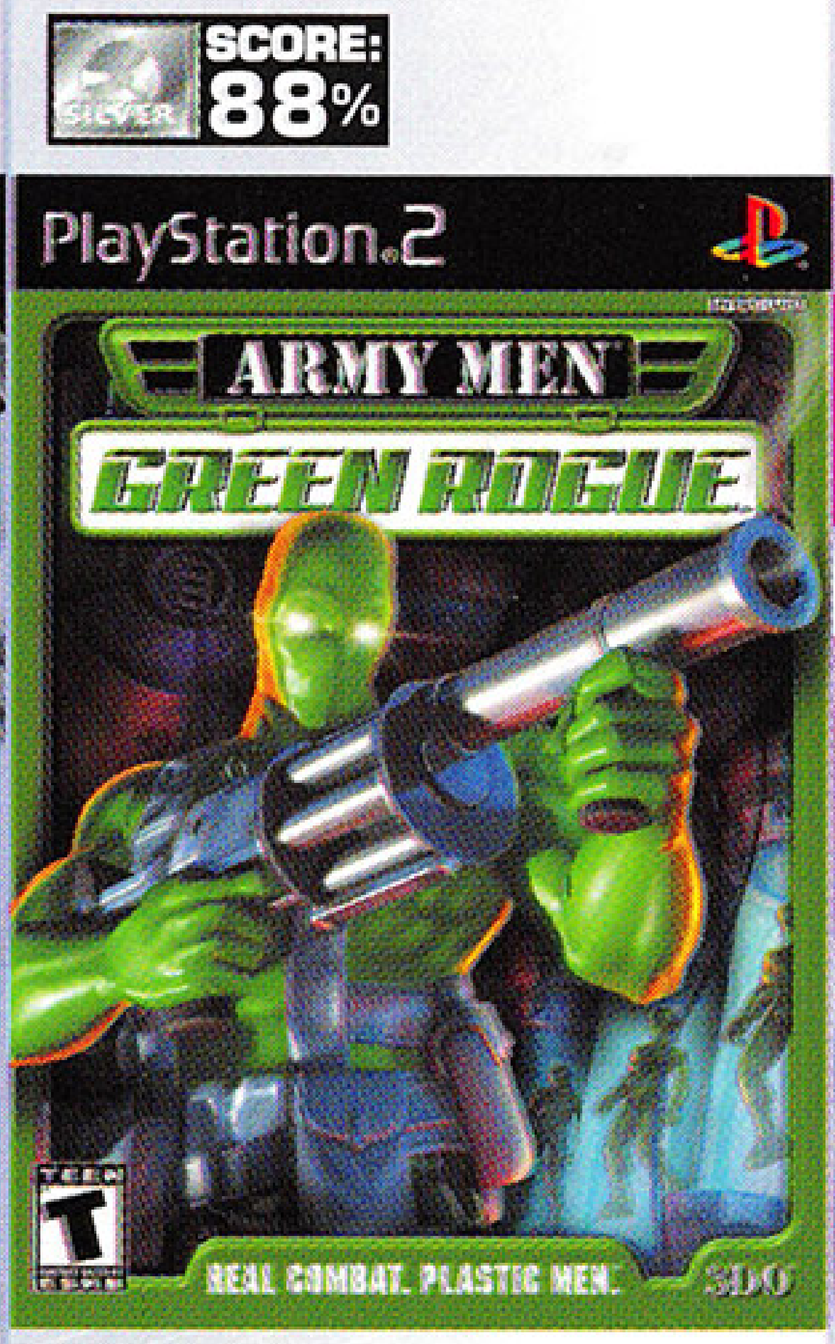
SCORE: 88%
PlayStation 2
ARMY MEN
GREEN ROGUE
REAL COMBAT. PLASTIC MEN.
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"…fast, good looking, deep and fun."

– PSE2

SCORE: 96%
PlayStation 2
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– PS2.ign.com

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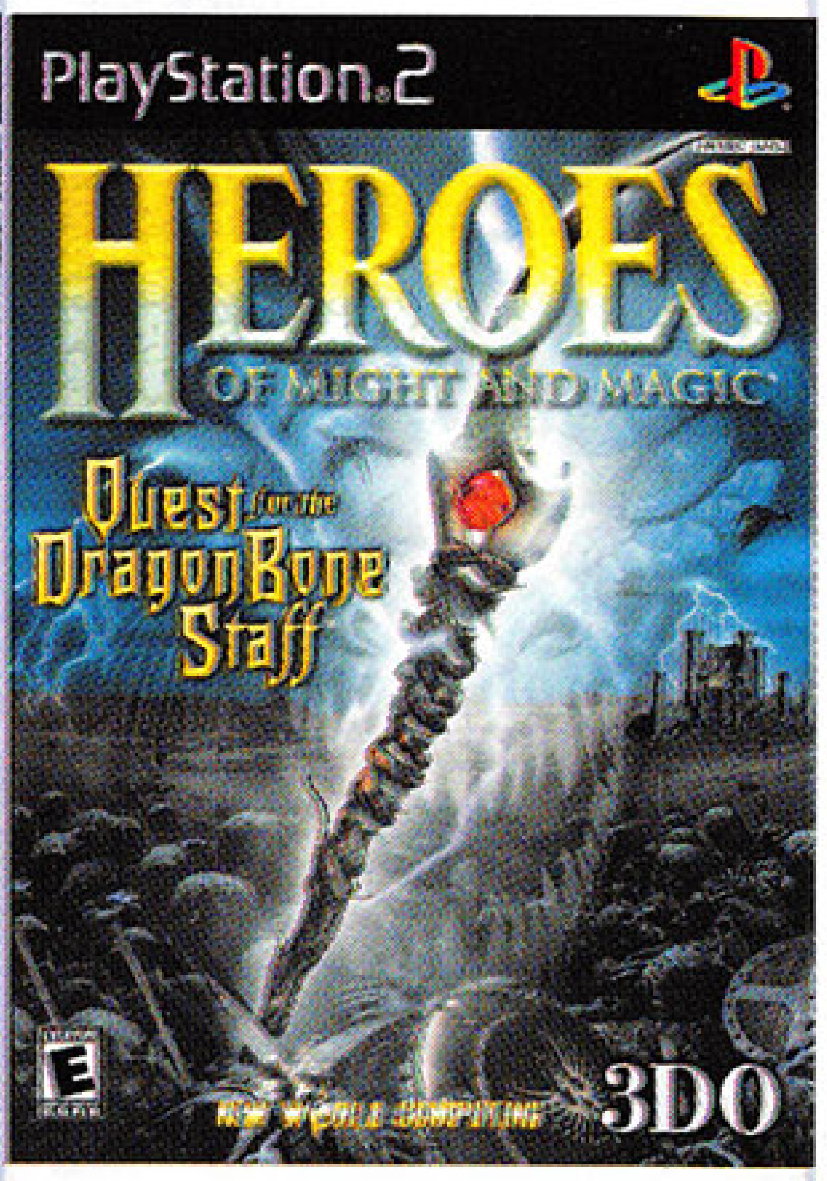
PlayStation 2
HEROES
OF MIGHT AND MAGIC
Quest for the DragonBone Staff
NEW WORLD COMPUTING
3DO

"Everything about the game shines, it has immense replay value and will keep you interested for weeks. A fantastic title."

– videogamenews.net

"Fast, easy to learn, and the battles are incredibly fun…This is great stuff"

– Daily Radar

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10 REASONS TO PLAY HOOKY

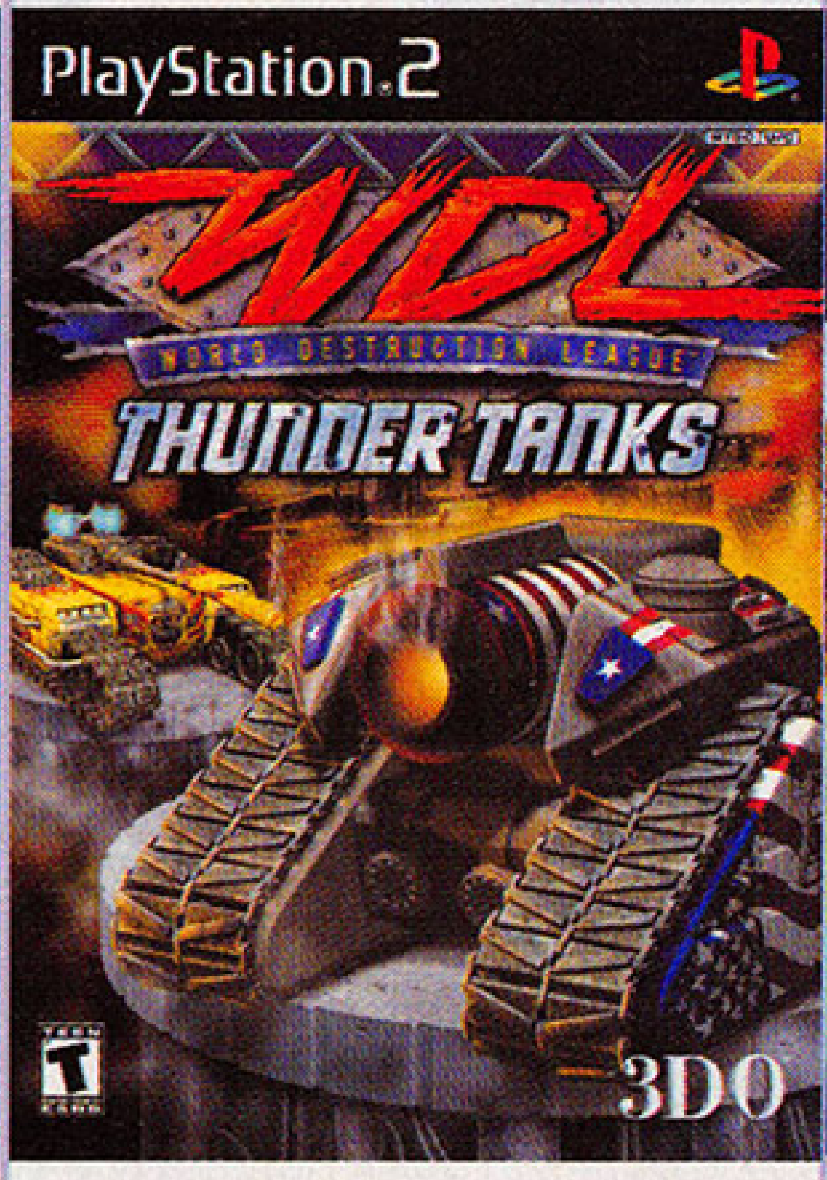
SCORE: 93%

PlayStation 2
ARMY MEN
SARGE'S HEROES 2
MISSING
REAL COMBAT. PLASTIC MEN.
3DO

"...this one is now at the top of my list..."

– PSE2

SCORE: 87%


PlayStation 2
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PlayStation 2
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"...the game is fast, fun, addictive and cool to look at."

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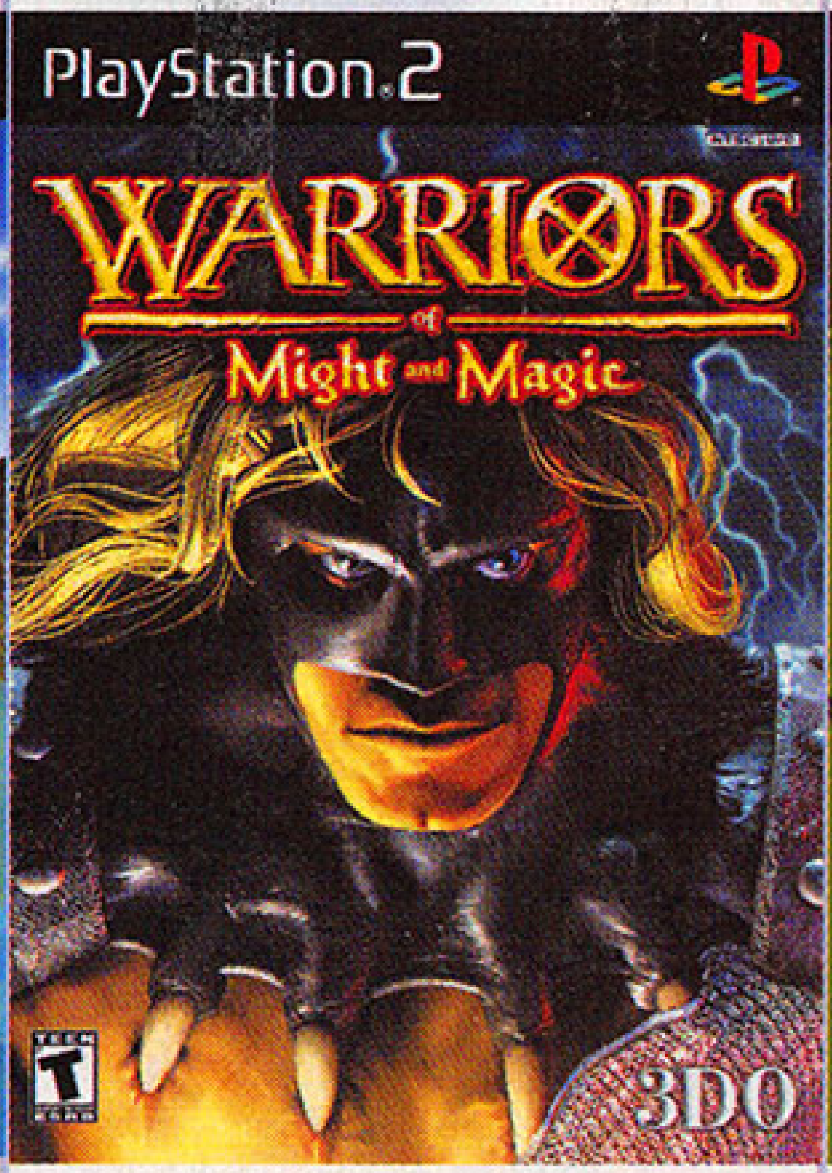
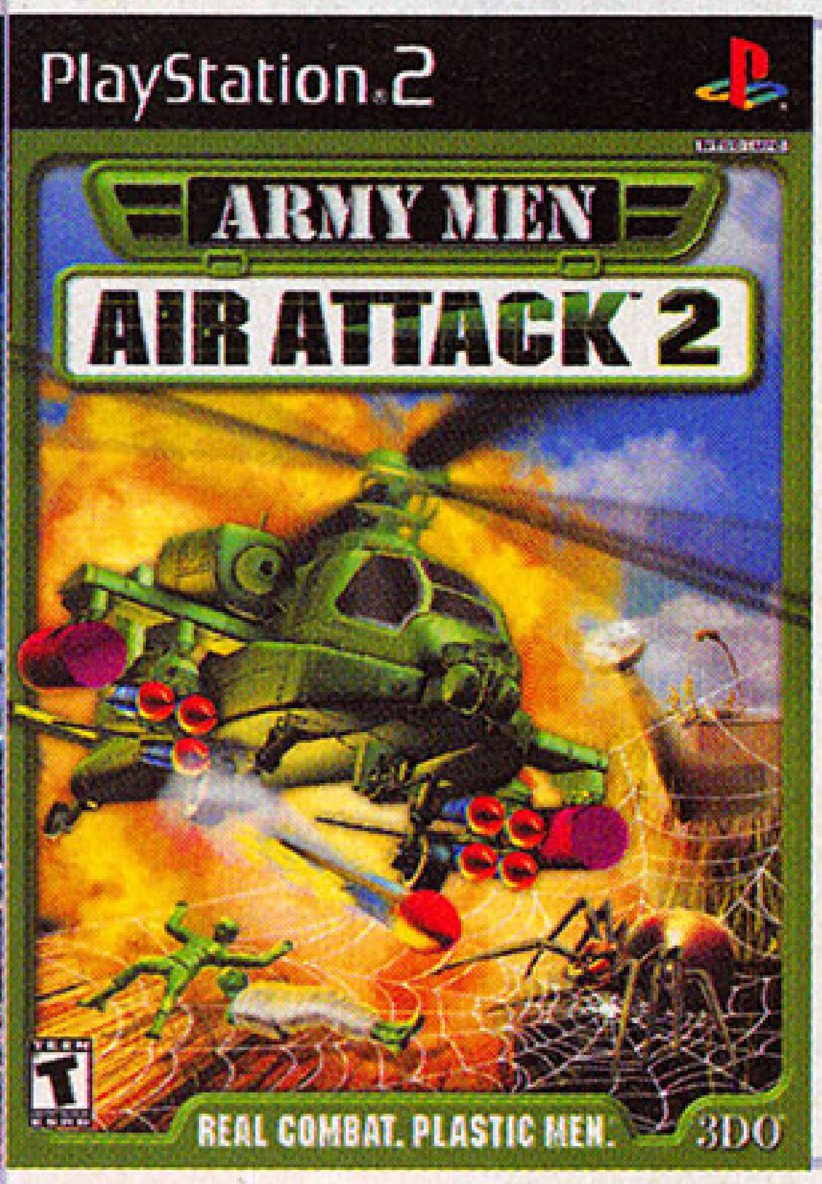
SCORE: 94%


PlayStation 2
WARRIORS of Might and Magic
3DO

"...action-packed fun from start to finish."

– Daily Radar

SCORE: 93%


PlayStation 2
ARMY MEN
AIR ATTACK 2
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RESIDENT EVIL
CODE: Veronica X

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So Manning's like, "Get in the freakin' end zone!" So very calmly, I said, "Peyton, if you want me to listen, you'll speak to me like a human being." Am I wrong here?

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Go with Evil. You can hit restart when you get to hell.
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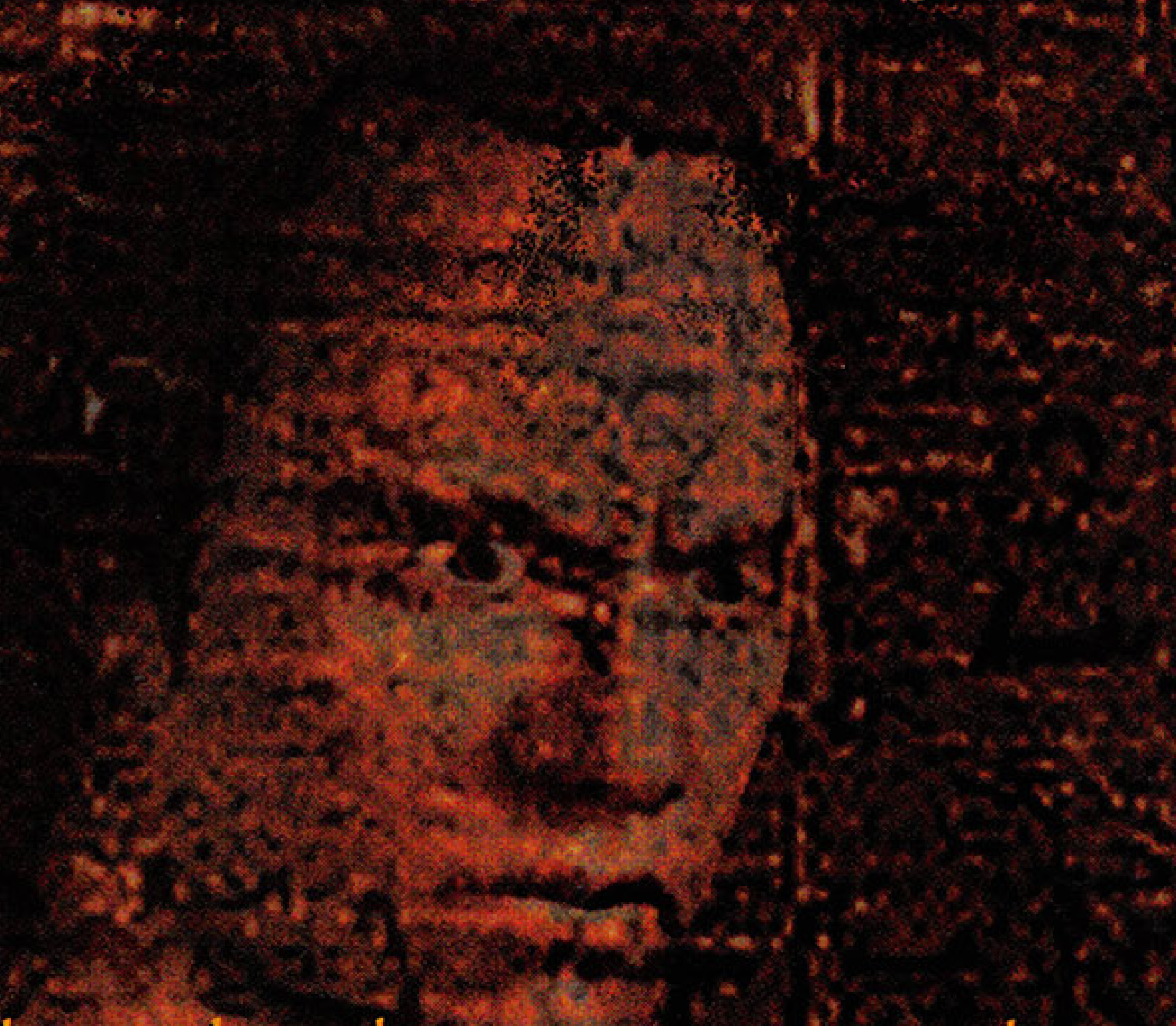
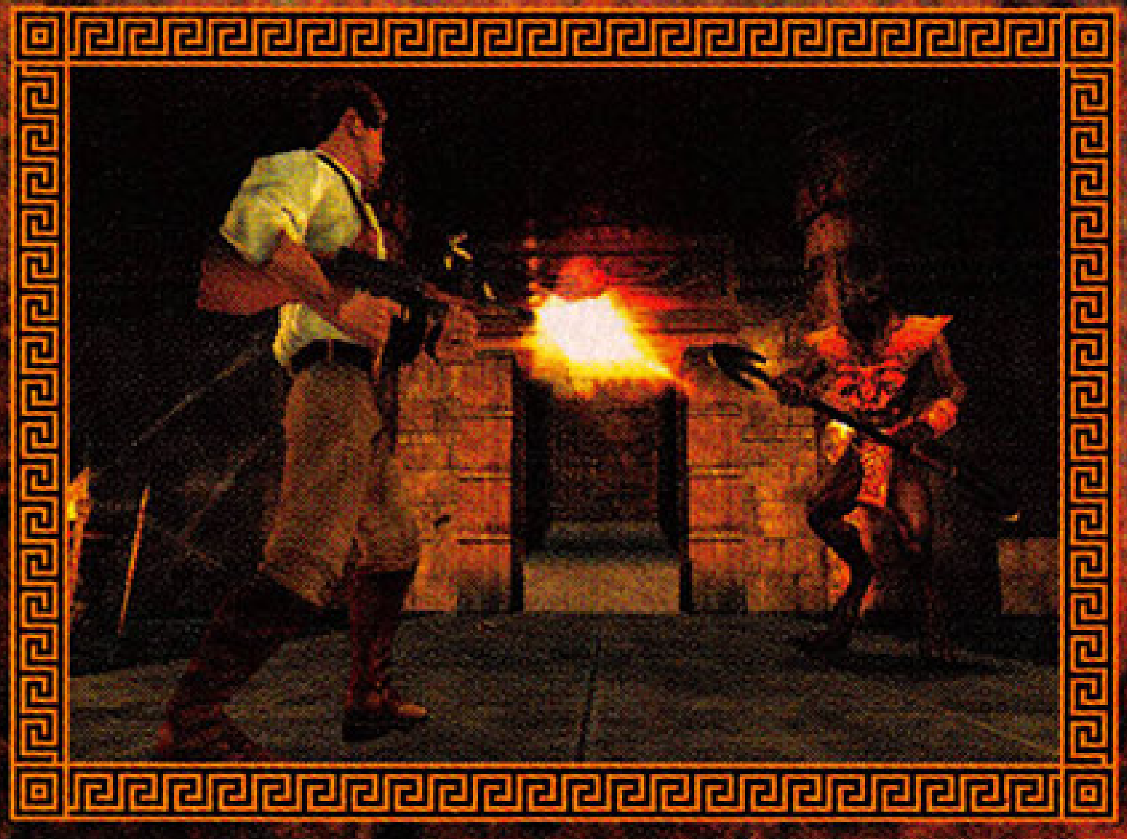
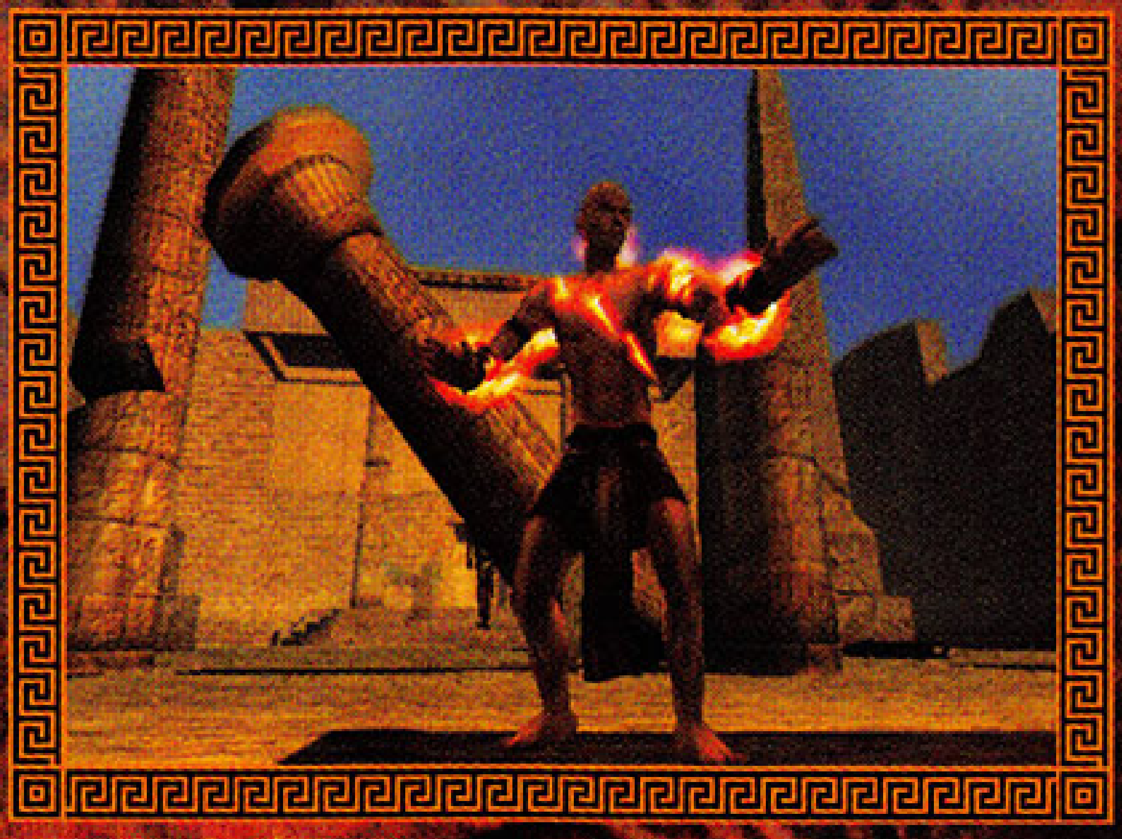


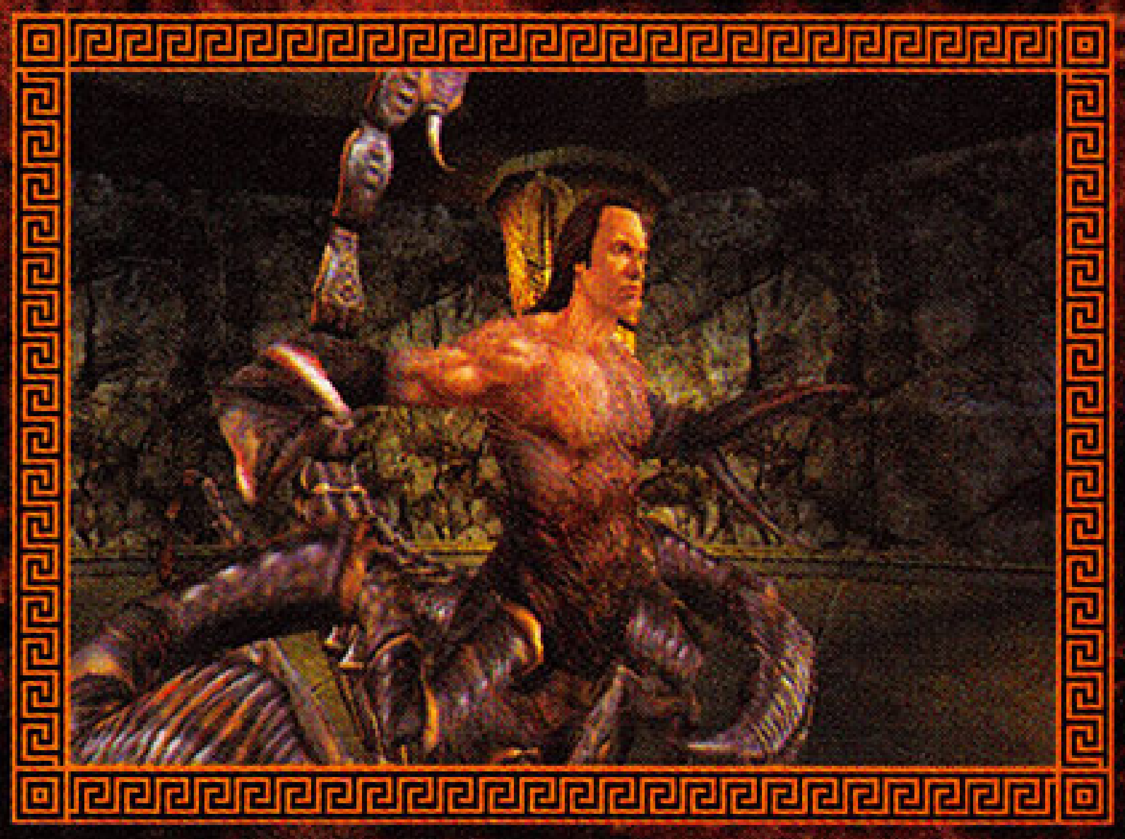
Wanna be bad? Good. In The Mummy Returns video game you can be heroic Rick O'Connell or evil Imhotep. But either way you'll be facing pygmy mummies, Anubis warriors and mummified baboons, bringing all the soul-sucking fun of the movie to life in eye-popping next-gen graphics. Survive all that, and you get to battle the Scorpion King. Pray there's an afterlife.



As Rick O'Connell you'll have a cool arsenal of swords, shotguns and revolvers.



As Imhotep, you'll use brute strength and have the awesome power to cast spells.



Your quest to defeat the Scorpion King takes you to London, Cairo, and the Hamunaptra ruins.

PlayStation 2
MUMMY
RETURNS

THE
MUMMY
RETURNS

www.mummyreturnsgame.com

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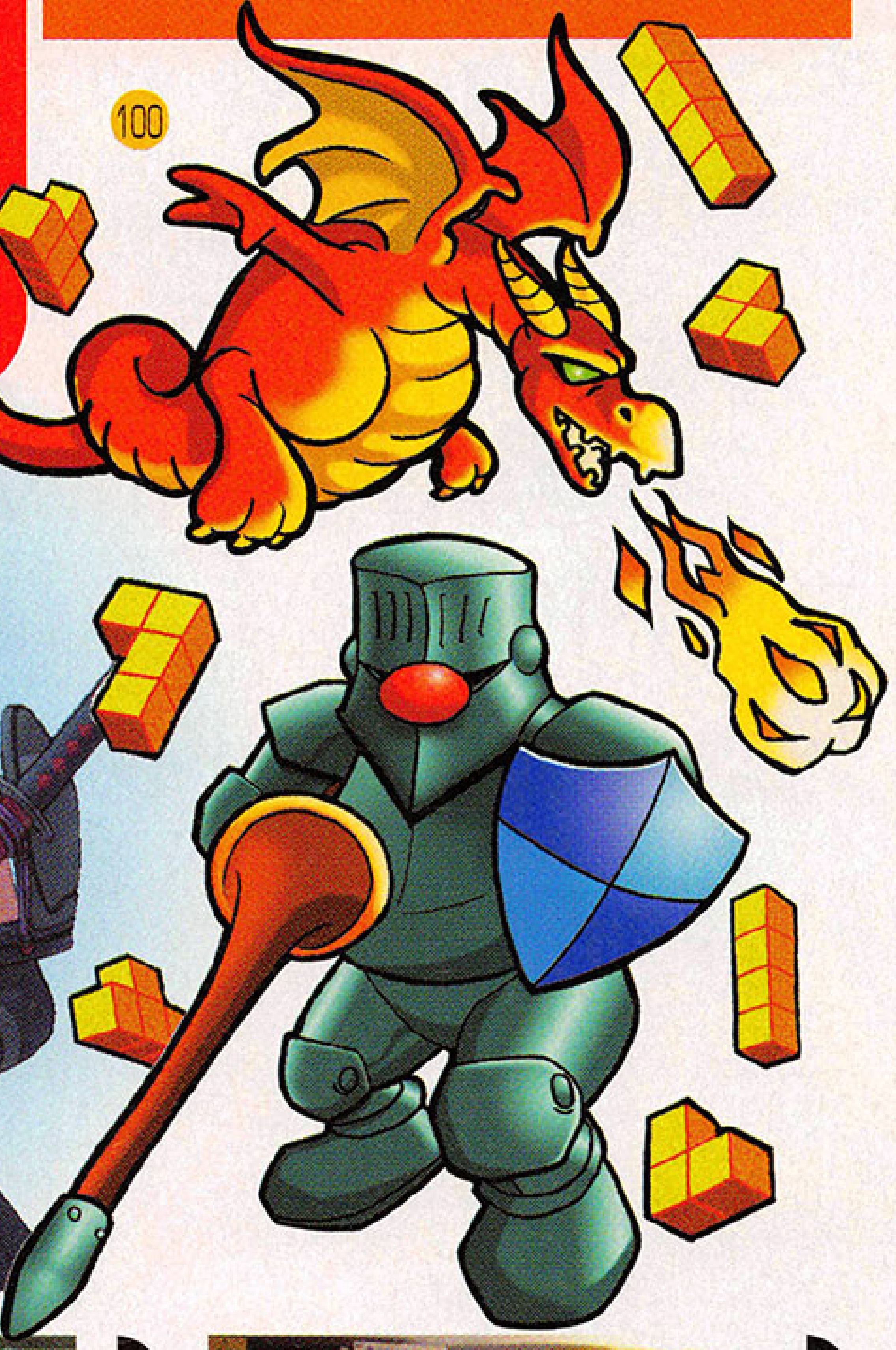

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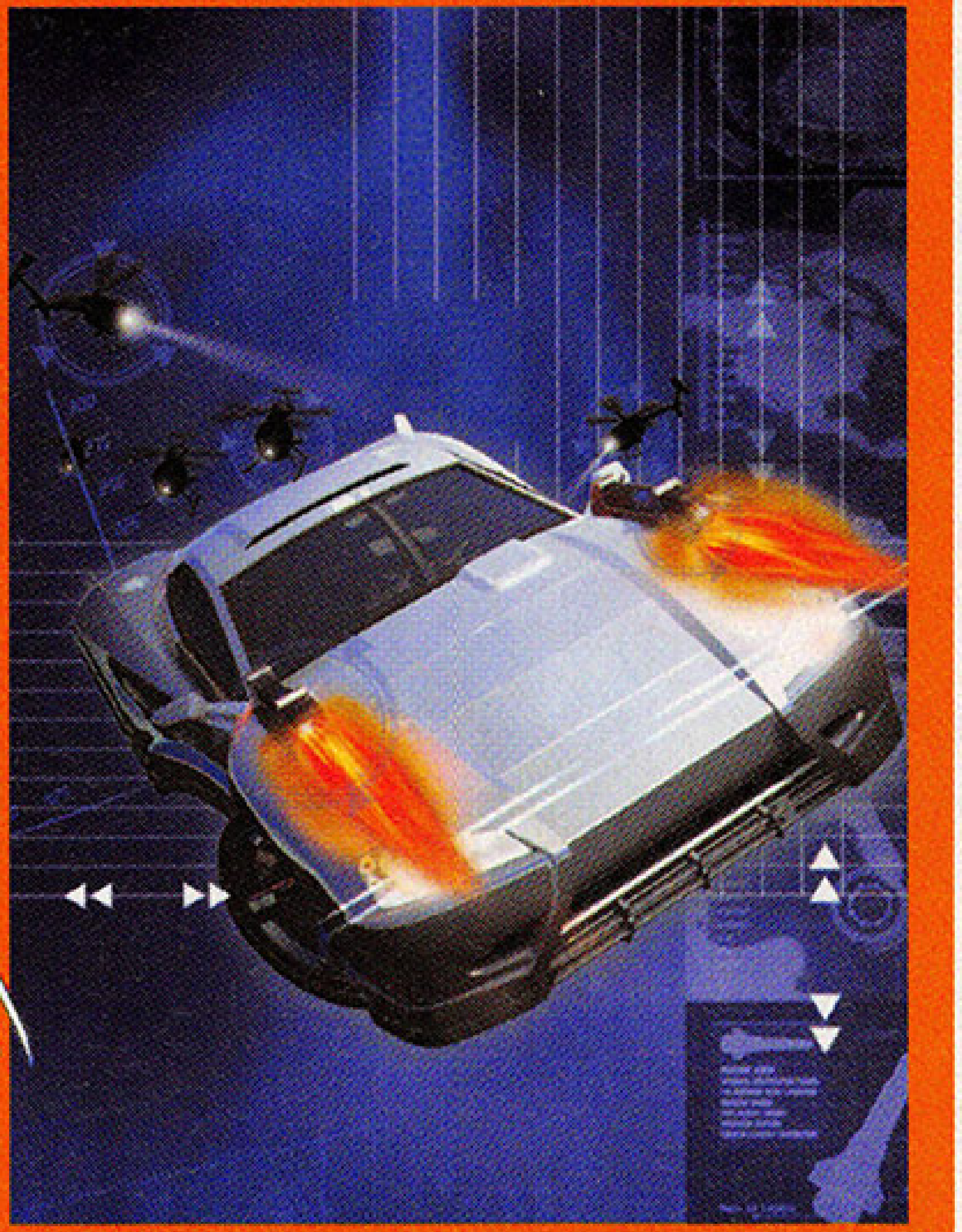

NOVEMBER 2001

ON THE COVER 24

Midways' arcade classic, *Spy Hunter*, gets a whole new look for the PlayStation 2. Get behind the wheel of the G-6155 Interceptor and we'll be your driving instructor!

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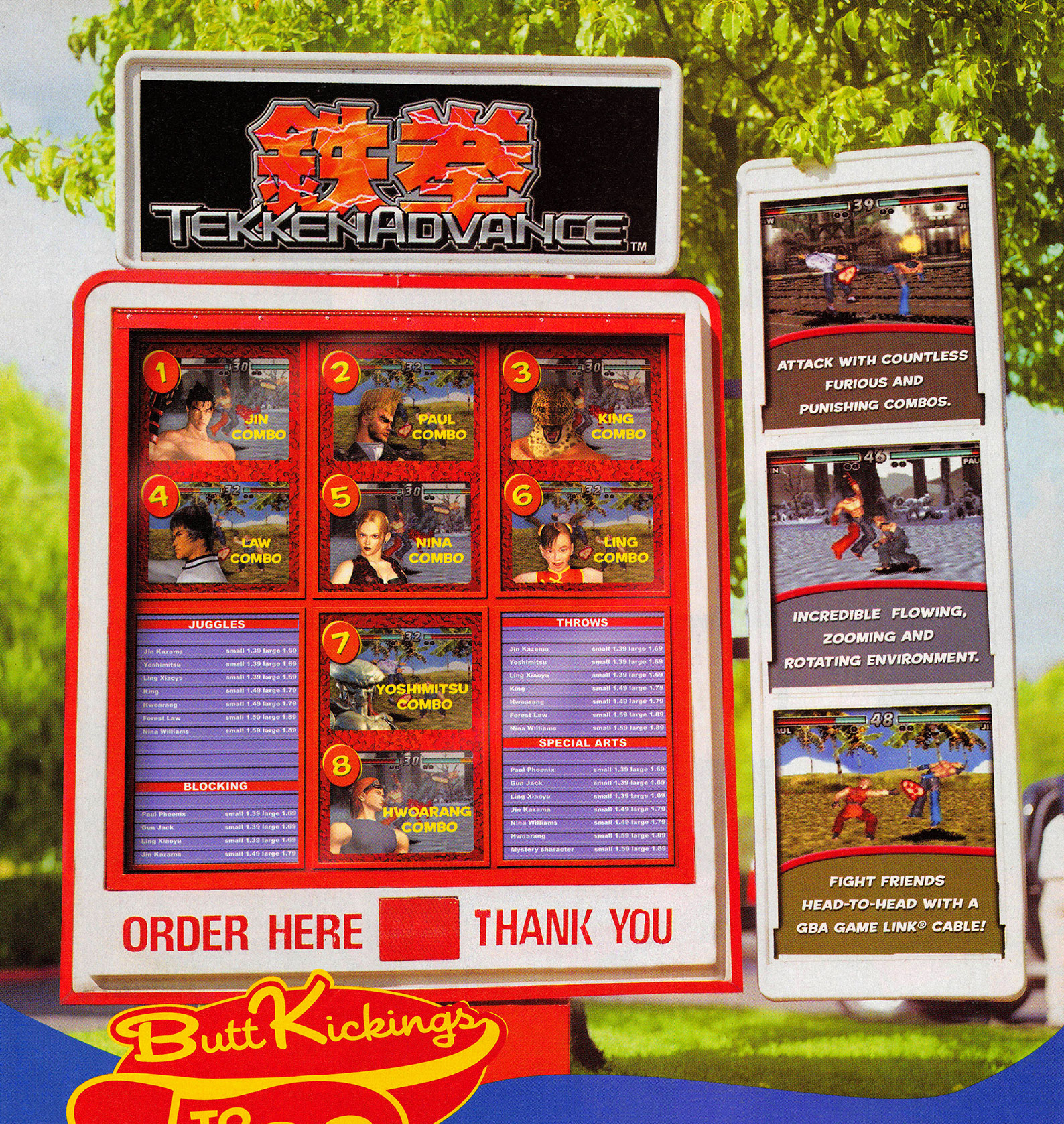
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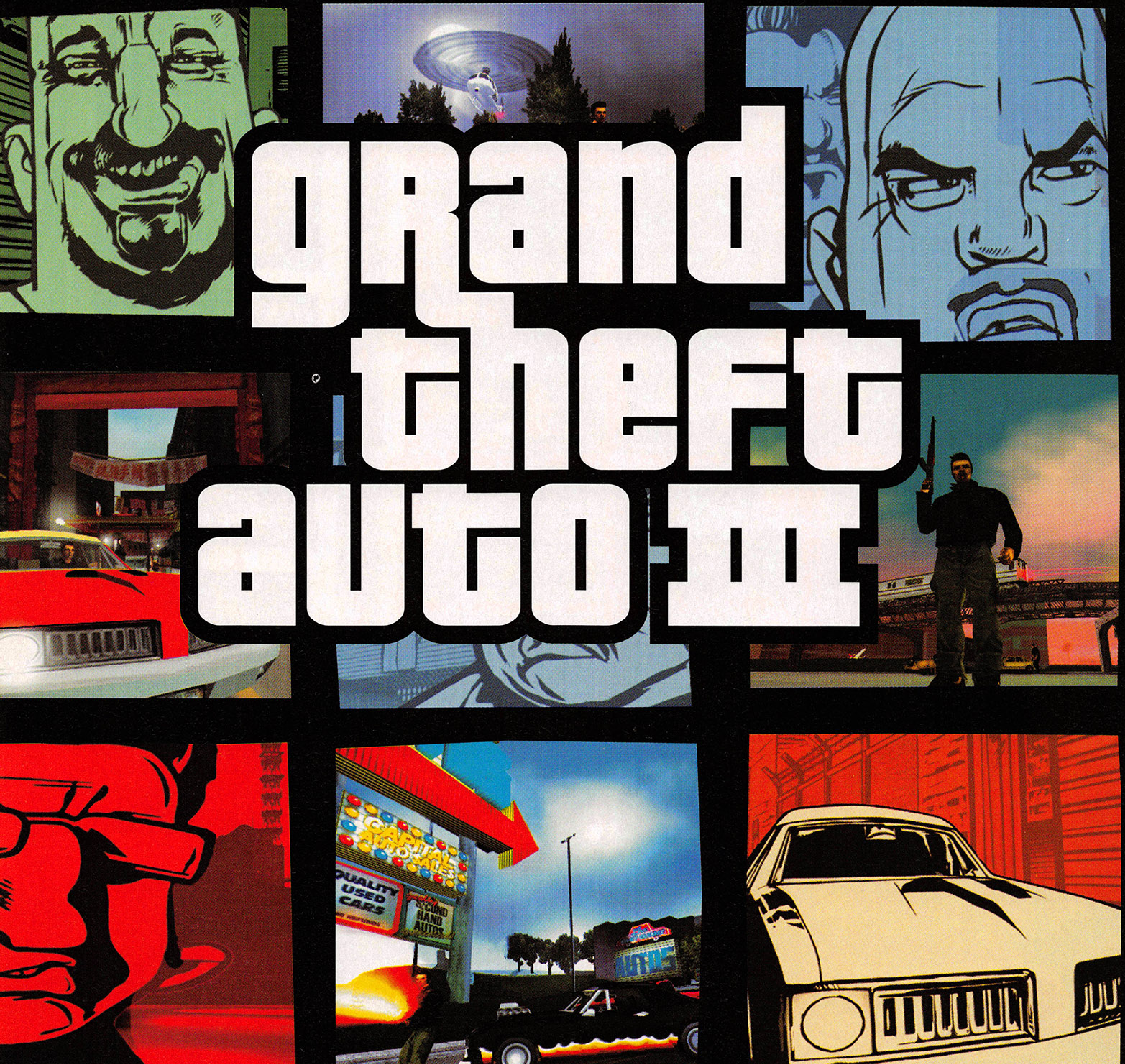

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Blood
Violence
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Note: Rockstar will be following IDSA guidelines for M rated games in the marketing of this game.
This game contains violent language and behavior and is not intended for persons under the age of 17. It is a comic interpretation of gangster activity and the story, names and incidents portrayed herein are fictitious. No identification or similarity to actual persons, living or dead, or to actual events is intended or should be inferred. Any resemblance is coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior.

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– IGN.COM

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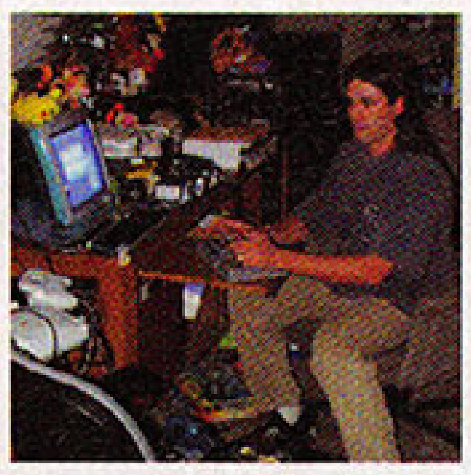
Power Up!

Welcome to *Tips & Tricks*, still the #1 Video-Game Tips Magazine. Now more than ever, if you know what we mean. We're so proud of this publication, in fact, that we'd like to send Editor in Chief **Chris Bieniek** over to your house so he can turn the pages for you and tell you funny stories about what goes on in our offices while you try to read.
Current Favorite Games: **Iridion 3D, Tony Hawk's Pro Skater 3, Burning Rangers, ChuChu Rocket!**

Executive Editor **Anatole Brown** thinks of *Tips & Tricks* as the chocolate chip cookie of video-game magazines: so irresistibly delicious that it's probably bad for your health. In some ways it's actually better than a cookie; for example, it doesn't leave crumbs in your bed and it doesn't lose any of its appeal when it cools off.
Current Favorite Games: **Final Fantasy Tactics, ICO, Batman: Vengeance, The Legend of Zelda: Oracle of Seasons**

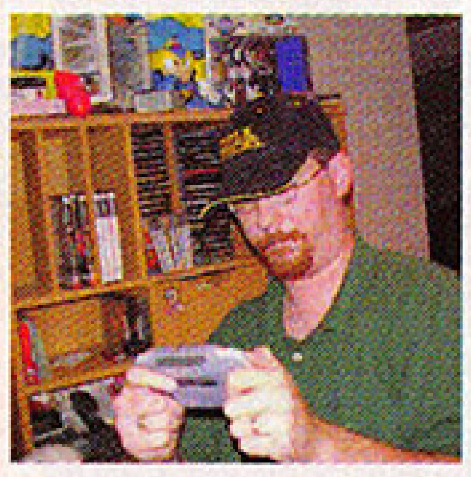
Most people probably think that Art Director **Lisa Beattie** uses some kind of newfangled computer thingy to design the pages of *Tips & Tricks* every month. The truth, however, is that she hand-letters each page with a calligraphy pen and uses crayons and colored pencils to draw all of the art elements, including the pictures of her coworkers on this very page.
Current Favorite Games: **Bowling, Point Blank 3, Time Crisis 2, Power Shovel**

Working in our top-secret Beverly Hills laboratory, Senior Editor **Ara Shirinian** sees similarities between his methods and the decipherment of Linear B, an ancient Cretan script which was proven in the 1950s to be a form of Greek. Sniffing out video-game cheats may not be as academically important, but the pay is better.
Current Favorite Games: **Ace Combat 04: Shattered Skies, Ace Combat 3: Electrosphere, Ace Combat 2, Air Combat**



The life of *Tips & Tricks* Associate Editor **Jason Wilson** is fraught with half-completed video-game projects that represent his unfulfilled dreams. For example, he's been trying to rig a set of gears that will convert the disc drive in his Famicom Twin console to a direct-drive system, since those crummy little belts are so hard to find. Maybe someday...
Current Favorite Games: **Capcom vs. SNK 2: Millionaire Fighting 2001, Mike Tyson's Intergalactic Power Punch, Gallop Racer 2001, Gaiarolis**

Associate Editor **Charlotte Chen** has to clear out a space in her home entertainment center to make room for her new GameCube and Xbox consoles...so it looks like her trusty old Super Nintendo Entertainment System and Genesis/Sega CD/32X configuration will soon be demoted to "closet shelf" status. Yep, the days of 16-bit supremacy are long gone.
Current Favorite Games: **Advance Wars, Super Monkey Ball, No One Can Stop Mr. Domino, Pengo**



The author of our monthly *Hard Core* column, Contributing Editor **Pat Reynolds** would like to see his beloved *Armored Core* series continue on the Game Boy Advance so he can deduct the cost of his GBA from the earnings he'll report on his 2001 tax returns. Hey, when you're a freelance writer, you've got to jump through every loophole with guns blazing.
Current Favorite Games: **Advance Wars, Ace Combat 04: Shattered Skies, Parappa the Rapper 2, Dance Dance Revolution 5th Mix**

Contributor **Geoff Arnold** buys CR2032 batteries by the case; hardly a day goes by that he doesn't need a fresh cell in his PocketStation or Dreamcast VMU. He's also developed a way to change the backup battery in his Sega Saturn console without losing his *Sonic R* saved game. Geoff's favorite wrestling move is the "F. Hbat," don't you know.
Current Favorite Games: **Zoo Keeper, Capcom vs. SNK 2: Millionaire Fighting 2001, Rygar, Dungeons & Dragons: Shadow Over Mystara**

Though he did not mention it in this month's *Sports Desk* column, **Mike Daly** did play through an entire season of *NFL Blitz 20-02* on the Game Boy Advance. When asked for his opinion on the game, Mike responded by quoting several sound bites from the original *NFL Blitz* coin-op; namely, "No good!" and "That was completely unnecessary."
Current Favorite Games: **NFL 2K2, ESPN Final Round Golf 2002, NCAA Football 2002, Twisted Metal: Black**

The author of our new *Collector's Closet* column, *Tips & Tricks* contributor **Joe Santulli** is not unlike a younger George Plimpton. With a good-natured chuckle, he'll put his hand on your shoulder and politely explain why the Intellivision *Major League Baseball* game is preferred over the atrocity that is Atari's VCS *Home Run* cartridge.
Current Favorite Games: **Smurf Paint 'n Play, Cabbage Patch Kids Adventures in the Park, Big Bird's Hide and Speak, Doom**

Because the filament in an aging light bulb usually burns out at the exact instant when it's turned on, *Tips & Tricks* Editorial Assistant **Jamie Andrew** believes that some types of bulbs in certain situations might actually last longer if they were simply left on all the time. However, as an energy-conscious Californian, she may never test this theory.
Current Favorite Games: **Dance Dance Revolution, Mortal Kombat 4, Tekken 4, Pitfall!**

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TEEN
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Animated Violence

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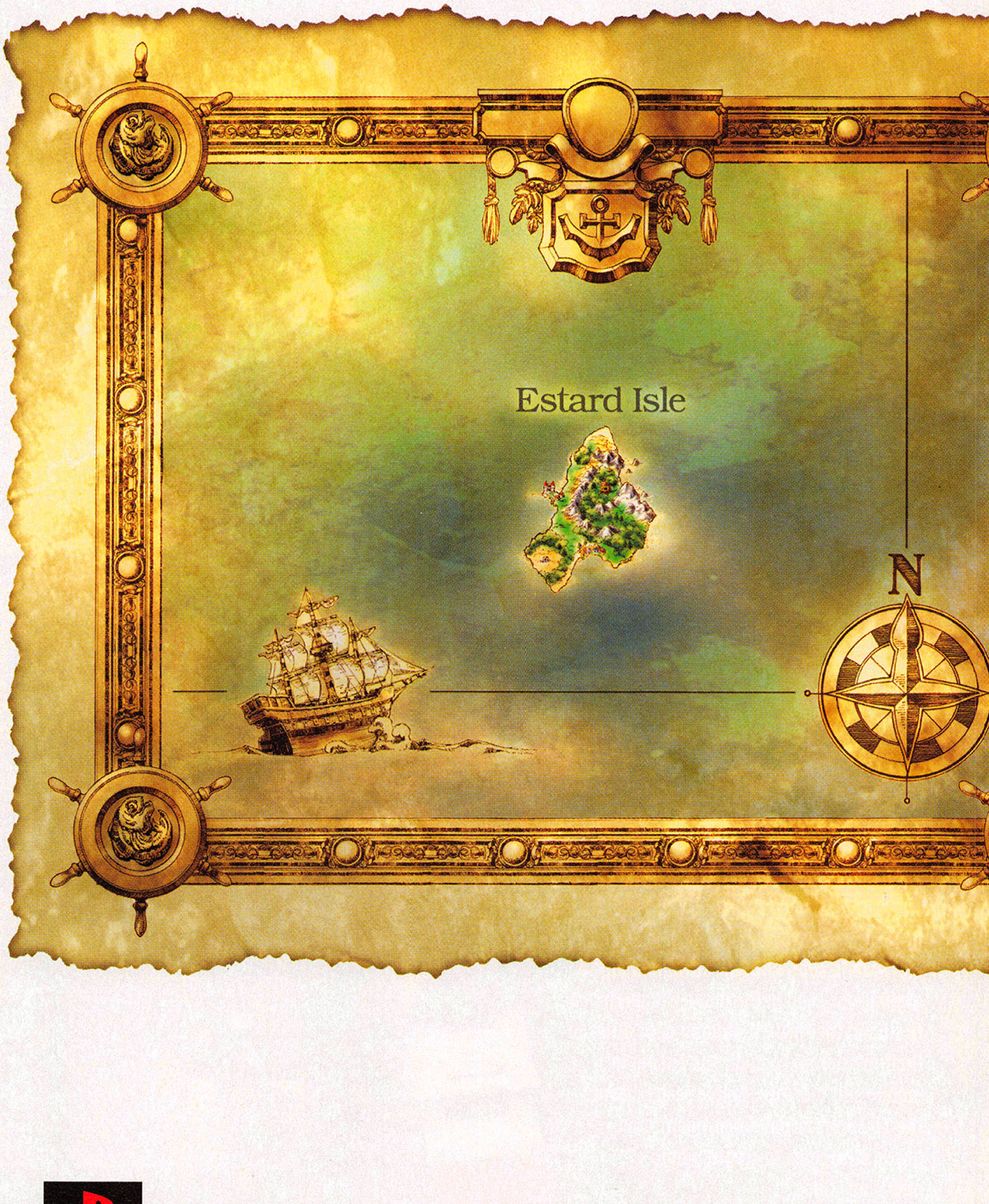
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N

TEEN
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CONTENT RATED BY
ESRB
Mild Language
Mild Violence
Suggestive Themes

In the world, only this island is...

PlayStation
NTSC U/C
DRAGON WARRIOR VII
TEEN
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Remember, we only print the most interesting letters we receive, so if you want yours to appear here, make it a good one!

MORE OF THE SAME?

I own *Final Fantasy VIII*, and after seeing some pictures of characters from *Final Fantasy X*, I noticed that a lot of the characters look the same. Why? Please answer me!

—Robert Curry
Chatsworth, CA

You're not the only one who has noticed the similarities. Starting with Final Fantasy VII, *artist Tetsuya Nomura has been the designer for many of the main characters in Square games. He also was responsible for character designs in the* Parasite Eve *games and* The Bouncer. *Like many artists with a distinctive style, his characters do tend to look very much alike. For example, compare Squall and Rinoa from* Final Fantasy VIII *with Tidus and Yuna from the upcoming* Final Fantasy X.

TOURNAMENT NEWBIE

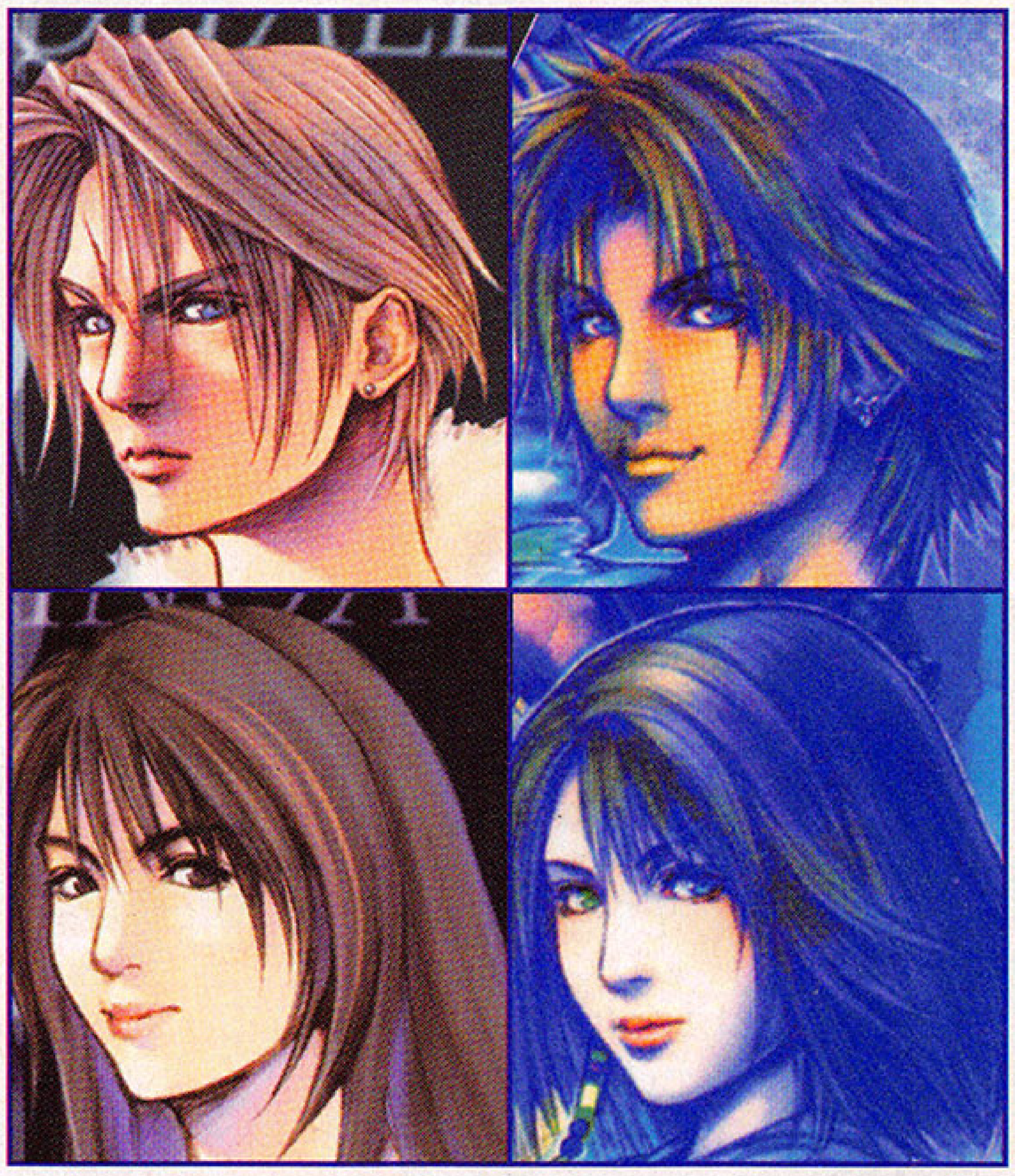
I just found my copy of *Capcom vs. SNK*. I've been practicing for a long time and would like to test my skills in a tournament. It's my first time going about this. How would I join a tournament if I am in another state? Also, I would like to know how a tournament works. Can you help me?

—Shawn Kopusta
Derby, CT

We asked our own Jason Wilson—author of the monthly Tips & Tricks Tournament Report*—to reply:*

"There are usually plenty of video game tournaments popping up all over the United States at any given moment...but if you're looking specifically for a Capcom vs. SNK *tournament, there are actually very few of those, unless you live in Canada or California. There is an annual* Street Fighter *tournament held each Memorial Day Weekend at the Eight on the Break arcade in Dunellen, New Jersey; that's probably the largest recurring tournament that's close to you. Check* Tournament Report *for upcoming* Capcom vs. SNK *tournaments—or if you have Internet access, check out www.shoryuken.com. Contact the arcade or the tournament organizers for information about how and when to sign up.*

The way a tournament works depends on many factors including the number of participants, the number of cabinets, the length of time allotted, etc. The larger tournaments use a "double elimination" system which means that you will need to lose to two different opponents in order to be knocked out of the running. The winners advance through the tournament bracket until there is no one left to play. Most arcade tournaments last four to 15 hours at very close quarters, especially with 100 gamers or more in the arcade at once, so keep that in mind if you are planning on attending a large tournament.



Character designs by Tetsuya Nomura. Squall and Rinoa from *Final Fantasy VIII* are on the left, Tidus and Yuna from *FF X* are on the right.

FORMATTING PROBLEMS

I have a problem that is bothering me. I have a PlayStation and a memory card that has more than one page, or a place to save many files. Sometimes, when I'm playing and want to save or I want to load a game, it says, "Your memory card has not been formatted. Do you want to format?" I tried to just ignore it for a while, but I got tired of it and finally pushed "yes." It then said it had finished, so when I tried to load a game, I couldn't find my file. So I checked my memory card and the whole page had been erased! Why did it ask me to format? What happened? Can I get my files back? Thanks.

—Dustin Kramer
Chesapeake, VA

When the game asks if you want to format a memory card, it is actually asking if you want to erase all the data on that card! In the computer industry, the term "format" refers to the process of organizing raw, unused storage space on a card or disk into a form that the system can use, which unfortunately means deleting everything to "start from scratch." If the data on a memory card becomes corrupted for whatever reason, the game may think that the card is unformatted—and if this option appears, the data is useless anyway, so you might as well format the card and use it again instead of throwing it away. However, since you've got one of those sketchy third-party memory cards that hold several different "pages" of data, it's possible that only one page was formatted and that your saved games still reside on a different page. Check the instruction manual that came with the card for information on how to access the different pages...and good luck!

TOKEN OF THE MONTH

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Front
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NON NEGOTIABLE
GAME TOKEN
NON REDEEMABLE
namco amusement zone
Back

This month's token is from the Namco Cyberstation in Salt Lake City, UT. It was sent in by Nick Patrick from Magna, UT. Thanks, Nick!

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

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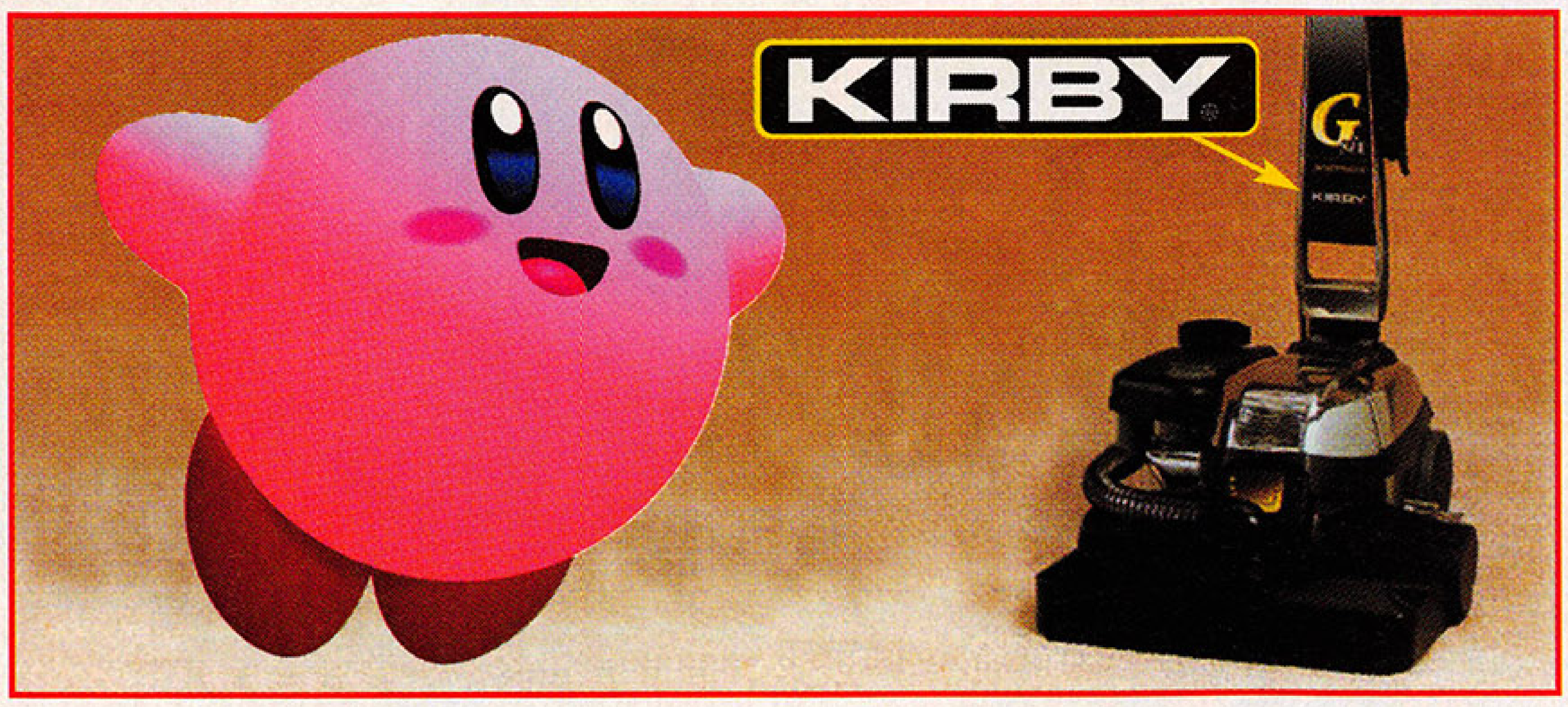

SEPARATED AT BIRTH?

This is probably stupid, but I came across a weird conspiracy. It has to do with the famous Kirby video game series. I recently learned that there's a vacuum company called "Kirby;" the same name as the game. I was thinkin' that maybe the Nintendo game was named after this line of vacuums, because Kirby vacuums were created before the games. It's not just that the name is the same that bothers me; the character Kirby actually sucks or inhales things into its mouth, similar to a vacuum. Tell me this: Was the Kirby character named after the vacuum?

—L.J. Hill
Hober Heights, OH

Interesting observation! We found that there is in fact an existing vacuum manufacturer that goes by the name of The Kirby Company. It was founded by Jim Kirby way back in 1906! Unfortunately, the origin of the video-game character still remains a mystery. He was created by Hal Laboratories in Japan around 1992, but we haven't been able to find any further information about this enigmatic pink ball.

OUT OF HOPE, OUT OF ROPE, OUT OF VRAM

I've had a PlayStation for about a year and have several games, but one game of mine has a problem. *Vigilante 8: 2nd Offense* has this glitch; whenever I play with the codes on (yes, I cheat, but I get all of my codes from you guys), I get this message that says "OUT OF VRAM." It only appears at the loading screen. So what is VRAM? *Tips & Tricks* rules!

—Jake McGuire
Rock Falls, IL

Jake, it looks like you were lucky enough to discover one of those uncommon instances of bugs in console games. VRAM refers to a special area in the PlayStation's memory that's related to the graphics drawn on the TV screen. There's a limit to the amount of available VRAM that a game's programmer can use at any given time. What you saw was probably a debug message that only programmers are supposed to be able to see. That message probably would not appear during normal gameplay (that is, when you're not using cheat codes).

TIPS & TRICKS Sticker Gallery

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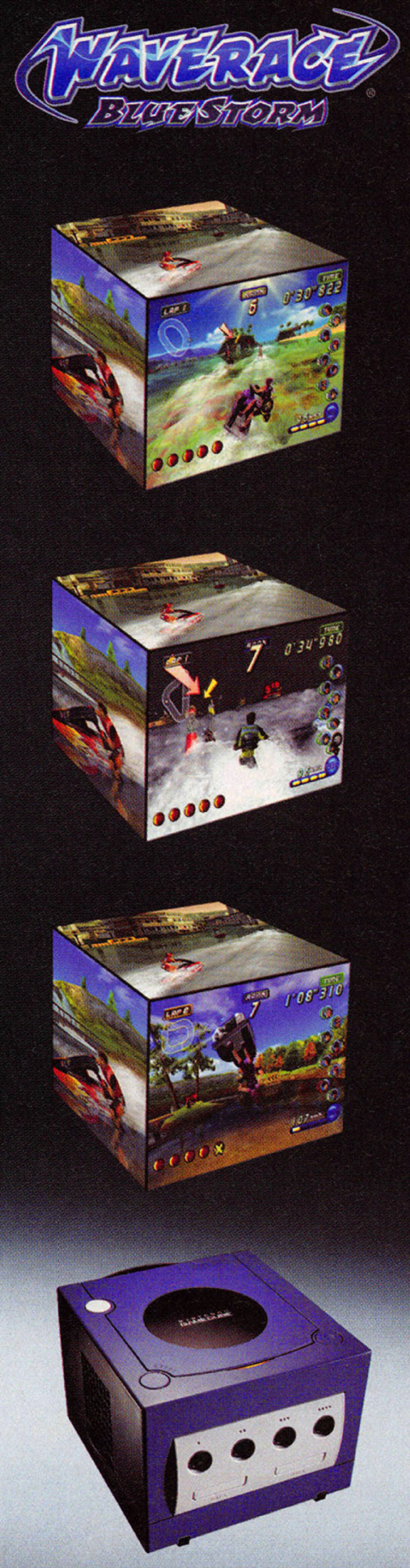

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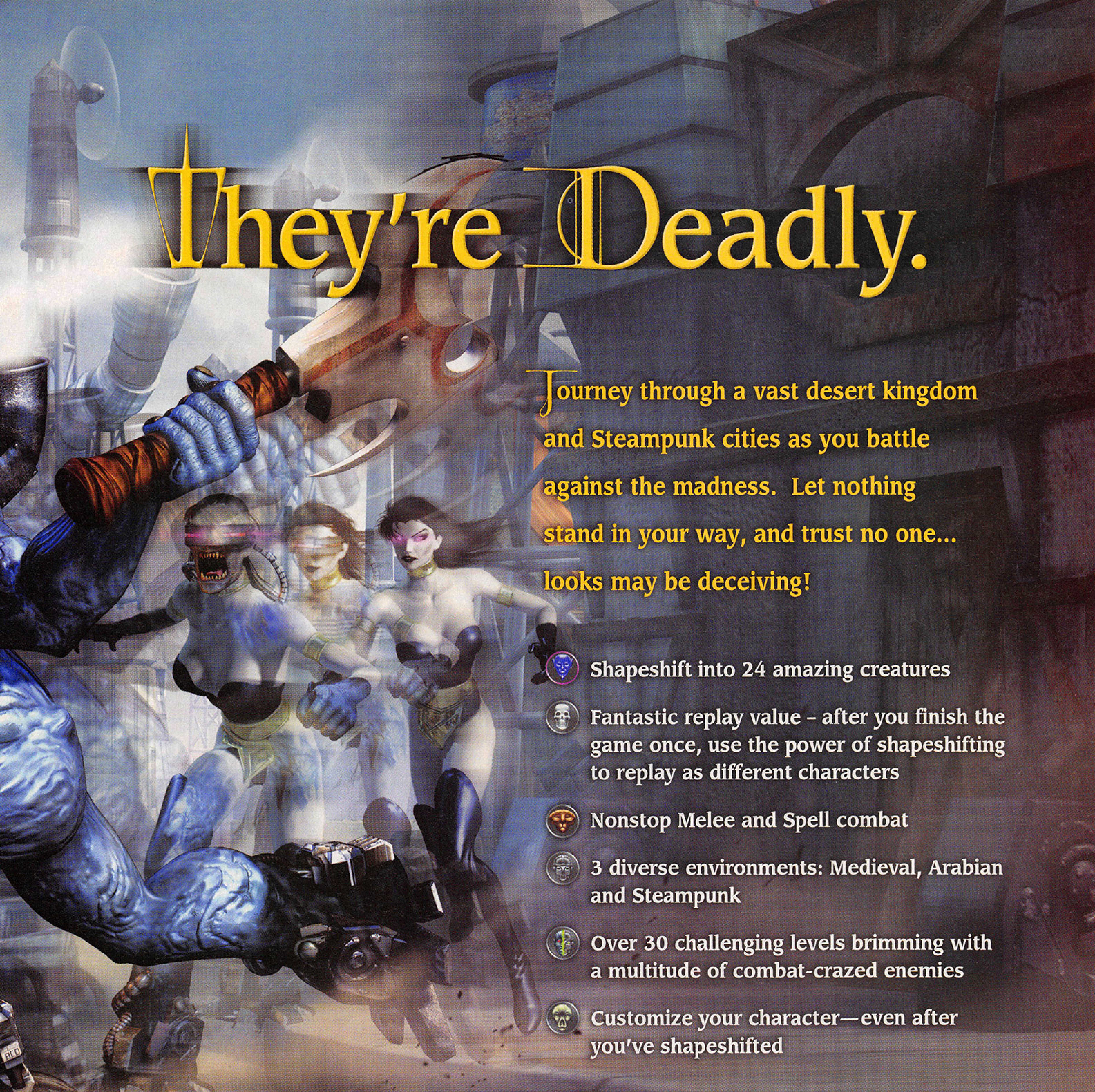

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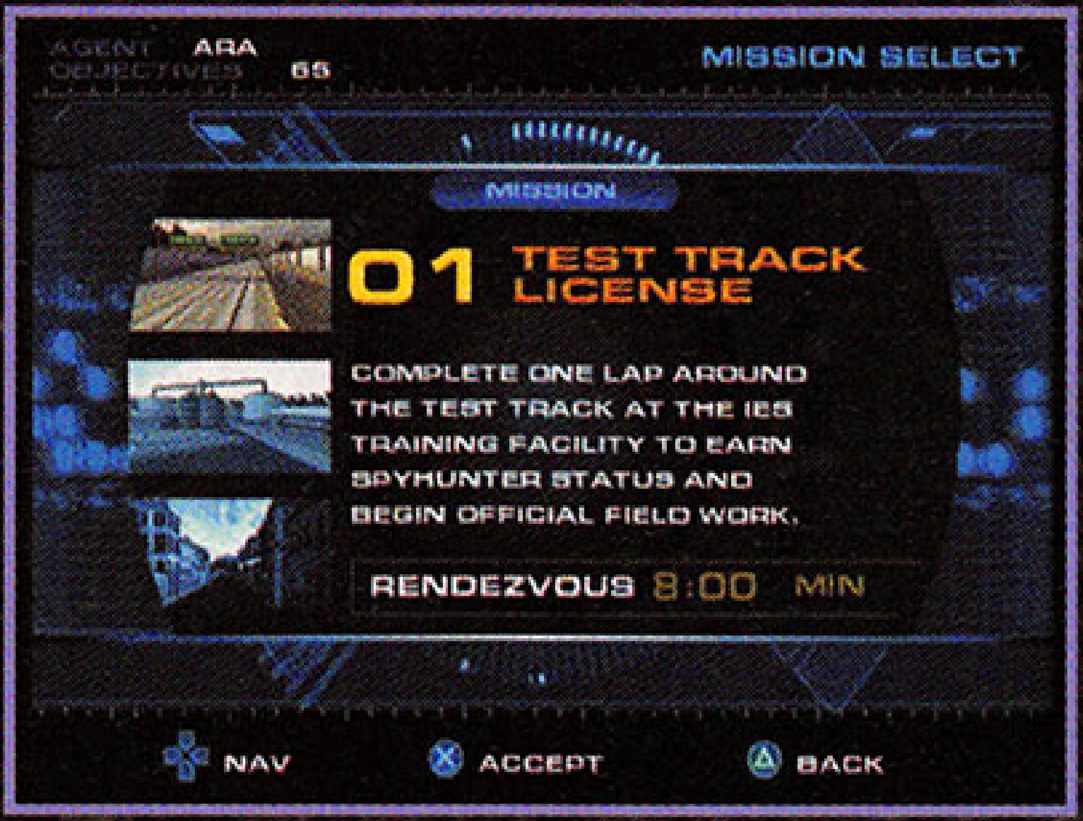
SPY HUNTER

by Ara Shirinian

Developed by Paradigm Entertainment, *Spy Hunter* is a remake of the classic 1983 arcade game of the same name. Although this new incarnation offers quite a different gameplay experience, the new developers have managed to retain much of the spirit of the original. You'll encounter familiar enemies like "Road Lord" and "Mad Bomber" and all of your favorite weapons are still at your disposal. Even the old model designation of the car (G-6155, which stands for the birthdate of original game designer George Gomez) has been retained. In this strategy, I'll reveal all of the hidden cheats, illustrate some of the more subtle characteristics of the G-6155 Interceptor and give specific advice on some of the tougher parts of the game.

Game Flow



01 TEST TRACK LICENSE

COMPLETE ONE LAP AROUND THE TEST TRACK AT THE IES TRAINING FACILITY TO EARN SPYHUNTER STATUS AND BEGIN OFFICIAL FIELD WORK.

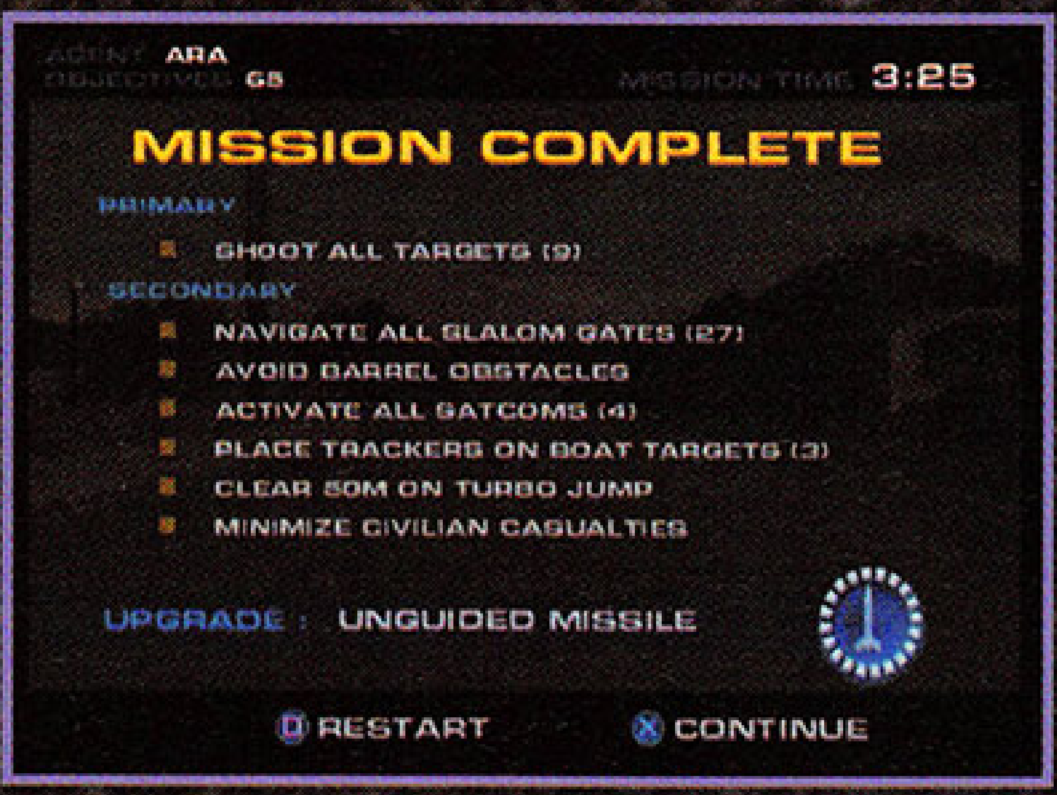
RENDEZVOUS 8:00 MIN

In order to clear a mission, you must at least complete its primary objective and then reach the "rendezvous point" before time expires. The layout of every mission is fairly linear, with one major route and a number of secret side routes that always return you to the main path. Reaching the rendezvous point is just a matter of driving all the way to the end of the area.

In order to access subsequent missions, you must obtain a certain number of Objective Points. Each objective you clear, whether primary or secondary, earns you one Objective Point. Upon clearing a mission, you'll earn an upgrade to your car that may only be used in later missions. For example, after completing Mission 4: Swamp Venom, you'll obtain the Smoke Screen upgrade. However, you still won't be able to use the Smoke Screen in missions 1 though 4.

#	Mission Name	Location	Obj. Points Req'd For Access	Objectives In Mission	Time Limit	Upgrade Earned
1	Test Track License	Texas, USA	0	7	8:00	Unguided Missiles (x20)
2	Dragon Strike	Frankfurt, Germany	4	4	7:00	Gun capacity doubled (x4,000)
3	Route Canal	Venice, Italy	7	4	6:00	Guided Missiles
4	Swamp Venom	Florida Keys, USA	11	4	7:00	Smoke Screen
5	Double Vision	French Riviera	14	4	7:00	15mm Guns
6	Columbian Extract	Panama Canal	18	4	7:00	EMP Cannon
7	IES Testing Facility	Texas, USA	22	7	7:00	Missile capacity doubled (x40)
8	Escort Service	Dover, England	27	4	7:00	Flame Thrower (x20)
9	German Blitz	Frankfurt, Germany	32	5	7:00	25mm Guns
10	Terrorist Lock Down	Panama Canal	39	4	6:00	Swarm Missiles
11	French Kiss	Monte Carlo	42	6	6:00	Guided EMP Cannon
12	Locked Keys	Florida Keys, USA	48	4	6:00	Rail Gun
13	Venetian Blind	Venice, Italy	53	4	5:00	Turbo recharge rate doubled
14	Eye of the Storm	Petra, Jordan	57	4	9:00	—

Unlocking Cheats



MISSION COMPLETE

PRIMARY
- SHOOT ALL TARGETS (9)

SECONDARY
- NAVIGATE ALL SLALOM GATES (27)
- AVOID BARREL OBSTACLES
- ACTIVATE ALL SATCOMS (4)
- PLACE TRACKERS ON BOAT TARGETS (3)
- CLEAR 50M ON TURBO JUMP
- MINIMIZE CIVILIAN CASUALTIES

UPGRADE : UNGUIDED MISSILE

To unlock a cheat, you must clear ALL the objectives for a particular mission... and finish within the "Time to Beat" during the same attempt. It sounds tough, but it is possible to satisfy all the objectives in any particular mission attempt. Also, you won't be penalized for using previously-earned cheats in any mission. Unfortunately, most of these cheats will not help you out at all in trying to obtain fast times in the other missions.

#	Mission Name	Time To Beat	Cheat Unlocked
1	Test Track License	3:40	Saliva Spy Hunter Video
2	Dragon Strike	3:35	Green HUD
3	Route Canal	2:40	Saliva Your Disease Video
4	Swamp Venom	3:15	Night Vision
5	Double Vision	3:25	Early Test Animatic Video
6	Columbian Extract	3:45	Extra Cameras
7	IES Testing Facility	3:10	Rainbow HUD
8	Escort Service	3:05	Inversion Camera (inverted colors)
9	German Blitz	3:45	Concept Art Video
10	Terrorist Lock Down	3:15	Fisheye View
11	French Kiss	3:10	Camera Flip (upside down)
12	Locked Keys	3:30	Puke Camera (spinning)
13	Venetian Blind	2:15	Making Of Video
14	Eye of the Storm	5:10	Tiny Spy
—	Finish Game	—	Hover Spy
—	All Objectives	—	Super Spy †

† Interceptor is invincible and ammo is unlimited.

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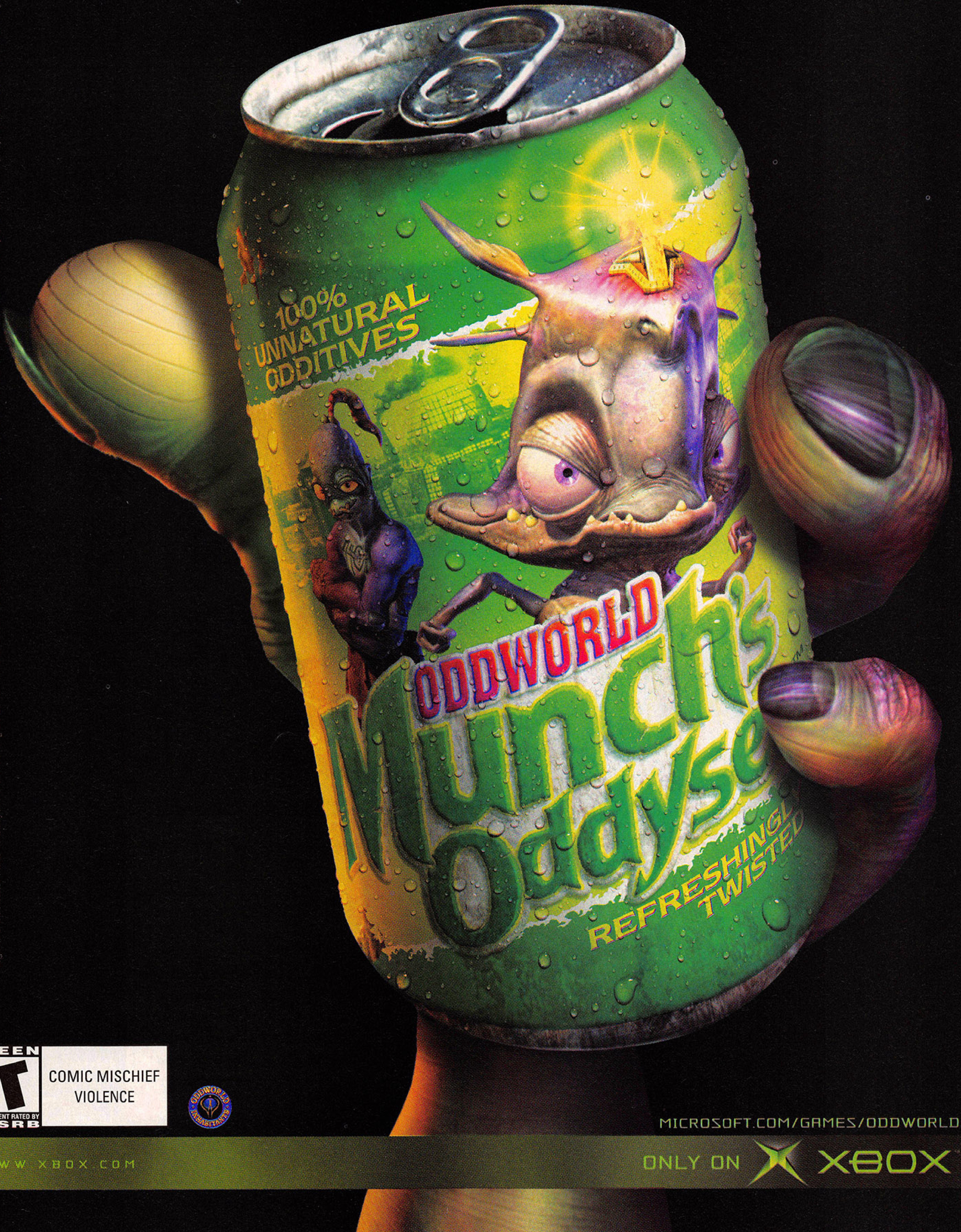
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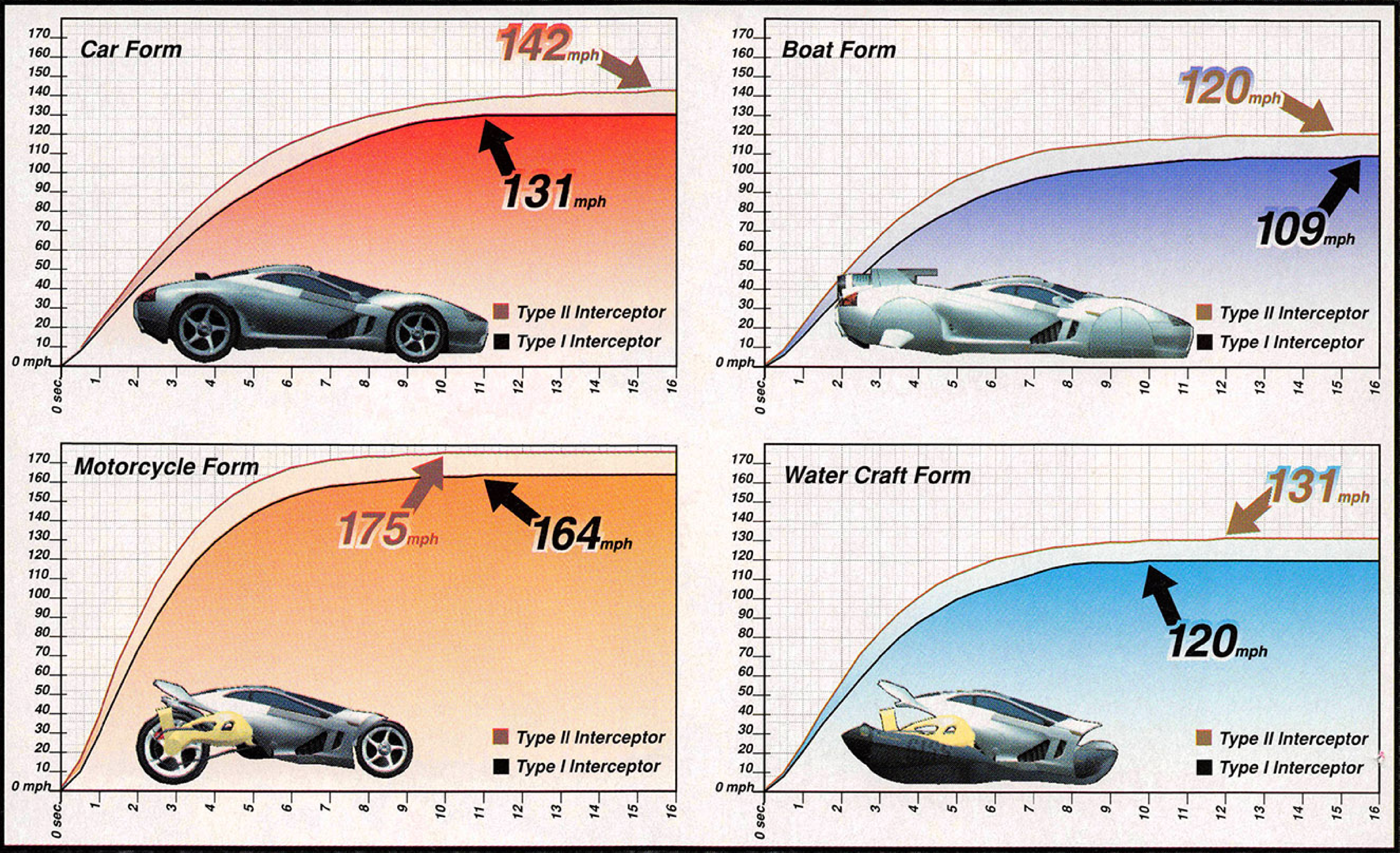
Handling the G-6155 Interceptor

In *Spy Hunter*, speed is the name of the game, especially if you are trying to unlock cheats. In this section, I'll explain how different situations affect the speed of your Interceptor. The Interceptor has four different forms: Car, Boat, Motorcycle and Water Craft. On land, the Interceptor takes on its Car form, while on water it will automatically transform into its Boat form. After losing about 70% of its shields, it will automatically transform into the Motorcycle form if you're on land; on water, it will transform into the Water Craft. Also, in Missions 7 through 14, you'll use an upgraded version of the vehicle: the Type II Interceptor. The graphs below illustrate the speed of each of the Interceptor's four forms, starting from 0 mph and accelerating for 16 seconds in a straight line along a level path. The black line represents the Type I Interceptor and the maroon line represents the Type II Interceptor. Top speeds are marked on each graph. As you can see, travelling on land is much faster than travelling on water. You'll often have to choose between the two in a number of missions, so you should always take the dry path whenever possible.

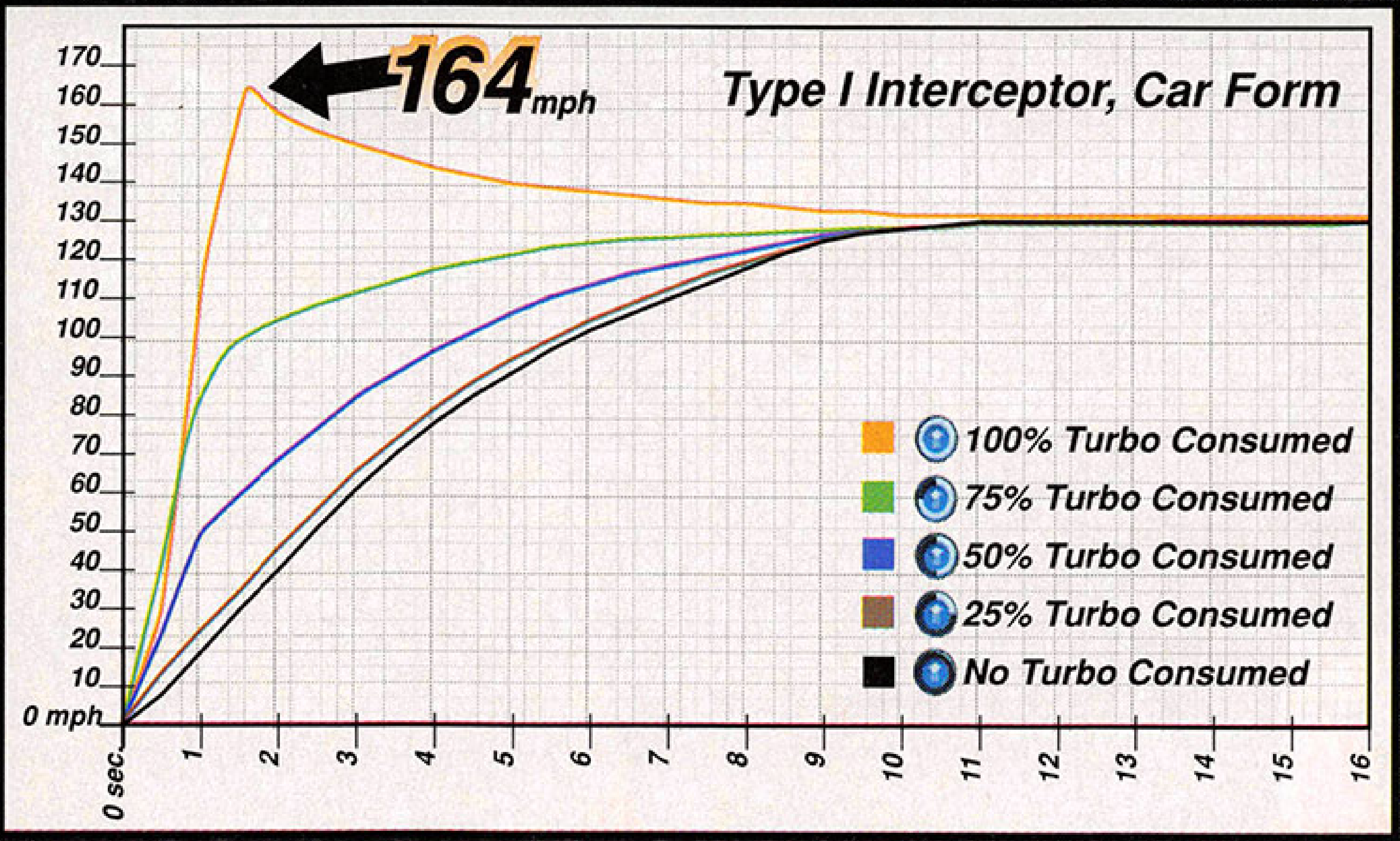


Hover Spy Cheat

The Hover Spy cheat will modify the characteristics of the Interceptor in a few interesting ways. When Hover Spy is on, your Interceptor is totally unaffected by changes in terrain. In order words, driving over water will be just as quick as driving over land. Another advantage is that your top speed is increased by 11 mph if you're using the Car or Boat form. However, your speed as the Water Craft is unchanged...and your top speed as the Motorcycle is reduced by 44 mph. Even worse, your cornering ability is dramatically compromised overall. In general, the disadvantages are too great for the Hover Spy cheat to be very useful. However, in some missions that don't involve a lot of sharp turns, it may help you to achieve faster times that you could otherwise.

Turbo Boost

Turbo Boost is only available when the Interceptor is in its Car or Boat form. Since it takes so much time for the Turbo Boost to recharge, your mission times will vary significantly depending on where and when you decide to use it. First, you should never boost in the air, as it will be totally ineffective. Your craft loses a lot of speed in the air after flying off a jump or ledge regardless of what you do. Second, the relationship between the acceleration you experience and the amount of turbo consumed is not linear at all. For example, consuming 1/2 of the boost gauge gives you an increase in speed that's much greater than twice the amount you would receive for consuming 1/4 of the gauge.



This graph illustrates the speed of the Car form of the Type I Interceptor and the effects of consuming different amounts of turbo. As before, the Interceptor started at 0 mph and accelerated for 16 seconds in a straight line along a level path. The bottom curve represents normal acceleration without using turbo at all. The next four curves, starting from the second from the bottom, represent consuming 1/4, 1/2, 3/4 and the entire capacity of the turbo gauge respectively. The point here is that it's practically useless to perform a turbo boost unless you're consuming 3/4 of the whole gauge or more.

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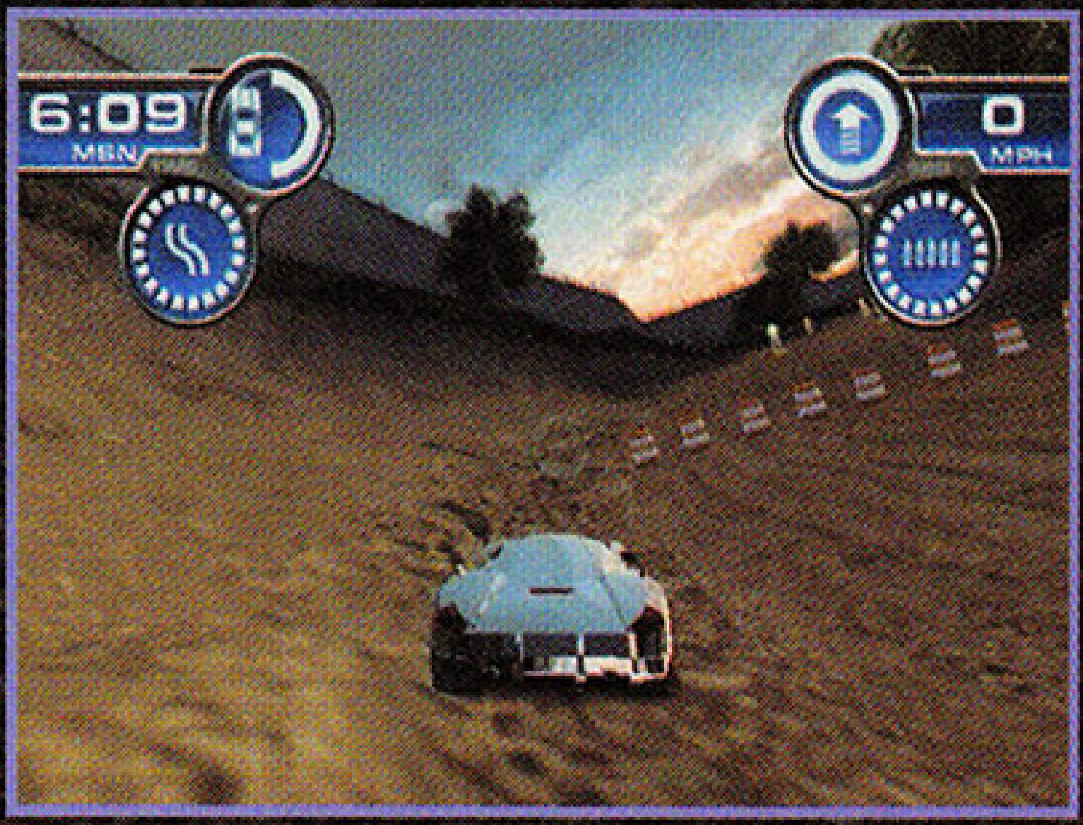
Mission Hints

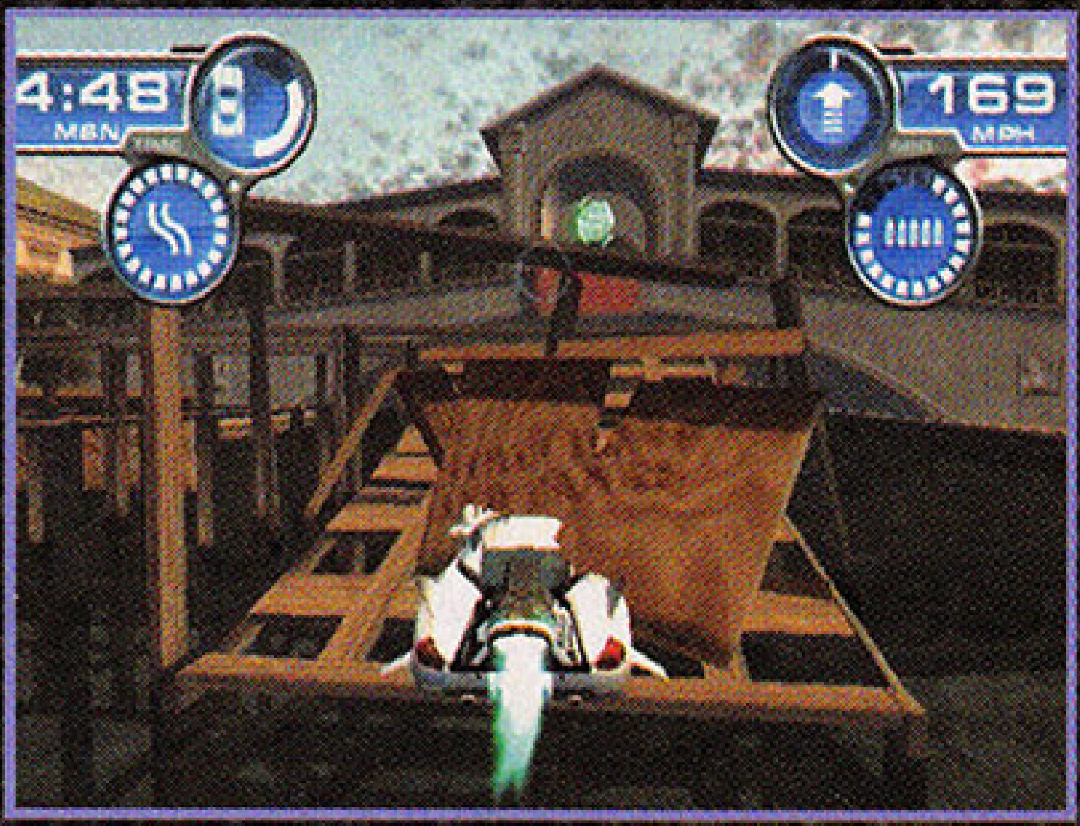
For the remainder of this strategy, I'll give some specific hints for each mission and point out some secrets you may have missed.

Mission 1: Test Track License

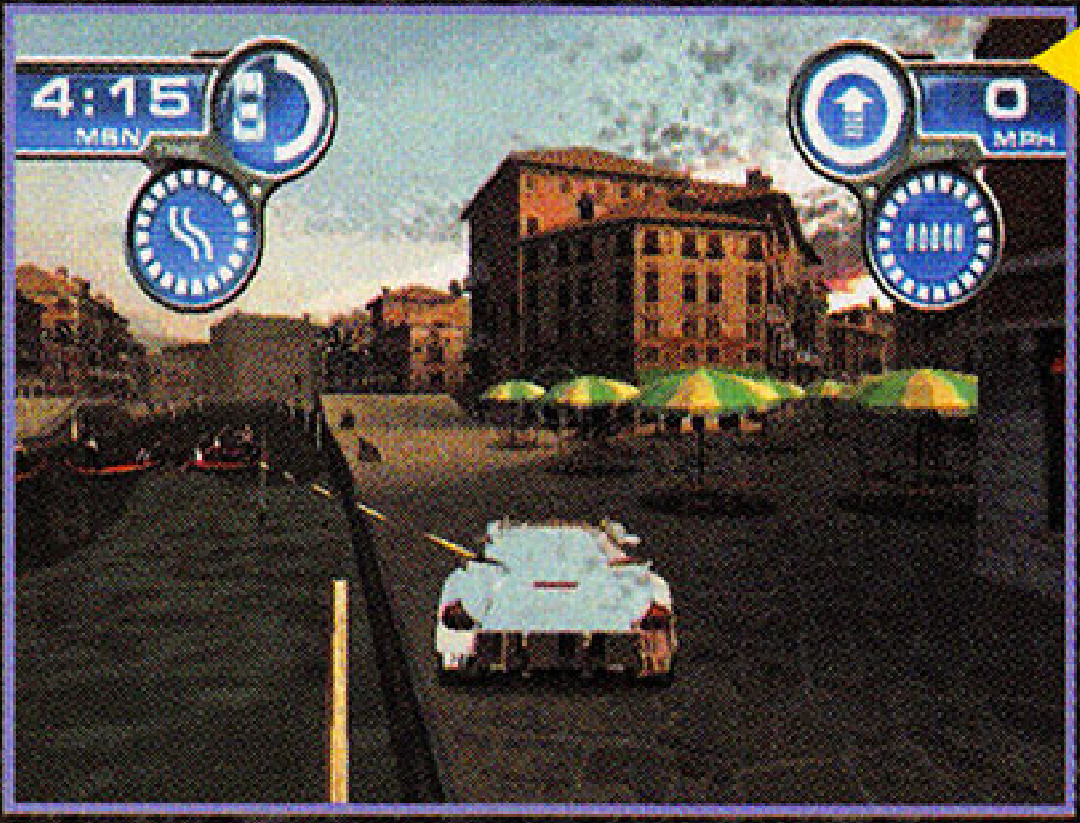


In this area, it might seem impossible at first to pass this row of barrels without knocking one over. Even though it doesn't look like you can do it, you can drive around the whole thing by staying on the left. No problem!

Mission 3: Route Canal

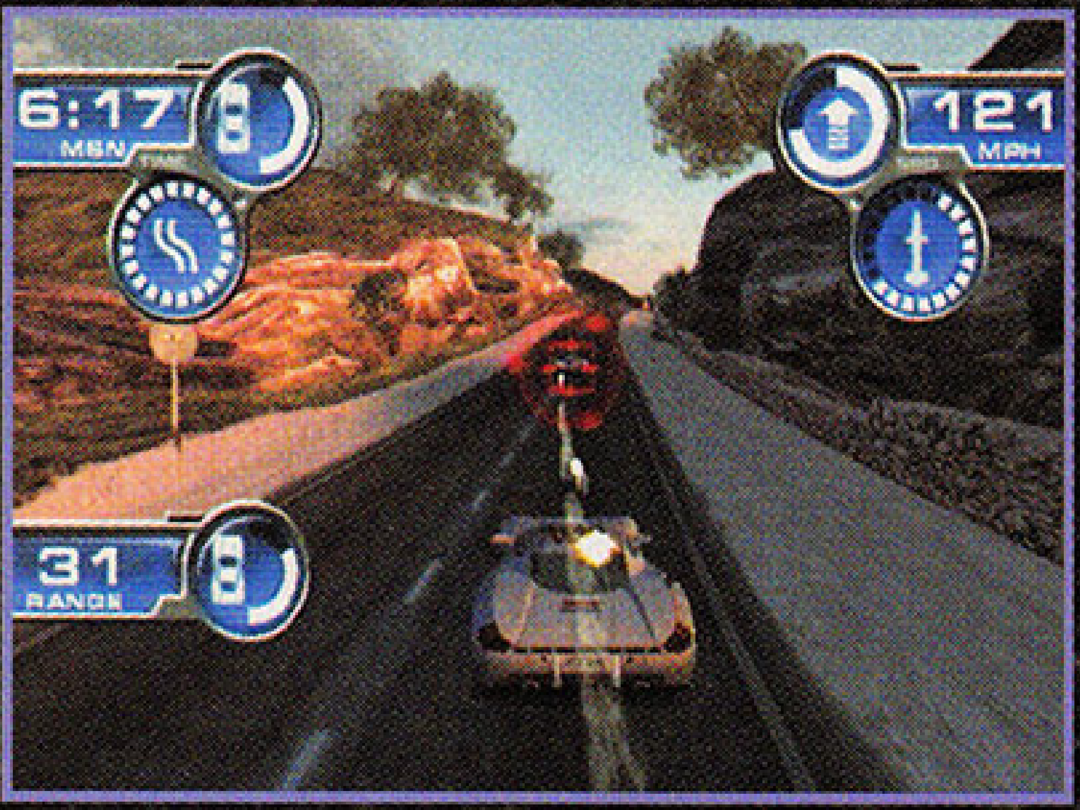


In this mission, you must use turbo to reach the first two Satcoms. Remember to activate the turbo a few seconds before you get too close to a ramp, otherwise you may not accumulate enough speed.

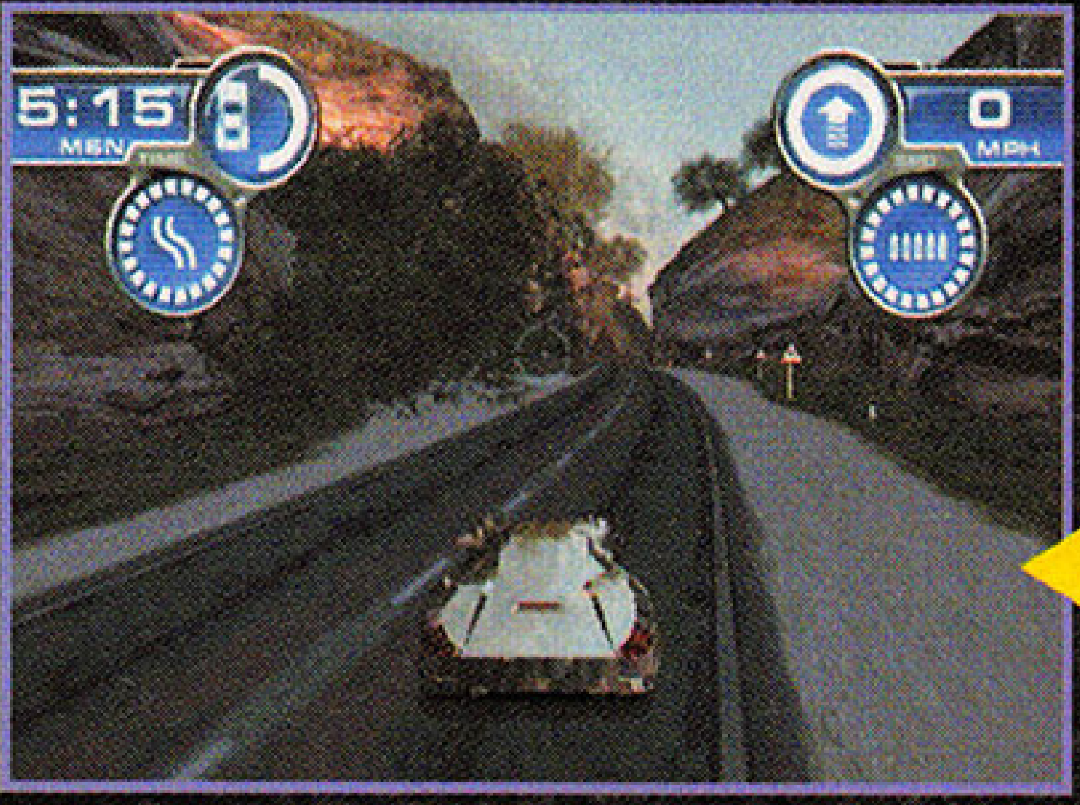


In the first half of the mission, you can take a secret shortcut if you stay on the right side of the canal. When you see these tables and umbrellas, hang a sharp right!

Mission 5: Double Vision



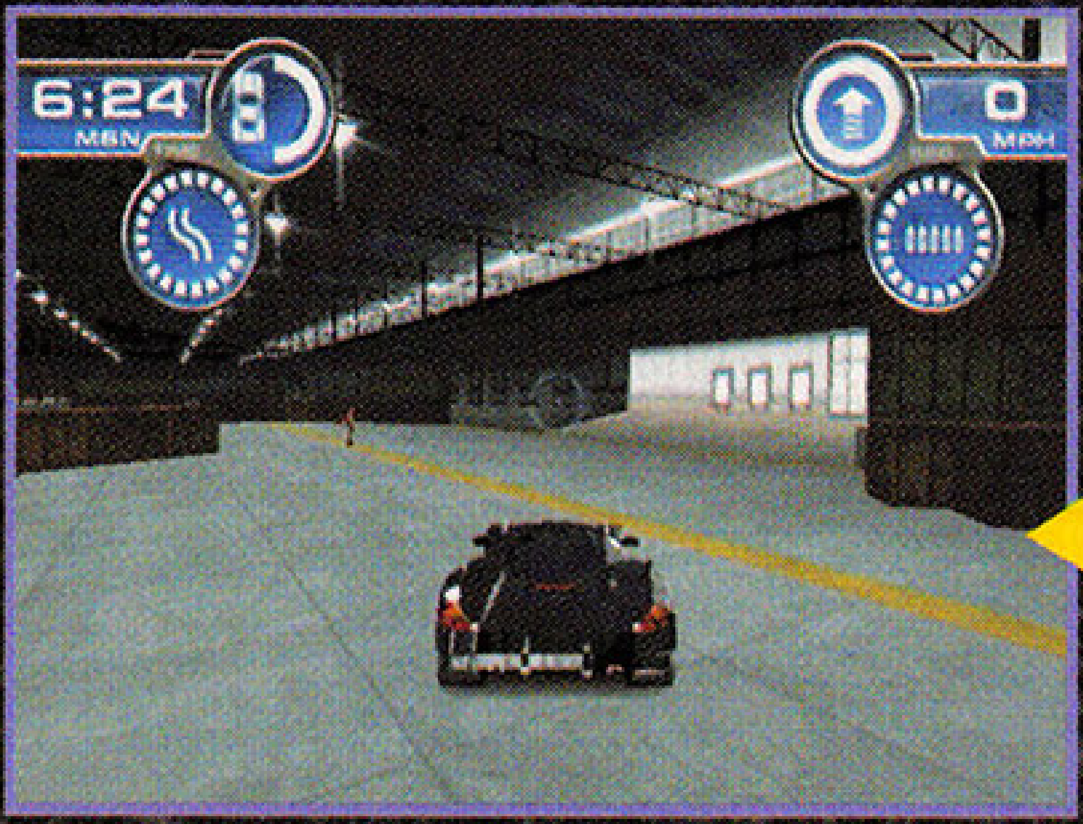
Concentrate on hitting the stolen Interceptor with as many missiles as possible. A few moments after you catch up to it at the beginning of the mission, it will speed away from you and remain far out of range for a while. Inflicting heavy damage early on will make matters easier for you later. Be careful not to hit any civilians, though!



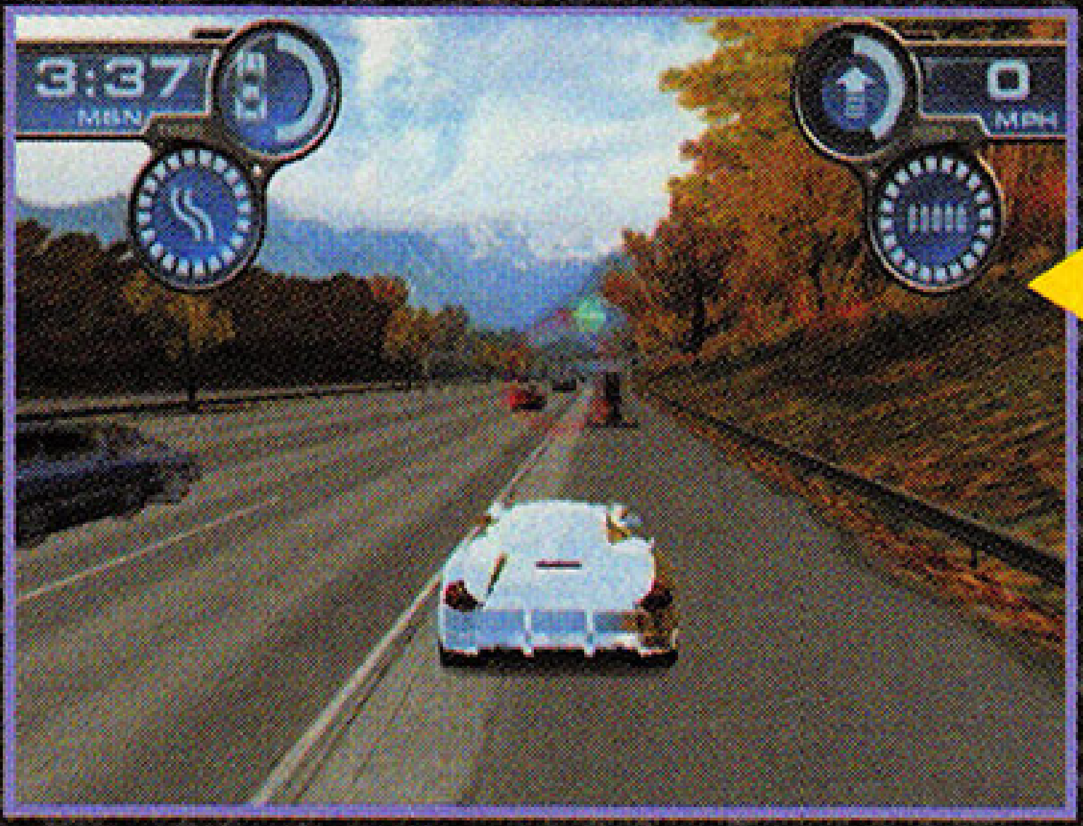
Just after the end of the man-made tunnel, this secret path on the left is obscured by a huge bush in front of it.

Mission 2: Dragon Strike

Here you'll be introduced to some secret paths for the first time. Besides the warehouse shortcut, there are a few roads that stray off the main, paved route. Though they aren't very well hidden at all, it will be difficult to find them if you're traveling at normal speeds. In almost every case, it's better to take hidden routes than to stay on the main road. Try driving through the whole mission slowly the first time and memorize their locations.



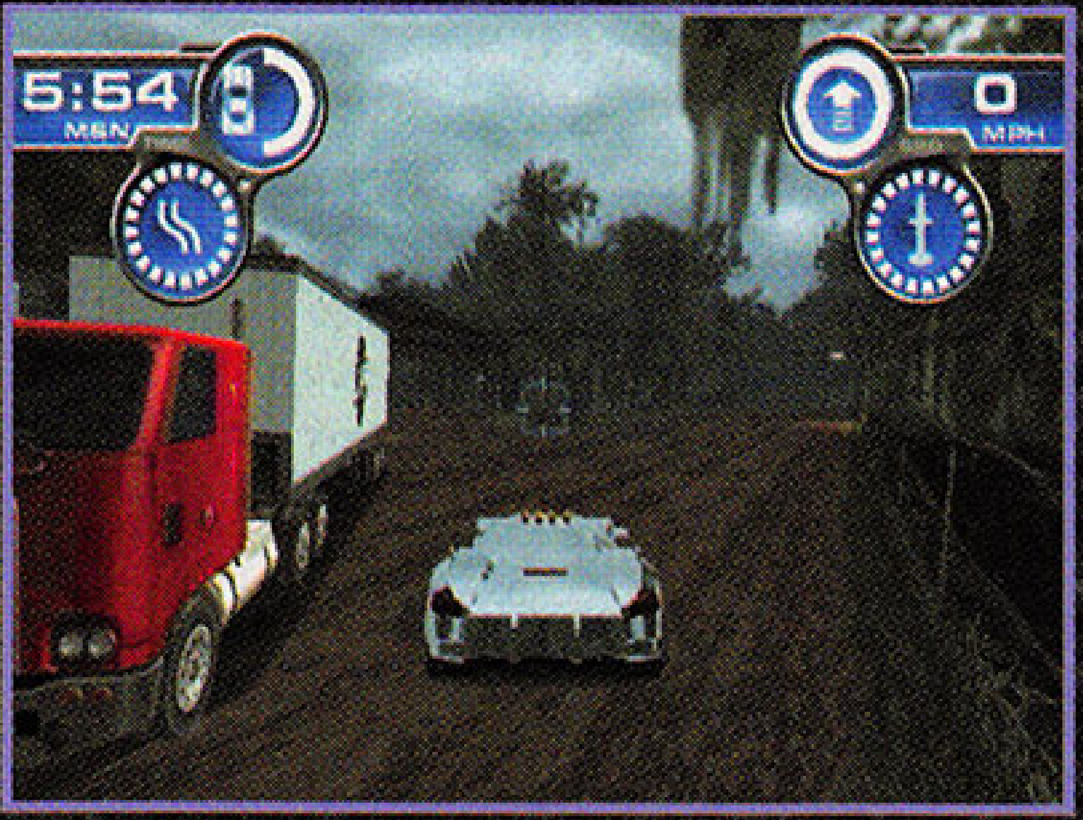
When you first enter the warehouse, you can take a shortcut by driving through these windows immediately to the right.



After emerging onto the four-lane highway, stay on the shoulder to the right. There's a Satcom just beyond the ramp on that side.

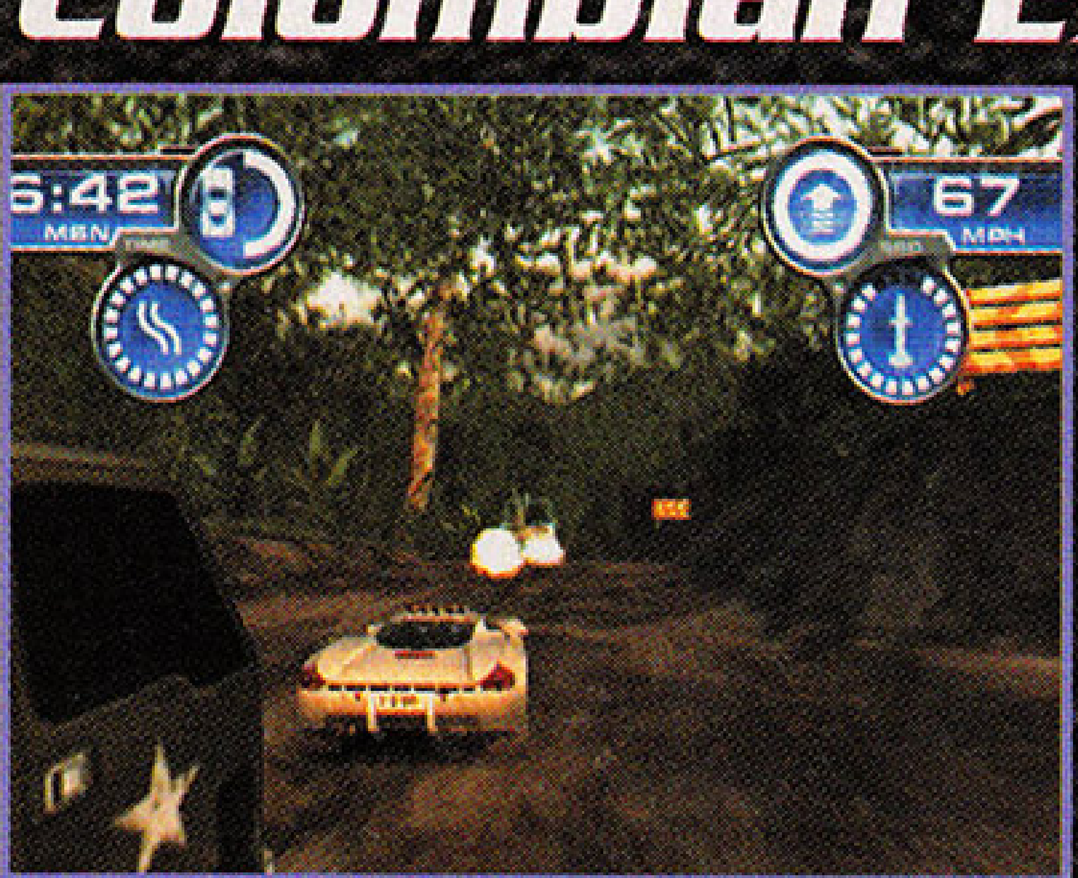
Mission 4: Swamp Venom

You must use your new lock-on missile feature to destroy the combine control towers in this region.



There's a secret path to your left immediately after you pass this big rig. You can find a second secret path to the right, just before the second big rig.

Mission 6: Colombian Extract



The first objective of this mission requires you to safely escort the IES Cargo Truck to its goal. Don't stay alongside or behind the cargo truck. Instead, drive in front of it and shoot down every enemy truck and sniper you see with your missiles. If you can clear out the area ahead, you won't have to worry about the cargo truck sustaining damage.

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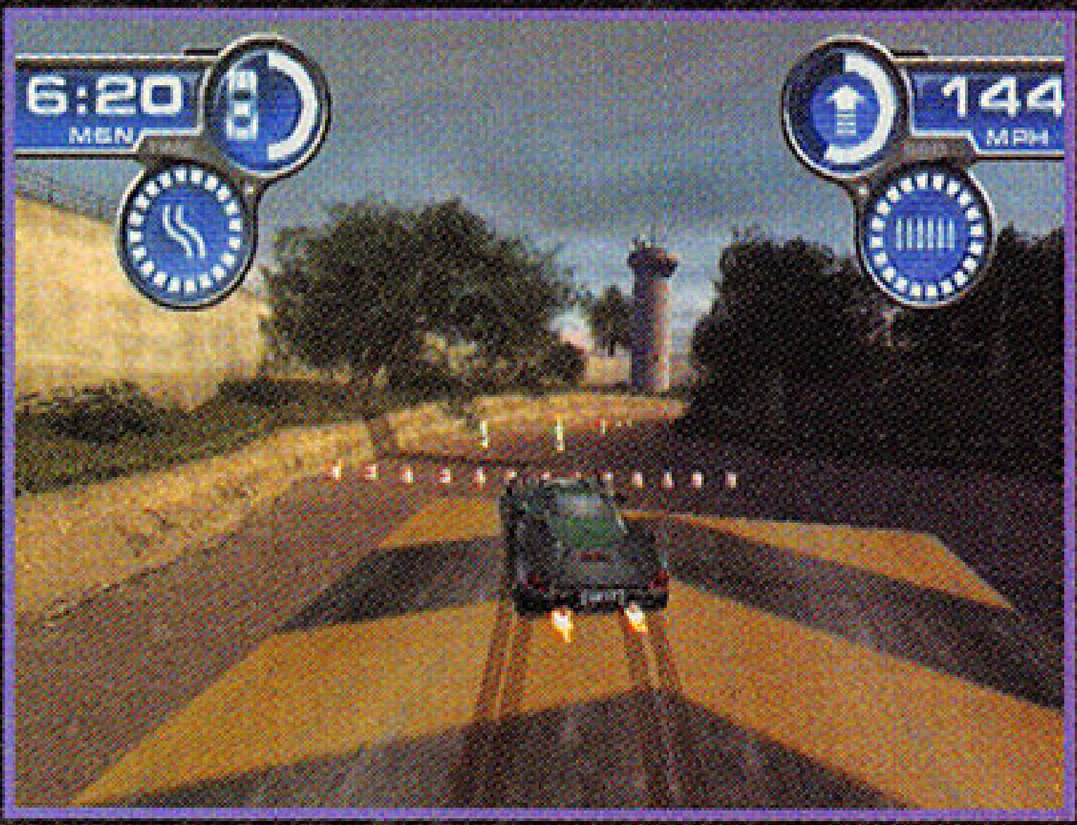
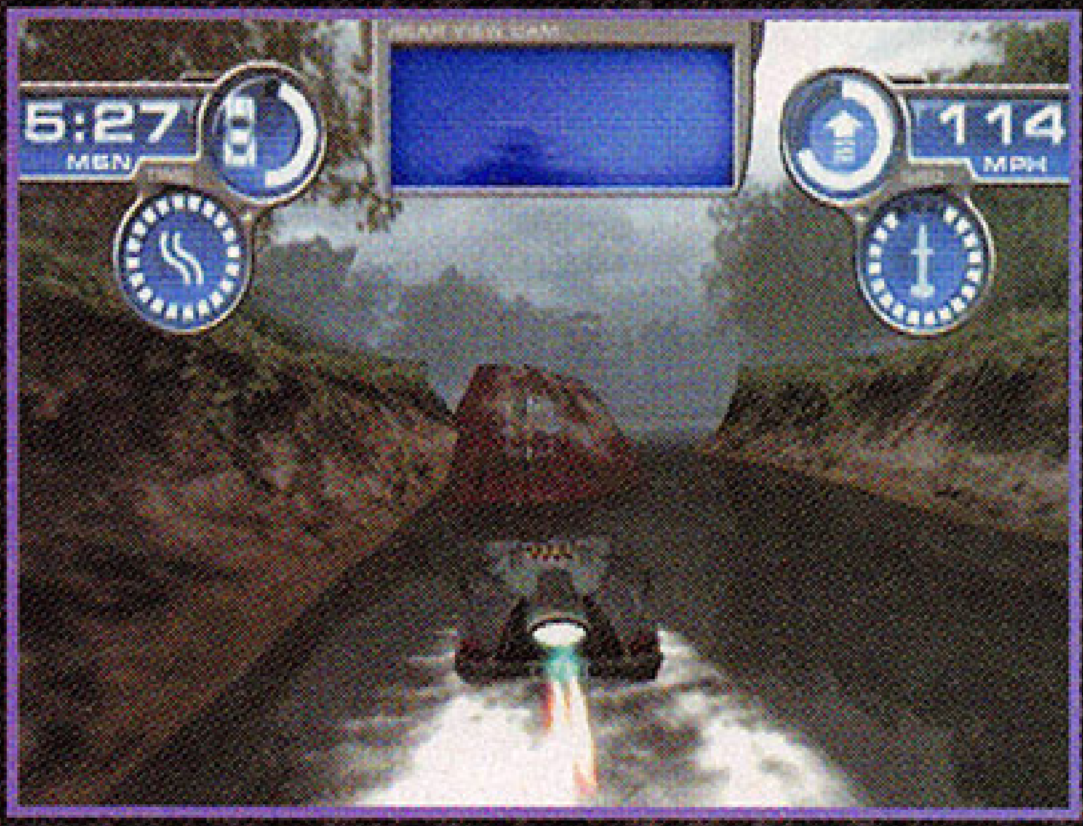
Mission 7: IES Testing Facility



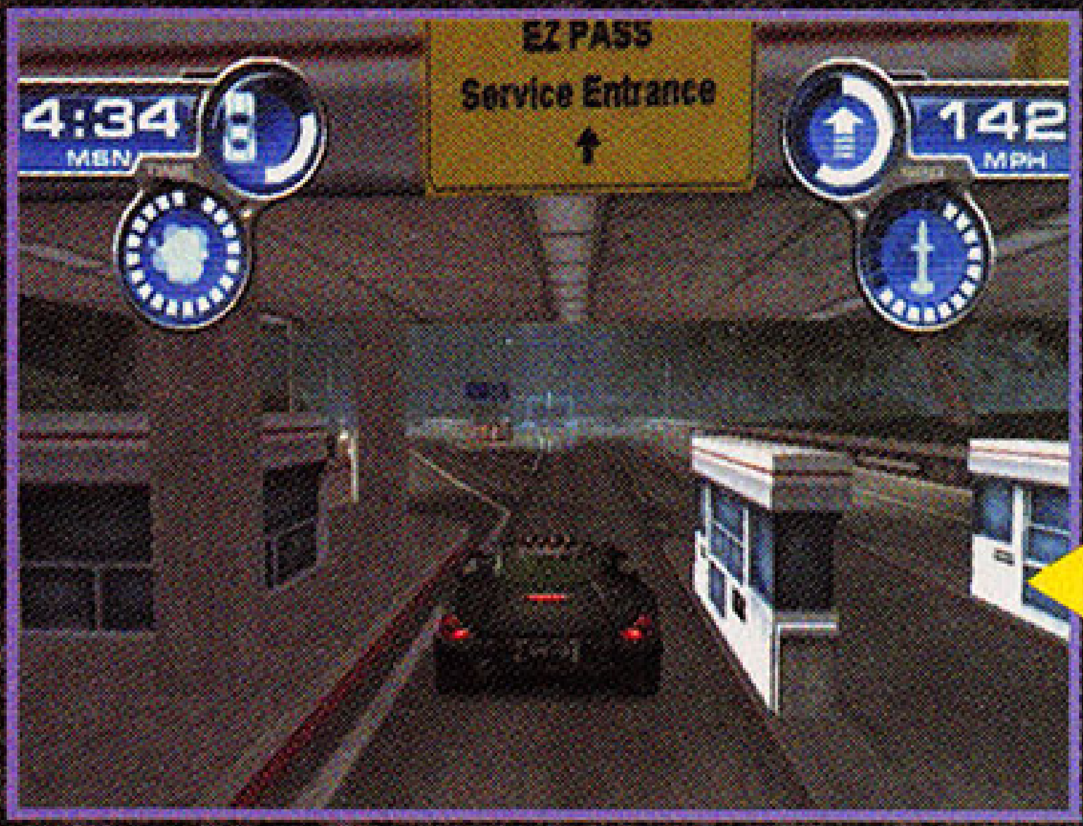
This mission is similar to the very first one, except now you'll be piloting the new Type II Interceptor and a few of the scenarios will be different. This mission is a piece of cake—you don't really have any danger of being attacked, so take it slow if you need to. Save your turbo for the jumps!

Mission 8: Escort Service

In the first half of the mission, use the same strategy to escort the IES agents as you did in mission 6.

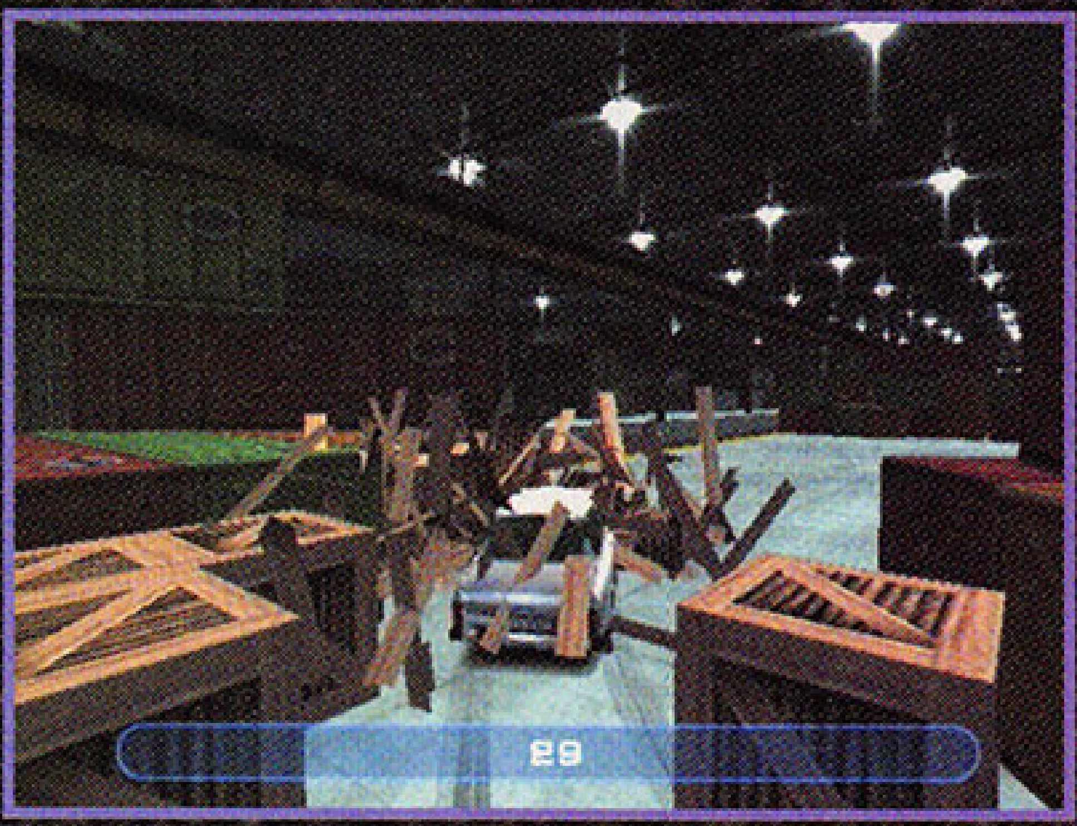


In order to reach the power module at the base, you'll have to take an alternate route that involves using your turbo over the upside-down hull of a wrecked boat. Once you complete the first objective, stay on the right-most section of the river. If you just drive into the area surrounding the base, you'll cross a set of invisible lasers and trigger a barrier that will prevent your entry.

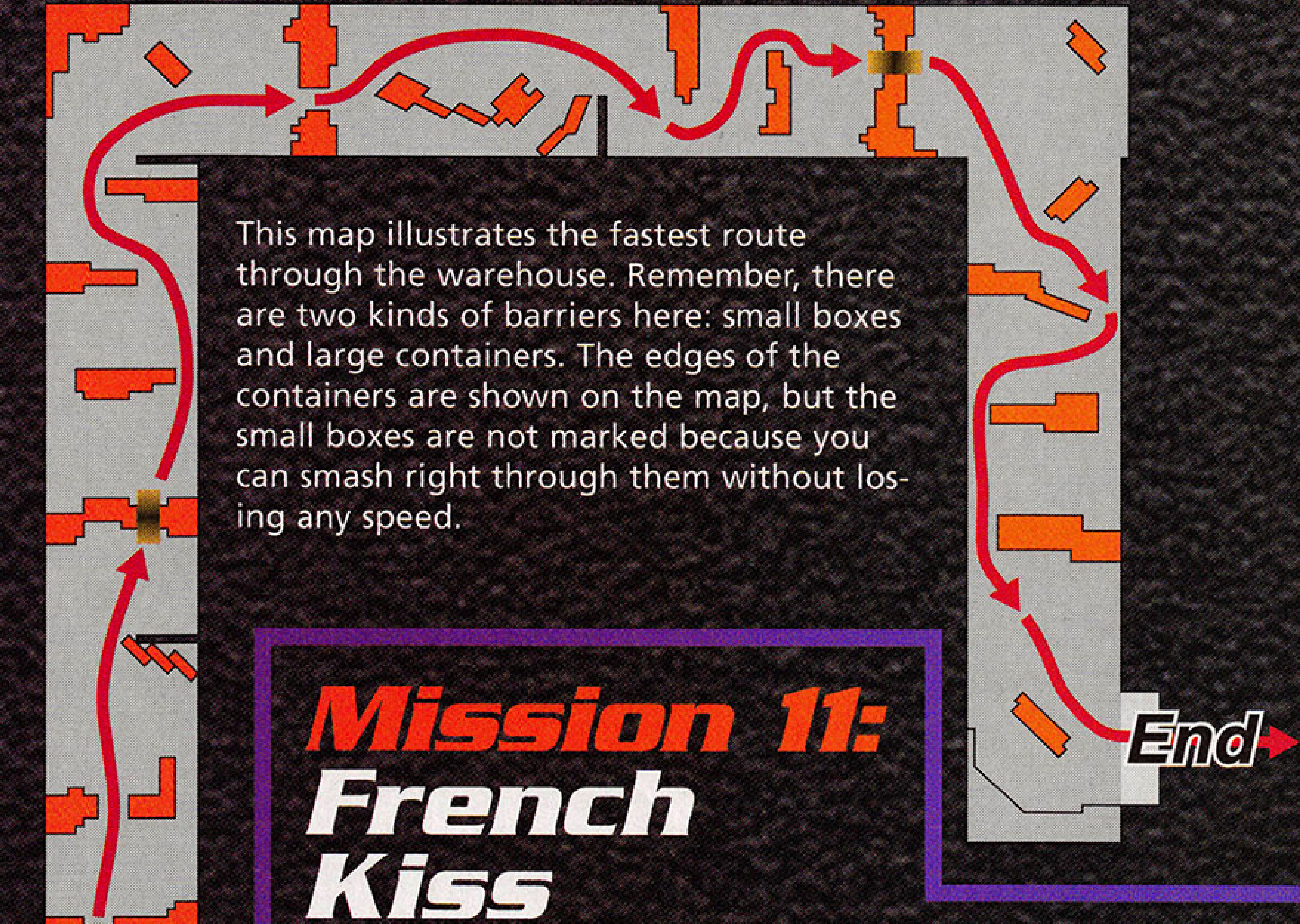


When you're on the highway, take this left exit just after the tollbooth.

Mission 9: German Blitz

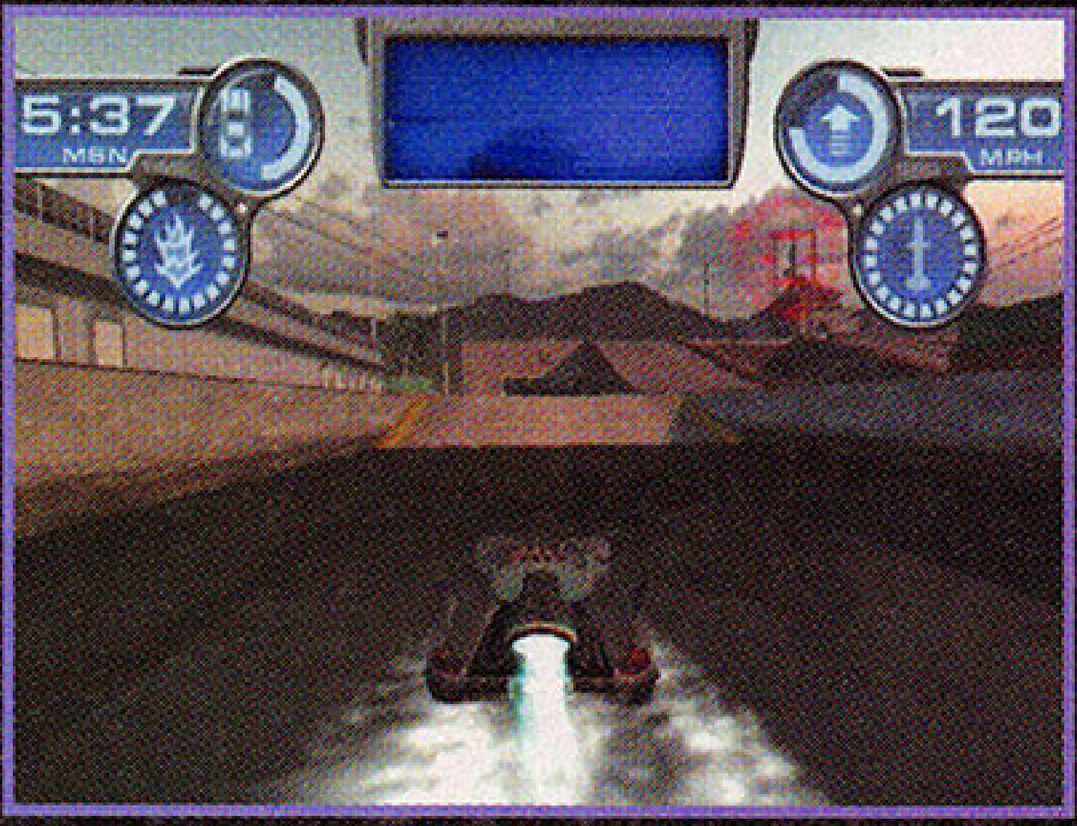


Escaping the warehouse at the very beginning of this mission is one of the most difficult parts of the game. You'll just barely have enough time to escape before the timer runs out.

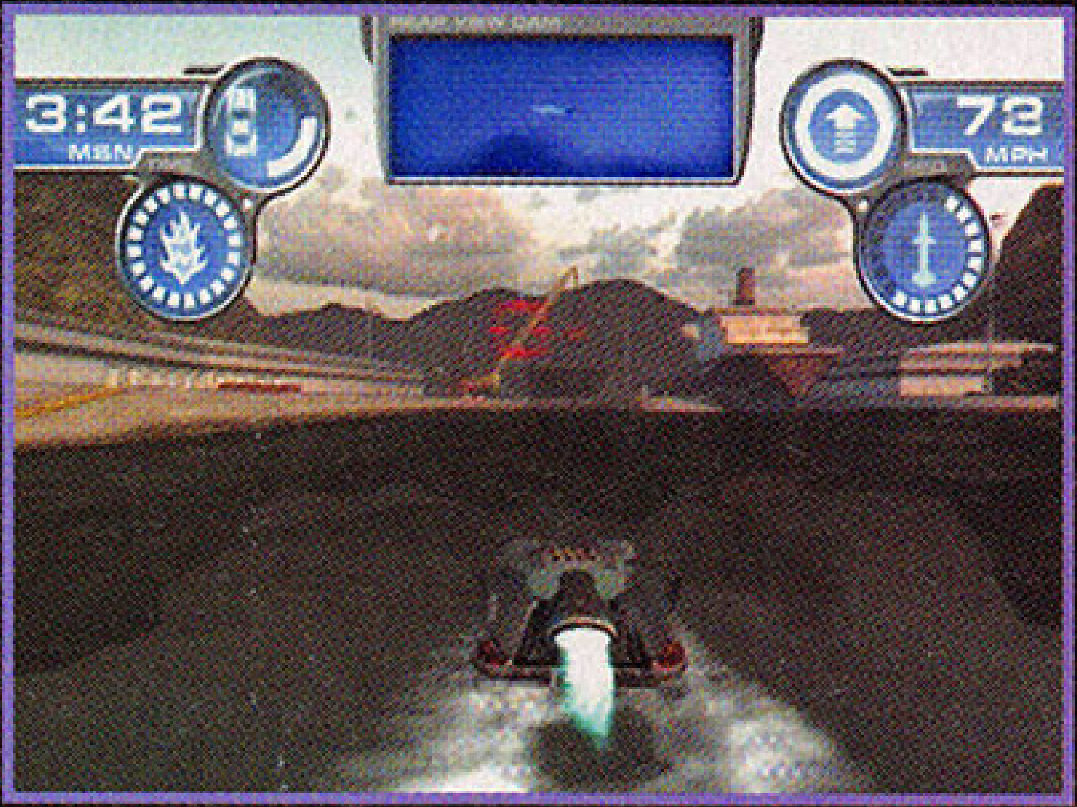


This map illustrates the fastest route through the warehouse. Remember, there are two kinds of barriers here: small boxes and large containers. The edges of the containers are shown on the map, but the small boxes are not marked because you can smash right through them without losing any speed.

Mission 10: Terrorist Lock Down

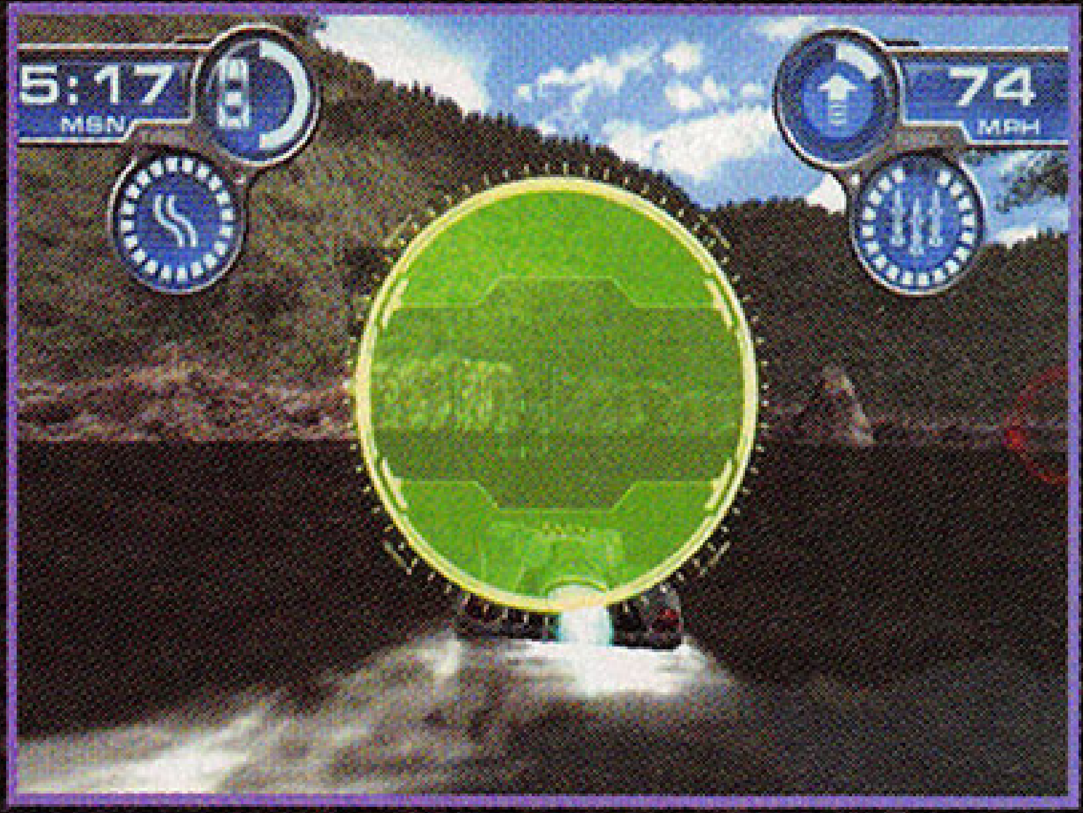


When you approach the first lock, take the tunnel on the far left side.

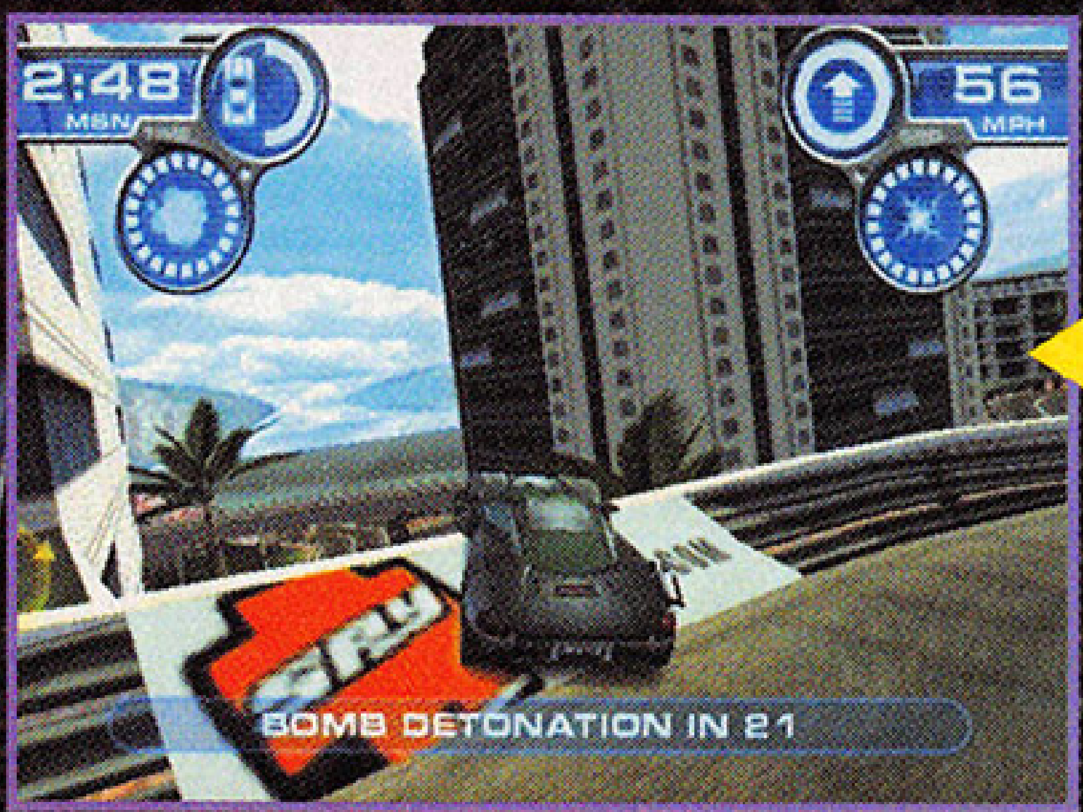


In the second half of the mission, fire a missile at this crane holding the cargo container. The container will drop and form a ramp that you can use to reach the last Mobile Missile.

Mission 11: French Kiss



Watch out for the invisible lasers in the river. The entrance to the secret base on the left side of the river will only be open if you can navigate the area without touching even one of them.



On the race course, you can take a quick shortcut over the edge of the track.

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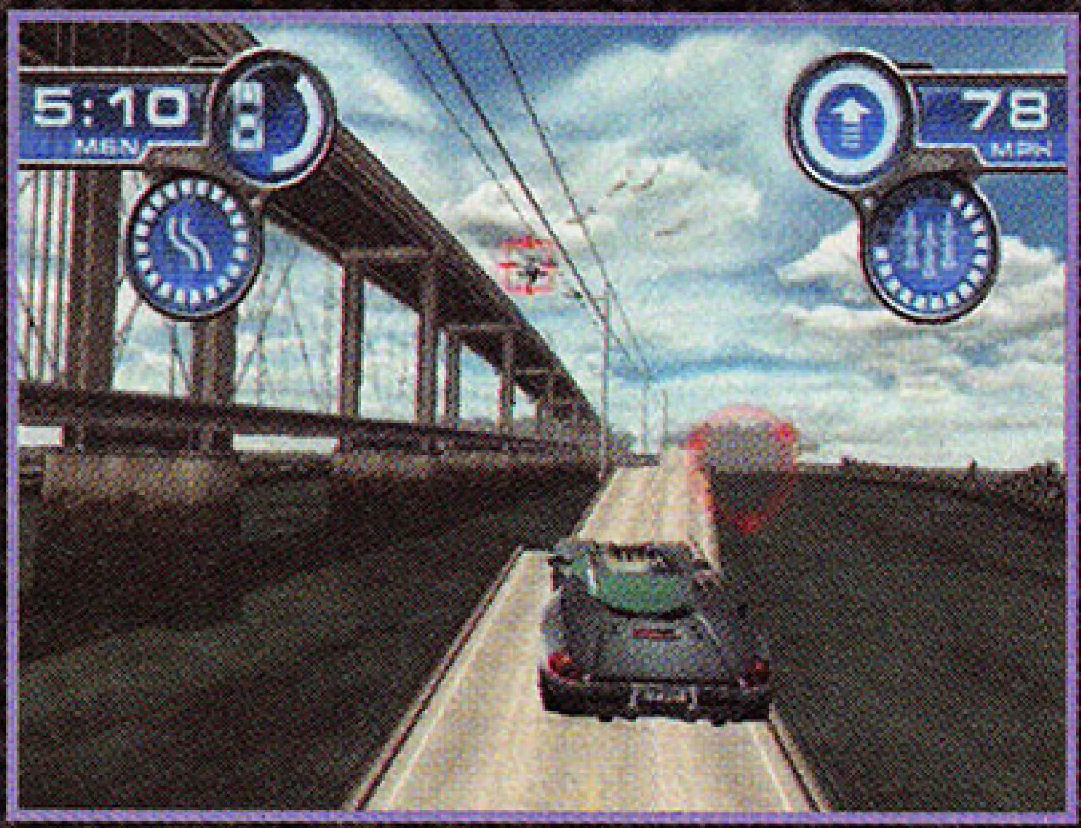
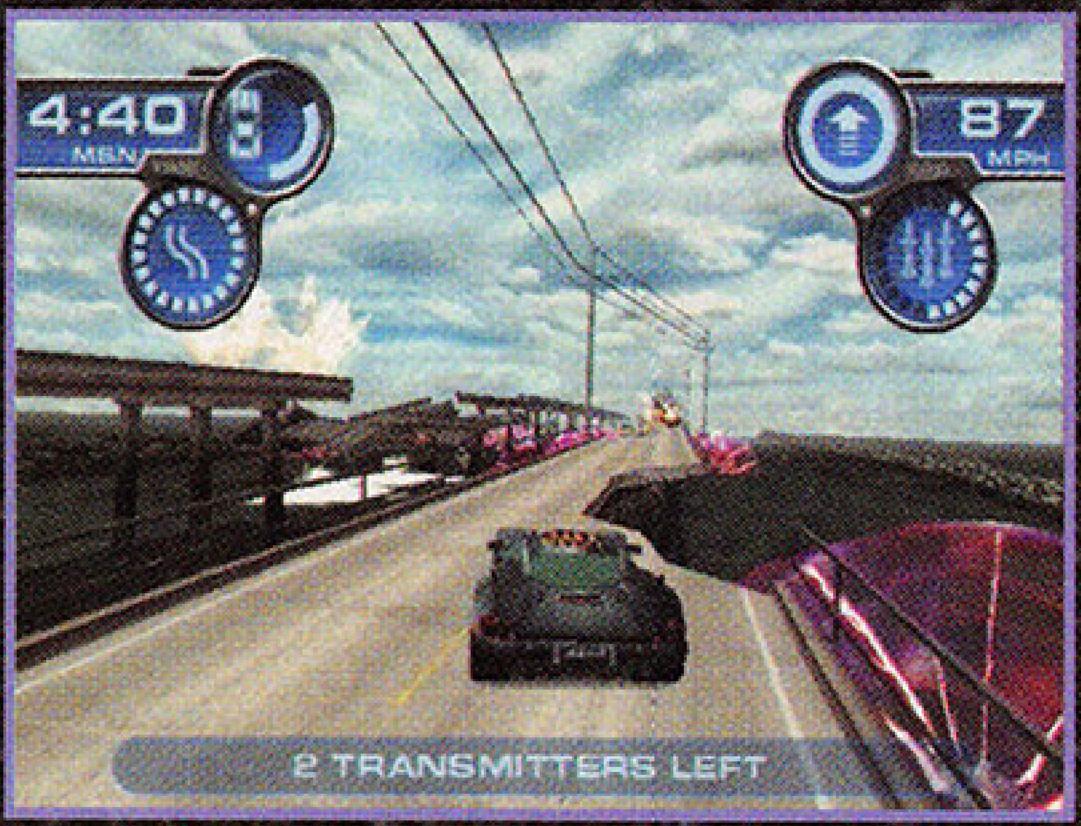
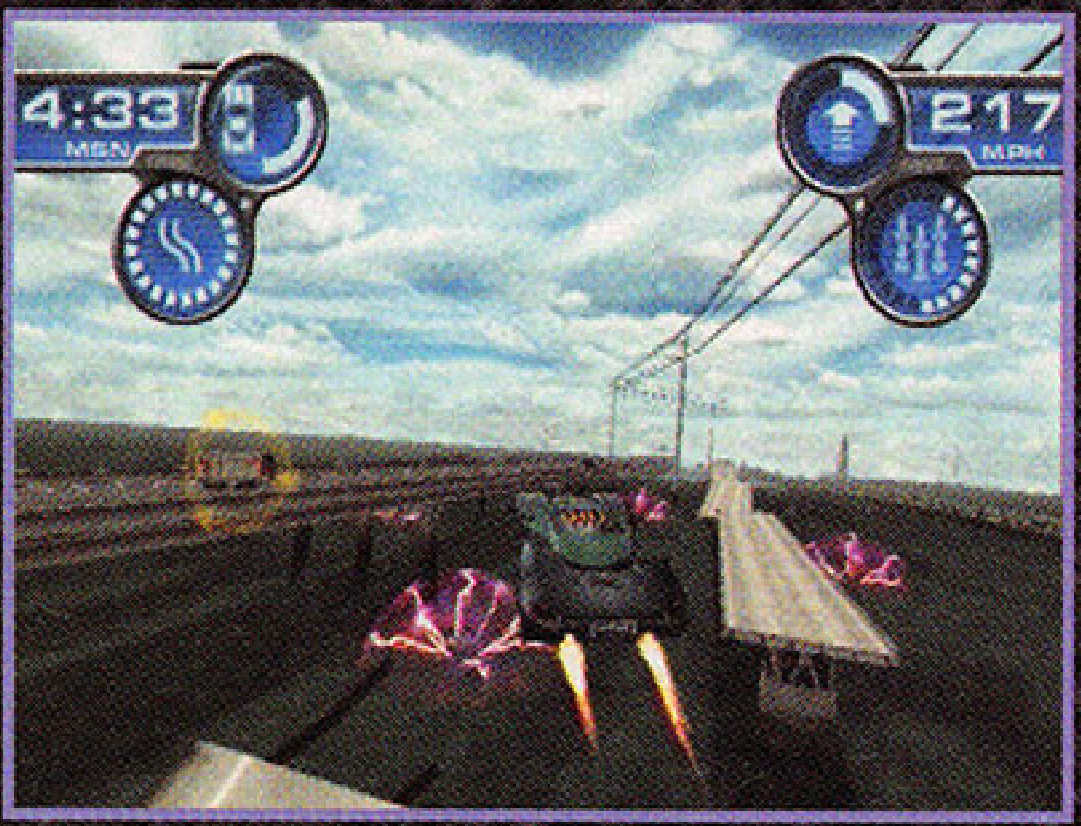
Mission 12: Locked Keys



In the first part of this mission, stay on the dry road to the right of the river. Afterward, you'll encounter about five pairs of parallel bridges. In most cases, the left set of bridges is filled with traffic. While the right side has no traffic and it's easier to hit most of the targets from there, it's filled with holes and is more difficult to traverse safely. Even so, it's better to stick to the right side in almost every case.





The only exception is during the second set of bridges. About halfway through this pair, a section of the left bridge will crumble away. However, there will be a cargo truck target on that same road! To save yourself some time, you can turbo off one of the jumps on the right side and jump right onto the left bridge, right behind your target.

Mission 13: Venetian Blind

4:36
MSN
71
MPH
STEALTH CHARGE ENDS IN 6

Here's a short but difficult mission. When driving through the second Stealth Charge, go slow enough to stay on the road on the left side. You can still destroy the next scout sub from dry land, and you'll be positioned to drive through an important short cut.

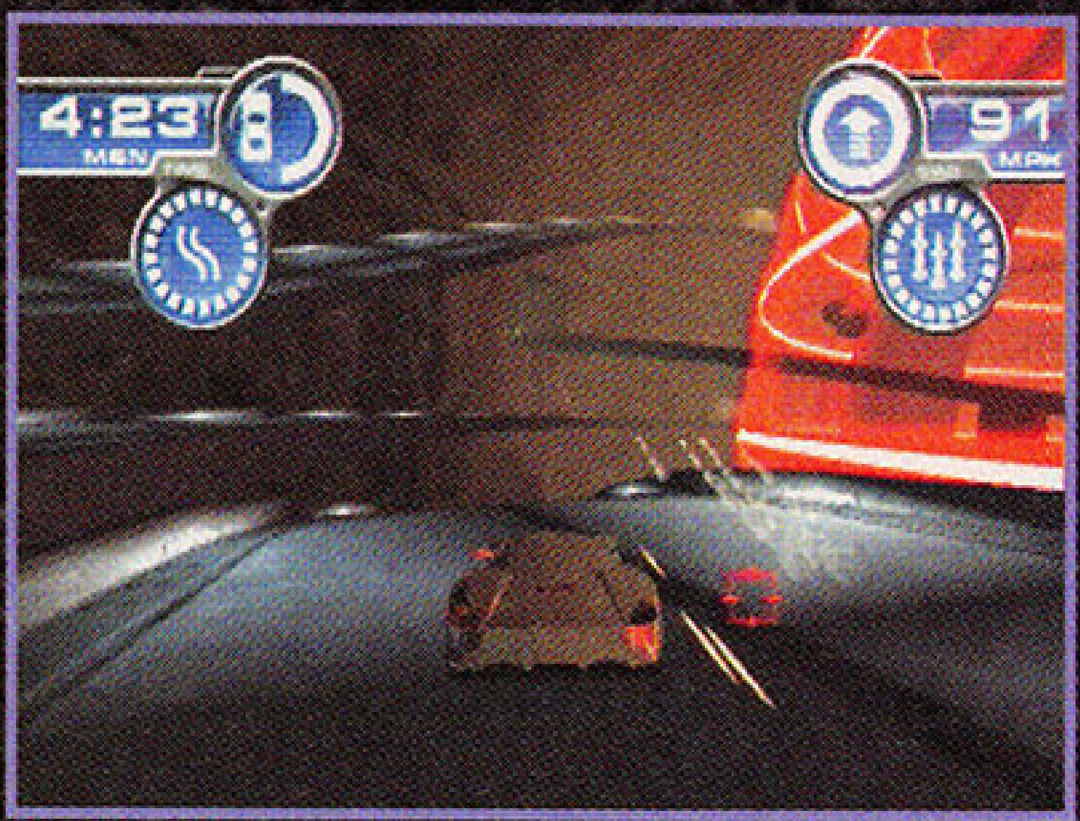
4:22
MSN
96
MPH
STEALTH CHARGE ENDS IN 3

The third scout sub is a tough one. Fire your missiles only when you reach the height of your jump, otherwise they might not clear the railing.

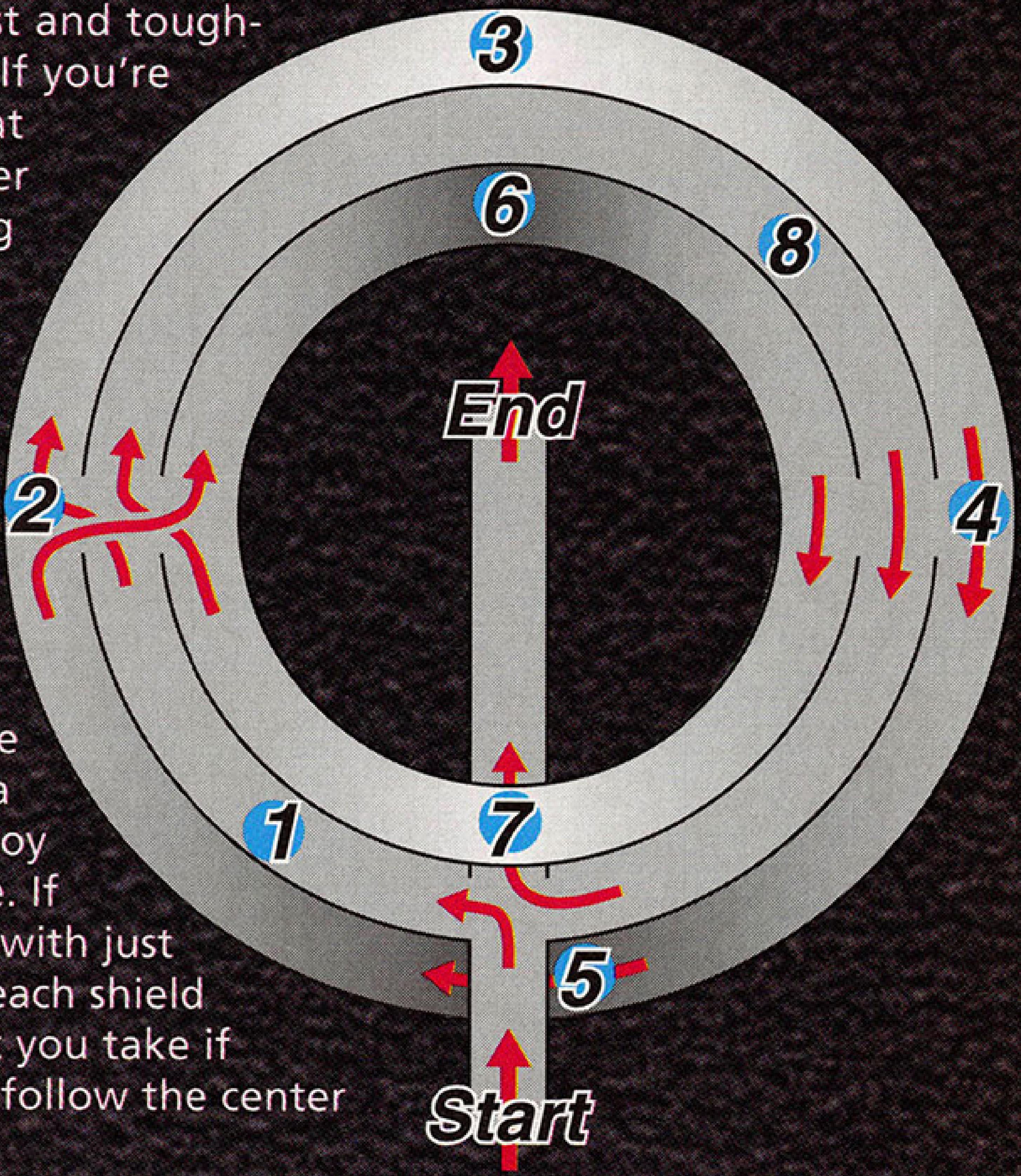
3:29
MSN
115
MPH
STEALTH CHARGE ENDS IN 7

In order to enter the structure where the nuclear sub is stowed, follow the path on the right side after the Weapons Boat. You'll have to boost over a couple jumps and crash through the entry door.

Mission 14: Eye of the Storm



Finally! This is the longest and toughest mission in the game. If you're trying to unlock the cheat here, first earn the "Super Spy" cheat by completing all 65 objectives. It's almost impossible to beat the designated time in this mission if you don't use it.



This map illustrates the very last scenario in this mission. When you enter the room containing the Four Horsemen, you must first destroy the eight shield sections protecting them. There are three concentric paths on the outside of the shields, and the eight sections are scattered around the area as shown. Remember that for each one, you must first destroy its switch on the wall to expose the red shield section above. If you're running low on ammo, you can destroy the switches with just your machine gun, but a guided weapon must be used for each shield section. The path outlined on the map is the route I suggest you take if you're going for a fast time. Once the shield is deactivated, follow the center path and fire an EMP into each of the four rockets.

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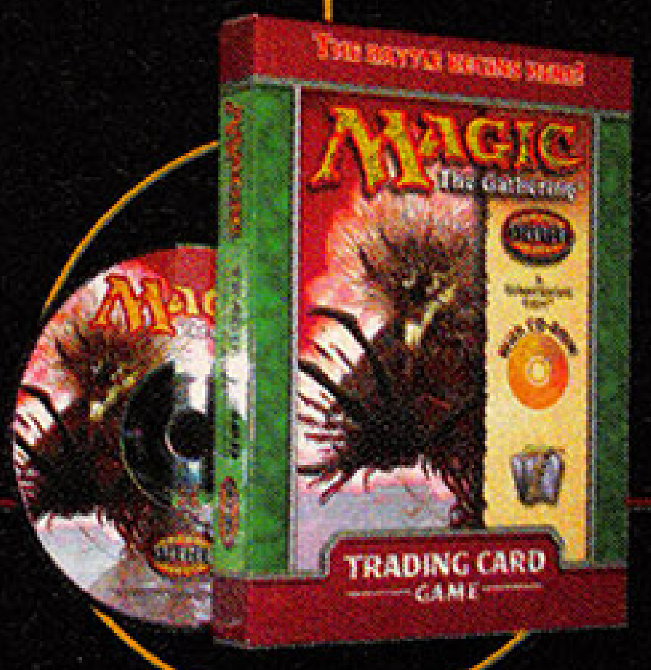

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DAG YO!
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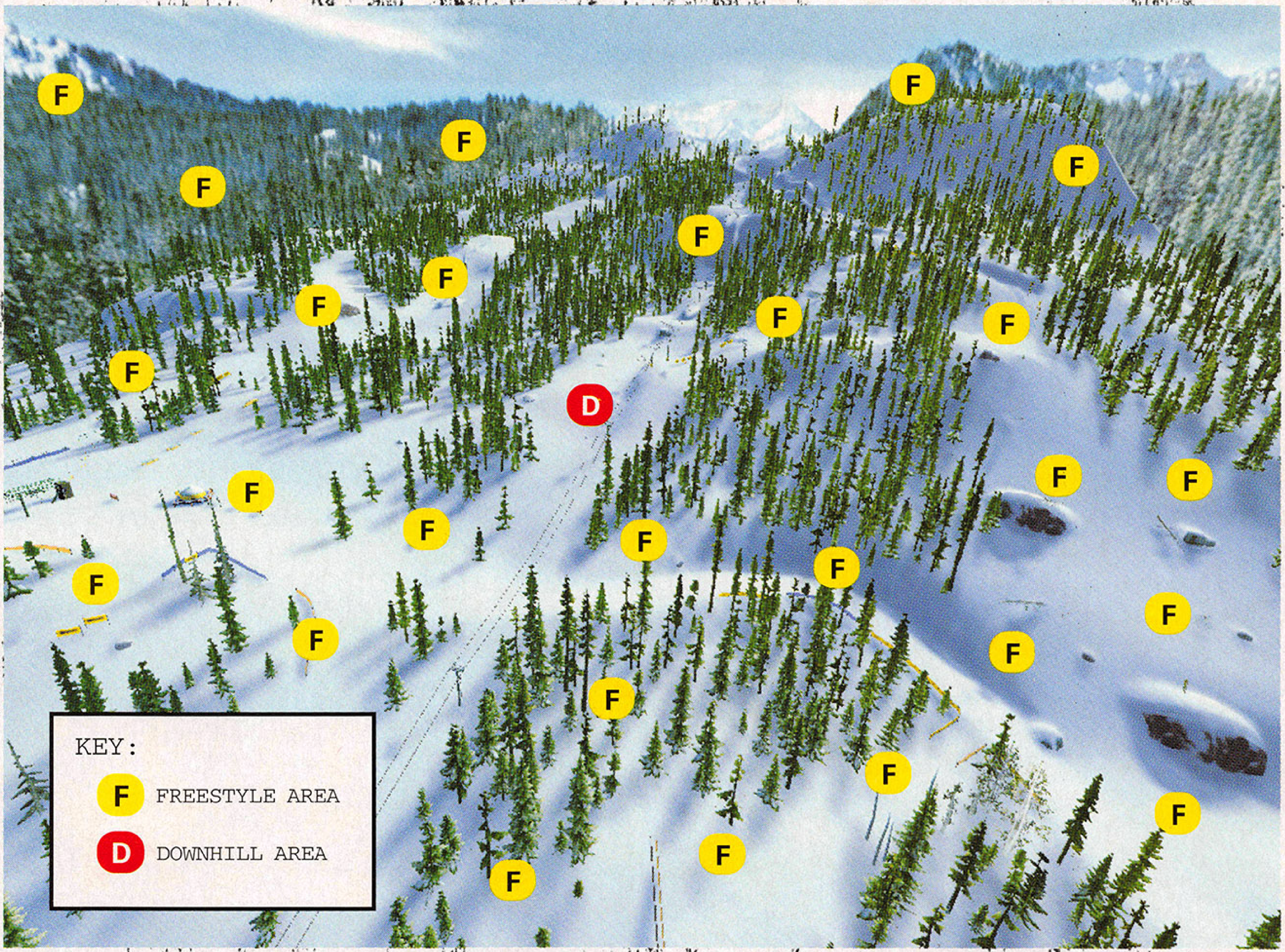
A BASIC GUIDE TO THE MOUNTAIN



EVERYONE
E
CONTENT RATED BY ESRB
MILD LYRICS

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THE RODEO FLIP: Also known as the "Don't Try This At Home." The nice part of this trick is that once you're insane enough to try it, you're probably ready for a magazine cover.

The nice thing about freestyle is that you can huck in the park (fig. A) or boost in the pipe (fig. B) and crack your pelvis either way.

THE MEDIA INTERVIEW:
Dos and Don'ts

DON'T:
Forget the shout-out
Act like you care

DO:
Act sullen
Speak incoherently

POCKET PHRASE TRANSLATOR

ENGLISH:
"THAT WAS A NICE TRICK."
FREESTYLE:
"DAG!"

ENGLISH:
"I LIKE YOUR PANTS."
FREESTYLE:
"DAG."

ENGLISH:
"I THINK I'VE FRACTURED MY PELVIS."
FREESTYLE:
"DAG."

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by Jason Wilson

X-MEN MUTANT ACADEMY 2

Activision is serving up a second helping of mutant fighting mayhem and bringing new characters and gameplay elements into the mix! Joining the roster of characters from the original *Mutant Academy* are Havok, Forge, Rogue and Nightcrawler, along with a handful of special hidden characters. You'll find some new techniques in the form of air combos and lots of cool bonuses, including end movies for all of the characters and hidden costumes that are a treat for longtime fans of Marvel's X-comics. This guide will serve as a handy reference to all of the special attacks, Super attacks and many combos for each character.

THE SUPER METER SYSTEM

Mutant Academy 2 lets you micromanage your three Super meters during gameplay. Every character has three unique Super attacks which can be triggered after the meter for each attack fills up. The meters fill as you land hits on your opponent. Briefly, these attacks are:

Ⓢ **Super**—The basic Super attack, this meter fills up much faster than the other two. This is the weakest Super attack; it usually causes about as much damage as a four-hit combo.

CYCLOPS
78
GAMBIT
2 HITS

➔ **SMI**—The middle Super meter regulates the SMI attack. When you trigger the SMI, you'll see a directional arrow appear onscreen. Press the D-pad in that direction and you'll get a second arrow, followed by a third and so on. You have a very limited time to input as many directions as possible in the sequence, with each successive arrow acting as a damage multiplier for the attack. It's possible to increase the damage on SMI Supers to five times normal!

ⓧ **X-Treme Super**—This is the big daddy of your Super move arsenal. Its meter fills very slowly, but the attack can take up to 50% of your opponent's health away!

During battle, you can move accumulated power from one Super meter to another. The meters are attached to the □, △ and ○ buttons. For Player 1, □ controls the Super meter, △ controls the SMI and ○ controls the X-Treme Super. To move power from one meter to another, hold **Left** or **Right** on the D-pad, then hold the button corresponding to the meter you want to draw power from. Finally, tap the button representing the meter you want to put that power into. Bear in mind, though, that each meter represents a different amount of power when filled. Draining a full Super meter into your X-Treme meter will result in a half-full X-Treme meter. Learning to use this unwieldy system in battle takes time, but it is the single most important aspect of the game and can be the deciding factor between victory and defeat.

THROWS

SABRETOOTH
94
WOLVERINE

Each character has three different throws, performed by pressing either the **L2** button or □ + ×. Throws are very powerful in *Mutant Academy 2* and should be a regular part of your strategy. Throws are canceled if both players attempt to throw at the same time.

COUNTERS

WOLVERINE
72
HAVOK
COUNTER!

Unlike other fighting games with difficult-to-learn counter moves, *Mutant Academy 2* gives you a Counter button and a limit of three counters per match. Pressing **R1** (or △ + ○) puts your character into a defensive pose for a second. Any attack that hits you during this time will be countered and you'll deal a small amount of damage to the opponent. Throws cannot be countered in this way and will connect against a counter attempt.

AIR COMBOS

New to the *Mutant Academy* series—but all too familiar to fans of games like *Marvel vs. Capcom 2* and *Rival Schools*—Air Combos are performed by using a Launcher attack to propel your opponent into the air, then holding **Up** to follow them upwards and administer an aerial beatdown. I've listed one or two launchers for each character in this guide, as well as an air combo to get you started. Many special attacks and Supers act as launchers as well, so try following them up with air combos. You can also finish ground combos with a launcher and then continue the combo in the air!

ACADEMY TRAINING

This mode takes you step-by-step through all of a character's attacks, from the basics of standing, crouching and jumping attacks to ground and air combos. It's a great way to learn each character's Supers and combo chains, but more importantly, you'll want to take every character through the Academy course in order to unlock their hidden alternate costumes! To activate these costumes after unlocking them, hold **R1** at the character select screen and press either ✕ or □.

OVERHEAD ATTACKS

Most of the characters have an attack that goes over a crouching opponent and breaks through a crouching guard. This attack is performed by pressing ↘ + □ or ↘ + △. Some characters have this attack as one of their normal moves, such as Sabretooth's standing axe kick (✕ + ○).

TAKE FLIGHT

MAGNETO
95
PHOENIX

True to their comic book roots, Phoenix, Storm, Magneto and Rogue have the ability to fly in *Mutant Academy 2*. Flight allows them to stay up in the air for several seconds. Unfortunately, you'll lose the ability to perform special attacks while flying. To use this ability, tap **Up** twice on the D-pad. Floating to the ground and tapping **Down** twice will cancel the flight and return you to earth early if you desire.

KEY

Ⓢ Super Attack
➲ SMI Super Attack
ⓧ X-Treme Super Attack
🅐 This move can only be performed in the air
🅛 This attack acts as a launcher for starting air combos

THE CHARACTERS

This section will serve as a handy reference to the characters' special and Super attacks. I've also listed advanced combos for each character, but you'll want to take the Academy Training course to learn all of the combos available for your favorite mutant. For each Super attack, I've indicated the distance between you and your opponent that's necessary for the attack to connect. There are four basic ranges: close, medium, far and anywhere. Close-range Supers must be performed within a few steps of the opponent to connect, while the "far" ones will hit at almost any range, provided the opponent is in the path of the attack. A medium-range Super will connect from slightly outside close range. Finally, Supers that only affect the user can be performed successfully anywhere. I've included the full directional commands for getting 5x damage on the SMI Super attacks as well. Note that the directional commands for all specials and Supers assume that the player is facing right. When facing left, these directions are reversed.

CYCLOPS

The leader of the X-Men, Cyclops is a versatile character with great distance and keep-away abilities and good in-close moves as well. His Beam Bolt attacks are excellent for catching opponents off-guard, while the Super Power Flash Kick and Optic Uppercut are great finishers to combo chains. Cyclops faces his brother, Havok, at the end of Arcade Mode.

Hidden Academy Training Costume: Current X-Men Costume	R1 + □

Beam Bolt	↓ ↘ → + any Punch
Optic Uppercut 🅛	↓ ↙ ← + any Punch
Super Power Flash Kick 🅛	↓ ↙ ← + any Kick
Air Beam Bolt 🅐	↓ ↘ → + any Punch
Air Sweep Bolt 🅐	↓ ↙ ← + any Punch

Ⓢ Hyper Power Flash Kick 🅛	↓ ↘ → + ✕ + ○

Range: Close
Cyclops rushes in with a machine-gun knee attack followed by a Flash Kick that sends the opponent sailing. Try attaching a normal Super Power Flash Kick to the end of this Super to add some juggle hits as the opponent falls.

➲ Hyper Rush Combo	← → + □ + △

Damage Multiplier: → ← → ↓ →
Range: Far
Cyclops jumps across the screen and delivers a punch/kick combo followed by a Beam Bolt. Great for catching the opponent by surprise, since it closes the distance between characters fast.

ⓧ Concussion Blast	↓ ↘ → + □ + △

Range: Far
You might recognize this attack from such popular fighting games as *X-Men vs. Street Fighter* and *Marvel vs. Capcom 2*. The Concussion Blast is a powered-up version of the Beam Bolt that fries anything in its path. It'll even take down jumping opponents unless they're completely clear of the beam! You can also perform this Super in the air.

Custom Expert Combo (38 Hits)	□, ✕, △, ↓ ↙ ← + ✕ + ○, ↓ ↘ → + ✕ + ○, ↑, □, ✕, △, ○, ↓ ↘ → + □ + △

This expert-level combo uses your Super and X-Treme Super meter. It starts off with a simple launcher combo, a 3-hit into the Super Power Flash Kick. The next part is very tricky. Start the Hyper Power Flash Kick when your opponent is about halfway to the ground. The Super will launch the opponent again—and this time you're going to tack on a textbook 4-hit air combo followed immediately by Cyclops' X-Treme Super.

WOLVERINE

Wolverine is a powerful fighter, with a focus on in-close combo brawling. His lightning-fast attacks are excellent for knocking his enemy into the air and then tacking on juggle hits. Use his Slashing Frenzy as an easy launcher for insane air combo chains. Wolverine must square off against Sabretooth to clear Arcade Mode.

Hidden Academy Training Costume: Logan's Casual Wear	R1 + □

Slashing Frenzy 🅛	↓ ↘ → + any Punch
Wolf Leap	↓ ↙ ← + any Kick
Swivel Kick	↓ ↙ ← + ✕, ✕
Talon Assault	↓ ↙ ← + ✕, □
Frenzied Slashes 🅐	↓ ↘ → + any Punch
Talon Raid 🅐	↓ ↘ → + any Kick

Ⓢ Precise Cut	↓ ↘ → + ✕ + ○

Range: Far
Wolverine dashes forward with a single powerful slash. The range of this attack is just short of a full screen distance between both characters.

➲ Special Delivery	↓ ↙ ← + □ + △

Damage Multiplier: → ↑ ← ↓ ←
Range: Far
This spinning whirlwind attack will travel across the screen, then up into the air. It moves slowly, though, and is easy to avoid if you allow your opponent to see it coming. For best results, execute this Super right next to the opponent rather than from a distance.

ⓧ Rapid Regeneration	→ ← + ✕ + ○

Range: Anywhere
Wolverine taps into his mutant healing ability to regain a portion of his health meter with this Super. Although you trade the ability to inflict damage on your opponent for this healing Super, it can often provide you enough extra life for a come-from-behind victory.

Custom Master Combo (27 Hits)	□, ✕, △, ↓ ↘ → + □ + △, □ + △, ↓ ↙ ← + □ + △

Wolverine doesn't have any Super attacks to act as launchers—or any air Supers—so this master combo relies on his ability to juggle opponents in midair. It starts with a three-hit combo into a Slashing Frenzy, which launches the opponent. Immediately press □ + △ again to juggle the opponent from the ground, then perform the Special Delivery SMI Super.

GAMBIT

The Cajun mutant who singlehandedly ushered in an X-Men renaissance in the early '90s makes his first appearance in a 3-D fighting game. Gambit uses his ability to kinetically charge objects in many of his special and Super attacks, and his quarterstaff gives him several long-range strikes. Gambit must defeat his lady love Rogue to win Arcade Mode.

Hidden Academy Training Costume: Hankerchief Costume	R1 + □

Insurance	↓ ↙ ← + any Punch
Blackjack	← → + any Punch
Surging Staff Ⓛ	← → + any Kick
Air Blackjack (straight) Ⓐ	↓ ↘ → + any Punch
Air Blackjack (down) Ⓐ	↓ ↙ ← + any Punch

Ⓢ Charged Staff ↓ ↙ ← + × + □

Range: Close

Gambit grabs his opponent and hits him with a kinetically charged staff. This Super is a throw, and should be performed directly next to the other character.

➲ Card Trick ↓ ↙ ← + × + ○

Damage Multiplier: ↑ ← → ↑ ↓

Range: Close

Gambit kicks his opponent into the air, then hits him or her with a playing card. For the kick to connect, you'll have to be within a few feet of the opponent.

Ⓧ 52 Card Pickup → → + □ + △

Range: Far

Gambit throws several cards with machine gun speed. This attack will hit the opponent at any range on the ground.

Custom Master Combo (7 Hits) □, ×, ○, ← → + ×, ← → + × + ○, ↓ ↙ ← + × + ○

Don't let the low number of hits in this combo fool you—it delivers big damage. This is a basic Gambit launcher combo, three hits into a Surging Staff, then a second Surging Staff to juggle and finally bringing it all together with the Card Trick Super. It's not too hard to pull off, it looks good…and it hurts. You can replace the SMI Super at the end with the X-Treme Super to mix this combo up a bit.

STORM

Storm is a master of the elements—and in *Mutant Academy 2* she's also a master of keep-away. Her fierce punch is a monster—with incredible range and priority, it's practically a special attack all by itself—and her Ball Lightning and Lightning Bolt can keep even the most tenacious opponent at bay. Storm's final encounter in Arcade mode is against Forge.

Hidden Academy Training Costume: Current X-Men Costume	R1 + □

Ball Lightning	↓ ↙ ← + any Punch
Electric Drill	← → + any Punch
Lightning Bolt Ⓛ	← → + any Kick
Static Electricity	↑ ↓ + any Punch

Ⓢ Static Force ○, ↑, △

Range: Anywhere

Storm creates a ball of static electricity that floats around her for several seconds, adding hits to combos and damages the opponent on contact.

➲ Hyper Electric Drill → → + □ + △

Damage Multiplier: ← → ↑ → ↑

Range: Far

A powered-up version of Storm's Electric Drill special attack.

Ⓧ Thunder Goddess → → + × + ○

Range: Far

Storm charges up electricity and lets loose a beam of lightning.

Ⓧ Air Thunder Goddess Ⓐ ↓ ↘ → + × + ○ in the air

Exactly the same as the Thunder Goddess X-Treme Super, but performed in the air and with a different directional command.

Custom Master Combo (14 Hits) □, ×, △, ○, ← → + ○, ← → + × + ○, ↑, □, ×, △, ○, ↓ ↘ → + × + ○

This combo starts out like one of her special combos from Academy Training mode: a ground combo followed by two Lightning Bolts. The first one launches, the second juggles and sets up your air combo. In this case, it's a standard four-hit combo, with the last hit juggling the opponent even further up into the air, giving you plenty of time to set up the Air Thunder Goddess X-Treme Super.

PHOENIX

Based on her character in the comics, you'd think that Phoenix would be one of the most powerful characters in the game. Unfortunately, she's actually somewhat difficult to use. Her Fire Bird is an air-only projectile, while the Earth Flare is good for finishing combos. Her best move is the Scorching Arrow, which is great for catching the opponent by surprise and setting up for combos. Phoenix's Arcade mode end boss is Juggernaut.

Hidden Academy Training Costume: Current X-Men Costume	R1 + □

Earth Flare	↓ ↘ → + any Kick
Fire Bird Ⓐ	↓ ↘ → + any Punch
Scorching Arrow Ⓐ	↓ ↘ → + any Kick

Ⓢ Metaphysical Confusion ↓ ↙ ← + □ + △

Range: Far

Phoenix shoots a ball of energy that confuses the opponent upon contact, reversing his or her controls.

Ⓢ Searing Arrow Ⓐ ↓ ↙ ← + × + ○

Range: Medium

A powered-up version of the Scorching Arrow special attack.

➲ Scorching Flight ↓ ↘ → + □ + △

Damage Multiplier: ← → ↓ ← ↑

Range: Far

Phoenix shoots a more powerful version of the Fire Bird special attack.

➲ Air Scorching Flight Ⓐ ↓ ↙ ← + □ + △

Range: Far

Same as the ground-based Scorching Flight, but performed in the air with a different directional command to confuse you. Also, even though this Super uses the SMI meter, you can't input directions to boost the damage like you can with other SMI attacks.

Ⓧ Empathy Shell → ← + □ + △

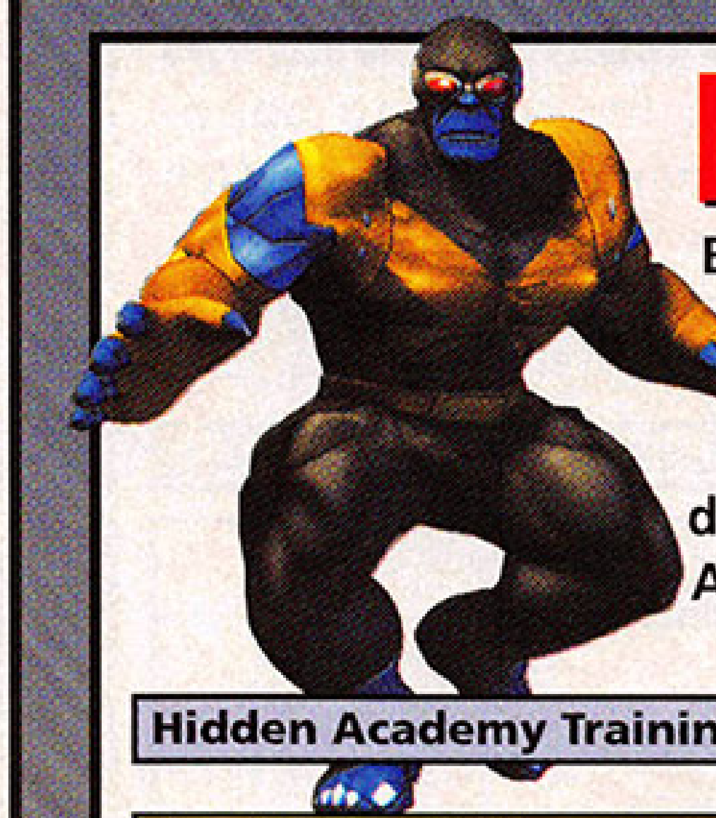
Range: Anywhere

A shield forms around Phoenix and lasts for several seconds.

Custom Master Combo (11 Hits) □, △, ↓ + ○, ↑, □, ×, △, ○, □ + △, ↓ ↙← + □ + △, ↓ ↘ → + ○

Phoenix is not a combo master, but this is a nasty little corner combo that works well. It starts with a simple launcher combo and flows into a fast five-hit air combo. The last two moves are tricky. You must pull off the Air Scorching Flight a split-second after finishing up the combo, then execute an Earth Flare immediately upon landing to get in that last juggle hit.

BEAST



Beast is a fighting machine, with incredible combo ability. His air combos are second to none, and his power and range make his normal attacks very deadly. Beast must defeat Toad to clear Arcade mode.

Hidden Academy Training Costume: Original Costume	R1 + □

Handspring Kick	↓ ↙ ← + any Punch
Stumbled Up	↓ ↙ ← + any Kick
Blue Torpedo Ⓐ	↓ + any Punch

Ⓢ Handplant Hell ↓ ↘ → + × + ○

Range: Close

Beast performs a handplant kick, which will only hit at very close range, then follows with a jumping piledriver.

➲ Seismic Smackdown ↓ ↘ → + □ + △

Damage Multiplier: ↑ ← ↓ ← ↑

Range: Far

Beast leaps in with a three-hit combo that propels the opponent into the air, then follows with an air spike. You can be a good distance from the opponent and this move will still connect; it will only miss if you're a full screen away.

Ⓧ Flat Out ← → + × + ○

Range: Medium

A kick flurry, Beast begins this Super with a sliding kick, which hits low and is great for catching the opponent in a high guard.

Custom Master Combo (23 Hits) □, ×, △, ○, □ + △, ↑, □, ×, △, ○, ↓ + △

None of Beast's specials or Supers act as launchers, so this combo sticks to the basics—and Beast is the right character if you want to deliver huge combos. This one is easy; a four-hit ground combo followed by Beast's launcher, then the same four-hit combo repeated in the air, with a Blue Torpedo tacked on for that added touch of humiliation.

TOAD

The venomous Toad is quick and can pull off some amazing combo chains. Take advantage of the fact that his SMI Super acts as a launcher and follow it up with a big air combo for maximum damage! To finish Arcade mode, Toad must overcome the power of Beast.

Hidden Academy Training Costume: Current X-Men Costume	R1 + □

Venomous Spew	↓ ↘ → + any Punch
Back Flop	↓ ↙ ← + ○
Lily Pad Leap	↓ ↙ ← + ○, □
Tadpole Slide	↓ ↙ ← + ○, ×
Drilling Drop Kick	↑ ↓ + any Kick
Flytrap	↓ ↘ → + any Kick

Ⓢ Bullfrog Boot ← → + □ + △

Range: Far

Toad runs in and grabs the opponent with his feet, throwing him into the air and then kicking again on the way down. This is a very useful Super attack.

➲ Crazy Legs 🅛 ↓ ↙ ← + □ + △

Damage Multiplier: ↓ ↑ → ↑ ←

Range: Close

You must be very close to the opponent for this Super to connect. Toad hits with a flurry of kicks, launching the opponent into the air. This Super can be followed with an air combo if you tap **Up** immediately afterward.

Ⓧ Flying Toad ← → + × + ○

Range: Close

Toad leaps up and back, then comes in with a mean rolling throw. This Super tends to confuse opponents and catch them off-guard: It's hard to tell which direction the attack will come from…and then it turns out to be a throw.

Custom Master Combo (25 Hits) ↓ + □, ↓ + ×, ↓ + △, ↓ + ○, ↓ + × + ○, ↓ ↙ ← + □ + △, ↑, □, ×, △, ○, □ + △

This series combines the best of Toad's ground and air combos. A nice five-hit crouching combo leads into Toad's SMI Super, which launches the opponent and allows a six-hit air combo to finish the string.

MYSTIQUE

Armed with a laser rifle, Mystique plays a mean distance game. Use her Gun Upper (□ + △) as a powerful launcher for starting air combos. Mystique must defeat her son, Nightcrawler, to pass Arcade Mode.

Hidden Academy Training Costume: Current X-Men Costume	R1 + □

Head Shot	↓ ↘ → + □
Pop Shot	↓ ↘ → + △
Leg Sweeper	↓ ↘ → + □ + △
Cheap Shot 🅛	↓ ↙ ← + any Kick
Air Beam Shot 🅐	↓ ↘ → + any Punch in air

Ⓢ Gut Shot ↓ ↙ ← + × + □

Range: Close

Mystique steps in and grabs her opponent, then attacks several times with her rifle.

➲ Revolver Rush ↓ ↙ ← + □ + △

Damage Multiplier: ← ↓ ← → ↓

Range: Far

Mystique fires her laser rifle several times. This is a great ranged attack; it can also be used to catch falling opponents and juggle them for the full effect. This Super also works in the air, but you won't be able to input directional commands for additional damage.

Ⓧ Carried Away ↓ ↘ → + × + ○

Range: Medium

Mystique rolls in and performs a multi-hit combo, ending with several laser beam attacks.

Master Combo (25 Hits) □, ×, ○, □ + △, ↓ ↙ ← + × + ○, ↑, □, ×, ○, ↓ ↙ ← + □ + △

This master combo relies on the double launcher ability that so many characters can take advantage of in this game. It starts with a four-hit launcher, then you'll have to take a step forward before pulling the Cheap Shot to launch the opponent for the second time. Follow it up with a three-hit air combo into an air Revolver Rush.

HAVOK

Not surprisingly, Havok plays very much like his brother, Cyclops. They even share a few moves, although Havok has more ways to deploy his beam attack. Try this for an awesome double Super combo: X-Treme Super, follow up with a standard □, ×, △, ○ air combo, then finish it all off with a Cosmic Burst Super! *Ka-Pow!* As expected, Havok's end boss in Arcade mode is Cyclops.

Hidden Academy Training Costume: Original Costume	R1 + ×

Pulsation Blast High	↓ ↘ → + □
Pulsation Blast Low	↓ ↘ → + △
Pulsation Blast Mid	↓ ↘ → + □ + △
Sensational Kick Combo 🅛	↓ ↙ ← + any Kick
Rushing Chaos Punch	↓ ↙ ← + any Punch
Air Pulsation Blast 🅐	↓ ↘ → + any Punch
Air Pulsation Blast (Angled) 🅐	↓ ↙ ← + any Punch

Ⓢ Cosmic Burst ↓ ↘ → + × + ○

Range: Far

A powered-up version of Havok's Pulsation Blast special attack. This Super can also be performed in the air with the same command.

➲ Universal Meltdown ← → + □ + △

Damage Multiplier: ↓ → ↑ → ↑

Range: Far

Havok rushes his opponent, landing a multi-hit combo. This is a nice, fast Super that will connect from anywhere on the ground.

Ⓧ Omni Blast 🅛 ← → + × + ○

Range: Close

Havok creates a large concussion blast around himself. You can tack on additional damage by following it up with an air combo.

Custom Master Combo (21 Hits) □, ×, △, ○, ↓ ↙ ← + × + ○, ← → + × + ○, ↑, □, ×, △, ○, ↓ ↘ → + × + ○

You must perform this combo in the corner, or the Omni Blast won't connect. Havok is a combo-meister like his brother, so you'll get a full four-hit ground combo into the Sensational Kick Combo, then the Omni Blast X-Treme for the juggle, then the four-hit into air Cosmic Burst Super. Once you get the hang of it, this is actually a pretty easy one to pull off.

SABRETOOTH

Sabretooth is a power character, with some devastating throws and Supers that chain into combos beautifully. Archrival Wolverine challenges Sabretooth to battle at the end of Arcade mode.

Hidden Academy Training Costume: Current X-Men Costume	R1 + □

Dusty Scratch	← → + any Kick
Body Shredder	← → + any Punch
Ill Treatment	↓ ↙ ← + ○
Meat Grinder 🅐	↓ ↘ → + any Punch

Ⓢ Mutant Relief □, ○, ←, □

Range: Anywhere

Sabretooth heals a small portion of his health bar.

Ⓢ Claw Hammer 🅐 ↓ + □ + △

Range: Close

This mid-air Super drills the opponent into the ground with a double overhead hammer punch. This move can be used to add that extra bit of oomph to the end of air combos.

➲ Ground Pound 🅛 ↓ ↙ ← + □ + △

Damage Multiplier: → ↑ ↓ ← →

Range: Close

Sabretooth hits the ground, sending the opponent into the air. You can use this Super as a launcher and follow it up with an air combo.

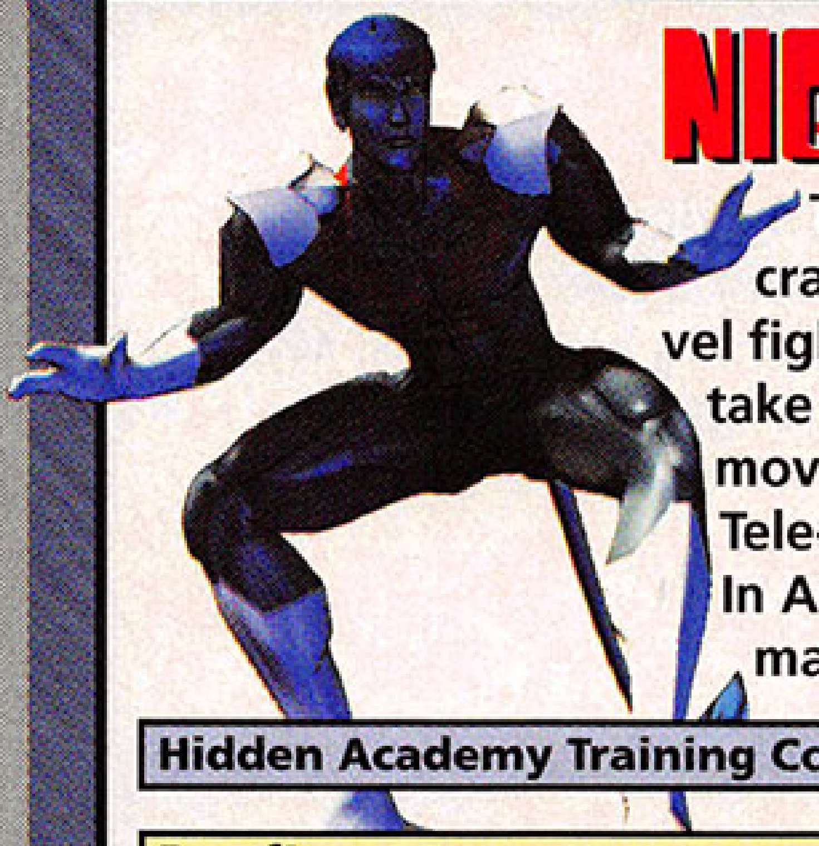
Ⓧ Rampant Strength □, ○, ←, △

Range: Anywhere

Sabretooth powers up his attacks for a limited period of time.

Custom Master Combo (7 Hits) □, ○, ←, △, ↓ + □, ↓ + ×, ↓ + □ + △, ↓ ↙ ← + □ + △, ↑, □, ×, ↓ + □ + △

Want a short combo that does more damage than a 25-hit combo? Sabretooth's your man. The first four buttons of this combo trigger Sabretooth's X-Treme Super, which increases the damage he inflicts. Next is a typical launcher combo, followed by the SMI Super for a juggle. Finally, a short air combo with the Claw Hammer Super as a finisher brings it all together.



NIGHTCRAWLER

The blue-skinned, teleporting Nightcrawler finally makes his debut in a Marvel fighting game! Nightcrawler is very fast; take advantage of his many teleporting moves to confuse your opponent. The Tele-Slash is a great starter for air combos. In Arcade mode, Nightcrawler must ultimately defeat his mother, Mystique.

Hidden Academy Training Costume: Original Costume	R1 + ×

Bamf!	↓ ↙ ← + any Kick
Air Bamf! Ⓐ	↓ ↙ ← + any Kick
Tele-Slash Ⓛ	↓ ↘ → + any Punch
Reverse Trajectory	← → + any Kick

Ⓢ Popular Excursion ↓ ↙ ← + × + □

Range: Close

Nightcrawler grabs his opponent and then teleports several times. The opponent is disoriented briefly following this attack; if you're fast, you can start another combo.

➔ Tele-Combo ↓ ↘ → + × + ○

Damage Multiplier: ↑ ↓ ↑ ← ↓

Range: Close

Nightcrawler launches the opponent into the air and follows up with a multiple-hit teleporting combo.

Ⓧ High in the Sky ↓ ↙ ← + □ + △

Range: Close

Nightcrawler grabs his opponent and executes a big tele-combo, ending with a slow-motion sword attack.

Custom Master Combo (12 Hits) □, ×, △, ↓ ↘ → + □ + △, ↑, □, × + ○

This is a no-nonsense expert combo. Start with a four-hit launcher combo, followed by a Tele-Slash special for the juggle and then a simple five-hit air combo.

ROGUE

Rogue has had a colorful history with the X-Men. In the beginning, she was able to drain power from her opponents, but later in the series she absorbed the power of Marvel Girl and became permanently endowed with invulnerability, super-strength and flight. *Mutant Academy 2* features this later version of Rogue, complete with powerful attacks and the ability to fly. Rogue can also steal an ability from her opponent with the Southern Charm special attack, then use the newly acquired attack with the Absorbed Ability move. Gambit appears to face Rogue at the end of Arcade mode.

Hidden Academy Training Costume: Spacesuit	R1 + ×

Jaw Splitter Ⓛ	↓ ↘ → + any Punch
Southern Charm	↓ ↘ → + ○
Absorbed Ability	↓ ↙ ← + □ after Southern Charm
Skyscraper Dive Ⓐ	↓ + any Punch

Ⓢ Energy Drain ↓ ↘ → + × + ○

Range: Close

Rogue grabs her opponent and takes them up into the air where she drains their health.

Ⓢ K.O. Blow Ⓐ ↓ ↘ → + □ + △

Range: Medium

Rogue flies into her opponent with a powerful punch.

➔ Bone Breaking Blows ← → + □ + △

Damage Multiplier: → ↓ → ← ↓

Range: Close

A multi-hit punch combo.

Ⓧ Meteor Blow ↓ ↙ ← + □ + △

Range: Close

Rogue carries the opponent up into the air and then brings them down along with an explosive punch.

Custom Master Combo (11 Hits) □, ×, △, ○, ↓ ↘ → + □ + △, ↑, □, ×, ×, ↓ + □, ↓ ↙ ← + □ + △

This is a corner combo—it's tricky, but very neat. Start with a standard four-hit ground combo leading into a Jaw Splitter. Follow the opponent up with a three-hit air combo. The third hit propels the opponent up even further, allowing you to land first. Immediately crouch and stick out a light punch, then instantly go into the X-Treme Super. The crouching punch will catch opponents before they land and hold them there while the Super starts.

MAGNETO

Magneto is a king of air combo madness. Use his Magnetic Gush, Force Boost or SMI Super as a launcher and follow up with an air combo. You can even chain the Force Boost into an SMI Super, then air combo afterward. The Force Boost allows Magneto to start an air combo from anywhere on the screen! Rogue is Magneto's Arcade mode end boss.

Hidden Academy Training Costume: Current X-Men Costume	R1 + □

Magnetic Gush Ⓛ	↓ ↘ → + any Punch
Magnetic Lure	↓ ↘ → + any Kick
Force Boost Ⓛ	← → + any Punch

Ⓢ Hyper Magnetic Lift ← → + × + ○

Range: Far

Magneto lifts the opponent toward him, setting up for a free combo.

➔ Electromagnetic Gush Ⓛ ↓ ↙ ← + □ + △

Damage Multiplier: ↓ → ← → ↑

Range: Close

Magneto hits the ground, causing a huge explosion of energy that sends the opponent up into the air. This Super acts as a launcher for starting air combos.

Ⓧ Concussion Lure ↓ ↙ ← + × + ○

Range: Far

A powered-up version of the Magnetic Lure special attack.

Custom Master Combo (12 Hits) □, ×, ○, ↓ ↘ → + □ + △, ↓ ↙ ← + □ + △, ↑, □, ×, △, ○, ○, ○

This is a tough combo to pull off; it works best in corners. Basically, you've got your standard Magneto launcher, followed by an SMI Super for the second launcher and then a textbook air combo. It's not the flashiest combo in the game, but it gets the job done.

FORGE

Forge is a fun character to play. He's got a variety of attacks, the best of which is the Pistol Trap, which holds the opponent in place and lets you get in a free combo or Super. Try using the Pistol Trap as a set-up for the X-Treme Super or the monster ground-to-air combo I've listed for you. In Arcade mode, Forge must beat Storm to earn his ending.

Hidden Academy Training Costume: Freedom Force Costume	R1 + ×

Shell Discharge High	↓ ↘ → + □
Shell Discharge Low	↓ ↘ → + △
Double Shell Discharge	↓ ↘ → + □ + △
Missile Launch	↓ ↙ ← + any Kick
Pistol Trap	↓ ↙ ← + □
Mine Drop Ⓐ	← + □

Ⓢ Semi-Automatic ↓ ↙ ← + □ + △

Range: Far

Forge unloads several rifle shells.

Ⓢ Blazing Barrel Ⓐ ↓ ↙ ← + □ + △

Range: Medium

Forge fires a stream of shells diagonally down at his opponent.

➔ The Neutralizer ← → + × + ○

Damage Multiplier: ← → ↓ → ↓

Range: Far

Forge fires a solid beam of energy from his rifle.

Ⓧ Outer Orbit ↓ ↘ → + × + ○

Range: Anywhere

Forge calls down the power of a satellite laser beam. Try using this Super immediately after catching the opponent in the Pistol Trap special attack for a guaranteed hit.

Custom Master Combo (7 Hits) ↓ ↙ ← + □, □, ×, △, ○, □ + △, ↓ ↘ → + × + ○

Of course, Forge's easiest guaranteed combo is Trap Gun into Outer Orbit, but if you want to add a little finesse, try this: Start it with the Trap Gun if you can, then go into Forge's textbook five-hit ground launcher, then pull off the X-Treme Super for a guaranteed hit and monster damage! Believe it or not, it is possible to tack on even more damage by performing a Semi-Automatic Super as your opponent is plummeting back to earth! Forge rocks!

Greetings from
Monkey Island
Miss Rivers
NO SWEARING
Pirates are BAD
Pirates are MEAN
Pirates are POND SCUM!
Learning is Good!
I took some classes and learned fascinating new things about pirates.
Me and my wife Elaine. Isn't she beautiful?
That's me taking Monkey Combat lessons. Ooh, that hurt!
Gimpy Gibbon
ESCAPE FROM
MONKEY ISLAND™
An off-beat adventure with challenging puzzles, clever dialogue, shiver-me-timbering pirates. . . and monkeys.
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COMIC MISCHIEF
SUGGESTIVE THEMES
USE OF TOBACCO AND ALCOHOL
PlayStation 2
iMUSE SYSTEM

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PSYLOCKE

To unlock Psylocke as a playable character, you must defeat her in Survival mode. Psylocke has also had an interesting history with the X-Men. She started her career as a prim and proper British beauty and evolved into a scantily-clad martial artist. Psylocke is one of the fastest characters in the game, with great special and Super attacks and insane combo ability. Psylocke must defeat Sabretooth in Arcade mode.

Hidden Academy Training Costume: Armored Suit	R1 + ✕

Piercing Knife	↓ ↙ ← + △
Dragon Fang	↓ ↙ ← + any Kick
Ninja Assault Ⓛ	↓ ↘ → + any Punch
Telepathic Shock	↓ ↘ → + ○
Down Palm Ⓐ	↓ + any Punch

Ⓢ Psionic Wings Ⓛ	← → + □ + △

Range: Close

Psylocke stuns her opponent with a psychic blast, then launches into a multi-hit combo. Follow this Super with an air combo.

Ⓢ Super Air Assault Ⓐ	→ + □ + △

Range: Close

Psylocke flies diagonally down at her opponent. You can chain this Super to the end of many air combos.

➔ Ninja Fury	← → + ✕ + ○

Damage Multiplier: ↑ ← ↓ → ↑

Range: Medium

Psylocke jumps in front of her opponent and hits with multiple kicks. This is an easy SMI because the damage multiplier is essentially a counter-clockwise circle. Just roll the D-pad 360° starting from the **Up** position to get the full 5x damage easily.

ⓧ Head Trauma	→ → + □ + △

Range: Close

Psylocke carries her opponent into the air and delivers a series of psychic knife thrusts to the head.

Custom Master Combo (25 Hits)	□, ✕, ↓ + □, ↓ + ✕, △, ← → + □ + △, ↓ ↘ → + □ + △, ↑, □, ✕, △, ○, □ + △

This is a tough chain to pull off successfully, but it's very impressive and may cause your opponent to start losing faith in his or her abilities. The initial ground combo is tricky, involving a set of standing and crouching attacks in sequence with the Psionic Wings Super immediately afterward. Start the Ninja Assault special attack immediately after the Super, then follow it up with a standard air combo.

JUGGERNAUT

To unlock Juggernaut as a playable character, you must beat Arcade mode with each of the available characters and Psylocke. Juggernaut is not a fast character, nor can he challenge any other character in a "most hits in a combo" contest. He owns the power category, however. Juggernaut puts his all into every attack, making a three-hit combo hurt like another character's six-hit. As an added bonus, every single one of Juggernaut's Super attacks acts as a launcher for air combos, as does his Dual Upper Burst special. Take advantage of this to tack on additional damage. Juggernaut must get through Phoenix to clear Arcade Mode.

Hidden Academy Training Costume: Cain Marko	R1 + ✕

Dual Upper Burst Ⓛ	← → + any Kick
Rushing Power Bomb	← → + any Punch
Binary Blitzkrieg	↓ ↙ ← + △
Binary Assault	↓ ↙ ← + □
Hammer Fists Ⓐ	↓ ↘ → + any Punch

Ⓢ Steamroller Ⓛ	→ → + □ + △

Range: Medium

Juggernaut rushes his opponent with a punch flurry, followed by an uppercut.

➔ Coupled Jackhammer Ⓛ	↓ ↙ ← + ✕ + ○

Damage Multiplier: ↓ → ↑ ← →

Range: Close

A double ground punch sends the opponent up into the air. Great for starting air combos.

ⓧ Absolute Annihilation Ⓛ	↓ ↘ → + □ + △

Range: Close

Juggernaut pounds the ground three times, juggling the opponent and sending him airborne on the third hit.

Custom Master Combo (9 Hits)	□, ✕, ← → + ✕, ↓ ↙ ← + ✕ + ○, ↑, ✕, ○, ↓ ↘ → + □

Juggernaut is not a combo machine, but this little number gets the job done and delivers some hefty damage. Start with a three-hit launcher combo, then immediately break into the Coupled Jackhammer SMI Super followed by Juggernaut's patented four-hit air combo.

SECRETS

There are more secrets in *X-Men Mutant Academy 2* that we're not going to reveal just yet. Let's just say that Psylocke and Juggernaut are not the only secret characters in the game! Here's what we can discuss for the time being:

• ALTERNATE COSTUMES

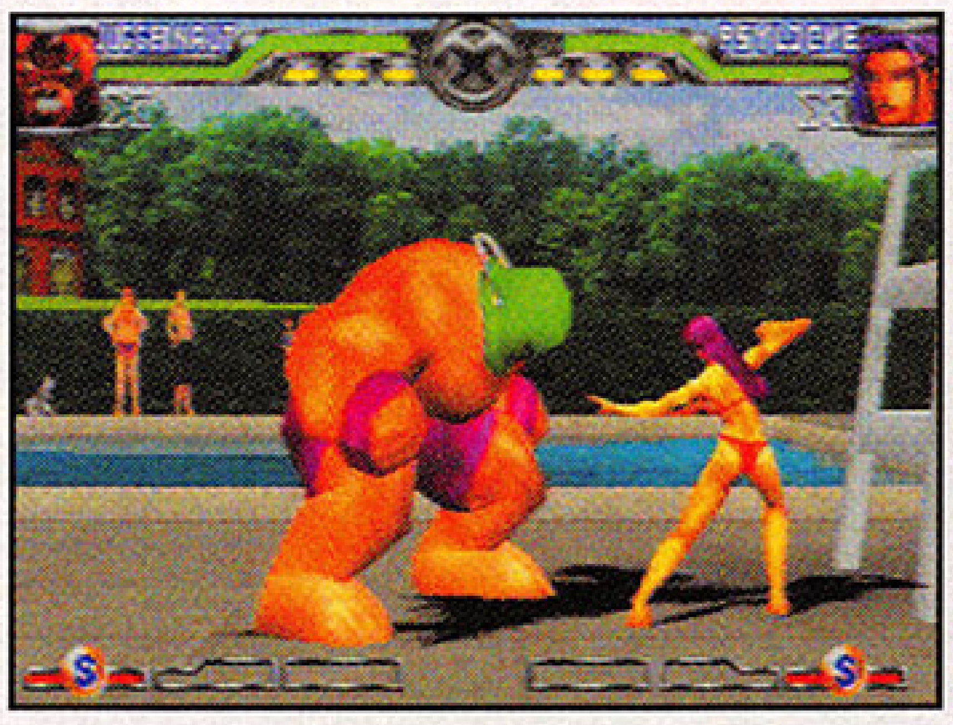
All of the returning characters from *Mutant Academy* have alternate costumes that are selected by pressing **R1** + ✕ at the character select screen.

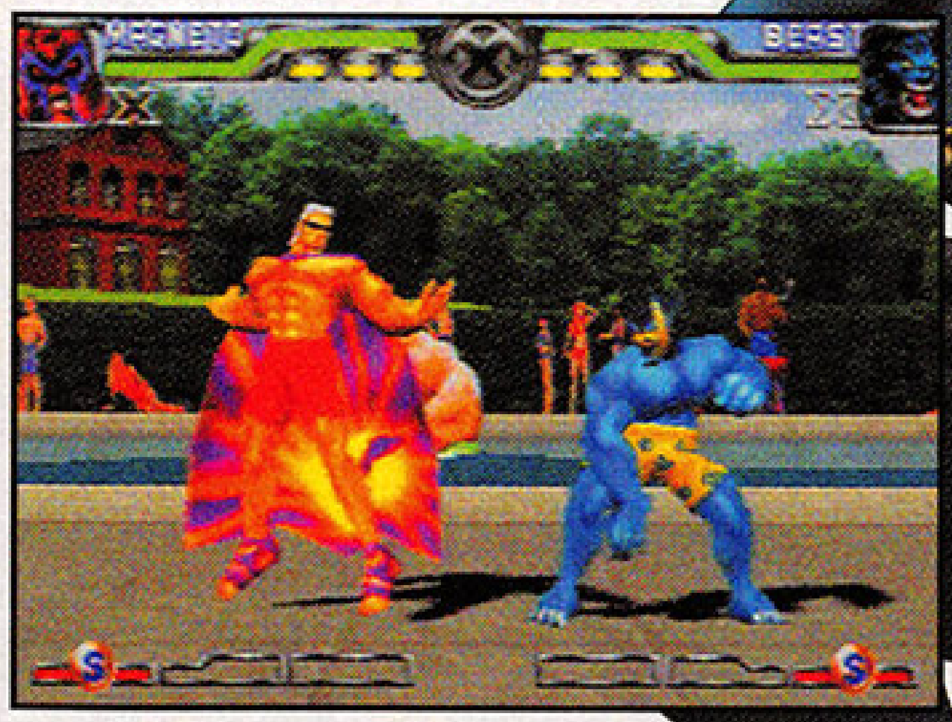
• ACADEMY MODE COSTUMES

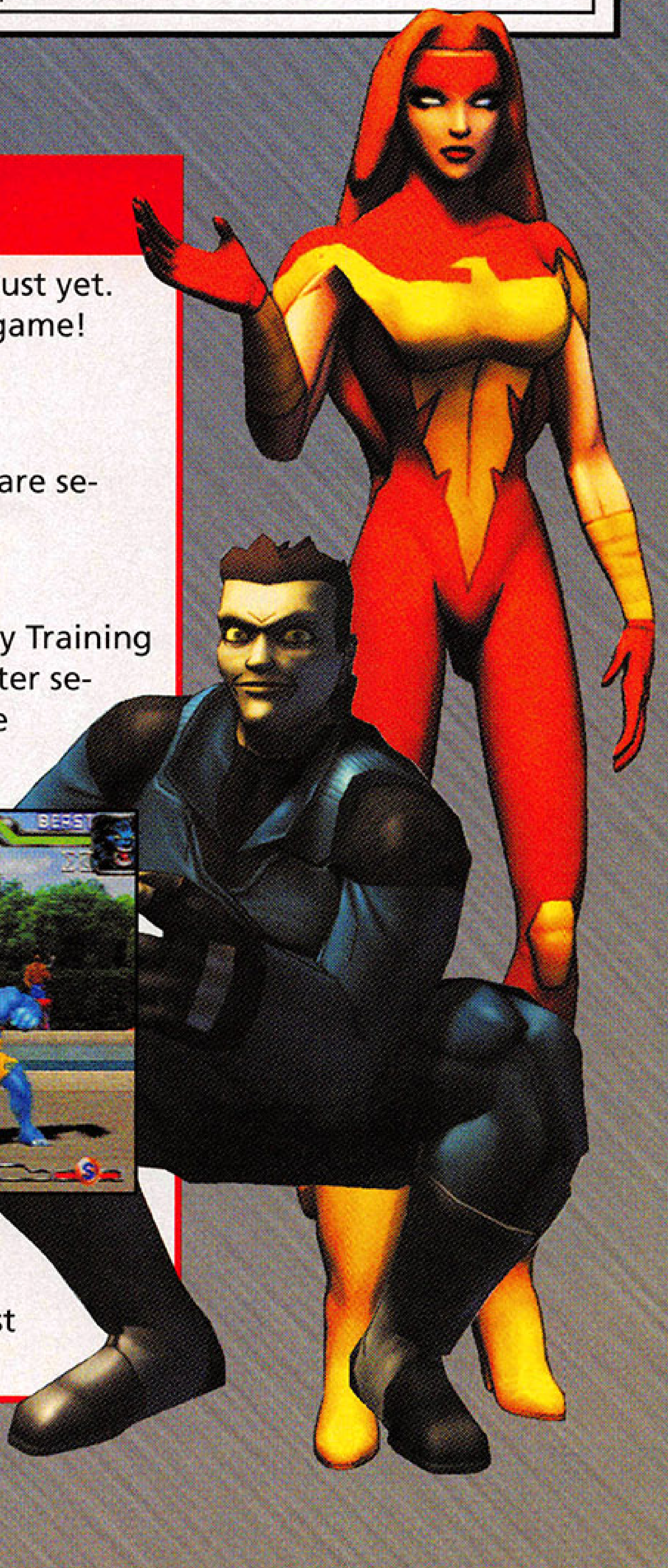
Most of the characters can unlock an additional costume by completing the Academy Training mode. Once you've done this, the additional costume can be activated at the character select screen by pressing **R1** + □ (or **R1** + ✕ if it's a character who did not appear in the first *Mutant Academy* game).

• POOL PARTY!

Pool Party is a hidden Versus mode stage which can only be unlocked by entering a secret code. We'll reveal the code in our December issue. Until then, feast your eyes on some photos of this wacky secret stage! When you choose Pool Party as your stage, your characters will be decked out in swimsuits and fight at poolside. Nightcrawler attacks with a spatula instead of a sword, Gambit wields a pool net rather than a quarterstaff, and Magneto… well, just look at the pictures!







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A magnificent Historical Fantasy.
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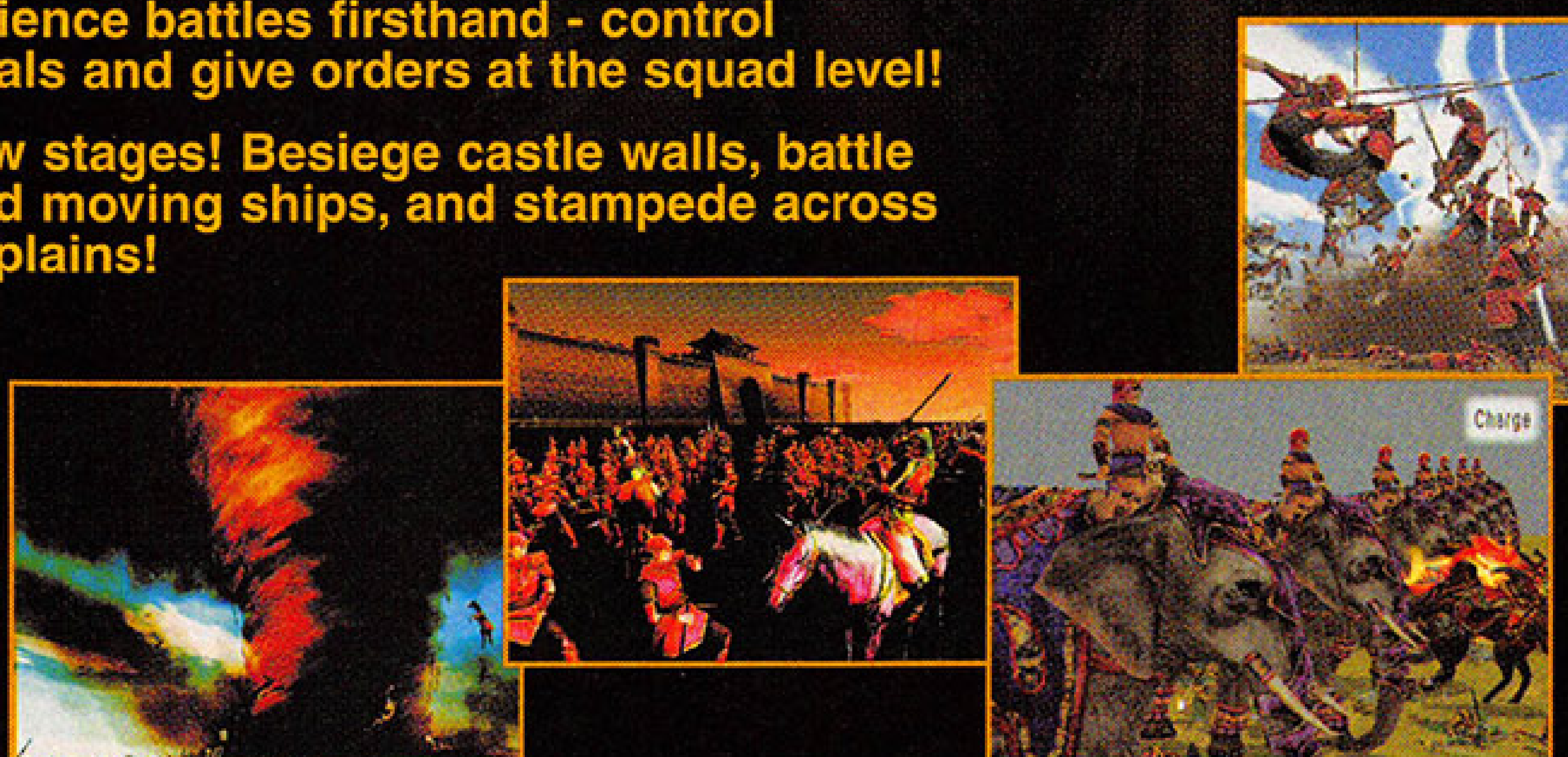
- Devastating new Elemental Attacks including tornadoes, lightening strikes, and meteor showers!
- New weapons, tactics, and troops including Elephant Cavalry!
- Experience battles firsthand - control generals and give orders at the squad level!
- 30 new stages! Besiege castle walls, battle aboard moving ships, and stampede across open plains!



RATING PENDING RP CONTENT RATED BY ESRB

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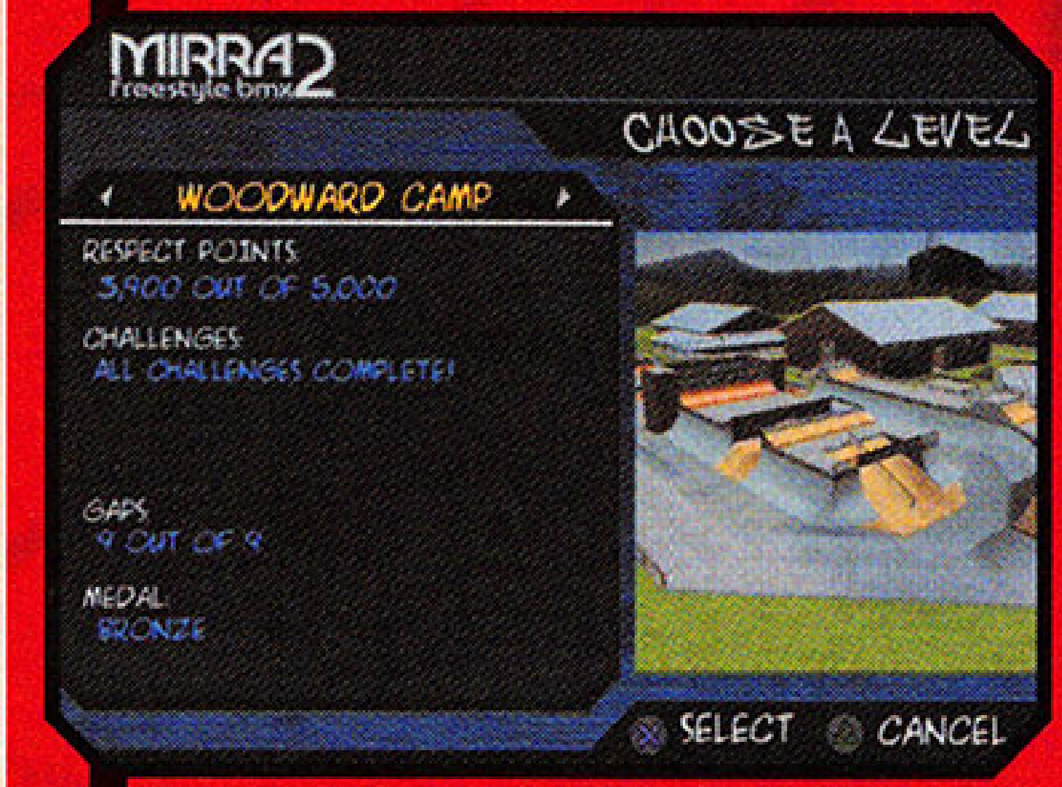
DAVE MIRRA freestyle bmx™ 2

by Geoff Arnold

Developed by Z-Axis and published by Acclaim, *Dave Mirra Freestyle BMX 2* has all of the cool features of its PlayStation predecessor—plus a bigger cast, more tricks, larger levels, way better graphics and a powerful park editor for endless amusement. For those who have played previous extreme sports games like *Tony Hawk's Pro Skater, Dave Mirra Freestyle BMX* or *Matt Hoffman's Pro BMX, Dave Mirra 2* will be familiar and comfortable while still presenting enough challenge to keep veterans glued to their PS2 controllers for hours. Even if you've been living in a cave for the last few years, the game's simple learning curve will have you pulling off 720° Supermans within minutes. Think you have what it takes to outride the Miracle Man? Let's find out!

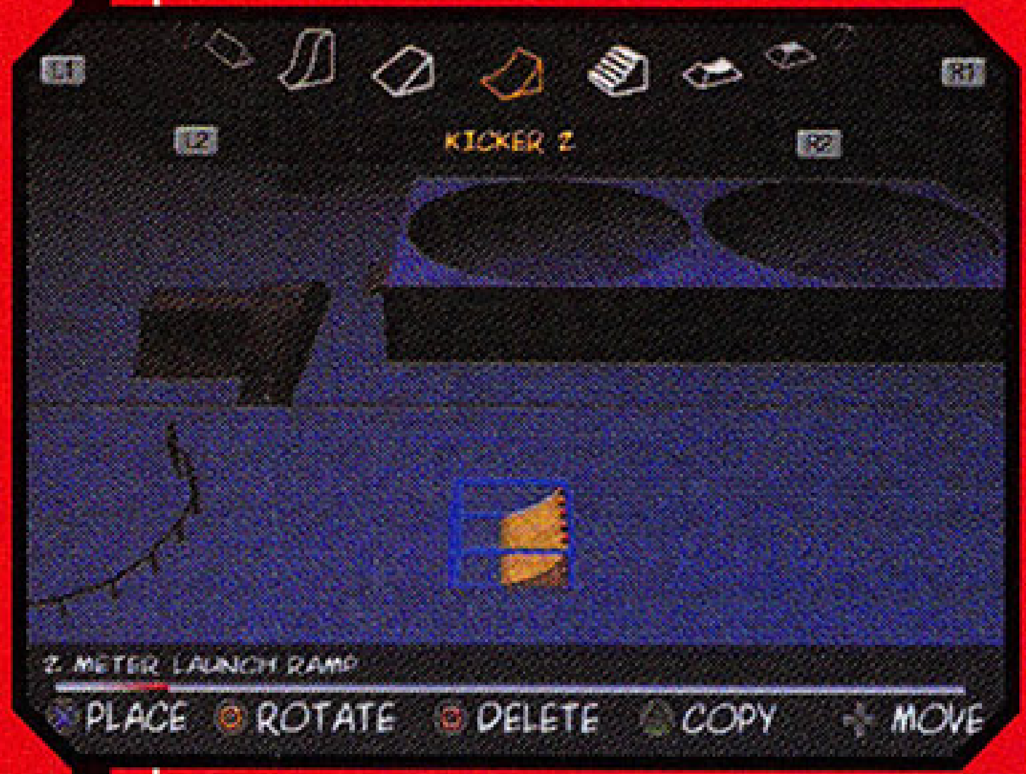
PROQUEST



RESPECT POINTS: 3,900 OUT OF 5,000
CHALLENGES: ALL CHALLENGES COMPLETE!
GAPS: 9 OUT OF 9
MEDAL: BRONZE

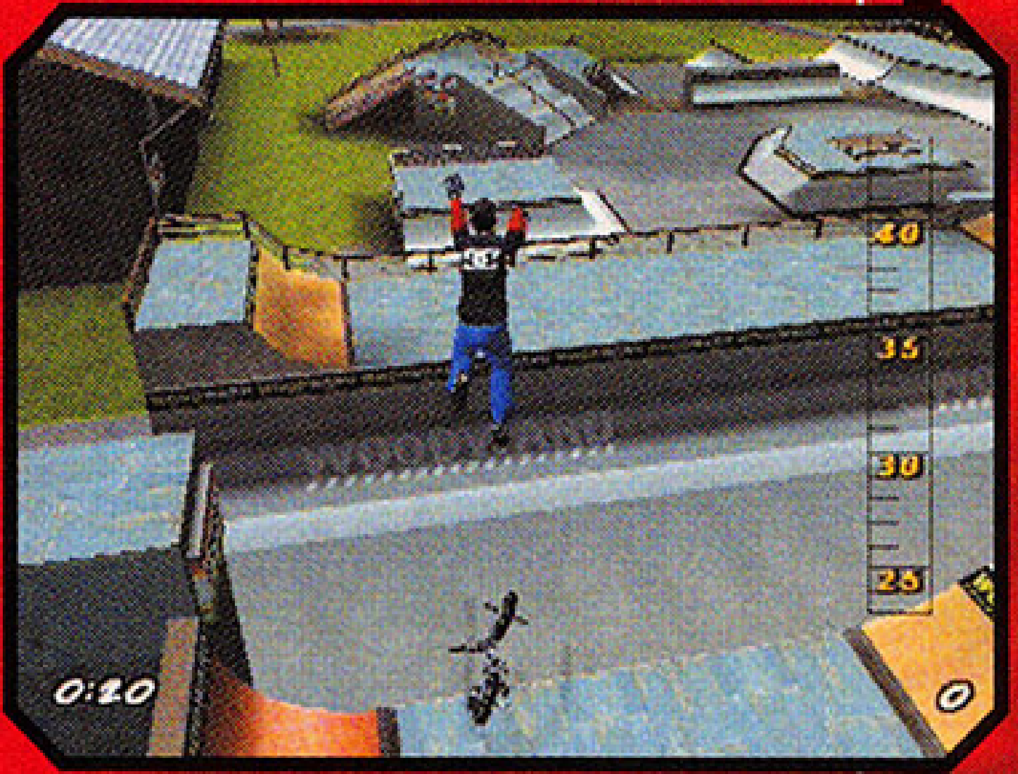
The Proquest mode is the main focus of the game. Basically, you pick a rider and try to complete challenges that are set forth by other riders within each level. Once you have proven your worth on the streets by completing these challenges, you will be asked to participate in local competitions where you can earn medals, unlock secrets and cheat codes and shatter trick records set by other riders who have come before you.

PARK EDITOR



Many riders share the dream of designing and constructing their own bike parks. Thanks to *Dave Mirra 2* and the PS2, that dream can become a reality. Create your own bike park complete with gaps, props, rails and the like, then take your memory card over to a friend's house and have him or her test it out. For the most hardcore players, the game offers secret pieces and park themes that are unlocked as you accomplish various goals! Building your dream park will definitely eat up a large amount of your free time, so be sure to stock up on Gatorade and Slim Jims before you start.

MULTIPLAYER

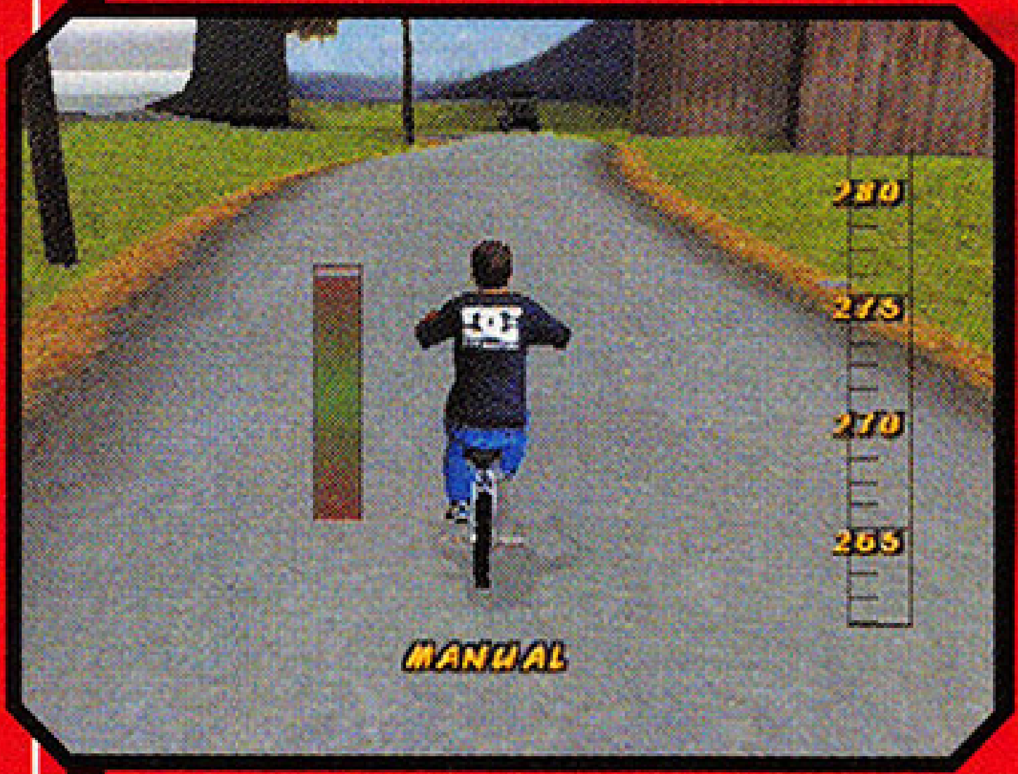


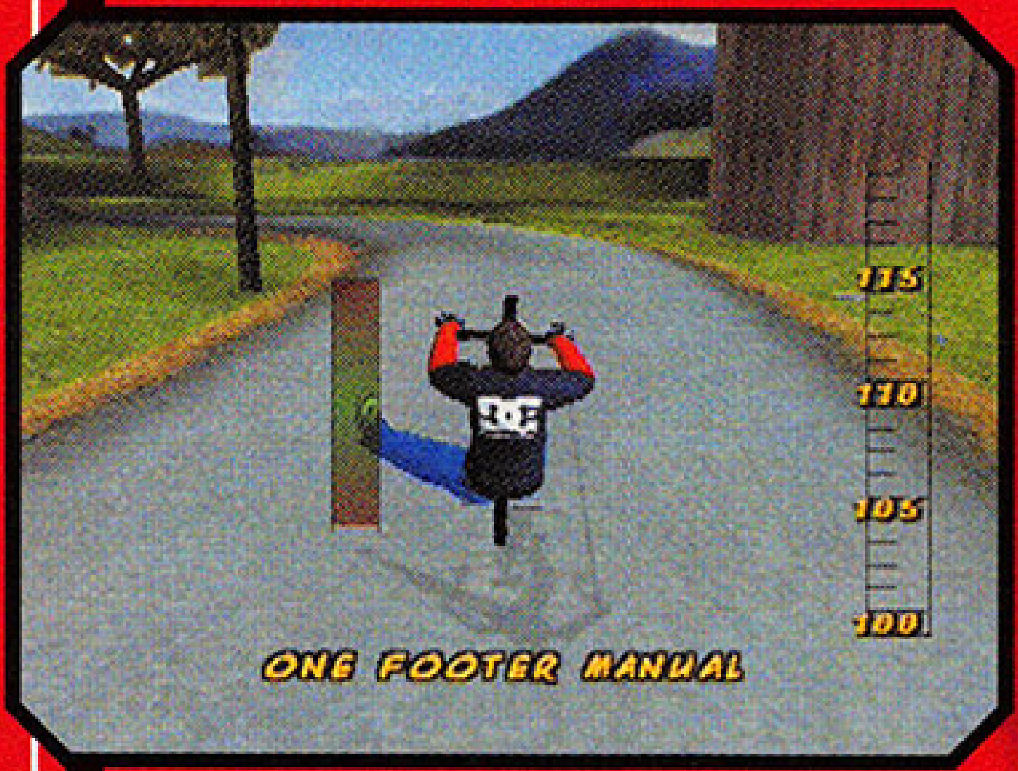
ALLEY-OOP 720 BACKFLIP TO FAKIE
0 04
23' 6"

Tired of constantly losing to the computer-controlled players in a competition or not being able to pass a specific challenge? Take out your frustrations on your friends and family members by inviting them over for a little multiplayer *Mirra* action! 13 unique and fun-filled multiplayer games await you, from the Longest Nose Wheelie contest (where you try to out-wheelie your opponent) to the dreaded Wipe-out contest (a *Tips & Tricks* favorite!) where your main goal is to try to inflict as much bodily harm to yourself as possible in one crash.

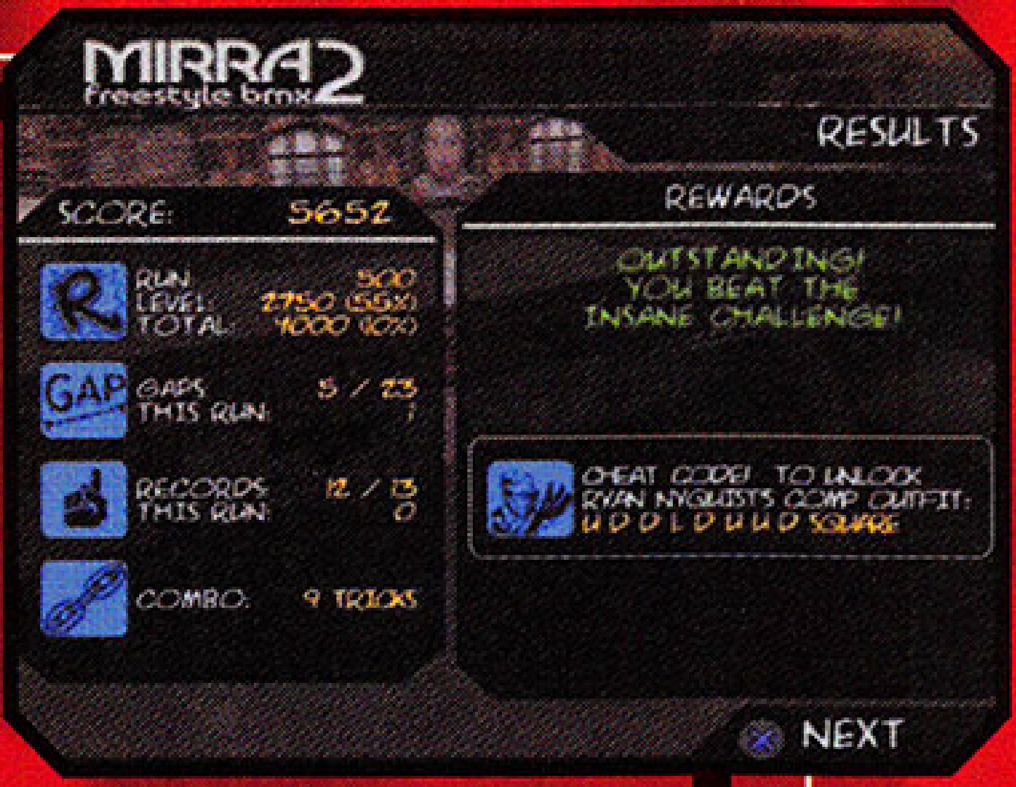
MODIFIERS

Modified tricks are the easiest way to score big points (and impress the judges during the Competitions) so you should learn the art of the modifier early on. You can customize your modifiers before you begin each level, so pick a couple that you are comfortable with and try to master them. In essence, modifiers are slight "tweaks" that you throw into a trick, which gives the trick more style and originality. By simply performing a standard trick, you will score the minimum amount of points for that trick. However, if you perform a "modified" manual, your score will instantly increase at a faster rate than normal, thus giving you higher points for the trick set altogether. Knowing how modifiers work and when to use them is essential for scoring a lot of points, and when you perform a chain of modified tricks you will definitely see and appreciate the difference.





Unlocking Secrets



OUTSTANDING!
YOU BEAT THE
INSANE CHALLENGE!

CHEAT CODE! TO UNLOCK RYAN NYQUIST'S COMP OUTFIT: U D D L D U U D SQUARE

The following list gives you a basic outline of what you can expect for beating each challenge in each level, as well as reaping the rewards from a certain number of earned Respect points. NOTE: Some of the data listed here does not apply to every character in every situation.

Level 1: Woodward Camp

- Beating the Rookie challenge unlocks Level 2
- Beating the Pro challenge unlocks a new bike sponsor
- Beating the Hardcore challenge unlocks a random rider's signature move
- Beating the Insane challenge unlocks a specific rider's competition outfit
- Earning a gold medal in the competition unlocks Level 2 competition, a secret park editor theme and a secret park editor piece

Level 2: Trainyard

- Beating the Rookie challenge unlocks Level 3
- Beating the Pro challenge unlocks a new clothing sponsor
- Beating the Hardcore challenge unlocks a random rider's signature move
- Beating the Insane challenge unlocks a specific cheat code
- Earning a gold medal in the competition unlocks Level 3 competition, a trick tip and a secret park editor piece

Level 3: Swamp Trails

- Beating the Amateur challenge unlocks Level 4
- Beating the Pro challenge unlocks a new shoe sponsor
- Beating the Hardcore challenge unlocks a random rider's signature move
- Beating the Insane challenge unlocks a specific cheat code
- Earning a gold medal in the competition unlocks Level 4 competition, a secret park editor theme and a secret park editor piece

Level 4: Commercial District

- Beating the Amateur challenge unlocks a new gear sponsor
- Beating the Pro challenge unlocks Level 5
- Beating the Hardcore challenge unlocks a random rider's signature move
- Beating the Insane challenge unlocks a random rider's competition outfit
- Earning a gold medal in the competition unlocks Level 5 competition, a trick tip and a secret park editor piece

Level 5: Galloon Water Park

- Beating the Amateur challenge unlocks a new glove sponsor
- Beating the Pro challenge unlocks Level 6
- Beating the Hardcore challenge unlocks a random rider's signature move
- Beating the Insane challenge unlocks a specific cheat code
- Earning a gold medal in the competition unlocks Level 6 competition, a secret Park editor theme and a park editor piece

Level 6: Hwy 47 Cloverleaf

- Beating the Amateur challenge unlocks a new clothing sponsor
- Beating the Pro challenge unlocks Level 7
- Beating the Hardcore challenge unlocks a random rider's signature move
- Beating the Insane challenge unlocks a specific cheat code
- Earning a gold medal in the competition unlocks Level 7 competition, a trick tip and a secret park editor piece

Level 7: Devil's Peak

- Beating the Amateur challenge unlocks an alternate sponsor
- Beating the Pro challenge unlocks Level 8
- Beating the Hardcore challenge unlocks a random rider's signature move
- Beating the Insane challenge unlocks a random rider's competition outfit
- Earning a Gold Medal in the competition unlocks Level 8 competition, a secret park editor theme and a park editor piece

Level 8: Airport Parking

- Beating the Amateur challenge unlocks a sports sponsor
- Beating the Pro challenge unlocks nothing (?)
- Beating the Hardcore challenge unlocks a random rider's signature move
- Beating the Insane challenge unlocks a random rider's competition outfit
- Earning a Gold Medal in the competition unlocks two trick tips and a secret park editor piece

Respect Points

- Earning 10,000 Respect points unlocks a new bike and the Woodward competition
- Earning 15,000 Respect points unlocks a new bike
- Earning 20,000 Respect points unlocks a specific cheat code and a random rider's competition outfit
- Earning 30,000 Respect points unlocks a specific cheat code and a random rider's competition outfit
- Earning 35,000 Respect points unlocks the final bike
- Earning 40,000 Respect points unlocks a specific rider's movie clip

Tricks

Tricks are the backbone of *Dave Mirra Freestyle BMX 2*; playing without them is like performing surgery without a scalpel. The game utilizes a modified version of the trick engine from the original game and *Dave Mirra Freestyle BMX Maximum Remix*, complete with grinds, stalls, air tricks and more trick modifiers than ever before. With the new engine and trick-chaining system, each rider can perform over 1,500 possible tricks!

Cheat Codes

MIRRA 2
freestyle bmx
CHOOSE A RIDER
AMISH BOY
SELECT
CANCEL

AIR: ▸▸▸▸▸▸▸
SPEED: ▸▸▸▸▸▸
SPINS: ▸▸
BALANCE: ▸▸▸
TECHNIQUE: ▸▸▸▸▸▸▸
MANUALS: ▸▸▸▸
LANDING: ▸▸▸▸▸▸
WALLRIDES: ▸▸▸▸▸
RESPECT: 0/40,000
Hometown: Old Bridge, NJ
Lives: Old Bridge, NJ
Years Riding: 11

The following codes can be entered at the main menu. They are presented here as a last resort for emergency use only; don't enter 'em if you want to savor the long-term challenge of accomplishing one objective at a time.

- **Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, □**

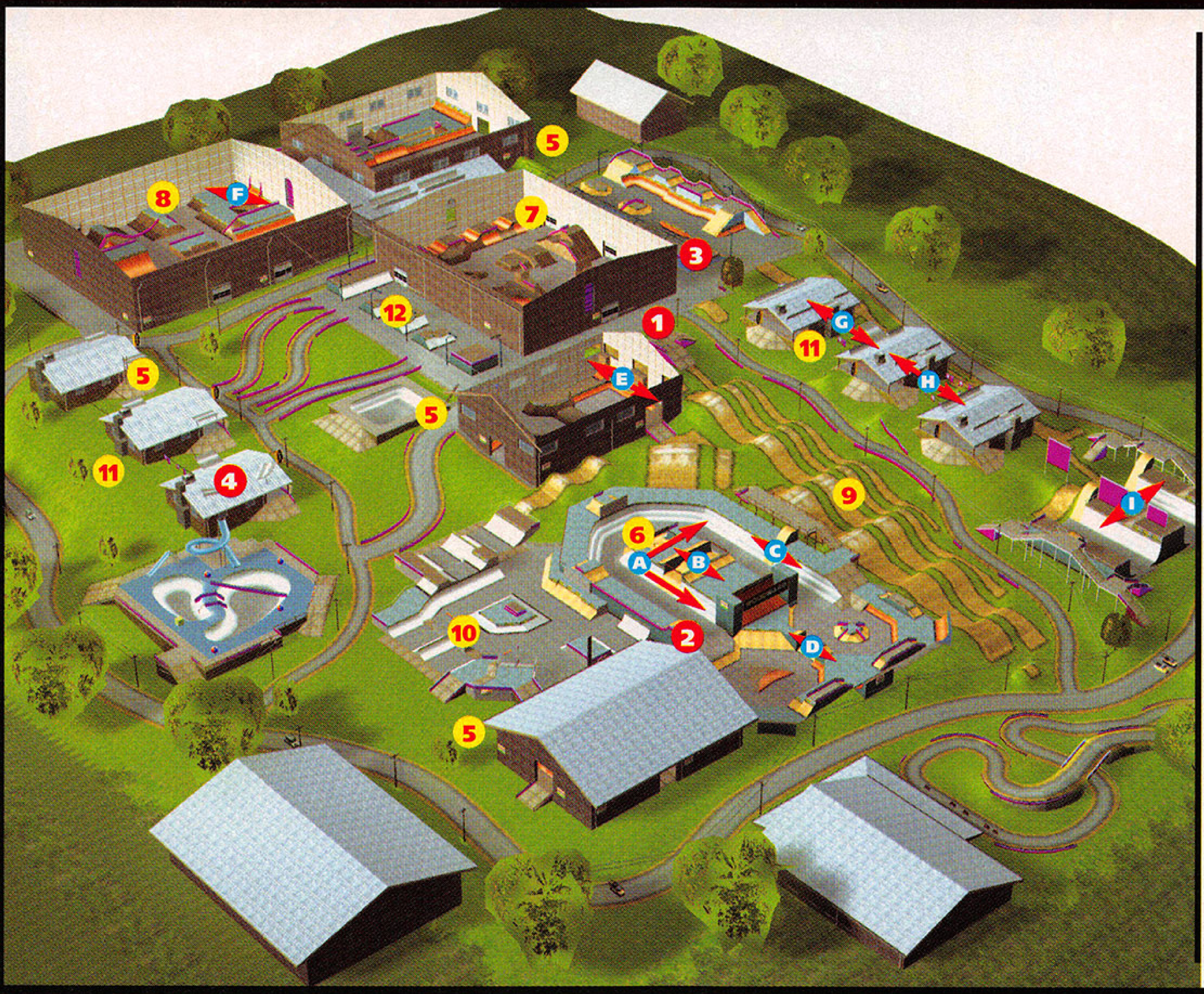
- **Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, □

- **Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, □

- **Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, □

WOODWARD CAMP

Points Needed to Qualify: 10,000



Non-playable Character Locations

1. Kenan Harkin (Amateur Challenge)
2. Ryan Nyquist (Pro Challenge)
3. Colin Mackay (Hardcore Challenge)
4. Leigh Ramsdell (Insane Challenge)

Challenge Locations

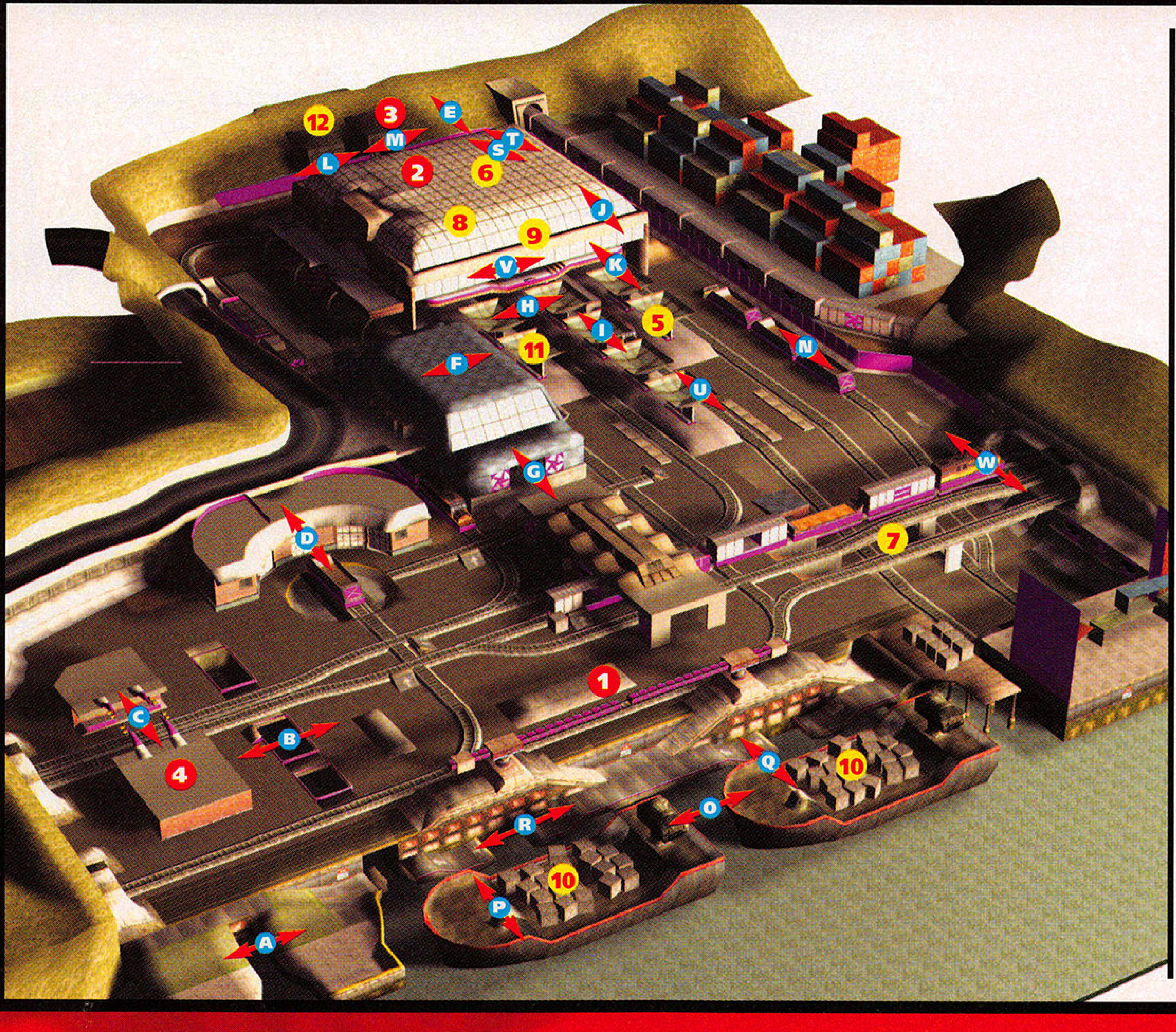
5. 4 Ladders
6. Titanic Vert Ramp
7. Lot 8
8. Cloud 9
9. Woodward Trails 8-Pack
10. Outdoor Street
11. Cabins
12. Outdoor Rhythm Section

Gap Challenges

A. Over the Titanic Channel (gap is the same in both directions)
B. Across the Titanic Deck
C. Over the Roll-In
D. Dish Dogs Gap
E. Egypt Step-Up
F. Cloud 9 Step-Up
G. Cabin to Cabin
H. Another Cabin to Cabin
I. Crazy Vert to Vert

TRAINYARD

Points Needed to Qualify: 20,000



Non-playable Character Locations

1. Zach Shaw (Amateur Challenge)
2. Troy McMurray (Pro Challenge)
3. Mike Laird (Hardcore Challenge)
4. Luc-E (Insane Challenge)

Challenge Locations

5. Canopies (Billboards)
6. Station
7. Huffy Train Car Track
8. Station Chandelier
9. Clock
10. Cargo Ships
11. Commuter Benches
12. Bulldozers

Gap Challenges

A. Over the Sea
B. Stinky Sewer Gap
C. Roof to Roof Goodness
D. Roundhouse Drop
E. Shovel-icious Gap
F. Warehouse Gap
G. Warehouse to Repair Station
H. Platform to Platform
I. Bench to Bench Gap
J. Pretty Sneaky Sis Gap
K. New York Style
L. Eastside Trackpipe Transfer
M. Westside Trackpipe Transfer
N. Dirt Don't Hurt Gap
O. Ahoy Matey Gap
P. Seasick Gap
Q. Yikes!
R. Over the Water
S. Down to 1st Floor
T. Up to 2nd Floor
U. Awning to Awning
V. Stair-riffic
W. Bridge to Bridge Transfer

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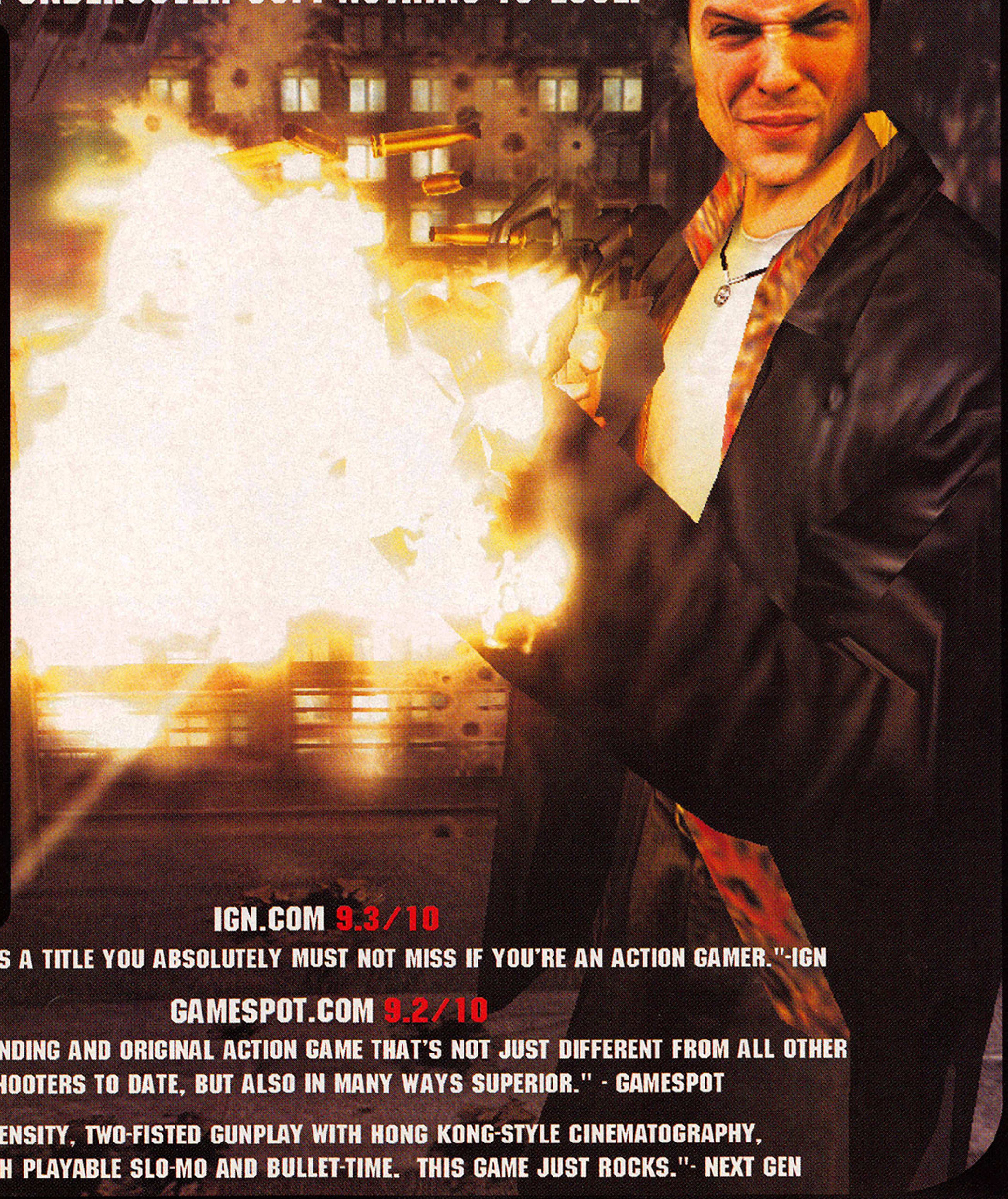

IGN.COM 9.3/10

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GAMESPOT.COM 9.2/10

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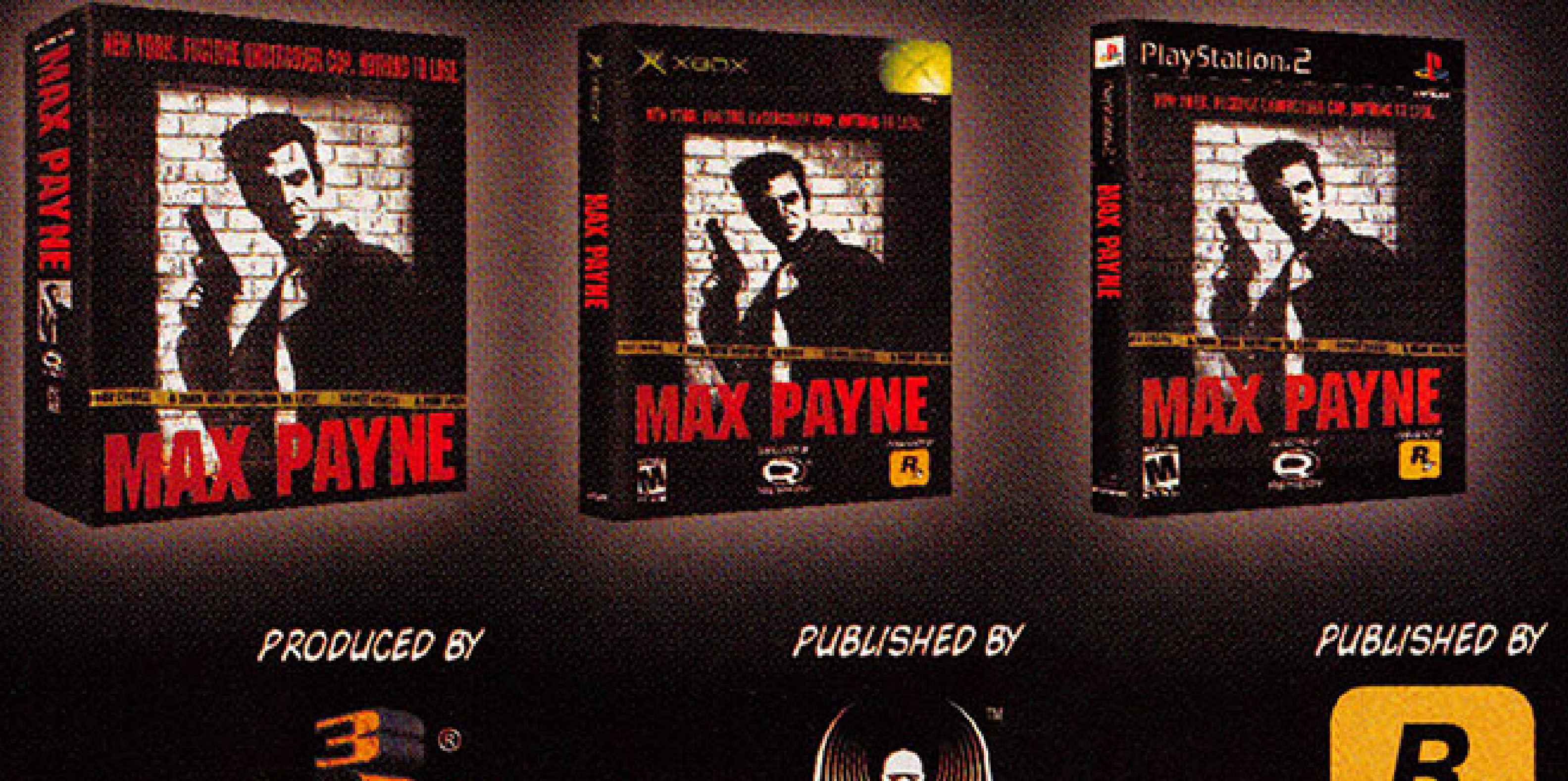

MATURE M CONTENT RATED BY ESRB

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BLOOD

WINDOWS 95/98 PC CD ROM WINDOWS 2000/ME

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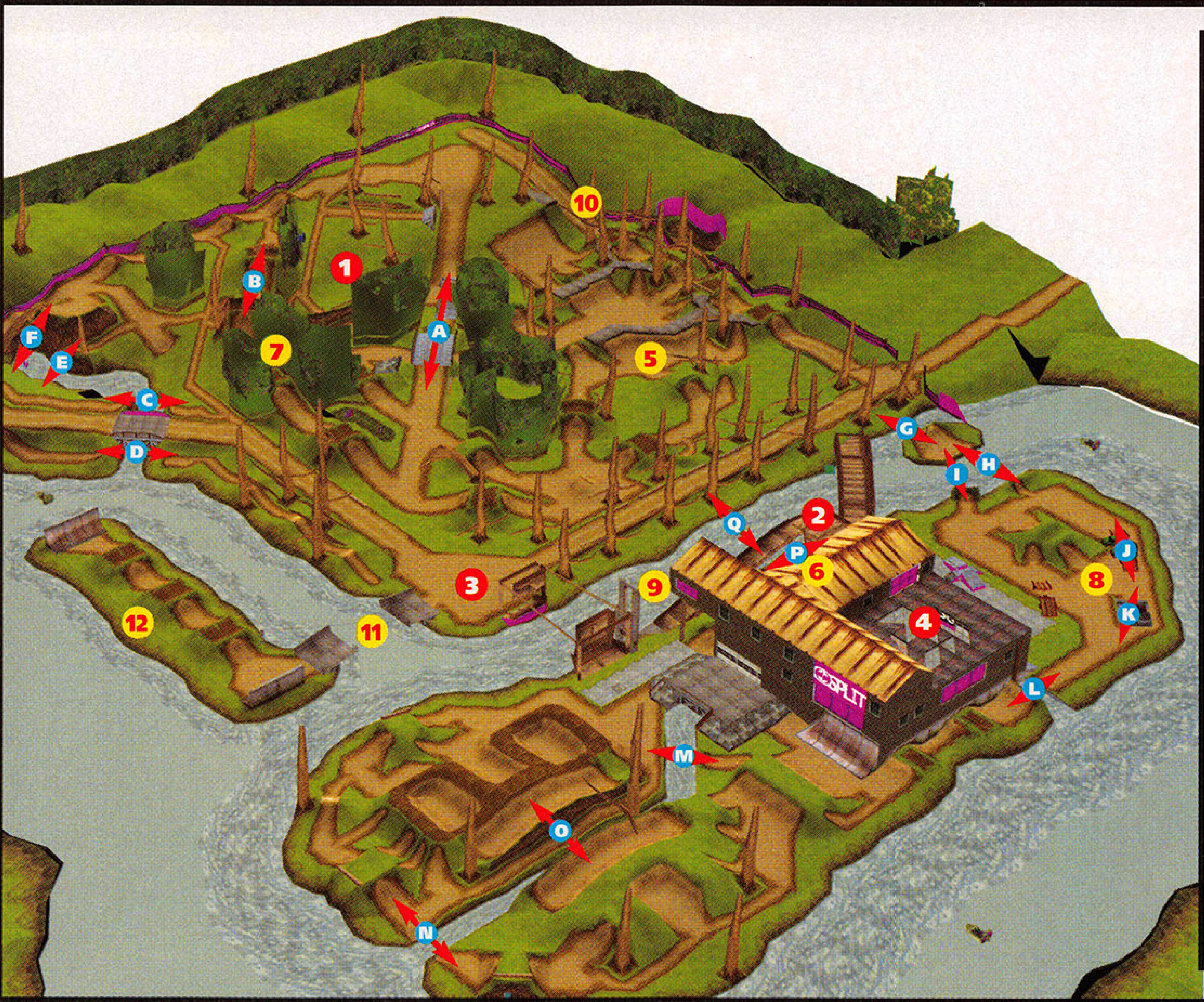
SWAMP TRAILS

Points Needed to Qualify: 30,000



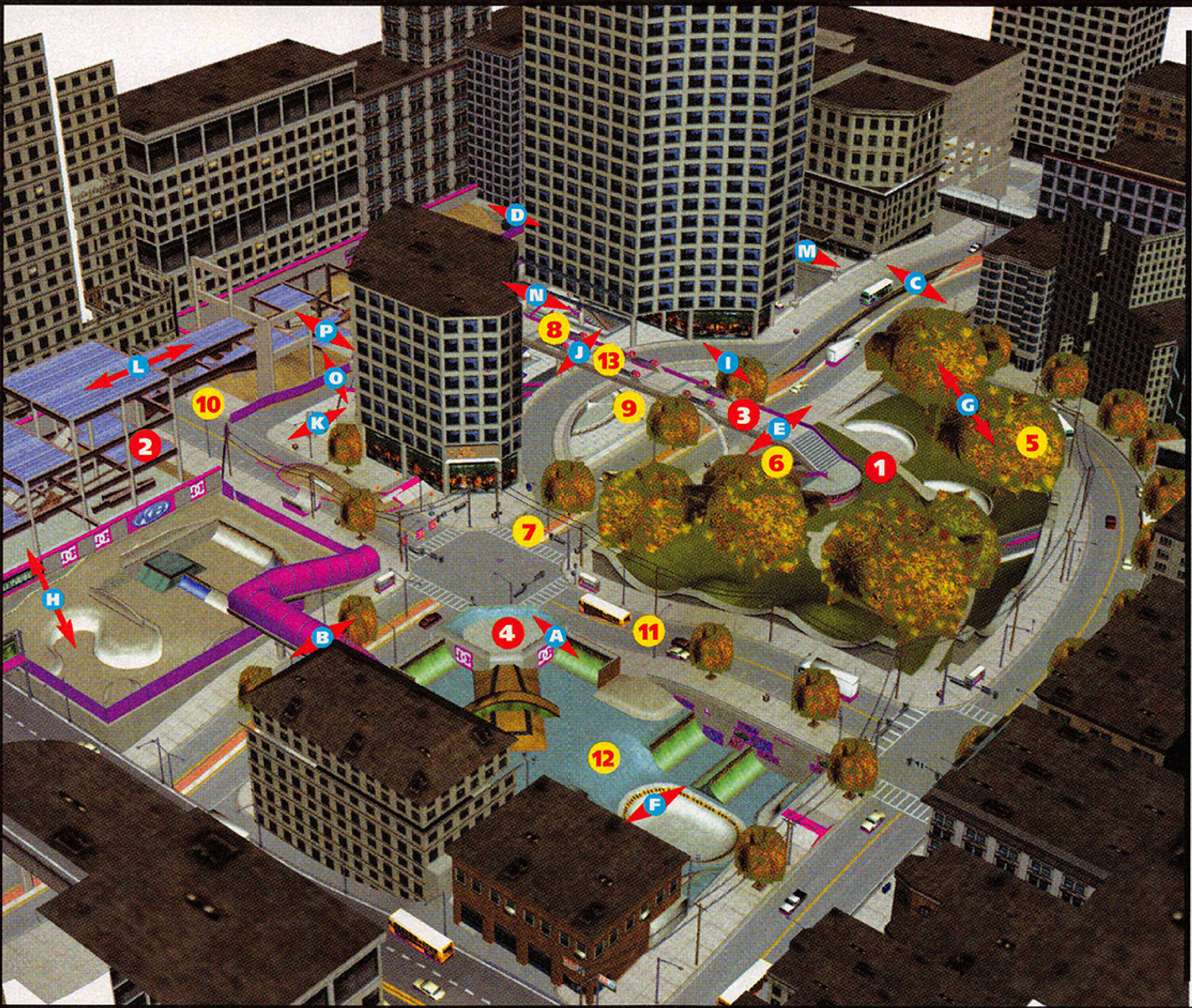
Non-playable Character Locations
1. Leigh Ramsdell (Amateur Challenge)
2. Joey Garcia (Pro Challenge)
3. Todd Lyons (Hardcore Challenge)
4. Ryan Nyquist (Insane Challenge)

Challenge Locations
5. Glowing Tree Branches
6. Fanboat Garage
7. Upper 8-Pack
8. Trailers
9. Drawbridge Support Cable
10. Tree Canopies
11. Fanboat Grind Area
12. Bird Refuge Island

Gap Challenges
A. Pretty Much Free Gap
B. Eight Pack Hop
C. Creole Chasm
D. Cajun Chasm
E. Minor Mojo Gap
F. Major Mojo Gap
G. Sandbar Un
H. Sandbar Deux
I. Sandbar Trois
J. Trailer Hitch Gap
K. Pascal's Junkyard Gap
L. Tastes Like Chicken
M. The Deep End
N. The Shallow End
O. Foyle Gully
P. Smells Like Chicken
Q. Born Psycho Gap

COMMERCIAL DISTRICT

Points Needed to Qualify: 40,000



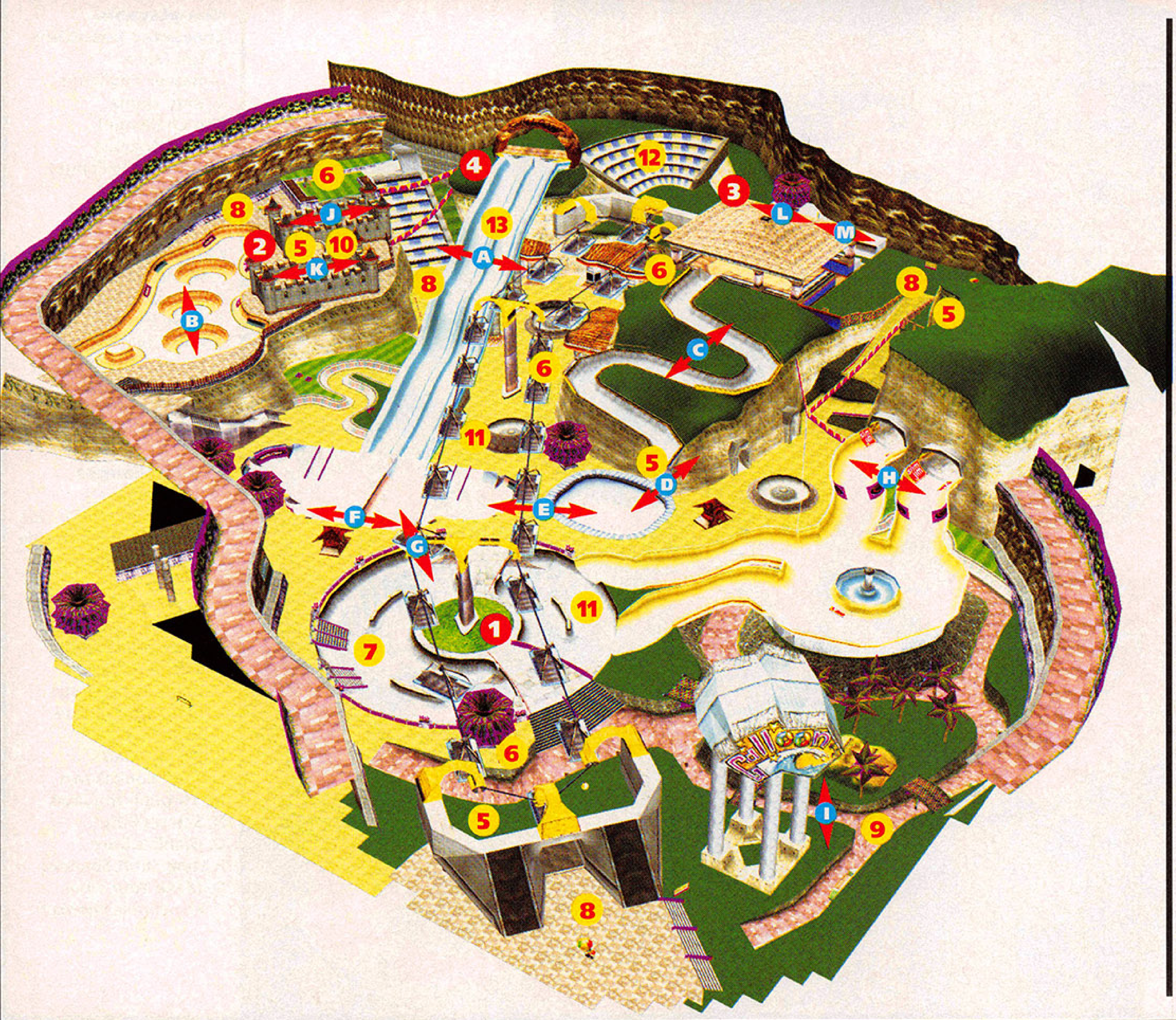
Non-playable Character Locations
1. Rick Moliterno (Amateur Challenge)
2. Tim Mirra (Pro Challenge)
3. Troy McMurray (Hardcore Challenge)
4. Colin Mackay (Insane Challenge)

Challenge Locations
5. Park Stone Wall
6. Walkway Support Arch
7. Madison Street
8. Lower Level Plaza Awnings
9. Walkway Rail – Support Arch
10. Construction Area
11. Washington Street
12. Skatepark
13. Pedestrian Overpass

Gap Challenges
A. Bike Shop Roof
B. Over the Caged Walkway
C. Over the Yawning Abyss
D. Let's Go Bowl
E. Over the Pedestrian Overpass
F. U R So Rad
G. Lunchtime Gap
H. Bonti's Leap of Faith
I. Got Skillz?
J. Underground Gap
K. Phat with a P H
L. Construction Hopping
M. Cash Money Wire Transfer
N. Perfectionist's Dream
O. Replicant's Drop
P. Construction Cojones

GALLOON WATER PARK

Points Needed to Qualify: 50,000



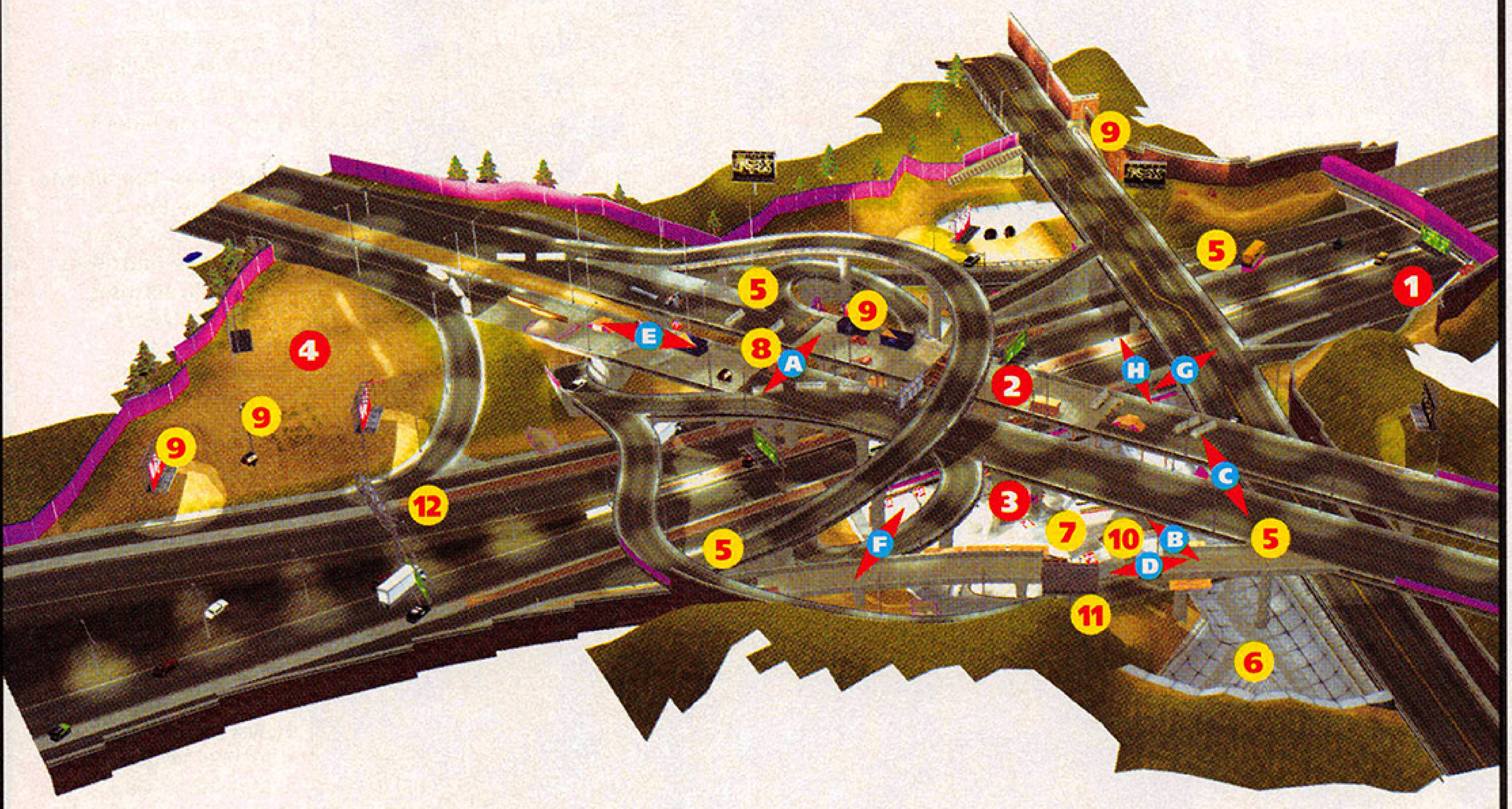
Non-playable Character Locations
1. Leigh Ramsdell (Amateur Challenge)
2. Mike Laird (Pro Challenge)
3. Joey Garcia (Hardcore Challenge)
4. Todd Lyons (Insane Challenge)

Challenge Locations
5. Beach Balls
6. Floor Signs
7. Iron Archway
8. Hot Dog Stands
9. Lower Walkway
10. Castle Bridges
11. Galloon Gondolas
12. Upper Fish Ladder
13. Typhoon Ride

Gap Challenges
A. Typhoon Transfer
B. No Lifeguard on Duty
C. Sticky Sweet Gap
D. Down the Spillway
E. Corn Dogs are Good Gap
F. Typhoon Wading Pool
G. Super Mad Clown Gap
H. Sweeter Than Sugar
I. Bran's Gap
J. Kiddie Kastle Koolness
K. Kiddie Kastle Bridge
L. Going to Pay
M. That Monkey Gap

HWY 47 CLOVERLEAF

Points Needed to Qualify: 60,000



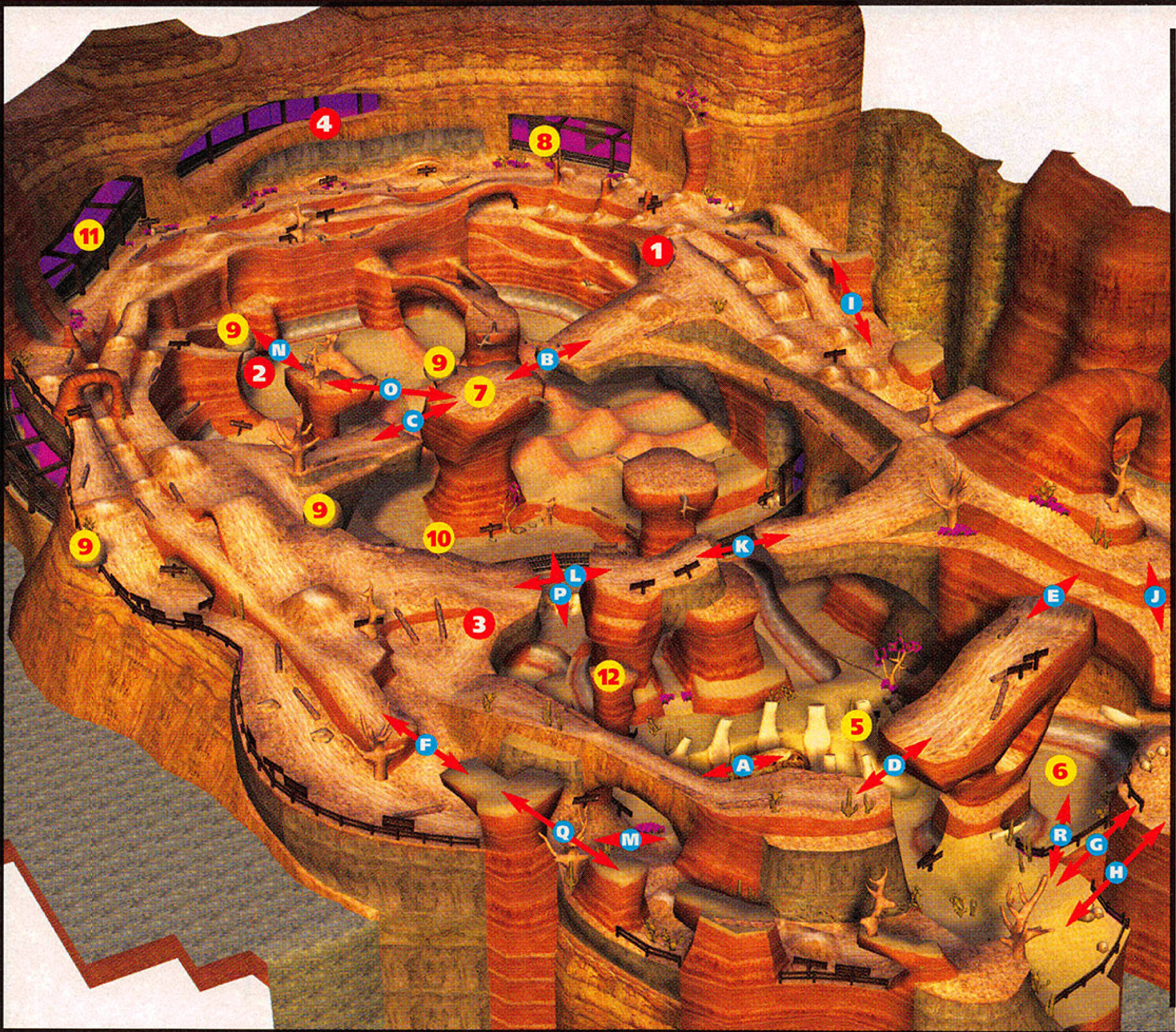
Non-playable Character Locations
1. Rick Moliterno (Amateur Challenge)
2. Todd Lyons (Pro Challenge)
3. Luc-E (Hardcore Challenge)
4. Troy McMurray (Insane Challenge)

Challenge Locations
5. Traffic Signs
6. Sewer Channel Hip
7. Skatepark
8. Dumpsters
9. Slim Jim Billboards
10. Concrete Park Bowl
11. Construction Gap
12. Road Signs
13. Off Ramp

Gap Challenges
A. Highway 47 Lane Change
B. Spillways Gap
C. Huge Canal Off Ramp Gap
D. Serious Mad Skills I-Beam Gap
E. Dumpster Diving
F. Up and Over the Offramp
G. Skatepark Road Transfer
H. Shea Stylee

Devil's Peak

Points Needed to Qualify: 70,000



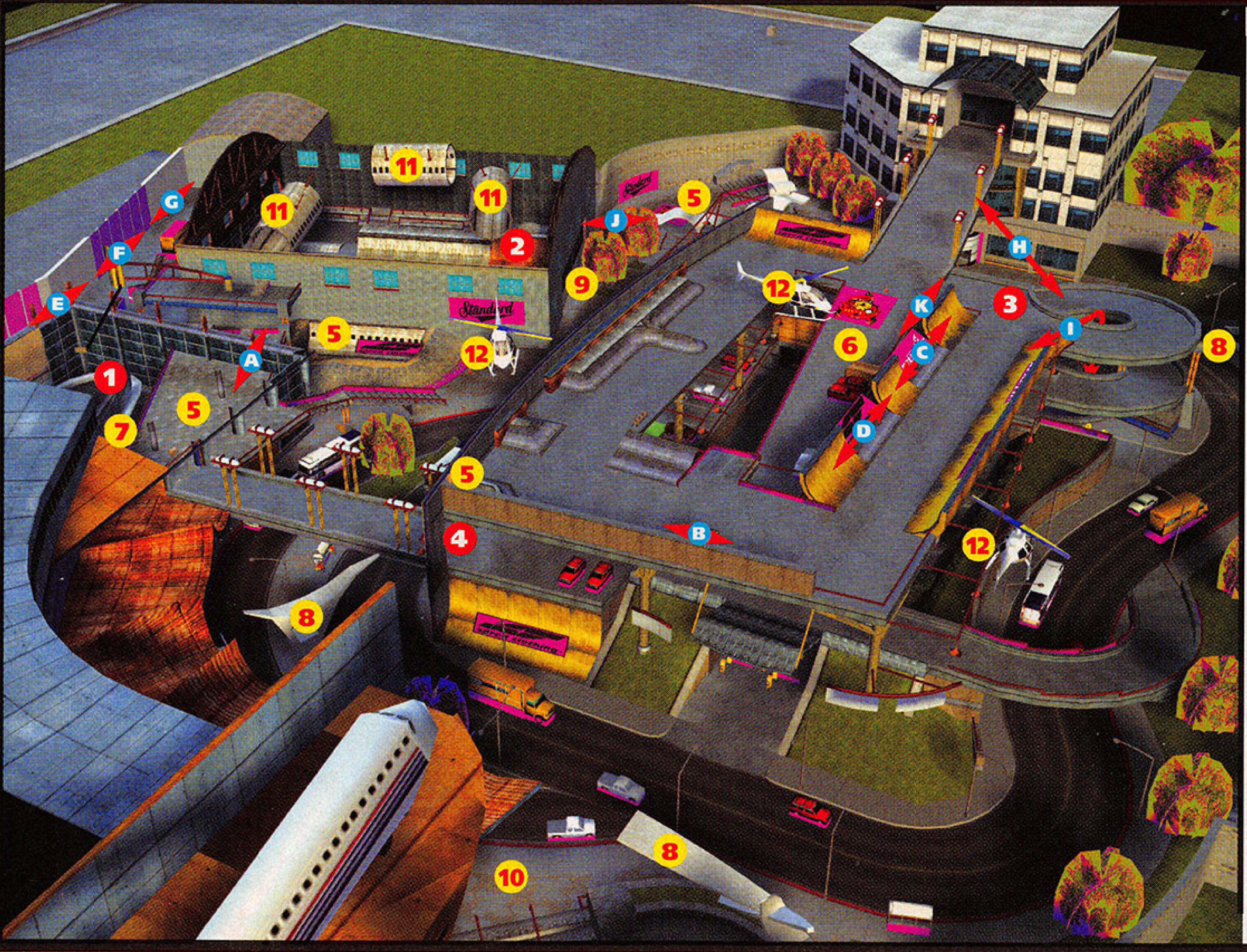
Non-playable Character Locations
1. Tim Mirra (Amateur Challenge)
2. Todd Lyons (Pro Challenge)
3. Ryan Nyquist (Hardcore Challenge)
4. Joey Garcia (Insane Challenge)

Challenge Locations
5. Dinosaur Ribs
6. Dinosaur Teeth
7. Anvil Island
8. Rusty Mine Cars
9. Four Giant Boulders
10. Canyon Bottom
11. Mine Tracks
12. Mushroom Pillar

Gap Challenges
A. Dino Spine
B. Anvil Island North Side
C. Anvil Island South Side
D. I Ain't Trippin
E. Lover's Leap
F. You Have No Chance to Survive
G. Acrophobia Gorge The Wrong Way
H. Acrophobia Gorge
I. Hang Right or Else
J. Weeeeeee!
K. Vertigo Gap
L. Don't Look Down
M. Through the Jaws
N. Satan's Burp
O. Diablo's Dare
P. Mine Shaft Squeeze
Q. Make Your Time
R. Acrophobia Shortcut

Airport Parking

Points Needed to Qualify: 80,000



Non-Playable Character Locations
1. Scott Wirch (Amateur Challenge)
2. Luc-E (Pro Challenge)
3. Kenan Harkin (Hardcore Challenge)
4. Mike Laird (Expert Challenge)

Challenge Locations
5. Package Bombs
6. Third Floor Ramp
7. Baggage Carrousel
8. Wing Sculptures
9. Hangar Doors
10. Rest Area
11. Hanging Plane Sections
12. Helicopters

Gap Challenges
A. Baggage Balcony Gap
B. Long Term Parking Box
C. Da Plane! Gap
D. Low Flying Aircraft
E. Baggage Gap
F. Excess Baggage Gap
G. Oversize Baggage Gap
H. Mee Krob Gap
I. Justin's Mega-Plunge
J. Smashbox Gap
K. Arch Support (1st floor)

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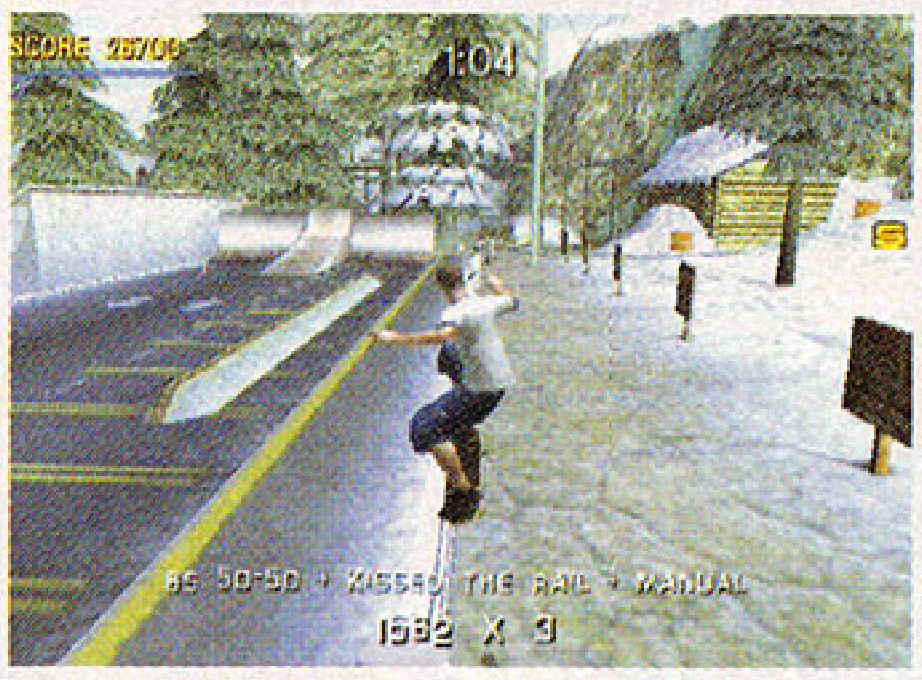
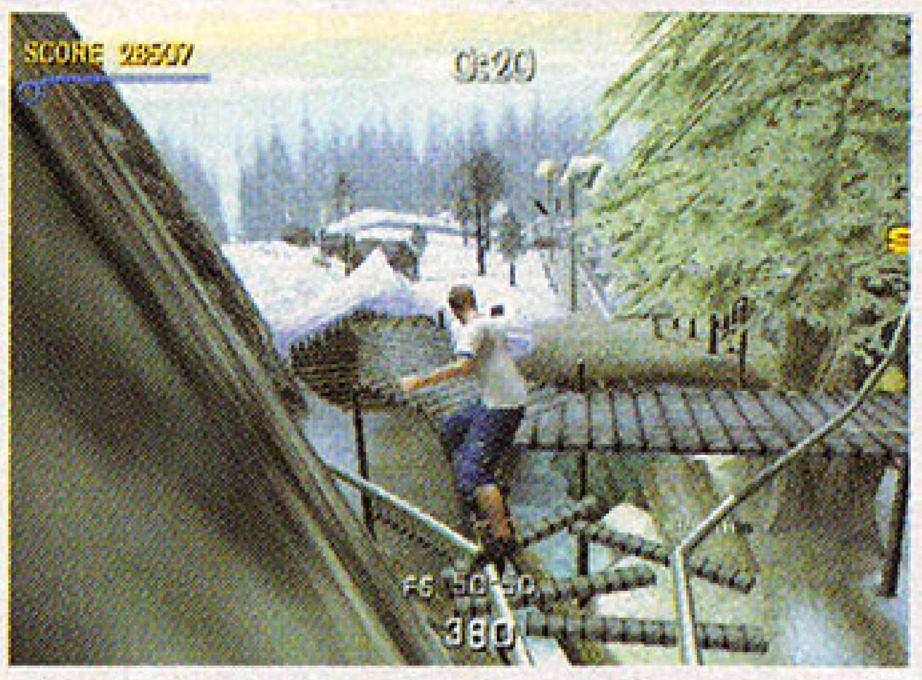
SELECT GAMES

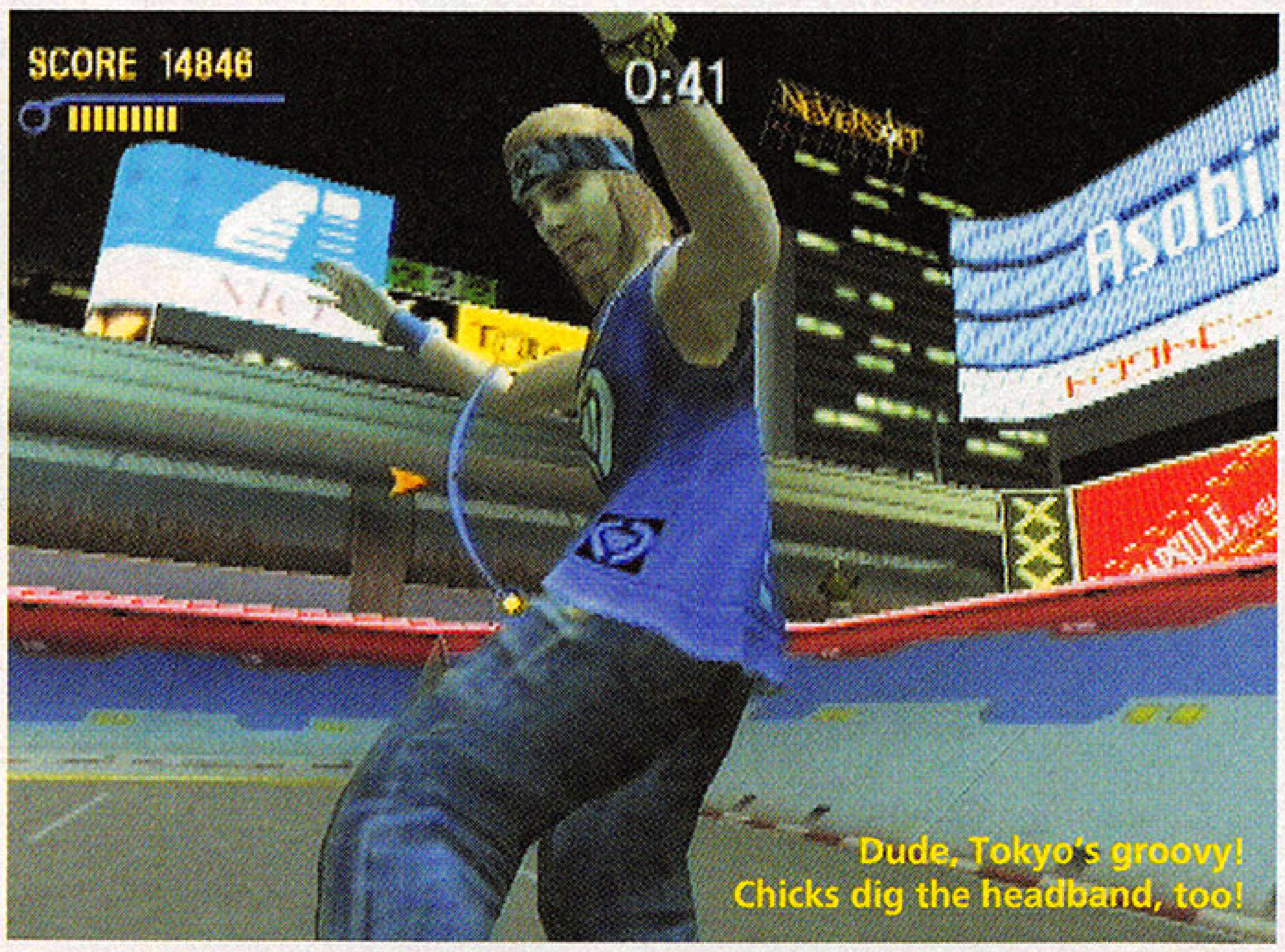
Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

TONY HAWK'S PRO SKATER 3

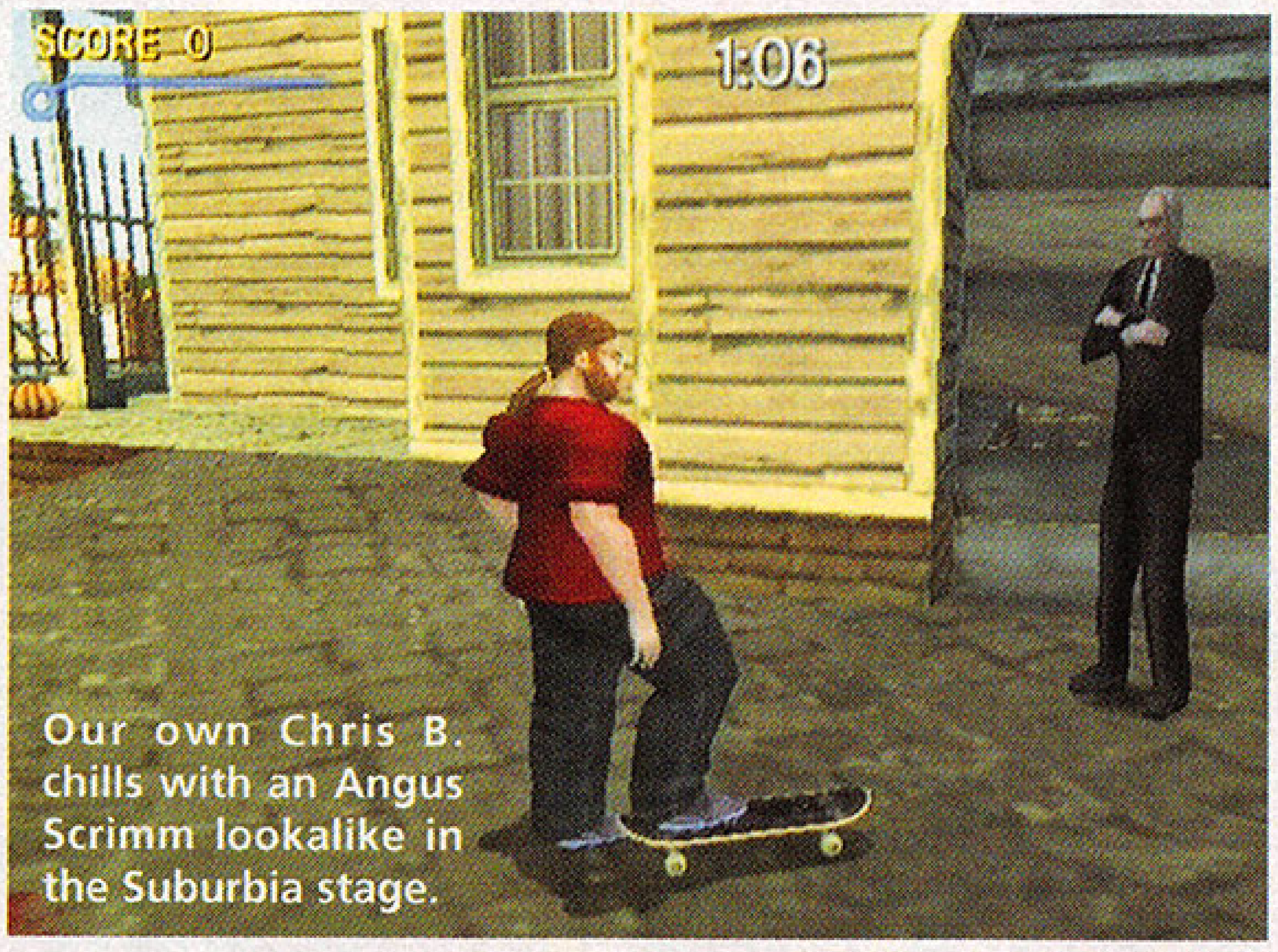
Activision • November • 1-2 Players



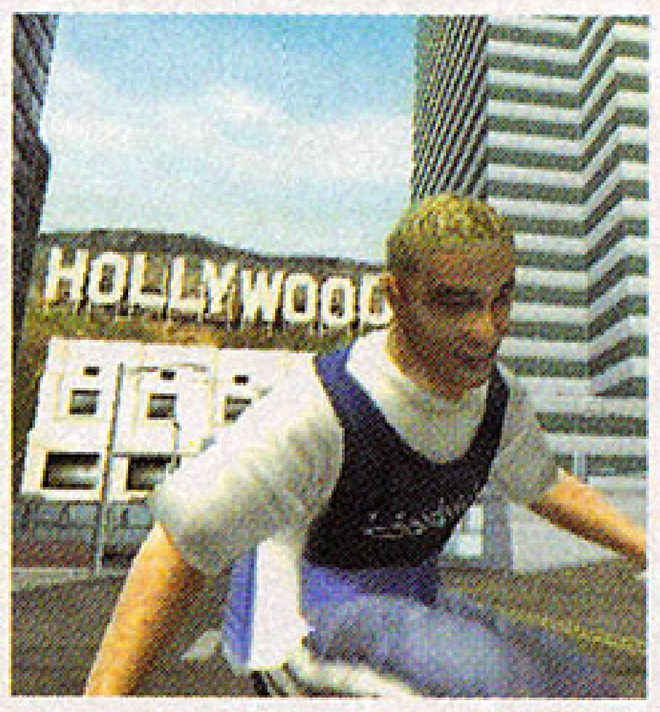


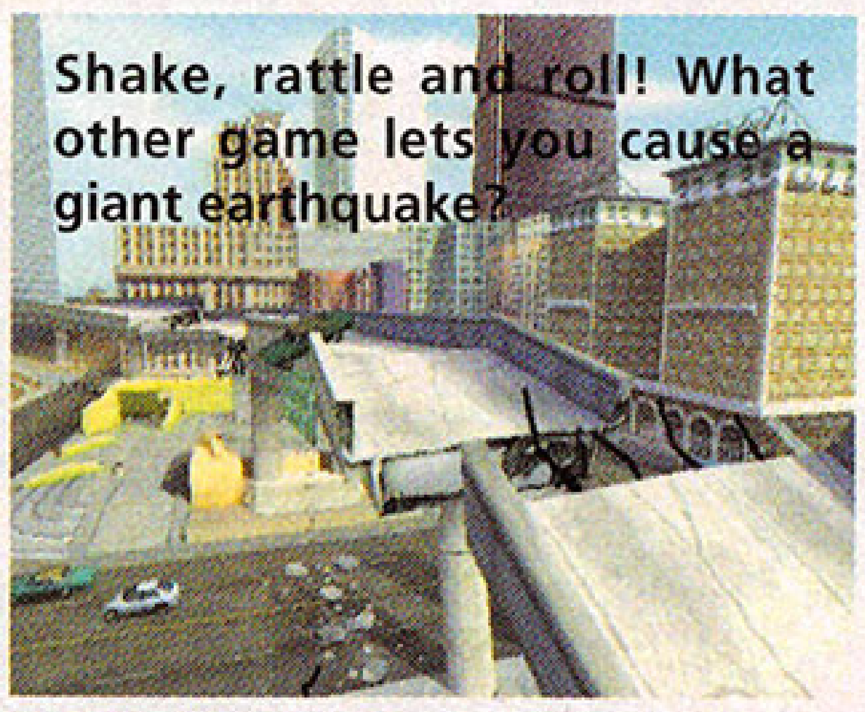


Dude, Tokyo's groovy! Chicks dig the headband, too!



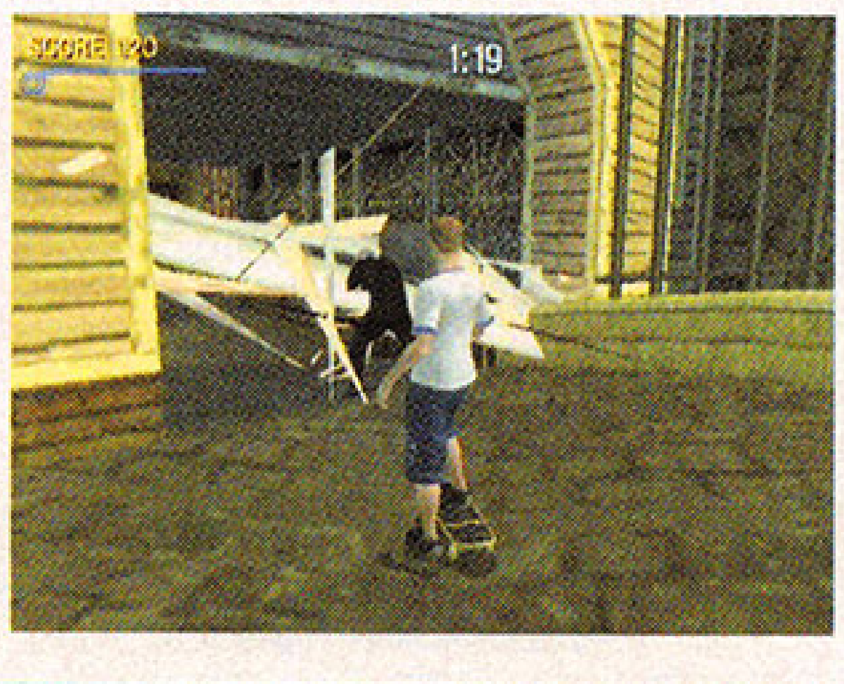
Our own Chris B. chills with an Angus Scrimm lookalike in the Suburbia stage.

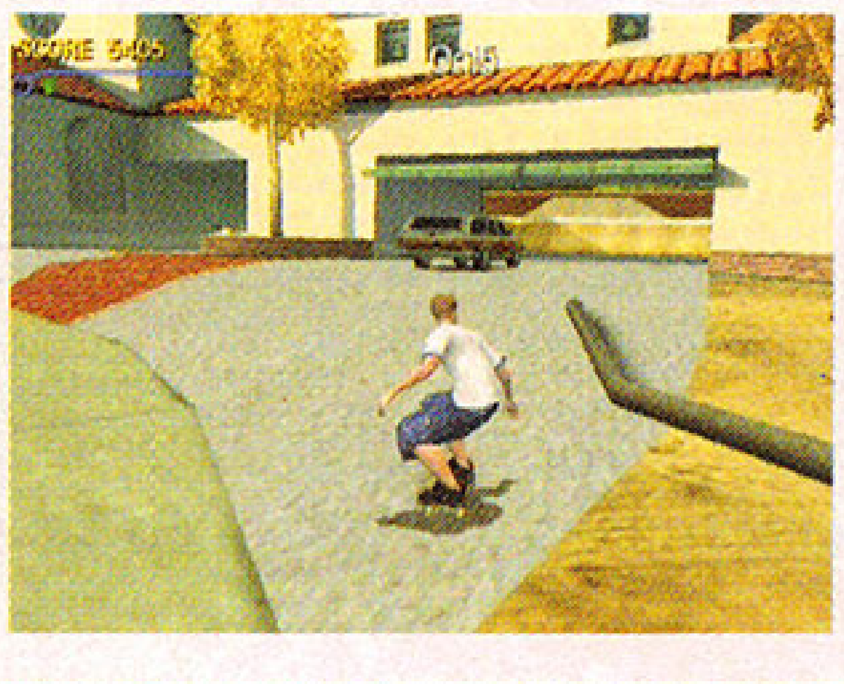


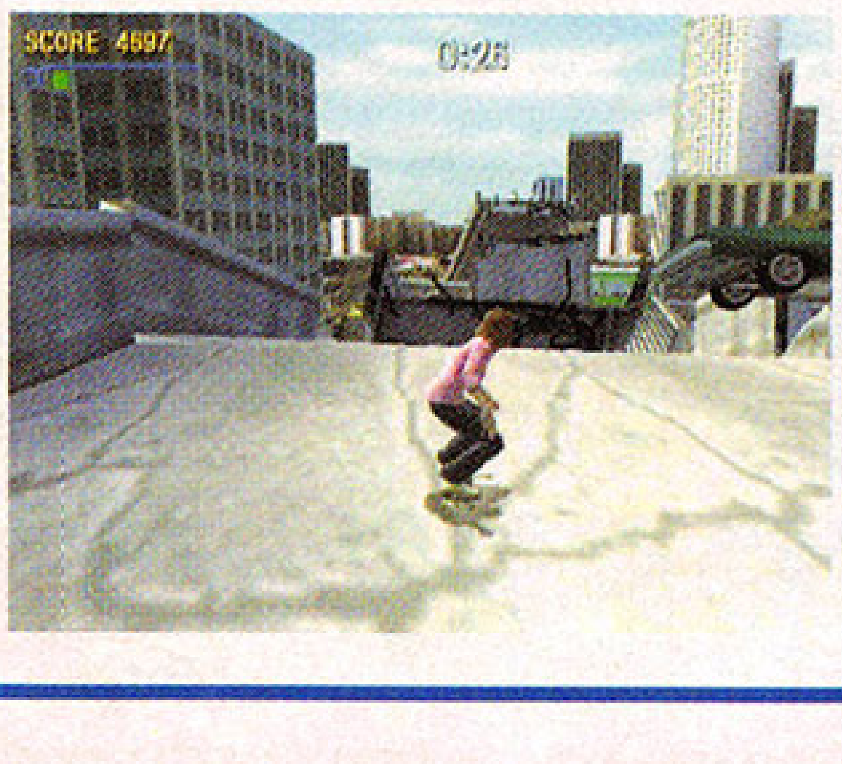


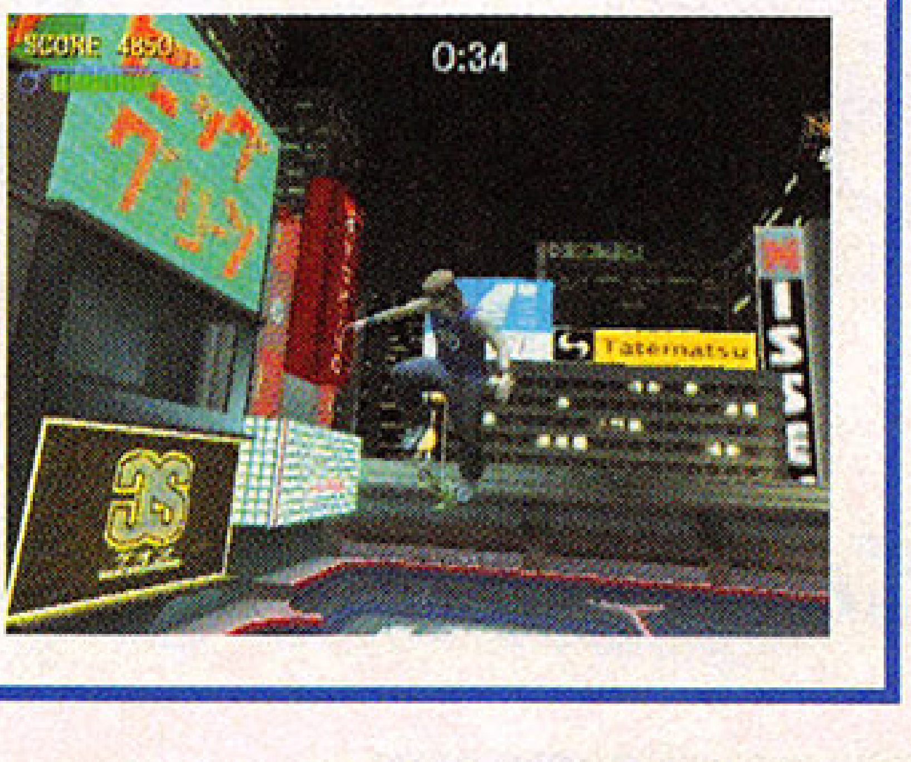
Shake, rattle and roll! What other game lets you cause a giant earthquake?

One of the toughest challenges for a game developer is to follow up a smash hit with something even better. With the enormous success of both *Tony Hawk's Pro Skater* and *Tony Hawk's Pro Skater 2*, you would expect the folks at Neversoft to shift down to idle, proclaim their dominance over the video-game world and spend the rest of their days grinding the rails in their Malibu skatepark mansions. Instead, they come right back and deliver another knockout punch with *Tony Hawk's Pro Skater 3* on the PlayStation 2! It's hard to believe, but *Tony Hawk 3* takes the franchise to a whole new level of excitement. All of Tony's all-star skater buddies are back: Steve Caballero, Bucky Lasek, Eric Koston, Elissa Steamer, Chad Muska, Rodney Mullen, Kareem Campbell and more. Thanks to the power of the PS2, the player models are much more detailed than ever before; Tony has never looked more real. We've been having a lot of fun creating exact replicas of the *Tips & Tricks* editors with the amped up Create-a-Skater mode, which gives you a ton of options to customize your skater's look, including female skaters. You get tons of clothing gear, jewelry, hair styles, hats and even tattoos. The real treat in *Tony Hawk's Pro Skater 3* is in the incredible layout of the different levels. The familiar goals for each stage are still in place, like getting a Pro or Sick Score, finding the Secret Tape, collecting the S-K-A-T-E letters, pulling off certain gaps and grinds, etc. But every stage has some wacky goals that involve a level of interactivity not seen in any other *Tony Hawk* game. For example, in the Los Angeles stage, one of your goals is to start a freeway-collapsing earthquake! Talk about a skater wreaking havoc! Another goal is to help out the cops in a high-speed car chase. In the Suburbia stage, you have to find an axe for the Thin Man—who is obviously modeled after the Tall Man in the classic horror film *Phantasm*—so he can smash the boarded-up entrance to a haunted mansion and let you inside. The Canada stage has you unsticking a guy's tongue from a frozen lamp post! Yuck! Each stage is alive with pedestrians, moving traffic and other accoutrements like flying airplanes and blimps. The gaudy, neon-lit Tokyo level is the first Competition stage, featuring double loop ramps, tons of grinds and a raucous crowd. A PS one version of *Tony Hawk's Pro Skater 3* will be released simultaneously. If you're a big *Tony Hawk* player, pick up both of them, because the PS one game will have entirely different goals and stage layouts from the PS2 version. *Tony Hawk's Pro Skater 3* is the ultimate thrill ride this winter!





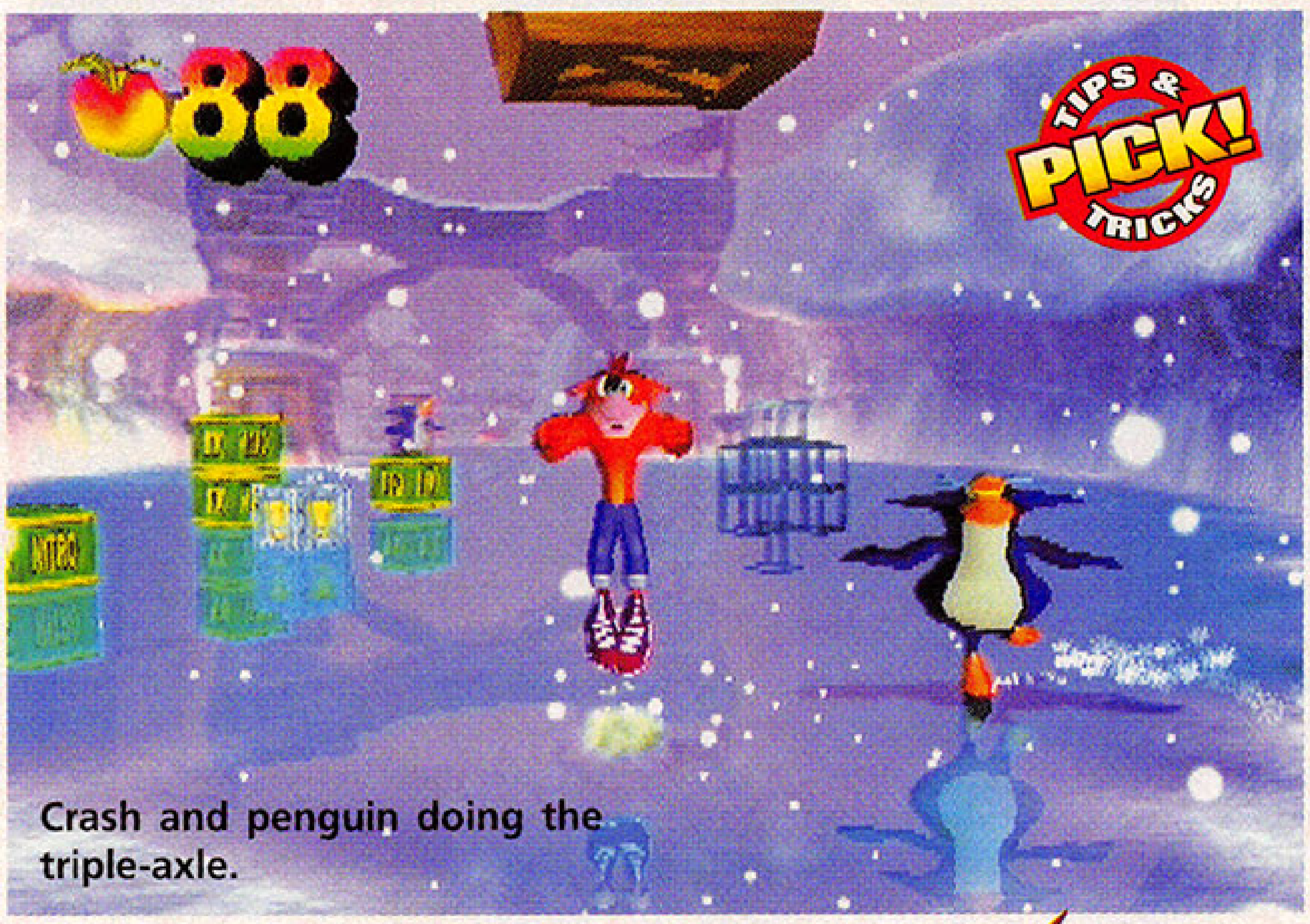




CRASH BANDICOOT: THE WRATH OF CORTEX

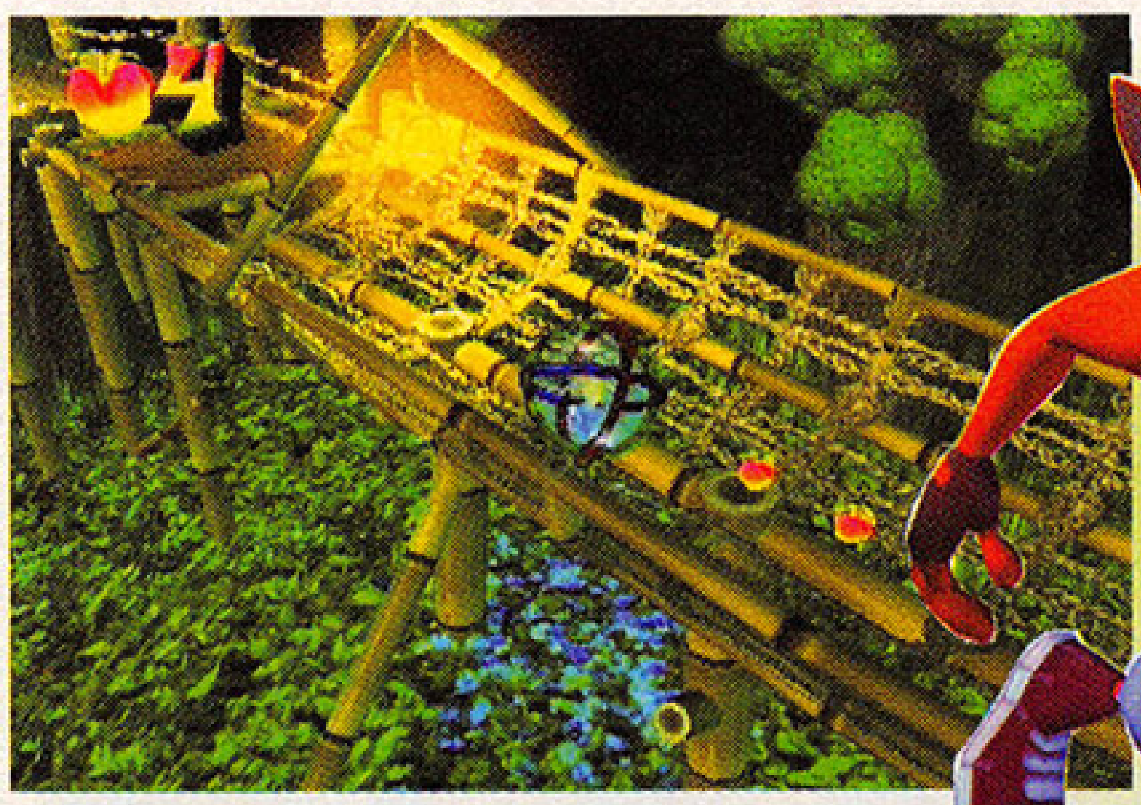
Universal • November • 1 Player

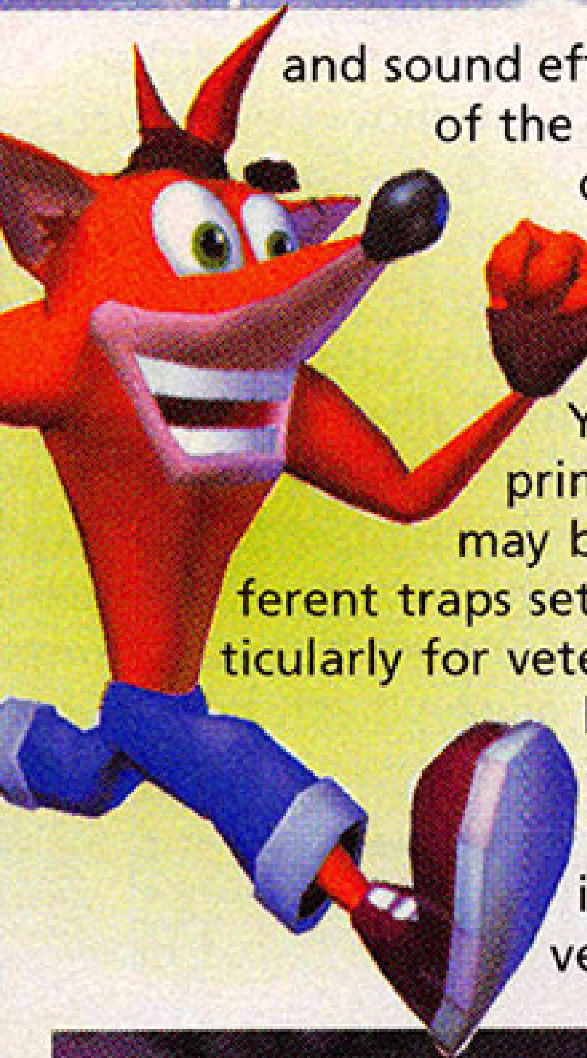
UPDATE!

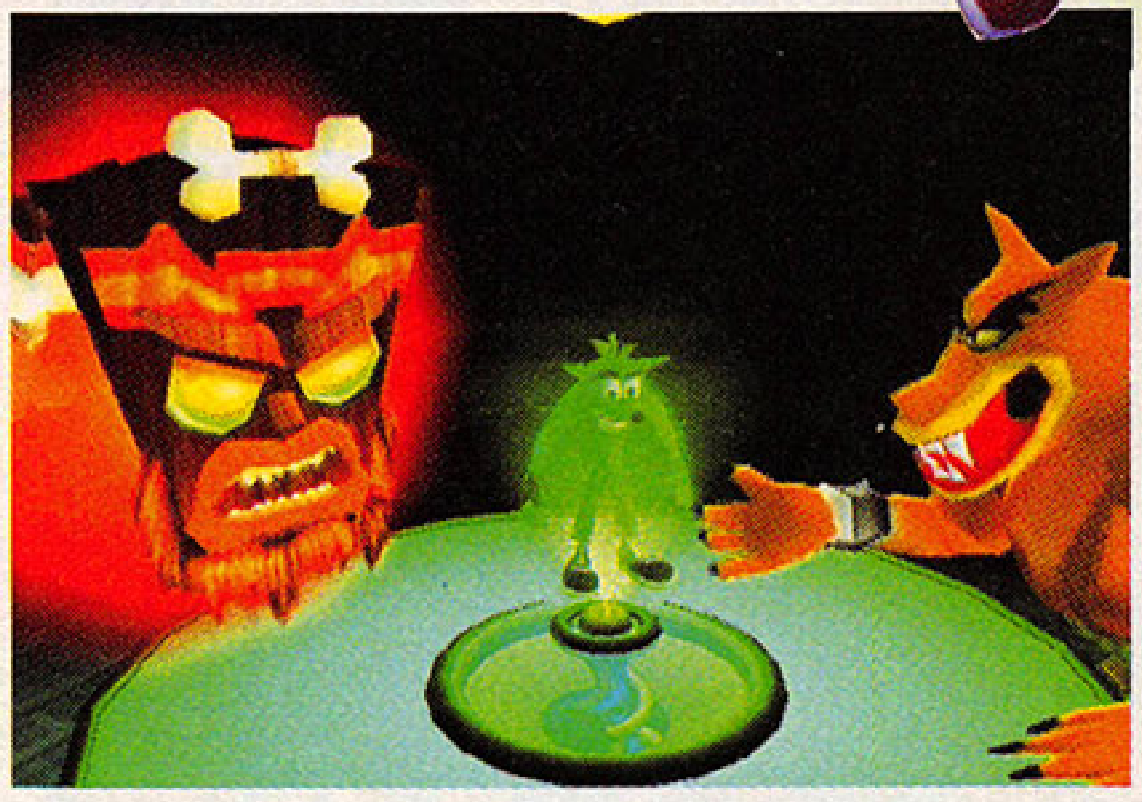


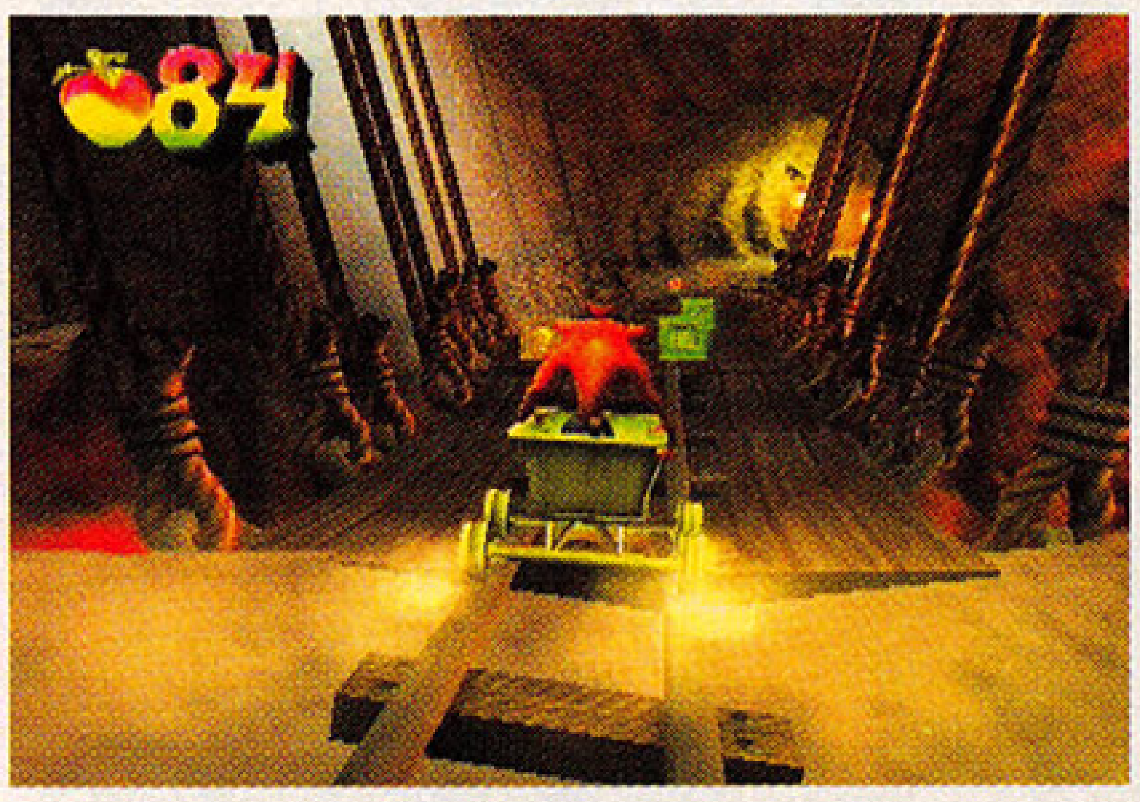
Crash and penguin doing the triple-axle.

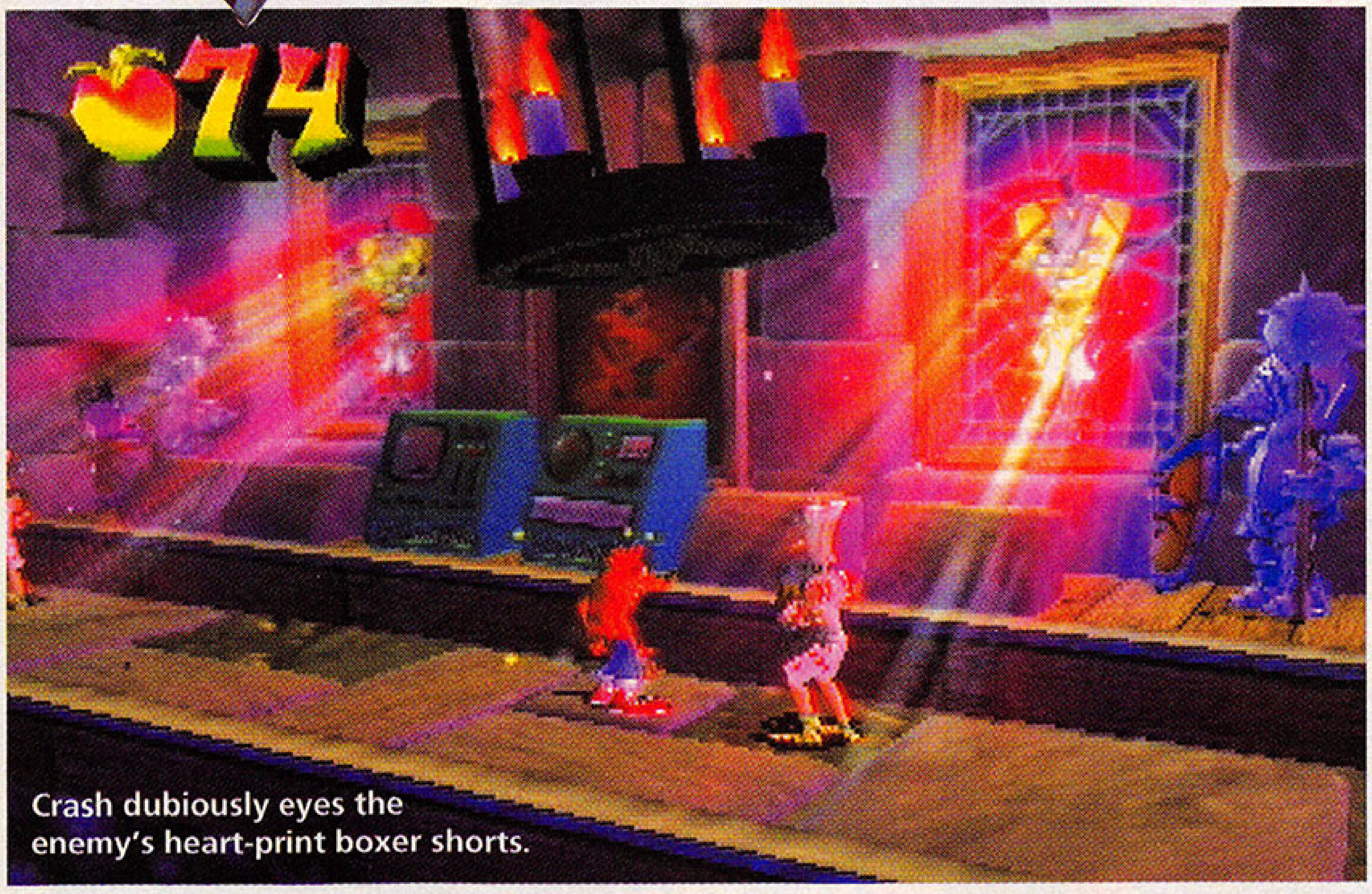
Crash Bandicoot, everyone's favorite deranged, orange-furred marsupial, spins onto the PlayStation 2 with his insatiable craving for wumpa fruit, his signature spin attack and a deep-seated urge to break crates of all kinds. In *The Wrath of Cortex*, the evil floating mask Uka Uka commissions five of Crash's most stubborn enemies to destroy the quick-footed bandicoot once and for all. Dr. Neo Cortex heads the task force with his mysterious secret weapon, which he's been tinkering with in his laboratory ever since the last time he and Crash knocked skulls. Starting from the Warp Room, Crash (and sometimes his sister Coco) must take on the bad guys in a diverse selection of game settings, from an Arctic landscape plagued with dizzy penguins to a homemade spacecraft conducting tactical maneuvers in deep space. No matter where the action takes place, the environment, the enemies and Crash are all bright and colorful, set to a lively soundtrack which seems tuned to whatever hyperactivity is playing through Crash's brain waves at any given moment. Much of the game—including the items, play mechanics and sound effects—creates a feeling of familiarity for long-time fans of the series. Most of the levels have linear passages just like previous *Crash* games, including aerial dogfight stages and a run-like-heck mad dash away from a rampaging dragon which will remind you of the rolling boulders and charging polar bears from Crash's past. One unique new play mechanic finds Crash trapped inside a giant ball, just like an American Gladiator (or a hamster). You must maneuver the unwieldy sphere across narrow passages along a primitive structure constructed almost entirely of bamboo. Crash and Coco may be outnumbered, but they're not outwitted. The passage through the different traps set up by their bumbling enemies is more enjoyable than threatening—particularly for veteran Crash players, who can easily time his jumps, spot elevators to bonus levels and avoid disastrous accidents with TNT or Nitro. A new move added to Crash's arsenal of spin attacks, jumps, body slams and slides is the ability to tiptoe, which can get him past some of the more sensitive explosives lining his path. *Crash Bandicoot: The Wrath of Cortex*, is a colorful, fun adventure that brightens up the PlayStation 2 with its cartoonish style.



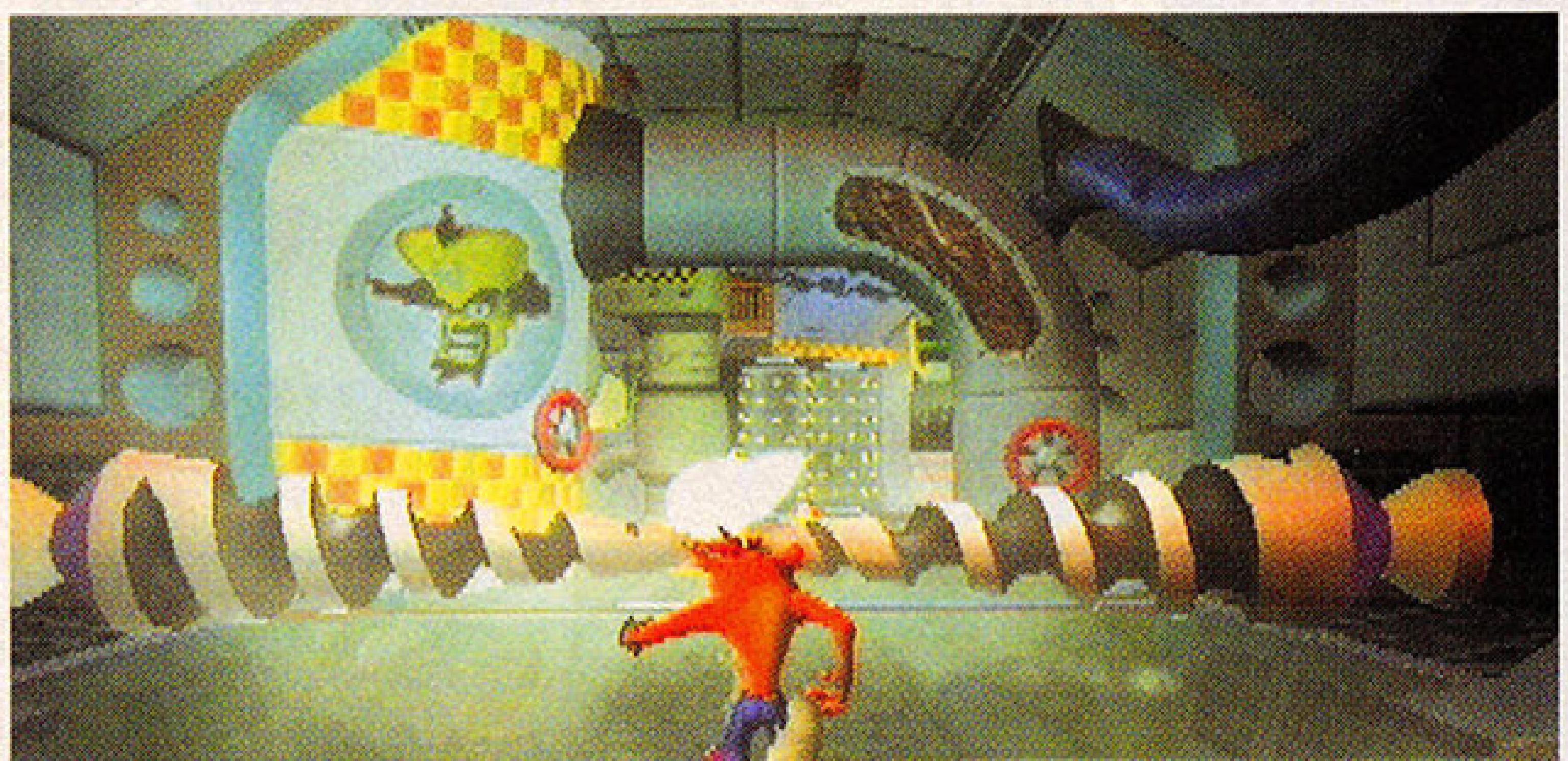


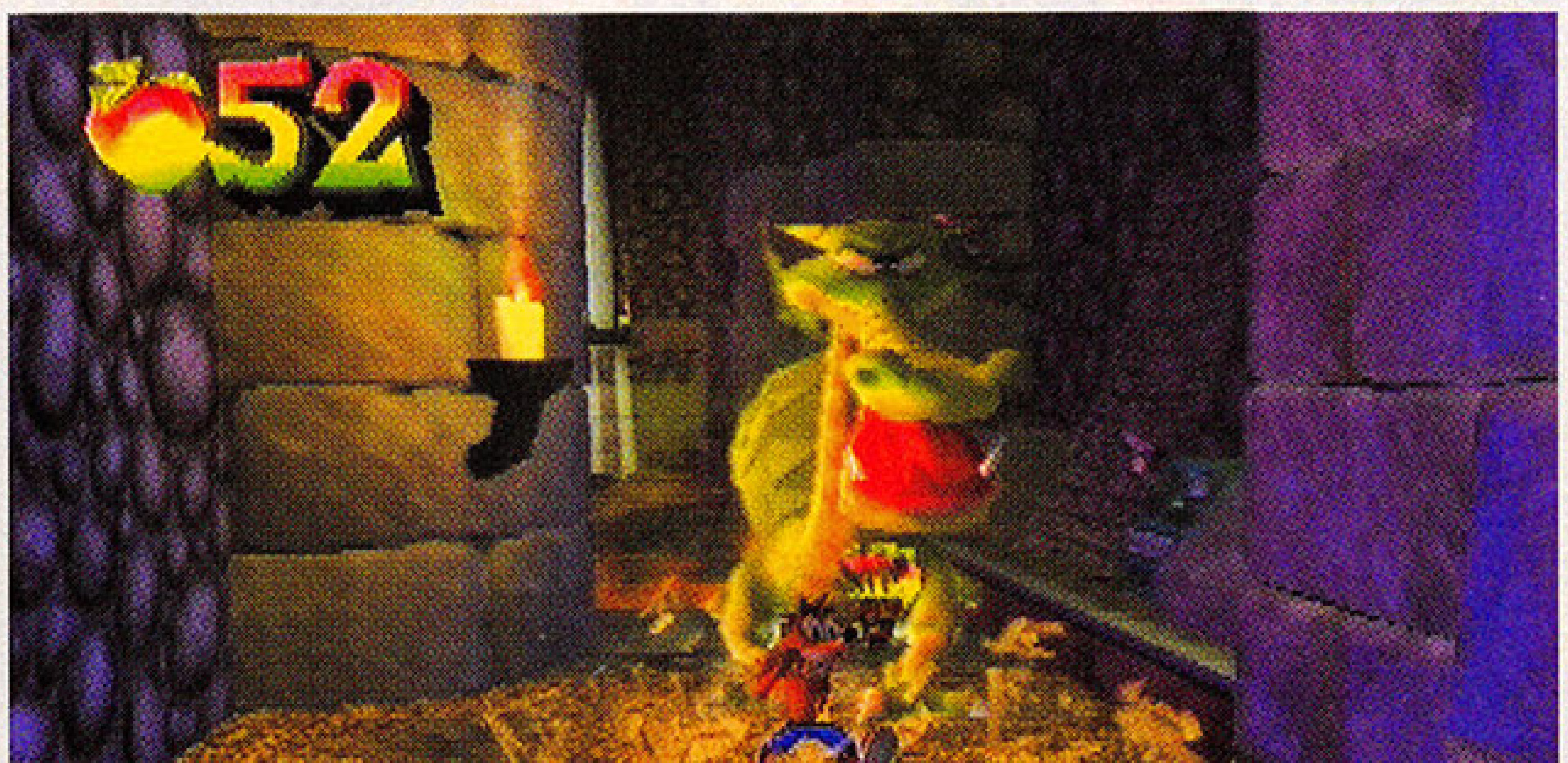






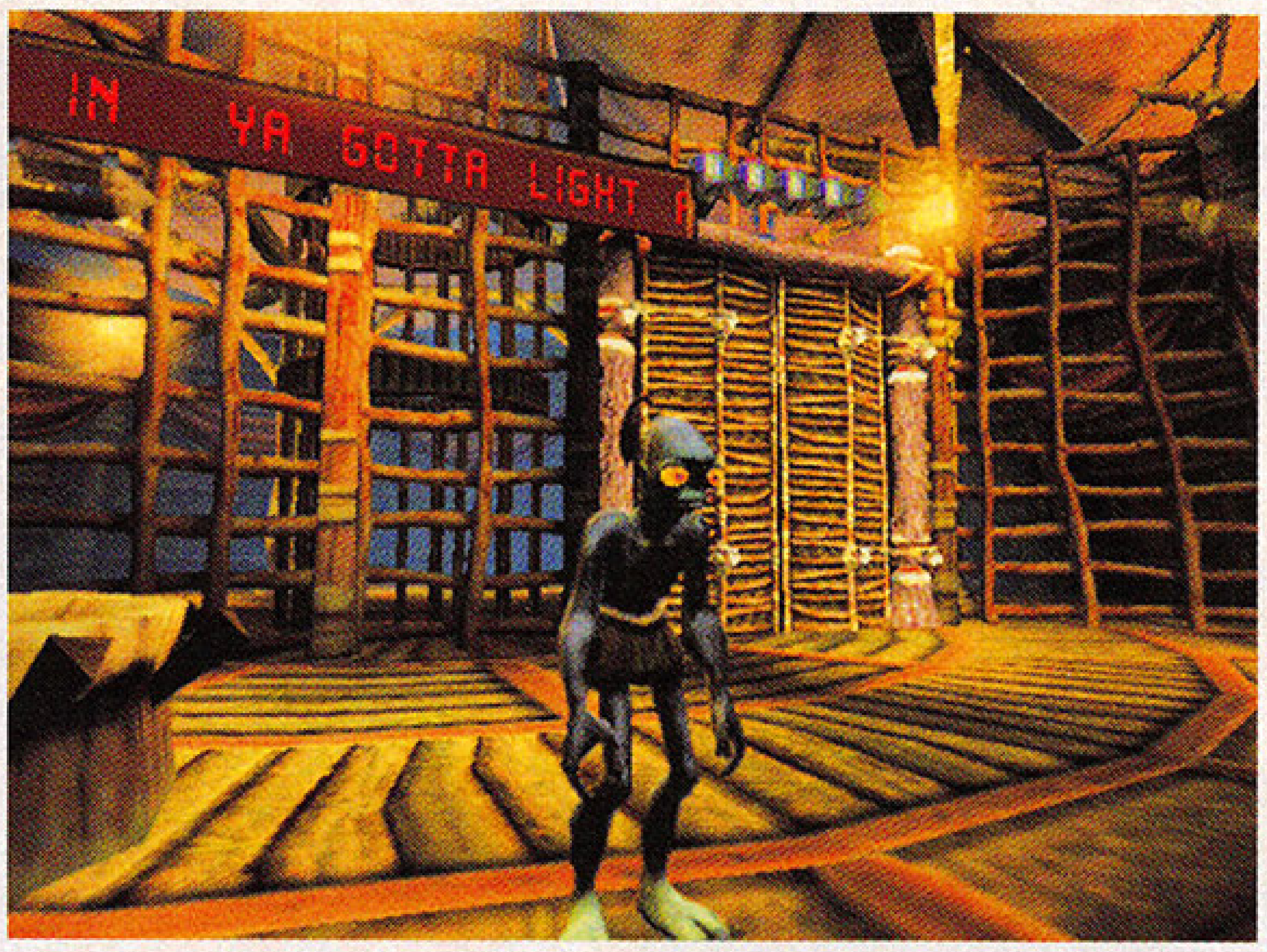
Crash dubiously eyes the enemy's heart-print boxer shorts.



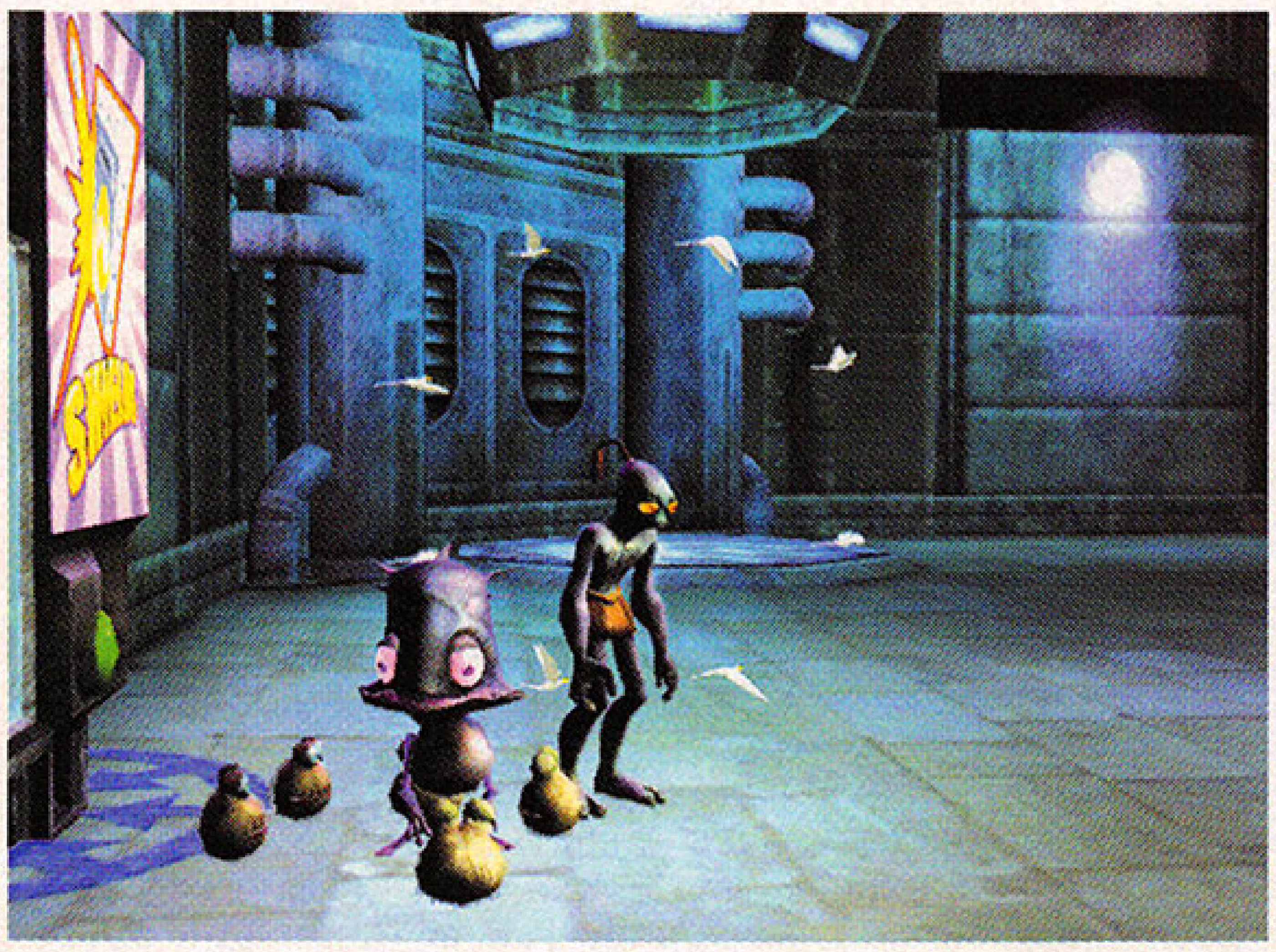


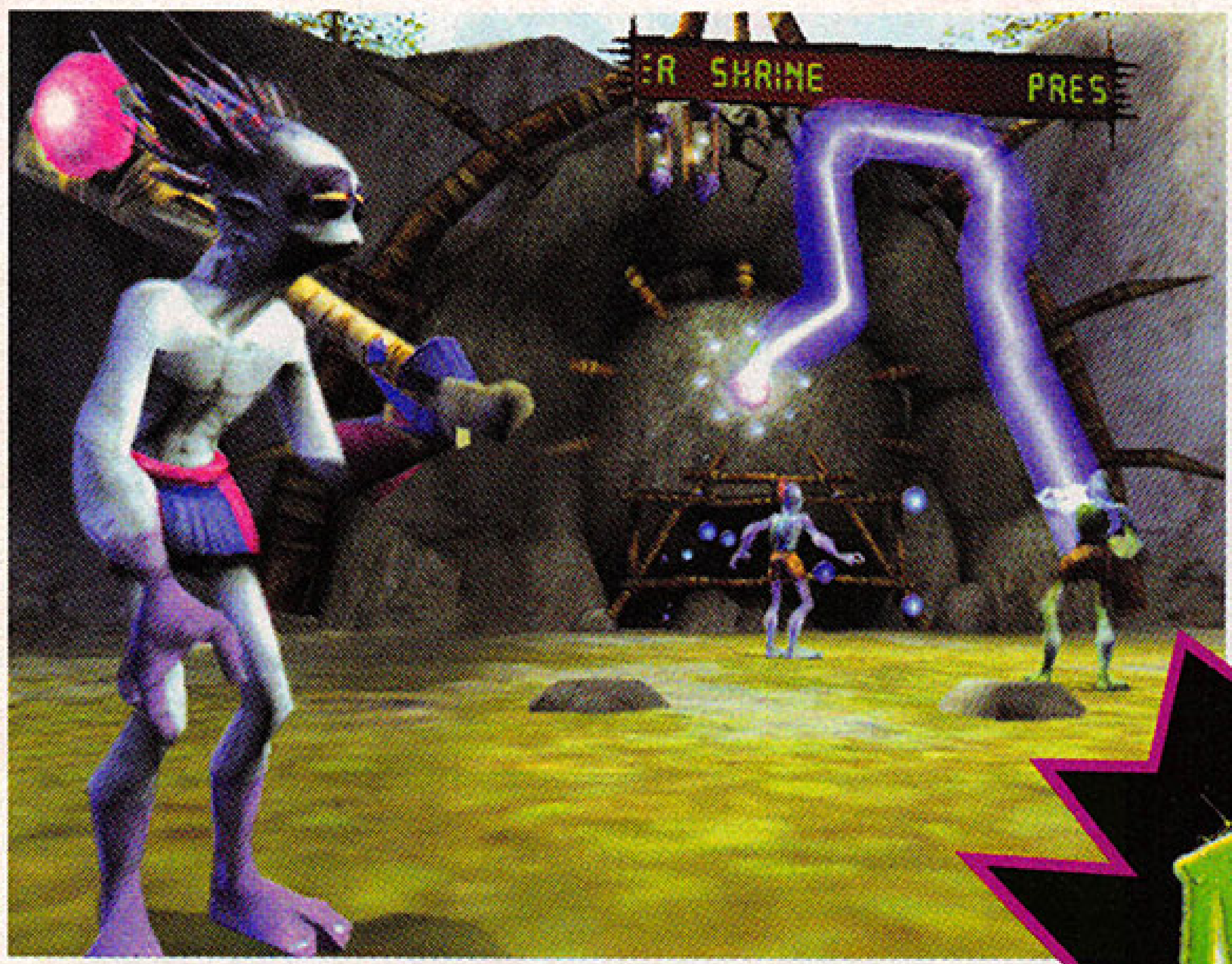
ODDWORLD: MUNCH'S ODDYSEE

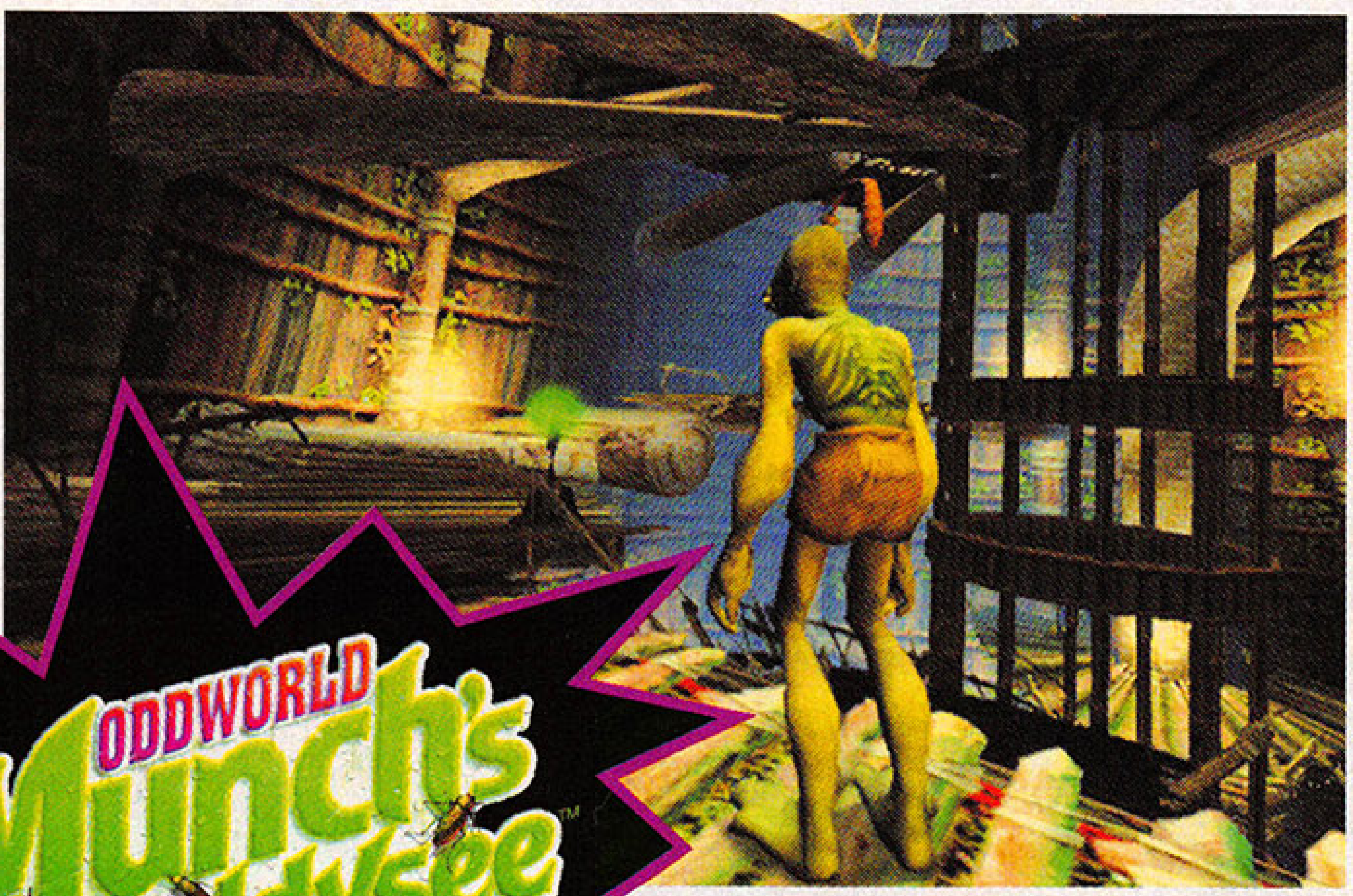
Microsoft • November • 1 Player



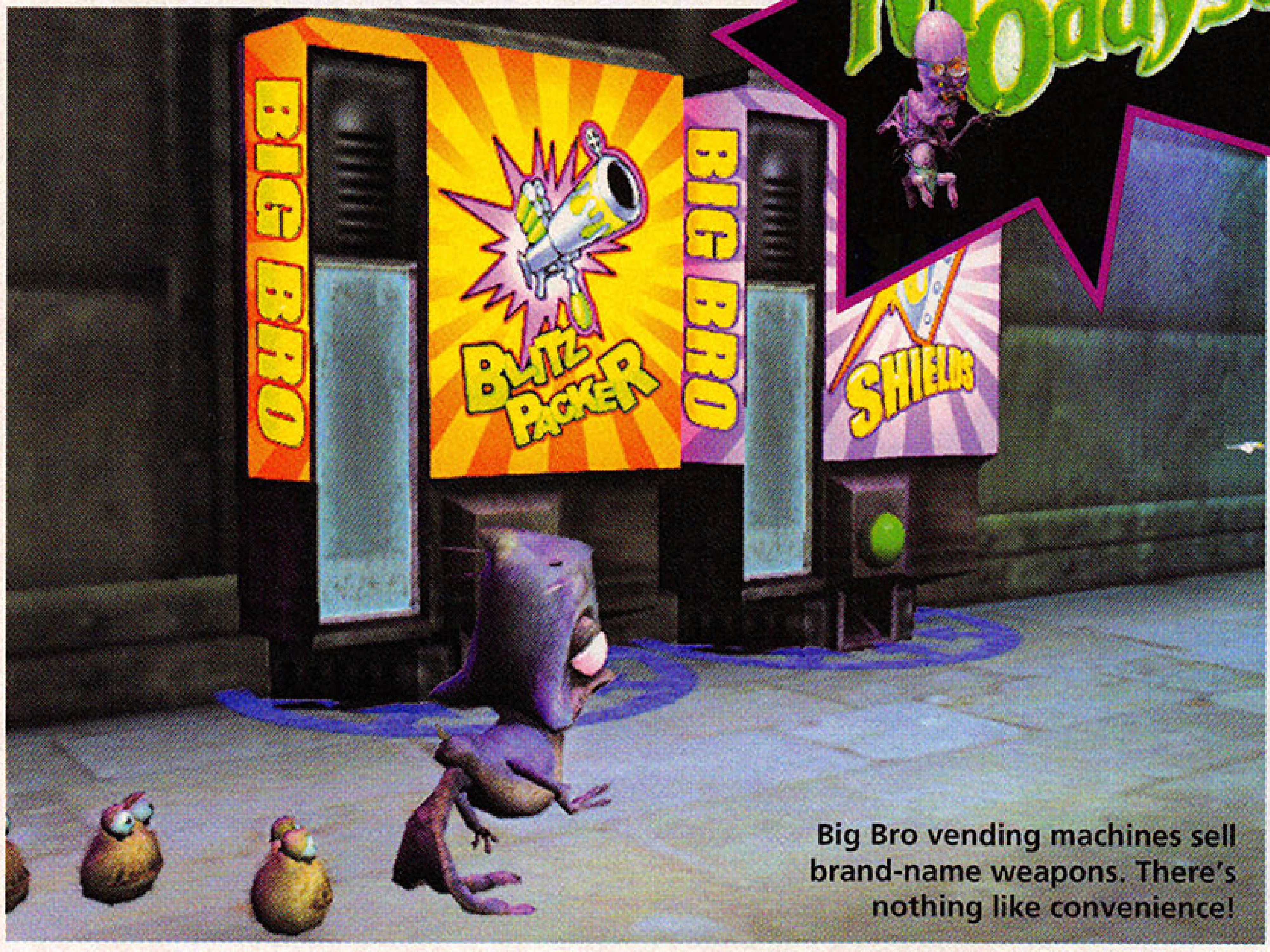
When we previewed *Oddworld: Munch's Oddysee* in our January 2000 issue, it was being developed as a PlayStation 2 game. Through many twists and turns, *Munch's Oddysee* has now become an exclusive Xbox title while Abe and friends have become the official mascots for Microsoft's new console! The first two *Oddworld* games on the PlayStation, the two-dimensional *Abe's Oddyssey* and *Abe's Exoddus*, were almost considered throwback titles during a time when everyone else was busy exploiting the PlayStation's 3-D capabilities. What really made the *Oddworld* series unique, however, were the mind-bending puzzles, the refined character animation, the ability to speak and the strange, wonderful environment of the Oddworld universe. All the same tried-and-true elements are present in *Munch's Oddysee*, but this time the slippery, slimy and slurping world of Oddworld comes alive in full 3-D. We find our Mudokon friend, Abe, still fighting for his life at the bottom of the Oddworld food chain. His mother is kidnapped by the merciless Glukkons and he must embark on a quest to save her. Along the way he meets Munch, the last of the sea-dwelling Gabbits, who is on a mission to retrieve the last remaining Gabbit eggs to save his species. Together they team up to take on the evil Glukkon empire and their heartless animal testers, the Vykkers. *Munch's Oddysee* is about teamwork and players must learn to use Abe and Munch's different strengths to solve the numerous puzzles in the game. Abe's biggest strengths are his ability to use GameSpeak and possess the minds of his foes by chanting. Too many enemies up ahead? Possess a gun-totting Slig and mow down everyone in your way. Need an extra hand to rotate a crank? Use GameSpeak to issue orders to other Mudokons. Munch's strength is in the water, but the rest of the time he has to be wheeled around in a wheelchair by Abe. In the past, Abe's most glaring weakness was his inability to possess machines. Luckily, Munch is equipped with a Sonar Plug that allows him to take control of security cameras, cranes and robots. Generic Oddworld consumer products also help the duo achieve impossible tasks like turbo-boosting with Expresso or jumping over high walls with Klimb. Most of the solutions to the puzzles involve a study in creature behavior; there are over 35 different Oddworld creatures and each species reacts differently to each situation. The *Oddworld* series has always been known for its extremely challenging puzzles, so don't expect it to be any easier in *Munch's Oddysee*!







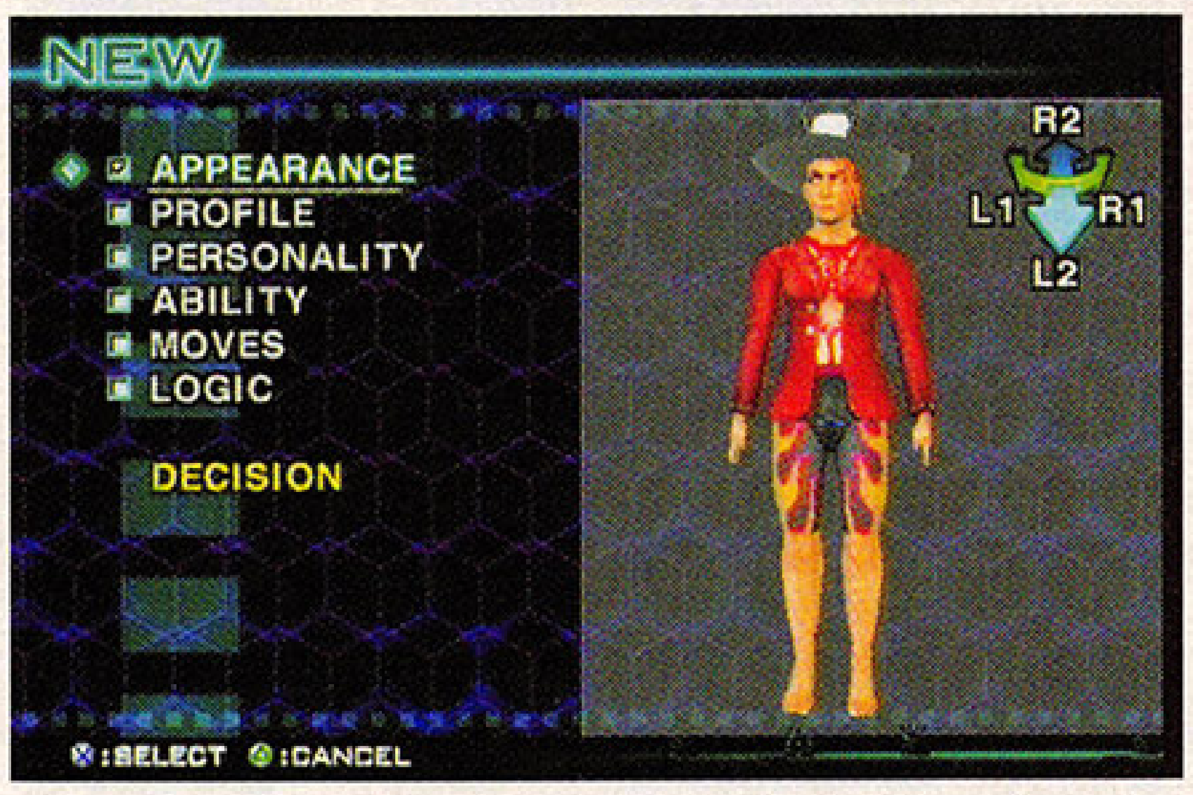
ODDWORLD Munch's Oddysee™



Big Bro vending machines sell brand-name weapons. There's nothing like convenience!

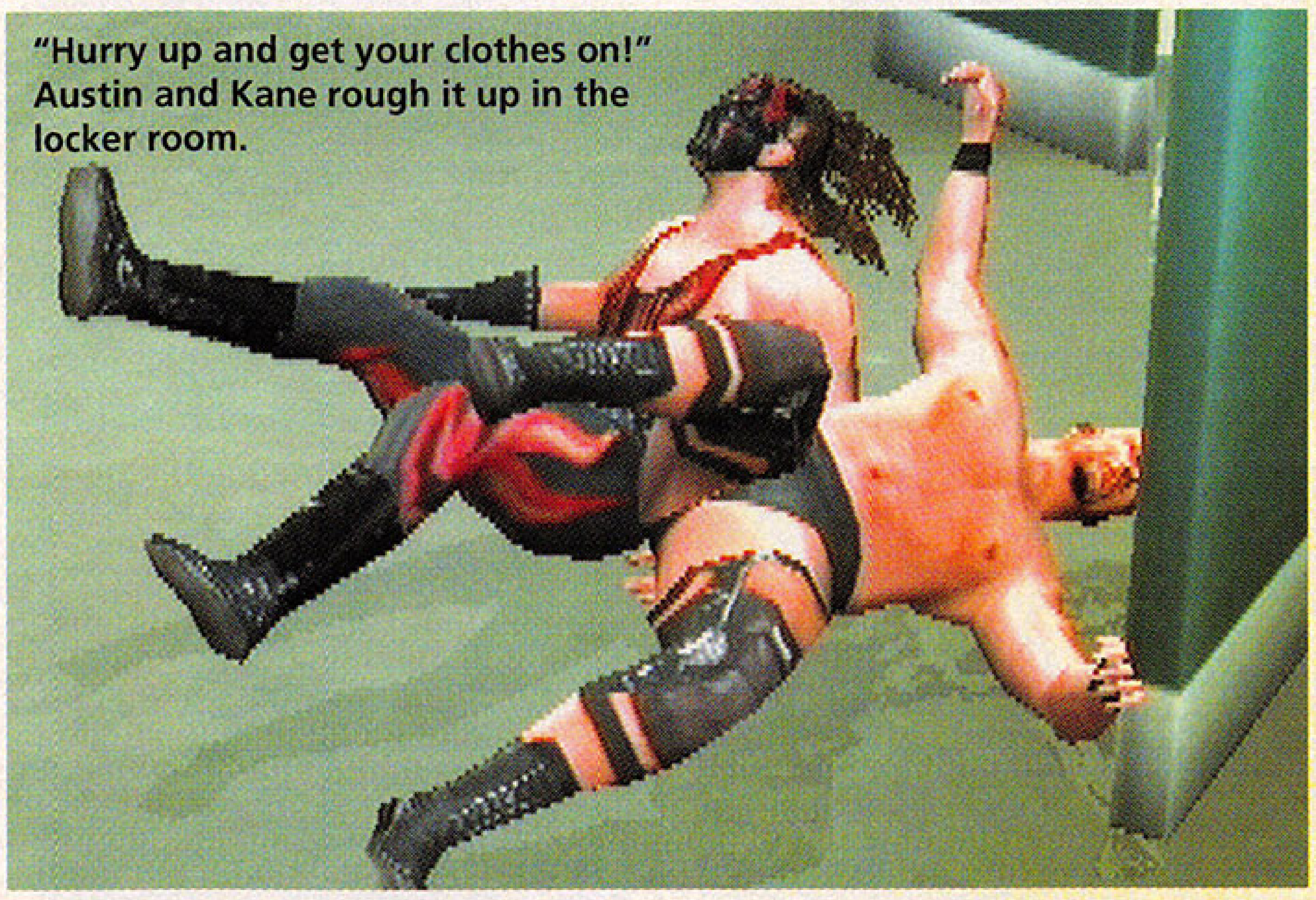
WWF SMACKDOWN! JUST BRING IT

THQ • November • 1-4 Players

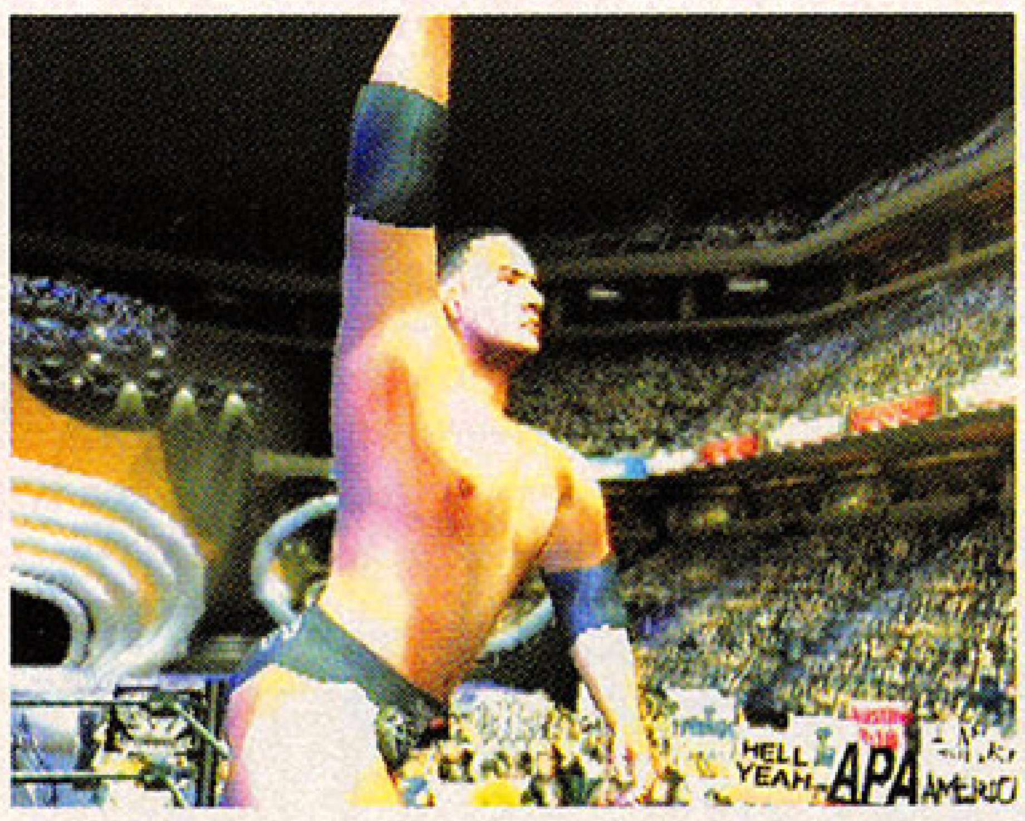


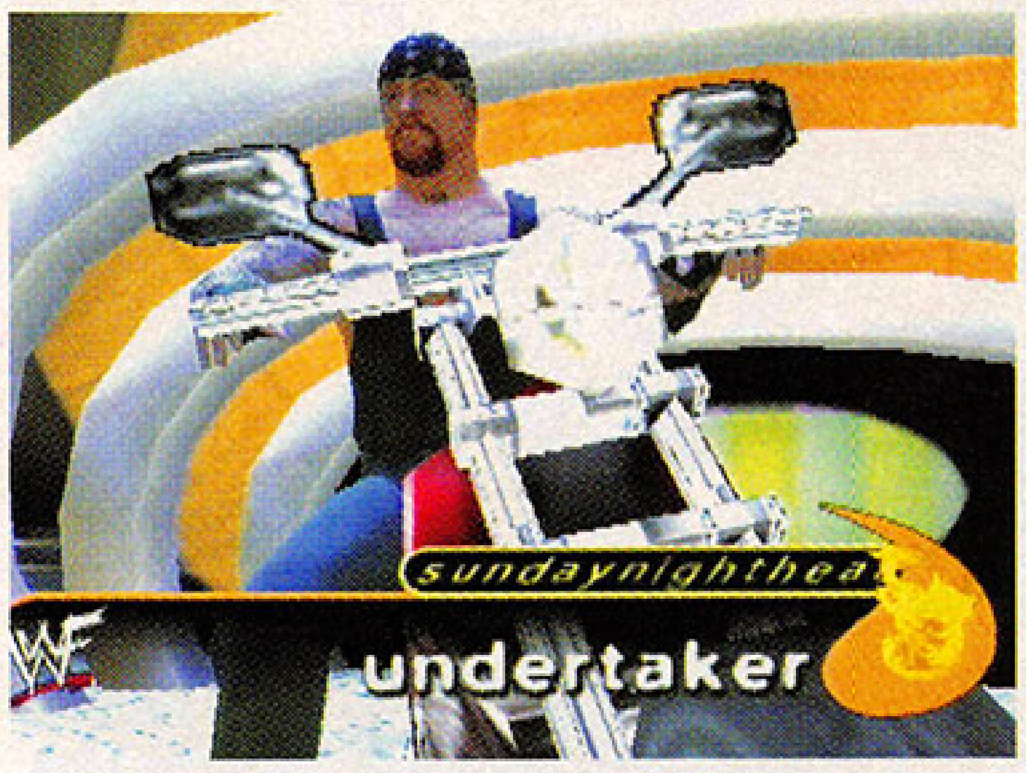
Here's our created superstar: Giddyap Gwen.

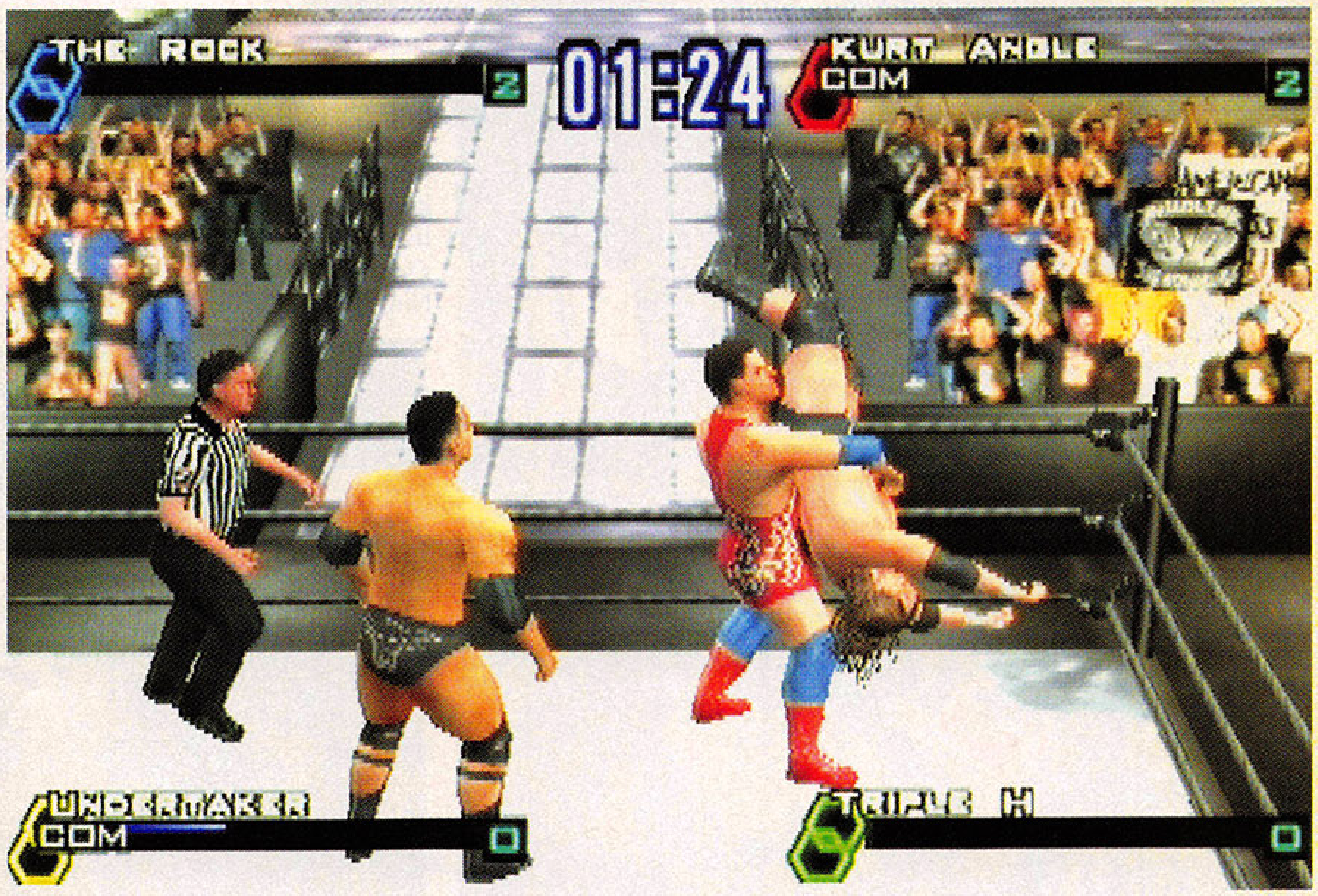
One of the biggest mysteries of the world is the recent surge in the popularity of professional wrestling. Yet, for every WWF fanatic there's a non-fan with an adamant distaste for half-naked grown men wrapping themselves around turnbuckles. "Well, God bless America," Don King would say. There's something for everyone in this country! *WWF Smackdown! Just Bring It* takes THQ's immensely popular *Smackdown!* series and gives it the PlayStation 2 treatment. The wrestlers are more detailed than ever before, from their staple facial expressions down to the pattern of their tattoos. Right off the bat you get to select a huge bevy of WWF canvas artists, including the Rock, Steve Austin, the Undertaker, Triple H, Chris Jericho, Chris Benoit, Big Show, Rikishi, Kane, Vince McMahon, Raven and dozens more. The ladies are also represented: Lita, Trish Stratus, Molly Holly, Ivory and others. Unfortunately, the game doesn't incorporate McMahon's recent WCW/ECW acquisition and the drama that goes along with it. In fact, Shane and Stephanie McMahon, the supposed owners of the WCW and ECW, are not immediately selectable like in *WWF Smackdown! 2: Know Your Role*, but we assume they are hidden characters. *Just Bring It* will attempt to address the shortcomings of previous wrestling games by incorporating the over-the-top, in-your-face, larger-than-life presentation that we see on TV. The ring introductions in wrestling games often suffer from scratchy video footage, generic songs or all of the wrestlers striking the same pose. In *Just Bring It*, the introductions are spectacular and a lot more accurate. Each wrestler's signature song is in the game—including the video which plays on the monitor near the entrance—and they all strike the identifiable poses that WWF fans love (the Undertaker comes rumbling down the aisle in his hog, the Rock preens on the turnbuckle, etc.). The variety of game modes is enough to put you in a choke-hold stupor: Single, Tag, 6-Man Tag, King of the Ring, Falls Count Anywhere, Survival, Special and more. Each mode is further divided into sub-modes; for example, the Special mode includes hardcore extreme matches like Cage, Hell in a Cell, 3 Stages of Hell, Ironman, Ladder, Table and tons more. There's also a single-player Story Mode and a Create Mode that lets you create a superstar, taunts and even a whole stable of wrestlers. The backstage fighting areas in Falls Count Anywhere mode have also been expanded. You can fight in the lobby, office, commissioner's room, parking lot and even outside in Times Square! *WWF Smackdown!: Just Bring It* is massive on the PS2; no wrestling fan should be without it!

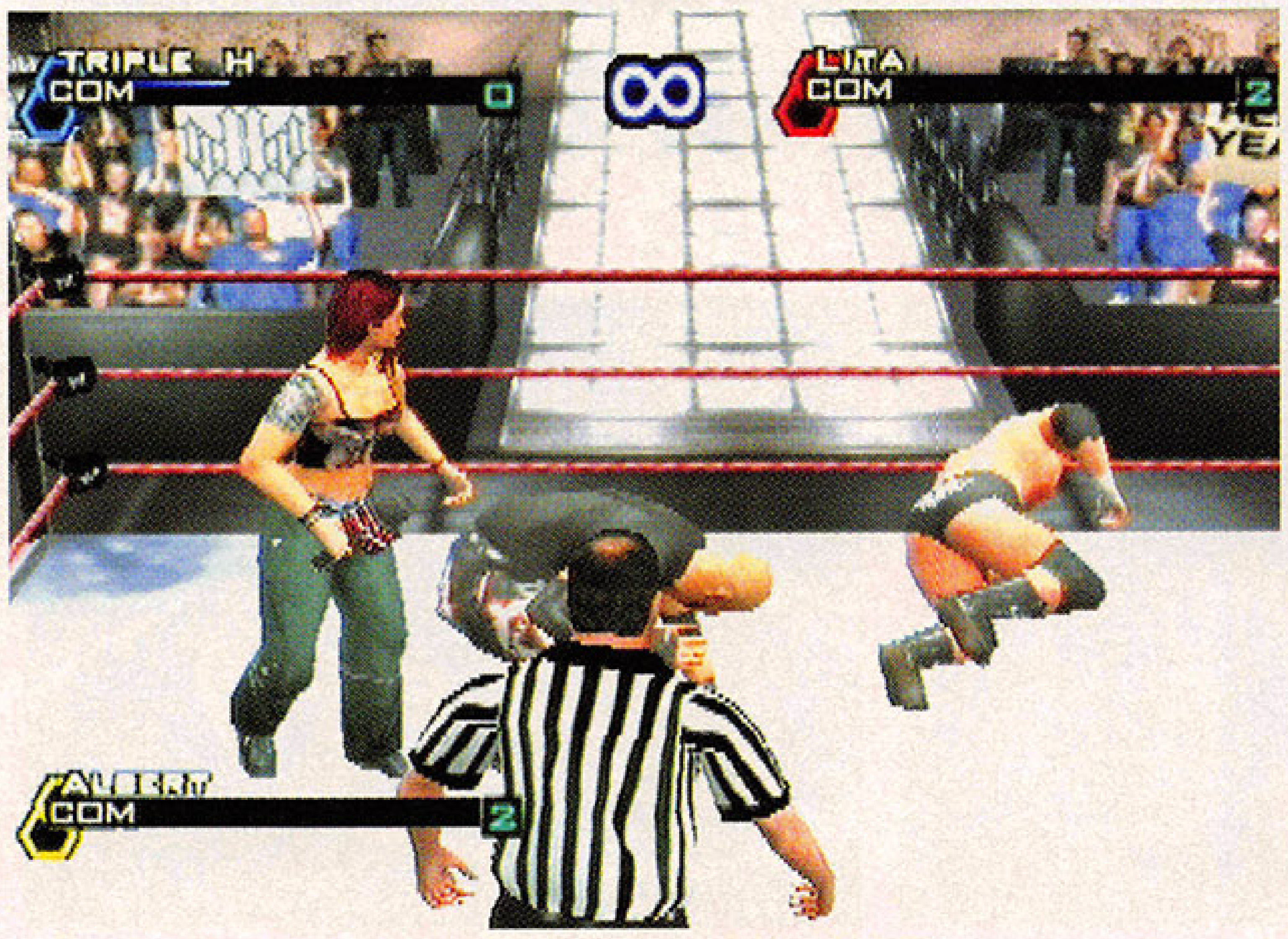


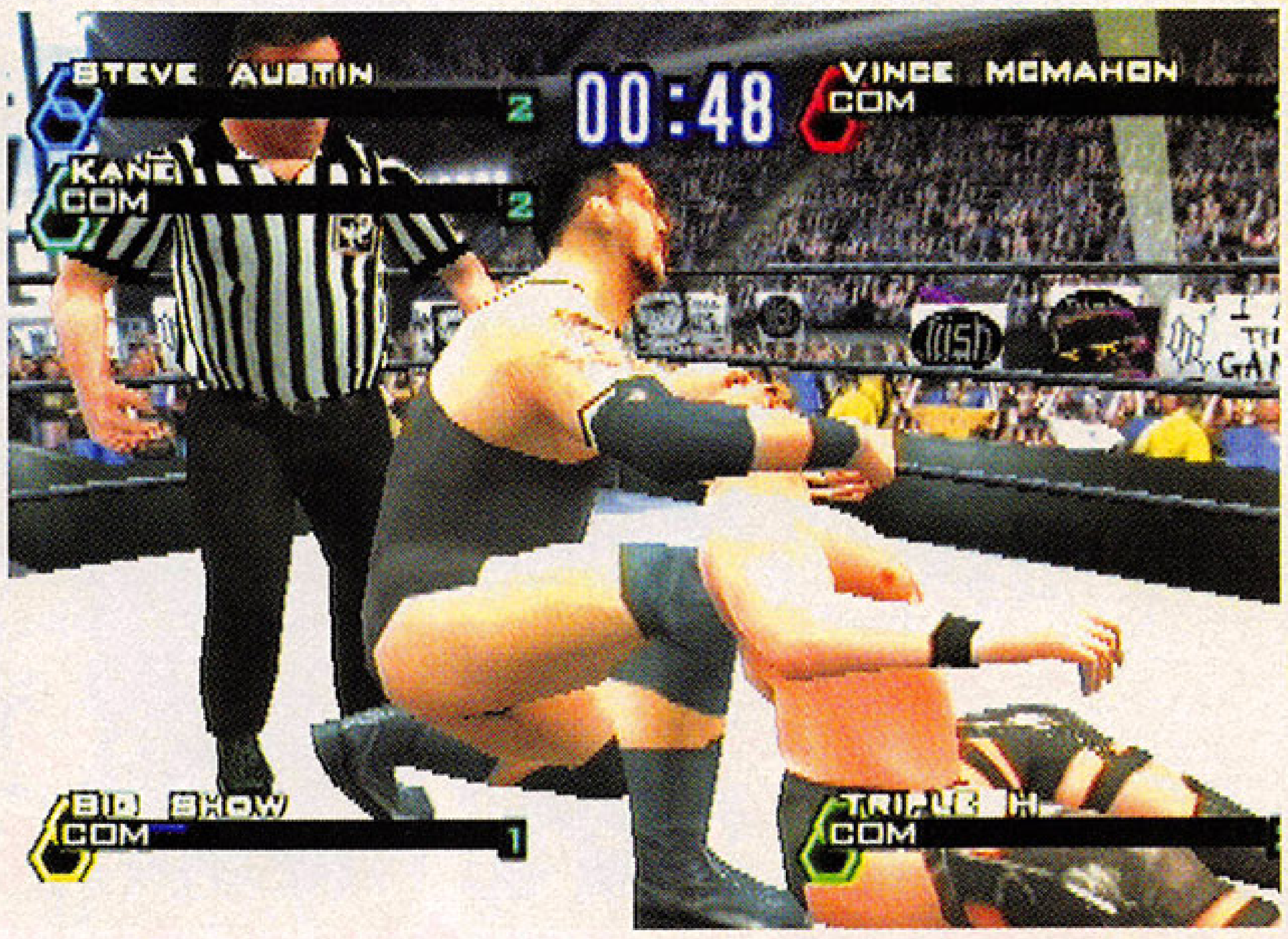
"Hurry up and get your clothes on!" Austin and Kane rough it up in the locker room.





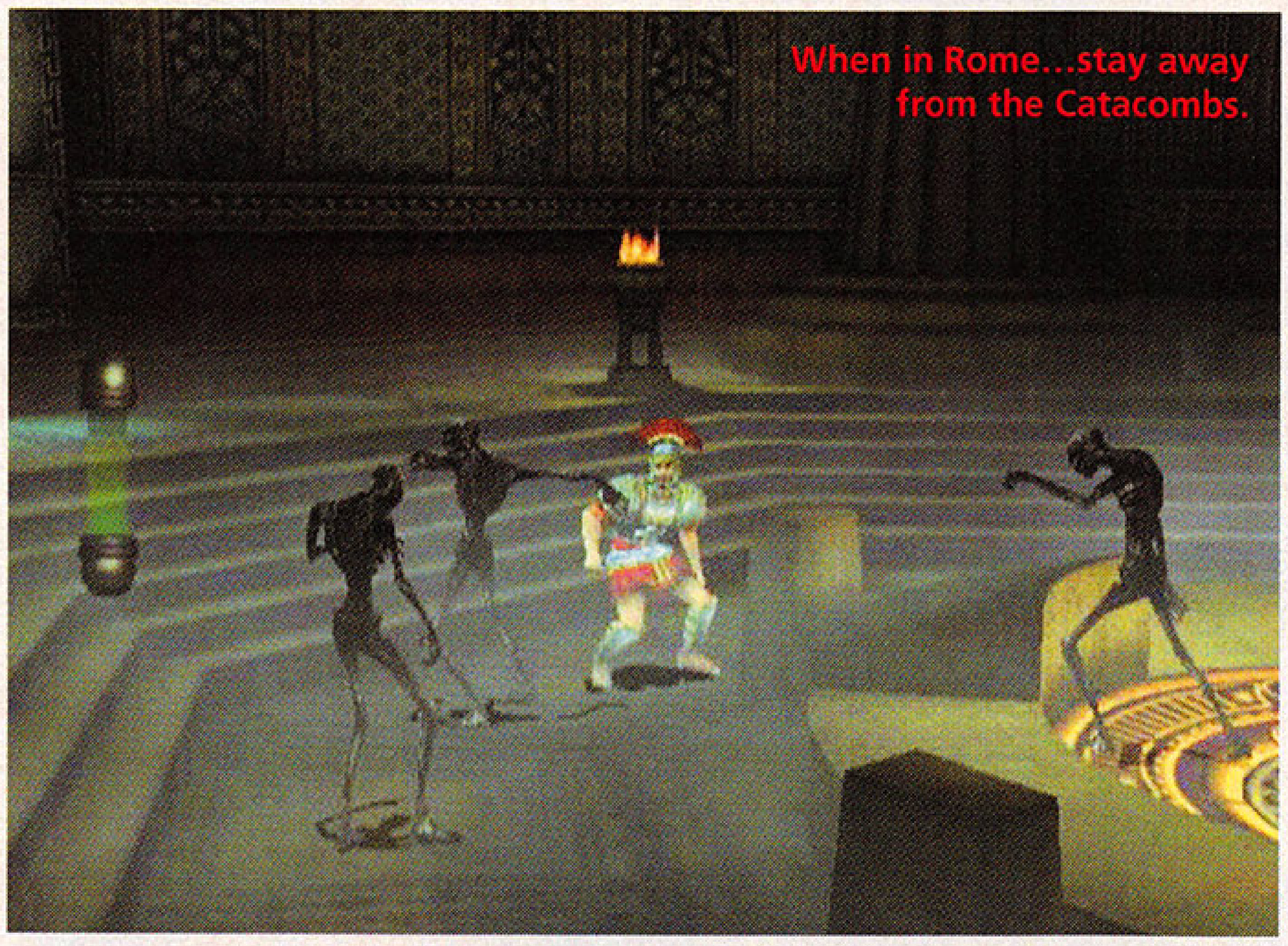






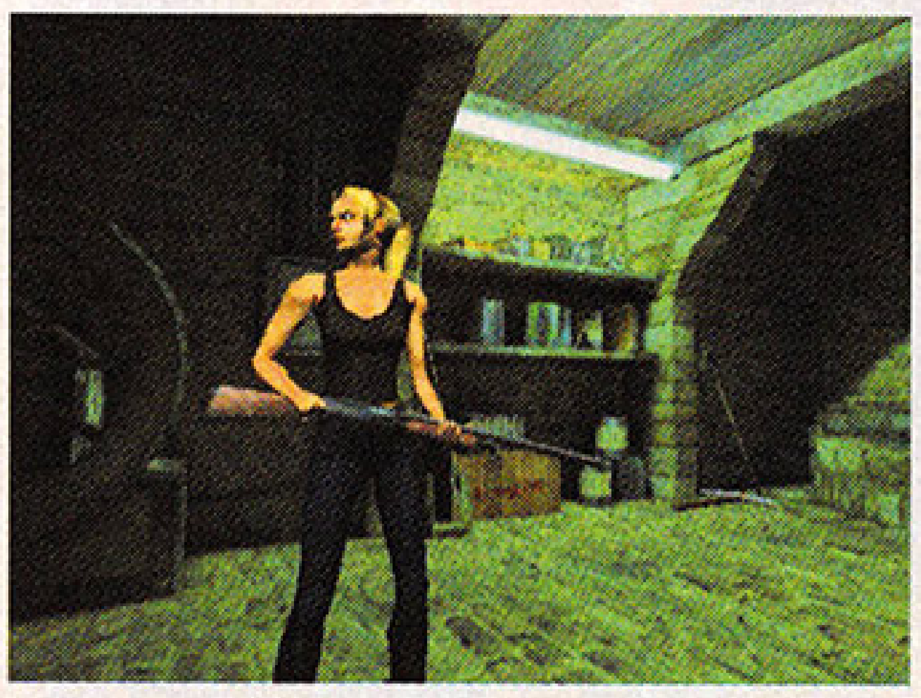
ETERNAL DARKNESS

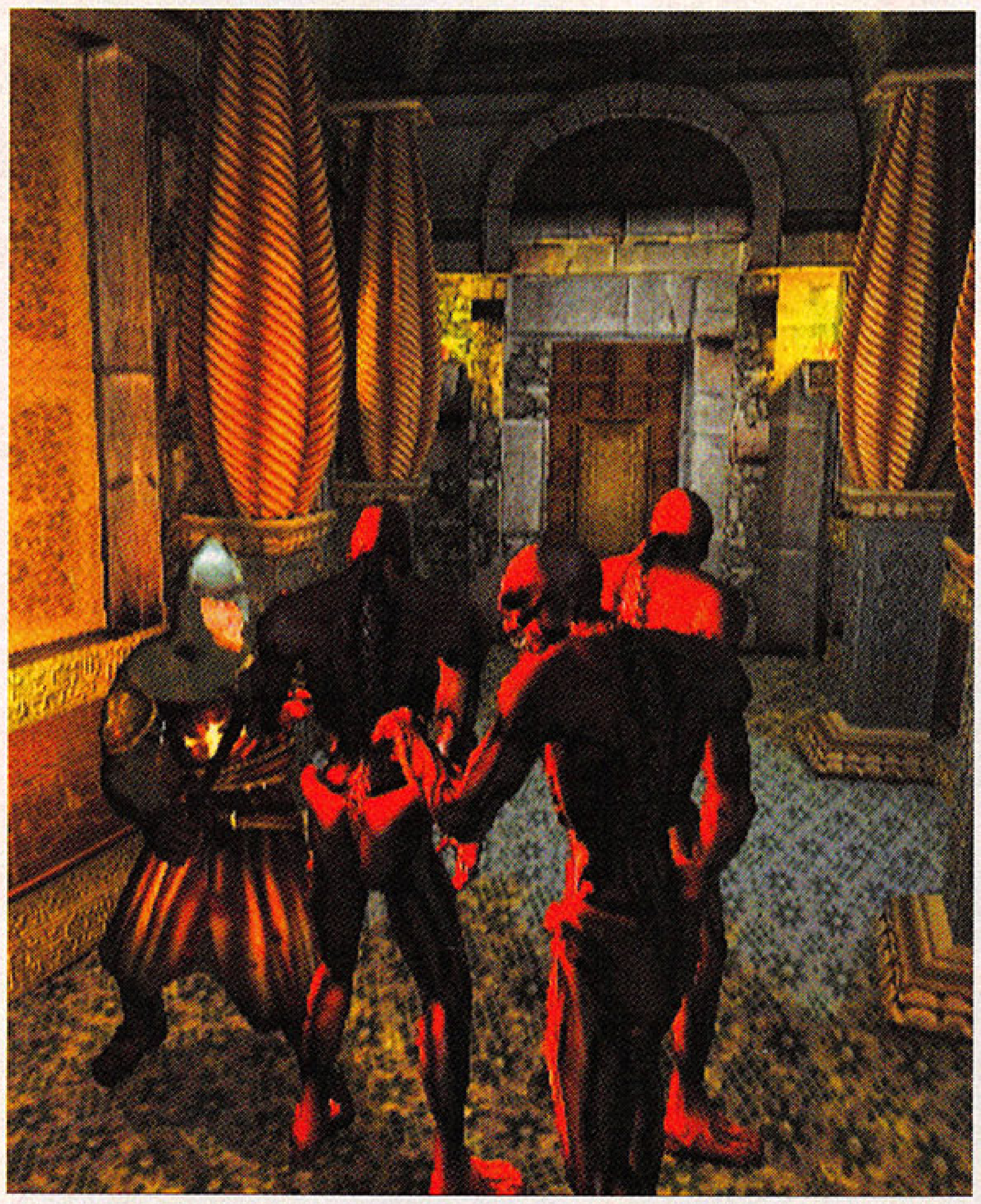
Nintendo • December • 1 Player

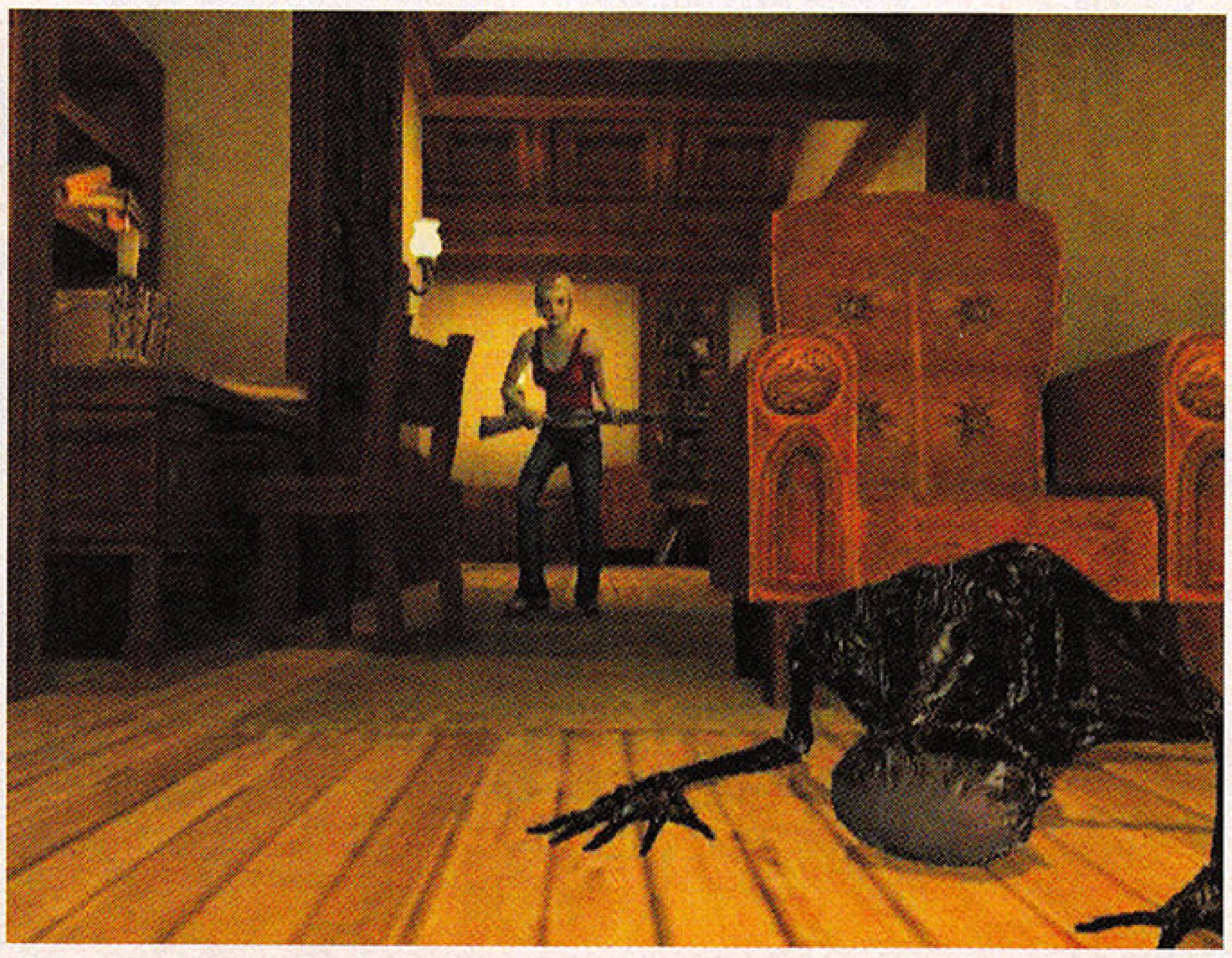


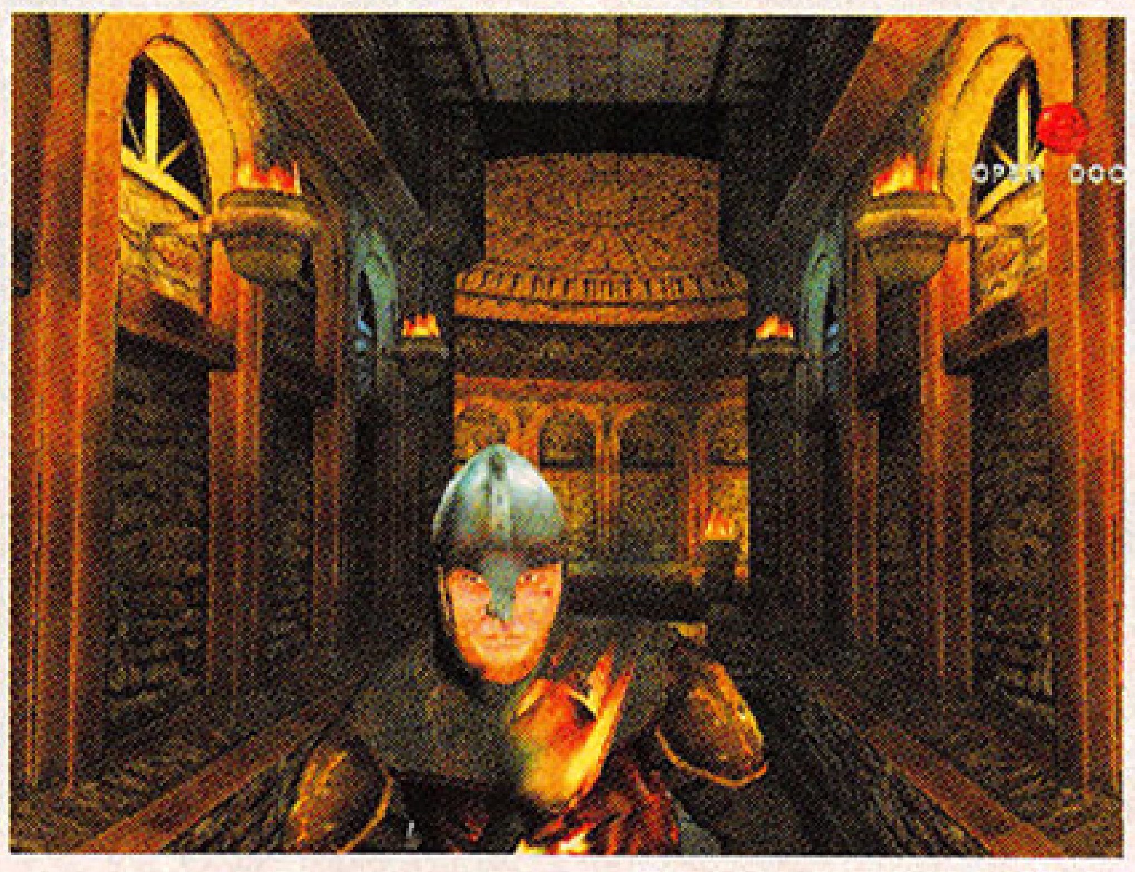
When in Rome...stay away from the Catacombs.

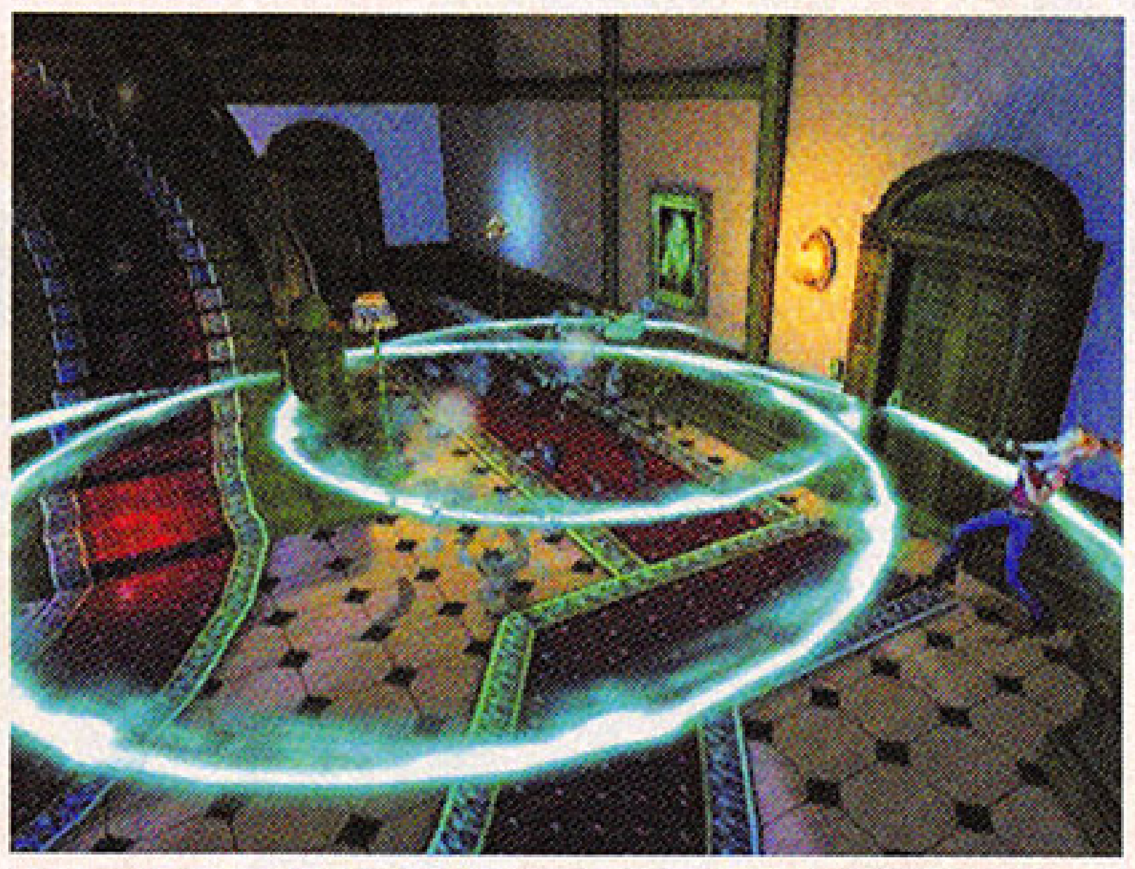
Eternal Darkness was originally planned for the N64, but with the GameCube launch just around the corner, development for the title has been shifted to Nintendo's new platform. The themes and intentions behind *Eternal Darkness* are very serious and downright macabre, which would have made for an odd N64 game indeed. The story concerns an ancient battle between good and evil that spans thousands of years of human existence. Before humans ruled the world, evil spiritual entities known as the Ancients controlled the earth. Various secret societies over the centuries have attempted to resurrect the dormant Ancients through ritual magic and brutal sacrifices. The mission of the secret societies is to infect every time period throughout history with the evil of the Ancients. As the player, you control twelve different characters throughout history, each designated as the Chosen One for his or her era. Rather than focusing on the simple glories of conquering evil, *Eternal Darkness* delves into the deeper implications of fighting in a holy war. The Chosen Ones are merely cogs in the giant wheel of their intertwined destinies. From the benevolent monk of the Spanish Inquisition era to the Special Forces soldier in modern warfare, each Chosen One must perform individual sacrifices without any sense of reward. Some may even die horrible deaths at the hands of the Ancients. *Eternal Darkness* takes place over a dozen chapters and in several time periods, including Ancient Rome, the Middle Ages and the 19th Century. Players must adapt to the culture of each era and learn to use the predominant weapons of each time period. For example, during ancient periods your players will use swords and black magic, while the modern era calls for laser-sighted automatic rifles. The game's most intriguing feature, however, is the Insanity Meter. Not only must you battle the physical evils that lie ahead, but you must also try to keep your character's sanity intact. As you witness the increasing horror and logic-defying supernatural events, the Insanity Meter rises and the character's surroundings change, forcing you to question what's real and what's not. For example, you may find that pieces of your body keep falling off limb by limb, when suddenly you snap out of it and find your body intact. Other delusions are more subtle, like disappearing items or rooms. *Eternal Darkness* is certainly a big departure from what we're used to from Nintendo. Horror, insanity and black magic are hardly Nintendo-like themes!







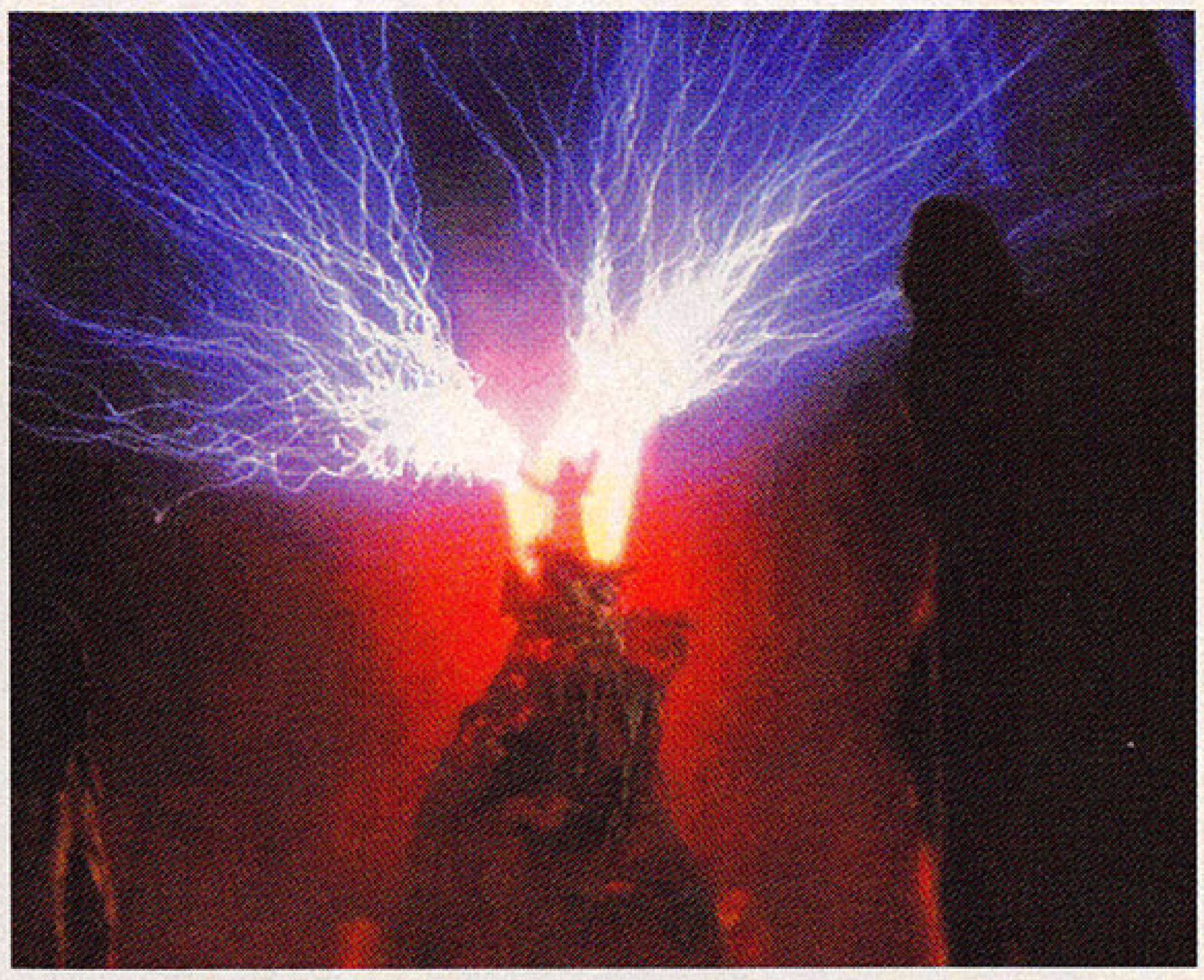


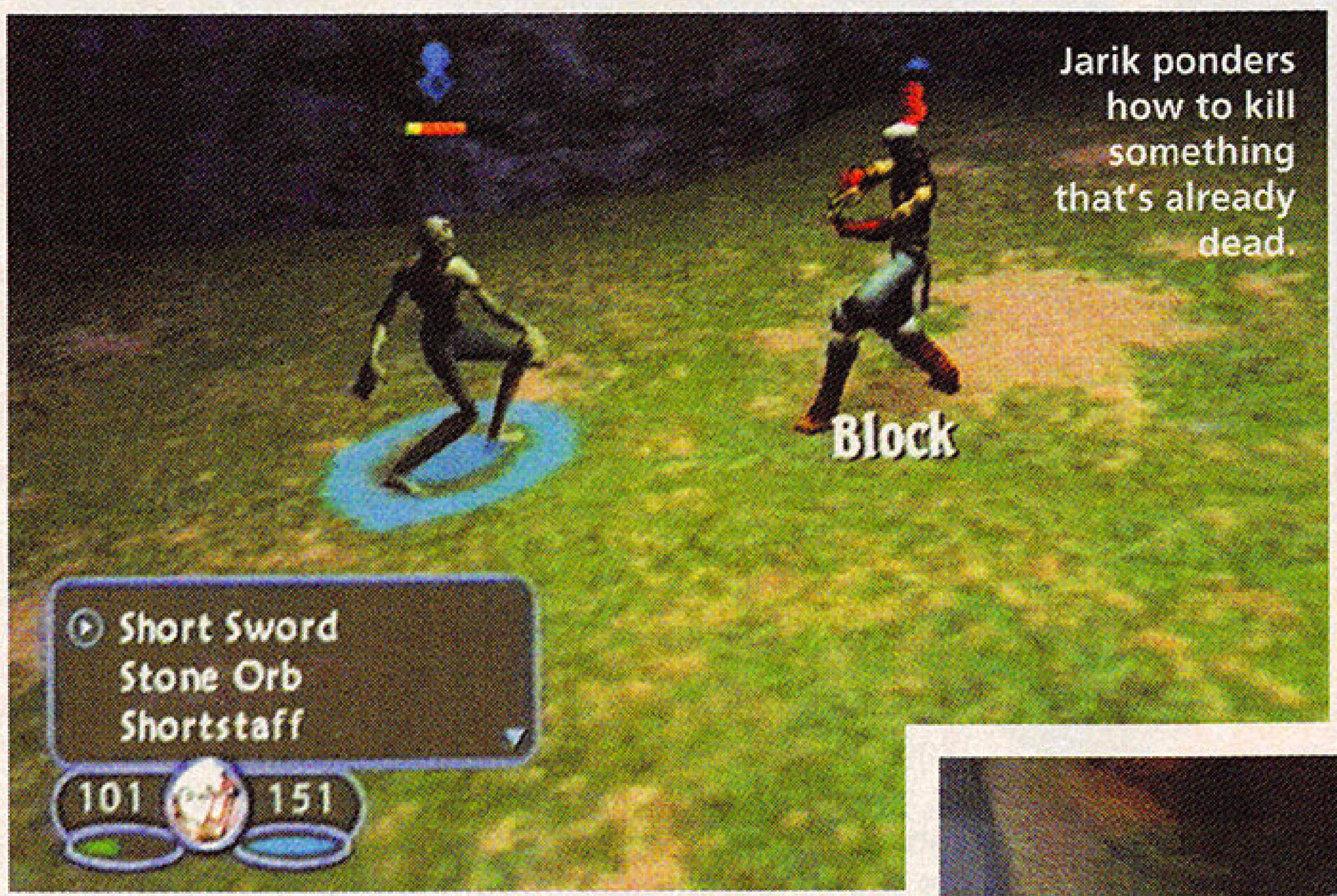


PS2

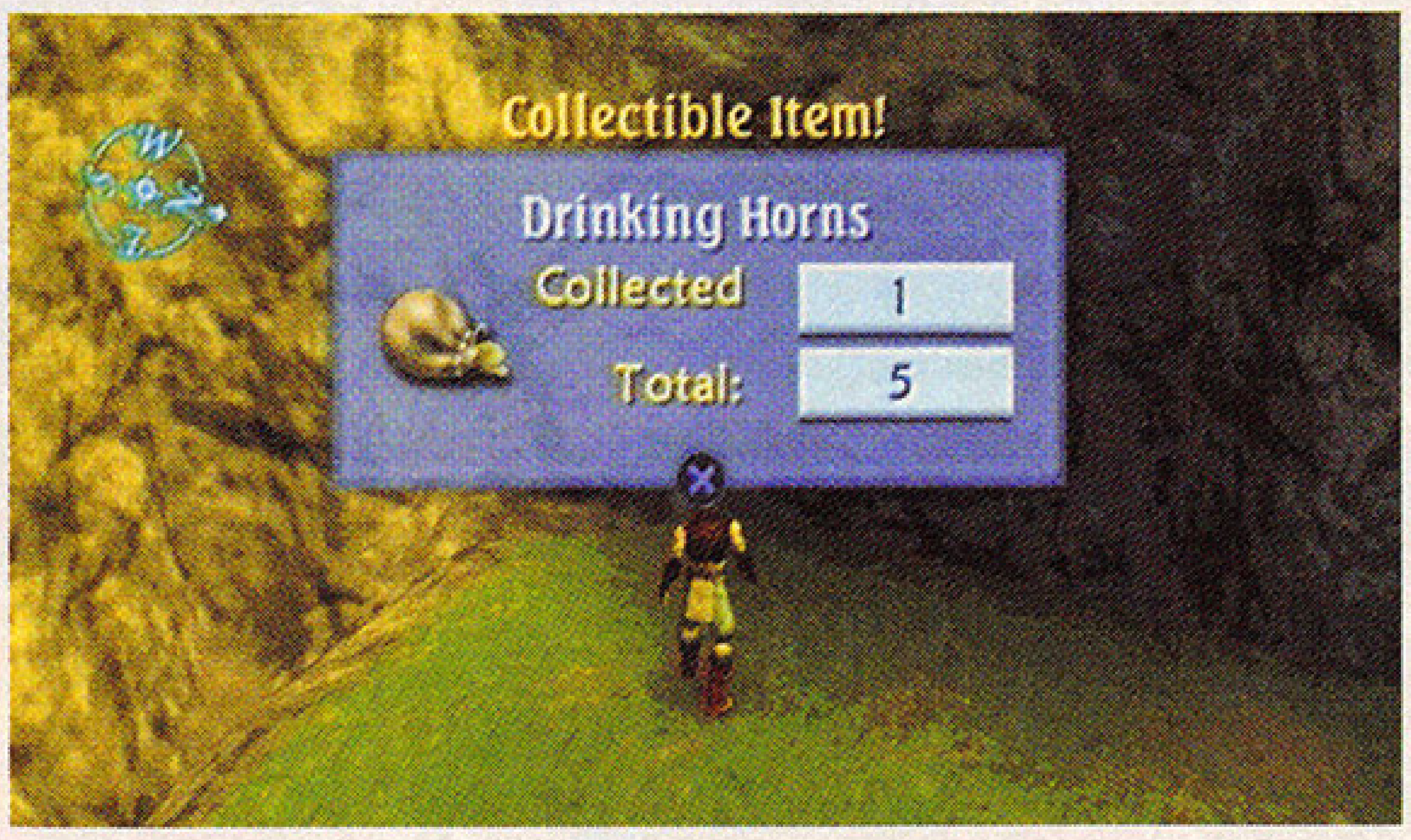
THE LEGEND OF ALON D'AR

Ubi Soft • November • 1-2 Players





Jarik ponders how to kill something that's already dead.

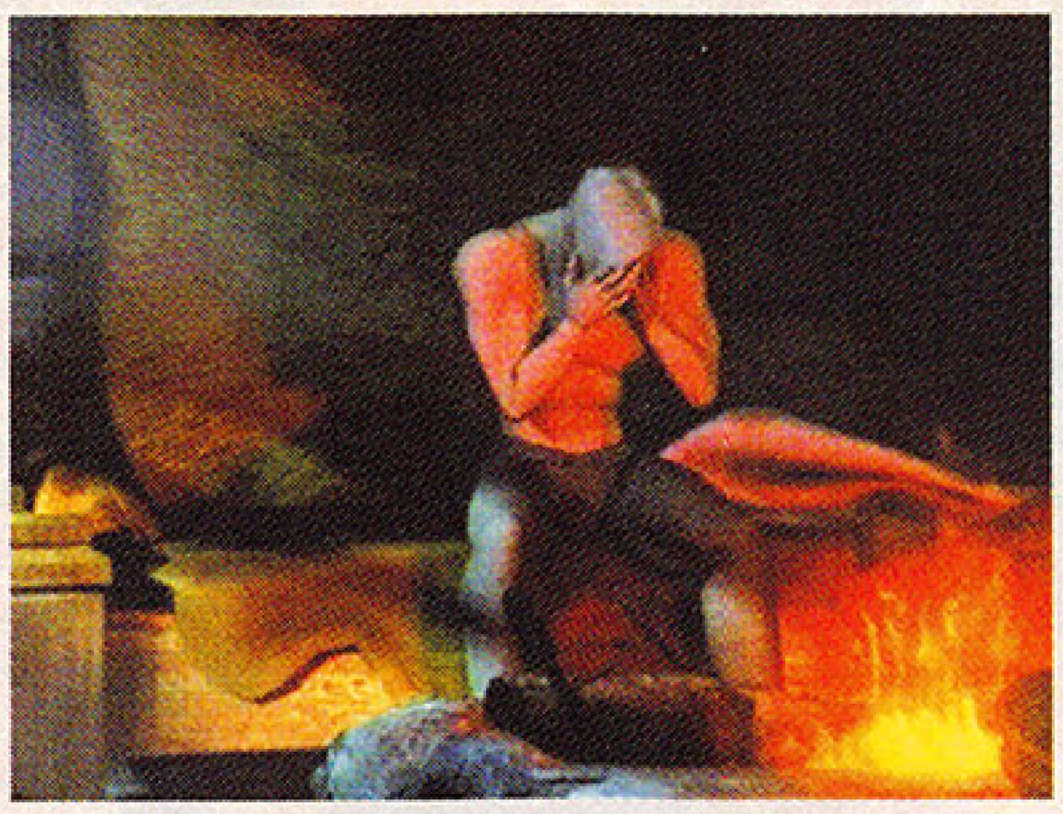


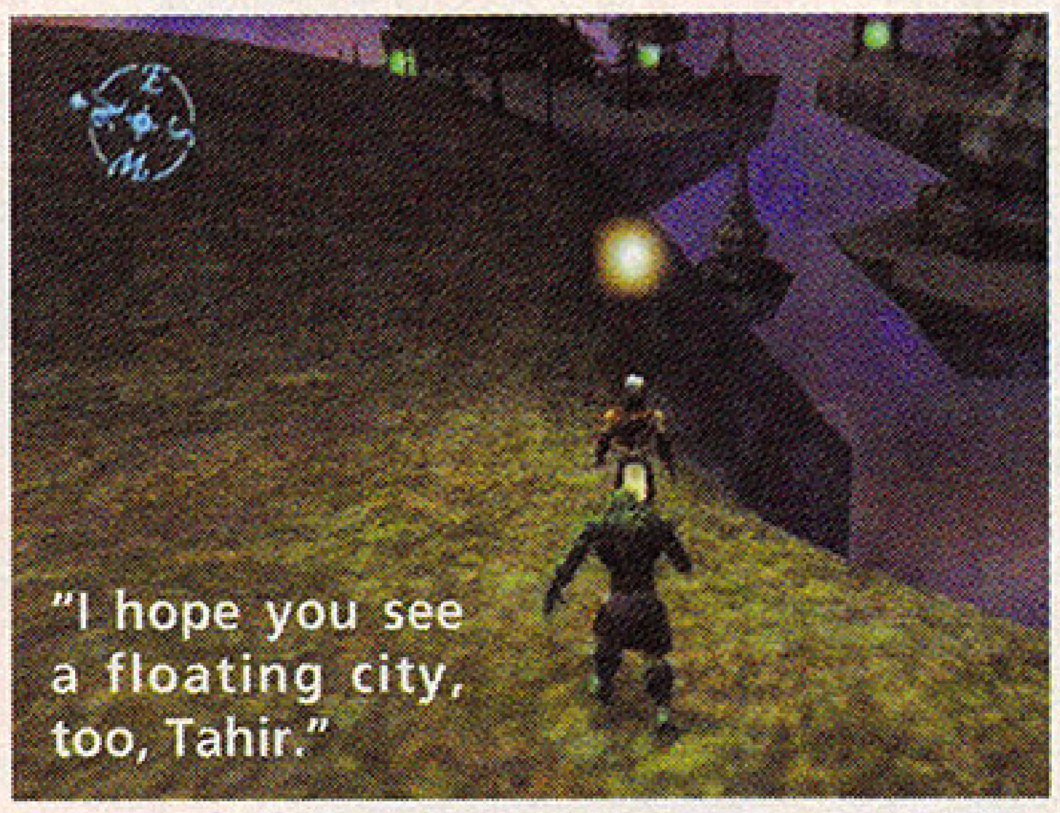
Collectible Item!

Drinking Horns

Collected: 1

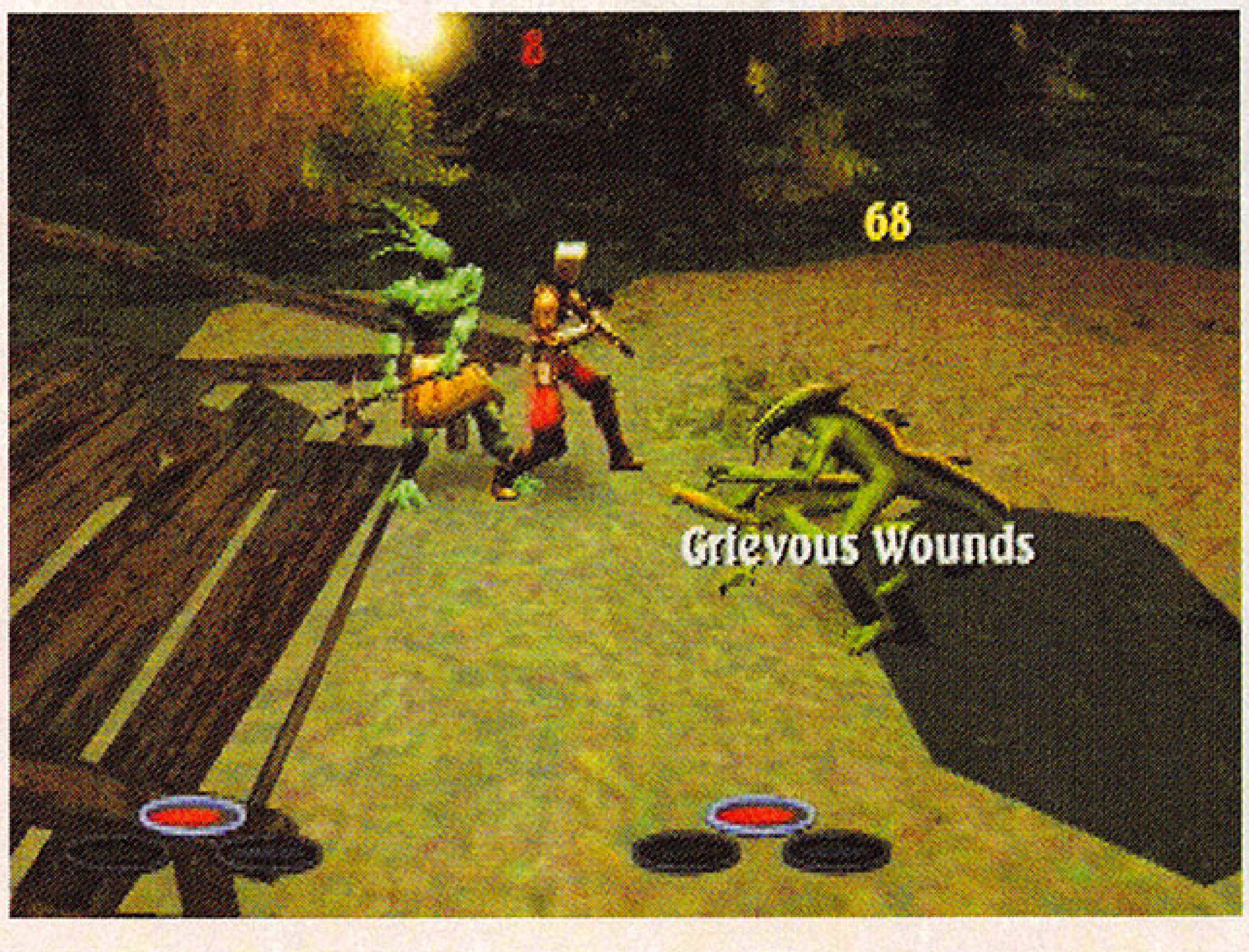
Total: 5

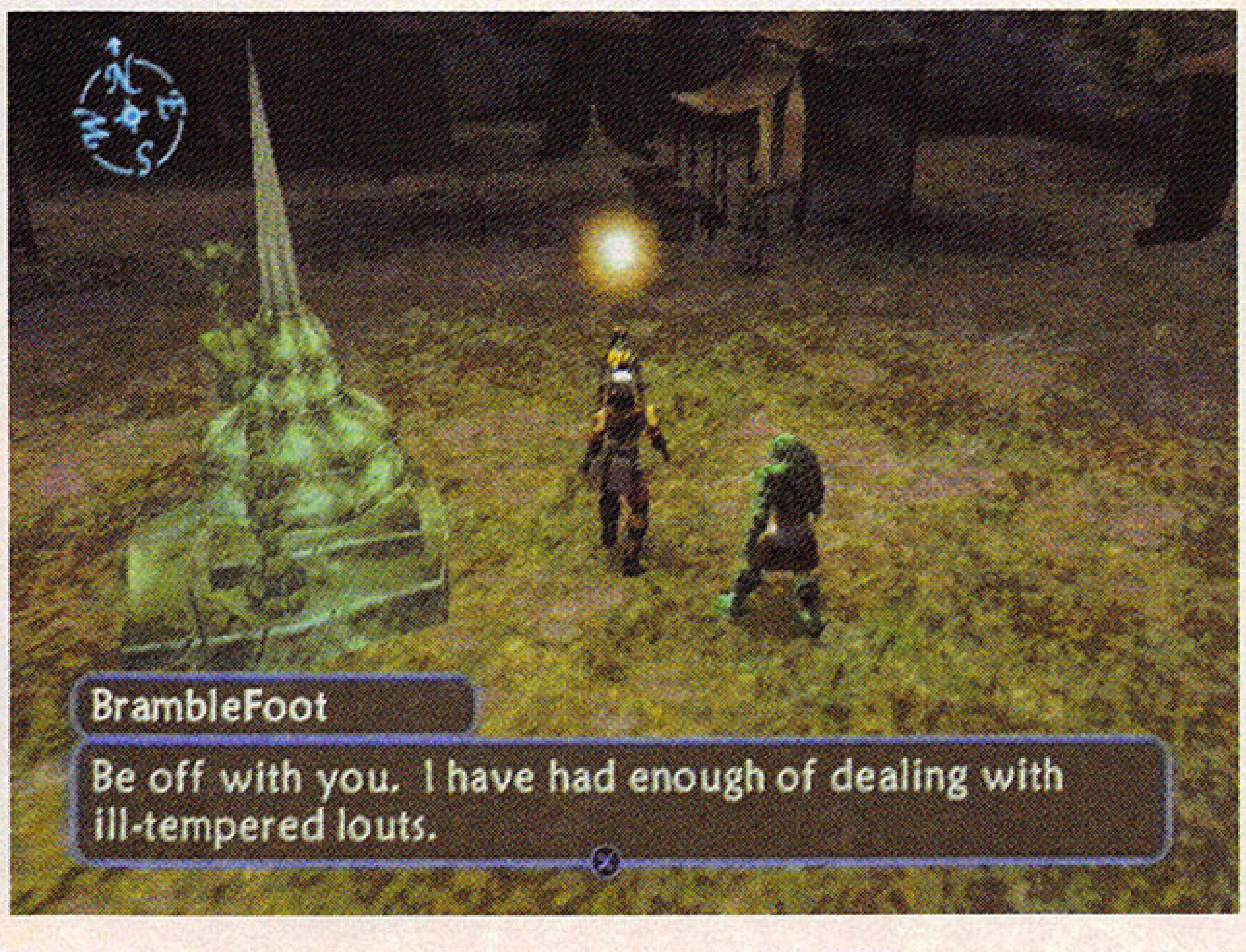




"I hope you see a floating city, too, Tahir."

The Legend of Alon D'ar takes standard role-playing elements—such as leveling up, weapons management and a hero's quest—and tweaks them a bit to give them more depth. Jarik, the game's hero, discovers that the shape-changing forces which threw his village into chaos are creating enmity amongst races (species, even) which once coexisted in harmony. He embarks on a solo journey to discover the source of the unrest, encountering strange allies and enemies along the way. As heroes go, Jarik is typical in that he has a genuine sense of honor and duty, which compels him to put his whole heart into any quest he agrees to, even such mundane activities as scavenging for drinking horns for one of the villagers. In fact, scavenger hunts act as side quests to your main adventure, with various encounters leading to the inevitable need for finding "Collectibles." These items range from Tree Frogs to Silver Acorns, and their complete recovery always brings some reward. The world Jarik inhabits is fully 3-D; as you control him with the left analog stick, you can rotate the camera angle on the fly with the right. Engaging in battle is a simple matter of choosing a weapon from your belt, which can carry several different weapons, magical orbs, special abilities and various pharmaceuticals to increase your health or pump up your adrenaline. One major aspect of the game is the need to distribute PP points to specific parameters on your weapons, or to increase your facility with certain types of spells. Like experience points, PP is earned through battle; the difference is that PP can be distributed amongst your attributes as you see fit. For example, you may wish to increase the speed with which Jarik wields a short sword, thereby reducing the recovery period between each blow. Not all weapons work against all creatures; a lot of trial and error is necessary to discover an enemy weakness, and concentrating all your PP on one weapon will make Jarik an unbalanced fighter. In addition to speed, you can enhance the strength, accuracy, damage, and critical hit of a weapon. Jarik will meet other characters during his quest, and some of them will join his party. These creatures possess different strengths, and you can modify their skills to create powerful warriors or mages according to your desires. You can also insert a second controller into the PS2 and have another player drop in and out of the role-playing adventure at any time. *The Legend of Alon D'ar* is a fairly solid role-playing title, featuring a unique game engine that challenges the player to design a well-rounded hero.





BrambleFoot

Be off with you. I have had enough of dealing with ill-tempered louts.

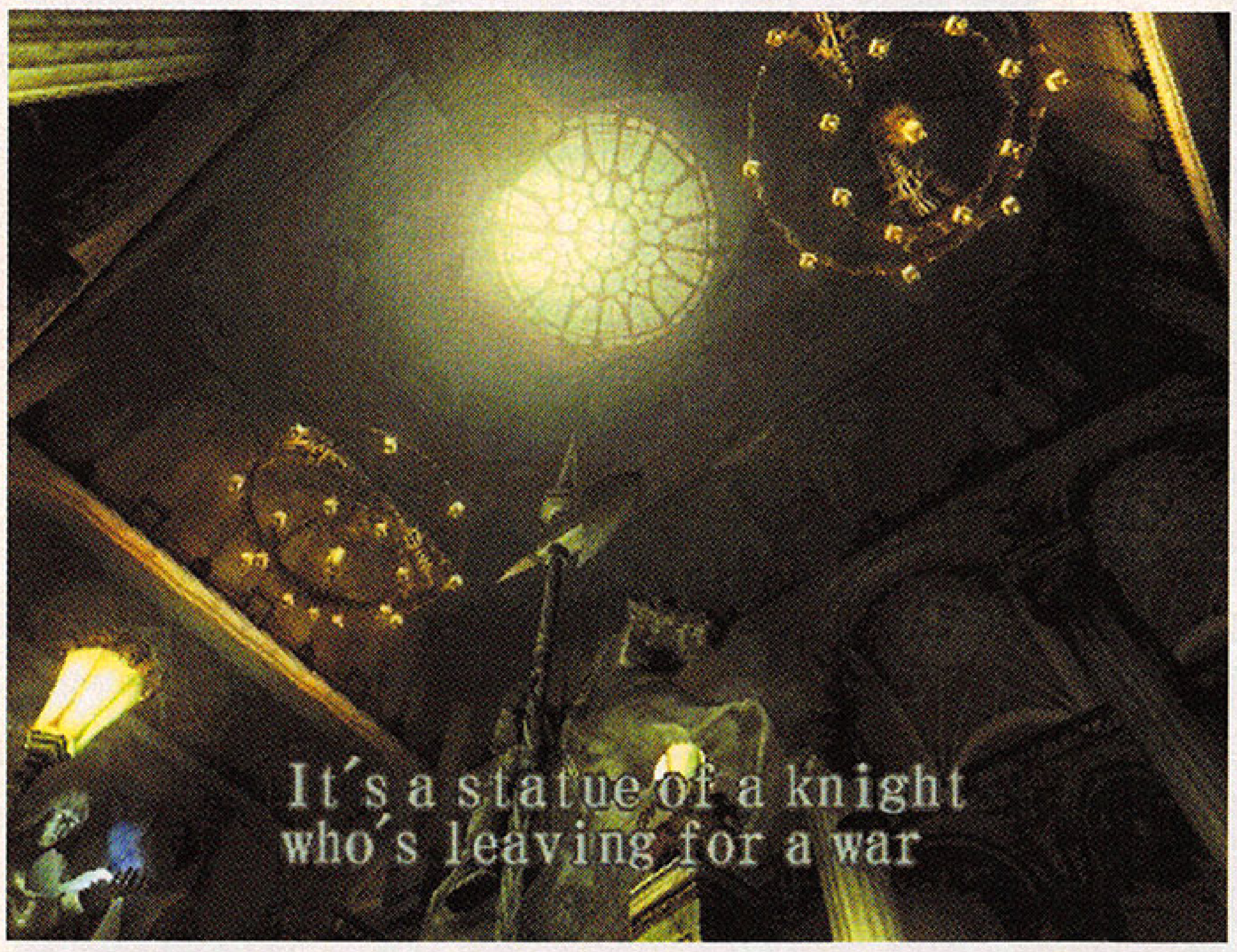
PS2

DEVIL MAY CRY

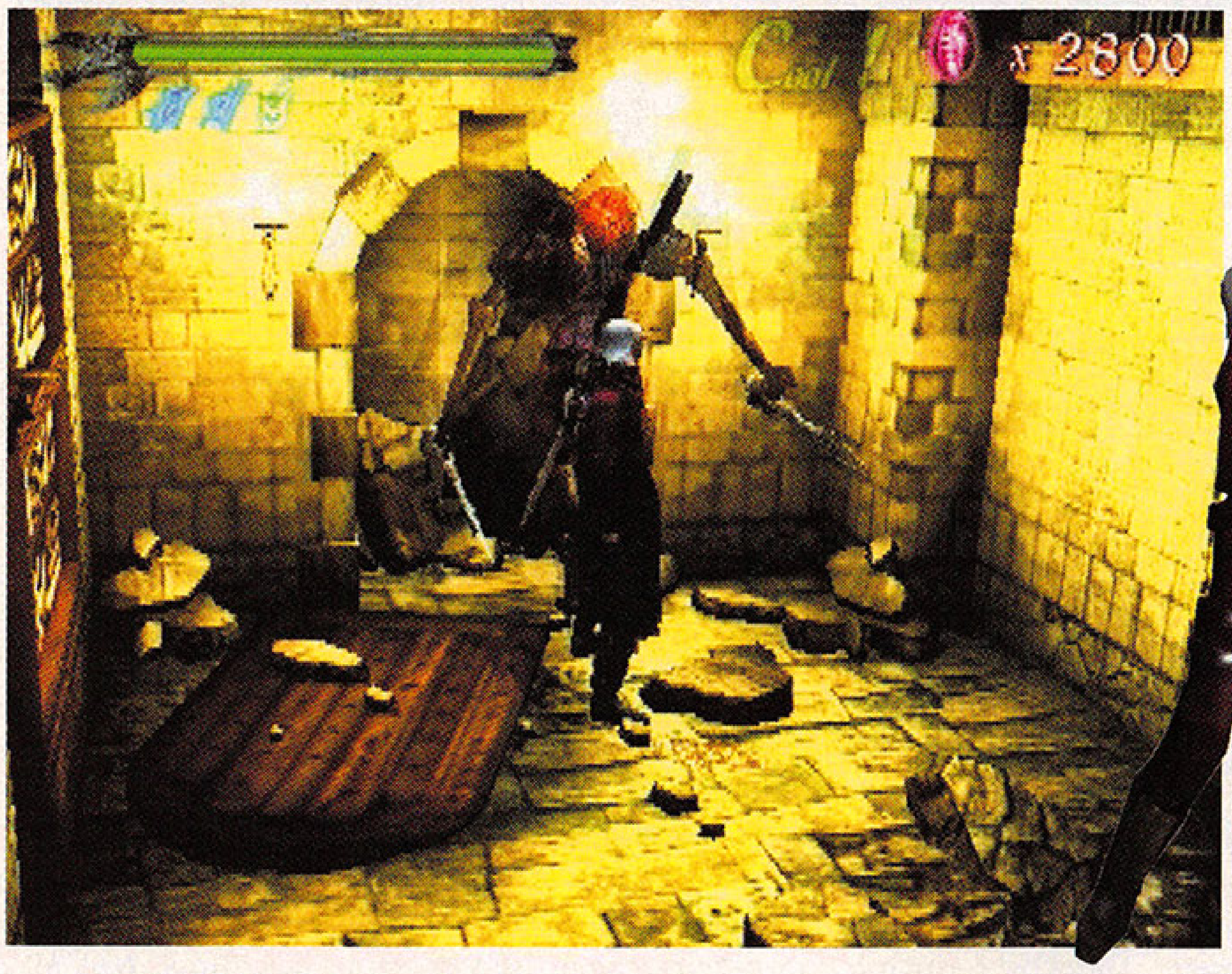
UPDATE!

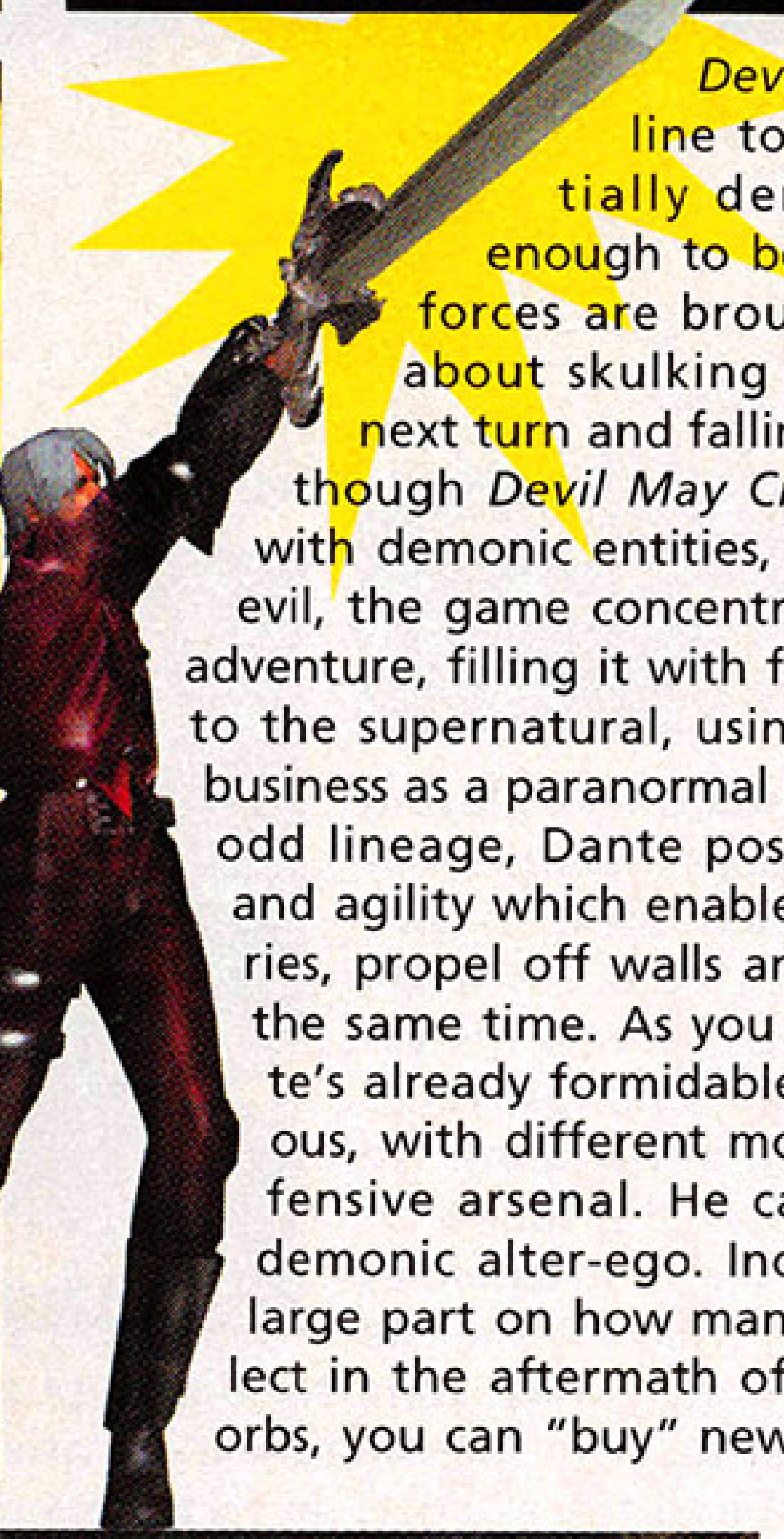
TIPS & TRICKS PICK!

Capcom • Available Now • 1 Player

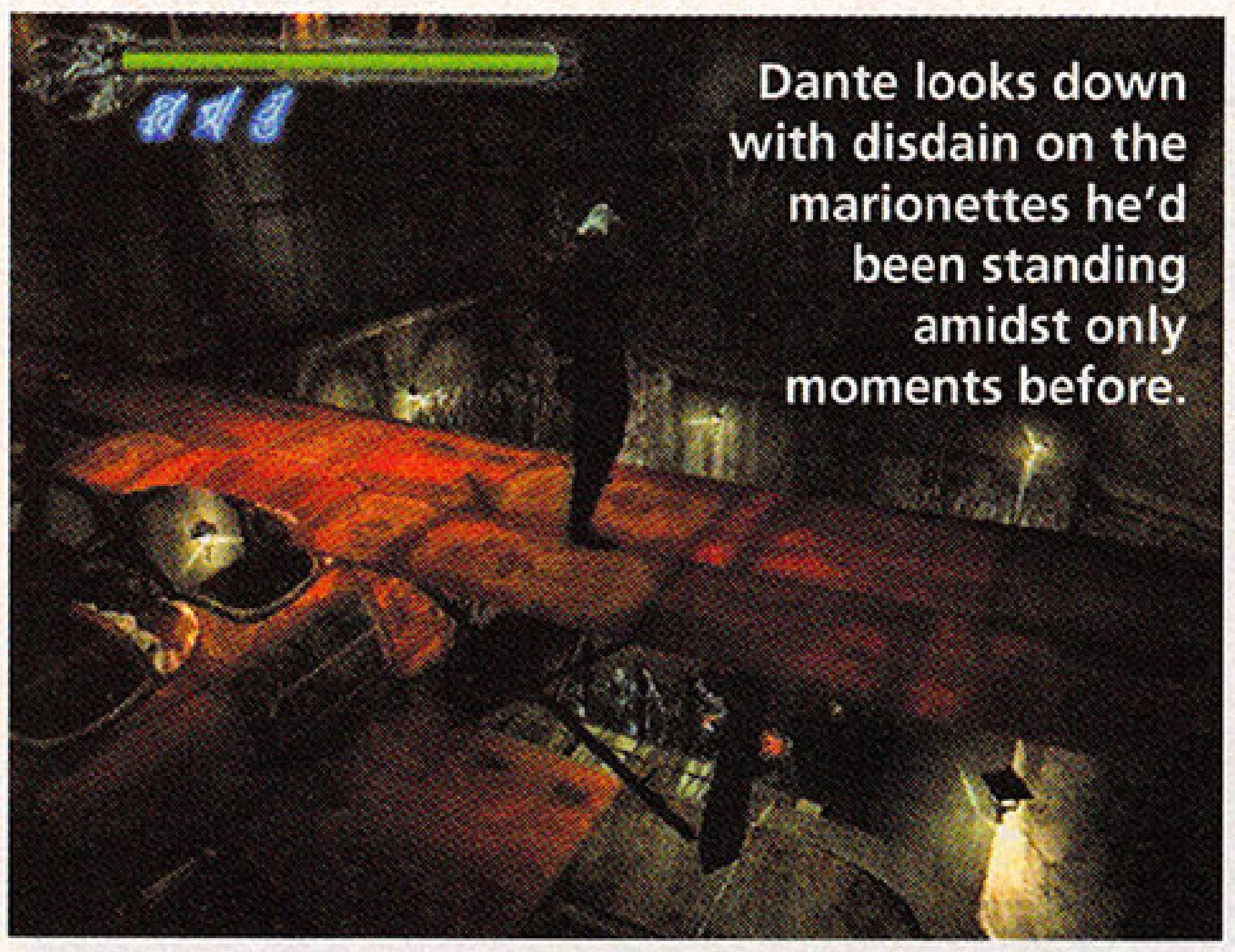


Devil May Cry

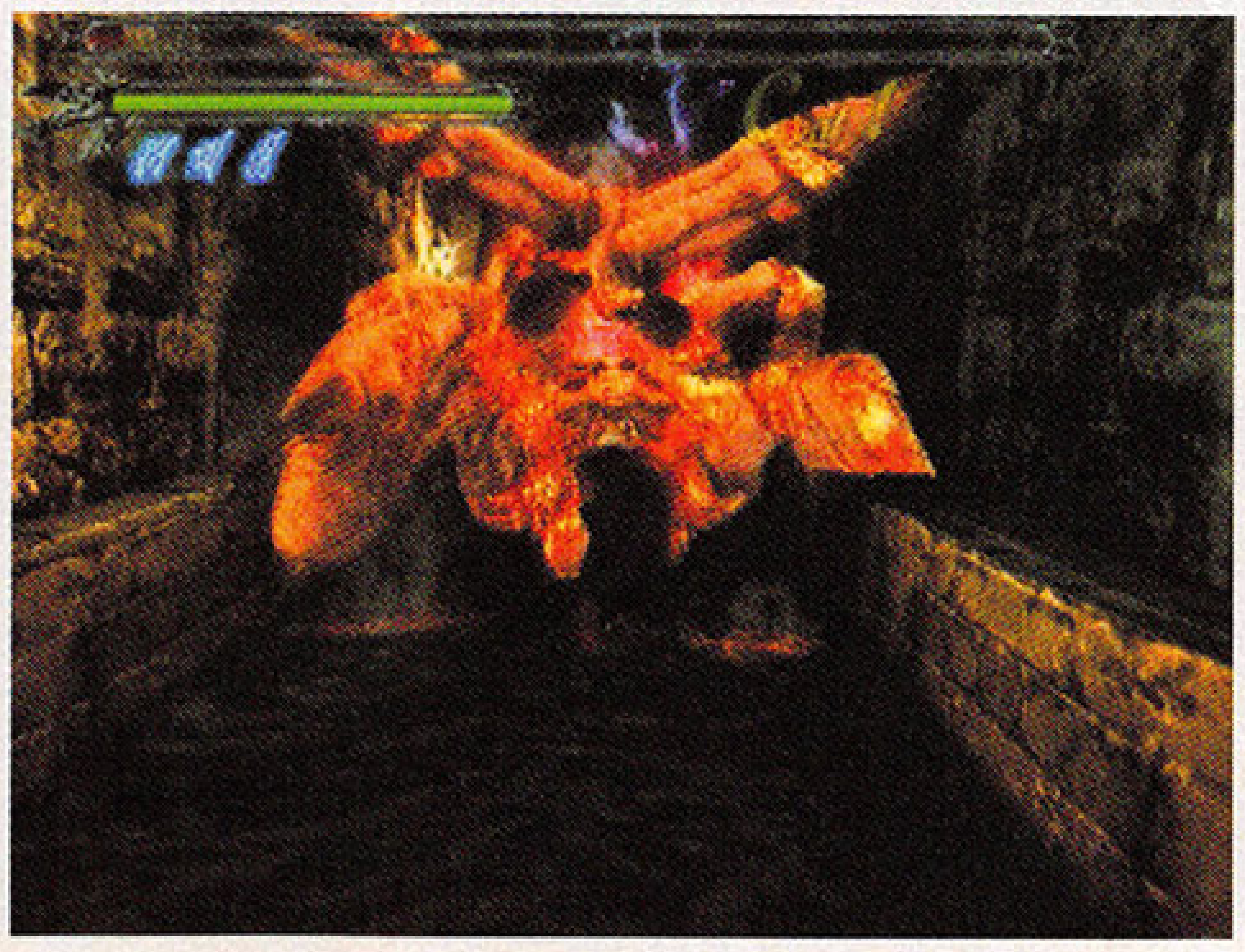




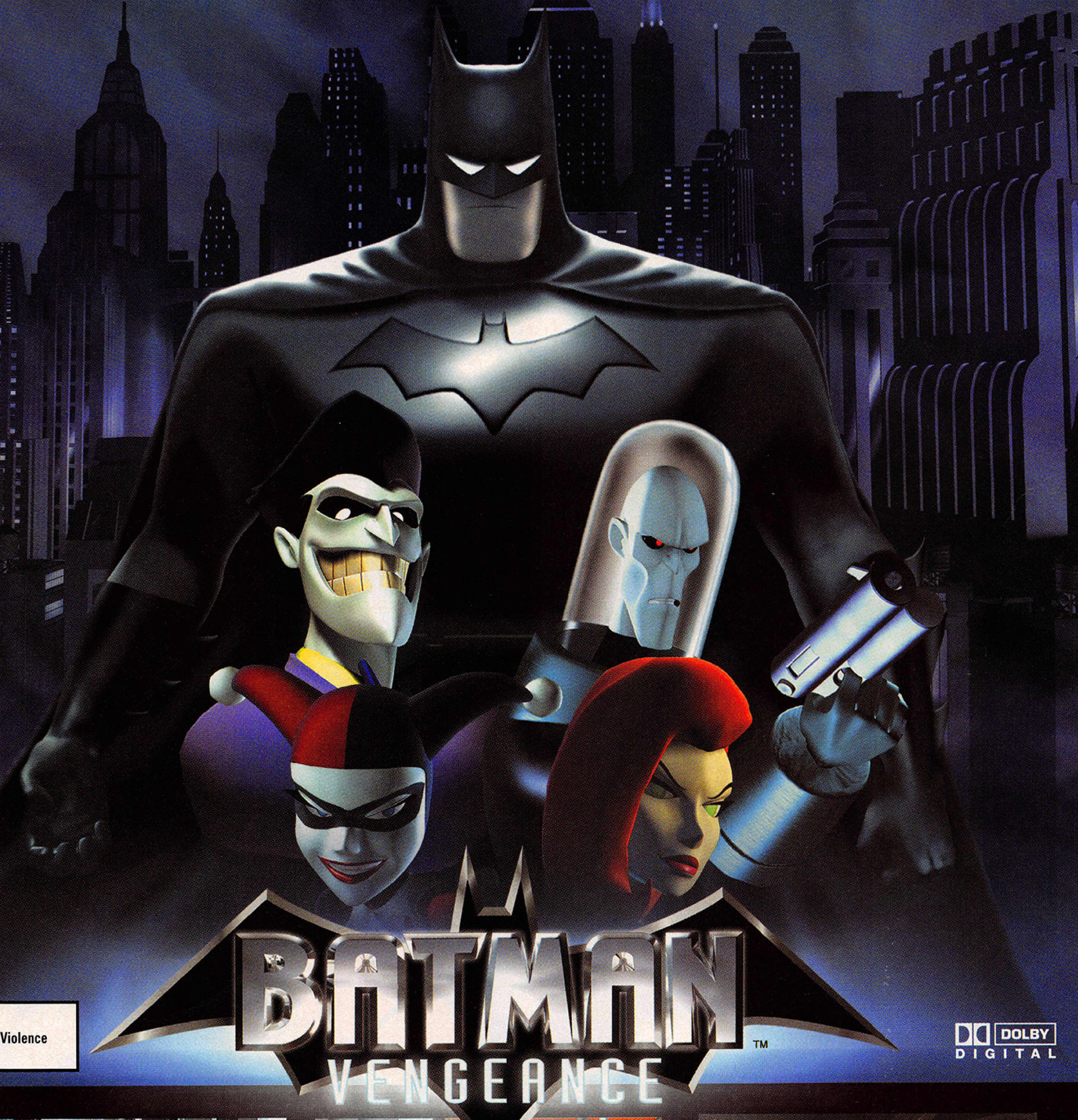
Devil May Cry brings a dose of adrenaline to the horror game genre; its partially demonic hero Dante is arrogant enough to believe that he can crush whatever forces are brought to bear against him. Forget about skulking through hallways, dreading the next turn and falling prey to psychological terror! Although *Devil May Cry* is set in an environment filled with demonic entities, strange black rituals and genuine evil, the game concentrates on using energy to drive the adventure, filling it with fast-paced action. Dante is attuned to the supernatural, using his unique abilities to conduct business as a paranormal private investigator. Because of his odd lineage, Dante possesses incredible speed, strength and agility which enables him to leap straight up two stories, propel off walls and equip a blade and a firearm at the same time. As you progress through the game, Dante's already formidable abilities grow even more numerous, with different moves and attacks increasing his offensive arsenal. He can even transform briefly into a demonic alter-ego. Increasing Dante's skills depends in large part on how many of the red plasmic orbs you collect in the aftermath of your demon slaying. Using these orbs, you can "buy" new abilities, some of which enhance your demonic form as well. For example, the Air Raid lets you blanket the ground with elemental energy if you leap into the air in demonic form, while the Vortex creates a spinning attack which plows into your enemies while you're airborne in demon form. Weapons can be enhanced as well; the Alastor sword can be used as a boomerang, and increasing its "Stinger" level allows you to attack from greater distances. Of course, if you'd rather just blow your enemies away with firepower, you have unlimited ammunition with which to do so, no matter what type of arms you're equipped with. In fact, a balance of demonic transformation, swordplay and gunfire is the best method for dispatching all your enemies, small or large. *Devil May Cry* is the brainchild of Shinji Mikami, the man responsible for the first two *Resident Evil* titles; it also brings back the director of those titles, Hideki Kamiya. Though some of the voice-acting and the constant search for keys may cause *Resident Evil* fans to shudder, *Devil May Cry* is a beautiful, artistically well-conceived game that's definitely fun to play.



Dante looks down with disdain on the marionettes he'd been standing amidst only moments before.



A DARKER JUSTICE MUST BE SERVED



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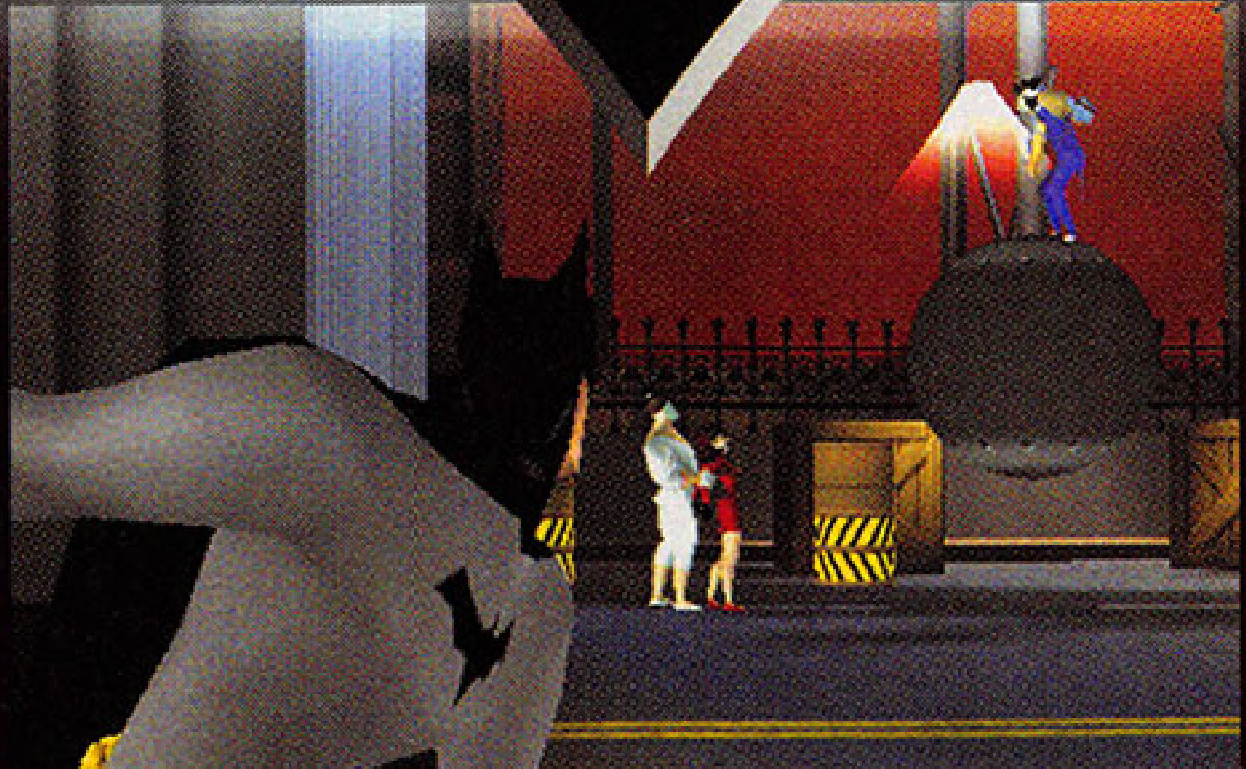
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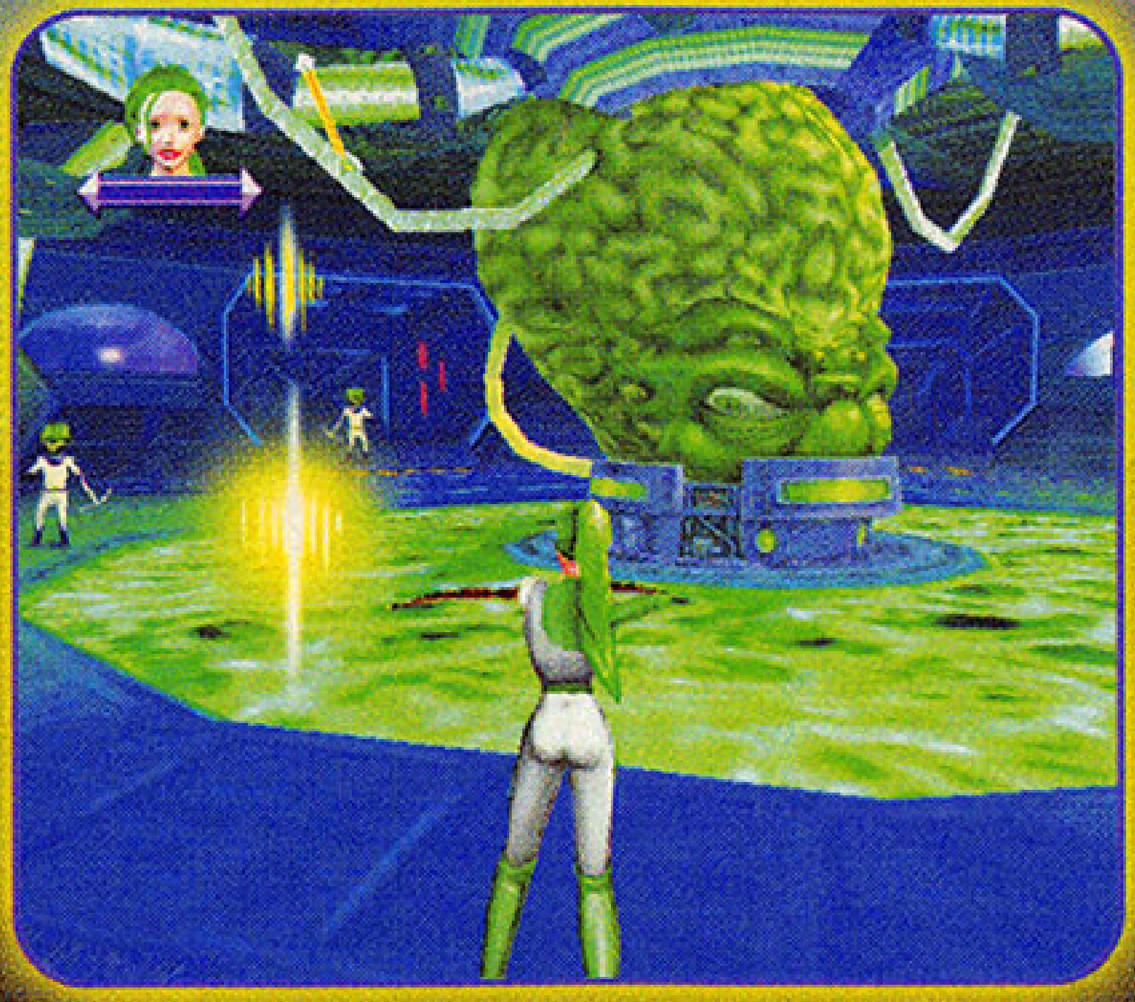

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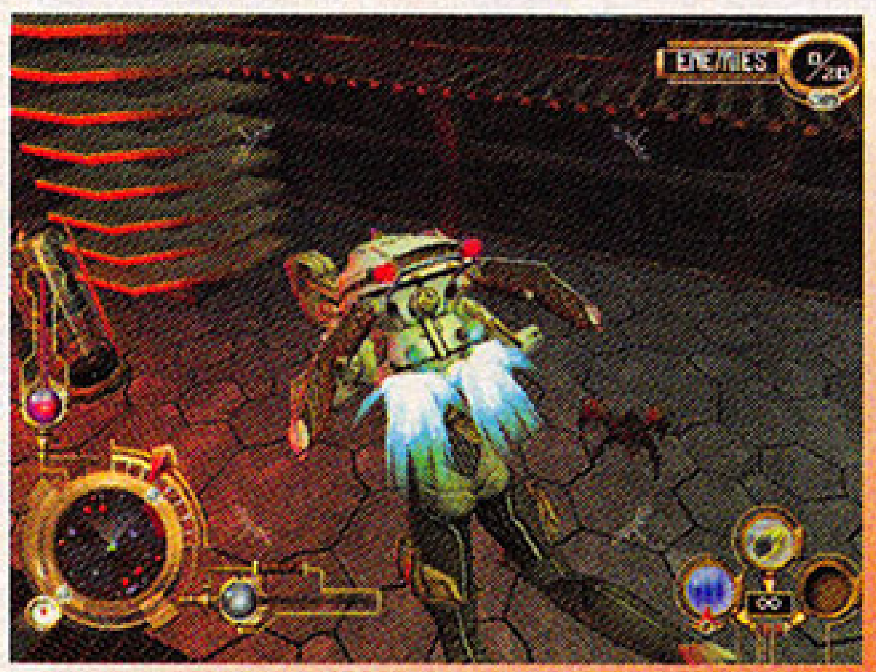
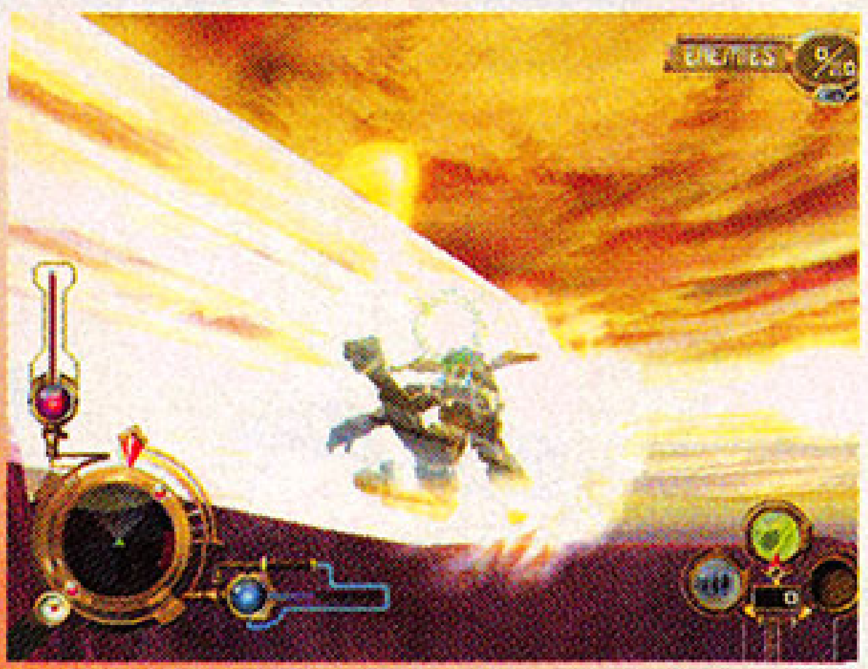
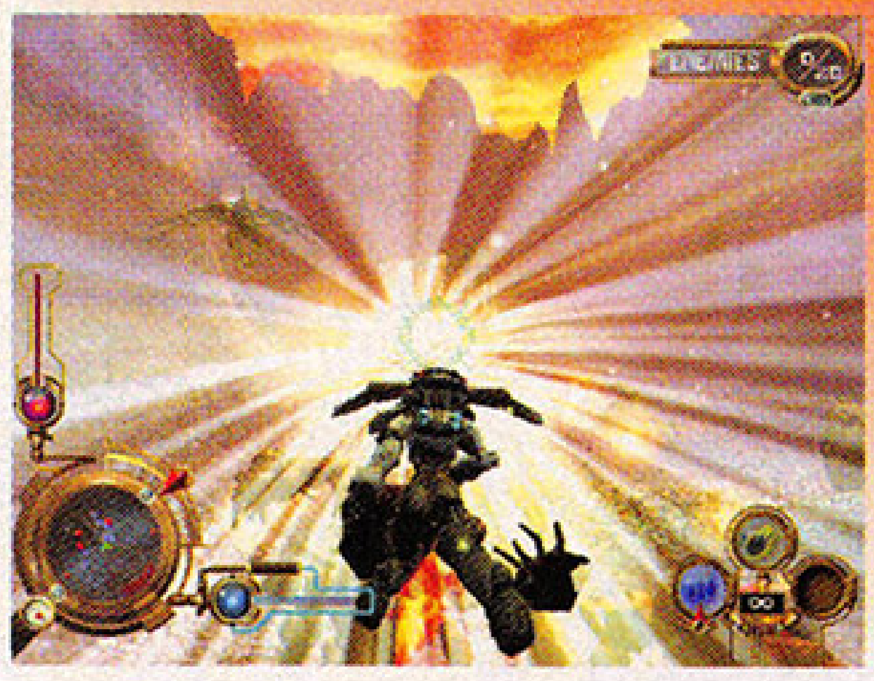
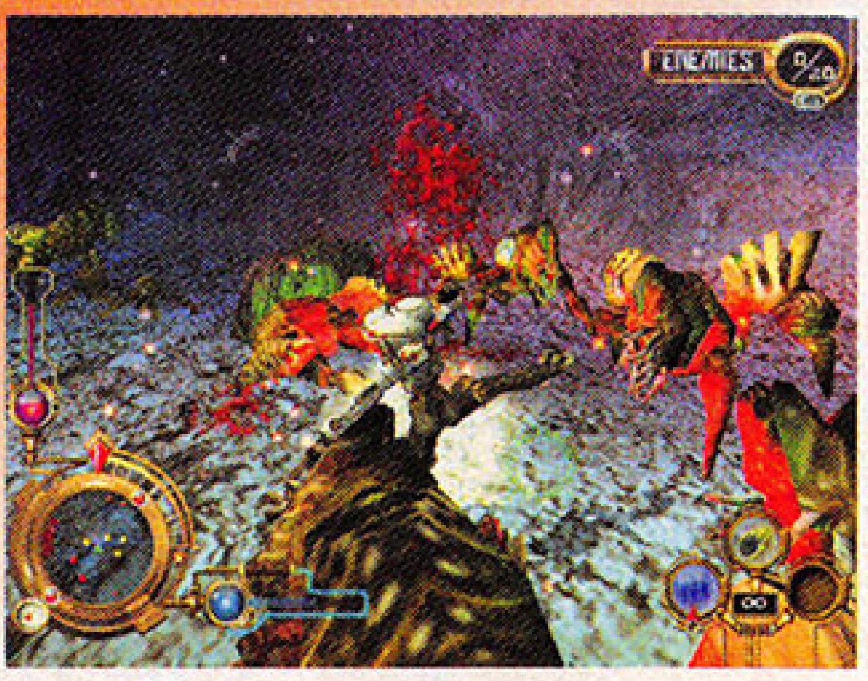
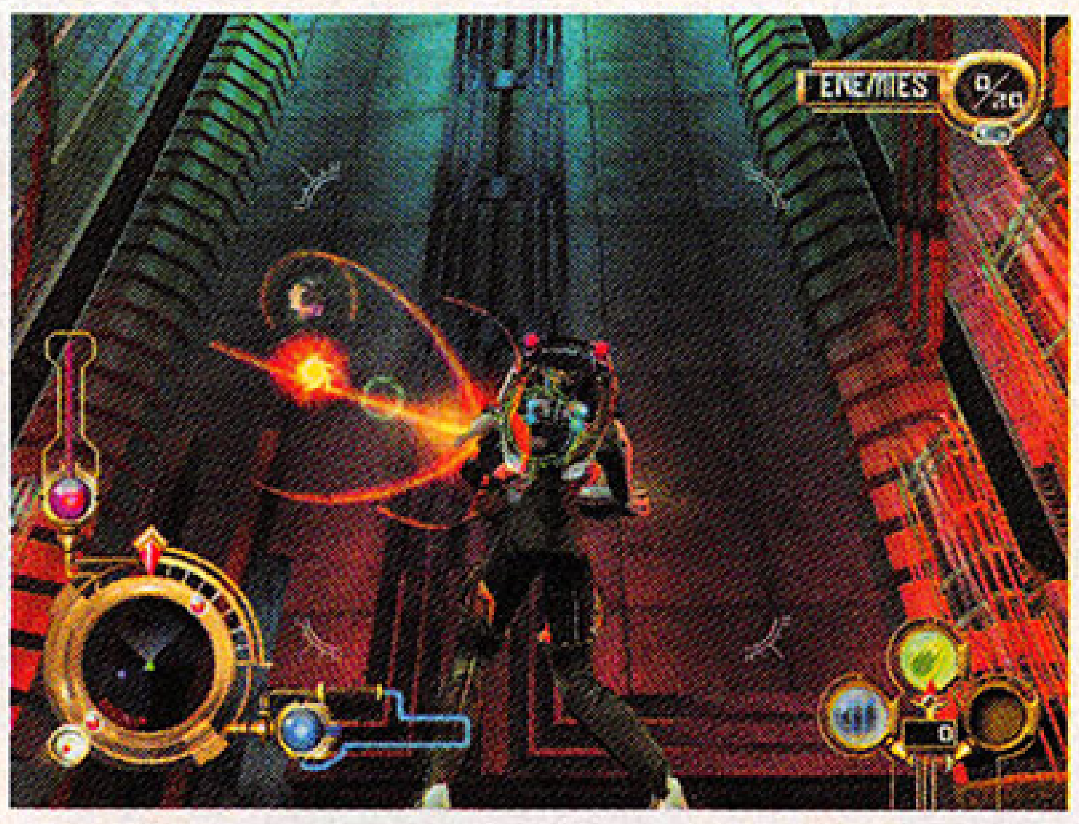
XBOX

GUN VALKYRIE

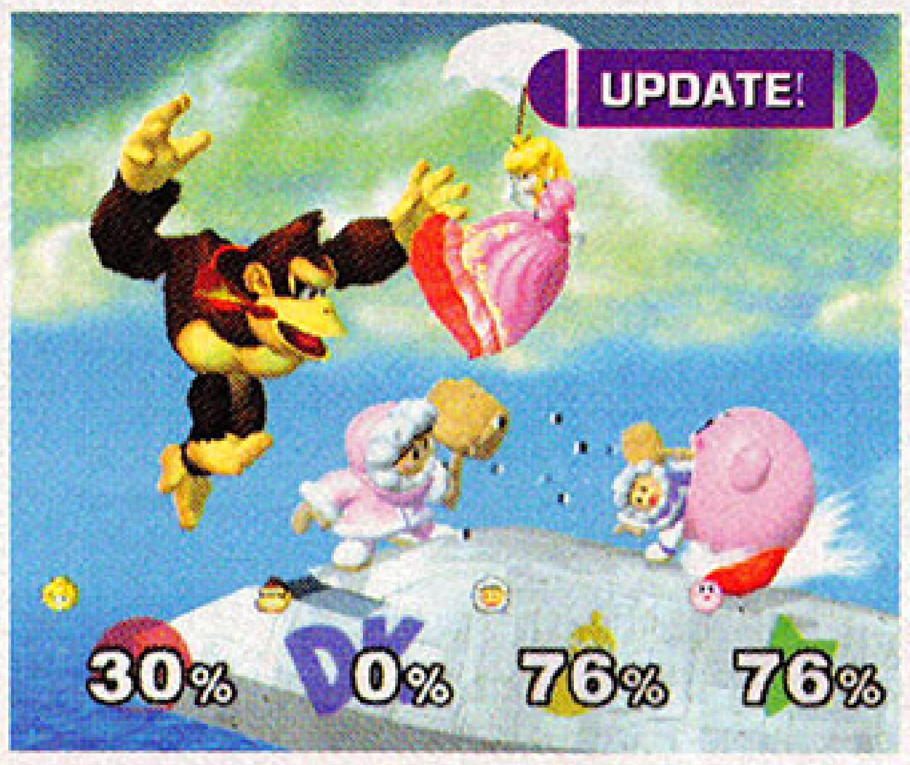
Sega • 1st Quarter 2002 • 1-2 Players

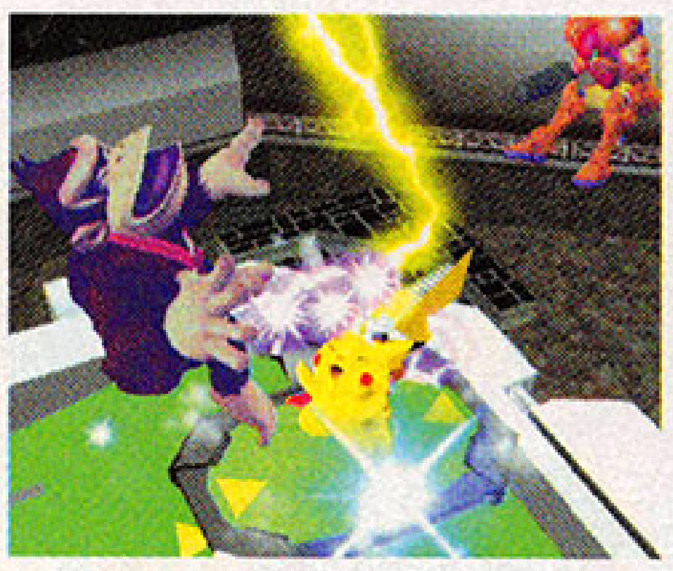
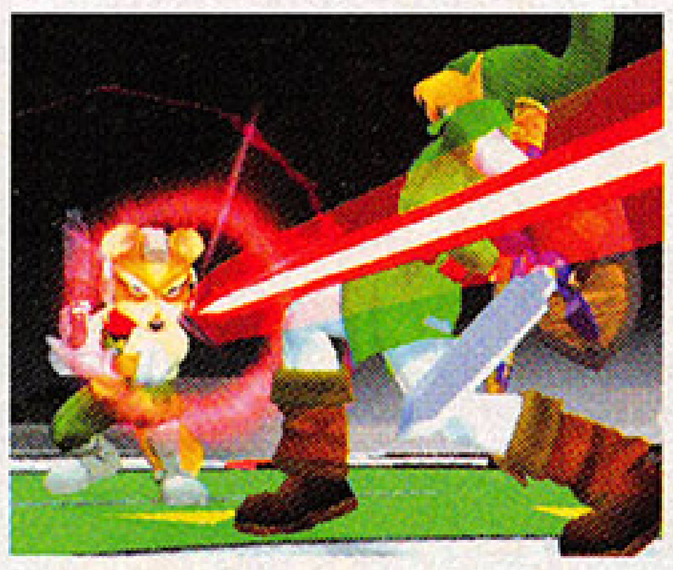
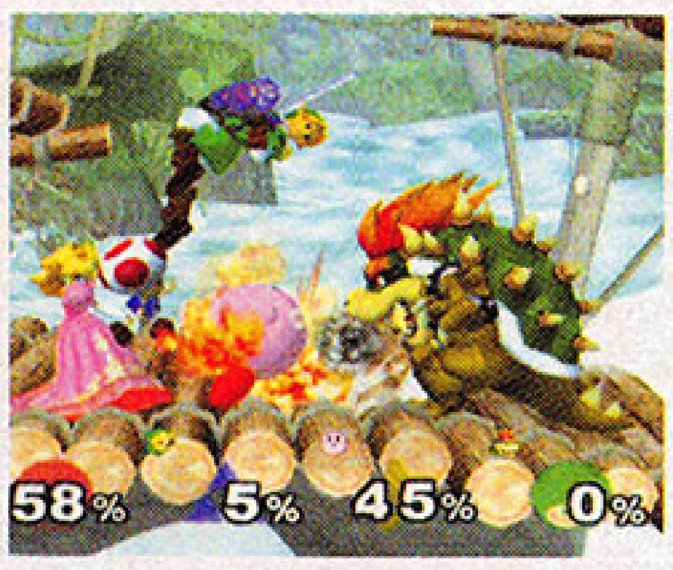
Gun Valkyrie is another one of those games that was planned for one console and ends up being on another. The game was being developed as a Dreamcast title, but with Sega's new multi-console agenda, *Gun Valkyrie* is now headed to the Xbox. Developed by Smilebit, the same folks who brought you *Jet Grind Radio*, *Gun Valkyrie* is a high-impact shooting game set in the future. A scientist named Dr. Hebble discovers a new form of energy that can either propel the human race to new heights or sink into doom. In order to protect Dr. Hebble's pivotal discovery, a special task force called Gun Valkyrie is put together by the government. Dr. Hebble suddenly disappears and the whole world starts being invaded by huge bug-like creatures. The Gun Valkyrie unit must get the doctor back and exterminate the creatures. Players will use both analog sticks on the Xbox controller; one to move and the other to aim your weapon. The characters wear Power Suits that enable them to jet boost around the giant levels, allowing for incredible freedom of movement and stunt-filled gunplay. The highlights of *Gun Valkyrie* are definitely the graphics, with glistening characters and sprawling landscapes. Smilebit is also busy working on several other Xbox titles, including *Jet Grind Radio Future* and a new *Panzer Dragoon* title.

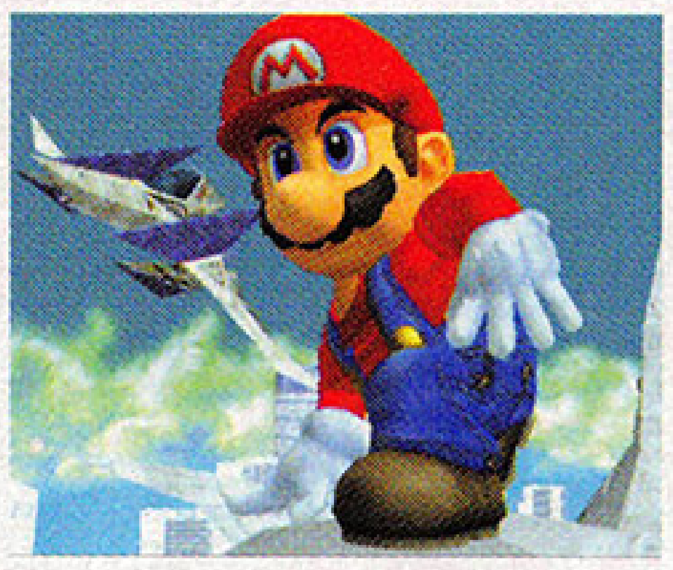
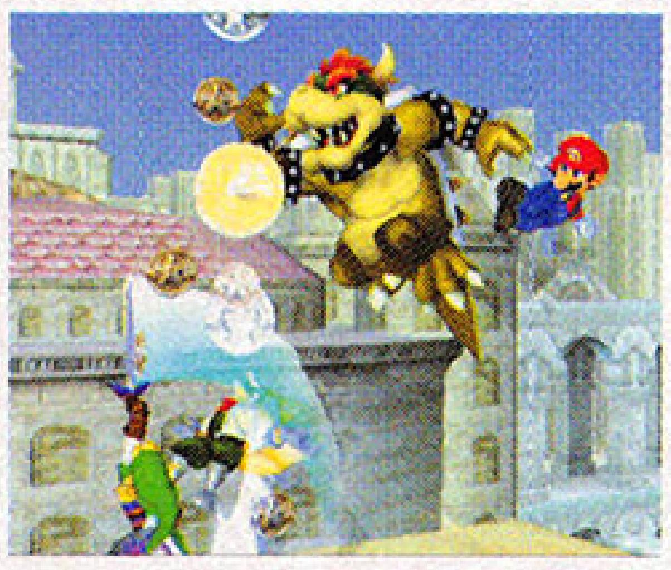
SUPER SMASH BROS. MELEE

Nintendo • November • 1- 4 Players



Here's a final look at *Super Smash Bros. Melee* before the GameCube frenzy officially fires up on November 18th (Nintendo delayed the launch by a couple of weeks from the original November 5th date). Following up on the popular *Super Smash Bros.* for the N64, *Super Smash Bros. Melee* brings back our favorite Nintendo friends for another round. Almost all of the characters from the original game are back, including Mario, Yoshi, Donkey Kong, Ness, Kirby, Link, Samus, Fox, Pikachu and Captain Falcon. Luigi, on the other hand, seems to have been left out…probably because he's busy with his own game, *Luigi's Mansion*. Some of the new immediately-selectable characters are Bowser, Peach, Ice Climbers and Sheik from *The Legend of Zelda: Ocarina of Time*. Many enhancements have been made to the game, but the biggest change is in the single-player mode. In *Super Smash Bros.* for the N64, you merely fought each character in his or her particular stage. In *Melee*, each stage is a side-scrolling adventure with plenty of enemies and platform action followed by a final showdown with the level boss. Coins are scattered around in levels throughout the game. By collecting these coins, you can purchase a Nintendo character figurine for your virtual figure collection, much like the Sega toy collection in *Shenmue*. You can collect practically every imaginable Nintendo character, right down to super obscure players like Stanley the Bugman from *Donkey Kong 3* or even the little yellow Famicom Disk System guy. There are a bunch of new customizable options in the game, including the ability to organize your own tournament bracket. Many new playable characters can also be unlocked—we're excited to see who made the cut!

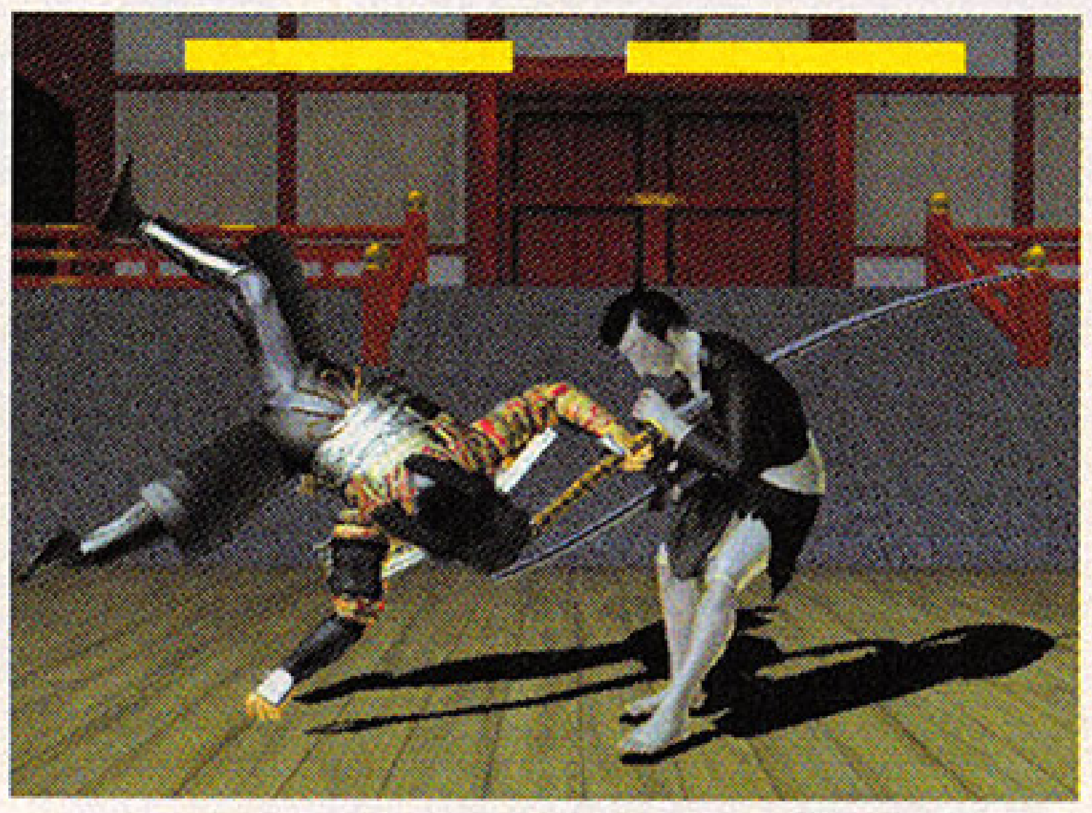




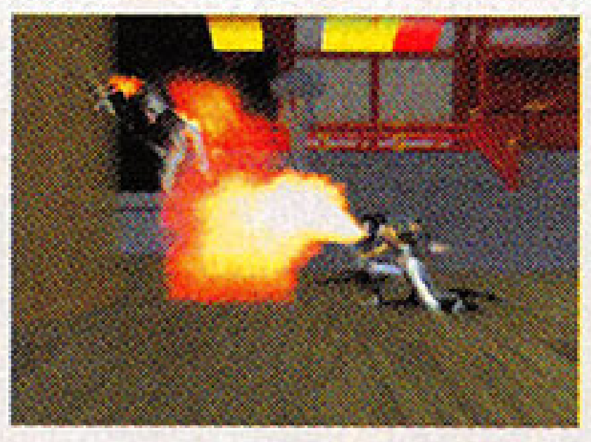
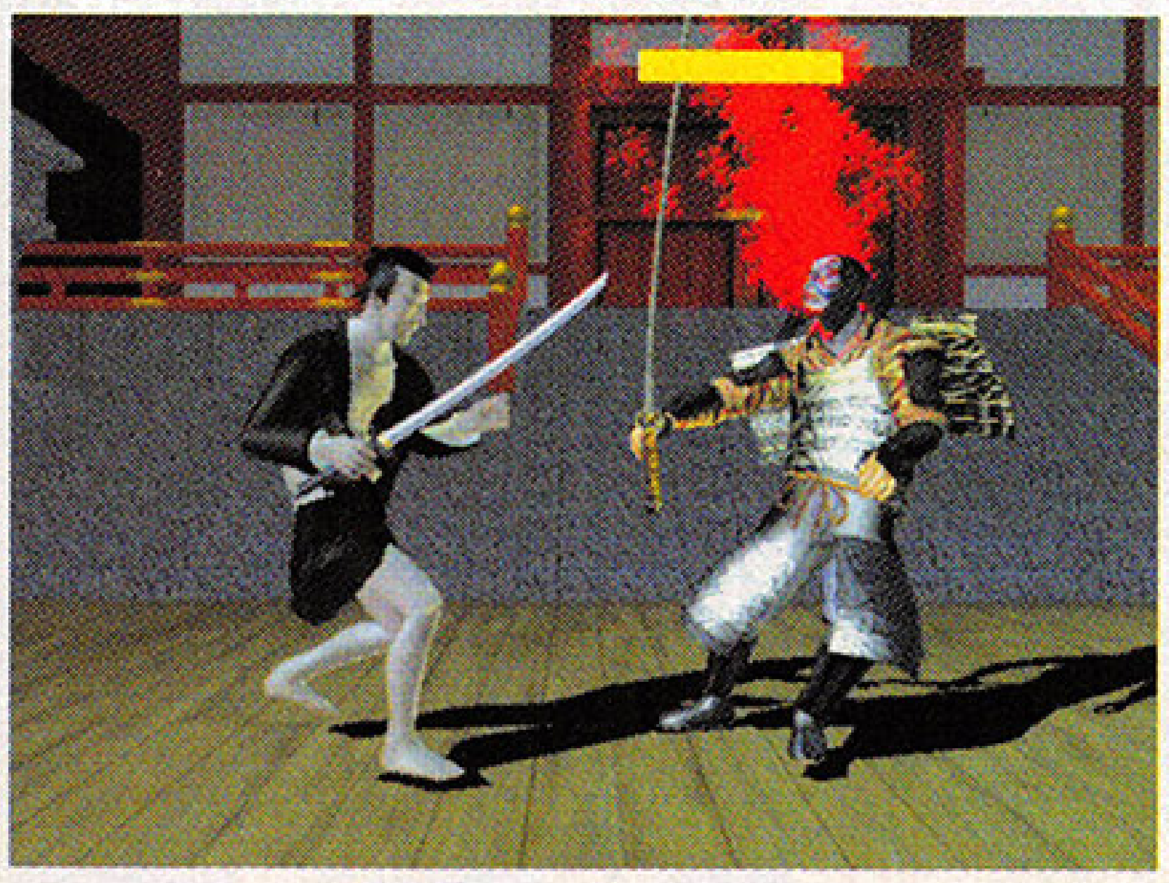
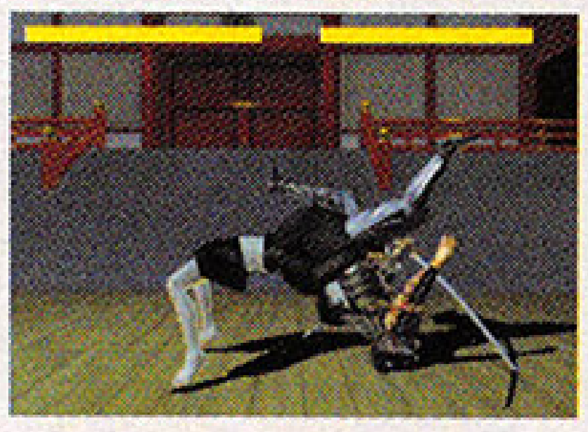
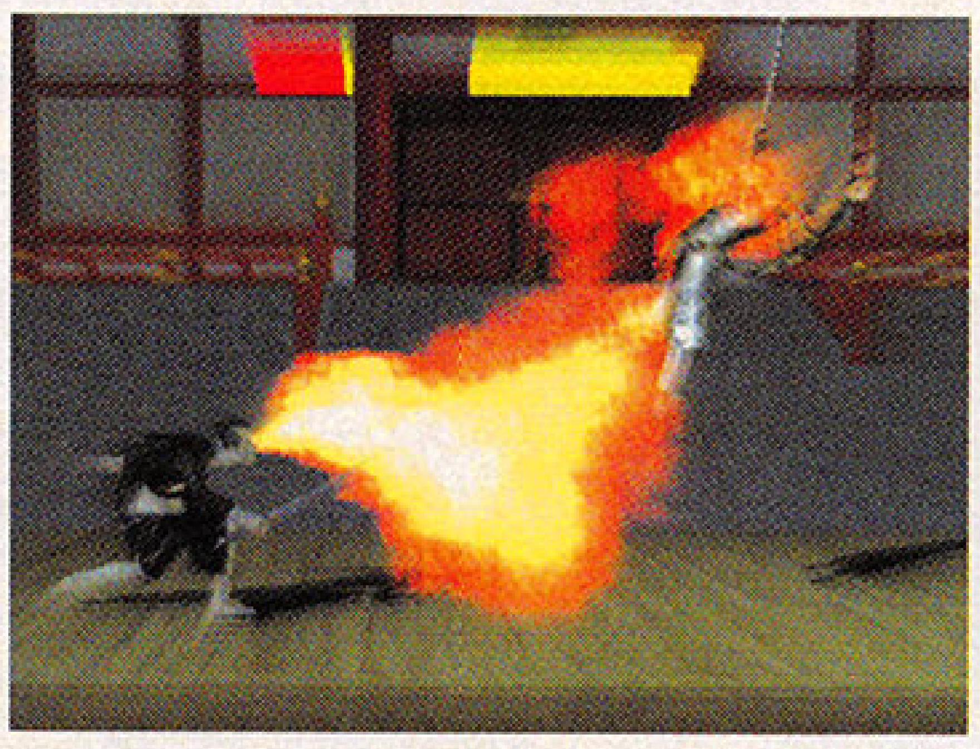
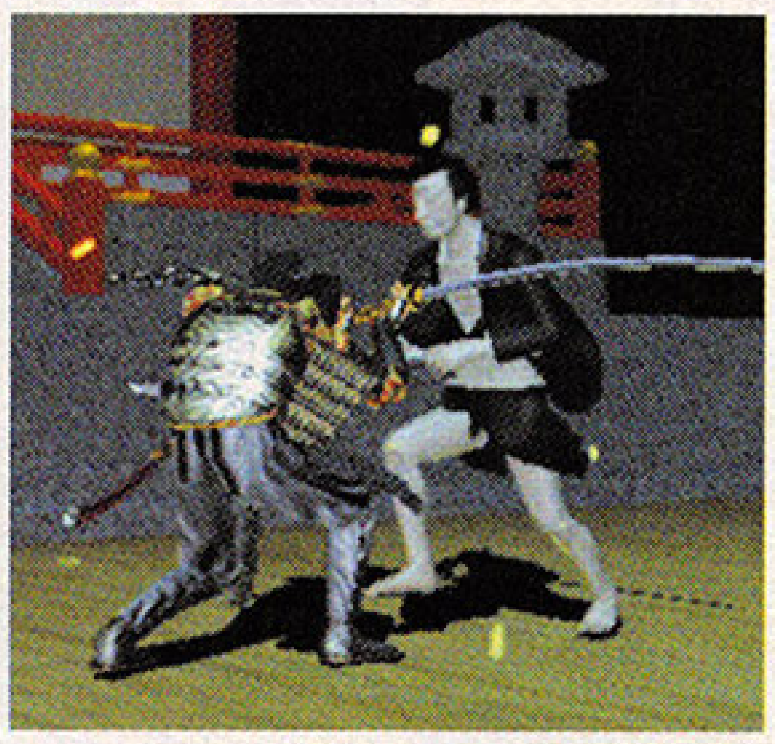
XBOX

KABUKI WARRIORS

Crave • 1st Quarter 2002 • 1- 2 Players

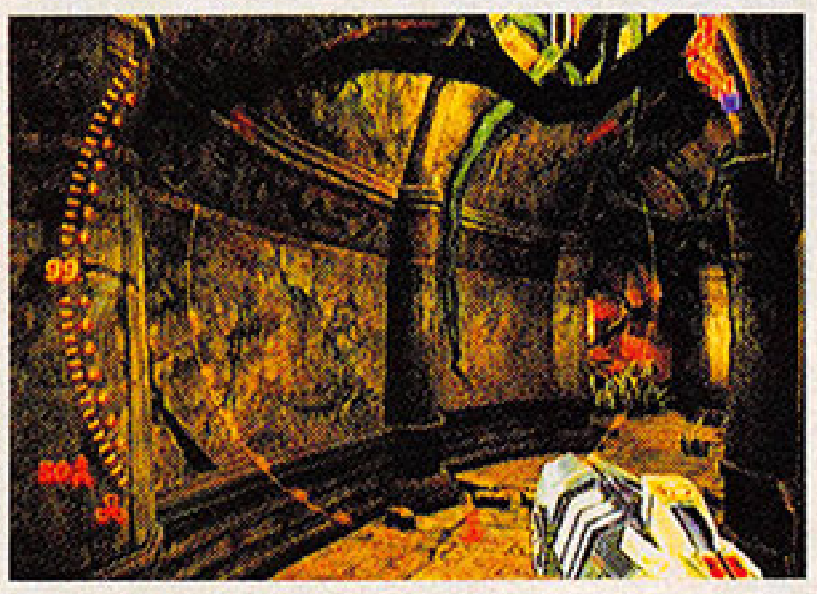


Lightweight—the creator of the *Bushido Blade* series and *Kengo: Master of Bushido*—has decided to go with an entirely new direction for its Xbox sword fighting game. Previous titles have always focused on realism; unlike most fighting games, one fatal blow signaled the end of a match. *Kengo* for the PS2 took the realism concept even further by having your character engage in Zen meditation training. Not so with *Kabuki Warriors*! This game has wacky characters dressed up in Kabuki face paint. The fighting takes place on a Kabuki theater stage with a live audience. The crowd will cheer or sneer at your onstage antics. As you can tell from the photos, the game is still in the early stages of development, so exact details are still being worked on. The arcadelike qualities of *Kabuki Warriors* should be an exciting new departure from the seriousness of the *Bushido* games.

METROID PRIME

Nintendo • Possible in 2002 • 1-4 Players



The *Metroid* series has become a cult favorite among fans of classic Nintendo games. Starting with *Metroid* for the NES in 1986, the series has appeared on the Game Boy with *Metroid II: Return of Samus* in 1991 and continued with *Super Metroid* for the SNES in 1994, which many boldly claim is the best Nintendo game ever made. Without a Nintendo 64 follow-up, the series seemed long retired. Although the games' main character Samus Aran did make an appearance in *Super Smash Bros.*, the cameo hardly stemmed the hunger for a new Metroid game. The tragic death of Gunpei Yokoi—the legendary creator of the Game Boy and mastermind behind the *Metroid* series—in 1997 further diminished the chances of the game ever appearing again. Trumpet in *Metroid Prime* for the GameCube, a stunning announcement for Metroid freaks! Another shocker is that *Metroid Prime* will be a first-person shooter. *Metroid Prime* is being developed by Retro Studios in the United States. It's still in the early stages of development but there's no doubt that the game is going to be quite a different experience. Nintendo has made an announcement for a *Metroid* Game Boy Advance game that would be more like the earlier 2-D platform-jumping titles, but details are still sketchy at this point. In the meantime, we're glad Samus is back—even if we can't see her for most of the game.

BARBARIAN

Titus • February 2002 • 1-2 Players

Uprooting a tree and slinging it casually over your shoulder to knock over an annoying opponent is just one of the standard maneuvers you can use in *Barbarian*, an ambitious fighting game which features full-bodied combatants in a large-scale, fully interactive arena. There are ten different characters you can use, all with a horrible, dark, motivating force driving them to participate in the bloody arena. The fully 3-D battles are set in gigantic arenas, filled with objects which can be used in combat. In addition to trees, there are portcullises, fragments of wall and even "thugs" who can be picked up and tossed as projectiles. The thugs are companions who will move around on their own while trying to aid or harass you. Each character has a unique set of combination moves and stats which can be even further customized in the Quest Mode, where you can gain levels (up to 30) and increase various attributes, including the amount of damage dealt or the weight of objects you can lift. Doing this gives your character an advantage during Versus Mode over characters who have not been upgraded. In Versus Mode, at maximum capacity, one battle may pit up to eight characters against each other (four player-controlled and four "thugs"). There are 45 common side quests, but each character also has individually tailored quests; there's also a two-player cooperative mode where you and a friend can move through the quests together.

THE SIMPSONS ROAD RAGE

EA • November • 1-2 Players

In *The Simpsons: Road Rage*, the good citizens of Springfield have started their own private taxi services, much to the disgust of C. Montgomery Burns, who just started a business with nuclear-powered public transportation buses. No one wants to ride his death mobiles, which means big money for the Simpsons family and more than a dozen other characters who've also gone into the taxi business for themselves. There are four different modes: Road Rage, Sunday Drive, Mission and Head to Head. The single-player Road Rage mode is a shameless rip-off of *Crazy Taxi*, while Sunday Drive lets you cruise through Springfield like a tourist, enjoying the scenery. During Missions you have specific goals to accomplish within a certain time frame, like destroying newspaper boxes with Willie's tractor. Head to Head pits you against a second player. After selecting a monetary goal, you both head out into town and try to scare up the dough faster than the other. *Simpsons* aficionados won't be disappointed: From landmarks like the Maison Derriere and Tire Fire to the wisecracks of drivers and pedestrians alike, there are plenty of in-jokes and details for the obsessive fan to discover.

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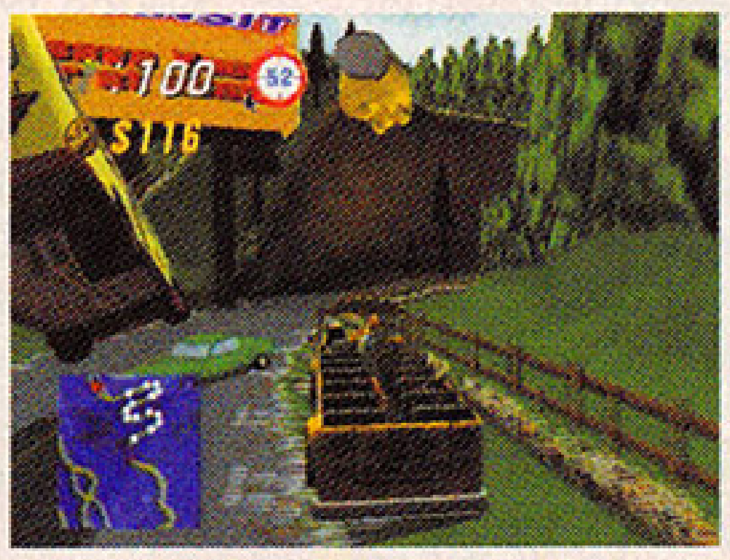

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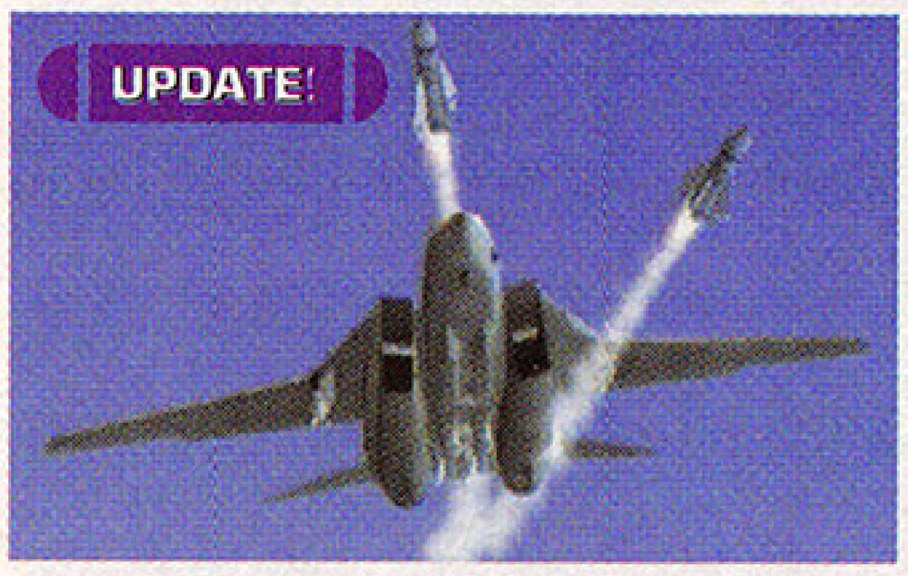
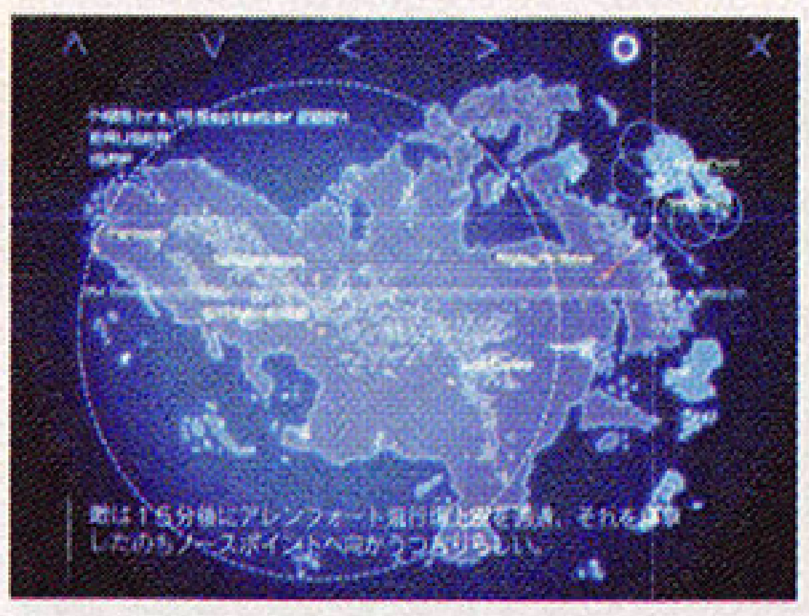
PERMITTING

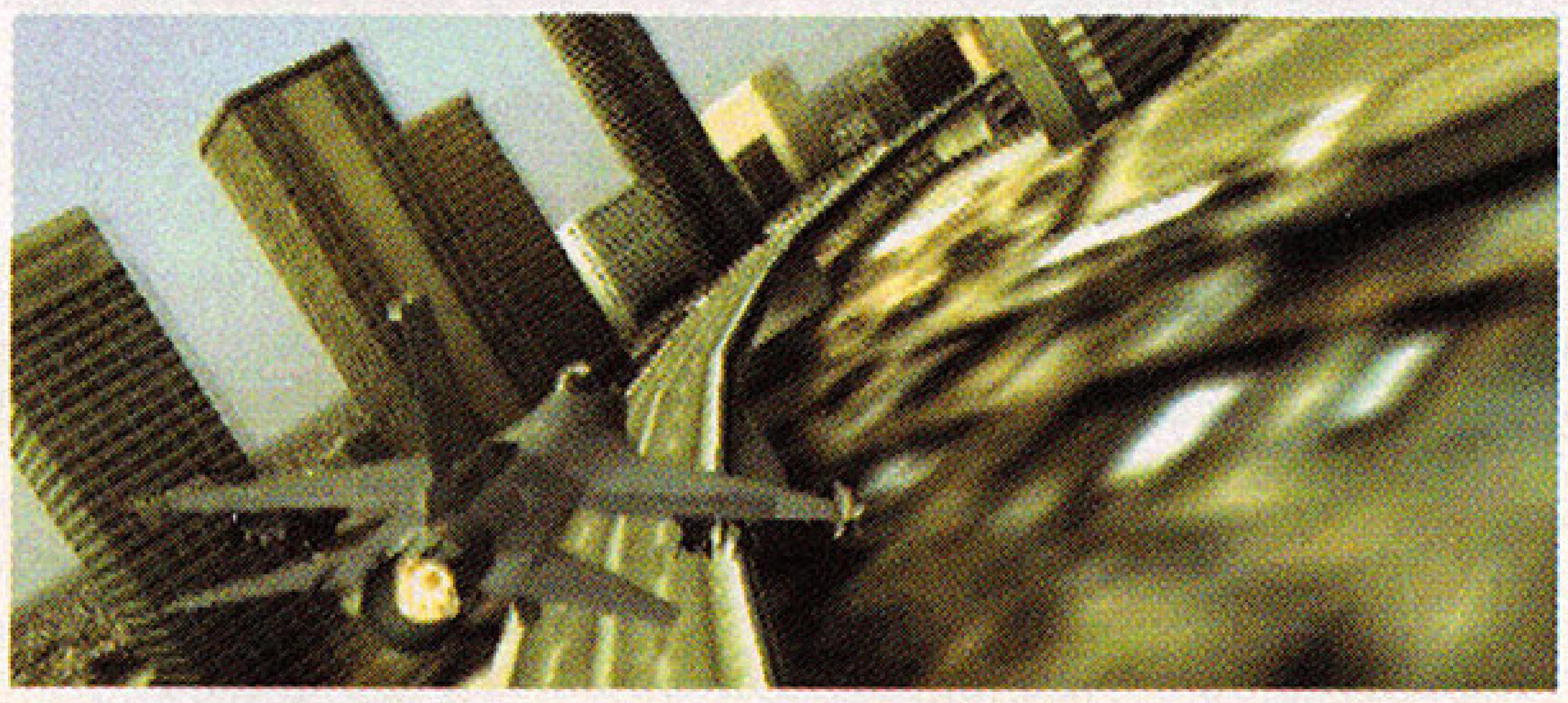
ACE COMBAT 04: SHATTERED SKIES

Namco • Available Now • 1-2 Players



The best jet-fighter game series ever will finally make its mark on the PlayStation 2 this winter. Most of the development staff also participated in the making of the previous *Ace Combat* games, so you know that this installment will live up to the high standard of quality the series is known for. Historically, each new *Ace Combat* game took things in a slightly different direction, although the basic gameplay and mechanics have remained constant for the most part. The most drastic change took place with the release of *Ace Combat 3*; the money system was done away with and the storyline became the focus, with branching paths and interactions with a number of different characters. The look of the game also took a sharp turn, with lots of futuristic fictional aircraft and anime-influenced character designs. In that respect, *Ace Combat 04* is closest in style to *Ace Combat 2*. The money system has been reinstituted, so the player is once again able to purchase and sell both aircraft and weapons. Taking place only a few years in the future, the aircraft in the game are all real jet fighters instead of some of the silly bulbous crafts we saw in *Ace Combat 3*. There are a few new weapons at your disposal, including long-range air to air missiles. Additionally, you'll be able to return to your base anytime in the middle of a mission to restock on ammunition. With the Dual Shock 2 controller, you can manually adjust the range of your on-screen map by holding down □ with varying degrees of pressure. Finally, the radar now also identifies the approximate point value of each target. If you're looking for a new aerial combat game, don't be fooled by imitators—get the original and best!



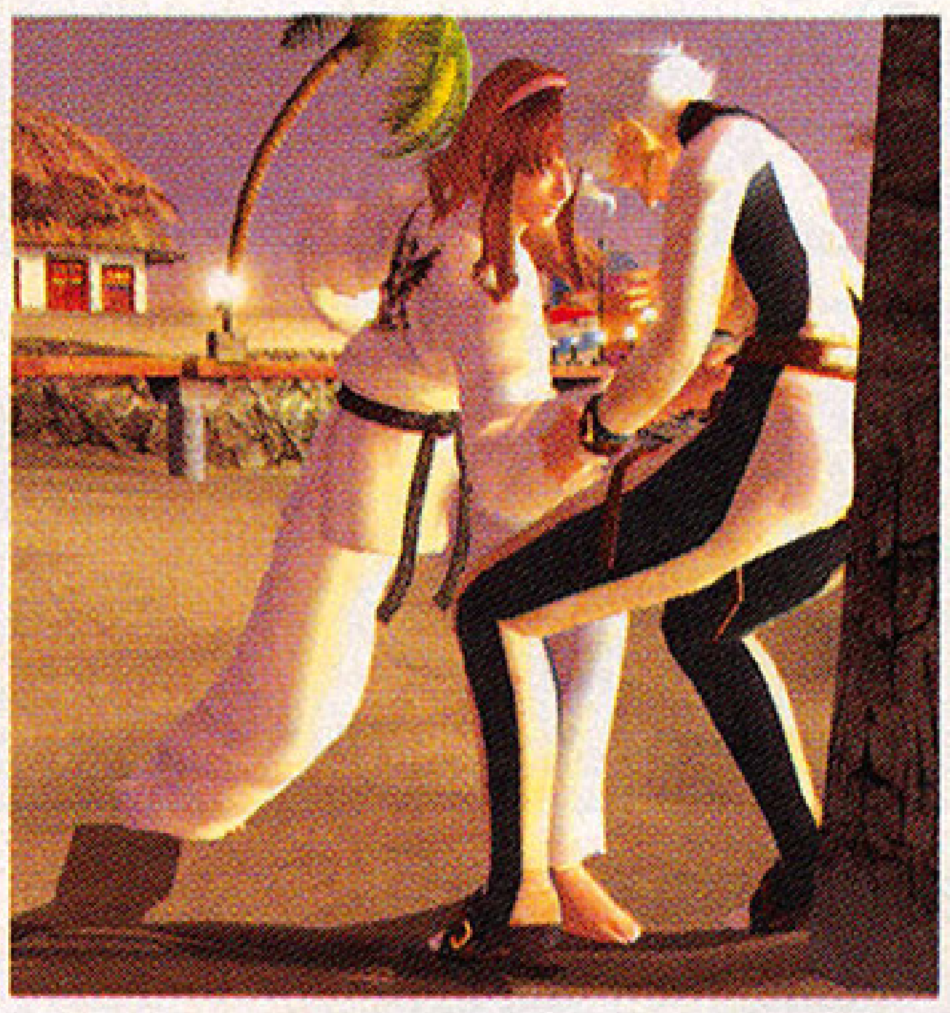


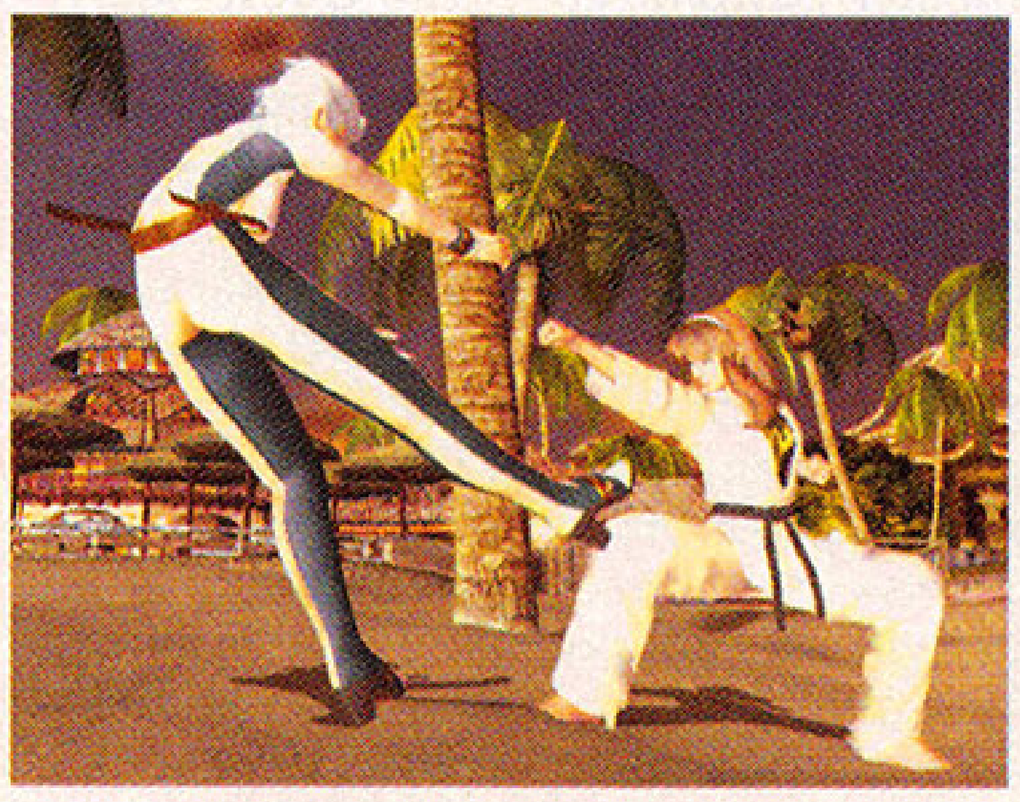
DEAD OR ALIVE 3

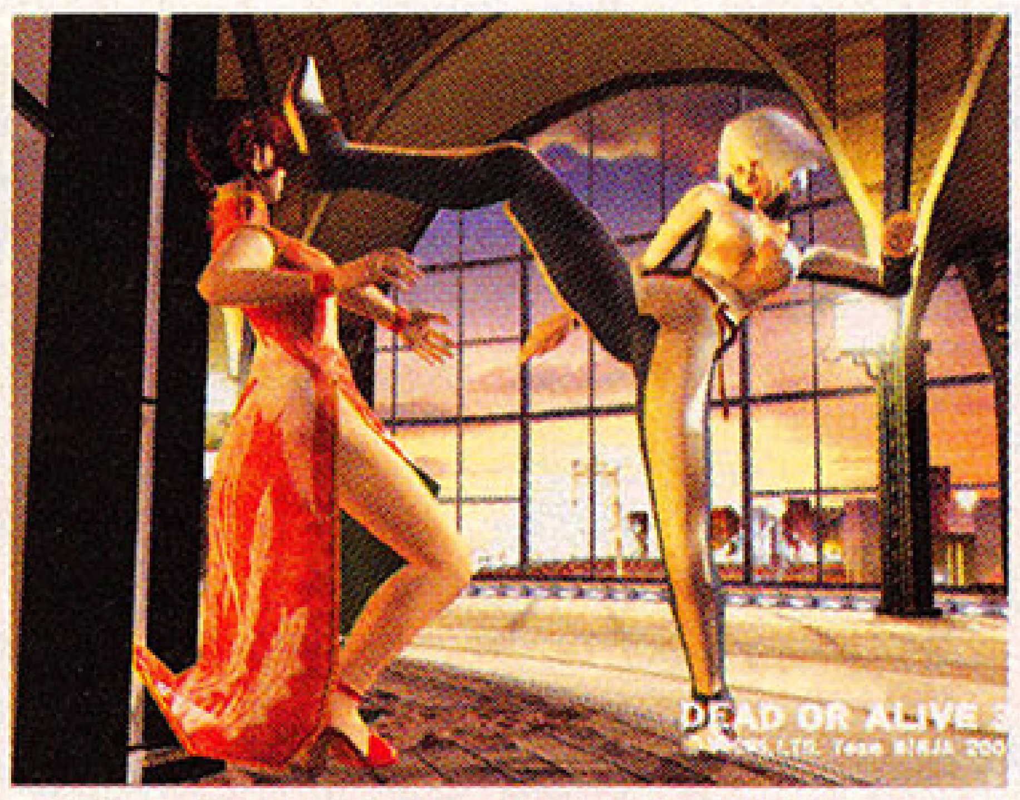
Tecmo • November • 1-4 Players

Dead or Alive 3

Tecmo's *Dead or Alive* series has appeared on several different consoles since its inception, including the Saturn, PlayStation, Dreamcast and PlayStation 2. It really seems as though Tecmo has been showing early support for every new system with a new *Dead or Alive* title. *Dead or Alive 3* is exclusively for the Xbox and will debut when the system launches on November 8th. Returning characters include Tina, Kasumi, Lei-Fang and others. Two new characters, Hitomi and Christie, join the *DoA* line-up, plus every character has a new set of costumes. The fighting environments have become even more expansive with multi-tiered terrain including mountains and hills. Various floor conditions like water puddles and sandy grounds affect the movement and agility of your players. As in *Dead or Alive 2*, the environments feature destructible objects and walls to add to the mayhem. The game can now support up to a four-player rumble, while the single-player mode features a more extensive storyline. *Dead or Alive* has never looked better!





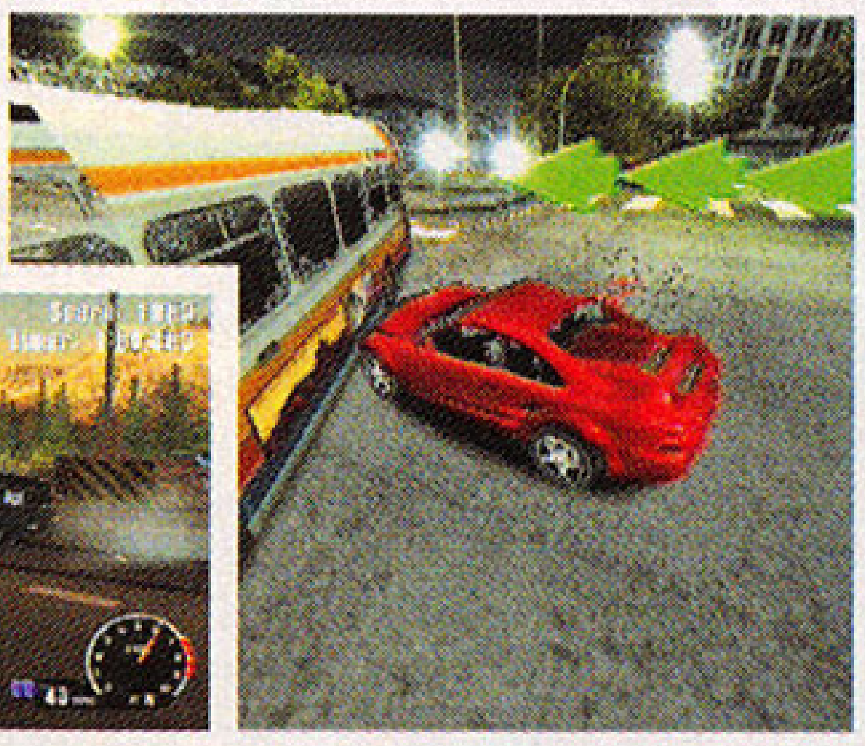


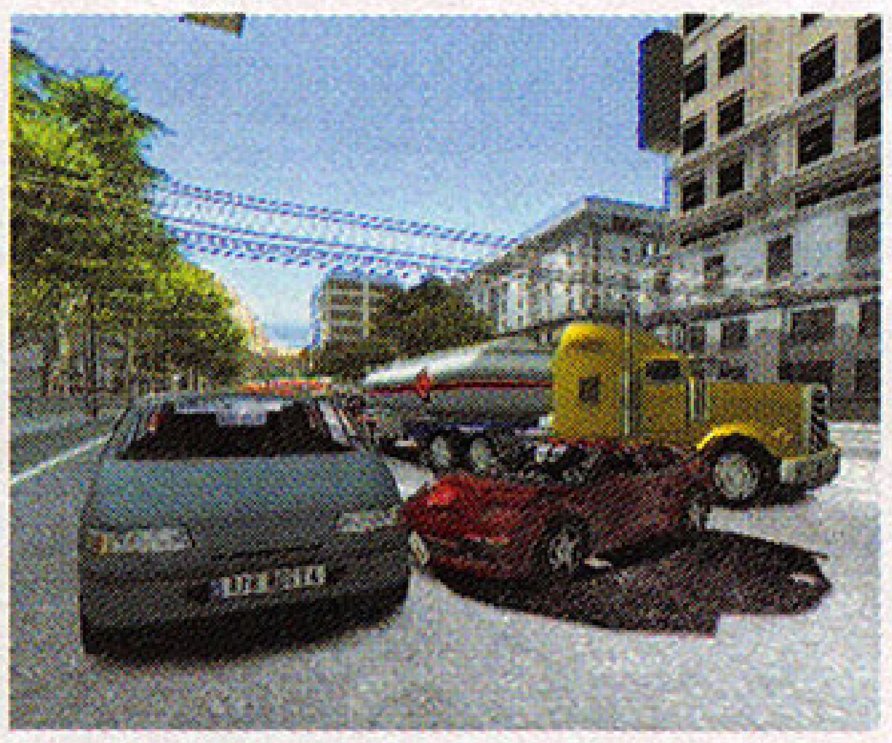
DEAD OR ALIVE 3

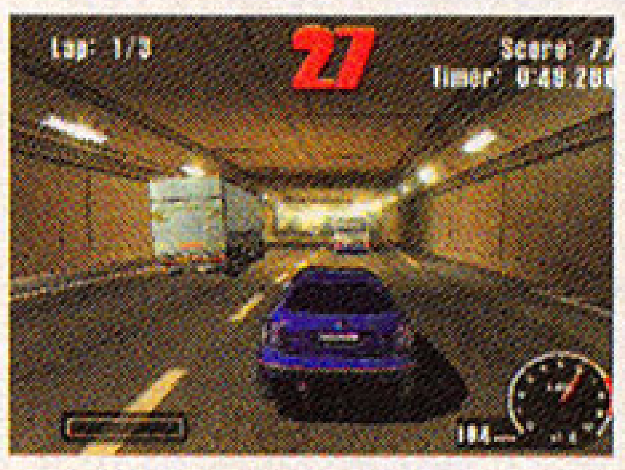
DEAD OR ALIVE 3

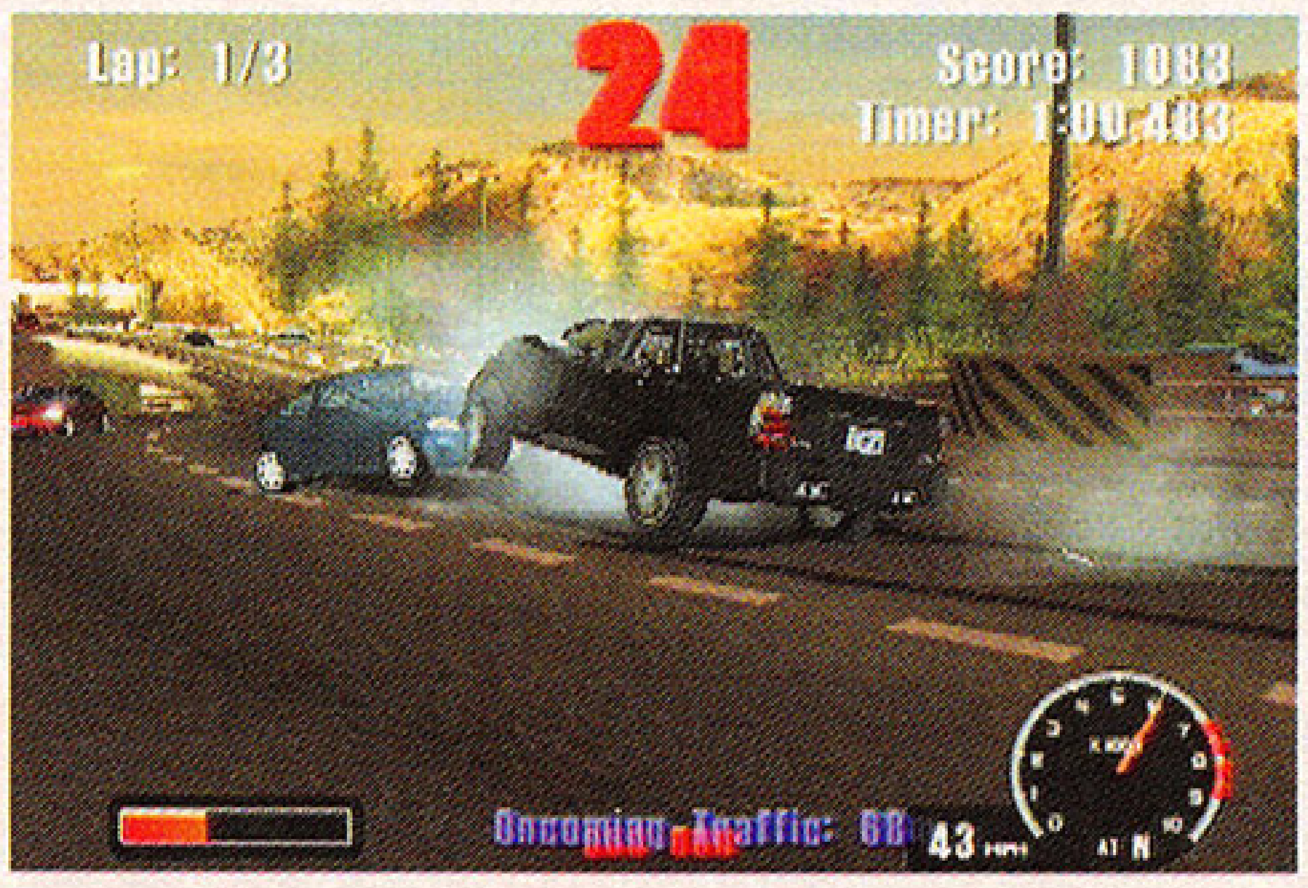
BURNOUT

Activision • November • 1-2 Players







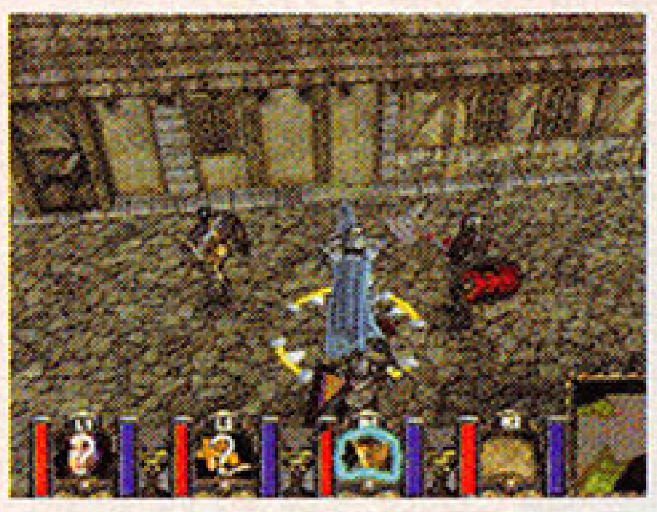


Developed by Criterion Games Ltd., *Burnout* is a driving game with a twist. It's street racing that rewards the player for safely executing dangerous maneuvers like drifts, near-collisions and driving against opposing traffic (a.k.a. the suicide lane). The concept isn't totally new—for example, in *Crazy Taxi*, the player was rewarded for performing "Crazy Drifts" and "Crazy Throughs"—but it is interesting to see how these ideas will be implemented in a pure racing game. The cars are quite responsive, though weaving through traffic at high speeds requires almost as much skill in this game as it would in real life. The environments are beautiful and convincing as well; very polished and professional looking. Of course, the hallmark of *Burnout* seems to be the ultra-realistic crash physics. No game thus far has depicted car crashes with so much detail; windows crack and shatter with shards flying everywhere as your car crumples and deforms in all the appropriate places. The momentum and motion of each body also behave realistically after a collision. It looks so convincing that it almost seems more like an accident simulator than a game! Hopefully, Criterion can progress beyond the car crash gimmick and build some solid gameplay on top of it. We'll be watching this one very closely!

LEGION: THE LEGEND OF EXCALIBUR

Midway • November • 1-2 Players

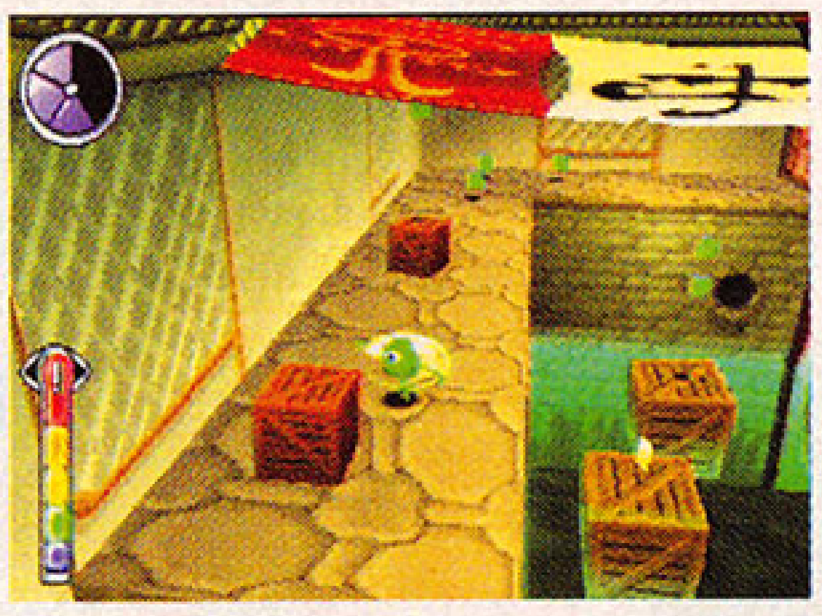
LEGION
THE LEGEND OF
EXCALIBUR



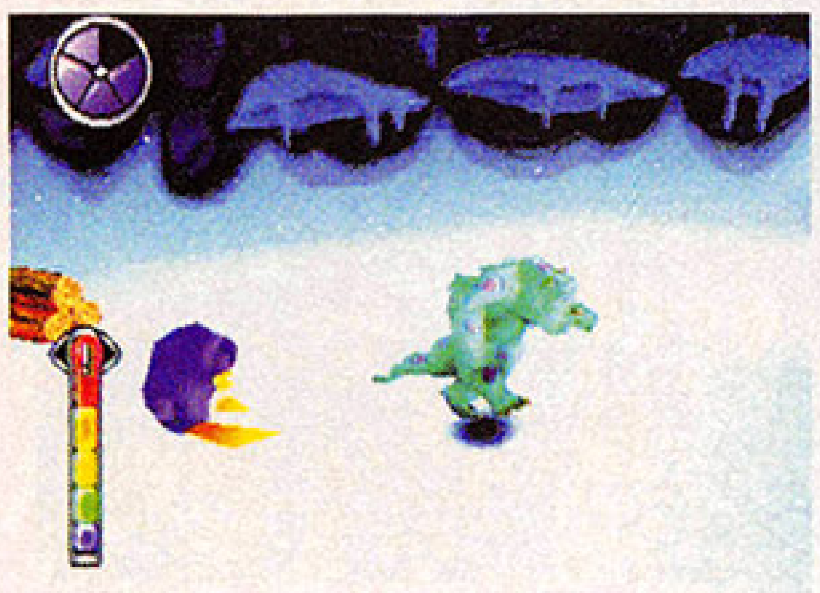
Based on the legend of King Arthur, *Legion: The Legend of Excalibur* for the PS2 is a role-playing game mixed with real-time strategy-style gameplay. Armed with the Excalibur sword, you take control of King Arthur and battle through 14 intense missions. Along the way you must recruit the Knights of the Round Table while being assisted by Merlin. Don't let the strategy genre label fool you—the game is very much an action game with plenty of sword slashing and magic wielding. Battlefields will even reflect environmental damage as you burn trees and demolish fortresses. The strategy elements come in the form of issuing various commands to your traveling party. It's time to unite Camelot with the power of the Excalibur sword!

MONSTERS, INC.

Sony • Available Now • 1 Player

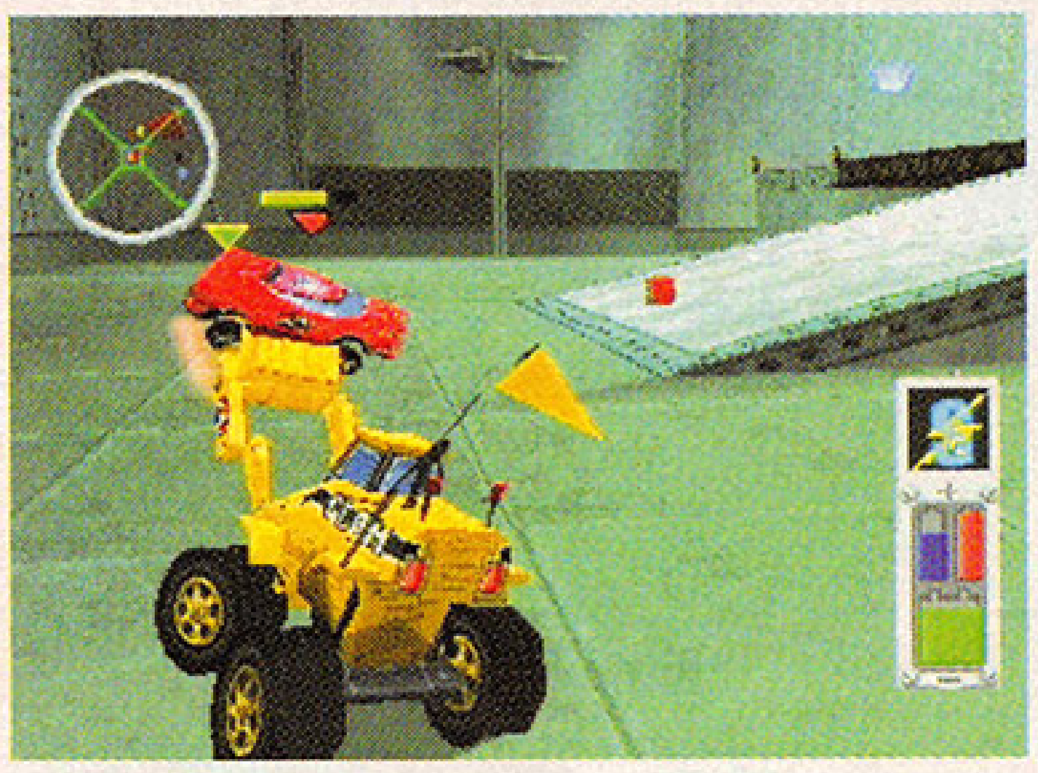


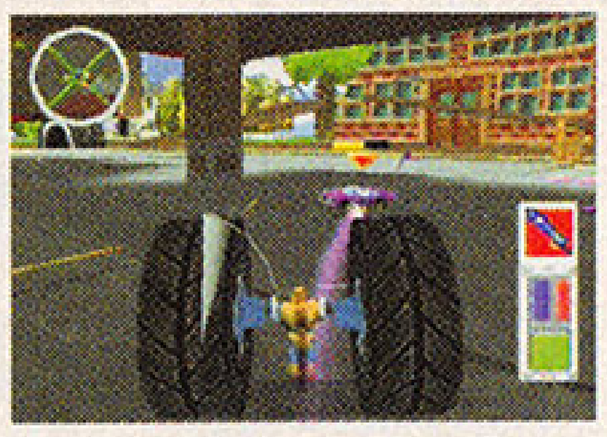
There are monsters, of course. Every child can tell you that much. They wait under beds, in closets and at the ends of long, dark hallways where desperately needed bathrooms lie just beyond minimum safe distance, always ready to thrill a midnight stroller with a brush against a vulnerable ankle or a strange creaking noise in the attic. However, no one ever sees them. A good monster must be able to provide a scare without giving himself away. In *Monsters, Inc.*—based on the movie of the same name—you're given an opportunity to learn the monster's point of view as you enroll in the Monsters, Inc. Academy and try to learn the 36 scare tactics which will catapult you to the top of your class. Within that mysterious monster world behind your closet door, there are arid deserts, snow-capped mountains and over 15 levels of platforming, puzzle-filled exploration where you must collect Nerves to fill your Scare Canisters. Control either James P. Sullivan (a.k.a. Sulley), a blue-furred, spotted, horned monster or Mike, a green-skinned, cyclopean monster, each with 18 unique "scare animations." Now you can enjoy mastering the art of terrifying little children with a little finesse.

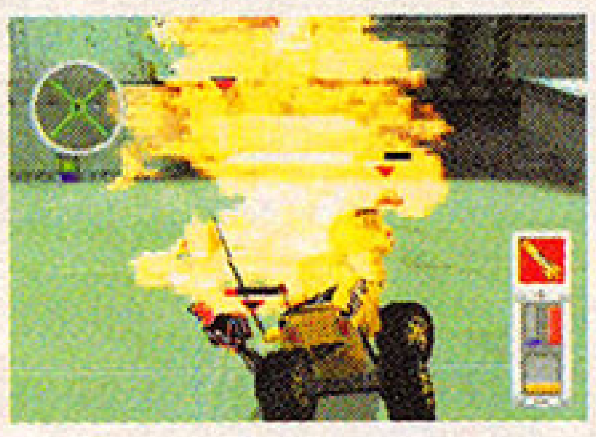


TWISTED METAL: SMALL BRAWL

Sony • November • 1-2 Players







Twisted Metal: Small Brawl takes the mayhem and destruction popularized in the older *Twisted Metal* series and shrinks it onto the playground, giving us some insight into just how traumatic childhood was for most of the participants involved in the violent pursuit of reducing vehicles into mangled wreckage. Calypso, a neighborhood bully, uses his...er, skills of persuasion to encourage his peers to participate in an all-out battle that would be tantamount to casual vehicular manslaughter if it weren't limited to remote-controlled cars. By scraping together enough funds to customize their vehicles with small scale explosives, including Roman Candles and model rockets, kids like Axel, Mr. Grimm, Crimson Fury and Sweettooth will engage in free-for-all competitions inside meat lockers, abandoned movie theaters and sandboxes. However, only one kid can emerge from the burning refuse of his competitors to claim the prize which Calypso promises to the victor: one wish.

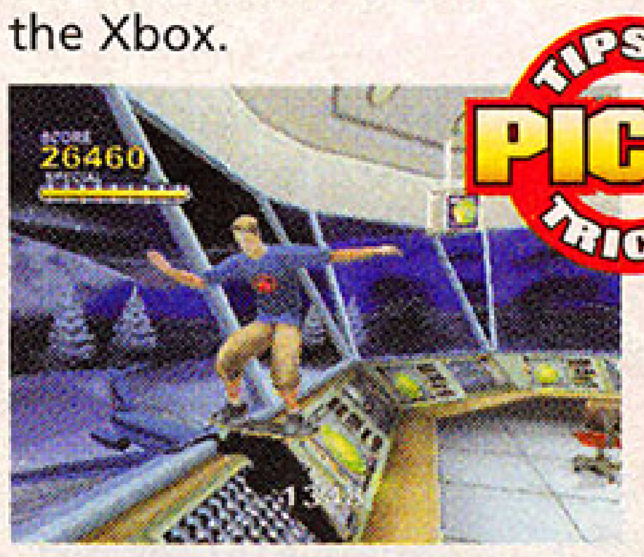
TONY HAWK'S PRO SKATER 2X

Activision • November • 1-2 Players

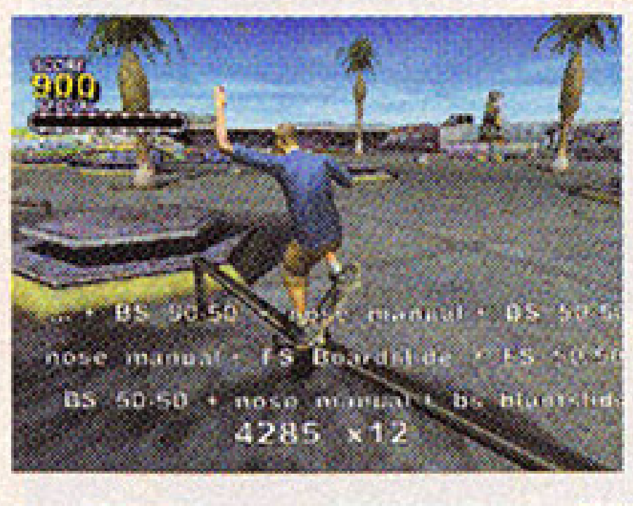
The Xbox may not be getting the awesome *Tony Hawk's Pro Skater 3* just yet, but *Tony Hawk's Pro Skater 2X* should satisfy any skate cravings an Xbox owner may have. *Tony Hawk's Pro Skater 2X* is essentially two games in one; you get to play all the levels from both *Tony Hawk's Pro Skater* and *Tony Hawk's Pro Skater 2*, plus five extra "X levels." Players will even get to pull off *Tony Hawk 2* moves (manuals, etc.) in the original *Tony Hawk* stages. A certain web-slinging hero will also be a playable character. *Tony Hawk's Pro Skater 2X* is gorgeous; quite possibly the best launch title for the Xbox.

SCORE
225
SPECIAL
360 Heelflip Varial Lien + mute
1950 x2

TIPS & TRICKS PICK!



SCORE
22720
SPECIAL
SWITCH
360 BONELESS + Judo
2760 x2

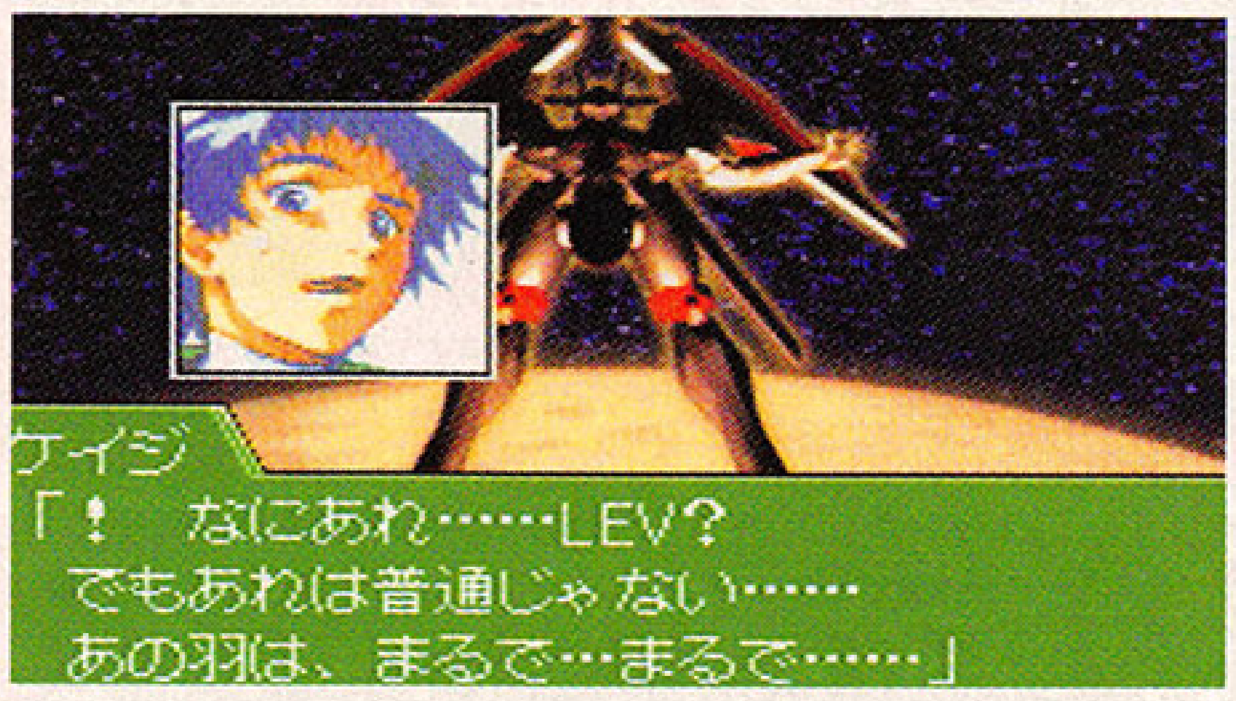


7090
2522 x5

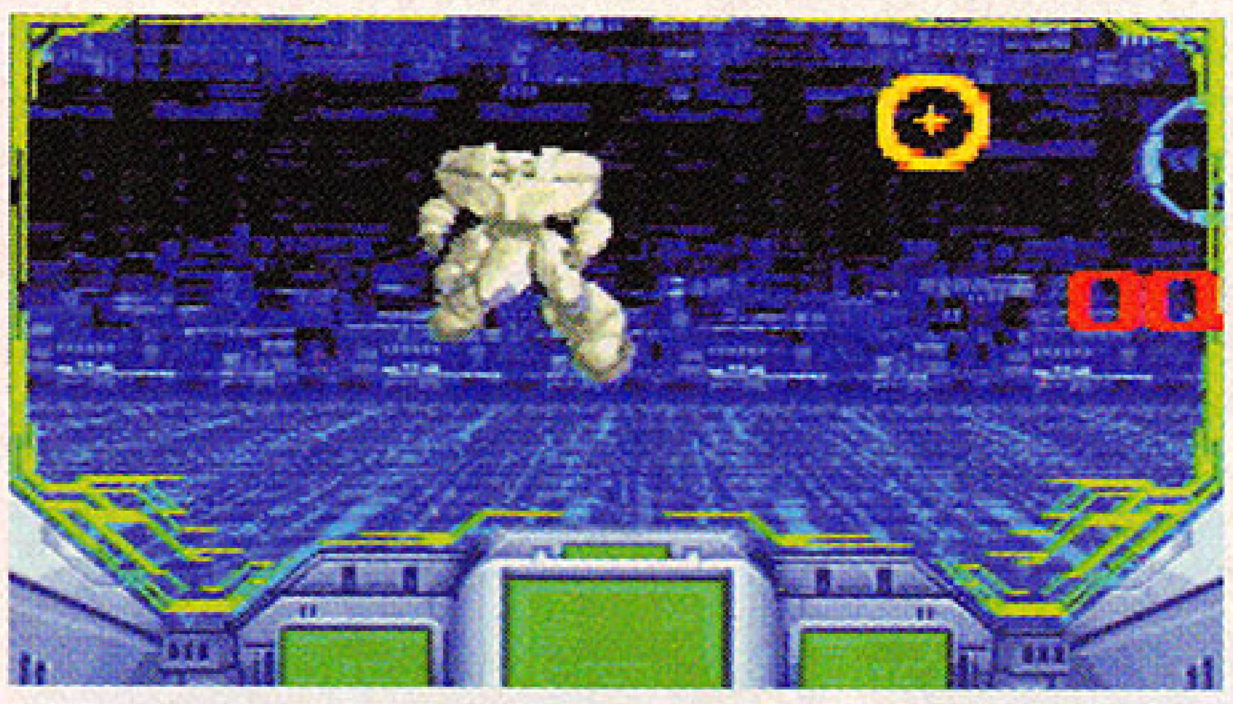
ZONE OF THE ENDERS 2173: TESTAMENT

Konami • 1st Quarter 2002 • 1 Player

It's hard to believe, but it's true: *Zone of the Enders* is hitting the Game Boy Advance. Based on the PlayStation 2 mech action game by *Metal Gear Solid* creator Hideo Kojima, *Zone of the Enders 2173: Testament* follows the adventures of Cage who accidentally assumes control of a powerful new LEV robot. He quickly becomes the target of the military and must fight for his life and the rest of the Mars resistance movement. Players will get to pilot not just LEVs, but tanks and trucks as well. The game plays more like a turn-based strategy game than the action-heavy PS2 original. *Zone of the Enders 2173: Testament* for Game Boy advance is scheduled for early next year.

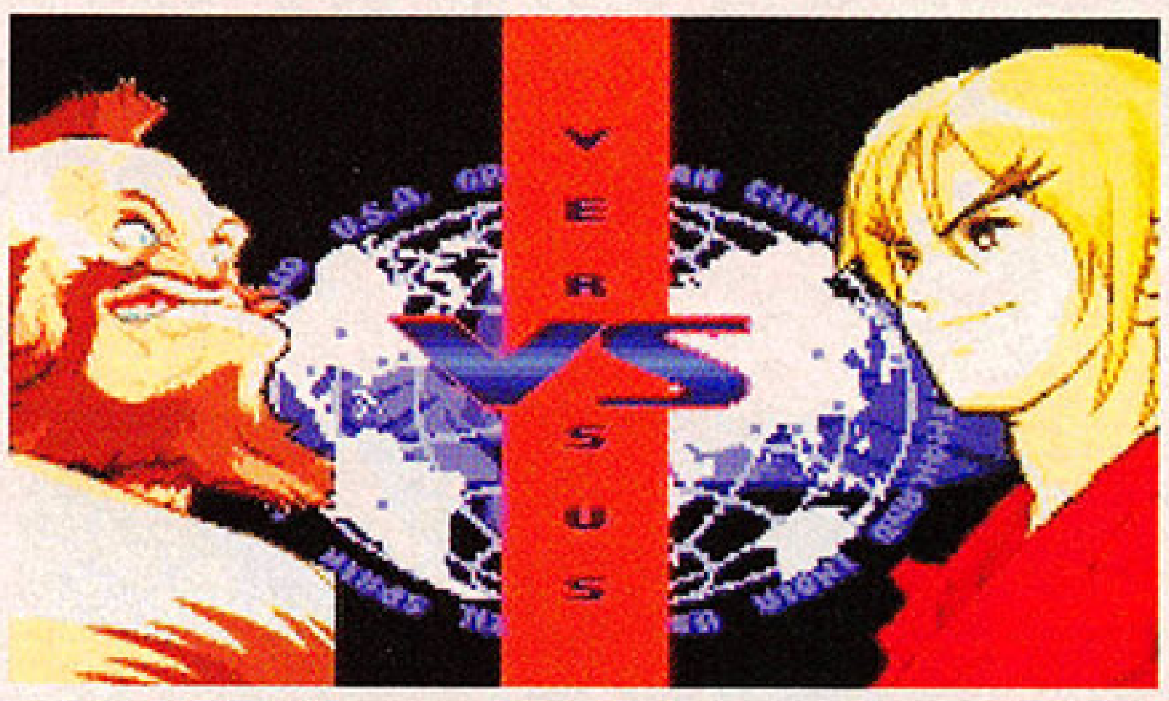


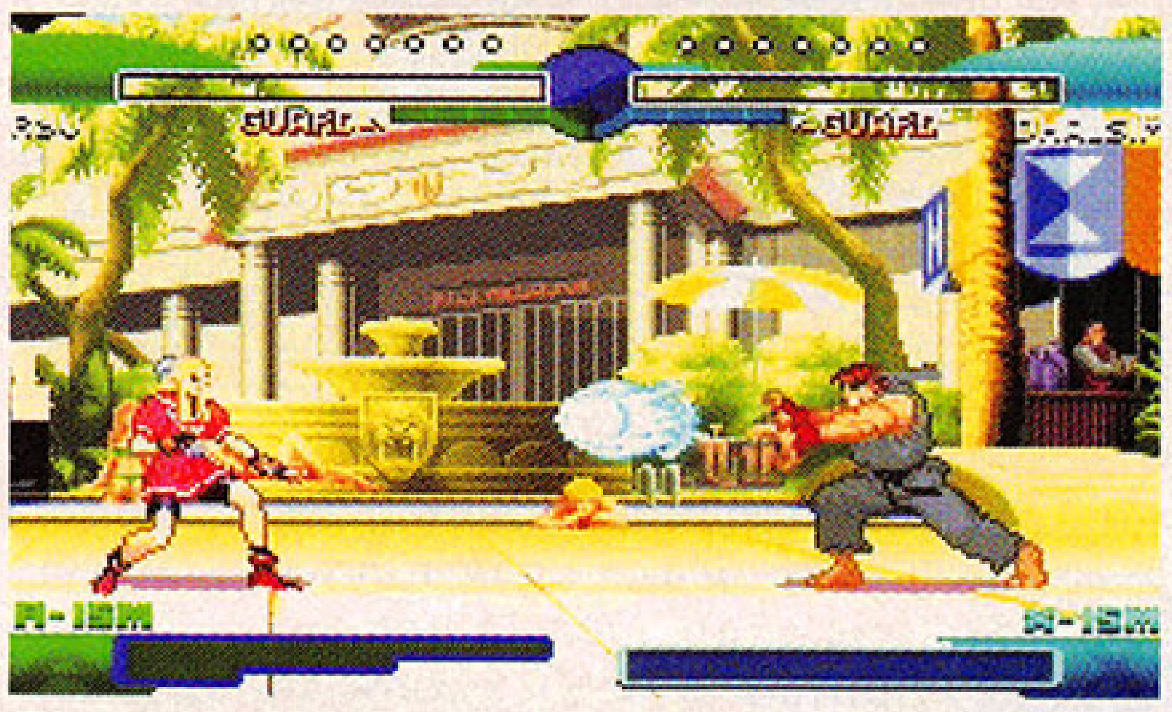
ケイジ
「！　なにあれ……LEV？
でもあれは普通じゃない……
あの羽は、まるで…まるで……」

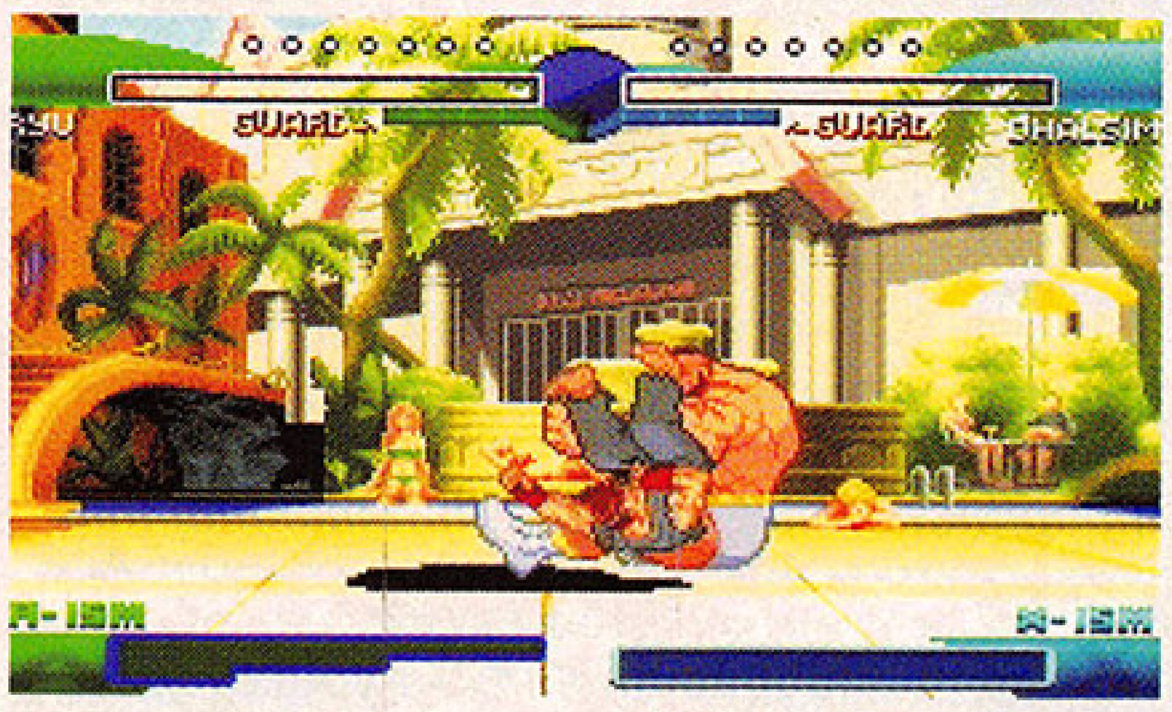


STREET FIGHTER ALPHA 3 UPPER

Capcom • 1st Quarter 2002 • 1 Player





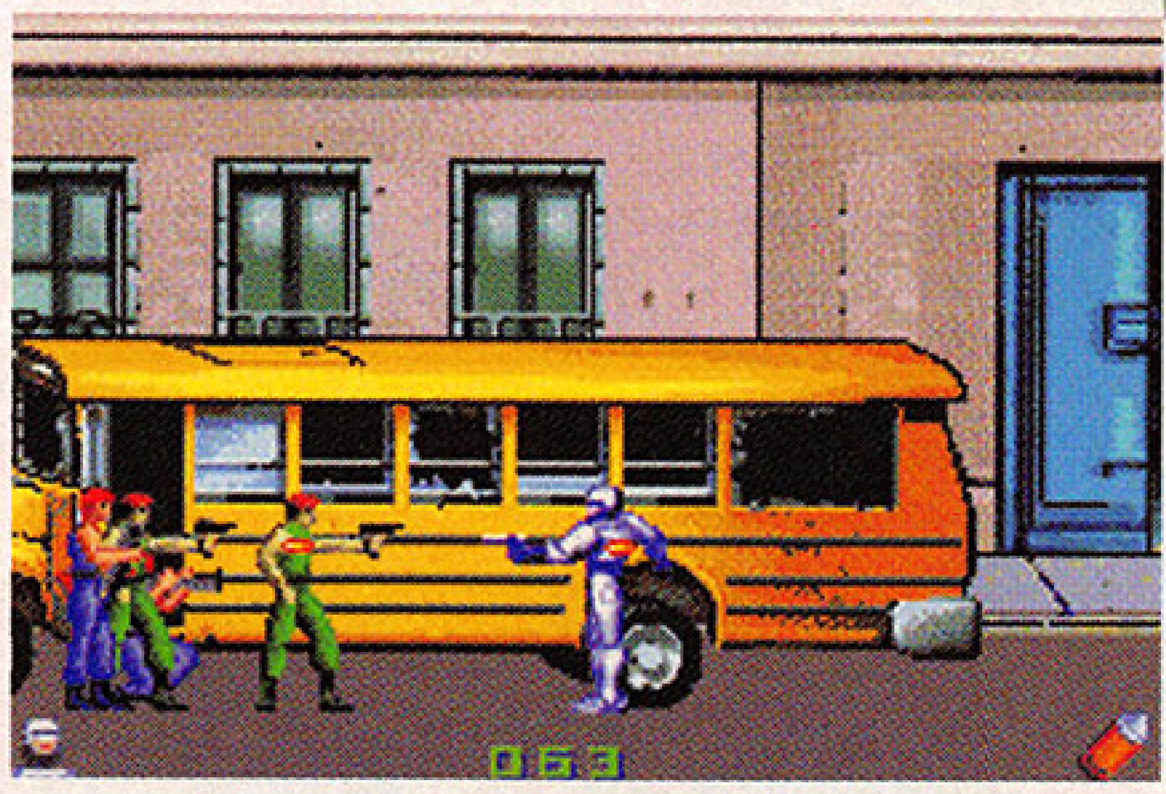


We were able to sample an early version of *Street Fighter Alpha 3 Upper* for the Game Boy Advance and it looks like the title is coming along nicely. The character animation looks fantastic; it's hard to believe that such a graphics intensive game can look so good on a little handheld system. All the same characters are available from the regular *Street Fighter Alpha 3* game. Because the GBA only has four buttons and *Street Fighter* is a six-button game, the difference between a Strong and Fierce attack is determined by the length of time that you hold down the Punch or Kick buttons. This makes pulling off complex combos a little more difficult, but old-school players should have no problems. *Street Fighter Alpha 3 Upper* is expected early next year.

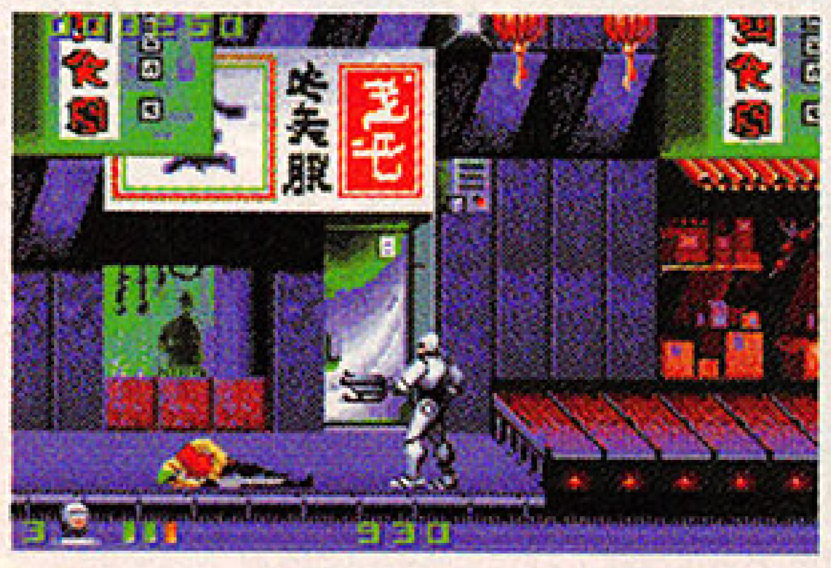
ROBOCOP

Titus • November • 1 Player

GAME BOY ADVANCE
ROBOCOP
THE FUTURE OF LAW ENFORCEMENT

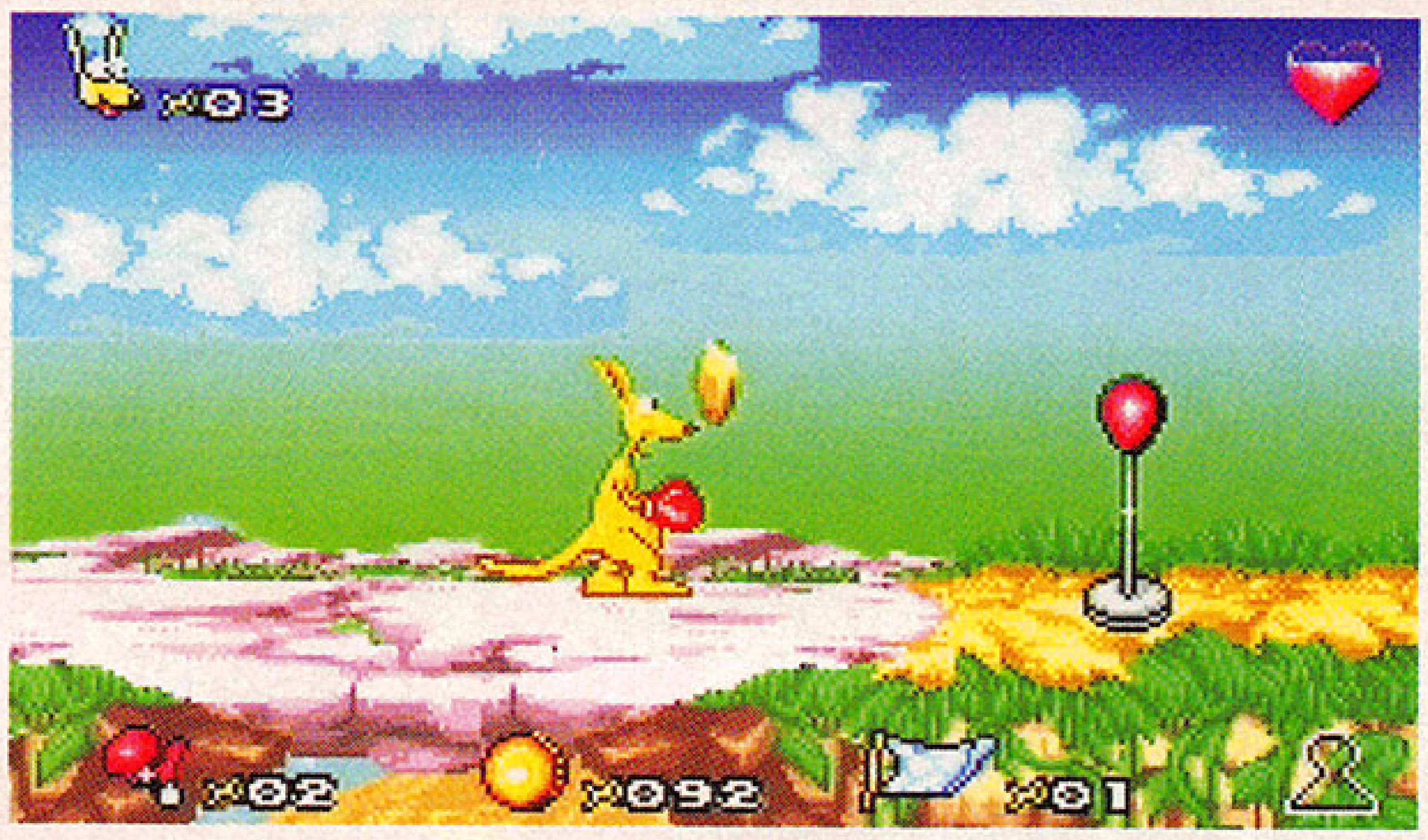


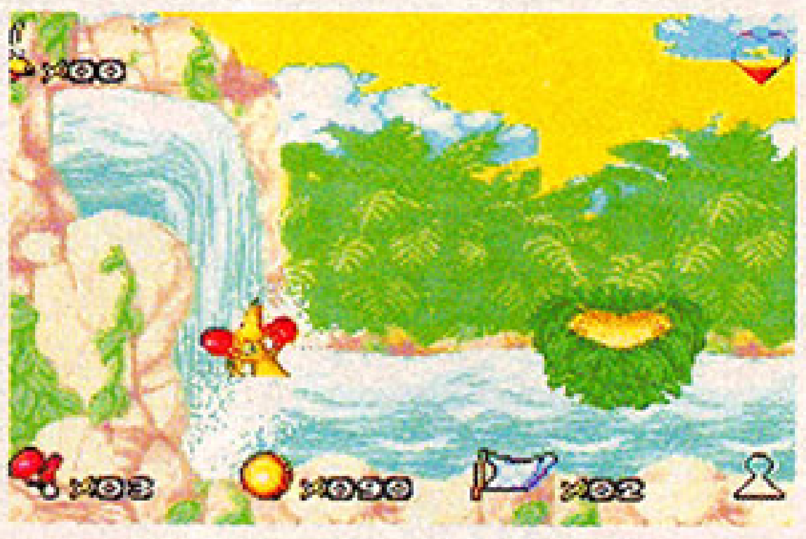
The Law is back as you clean up the filthy streets of Detroit in *Robocop* for the Game Boy Advance. Based on the classic '80s sci-fi movie, *Robocop* puts you in the titanium shoes of the most feared police officer in town. The game is a side-scrolling action title with lots of beat-'em-up-style gameplay, much like *Final Fight*. Robocop will even get to face off with ED-209, the incompetent rival robot of the OCP that goes AWOL during its line of duty. Titus also has a PlayStation 2 version of *Robocop* in the works, so stay tuned!



KAO THE KANGAROO

Titus • November • 1 Player





The kangaroo that first appeared on the Dreamcast jumps into the Game Boy Advance. Kao the Kangaroo must find his way back to the Land Down Under after being kidnapped. The game has a bright, vibrant atmosphere with plenty of platform action. Kao also displays a wide variety of emotions through smooth animation. Besides hopping and punching with his giant boxing gloves, Kao can also ride various vehicles like snowboards, parachutes and jet skis! Kao the Kangaroo is Titus' new official mascot, so expect to see more of this Aussie boxer in the future!

GAME TRACK!

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

PLAYSTATION

NOVEMBER

- American Deer Hunter (Interplay)
- Arc the Lad Collection (Working Designs)
- Bear in the Big Blue House (Ubi Soft)
- Castrol Honda VTR (Interplay)
- Dragon Warrior VII (Enix)
- E.T.: Interplanetary Mission (New Kid Co.)
- FIFA 2002 (EASports)
- Harry Potter and the Sorcerer's Stone (EA)
- Hooters: Road Trip (Ubi Soft)
- Hoshigami: Ruining Blue Earth (Atlus)
- Jeanette Lee's Virtual Pool (Interplay)
- Jesse James Six-Shooter Showdown (Ubi Soft)
- Mary-Kate & Ashley: Crush Course (Acclaim)
- Mega Man X6 (Capcom)
- Monsters, Inc. (Sony)
- NBA Live 2002 (EA Sports)
- NFL Blitz 2002 (Midway)
- Planet of the Apes (Ubi Soft)
- Powerpuff Girls: Chemical (BAM!)
- Power Rangers Time Force (THQ)
- Snoopy Adventure (Infogrames)
- Tony Hawk's Pro Skater 3 (Activision)
- Twisted Metal: Small Brawl (Sony)
- V.I.P. (Ubi Soft)

DECEMBER

- Atari Anniversary Edition (Infogrames)
- Cubix (3DO)
- NFL Blitz 2002 (Midway)
- You Don't Know Jack Vol. 6 (Havas)

PLAYSTATION 2

NOVEMBER

- 007: Agent Under Fire (EA)
- 18 Wheeler American Pro Trucker (Acclaim)
- Ace Combat 4 (Namco)
- Adventure Pinball: Forgotten Island (EA)
- Baldur's Gate: Dark Alliance (Interplay)
- Burnout (Acclaim)
- Capcom vs. SNK 2 (Capcom)
- Crash Bandicoot: The Wrath of Cortex (Universal)
- Crime Patrol (Digital Leisure)
- Dark Summit (THQ)
- Deus Ex (Eidos)
- Downforce (Titus)
- Drakan II (Sony)
- Dynasty Warriors 3 (Koei)
- ESPN National Hockey Night 2002 (Konami)
- ESPN NBA 2Night 2002 (Konami)
- ESPN Winter Sports 2002 (Konami)
- FIFA 2002 (EA Sports)
- Forever Kingdom (Tommo)
- Frequency (Sony)
- Frogger: The Great Quest (Konami)
- Godai Elemental Force (3DO)
- Gundam: Zeonic Front (Bandai)
- H2Overdrive (Crave)
- Herdy Gerdy (Eidos)
- Hidden Invasion (Conspiracy)
- Jeremy McGrath Supercross World (Acclaim)
- Jimmy Neutron: Boy Genius (THQ)
- Johnny Moseley Mad Trix (3DO)
- Jurassic Park III: Survival (Universal)
- Legacy of Kain: Blood Omen 2 (Eidos)
- The Legend of Alon D'Ar (Ubi Soft)
- Legends of Wrestling (Acclaim)
- Legion: The Legend of Excalibur (Midway)
- Metal Gear Solid 2: Sons of Liberty (Konami)
- Monsters, Inc. (Sony)
- NBA 2K2 (Sega)
- NBA Live 2002 (EASports)
- NCAA Final Four 2002 (Sony)
- NFL Blitz 2002 (Midway)
- NFL GameDay 2002 (Sony)
- NHL FaceOff 2002 (Sony)
- Pirates of Skull Cove (EA)
- Policeman 911 (Konami)
- Resident Evil Survivor 2 (Capcom)
- Salt Lake 2002 (Eidos)
- Shadowman: Second Coming (Acclaim)
- Shaun Palmer's Pro Snowboarder (Activision)
- The Simpsons Road Rage (EA)
- Splashdown (Infogrames)
- SOCOM Navy Seal (Sony)
- Star Trek: Elite Force (Majesco)
- Star Trek: Shattered Universe (Interplay)
- SSX: Tricky (EA)
- Tarzan Untamed (Ubi Soft)
- Test Drive (Infogrames)
- Tetris Worlds (THQ)
- Tsugunai Atonement (Atlus)
- Tony Hawks' Pro Skater 3 (Activision)
- Vampire Night (Namco)
- Wave Rally (Eidos)
- Woody Woodpecker (Dreamcatcher)
- World of Outlaws: Sprint Cars (Infogrames)

DECEMBER

- Conflict Zone (Ubi Soft)
- Galleon (Interplay)
- Grandia 2 (Ubi Soft)
- Jade Cocoon 2 (Ubi Soft)
- Jak and Daxter: The Precursor Legacy (Sony)
- Jekyll & Hyde (Dreamcatcher)
- The Lost (Crave)
- Mega Race 3 (Dreamcatcher)
- The Powerpuff Girls (BAM)
- Rayman Arena (Ubi Soft)
- Super Runabout: New York (Interplay)
- The Weakest Link (Activision)
- Wizardry: Forsaken Land (Atlus)
- Zorro (Dreamcatcher)

1st QUARTER 2002

- Aliens: Colonel Marines (EA)
- Ape Escape 2 (Sony)
- Barbarian (Titus)
- Caesar's Palace (Rockstar)
- Commandos 2 (Eidos)
- Dead to Rights (Namco)
- Eve of Extinction (Eidos)
- Final Fantasy X (Square/EA)
- Gitaroo-Man (Koei)
- Hot Shots Golf 3 (Sony)
- Kessen II (Koei)
- Mat Hoffman's Pro BMX (Activision)
- Maximo (Capcom)
- Monster Jam Maximum (Ubi Soft)
- Namco Museum (Namco)
- Ozzy's Black Skies (iRock)
- Pac-Man World 2 (Namco)
- Parappa the Rapper 2 (Sony)
- Run Like Hell (nterplay)
- Shifters (3DO)
- Star Wars Racer 2 (LucasArts)
- State of Emergency (Rockstar)
- Virtua Fighter 4 (Sega)
- V'Room (Interplay)
- WipeOut Fusion (Sony)
- Zombie Revenge (Acclaim)

DREAMCAST

NOVEMBER

- Exhibition of Speed (Sega)
- Over the Top Soccer (Sega)

DECEMBER

- Shenmue II (Sega)

XBOX

NOVEMBER

- 4x4 Evolution 2 (G.O.D.)
- Air Force Delta Storm (Konami)
- Amped: Freestyle Snowboarding (Microsoft)
- Arctic Thunder (Midway)
- Azurik: Rise of the Perathia (Microsoft)
- Cel Damage (EA)
- Dark Summit (THQ)
- Dave Mirra Freestyle BMX 2 (Acclaim)
- Dead or Alive 3 (Tecmo)
- Driven (BAM!)
- The Elder Scrolls III: Morrowind (Bethesda)
- ESPN NFL Primetime 2002 (Konami)
- Fuzion Frenzy (Microsoft)
- Halo (Microsoft)
- Kabuki Warriors (Crave)
- Legacy of Kain: Blood Omen 2 (Eidos)
- Mad Dash (Eidos)
- Madden NFL 2002 (EASports)
- Max Payne (Rockstar)
- MX 2002 featuring Ricky Carmichael (Acclaim)
- NASCAR Heat 2002 (Infogrames)
- NASCAR Thunder 2002 (EASports)
- NFL 2K2 (Sega)
- NFL Fever 2002 (Microsoft)
- New Legends (THQ)
- NHL Hitz 2002 (Midway)
- Night Caster (Microsoft)
- Oddworld: Munch's Oddyssey (Microsoft)
- Project Gotham Racer (Microsoft)
- Shrek (TDK)
- The Simpsons Road Rage (EA)
- Star Wars Starfighter: Special Edition (LucasArts)
- Test Drive: Wide Open (Infogrames)
- Thunderstrike Operation Phoenix (Eidos)
- Tony Hawk's Pro Skater 2X (Activision)
- TransWorld Surf (Infogrames)
- UFC: Tapout (Crave)
- WWF: Raw is War (THQ)

DECEMBER

- Batman: Vengeance (Ubi Soft)
- Blood Wake (Microsoft)
- Gun Valkyrie (Sega)
- NBA Live 2002 (EA Sports)
- NFL 2K2 (Sega)
- NFL Blitz 2002 (Midway)
- NHL 2002 (EA Sports)
- Silent Hill 2: Director's Cut (Konami)
- SSX: Tricky (EA)
- Star Wars: Obi-Wan (LucasArts)

GAMECUBE

NOVEMBER

- All-Star Baseball 2002 (Acclaim)
- Batman: Dark Tomorrow (Kemco)
- Batman: Vengeance (Ubi Soft)
- Crazy Taxi (Acclaim)
- Dave Mirra Freestyle BMX 2 (Acclaim)
- Extreme G3 (Acclaim)
- Luigi's Mansion (Nintendo)
- Madden NFL 2002 (EASports)
- NBA Courtside 2002 (Nintendo)
- NFL Blitz 2002 (Midway)
- NFL Quarterback Club 2002 (Acclaim)
- NHL Hitz 2002 (Midway)
- Rayman Arena (Ubi Soft)
- SSX: Tricky (EA)
- Star Fox Adventures: Dinosaur Planet (Nintendo)
- Star Wars Rogue Leader: Rogue Squadron 2 (LucasArts)
- Super Monkey Ball (Sega)
- Super Smash Bros. Melee (Nintendo)
- Tarzan Untamed (Ubi Soft)
- Tony Hawk's Pro Skater 3 (Activision)
- Universal Studios (Kemco)
- V.I.P. (Ubi Soft)
- Wave Race: Blue Storm (Nintendo)

DECEMBER

- Eternal Darkness (Nintendo)
- Phantasy Star Online ver. 2 (Sega)
- Pikmin (Nintendo)

GAME BOY COLOR

NOVEMBER

- Bear in the Big Blue House (Ubi Soft)
- Cubix (3DO)
- Diva Stars (Havas)
- E.T. Cosmic Garden (New Kid Co.)
- Fish Files (Titus)
- Fort Boyard (Titus)
- Harry Potter and the Sorcerer's Stone (EA)
- Harvest Moon 3 (Crave)
- Mega Man Xtreme 2 (Capcom)
- The New Addams Family (Titus)
- Shaun Palmer's Pro Snowboarder (Activision)
- Snow White (Ubi Soft)
- Tony Hawk's Pro Skater 3 (Activision)
- V.I.P. (Ubi Soft)
- Yu-Gi-Oh Dark Duel (Konami)

GAME BOY ADVANCE

NOVEMBER

- Aerial Aces (Majesco)
- Army Men: Operation Annihilation (3DO)
- Bass Fishing 2K2 (Konami)
- Breath of Fire (Capcom)
- Casper (Titus)
- Crazy Chase (Kemco)
- Dark Arena (Majesco)
- Dave Mirra Freestyle BMX 2 (Acclaim)
- Disney's Donald Duck Advance (Ubi Soft)
- Driven (BAM!)
- Evolution (Ubi Soft)
- Frogger Adventures (Konami)
- Golden Sun (Nintendo)
- Gradius Galaxies (Konami)
- Grand Theft Auto 3 (Destination Software)
- Harry Potter and the Sorcerer's Stone (EA)
- Hot Wheels: Burnin' Rubber (THQ)
- Jackie Chan Adventures (Activision)
- Jimmy Neutron: Boy Genius (THQ)
- Johnny Moseley Mad Trix (3DO)
- Jurassic Park III: Island Attack (Universal)
- Kao the Kangaroo (Titus)
- Madden NFL 2002 (EASports)
- Mat Hoffman's Pro BMX (Activision)
- Monster Rancher (Tecmo)
- Monsters, Inc. (THQ)
- Moto GP (THQ)
- Nancy Drew Haunted Mansion (Dreamcatcher)
- No Rules (TDK)
- Phalanx (Kemco)
- Planet Monsters (Titus)
- Planet of the Apes (Ubi Soft)
- Pocky & Rocky (Crave)
- Portal Runner (3DO)
- Prehistorik Man (Titus)
- Razor Freestyle Scooter (Crave)
- Robocop (Titus)
- Shaun Palmer's Pro Snowboarder (Activision)
- Snowboard (Titus)
- Spongebob Squarepants Super Sponge (THQ)
- Spyro: Season of Ice (Universal)
- Star Wars: Jedi Power Battles (THQ)
- Street Fighter Alpha 3 Upper (Capcom)
- Super Bust-A-Move (Ubi Soft)
- Tom & Jerry: The Magic Ring (New Kid Co.)
- Tony Hawk's Pro Skater 3 (Activision)
- WarioLand 4 (Nintendo)
- WWF: Road to Wrestlemania (THQ)

DECEMBER

- Batman: Vengeance (Ubi Soft)
- Columns (Sega)
- CUBE (Ubi Soft)
- The Flintstones: Big Trouble in Bedrock (Crave)
- The Land Before Time (Crave)
- Sonic the Hedgehog Advance (Sega)
- Sports Illustrated for Kids Basketball (BAM!)
- Star Wars: Jedi Power Battles (THQ)

1st QUARTER 2002

- Crash Bandicoot (Universal)
- Diddy Kong Pilot (Nintendo)
- Donkey Kong: Coconut Crackers (Nintendo)
- Monster Rancher Advance (Tecmo)
- Tekken (Namco)

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

ARMORED CORE 2

Limiter Release

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

ARMY MEN: AIR ATTACK 2

Mission Select

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

ARMY MEN: SARGE'S HEROES 2

Secret Codes

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

FREEPLAY—Unlock all levels
NODI—Invincibility
NOSEEUM—Invisibility
GIMME—All weapons
SHORTY—Tiny player
IMHUGE—Giant player
THDOTEST—Debug info

ATV OFFROAD FURY

Secret Codes

At the main menu, select "Pro-Career," then select any empty slot at the following screen. Next, enter any of the following codes as your name. If you entered a correct code, you'll automatically return to the main menu.

CHACHING—Unlock all ATVs
WHATEXIT—Unlock all tracks
ALLOUTAI—More aggressive opponents

CART FURY CHAMPIONSHIP RACING

Cheat Codes

Enter any of the following codes at the Cheat screen under the "Options" menu:

Unlock All Cars—△, ×, △, □, **L2**, △
Unlock All Tracks—**R1**, △, ×, ×, **R2**, **L1**
Unlock All Movies—**L1**, ○, **R2**, ×, **L2**, △
Death Wall—×, □, **R2**, △, **R1**, **R2**
Death Cars—**L2**, □, **L1**, **R2**, **R2**, ×
Player Death Car—**L1**, □, **R1**, **R2**, **L2**, **L1**
Jump—**L1**, **L2**, **L1**, **R2**, ×, ×
Unlimited Time—□, **L1**, **R2**, ○, △, **R1**
Big Heads—△, □, □, **L2**, **L1**, **R2**
Night Drive—×, ○, △, **L2**, **R2**, **L1**
Low Gravity—**R2**, **R1**, □, □, **L1**, **L1**
Rocket Wheels—**L1**, **R2**, △, □, □, △
Thick Fog—**R2**, **R1**, ×, □, □, ○
Infinite Turbo—×, ×, □, □, **L2**, **L2**
Infinite Continues—**L1**, **L2**, **L1**, □, △, ○

CRAZY TAXI

Secret Bicycle

To drive a secret bicycle instead of a cab in Arcade or Original mode, enter the following code at the character-select screen:

Hold **L1**, hold **R1**, release **L1**, release **R1**
Hold **R1**, hold **L1**, release **R1**, release **L1**

When you lock in your character with the × button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the **L2** and **R2** buttons if you wish.

Another Day

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

No Arrows

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

No Destination Mark

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

Expert Mode

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

Speedometer

You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold **R1** and press □ five times using Controller 2. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold **R1** and press □ on Controller 2 again.

Alternate Camera Angles

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

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

DEAD OR ALIVE: HARDCORE

Infinite Score & Items in Survival Mode

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

DYNASTY WARRIORS 2

Secret Codes

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

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

EXTREME G III

Secret Cheats

At the "Game Modes" screen, enter any of the codes below. A special message will appear after entering a code correctly.

Win next race—**L1** + **R1** + **L2** + **R2**, **L2** + **R2**, **R1** + **R2**, **L1** + **R1** + **L2** + **R2**
Infinite ammo—**L2**, **R2**, **L1**, **R1**, **L2** + **R2**, **L1** + **R1**
Infinite shield—**L1** + **R1**, **L2** + **R2**, **L1** + **L2**, **R1** + **R2**
Unlock all tracks—**L1**, **L1**, **L2**, **L2**, **R2**, **R2**, **R1**, **R1**, **L1** + **R1** + **L2** + **R2**
Start with 500,000 credits—**L1**, **L1**, **L1**, **L1**, **L1**, **L2**, **L2**, **L2**, **L2**, **L2**, **R1**, **R1**, **R1**, **R1**, **R1**, **R2**, **R2**, **R2**, **R2**, **R2**, **L1** + **R1** + **L2** + **R2**

GAUNTLET: DARK LEGACY

Secret Codes

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

INVULN—Invulnerability
000000—Invisibility
SSHOTS—Super shots
MENAGE—3-Way shots
REFLEX—Reflecting shots
PEEKIN—X-ray vision
PURPLE—Full Turbo
DELTA1—Giant player, tiny enemies
ALLFUL—Start with 9 Potions, 9 Keys
10000K—Start with 10,000 Gold
EGG911—Play as Pojo the chicken
ICE600—Play as a big fat Dwarf
NUD069—Play as a Dwarf
STX222—Play as a stick figure with a smiley-face
KJH105—Play as a stick figure with a baseball cap
PNK666—Play as a stick figure with a mohawk
BAT900—Play as a centurion
TAK118—Play as a ninja
STG333—Play as a bald guy
KAO292—Play as a waitress
CSS222—Play as a guy with casual clothes and a baseball bat
ARV984—Play as a guy with casual clothes and a mace
DIB626—Play as a guy with casual clothes and a head on a staff
RIZ721—Play as a quarterback
SJB964—Play as a martial artist with two scythes
DARTHC—Play as a bald guy with black cape
TWN300—Play as a blue and orange Valkyrie with a bloody scythe
AYA555—Play as a Japanese schoolgirl
CEL721—Play as a cheerleader
CAS400—Play as a special Warrior
MTN200—Play as a General
RAT333—Play as a Warrior rat
GARM99—Play as a bald Wizard
GARM00—Play as a Wizard with a dark cloak
DES700—Play as a Wizard in desert garb
SKY100—Play as a green alien
SUM224—Play as Sumner

GRADIUS III AND IV

All Power-Ups

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

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

KNOCKOUT KINGS 2001

Secret Codes

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

MECCA—Unlock Ashy Knucks
MRBARRY—Unlock Barry Sanders
JGIAMBI—Unlock Jason Giambi
JRSEAU—Unlock Junior Seau
OWNOLAN—Unlock Owen Nolan
STEVEF—Unlock Steve Francis
ZITO—Unlock Chuck Zito
JBOTTI—Unlock John Botti
DEMART—Unlock David De Martini
BAILEY—Unlock Joe Mesi
AUSTIN—Unlock Ray Austin
HATCHER—Unlock Charles Hatcher
BOSTICE—Unlock David Bostice
OSUNA—Unlock Bernando Osuna
NELSON—Unlock Trevor Nelson

LE MANS 24 HOURS

Secret Codes

At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the codes below as your name. You'll hear a special sound effect after entering a correct code.

NUMBAT—Unlock all Championships
SPEEDY—Unlock all tracks
ACO—Unlock all cars

MDK 2: ARMAGEDDON

Alternate Camera View

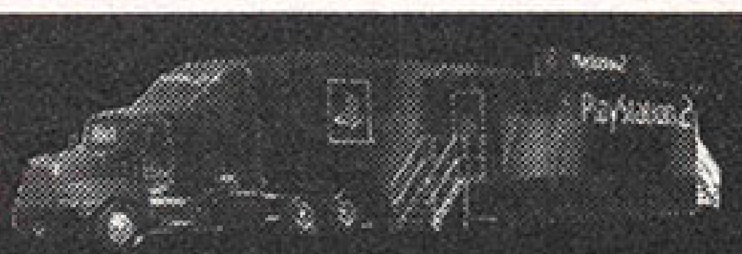
At any time during gameplay, press **START** to pause, then hold **L2** + **R2** and press ○, ×, ○, ×. When you press **START** again to return to the game, the camera will change position.

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy

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

PLAYSTATION TRUCKS



Bust out those sunglasses when heading into the Sony PlayStation Game Mobile or PlayStation 2 truck, 'cause the stunning video game action in these mobile arcades just might blind you. Even the PlayStation 2 Truck Event Staff wore their slick, black Terminator-like shades throughout the evening when we visited them at the Coachella Music Festival back in April. The 40-foot PlayStation Game Mobile is equipped with a 40" big screen and 16 20" kiosks featuring PlayStation and PlayStation 2 consoles. Since 1997, the PlayStation 2 truck—formerly known as the PlayStation Touring Attraction—has been travelling around the nation, promoting exclusive games at major events like Ozzfest and the 2001 Formula One World Championship. The 68-foot PlayStation 2 truck was remodled in August 2000 to include an 80" giant video screen, four 40" big screens and 26 20" kiosks with the capacity to hold 60 hardcore gamers. PlayStation and PlayStation 2 merchandise such as T-shirts, keychains and other freebies are given out to the crowds of players who trample through

MOTOGP

Internet Ranking Password

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

NASCAR HEAT 2002

"Hardcore" Realism

At the main menu, press **Up, Down, Left, Right, R1, Up, Down**. You'll hear a special sound effect if you entered it correctly. Now enter Championship mode; a new option called "Hardcore" will be available under the "Realism" category.

Hornball Mode

At the main menu, select "Single Race." Next, at the "Race Day" screen, press **Up, Down, Left, Right, R1, Down, Up**. If you entered the code correctly, the race will immediately begin. Now you can shoot out tires from the front of your car by pressing **Up** during the race.

NBA HOOPZ

Match-Up Screen Codes

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

3-1-2-Up—Infinite turbo

4-4-4-Left—No goaltending

2-2-2-Right—No fouls

0-1-1-Down—Show shot %

1-1-0-Down—Show hotspot

3-0-1-Up—No hotspots

1-2-1-Left—Granny shots

3-2-0-Left—Street court

0-2-3-Left—Beach court

1-1-1-Right—ABA ball

0-2-4-Right—Away uniform

0-1-4-Right—Home uniform

3-0-0-Right—Big heads

5-4-3-Left—Tiny players

3-3-0-Left—Tiny heads

NHL 2001

Hidden Players

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

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

ONI

Cheat Codes

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

Invincibility—**L2, L1, L2,** □, ○, □, **R3, L3, R3,** ○

Infinite current ammunition—**L2, L1, L2,** □, ○, □, **L2, L2, L1, L3**

Skip current stage—**L2, L1, L2,** □, ○, □, **L3, R3, L2, L1**

Refill ballistic ammo, energy cells and hypo sprays—**L2, L1, L2,** □, ○, □, ○, ○, ○, **R3**

Phase cloak—**L2, L1, L2,** □, ○, □, **L1, R3, L2, L3**

Knock enemies down with one punch or kick—**L2, L1, L2,** □, ○, □, **R3, L3,** ○, □

Kill enemies with one punch or kick—**L2, L1, L2,** □, ○, □, **L3, R3,** ○, □

Big head—**L2, L1, L2,** □, ○, □, **START,** □, ○, **START**

Tiny body—**L2, L1, L2,** □, ○, □, **L3, R3,** □, ○

Giant body—**L2, L1, L2,** □, ○, □, **R3,** □, ○, **L3**

Transform into a different character—**L2, L1, L2,** □, ○, □, **L2, L2, L2, L2** (continue to press **L2** repeatedly to change into many different characters)

QUAKE III: REVOLUTION

Level Skip

At any time during gameplay, hold **L1 + R1 + R2 + SELECT** and press ×, ○, □, △, ×, ○, □, △. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

RAYMAN 2: REVOLUTION

Secret Bonus Levels Menu

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

Secret Cheat Menu

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

RC REVENGE PRO

Secret Codes

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

Unlock all tracks—**L1, R1, R2,** □, ○

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

Unlock next Championship—**L1, R1, R2, L2**

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Instant Rumble Mode

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

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

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

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

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

RIDGE RACER V

Opening Intro Effects

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

Analog Brake/Accel./Steering Display

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

RUMBLE RACING

Secret Passwords

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

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

1AREXT1AR—Unlock Vortex (Rookie)

NALDSHHSD—Unlock XXS-TOMCAT (Rookie)

CDAAPTNIA—Unlock Interceptor (Rookie)

ABOGOBOGA—Unlock Road Trip (Rookie)

THTORHROT—Unlock Thor (Rookie)

KCEROCTEK—Unlock Redneck Rocket (Rookie)

VTYANIYTT—Unlock Van Itty (Rookie)

BSUIGASUM—Unlock Gamecus (Rookie)

OPSRTISUC—Unlock Sporticus (Rookie)

UBTCKSTOH—Unlock Buckshot (Rookie)

AMHBRAAMH—Unlock Stinger (Rookie)

HGIROLREL—Unlock High Roller (Rookie)

PTOATRTOI—Unlock Revolution (Rookie)

TLACOBTLA—Unlock Cobalt (Rookie)

their mobilized arcades. Trivia contests and tournament competitions also take place at these events with many prizes to be given away. For a complete listing of the PlayStation Game Mobile or PlayStation 2 truck's upcoming touring dates, check out their web site at http://scea.com/news/trucks.asp. Your friends will be totally jealous when they found out that you had a chance to play new PlayStation and PS2 games before they did!

—Jamie Andrew

SILENT SCOPE

Secret Codes

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

No crosshairs—**Right, Right, Right,** □
Heart-shaped scope—**Left, Right, Right,** □, △
No scope at all—**Right, Down, Right,** □, **Right, Down, Right,** □
Rest of the screen turns black when looking through the scope—**Down,** △, **Up,** □, △, **Down, Right, Down, Right,** □, △
Same as the previous code, but the scope is on by default—**Up, Up, Up, Up, Down, Down, Down, Down**
No targeting arrows or graphics—**Right, Right, Right, Right, Left, Down, Up, Right**
Rotate the screen 180° about the vertical axis—**Left, Left, Right,** □, **Down, Down, Up,** △, **Up, Right, Down, Up, Left, Down,** □
All targets are invisible—**Right, Down, Right,** □, **Up,** □, □, △, **Down, Right, Down, Right,** □, △

In-Game Codes

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

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

SILPHEED: THE LOST PLANET

Start With All Weapons

At the "Enter Your Code Name" screen, input "GLOIRE" as your name. You'll now begin the game with every weapon available to you.

SMUGGLER'S RUN

Secret Codes

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

Invisibility—**R1, L1, L1, R2, L1, L1, L2**
Speed up—**R1, L1, L2, R2, Right, Right, Right**
Speed down—**R2, L2, L1, R1, Left, Left, Left**
Real world gravity—**L1, R1, R1, L2, R2, R2**
Wizard of Oz Mode—**R1, R2, R1, R2, Up, Up, Up**

SSX

Secret Codes

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

Unlock all venues, boards, outfits, characters—**Down, Left, Up, Right,** ×, ○, △, □
Maximum attributes for all characters—×, ×, ×, ×, ×, ×, ×, □
Running Mode—□, △, ○, ×, □, △, ○, ×
Read all hints—○, ×, ○, ×, ○, ×, ○, ×

STAR WARS STARFIGHTER

Secret Codes

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

OVERSEER—Unlock all regular missions
ANDREW—Unlock two-player missions
BLUENSF—Unlock Experimental N-1
MINIME—Invincibility
NOHUD—Remove HUD during game play
DIRECTOR—Director camera mode
JARJAR—Reverse flying controls
JAMEZ—View "My day at work" slideshow
WOZ—View "Merry Christmas" video
SIMON—View staff image
TEAM—View more staff images
LTDJGD—View secret message
HEROES—View artwork slideshow
SHIPS—View another art slideshow
PLANETS—View yet another art slideshow
CREDITS—View credits

STAR WARS: SUPER BOMBAD RACING

Cheat Codes

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

□, ○, ○, □—Play as Boba Fett
○, □, ○, □—Race in a Trade Federation AAT
L1, R1, L2, R2—All characters are kaadus
Up, Right, Down, Left, SELECT—All characters are shaaks
L2, L2, L2, L2, ○, **SELECT**—Backward Facing Mode
L1, R2, L1, R2, □, **SELECT**—Infinite Boost Mode
Down, SELECT, Up, SELECT, Left, Right, SELECT—Grrl Power (Queen Amidala gets powered up)
L1, L1, L1, L1, R2, □—Super Speedy Mode (all players become tiny and very fast)
Up, Up, Down, Down, Left, Right, Left—Super Arena Mode (battle on Race tracks in Arena mode)
Up, Left, Down, Right, Left, Up, Down—Super Spinning Mode (racers flip over continuously)
Left, Right, □, ○, **L1, L2**—Slip 'N Slide Mode (racers slide around and are harder to control)
R1, R1, R1, R1, Up, Left—All Death Star Mode (all racers receive Darth Vader's special attack with every Frontal Gadget)
○, ○, ○, ○, **L2, SELECT**—Super Honk Mode (levitate nearby opponents by honking)
L1, R1, SELECT, ○—Space Freighter arena unlocked

Language Select

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

SELECT, SELECT, SELECT, L1—German
SELECT, SELECT, SELECT, L2—Italian
SELECT, SELECT, SELECT, R1—Spanish
SELECT, SELECT, SELECT, R2—French
SELECT, SELECT, SELECT, □—Jawa
SELECT, SELECT, SELECT, Up—Battle Droid
SELECT, SELECT, SELECT, ○—English

SUPER BUST-A-MOVE

Secret Codes

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

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

SWING AWAY GOLF

Secret Codes

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

Unlock three additional golfers—**L2, R2, L2, R2, Up, Right, Down, Left, L1, R1**
Alternate in-game sound effects—**Left,** □, **Up,** □, **Down,** ○, **Left,** □, **L1, R1**

THEME PARK ROLLER COASTER

Unlock All Items

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

Everything Free

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

255 Golden Tickets and All Roller Coaster Awards

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

TOKYO EXTREME RACER ZERO

Analyze Meter

At any time during gameplay, press **START** to enter the pause menu. Next, move the cursor to "Return To Base," then hold □ and press **Down**. The cursor will automatically move to a hidden parameter, "Analyze." Turn this option on and various gauges will appear on the screen to analyze your performance.

TWISTED METAL: BLACK

Secret Codes

At any time during gameplay, hold **L1 + R1 + L2 + R2** and quickly enter any of the codes below. You'll see a special message appear at the top of the screen immediately after entering each code.

Up, ×, **Left,** ○—God Mode
Right, Left, Down, Up—Invulnerable
△ , ×, □, ○—Exchange weapons for health
× , ×, **Up**—Killer Weapons
×, ×, △—Mega Guns

WARJETZ

Codes

From the Game Setup menu, select "Input Code," then enter any of the following codes. You'll see a special message after entering each one correctly.

SPRLZY—Super Cheats
TWLVCHTS—All Cheats
JMPTT—Level Select
DNGDM—Invulnerable
MRRMR—Thick Armor
ZPPY—Fast Planes
HMMR—Bigger Guns
QD—Biggest Guns
FRHS—Rapid Fire
NSTNT—Speed Shots
NDBMBS—Dual Fire
DZZY—Spin Shots
SCRW—Shields on Roll
DH—Top Gun
VRLRDS—Overlords Mode
WNRLFST—Valhalla Mode
SNKY—Ghost Mode
TWFSTD—Double Bux
WNNNGS—Extra 10 Bux
PYRS—Weapon Up at 3
NDCSN—Switch Planes
SMSHNG—Plane Wins
BXDRW—Show Boxes
WYPNT—Show Waypoints
GRTD—Every Movie

WILD WILD RACING

Unlock Secret Options

From the main menu, select "Options." Next, hold □ and press **Up,** ○, **Down,** ○, **Left, Right, Left, Right,** ○. A new "Secret" menu item will appear at the bottom of the Options menu.

Unlock Top Secret Options

First, enter the "Unlock Secret Options" code above. Next, go back to the main menu and select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear a special message if you entered it correctly. Finally, return to the "Secret" options and another new item will appear called "Top Secret!"

WINBACK: COVERT OPERATIONS

Secret Codes

Enter any of the following codes quickly at the title screen:

Unlock All Characters in Versus Mode—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,** then hold ○ and press **START**.
Unlock "Trial" option—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,** then hold △ and press **START**.
Unlock "Max Power" option—Press **L1, R2, L2, R2, L2,** △, ○, △, ○, then hold **L1** and press **START**.
Unlock "Sudden Death" option—Press **L2, R2, L2, R2,** ○, △, ○, △. Next, hold **L1** and press **START**.

X SQUAD

Ultimate Code

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

ZONE OF THE ENDERS

Versus Mode

At the title screen, press ○, ×, **Right, Left, Right, Left, Down, Down, Up, Up**. You'll hear a special sound effect after entering it correctly. A new item called "Versus" will now appear at the main menu.

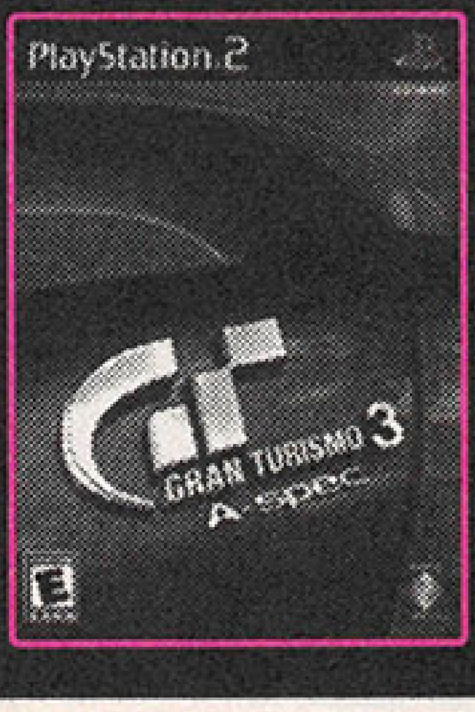
Exchange Level for Health and Ammo

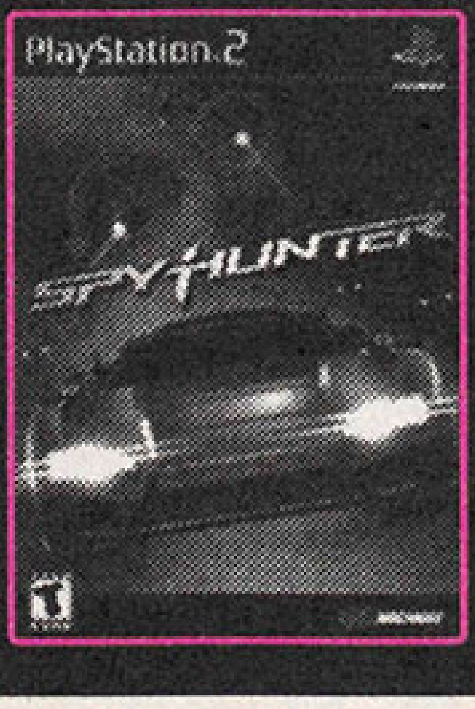
At any time during gameplay, press **START** to pause, then press **L1, L1, L2, L2, L1, R1, L1, R1, R2, R1**. Your health and ammo will be fully restored, but your level will decrease by one at the same time. However, if you're at Lv.1 already, the code will not work.

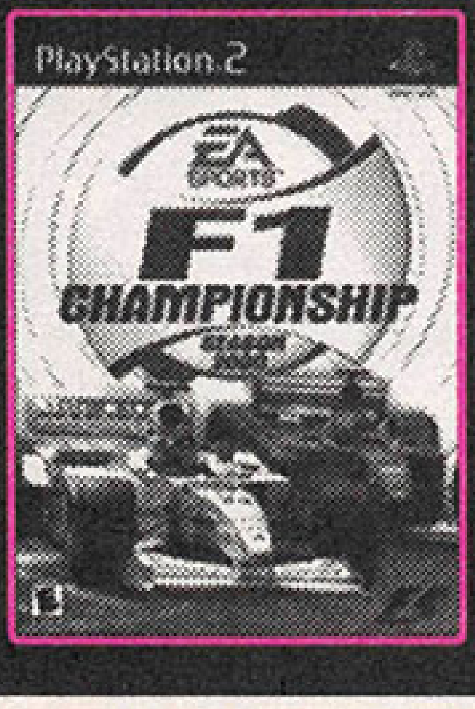
MONACO CIRCUIT ON PLAYSTATION 2

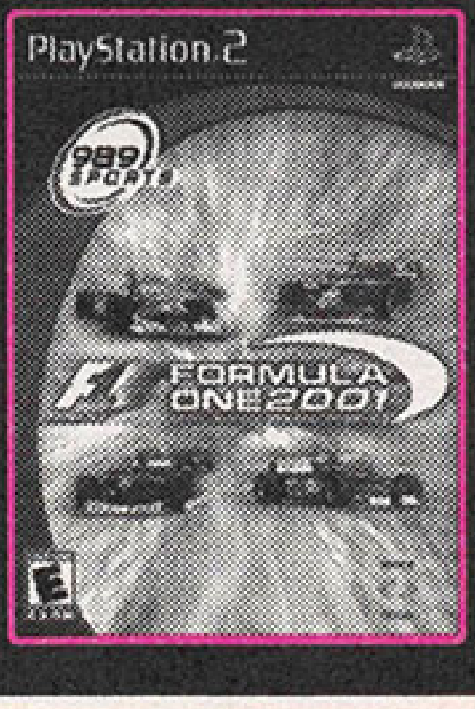
by Ara Shirinian

Even though the PlayStation 2 has only been around for about a year, we have already seen *four* games that model the same real-life location: the Monaco Formula 1 Circuit in Monte Carlo. We thought it would be interesting to examine how different developers "interpreted" this legendary race course. We'll take a look at five different sections of the course as it appears in four different games:









Note: In *Gran Turismo 3*, the circuit is called "Côte D'azur." In *Spy Hunter*, you'll drive through the eastern portion of the circuit in Mission 12.

007 RACING

Secret Vehicle

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

In-Game Cheat Requirements

Below you can find the requirements to unlock the cheats that can be accessed within the "Cheats" menu under the main menu.

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

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

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

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

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

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

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

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

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

3XTREME

Cheat Codes

At the main menu, highlight "memory card" and press **Right** or **Left** to access the "codes" option. Now you can enter any of the following codes to access special features:

trixxy—Unlock all courses in Freestyle mode

vouyeur—Unlock all courses in Exhibition mode

astromen—Unlock three alien characters

whiteline—Unlock white car

redline—Unlock red car

blueline—Unlock blue car

lugnut—Unlock Lug Nut (like Frankenstein)

dominique—Unlock Dominique (like Bride of Frankenstein)

tp—Unlock TP (mummy)

THE ADVENTURES OF LOMAX

Stage Select

During the game, hold **Down** on the D-pad and press **START** to pause. While paused, hold **Up** and press △, ○, ×, □. Two small numbers will appear on the left side of the screen. Press **START** to unpause, then hold **L1** and press **SELECT** repeatedly change the left number to the number of the stage you wish to go to. Once you've decided, hold **L1** and press **START** to warp there. To remove the numbers from the screen, just re-enter the same code.

AKUJI THE HEARTLESS

Debug Menu

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

Invincibility

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

Unlimited Voodoo Spells

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

ALIEN: RESURRECTION

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu.

Unlock "Cheat Menu" menu item—○, **Left, Right,** ○, **Up, R2**

Unlock "Research" menu item—□, **Up, Down,** ○, **Left, R1**

ALIEN TRILOGY

Cheat Mode

Enter "1G0TP1NK8C1DB00TS0N" as your password, highlight "Accept" and press the × button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

APOCALYPSE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes:

Invincibility—Hold **L1**, press **Down, Up, Left, Left,** △, **Up, Right, Down**

All Weapons—Hold **L1**, press □, ○, **Up, Down,** ×, □

Infinite Lives—Hold **L1**, press △, ○, ×, □

Restore Health—Hold **L1**, press ×, △, ○

Stage Select—Hold **L1**, press △, **Up,** ×, **Down** (this code adds a stage-select option to the "Paused" menu as well as the main menu)

AREA 51

Alien Mode

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

ARMY MEN: SARGE'S HEROES 2

Invincibility

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

All Weapons & Lots of Ammo

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

BALLBLAZER CHAMPIONS

Special Passwords

Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords:

- Shrink the Rotofoil

×○××○×
××××××
××△△××
□××××□
×□□□□×

- Upside-down playfield

×□□□□×
□××××□
××△△××
××××××
×○××○×

- Must score in your own goal to win

××××□×
○××○×□
×△×××□
××△××□
××××□×

- Play as the Master Blazer, Xarta

×○○○×□
○×△×○□
○△×△○□
○×△×○□
×○○○×□

- Play "Classic *Ballblazer*"

□□××××
□□□□××
□□□□□□
××□□××
□□□□□□

BLACK DAWN

Secret Deathmatch Mode

At the main title screen, hold **SELECT** + **R2** on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player *Combat* game, complete with "wraparound" screen.

Access All Levels

At the main title screen, hold **Left** + **L2** and press **SELECT**; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

BLADE

Unlock Secret Cheats

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

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

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

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

BOGEY DEAD 6

Access All Fighters

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

Access All Missions

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

BOMBERMAN WORLD

Secret Passwords

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

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

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

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

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold **R1** + **L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUGS BUNNY: LOST IN TIME

Unlock All Stages

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

BUST-A-MOVE '99

Extra Worlds

At the title screen, quickly press ○, **Left, Right,** ○. A small green character will appear on the lower right corner of the screen when the code is successfully input. Now start the game in "Puzzle Game" mode to play in a world that's different from the normal "Puzzle Game" setting.

CARDINAL SYN

Cheat Codes

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

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

CENTIPEDE

Unlock All Stages

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

Extra Lives

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

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

Secret Codes

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

Unlock all classes—ALL EVENTS

Unlock all tracks in Single Race mode—DIRT TRACKS

Big head—GROSSE TETE

Unlock Fox Movie in "Extras" screen—LIVE ACTION

COLONY WARS

Cheat Passwords

Choose "Options" from the main menu, then select "Password" and enter eny of the following codes exactly as they appear:

- Enter "Hestas*Retort" for infinite energy.
- Enter "Commander*Jeffer" to access all levels.
- Enter "Tranquillex" to get super-cooled weapons.
- Enter "Memo*X33RTY" for infinite secondary weapons.

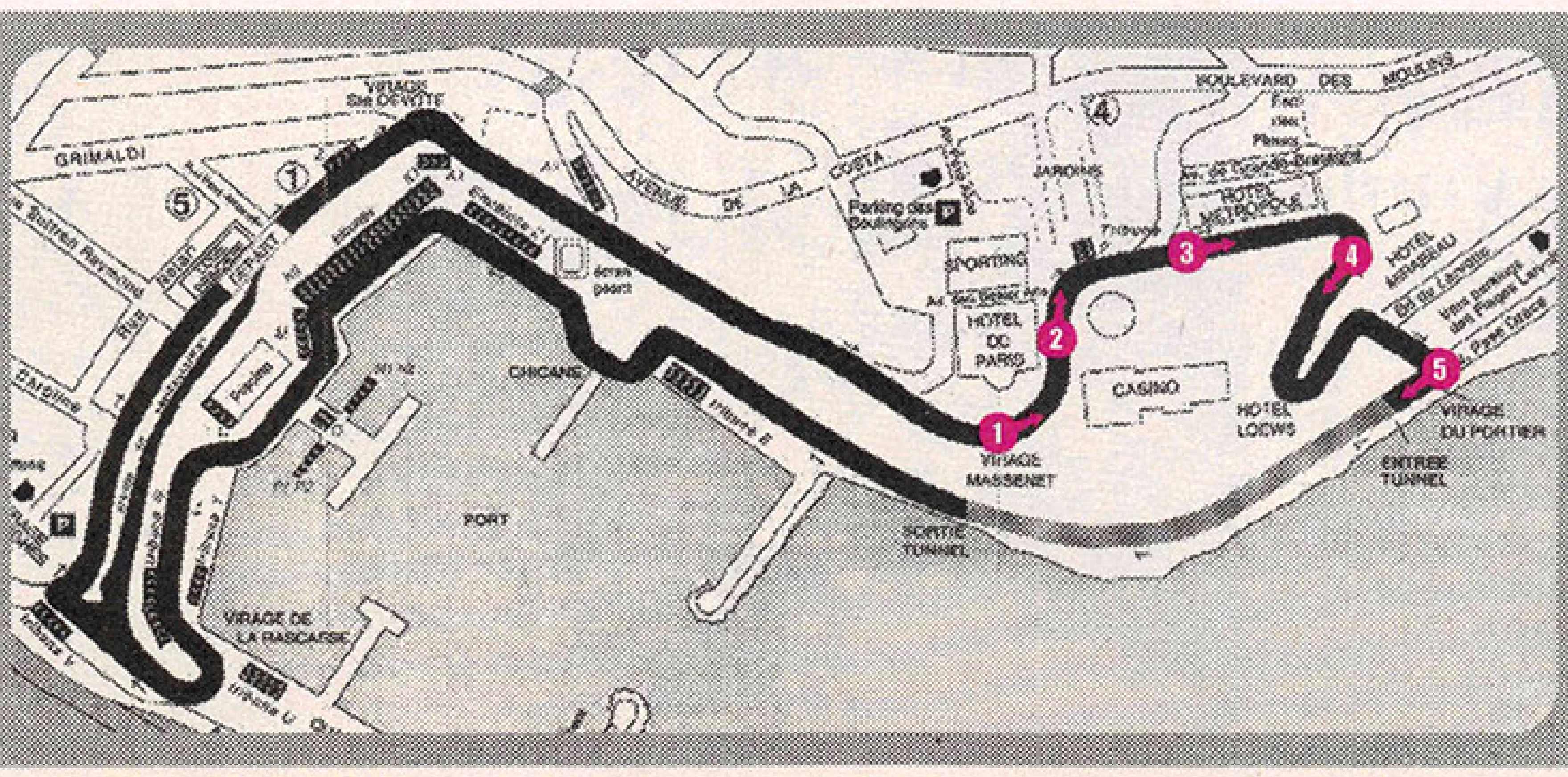
COLONY WARS: VENGEANCE

Cheat Passwords

Access the "Password" option and enter any of the following passcodes exactly as they appear here:

- Enter "Demon" to access a stage-select option
- Enter "Vampire" for infinite energy
- Enter "Avalanche" for infinite Afterburner
- Enter "Chimera" for infinite Secondary weapons
- Enter "Hydra" for 99 upgrade credits
- Enter "Dark*Angel" for super-cooled weapons
- Enter "Tornado" to access all weapons
- Enter "Thunderchild" to access all fighters
- Enter "Blizzard" to activate all of the above cheats
- Enter "Stormlord" to turn all cheats off

Monaco is a small principality located between the French Alps and the Mediterranean Sea. The Monaco circuit is arguably the most famous (or perhaps infamous) and unique F1 course, running through the streets of the Monte Carlo quarter. The length of the entire circuit is about 2.1 miles, though we'll be focusing on just a small part of it.



Here's a map of the vicinity. The different points we'll look at are labeled here:

① Massenet Curve
② Casino Curve
③ Facing Mirabeau Curve
④ Facing Loews Hairpin
⑤ Portier Curve

COLONY WARS III: RED SUN

Secret Passwords

From the main menu, select "Logon." At the Logon menu, press **R2, R2, L2, L2, R1, R1, SELECT, SELECT**. After entering the code correctly, a new item called "Cheat" will appear in this menu. Within this screen you can enter any of the following passwords. After entering a correct password you must select "Accept Password." Also, note the uppercase characters and spaces in some of the passwords.

Enable "Complete Mission" and "Fail Mission" items in pause menu—Quickie
Enable "Hub Selection" item in the Logon menu—Move House
Weapons never overheat—ROCKWROK
Invincibility—Awrate
Infinite ammo for secondary weapons—Sly n Devious
Infinite afterburner—Jalferezi
All parts available for purchase—Armoury
All ships available for purchase—Greyam Beard
All parts and ships cost 0 CR—Break and Enter
Own all parts—Big Daddy

CONTENDER

Play as Jackal

Note: You must have a memory card with a previously saved character in Slot 1 before attempting this code. From the main menu, select "Exhibition." Then, select either a 1- or 2-player game. From the character select screen, press □ to switch to the character on your memory card. Next, press □ again. Jackal's face will now appear among the other selectable boxers.

COOL BOARDERS 4

Secret Codes

From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."

Unlock all Mountains—I C H E A T
Unlock all Special Events—I M S P E C I A L

CRASH BANDICOOT

Password

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

△△△△×□△△
△△□×△○△△
△○□△××××

CRASH BANDICOOT 2
CORTEX STRIKES BACK

10 Extra Lives

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

Secret Levels

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

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

Bring Back Bosses

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

CRASH BANDICOOT: WARPED

Secret Stages

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

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

CROC: LEGEND OF THE GOBBOS

Password

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected:

L L L L D R R L L D R D L U R

CROC 2

Cheat Menu

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

Infinite Crystals

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

CYBER TIGER

Passcodes

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

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

DAVE MIRRA FREESTYLE BMX

Unlock Slim Jim

At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press **Down, Down, Left, Right, Up, Up**, ○. Slim Jim will appear between Joey Garcia and Dave Mirra.

Unlock All Bikes

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

Unlock All Styles and all Levels

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

DEATHTRAP DUNGEON

Stage Select

At the main menu, press **L1, R1**, △, △, □, ○, **R1, L1**; you'll hear a signal to confirm the code. Now access the "Load Game" menu; you'll find a list of the game's stages. Choose any stage to warp directly to it—albeit without any items.

DESCENT MAXIMUM

Cheat Codes

Enter the following codes during gameplay (not while paused):

All Weapons, Energy and Shields—□, △, ○, □, △, □, ×, □, ○, △, □, ×
All Keys—□, △, ×, △, ○, △, ×, △, ×, △, □, ×
Invincibility—△, ×, △, ○, ×, △, □, ×, △, ×, ○, △
Cloak—×, △, ○, □, ○, △, □, ×, △, ×, △, ○
Full Shields—△, ×, ○, □, □, ×, ○, △, □, ×, ○, □
Go Wingnut—△, □, ○, △, ×, □, △, ○, □, △, ×, ○
Turbo—△, □, ○, ×, □, ×, ○, □, △, ○, ×, ×
Extra Life—△, ×, □, ○, △, ×, □, ×, ○, ×, △, ○,
All Keys and Open All Levels—△, □, ○, ×, △, □, △, ×, △, □, ×, ○
All Accessories—□, △, ○, ×, ×, △, □, ×, ○, □, ○, ×

DOOM

Cheat Codes

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

Map All Lines On—△, △, **L2, R2, L2, R2, R1**, □
Map All Things On—△, △, **L2, R2, L2, R2, R1**, ○
Lots of Goodies!—×, △, **L1, Up, Down, R2, Left, Left**
All Powerful Mode On (Invincibility)—**Down, L2**, □, **R1, Right, L1, Left**, ○
X-Ray Vision—**L1, R2, L2, R1, Right**, △, ×, **Right**
Level Warp—**Right, Left, R2, R1**, △, **L1**, ○, × (press **Left** or **Right** to change the stage number.)

DRIVER

Cheat Codes

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

- Invincibility—**L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1**
- Immunity (Police never chase you)—**L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2**
- Minis (Cars appear much smaller)—**R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2**

DUNE 2000

Reveal Entire Map

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

EAGLE ONE HARRIER ATTACK

Secret Codes

From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound effect after entering a correct code.

Unlock all missions—**R1, L1, R2, L2, START**
Infinite ammo—**R1, L1, R2, L2, R1**
God mode—**R1, L1, R2, L2, L1**

FEAR EFFECT

Cheat Codes

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

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

FEAR EFFECT 2: RETRO HELIX

Secret Codes

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

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

FINAL DOOM

Cheat Codes

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

FISHERMAN'S BAIT

Total Count List

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

FROGGER

Stage Select

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

Infinite Lives

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

G-POLICE

Infinite Shields

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

Unlimited Ammo

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

G-POLICE: WEAPONS OF JUSTICE

Passwords

Mission 31—P L I N T H
Unlock Everything in Database—U T O P I A

GEKIDO: URBAN FIGHTERS

Cheats

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

Unlock Deformed mode—D E F O R M A N I A
Unlock Skeleton mode—B O N E C R A C K

GRAND THEFT AUTO

Cheat Codes

Press □ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:

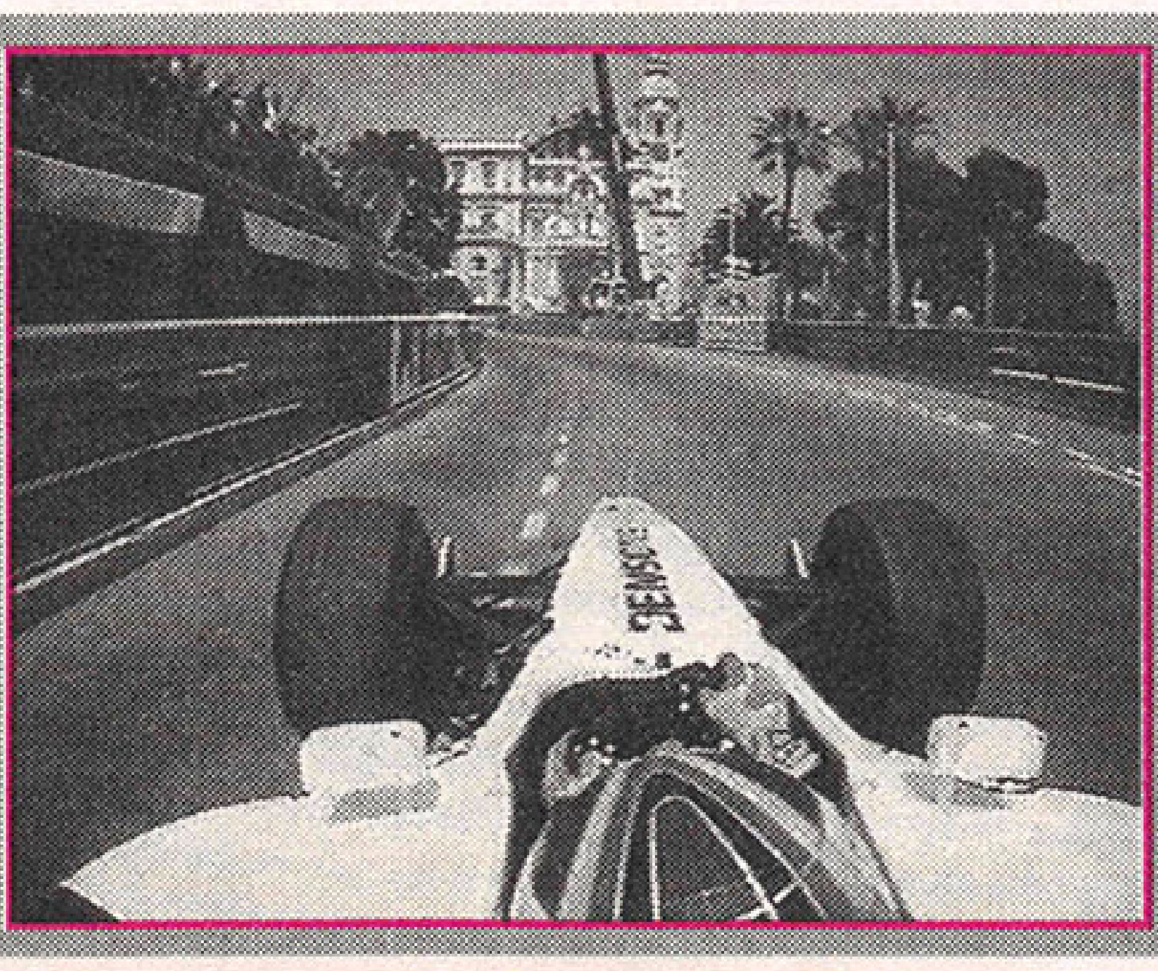
- Enter the name "W E Y H E Y" to start with 9,999,990 points.
- Enter "B L O W M E" to have your character's map coordinates displayed on the screen while you play.
- Enter "E A T T H I S" to max out your "Wanted" level.
- Enter "T H E S H I T" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

MONACO ON PS2

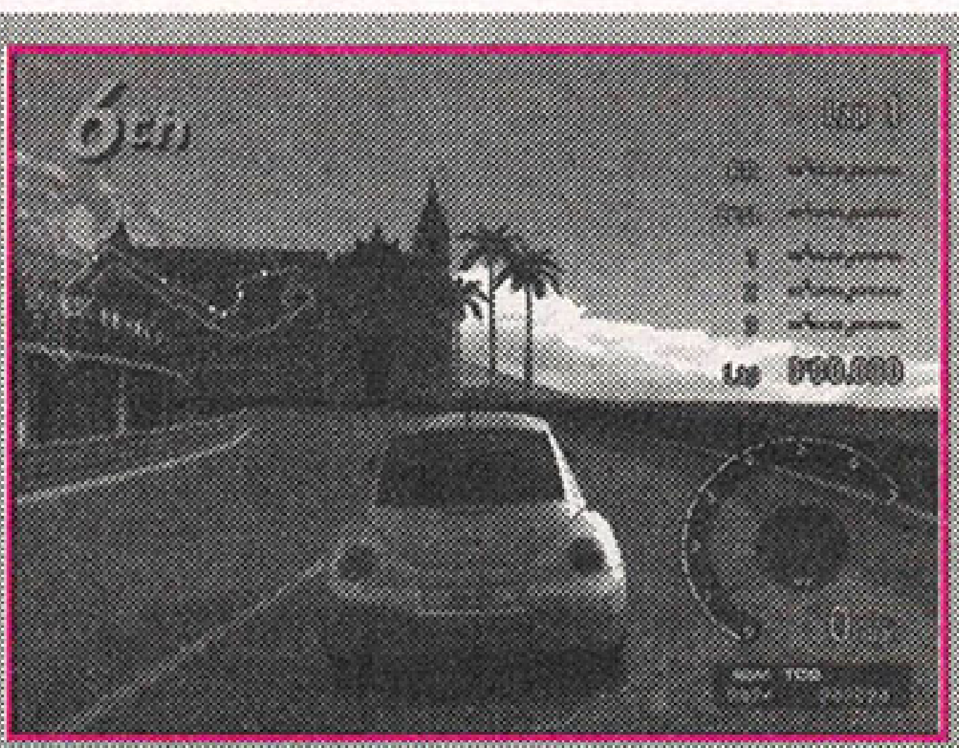
continued

① Massenet Curve

This is the second corner on the circuit. From this view, the Casino de Monte Carlo is straight ahead. Though you can't really see it from here, the structure on the left is the Hotel de Paris.



GRAN TURISMO 3 A-SPEC



Gran Turismo 3 replicates this scene pretty accurately, though the fences on both sides are missing and the shrubbery on the right side is gone.

GRAND THEFT AUTO: LONDON 1969

Secret Codes

Start a new game. At the character-select screen, press □ to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and enter another to combine effects.

SWEENEY—Display coordinates on the screen
GRASS—No police
OLDBILL—Maximum filthometer
SIDEBURN—Bonus multiplier starts at x5
BIGBEN—Start with 9,999,990 points
MCVICAR—Start with 99 lives
RAZZLE—Stage select
HAROLDHAND—Activates all of the above, plus all weapons with infinite ammo and all items

GRAND THEFT AUTO 2

Secret Codes

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

Start with $1,000,000—BIGSCORE
Start with all weapons and 99 ammo—NAVARONE
Start with x5 Multiplier—HIGHFIVE
No Police—LOSEFEDS
Display Coordinates—WUGGLES
Area Select—ITSALLUP
Start with unlimited health—LIVELONG
Start with maximum Wanted Level—DESIRES

GUILTY GEAR

Extra Difficulty Level

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

Secret Characters: Testament and Justice

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

Secret Character: Baiken

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

HOGS OF WAR

Secret Codes

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

View FMV sequences—PRYING PIGS
Play as Team Lard—MARDY PIGS

HOT WHEELS TURBO RACING

Secret Codes

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

Unlimited Turbos—**R2, L1,** □, △, **R1, L2, L1, R2**
Small cars—□, **R2, L2,** △, △, **L2, R2,** □
Large tires—□, △, □, △, **R1, R1, L2, L2**
No graphic textures on cars—**L1, R1, L2, R2, L1, R1, L2, R2**
Alternate sound effects + announcer—**R2, R1, L2, R2,** □, △, **L1, R1**

Passwords

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

PWDTST—Unlock all secret courses and secret vehicles except "Tow Jam"
TWJM—Unlock "Tow Jam" vehicle

INCREDIBLE CRISIS

Two-Player Fun

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

Hold **Right** or **Left**—Skinny player
Hold **Up** or **Down**—Big head player
Press ×—Whistle sound effect
Press □—"Boo" sound effect
Press △—Bicycle horn sound effect
Press ○—Drum hit sound effect

INTELLIGENT QUBE

Practice Stages

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

IRRITATING STICK

Extra Lives

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

JACKIE CHAN STUNTMASTER

Unlock All Levels

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

All Dragons Collected

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

Secret Video

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

JET MOTO 2

Access All Tracks

Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the **START** button or by highlighting "EXIT" and pressing the × button; if you exit the options screen by pressing the △ button, your changes will not be retained and the codes won't work.

To access all of the tracks—including the alternate tracks—follow these steps:

1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5".
2) Choose "1 Player" at the main menu; highlight Li'l Dave, press ×, then press △ until you get back to the main menu.
3) At the main menu, quickly press **Up, Down, Left, Right, R2, R1, L2, L1**; you won't get any confirmation of this code.
4) Return to the Options menu and set the Laps Per Race to "3".
5) Choose "1 Player" at the main menu; highlight Wild Ride, press ×, then press △ until you get back to the main menu.
6) At the main menu, quickly press **Up, Left, Down, Right,** □, **R2,** ○, **L2**; you will hear a signal to confirm this code.
7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".
8) Choose "1 Player" at the main menu; highlight Bomber, press ×, then press △ until you get back to the main menu.
9) At the main menu, quickly press **Up, Down, Left, Right, Up, Down, Left, Right**; you won't get any confirmation of this code.
10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".
11) At the main menu, quickly press **R2, R1, L1, L2, R2, R1, L1, L2**; you will hear a signal to confirm this code. Now you can access all of the tracks.

Secret Character/Extra Difficulty Setting

At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press **Left,** □, **Down,** △, **Right,** ○, **L1, R1**; you will hear a signal to confirm this code. Now Enigma is available at the character-select screen; there's also a new difficulty setting at the options menu called "Insane."

JUDGE DREDD

Secret Codes

To enter these codes, you must play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

!PEMON?—Deformed characters
?LOVESEXY?—See the ending
!BEDSTRAW!—10 credits
!EIKKIN—Invincibility

KNOCKOUT KINGS 2001

Secret Codes

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

KNUCKS—Unlock Ashy Knucks
SANDERS—Unlock Barry Sanders
GIAMBI—Unlock Jason Giambi
SEAU—Unlock Junior Seau
NOLAN—Unlock Owen Nolan
FRANCIS—Unlock Steve Francis
BABY—Unlock Baby
BULLDOG—Unlock Bulldog
CLOWN—Unlock Clown
EYE—Unlock Cyclops
GORE—Unlock Gorilla
100%—Max out boxer stats
THROB—Throbbing boxer
INVINCIBLE—Invincible boxer
DOUBLEDAMAGE—Double damage against opponents
BAW—Black and white mode
SEPIA—Sepia Tone mode
NALU—Picture of a baby appears in the corner of the screen during match
RESETPASS—Disables all cheats

LEGACY OF KAIN: SOUL REAVER

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

Restore Health—Hold **L1**, press **Down,** ○, **Up, Left, Up, Left**
Lose Health—Hold **L1**, press **Left,** ○, **Up, Up, Down**
Max Health—Hold **L1**, press **Right,** ○, **Down, Up, Down, Up**
Restore Magic—Hold **L1**, press **Right, Right, Left,** △, **Right, Down**
Max Magic—Hold **L1**, press △, **Right, Down, Right, Up,** △, **Left**
All Abilities—Hold **L1**, press **Up, Up, Down, Right, Right, Left,** ○, **Right, Left, Down**
Fire Reaver—Hold **L1**, press △, **Right, Down,** ○, **Up**
Aerial Reaver—Hold **L1**, press ×, **Right, Up, Up,** △, **Left, Left, Right, Up**
Kain Reaver—Hold **L1**, press ×, ○, **Right,** △, **Left, Left, Right, Up**
Force Glyph—Hold **L1**, press **Down, Left,** △, **Down, Up**
Stone Glyph—Hold **L1**, press **Down,** ○, **Up, Left, Down, Right, Right**
Sound Glyph—Hold **L1**, press **Right, Right, Down,** ○, **Up, Up, Down**
Water Glyph—Hold **L1**, press **Down,** ○, **Up, Down, Right**
Fire Glyph—Hold **L1**, press **Up, Up, Right, Up,** △, **L2, Right**
Sunlight Glyph—Hold **L1**, press **Left,** ○, **Left, Right, Right, Up, Up, Left**

LOONEY TUNES RACING

Unlock Characters & Courses

Enter any of the following codes at the main menu to unlock the corresponding character or course. You'll hear a special sound effect after entering a correct code.

Foghorn Leghorn—**Right, Right, L2,** □, □, **SELECT**
Pepe Le Pew—**Left, Right, R1,** ○, □, **SELECT**
Yosemite Sam—**Left, Right, R2,** □, ○, **SELECT**
Sylvester—**Left, Left, L1,** △, **L1, R1, SELECT**
Rocky— △, **Left, R2,** ○, ○, **SELECT**
Granny—○, △, △, **L1, R1, SELECT**
Gossamer— △, ○, **R2, R1,** □, **SELECT**
Duck Dodgers—**L1,** □, □, △, ○, **SELECT**
Evil Scientist—□, ○, **L2, R2,** △, **SELECT**
Smokey The Genie—□, **L1, R1,** △, ○, **SELECT**
Hector— △, **L2, L1,** △, □, **SELECT**
Planet Y—**Right, Left,** △, **L2, L1, SELECT**
Wackyland—**L1,** ○, □, **R2,** △, **SELECT**

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game

Put the "Making of *Lunar*" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up, Down, Left, Right,** △, **START**. You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.

View All FMV Scenes

After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of *Lunar*" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.

MACHINE HEAD

Infinite Energy

At the main menu, press ○, **L1, L1, L1,** ○, **L1,** ○, ○, **L1,** ○, ○, ○, **L1, L1, L1, L1, L1,** ○, ○, **L1**.

Infinite Ammunition

At the main menu, press ○, ○, ○, ○, **L1,** ○, **L1, L1,** ○, **L1,** ○, **L1, L1,** ○, **L1,** ○, **L1, L1, L1, L1**.

Level Select

At the main menu, press **L1,** ○, **L1, L1, L1,** ○, ○, ○, ○, **L1, L1,** ○, ○, **L1,** ○, **L1,** ○, ○, ○, ○. With that code in place, press the **R1** button repeatedly to choose your starting stage; the stage names will appear on the screen. If you skip too far ahead, use **R2** to go back through the list.

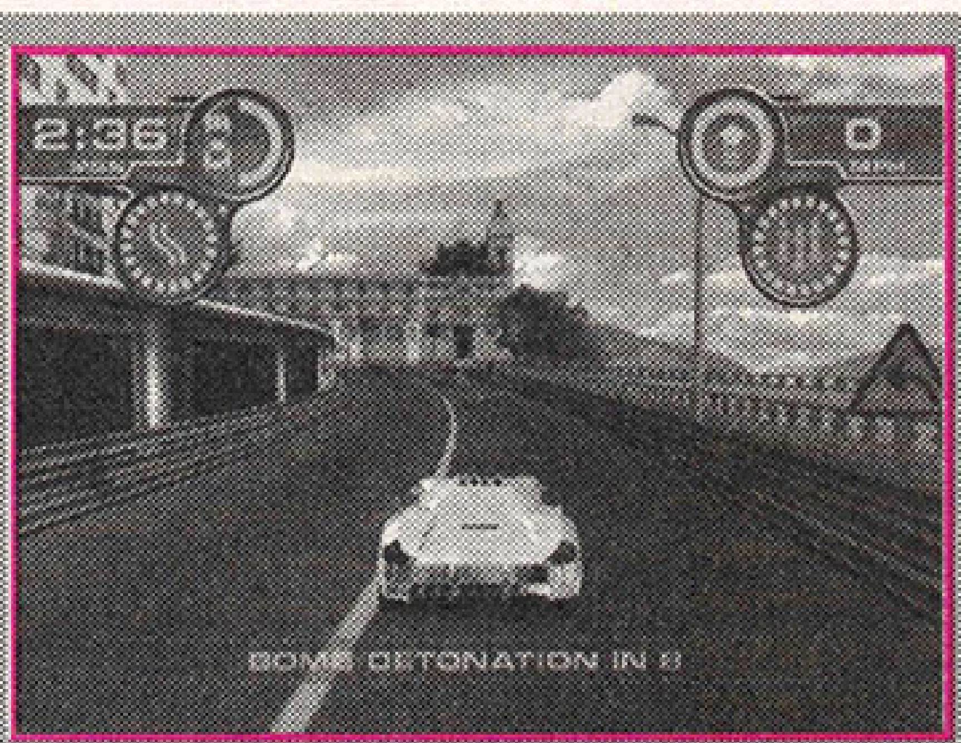
MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters:

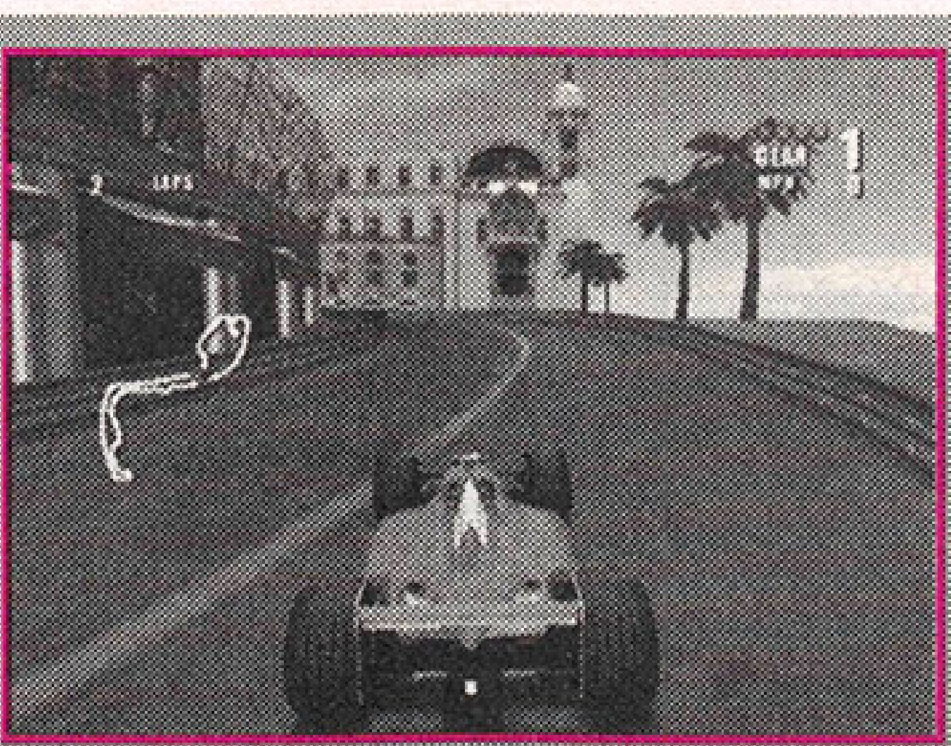
- Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button
- U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button
- Shadow—Highlight Dhalsim, hold **SELECT** and press any action button

SPY HUNTER



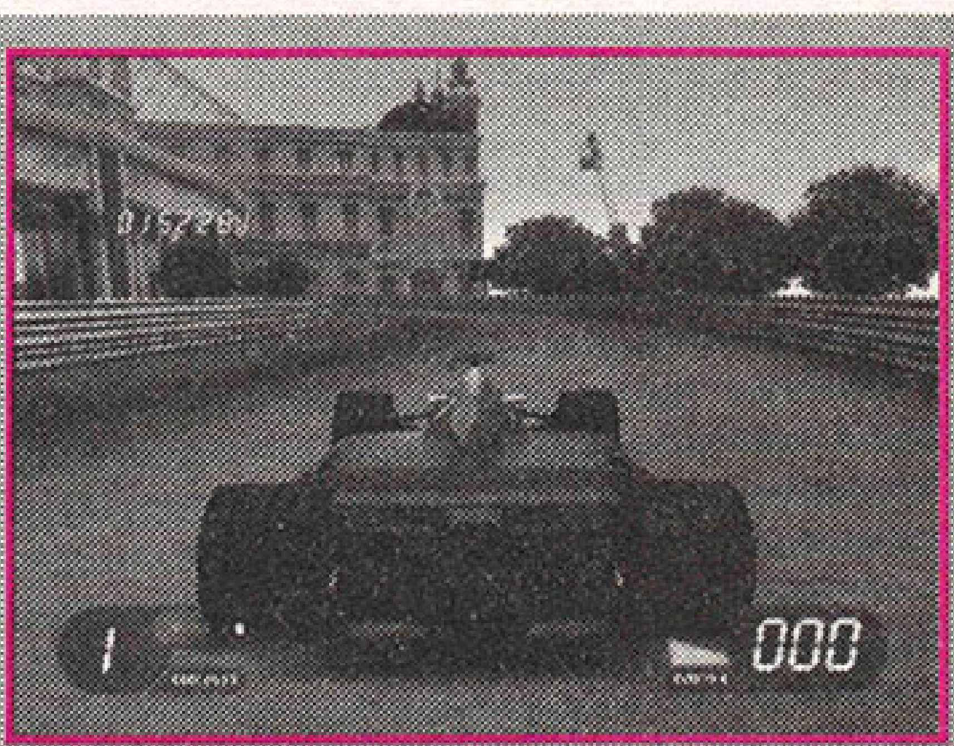
On the other hand, *Spy Hunter* developer Paradigm seems to have favored the shrubs over the palm trees.

F1 CHAMPIONSHIP SEASON 2000



Here we see the left side fence accurately reproduced, but the shape and propertions of the Casino seem the most distorted of the four.

FORMULA ONE 2001



Only Studio Liverpool (developer of *Formula One 2001*) bothered to reproduce the crane in the background.

- Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
- Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button
- Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
- Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

EX Option Menu

From the main menu, select "Option." Next, press **R1**, ○, **Left**, △, △ very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

EX Options

At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START**. The hidden EX Option menu will appear.

MAT HOFFMAN'S PRO BMX

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. After entering each code correctly, the pause menu will shake. The effects will take place immediately after you select "Continue" to return to the game.

Perfect balance—Hold **L1** and press □, **Left**, **Up**, **Right**.
Display balance meter during grinds—Hold **L1** and press **Left**, ○, □, △, □, ○, ×
Infinite Special—Hold **L1** and press **Left**, **Down**, △, ○, **Up**, **Left**, △, □
Big wheels—Hold **L1** and press **Down**, ○, ○, **Down**
Add eight minutes to your remaining time—Hold **L1** and press □, **Up**, ○, ×
Point values x10—Hold **L1** and press □, ○, ○, **Up**, **Down**, **Down**
Point values divided by 10—Hold **L1** and press **Down**, **Down**, **Up**, ○, ○, □

Secret Character: Granny

Start a game in Career Mode and press **START** to pause, then select the "Retry" option from the pause menu. Continue to pause and restart; after you do this 10 times, a message will appear and Granny will become a playable character.

MEDAL OF HONOR

Secret Codes

Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after entering a correct code.

Captain Dye Mode—CAPTAINDYE
Nifty Multiplayer Power-ups—DENNISMODE
American Movie Mode—SPRECHEN
Temperamental Tocsin—BRADALARM
Wireframe Mode—TRACERON
4x Firing Rate—ICOSIDODEC
Reflecting Shots—GOBLUE
Unlimited Ammo—BADCOPSHOW
Audie Murphy Mode—MOSTMEDALS
Unlock Mission 2—ZERSTOREN
Unlock Mission 3—BOOTSINKT
Unlock Mission 4—SENFGAS
Unlock Mission 5—SCHWERES
Unlock Mission 6—SICHERUNG
Unlock Mission 7—GESAMTHEIT
Unlock Game Werks Theater in Multiplayer—MACOOCOO
Unlock Site Seeing Theater in Multiplayer—SPYSCHOOL

MEDAL OF HONOR: UNDERGROUND

Secret Passwords

At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the passwords below to obtain the corresponding result.

DWIECRANS—Staff screens
MOHUEQUIPE—More staff screens
MOHDESSINS—Cartoon gallery
RICOCHET—Bouncing Bullets
LATIREUSE—Podoski Mode
BALLESVITE—4x Firing Rate
PUISSANCE—Invulnerability Mode
AUTODINGUO—Wacky Taxi Mode

Unlock Everything

First, enter ENTREZVOUS as a password. Now you may enter any of the following passwords:

PORTECLEFS—Unlock everything except Panzerknacker Unleashed!
LEMONSTRE—Unlock Panzerknacker Unleashed

MEDIEVIL II

Cheat Mode

At any time during gameplay, press **START** to pause, then hold **L2** and press △, ○, △, ○, ○, △, **Left**, ○, **Up**, **Down**, **Right**, ○, **Left**, **Left**, △, **Right**, ○, **Left**, **Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the ○ button twice, press **Left** six times, then hold **L1** + **R2** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R1** button, press **Right** six times, release **R1**, hold ○ and press **START**. When the game begins, Zero's costume will be black instead of red.

MEGA MAN X5

Start With Ultimate Armor

At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press **Up** twice, then **Down** nine times. To play as Zero, move the cursor to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor.

MICRO MACHINES V3

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Low camera angle—**Left**, **Right**, □, ○, **Left**, **Right**, □, ○
Slow down computer cars—○, △, □, ×, ○, △, □, ×
Super speed—×, ○, □, △, ×, ×, ×, ×
Super jumping ability—**Right**, **Right**, **Down**, **Up**, **Down**, **Left**, **Down**, **Down**
Change vehicles—**Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up**, **Down**, **Down**, □, ○, ○, △, ×. With the Debug code in place, the following options become available:

- Press □ + ○ + △ + × to make all of the vehicles on the track explode
- Hold **SELECT** and move the D-pad to tilt or rotate the camera angle
- Hold **SELECT** and press **L2** or **R2** to zoom in or out
- Hold **SELECT** and press □ to have the computer control your car
- Hold **SELECT** and press × to end the race with you in first place!

"Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

- Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.
- Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name "3LIVES" to cancel this code.
- Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
- Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISSION: IMPOSSIBLE

Secret Passwords

From the main menu, select "Load Game," then select "Password." Enter any of the following passwords below. For some of the passwords, even though the game will say "bad password," they will still work. Just start a new game or load another one to see the effects.

TTOPFSECRETT—View secret message
SEECOOLMOVIE—View any FMV sequence
IMTIREDTODAY—Slow-motion mode
GOOUTTAMYWAY—Turbo mode
BIONICJUMPER—Super jump
SCAREDSTIFFF—All people move without animation

Level Passwords

ABEMJQLNVTPG—Submarine Pen Area
OGLIESHVIRLL—Russian Embassy
IQDSNJNTOMCI—Russian Embassy 2
OQRFFSITJMNI—KGB Warehouse
EHNJHSURWJMP—KGB Headquarters
IGCJMJMVMRBL—KGB Headquarters 2
GDPSISJOWUAN—Security Hallway
GQOFISKTLMAI—Security Hallway 2
GGHIHSJVWRML—Underground Sewage Plant
IJENMUNHONCJ—IMF Headquarters
IMQPNHNKOSCM—IMF Headquarters 2
PBFROUOPPWDB—Infirmary
PMGKPUPKQSDM—CIA Rooftop
KEJPPUPSRKEE—CIA Rooftop 2
PJGNOUPHQNDJ—CIA Mainframe Computer
HDGGFPKQMOBC—Waterloo Station
IGILGPMLMYBO—Train
HDGOFTKQMOBC—Train 2
IGJDGTMLMYBO—Train Roof
NGHSMGQTXMGI—Lundkwist Base
MOEEOJGHVXJH—Tunnel
MKEHTJSSVVJD—Mainland
AFQMOJGPVTPG—Gunboat

MORTAL KOMBAT 3

Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, △ six times, × six times and ○ nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode

During the opening demo, quickly press ×, ○, △, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu. Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press ×, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

- Player 1: Press Low Punch three times and Low Kick twice
- Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.
2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.
To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.
3) Continue to hold Block + Run until the fight starts.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch the opponent's head off.

Combos

3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Cheat Passwords

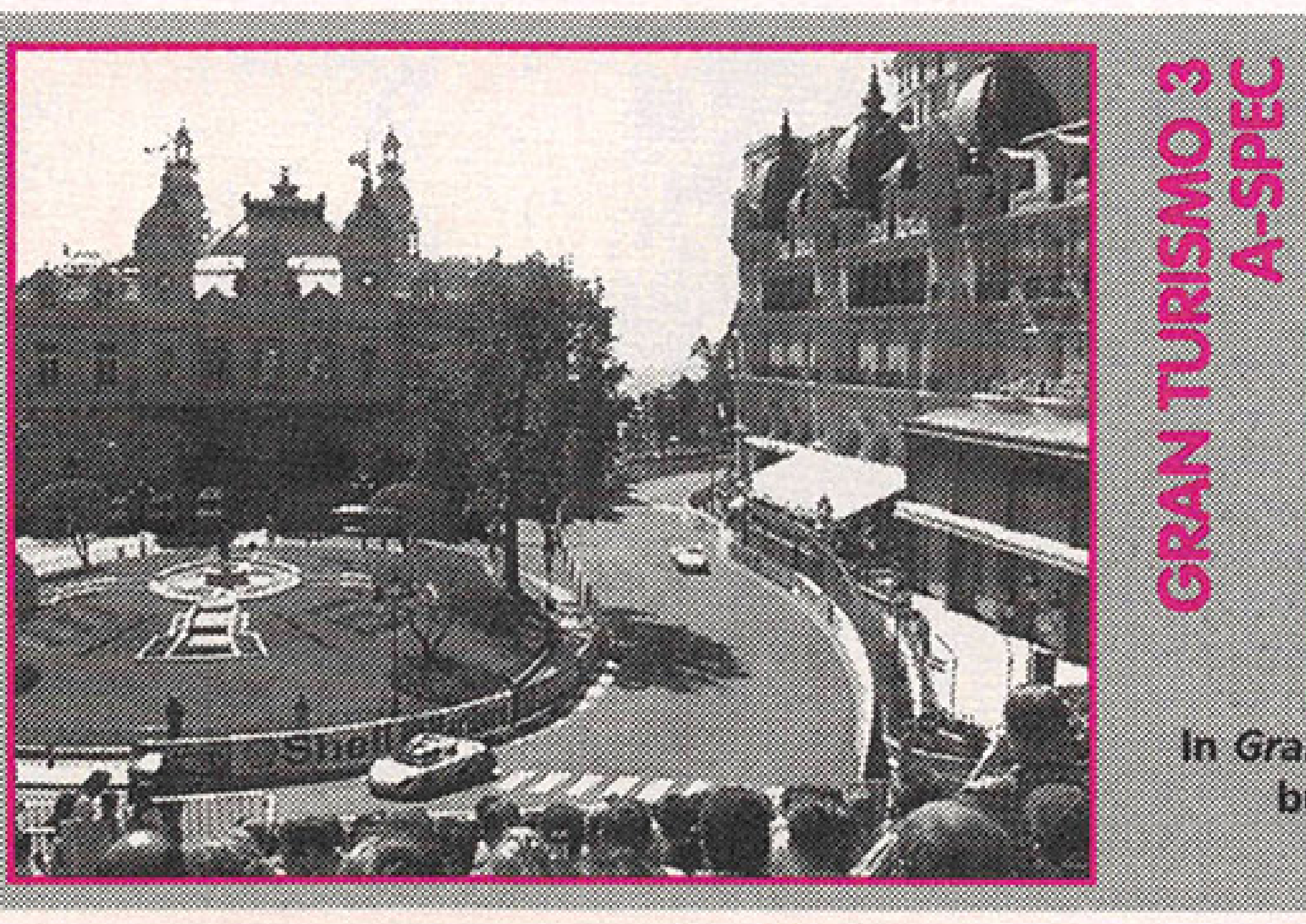
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter "GTTBHR" for infinite lives
- Enter "NXCVSZ" to start with 10 Urns of Vitality in your inventory
- Enter "CRVDTS" to see the credits from the end of the game
- Enter "RCKMND" to see a demo of the rock boss exploding

MONACO ON PS2

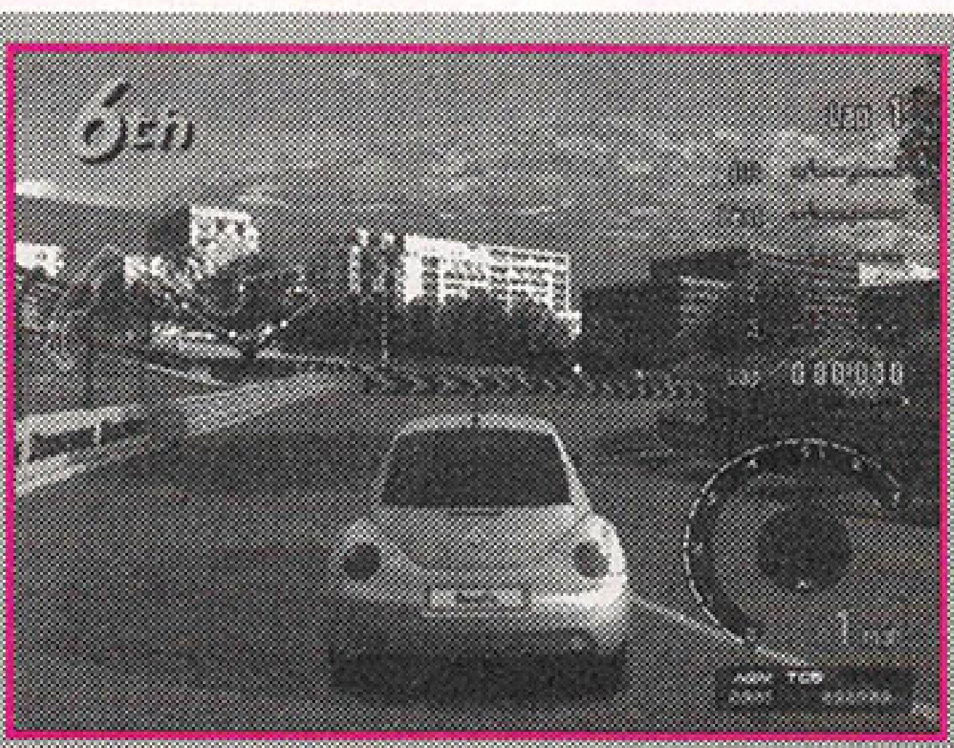
continued

② Casino Curve



This view is from the stands, looking in the opposite direction. The close curve is the Casino Curve and the far one is the Massenet Curve. In front is the Casino de Monte Carlo, and on the right is the Hotel de Paris.

GRAN TURISMO 3 A-SPEC



In *Gran Turismo 3*, there are no stands, but some buildings are visible in the background.

Stage Passwords
Wind Stage—THWMSB
Earth Stage—CNSZDG
Prison Stage—RGTKCS
Water Stage—ZVRKDM
Fire Stage—JYPPHD
Bridge of Immortality—QFTLWN
Qhan Chi's Fortress—ZCHRRY (With this code in place, you can warp directly to the battle with Quan Chi if you hold the **L1** button when you die. If you are holding the **L2** button when you die, you will warp to the battle with Shinnok.)

MORTAL KOMBAT: SPECIAL FORCES

Cheat Mode
At the main menu, select "Options," then "Game Settings." Next, press **Left**, **Right**, **L1**, **L2**, **R1**, **R2**, □, ○. After entering the code correctly, a new menu item called "Cheats" will appear on the screen. Set it to "on," then start a game and you'll have maximum experience points plus a ton of weapons and ammo.

MORTAL KOMBAT TRILOGY

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

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

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

- Fatality 1—Press △ when "Finish Him/Her" appears.
- Fatality 2—Press ○ when "Finish Him/Her" appears.
- Animality—Press **L2** when "Finish Him/Her" appears.
- Friendship—Press **R1** when "Finish Him/Her" appears.
- Brutality—Press □ when "Finish Him/Her" appears.

MOTORHEAD

Secret Passwords
Access the "Code" option at the Options menu and enter the following codes to access different effects:
softhead—Motion blur effect
supercar—Overhead view
insanity—Alternate demo
lastcode—Unlock all cars and tracks
nocheats—Disable cheats
Note that when you enter these cheat codes, high scores will not be recorded.

THE MUMMY

Secret Bonus Codes
At any time during gameplay, press **START** to enter the pause menu, then choose "Quit Game" and select "Yes." Next, select "Replay Level," then "Bonus Game Modes" at the following screen. Finally, select "Enter Code" and enter any of the codes below:
△, ×, △, ○, □, △, ○, ×—Unlock bonus level
○, □, ○, ×, ×, △, △, □—All weapons available
×, △, ×, □, ○, △, □, △—Unlimited ammo
○, ○, △, ○, ×, □, □, ×—Infinite lives

MUPPET MONSTER ADVENTURE

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.
Unlock all levels—**Up**, **Up**, □, **Down**, **Down**, ○, **Left**, □, **Right**, ○
Invincibility—**L2**, **R2**, **R1**, **L1**, **R2**, **L2**, **R2**, **R1**, **L1**, **R2**
Debug text—**Up**, **Right**, **R2**, □, **Left**, **R1**, **Left**, **Up**, **Left**, **L2**
Start with chicken weapon—□, □, ○, □, ○, ○, □, □, ○, □

MUPPET RACE MANIA

Secret Codes
Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect and words will appear at the top of the screen after entering a correct code.
Unlock Fraggle Rock—×, □, ×, □, ×, □, △, ○, ×, □
Unlock end courses—○, △, □, △, ×, △, □, ○, △, ×
Unlock Arches—□, ○, ×, ○, □, △, ○, ×, ○, △
Unlock Studio—□, □, ○, ○, ×, ○, △, ○, △, □
Unlock all Muppets and vehicles—△, ○, △, □, △, ×, △, △, ×, ○

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:

- Refill Shield—**SELECT**, ○, **Right**, **Up**, **Up**, **L1**, **L1**, ×
- Warp Speed Boost—○, □, ○, □, △, △, △, ×
- Stop Ship—△, **Left**, △, **Right**, △, **Up**, △, **START** (with this code in place, you can stop your vehicle's forward progress at any time by holding the △ button)
- First-Person Viewpoint—△, ○, □, □, △, △, **SELECT**, **START**
- Randomize Level Curves—○, **SELECT**, **Left**, □, □, **Down**, **Up**, ×

Passwords
Level 2—□ × × × □ □ × △ △
Level 3—× ○ × × × □ □ △ □
Bonus Level 1—○ □ × × □ × × × △
Level 4—△ × □ × □ □ △ × ○
Level 5—○ × □ × × □ △ △ ×
Level 6—× □ □ × □ □ △ × ○
Bonus Level 2—□ □ □ × □ □ △ △ □
Level 7—× × × □ × △ ○ △ □
Level 8—□ × × □ × ○ × △ ○
Level 1 with upgraded NanoTek ship—× □ × □ □ ○ × △ ×

NASCAR RUMBLE

All Tracks & More Cars
From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C9P5AU8NAA" to unlock lots of cars and every track.

NBA HOOPZ

Match-Up Screen Codes
At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction; the numbers represent the number of times you need to push the □, × and ○ buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the □ button three times, the × button once and the ○ button twice, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the △ button instead of ×.
3-1-2-Up—Infinite turbo
4-4-4-Left—No goaltending
2-2-2-Right—No fouls
0-1-1-Down—Show shot %
1-1-0-Down—Show hotspot
3-0-1-Up—No hotspots
1-2-1-Left—Granny shots
3-2-0-Left—Street court
0-2-3-Left—Beach court
1-1-1-Right—ABA ball
0-2-4-Right—Away uniform
0-1-4-Right—Home uniform
3-0-0-Right—Big heads
5-4-3-Left—Tiny players
3-3-0-Left—Tiny heads

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ ○ △ □ ↓. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

NIGHTMARE CREATURES II

Stage Select
At the main menu, hold **R2** + **L1** + ○ + □ and press **SELECT**; some text will appear in the upper left corner. Move the cursor to "New Game," then press **Right** to cycle through the different stages. The stage name displayed when you press × will be the one where you'll start the game.

Cheats Menu
At any time during gameplay, press **START** to pause, then hold **R2** + **L1** + ○ + □ and press **SELECT**. If you entered the code correctly, the Cheats menu will immediately appear.

NO ONE CAN STOP MR. DOMINO

Secret Characters
To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages:
Stage 1: Phat Tony's Casino—3,000 points or more
Stage 2: Shop 'til You drop—6,000 points or more
Stage 3: Grandpa's in The House—4,000 points or more
Stage 4: Tripping in The Park—5,000 points or more
Stage 5: Fun Park Massive—8,000 points or more
Stage 6: No one can stop Mr. Domino—5,000 points or more
To unlock the alien domino named D▲M●?O, you must achieve a score that the game considers to be "the best in the U.S." in all six stages:
Stage 1: Phat Tony's Casino—8,000 points or more
Stage 2: Shop 'til You drop—12,000 points or more
Stage 3: Grandpa's in The House—8,000 points or more
Stage 4: Tripping in The Park—9,000 points or more
Stage 5: Fun Park Massive—28,000 points or more
Stage 6: No one can stop Mr. Domino—10,000 points or more

PANDEMONIUM 2

Cheat Passwords
All Levels Access—GETACCESS
31 Lives—IMMORTAL
Invincibility—NEVERDIE
Mutant Mode—GENETICS
Permanent Weapon—MAKMYDAY
Access to Bonus Levels—SKATBORD
Full Health—HORMONES
Camera Roll—GONAHURL
Regenerating Monsters—JUSTKIDN
Strange Textures—ACIDDUDE

PITFALL 3D: BEYOND THE JUNGLE

Cheat Passwords
99 Lives—STEVECRANEME
See All Movies—PLAYMOVIES
See All Comics—PITFALLCOMIC
Disable Witty Banter—STOPTALKING
Get an extra 10 lives in the next game—GIVEMELIFE
Access Original *Pitfall!*—CRANESBABY
Note: Each of the following codes works during the original *Pitfall!* game:

- Programmer's Head—Press **R1** + **R2**
- Baby (Elvira) Head—Press ○ + **R1**
- Croc Talk—Press **R1** + △ when there are crocodiles on the screen; one of them will say, "Hi, mom!"
- Infinite Lives—Press **L1** + **L2**

POWER RANGERS LIGHTSPEED RESCUE

Secret Codes
From the main menu, select "Codes," then select "Enter Code." Next, enter any of the words below to unlock the corresponding effects.
OMEGA—Level skip
ULTIMATE—Titanium Ranger
FOREVER—Continues
SHOWCASE—All galleries open
IMMORTAL—Infinite Lives
D4B7E109G7—Infinite Health
N7F6U2A5A1—Infinite RPE

R/C STUNT COPTER

Cheat Codes
Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.
Down, **Up**, **Left**, **Right**, △, ×, □, ○—All Gold in training levels
Down, **Up**, **Right**, **Left**, △, ×, □, ○—Unlock all levels
Up, **Down**, **Left**, **Right**, △, ×, □, ○—Your name can be three letters longer
L2, **R2**, **L1**, **R1**, △, ×, □, ○—Mega Points
Up, **Down**, **Left**, **Left**, ×, □, ○, △—Unlock movie (selectable from the Options menu)

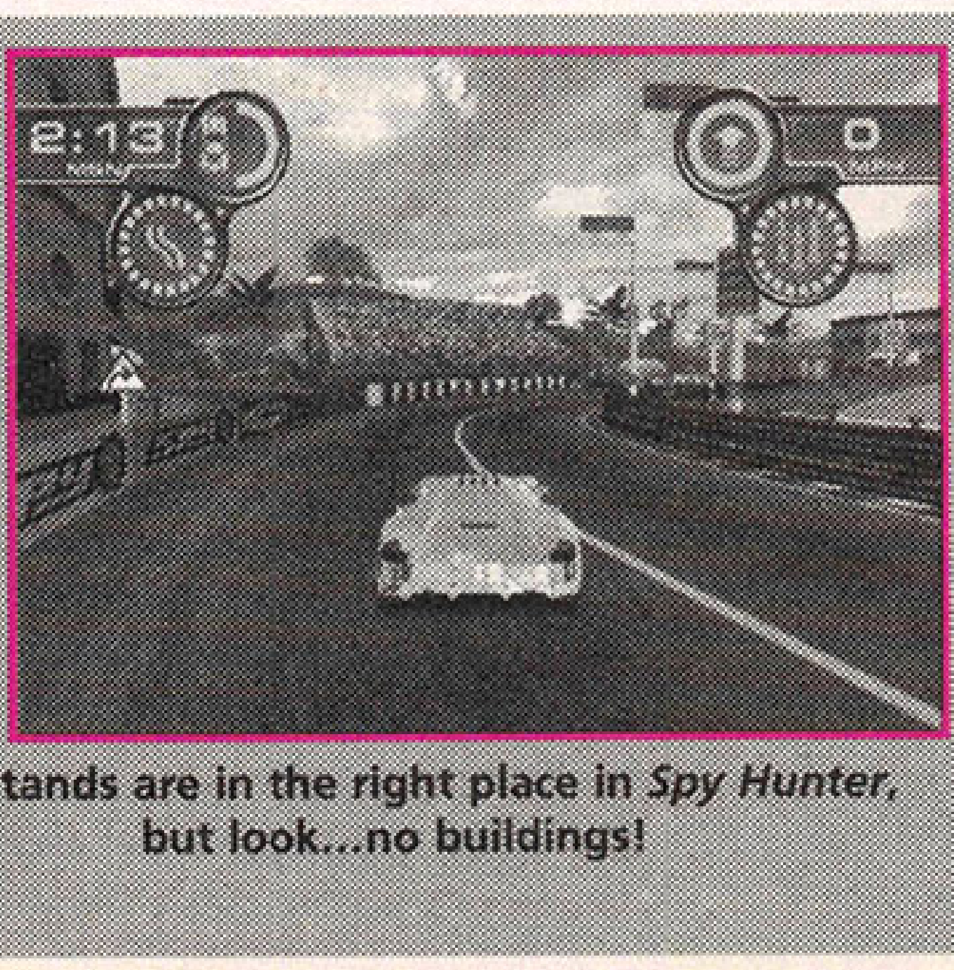
R•TYPE DELTA

Invincibility
At any time during gameplay, press **START** to pause the game. Next, hold **L2** and press **Right**, **Right**, **Left**, **Right**, **Left**, **Left**, **Right**, **Left**, **R2**, **Up**, **Up**, **Down**, **Down**, **Up**, **Down**, **Up**, **Down**, **R2**. You'll hear a sound effect after entering the code correctly. When you unpause the game, your ship will be invincible.

R•TYPES

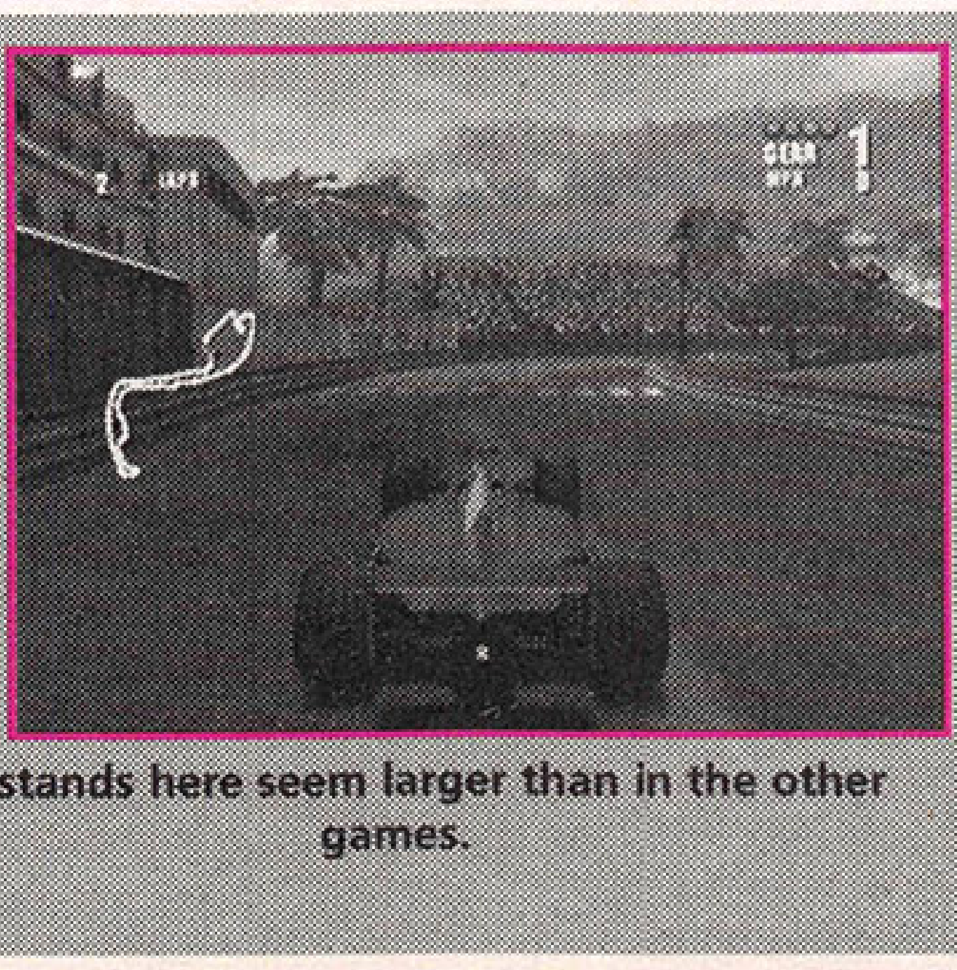
Invincibility
At any time during gameplay, press **START** to pause the game. Next, hold **L2** and press **Right**, **Right**, **Left**, **Right**, **Left**, **Left**, **Right**, **Left**, **R2**, **Up**, **Up**, **Down**, **Down**, **Up**, **Down**, **Up**, **Down**, **R2**. You'll hear a special sound effect

SPY HUNTER



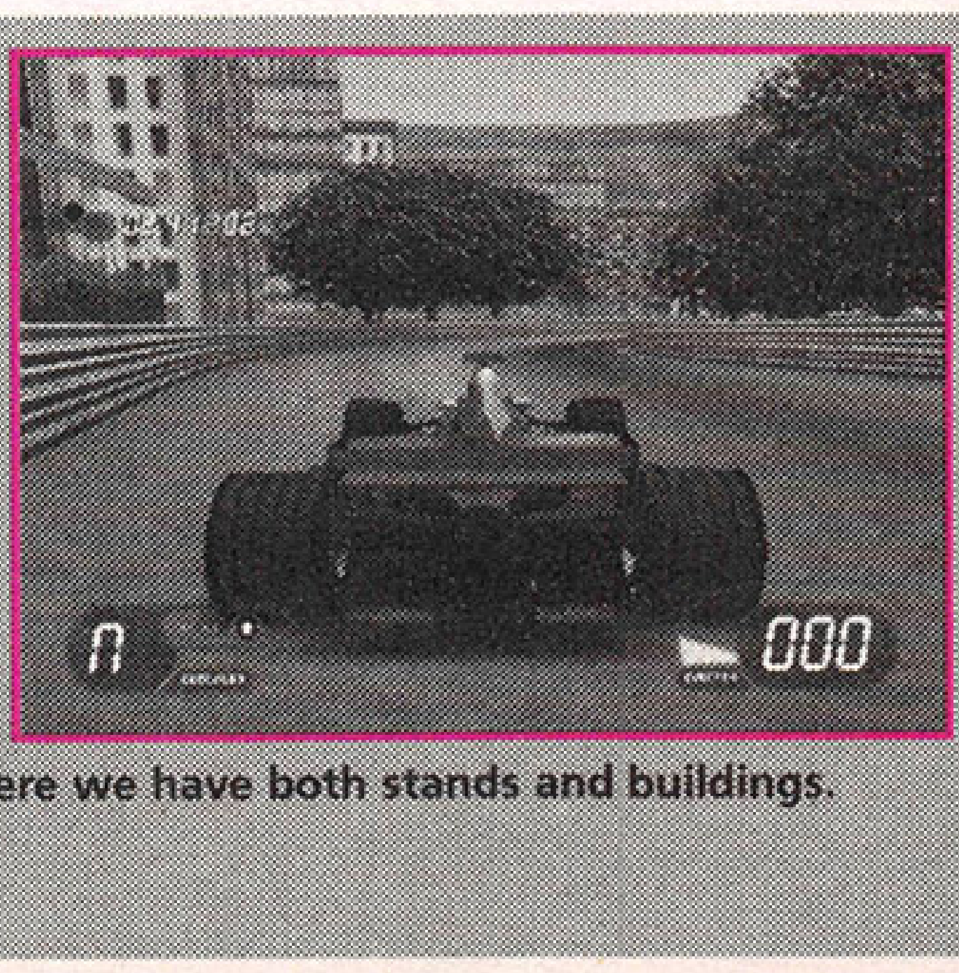
The stands are in the right place in *Spy Hunter*, but look...no buildings!

F1 CHAMPIONSHIP SEASON 2000



The stands here seem larger than in the other games.

FORMULA ONE 2001



Here we have both stands and buildings.

after entering the code correctly. When you unpause, your ship will be invincible.

Increase Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left,** ○.

Decrease Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left,** ×.

Use Any Weapon

Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either △, □, ×, or ○ to equip yourself with a different weapon.

Level Select

Highlight either *R•Type* or *R•Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause; you can choose any stage with the stage-select option at the pause menu.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time.

Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RAMPAGE THROUGH TIME

Secret Passwords

From the main menu, select "Password," then enter any of the passwords below. Upon entering a correct code you'll immediately return to the main menu.

1 2 3 4 5—Unlock "Cheat" menu within "Options"
J 0 M 3 L—Unlock Neo Techno, Jurassic and Scumlabs stages in Challenge mode
J 0 S H S—Power Meter always full

RASCAL

Stage Skip

Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the **R1** button to change the name of the stage, then hold the **R1** button down until you warp to the stage you chose. To skip to a different room within a stage, tap the **R2** button to change the room number, then hold the **R2** button down until you warp to the room you chose.

RAYSTORM

Free Play Mode

When the words "Press Start Button" appear at the title screen, hold **L1 + L2 + R1 + R2** and press **START**; when the main menu appears, continue to hold **L1 + L2 + R1 + R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

RAZOR FREESTYLE SCOOTER

Unlock Everything

At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right.** A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

REBOOT

Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

- Free Shield with Every Glitch pick-up—**Down, R1, Left, Right, Down, L2, R2, Left, Right, Up**
- Full Glitch Energy—**Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**
- Play as Enzo—**Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**
- Play as Dot Matrix—**Left, R1, Right, Up, Down, R2, L1, Right, Up, Down**

RED ASPHALT

Infinite Armor

During the game, press **START** to pause, then hold **R1 + R2** and press **Up, Left, Right, Down,** △, □, ○, ×.

Infinite Weapons (Offensive & Defensive)

During the game, press **START** to pause, then hold **R1 + R2** and press **Left, Up, Right, Down,** □, △, ○, ×.

Infinite Nitros

During the game, press **START** to pause, then hold **R1 + R2** and press **Down, Down, Down,** ○, ○, ○.

Boss Cars

At the main menu, press and hold **L2**, then press **Left, Right, Down, Up,** □, ○, ×, △. Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles.

Unlimited Cash

At the main menu, press and hold **L2 + R2**, then press **Left, Left, Right, Right,** □, □, ○, ○. Your cash total won't change, but you can buy anything for free.

RESIDENT EVIL

Rocket Launcher

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

Special Key

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

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2

Secret Photo

In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.

Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.

Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

ROBOTRON X

Instant Power-Ups

At any time during the game—not while paused—you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, ○ is Fire Right and × is Fire Down.

Shield—**Down, Left,** □, ○
Two-Way Weapon—**Up,** △, **Up,** △
Three-Way Weapon—**Right, Right,** □, ×
Four-Way Weapon—**Down, Down, Up,** ○
Pulse Wave—**Up,** ○, **Down, Right,** □
Speed Up—**Left, Left, Right, Right,** △
Flamethrower Weapon—**Down, Right, Down, Right,** ○

ROLLCAGE STAGE II

Secret Passwords

From the main menu, select "Password." Then, select "Enter a Password." At the next screen that appears, enter any of the passwords below.

MASTERS.IS.AS.HARD.AS.NAILS.MON!—Harder Masters campaign
I.WANT.IT.ALL.AND.I.WANT.IT.NOW!—Unlock everything
YOU.HAVE.A.LOTA.EXPLODING.TO.DO—Unlock all Combat tracks
WELL.IF.IT.AINT.THEM.PESKY.KIDS—Unlock ATD Best Lap Cars
IS.IT.COLD.IN.HERE.OR.IS.IT.ME.?—Unlock Demolition
I.AM.THE.MIRROR.MAN,.OOOOOOOOOO!—Unlock Mirror Mode
LOOK.OUT!.ITS.ANDY.GREEN—Unlock Mega Speed
IM.OBVIOUSLY.SICK.AS.A.PARROT...—Unlock Rubble Soccer
HERE.TODAY,.GONE,.LATE.AFTERNOON—Unlock Survivor Mode
PURSUIT,.A.SUIT.MADE.FROM.CATS—Unlock Pursuit Mode

RUSH HOUR

Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars—**Up, Left, Right,** ×, ○, □
Bonus Track—×, **Up,** △, **Down, R1, L1**
Reverse Tracks option at Track Select screen + "Reverse Championship" option—**Left,** △, **R1,** ○, **L1,Down**
Access "Super Championship" race mode—**Right,** □, **Left,** ○, **Up,** ×

RUSHDOWN

Unlock All Tracks

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right,** △, ○, △, ○. Now all of the tracks will be available when you select Arcade Mode.

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the × button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

- Hold △ to race in a U.F.O.
- Hold **L1** to race in a pick-up truck
- Hold **R1** to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

S.C.A.R.S

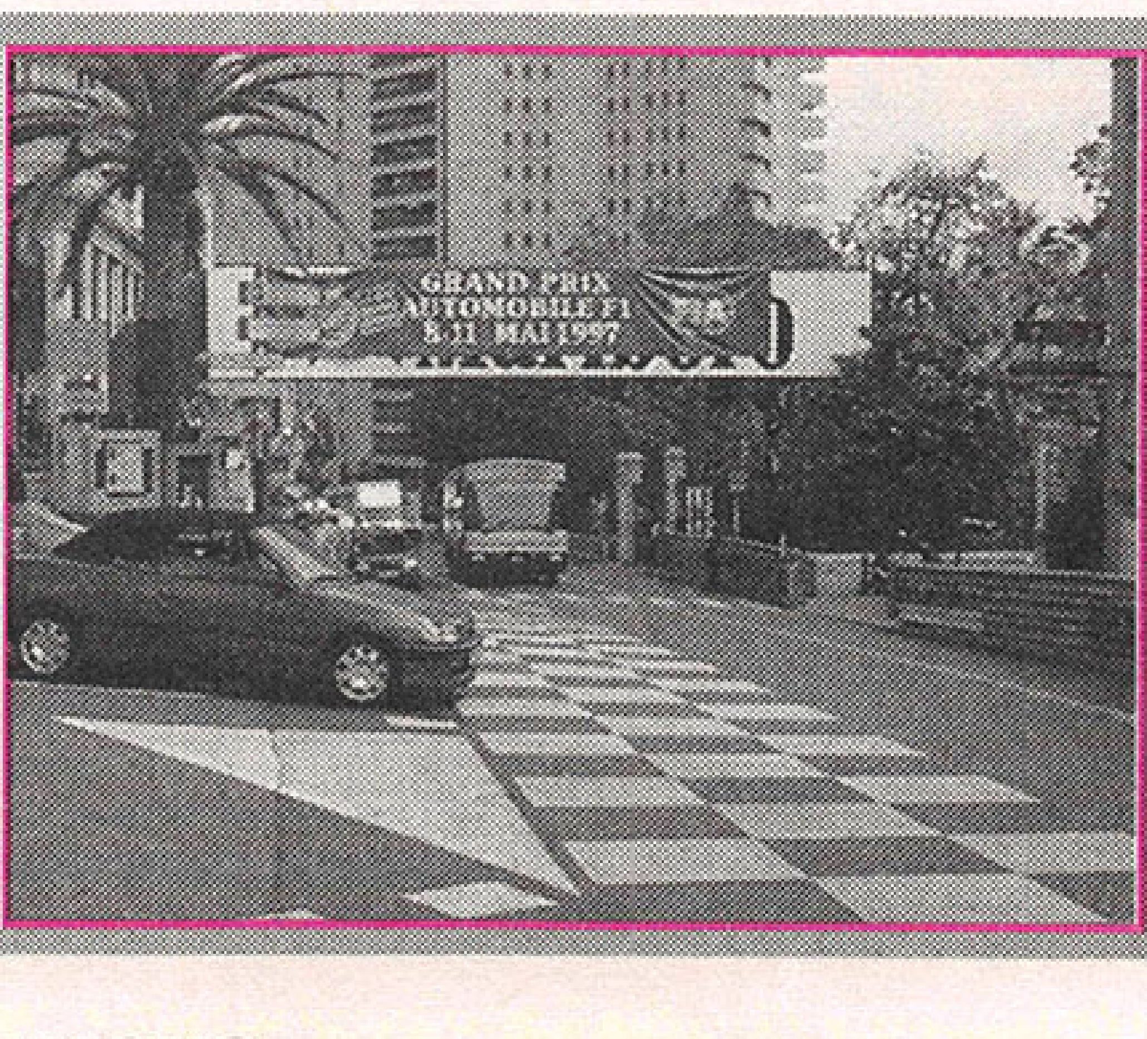
Ultimate Password

Choose "Options" at the Game Select menu, then select "Setttings" and use the **L1** and **R1** buttons to change the Password option to "A L L V I D". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

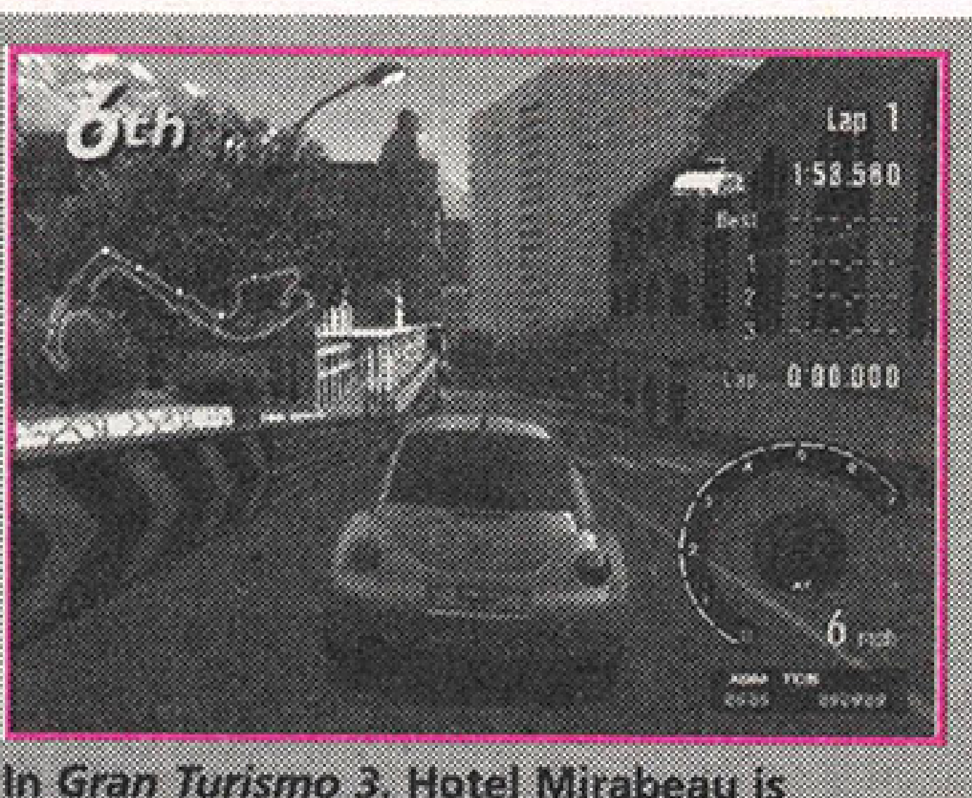
MONACO ON PS2 continued

3 Facing Mirabeau Curve

This is the short stretch just before the Mirabeau Curve. This photo was taken before the start of the F1 race, which explains the non-racing cars. To the left is the Metropole Palace Hotel. You can also see the big Hotel Mirabeau in the distance. Check out its position in each of the games!



GRAN TURISMO 3 A-SPEC



In *Gran Turismo 3*, Hotel Mirabeau is positioned at a different angle.

THE SIMPSONS WRESTLING

Secret Codes

Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing). You can also enter the codes at the "Paused" menu during gameplay. A message will appear at the top of the screen to confirm each code. To reverse the effects of a code, just enter the same code again.

○, **Up, Up, Down, Down, Left, Right, Left, Right**—Unlocks the "Bonus Match Up" option at the main menu; from here you can start a match with nearly any character in any stage.

○, **L1**, ○, **L1**, ○, **R1**, ○, **R1**—Activates a funnier version of the credits sequence (choose "Credits" at the Options menu) which is usually only accessible after completing all three circuits.

○, **L1**, ○, **R1**, ○, **L2**, ○, **R2**—Activates "Big Ape Mode," which gives all of the characters huge arms.

○, **R2, R1**, ○, **R2, R1**—With this code in place, you'll fight in a special "Big Ape" arena that shows a picture of the game's creators (drawn as Simpsons characters) on the mat. If you enter the code at the "Paused" menu during a game, you must quit and start a new match to fight in the secret arena.

□, ○, **L1, R1**—Displays a date at the top of the screen, presumably the date that the final revision of the game was completed.

SLAMSCAPE

Invincibility

During the game, hold the **SELECT** button and press □, □, ○, ○, □, □, △.

Weapon Power-Up

During the game, hold the **SELECT** button and press **Left**, □, **Right**, ○, **Up**, △.

SLED STORM

Passwords

Enter the following passwords from the password entry screen under "Load/Save" at the options menu.

Ryan / Storm Sled—○, △, □, **R2, R2, L1**, ×, △
Tracey / Storm Sled—○, △, □, △, **R2, L1**, ×, △
Gio / Storm Sled—○, △, □, **L1, R2, L1**, ×, △
Travis / Storm Sled—○, △, □, **R1, R2, L1**, ×, △
Nadia / Storm Sled—○, △, □, □, **R2, L1**, ×, △
Jay / Storm Sled—○, △, □, ○, **R2, L1**, ×, △
Jackal / 400cc—**L2, L2**, ○, **R2**, □, **R1, L1**, △
Sergei / 400cc—□, **L1**, □, **L2**, △, **R2**, ×, ○
Sergei / Storm Sled—○, △, □, ×, **R2, L1**, ×, △
Unlock Demo Track—**R2, L1**, △, □, △, **R1**, ○, ×
Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, ×, **R2**, □, ○, **R1**, ○, △
Unlock Super Snocross 3 through 6—**R2**, △, ×, **R2**, △, □, ○, ×
"Fog" available in Track Select—□, **L1**, ×, □, **R2**, ×, △, ○
"Mirror" available in Track Select—○, **L1, R2, R2, R1**, ×, △, **L2**

THE SMURFS

Level Select

From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press **L1, Up, Up, Down, Up, Left, Left, Up, R2**. You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

SPAWN: THE ETERNAL

Cheat Codes

Each of the following codes can be entered while the game is paused:

- Temporary invisibility—Hold **L1 + R1** and press □, □, ○, ○, △, ×
- Temporary invincibility—Hold **L1 + R1** and press △, △, ×, ×, □, ○
- All power-ups—Hold **L2 + R2** and press △, ○, □, ×, △, ×
- All inventory—Hold **L2 + R2** and press ×, □, ○, △, □, ○
- Refill health meter—Hold **L1 + R1** and press ×, ○, △, □, ×, ○
- Refill Magic—Hold **L1 + R1** and press △, ○, ×, □, △, ○
- Skip current level—Hold **L1 + R1 + L2 + R2** and press △, ×, □, ○, ○, ○

SPEC OPS: RANGER ELITE

Invulnerability

At the main menu, select "One Player Game." Next, enter ROCKSTAR as your name at the following screen. When you begin the mission, press **START** to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

SPEED RACER

Access All Cars

At the car-select screen, hold **L1 + L2 + R1 + R2 + SELECT + Down** and press △; now all of the cars in the game will be available.

Extra Camera Views

During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

- Hold **L1 + L2** to race in bright daylight
- Hold **R1 + R2** to race at night
- Hold **L1 + L2 + R1 + R2** to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the **START** button and press ○, □, ○, □.

Hidden Messages

Also at the "globe" menu, hold the **START** button and press ○, △, △, ○. You'll see the code on the screen to confirm. Now hold **START + SELECT** and press ○, ○, ○, ○ to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off.

Handbag Code

At the globe menu, hold the **START** button and press □, △, ○, △. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

Naked Spice Code

At the globe menu, hold the **START** button and press ○, △, △, ○. Next, press **L1 + L2 + R1 + R2 + START + SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER-MAN

Cheats

From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the cheats below. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the screen.

Unlock almost everything—EEL NATS
Symbiote Spidey costume—BLKSPIDR
Spidey 2099 costume—TWNTYNDN
Captain Universe costume—S COSMIC
Spidey Unlimited costume—PARALLEL
Scarlet Spider costume—LETTER S
Amazing Bag Man costume—AMZBGMAN
Ben Reilly costume—BNREILLY
Peter Parker costume—MJS STUD
Quick Change costume—ALMSTPKR
Storyboard viewer—CGOSSETT
All 6 game comic covers—ALLSIXCC
Level select—XCLSIOR
All 32 comic covers—CMC BUFF
Movie viewer—WATCH EM
Character viewer—CVIEW EM
What If contest—GBHSRSPM
Big head—DULUX
Joel Jewett as J. Jonah Jameson—RULUR
Invulnerable—RUSTCRST
Infinite webbing—STRUDL
Debug info on screen—LLADNEK

SPOT GOES TO HOLLYWOOD

Cheat Mode

At the title screen, press △, **Up, Right, Down, Left**, △, **Left, Down, Right, Up**, △. A new option called "Cool" will appear on the main menu. Select it to find an option called "Open Levels". Press × to open the levels, return to the main menu and choose "Start" and "Continue Game", then press × at the password screen. When the stage-select screen appears, you'll find that you can access any level.

Infinite Lives

With the cheat mode activated as described above, just press **START** during the game to pause, then press □ while paused to give yourself 50 extra lives at any time.

SPYRO THE DRAGON

99 Lives

At any time during the game, press **SELECT**, □, □, □, □, □, □, ○, **Up**, ○, **Left**, ○, **Right**, ○, **START**.

STAR GLADIATOR

Play as Bilstein

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

Play as Kappah

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

Play as Blood

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

STAR TREK: INVASION

Watch Credits Movie

At any "Mission Briefing" screen, press **Left, Right, Up, Down** five times and the credits movie will immediately appear.

Unlock Everything

At the "Stellar Cartography" screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2**. Each of the last two combinations of buttons must be pressed precisely at the same moment or the code won't work. The screen will flash white and the words "Cheats On" will appear after entering the code correctly.

STAR WARS: DEMOLITION

Secret Passcodes

At the main menu, select "Options," then select "Preferences." Next, press **R1 + L1** and a passcode entry interface will appear. Now you can enter any of the items below. For the first code, you won't receive any special confirmation after entering it, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.

Unlock characters—WATTO_SHOP
Watch some movies—SAD_MOVIES
Watch more movies—MOVIE_SHOW

STAR WARS EPISODE I THE PHANTOM MENACE

Debug Menu

At the main menu, move the cursor to "Options" and press △, ○, **Left, L1, R2**, □, ○, **Left**. You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold **L1 + SELECT** and press △.

STREET SK8ER

Secret Codes

Enter the following codes at the main menu. You'll hear a voice say "Yeah!" each time you enter a code correctly.

Right, ○, □, **Left**, □, ○, **R1, L1**—Unlock courses
Right, Right, R1, R2, Left, Left. L1, L2—Unlock all boards
Left, Left, □, **Right, Right**, ○, **R1, R1**—Unlock Sarah
Left, Right, ○, □, **R2, L1, L2, R1**—Unlock Mick
Right, ○, **Left, Left**, ○, ○, □, □—Unlock Bonobo

STREET SK8ER 2

Secret Codes

Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.

Unlock all skaters—**Left, Left**, ○, ○, **L2**, □, **Right, R2**
Unlock all boards—○, ○, □, ○, □, □, ○, **R1**
Unlock all courses—**Left, Right, Left, Right**, ○, ○, **R1**, □
Max Trick Level and Skill Points—**L1**, □, **Left, Left, R2, Left, R1, Left**
Unlock "Movie" item in main menu—**R2, R2, L1, L2, L1, R1, R1, R1**

Alternate Clothes

Hold **L1, L2, R1** as you select a character at the "Skater Select" screen.

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press **R1**. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."

N0CR4SH—The bikes never crash
B1GB1K3S—The bikes are big
G14NTS—Giants on mini-bikes
M3RCVRY—Mercury gravity
V3NVS—Venus gravity
M00N—Moon gravity
M4RS—Mars gravity
JVP1TER—Jupiter gravity
S4TVRN—Saturn gravity
VR4NVS—Uranus gravity
N3PTVN3—Neptune gravity
PLVT0—Pluto gravity
H0P—Add hop button
M0R3C4MS—Extra camera modes
N0R1D3RS—No riders on bikes
H34DL3SS—Headless riders
BL0CKM3—Opponents get in your way
N00FFTR4CK—No more off track
SK1PP1NG0K—No more getting reset
B1GSPR4Y—Bigger dirt spray

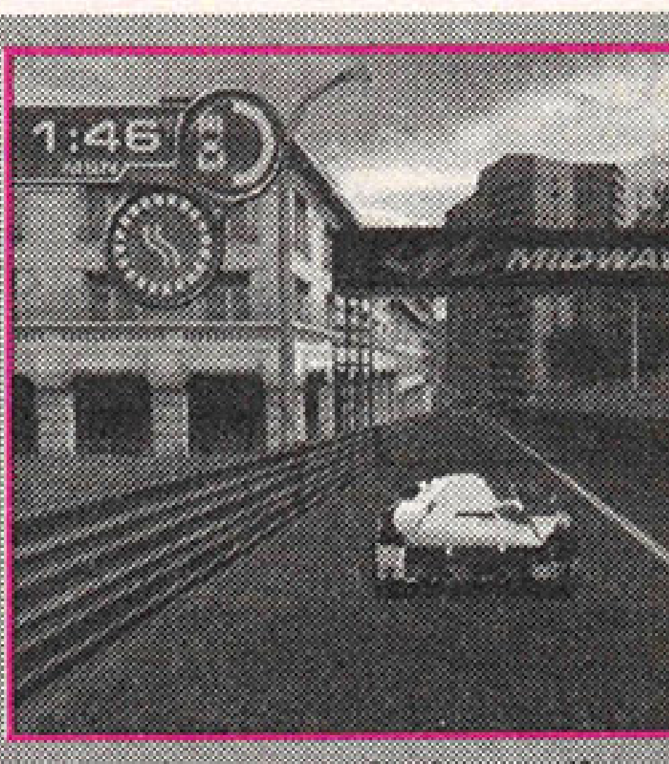
SUPERCROSS CIRCUIT

Secret Codes

From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below:

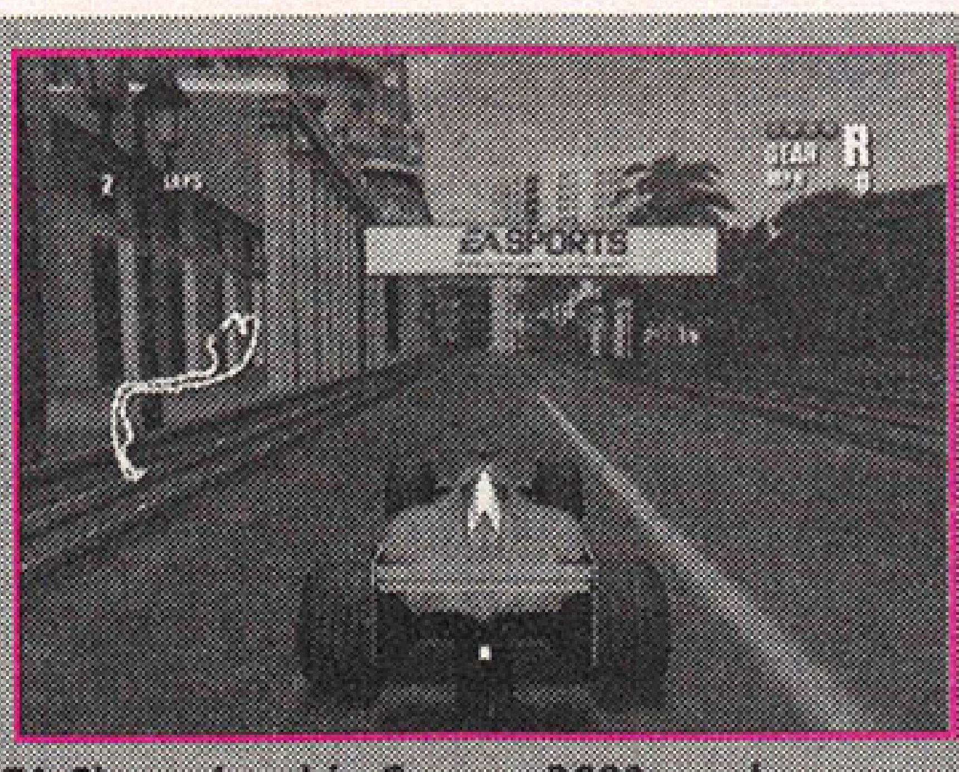
Big helmets—BIG_HELMETS
Headless riders—SLEEPYHOLLOW
Invisible bikes—FLOATING

SPY HUNTER



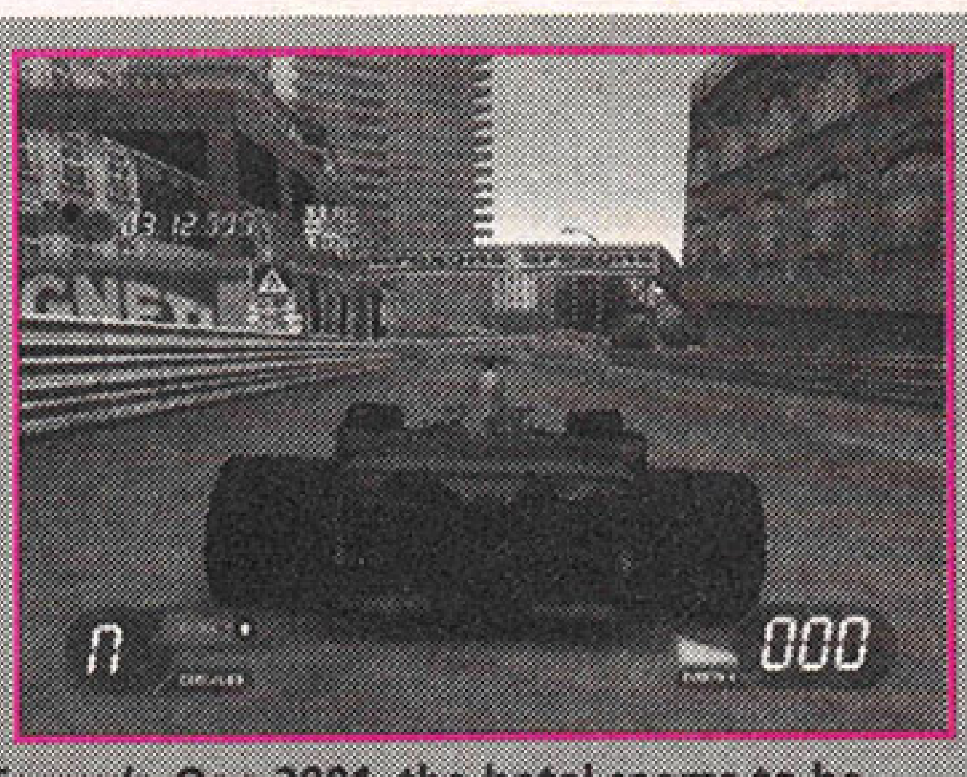
The hotel seems a little smaller and the pattern of windows is a bit different in *Spy Hunter*.

F1 CHAMPIONSHIP SEASON 2000



In *F1 Championship Season 2000*, we have old-fashioned street lamps on the left instead of the modern type.

FORMULA ONE 2001



In *Formula One 2001*, the hotel seems to be on the opposite side of the track!

SYPHON FILTER

All Weapons + Infinite Ammo

During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right** + **L2** + **R2** + □ + ○ and press ×.

Stage Select

During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left** + **L1** + **R1** + **SELECT** + □ and press ×.

Hard Difficulty

At the title screen, highlight "New Game," hold **Left** + **L1** + **R2** + **SELECT** + □ + ○ and press ×.

Super Ammo

Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Hold **Left** + **L1** + **R2** + **SELECT** + □ + × (in that order). You'll hear a sound effect confirming input of the code.

SYPHON FILTER 2

Hard Difficulty

At the title screen, hold **Up** + **SELECT** + **L1** + **R2** + □ + ○ and press × twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.

End Level

During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Map." Next, hold **Right** + **L2** + **R2** + ○ + □ and press ×. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu.

Super Agent

During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold **L2** + **SELECT** + ○ + □ and press ×. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu.

TARZAN

Stage Select

At the main menu, press **Left**, **Left**, **Right**, **Right**, **Up**, **Down**, **Left**, **Right**, **Up**, **Up**, **Down**, **Down**, **Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

In-Game Cheat Menu

To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press **L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L2**, **R2**. You'll hear a special sound effect after inputting it correctly. When you press **START** to pause during gameplay, a new menu item, "Cheat Menu" will appear.

THRASHER: SKATE AND DESTROY

Secret Character

From the main menu, select "Skate,"then select "Roach" as your character. At the character name screen, enter "beesuitguy" as your name.

Extra Points

During a game, press **START** to pause, then hold **L1** + **R2** and press ○. You'll hear a special sound effect. Each time you press ○, your score will go up by 5,000 points. You can repeatedly press ○ to accumulate large scores.

TIME CRISIS

Secret Cheat Menu

At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload ("Shot=Free").

TINY TANK

Level Select

From the main menu, move the cursor to "New Game," then hold down **L1** + **L2** + **R1** + **R2** + **Left** + ○ and press **SELECT**.

TOMB RAIDER

Stage Skip

During the game, press **SELECT** to access the inventory screen, then press **L2**, **R2**, **L1**, ○, △, **L1**, **R2**, **L2**. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

Access All Weapons

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

Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press **Down** at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER II

All Weapons & Items

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.

Level Skip

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current level.

TOMB RAIDER III

Bonus Level

If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.

Secret Room

To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.

Cheat Codes

These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:

- All Weapons, Items & Ammo—**L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2**. Lara will scream if you've entered the code correctly.
- Level Skip—**L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2**. Lara will say "No" if you enter the code correctly.
- All Secrets—**L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2**. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
- Racetrack Key (in Lara's Home)—**R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2**. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
- Refill Health—**R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2**. You'll hear Lara wince when you enter this code correctly.

TOMB RAIDER CHRONICLES

Get Every Item for the Current Level

At any time during gameplay, press **SELECT** to enter the sub-screen. Then, hold **Down** + **R1** + **R2** + **L1** + **L2** and press △. You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see new items in your inventory.

Unlimited Medipacks & Ammo, Plus Revolver & LaserSight

At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Up** + **R1** + **R2** + **L1** + **L2** and press △. You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see the changes reflected in your inventory.

Special Features

At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Down** + **Circle** + **R1** + **R2** + **L1** + **L2** and press △. You won't receive any special confirmation for entering this code correctly. Next, press **START** to pause the game, then select "Quit." When you return to the title screen, you'll see a new menu item called "Special Features."

TOMB RAIDER: THE LAST REVELATION

Skip Level

At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold **L1** + **L2** + **R1** + **R2** + **Up** and press △. If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

In-Game Codes

At any time during the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.

Invincible—**SELECT**, **SELECT**, ○, ○, △, △, △, △

Max. Weapons—**SELECT**, **SELECT**, ○, ○, **L1**, **L1**, **R1**, **R1**

Complete Mission—**SELECT**, **SELECT**, ○, ○, **SELECT**, ○

Run faster—**SELECT**, **SELECT**, ○, ○, □, □, ○, ○

Main Menu Codes

Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.

Unlock All Movies—**SELECT**, **SELECT**, ○, ○, **L1**, **L1**, **L1**, **L1**, **L1**, **L1**, **L1**

Access All Missions—**SELECT**, **SELECT**, ○, ○, **L1**, **L1**, ○, **L1**, **L1**

TONY HAWK'S PRO SKATER

Cheat Codes

Enter each of the following codes in the middle of a game. You must press **START** to pause the game, input the code, and press **START** again to unpause. After successfully inputting a code and before pressing **START** for the second time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.

Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press ○, **Right**, **Up**, **Down**, ○, **Right**, **Up**, □, △

All stats at 10—Hold **L1** and press □, △, **Up**, **Down**

All stats at 13—Hold **L1** and press ×, □, □, △, **Up**, **Down**

Unlock Levels—Hold **L1** and press △, **Right**, **Up**, □, △, **Left**, **Up**, □, △

Unlimited Special—Hold **L1** and press ×, △, ○, **Down**, **Up**, **Right**

Big Head Mode—Hold **L1** and press □, ○, **Up**, **Left**, **Left**

Unlock "Skip to Restart" in pause menu—Hold **L1** and press □, ○, ×, **Up**, **Down**

Slow Motion Mode—Hold **L1** and press □, **Left**, **Up**, □, **Left**

Unlock Private Carrera

First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press **START** to pause the game, then hold **L1** and press △, **Up**, △, **Up**, ○, **Up**, **Left**, △. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Unlock Almost Everything

At any time during a Career Mode game, press **START** to pause, then hold **L1** and press ×, ×, ×, □, △, **Up**, **Down**, **Left**, **Up**, □, △, ×, △, ○, ×, △, ○. The words on the pause menu will shake after entering the code correctly. Next, select "End Run," and messages will appear describing all the newly unlocked items and features. This code unlocks everything in the game except the secret character Private Carrera.

Unlock Private Carrera

At any time during a Career Mode game, press **START** to pause, then hold **L1** and press **Down**, **Up**, **Left**, **Left**, ○, **Left**, **Up**, △, △, **Up**, **Right**, □, □, **Up**, ×. The words on the pause menu will shake after entering the code correctly. Next, select "End Run" and you'll get credit for finding all of the gaps in the game, which unlocks Private Carrera as a playable character.

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes:

Infinite Special—Hold **L1** and press ×, △, ○, ○, **Up**, **Left**, △, □

Faster gameplay—Hold **L1** and press **Down**, □, △, **Right**, **Up**, ○, **Down**, □, △, **Right**, **Up**, ○

Fatter player—Hold **L1** and press ×, ×, ×, ×, **Left**, ×, ×, ×, ×, **Left**, ×, ×, ×, ×, **Left**. You may enter this code multiple times to increase the effect

Thinner player—Hold **L1** and press ×, ×, ×, ×, □, ×, ×, ×, ×, □, ×, ×, ×, ×, □. You may enter this code multiple times to increase the effect

Turn blood off—Hold **L1** and press **Right**, **Up**, □, △. Repeat this code to turn the blood back on

All stats at 10—Hold **L1** and press ×, △, ○, □, △, **Up**, **Down**

Big head—Hold **L1** and press □, ○, **Up**, **Left**, **Left**, □, **Right**, **Up**, **Left**

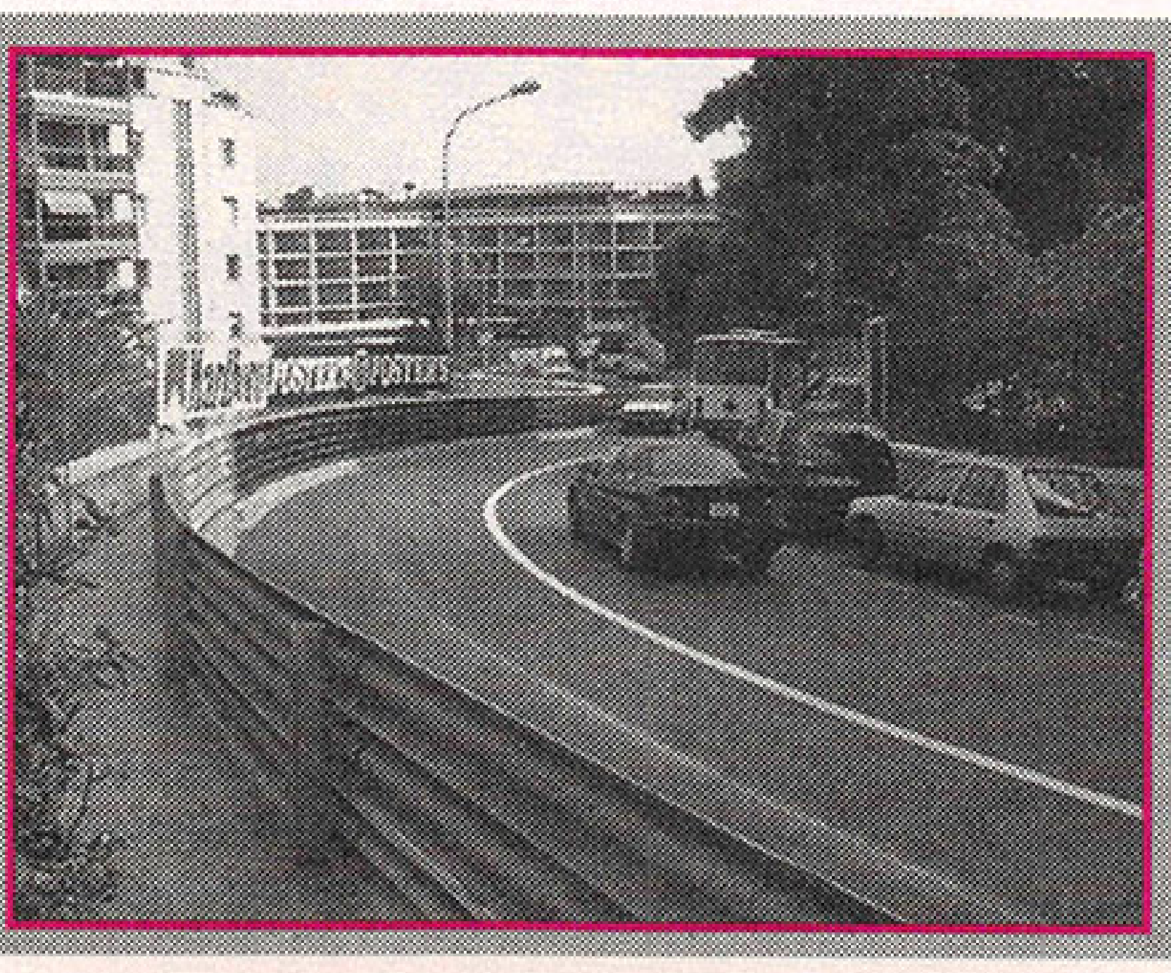
Sections of the area flash different colors—Hold **L1** and press **Down**, **Up**, □, ○, **Up**, **Left**, **Up**, ×

Extremely low gravity—Hold **L1** and press **Left**, **Up**, **Left**, **Up**, **Down**, **Up**, □, △, **Left**, **Up**, **Left**, **Up**, **Down**, **Up**, □, △

MONACO ON PS2

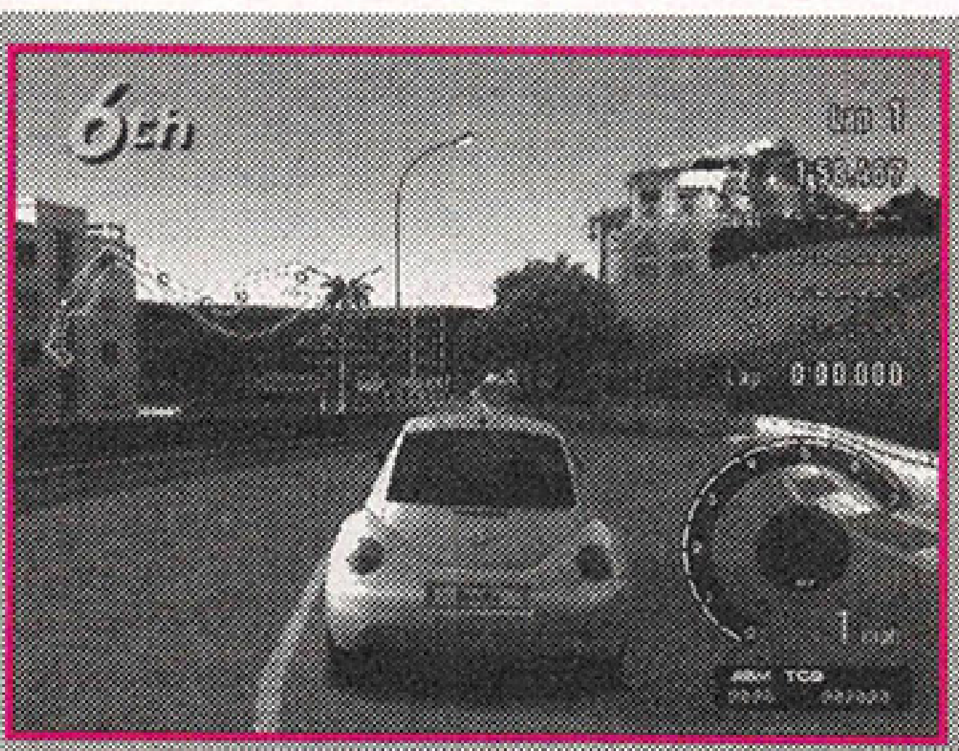
continued

4 Loews Hairpin



Here we are facing the Loews Hairpin. The Monte Carlo Grand Hotel is the structure in the distance.

GRAN TURISMO 3 A-SPEC



The placement of the street lamp is really accurate here, but what happened to all the foliage on the right side?

Flying skater—Hold **L1** and press **Up, Up, Up, Up,** ×, □, **Up, Up, Up, Up,** ×, □, **Up, Up, Up, Up**
Wireframe graphics—Hold **L1** and press **Down,** ○, **Right, Up,** □, △

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

○ △ □ ○ ○—Warehouse District Warfare
× □ □ ○ △—Freeway Free For All
× △ □ ○ □—River Park Rumble
× □ △ △ △—Assault on Cyburbia
□ △ × ○ ×—Rooftop Combat—The Final Battle
△ × ○ □ △—Battle with Minion
□ △ ○ □ □—Secret Level: The Fight of Your Life
△ _ □ ○ ○—Infinite Weapons
□ △ × _ ○—Invincibility
○ ○ △ × _—Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused):

Mega Machine Guns—Hold **R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Invincibility—Hold **L1 + R1**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Infinite Weapons + Turbo—Hold **L2 + R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**

Note: If you hold **L1 + L2 + R1 + R2** and press **Up, Down, Left, Right, Right, Left, Down, Up,** you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with **L1** and **R1** held down, then enter the "God Mode" code with all four **L** and **R** buttons, you will end up with infinite weapons and turbo but the invincibility will be turned off.

Homing Napalms

If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with **L1** or **R1**, then hold **L2** and press **Up, Down, Down, Left, Left, Left, Right, Right.** This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

Napalm—**Right, Left, Up**
Freeze Burst—**Left, Right, Up**
Drop Mine—**Right, Left, Down**
Rear Attack—**Left, Right, Down**
Shield—**Up, Up, Right**
High Jump—**Up, Up, Left**
Invisibility—**Right, Down, Left, Up**

Sell Your Soul

If you're low on health, quickly press **Down, Up, Right, Left, Up, Up, Down, Down** during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.

Minion Special

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

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

Sweet Tooth—**Up, L1,** △, **Right**
Minion—**L1, Up, Down, Left**

Secret Stages

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

"Assault on Cyburbia" stage from *Twisted Metal*—**Down, Up, L1, R1**
"Rooftop Combat" stage from *Twisted Metal*—**Down, Left, R1, Down**
"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

TWISTED METAL III

God Mode

At any time during gameplay (not while paused), quickly press **Up, Down, Up, Up,** ○, **Right,** △, □, **Up, Down, L2.**

Temporary Invisibility

At any time during gameplay (not while paused), quickly press **Up, Down, Left, Right.**

Cheat Passwords

L1, L1, R1, R1, R1—Infinite Special Weapons
↑, ↑, ↑, ←, ←—Access Warehouse level in Deathmatch mode
○, ○, **L1, L1, START**—Play as Sweet Tooth in Tournament mode
→, →, →, ←, ←—Play as Sweet Tooth in Deathmatch mode
↑, START, ↓, L1, □—Play as Minion in Tournament mode
←, ←, ←, →, →—Play as Minion in Deathmatch mode
START, START, START, START, START—Unlock memory card save option

TWISTED METAL 4

Secret Passwords

From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code.

God Mode— **Down, Left, L1, Left, Right**
Unlock Minion—△, **L1, L1, Left, Up**
Unlock Sweet Tooth—**START, R1, Right, Right, Left**
Unlock Crusher—**Down, R1, Right, R1, L1**
Unlock Moon Buggy—**START,** △, **Right, L1, START**
Unlock RC Car—**Up, Down, Left, START, Right**
Unlock Super Auger—**Left,** ○, △, **Right, Down**
Unlock Super Axel—**Up, Right, Down, Up, L1**
Unlock Super Thumper—○, △, **START,** ○, **Left**
Unlock Super Slamm—**Right, L1, START,** ○, **START**
All items are Napalms—**Right, Left, R1, Right,** ○
Unlimited special weapons—△, **L1, Down,** △, **Up**
CPU attacks only you—**Right,** △, **Right,** △, **L1**

ULTIMATE FIGHTING CHAMPIONSHIP

Secret Characters

From the main menu, select "CREATE FIGHTER." Next, select "Create a new fighter" and input any name for your new fighter. You can enter any values for the various parameters except for "Home Town," where you should enter one of the names below. Continue to select "OK" for all prompts until one appears that says "Save this character?" Select "NO." Finally, another prompt will appear that says "Are you sure you want to end this mode?" Select "OK." You won't get any special confirmation, but the corresponding hidden fighter will appear in the bottom two rows of the character selection screen when you start another game.

OCTAGON—Unlock Ulti Man
CIRCLE—Unlock Sumo Wrestler
STREET—Unlock Street Fighter
MAT—Unlock Amateur Wrestler

More Secret Characters

To unlock these secret characters, follow the same directions as above, but input the names under "First Name" instead of "Home Town."

BigJohn—Unlock John McCarthy
Smile—Unlock Card Girl
Mask—Unlock Pro-Wrestler
Sasuke—Unlock Ninja Fighter
Kung-Fu—Unlock Kung-Fu Fighter
Chop—Unlock Karate Fighter
Punch—Unlock Freestyle Boxer

VIGILANTE 8

Cheat Passwords

Choose "Options" from the main menu, then select "Game Status," press ○ to call up the passcode menu, then enter any of the following cheat codes:

WMNNWLHTSCUCLH—Unlock all secret characters and levels
SAME_CHARACTER—In two-player mode, both characters can use the same vehicle
REDUCE_GRAVITY—Less gravity
GO_SIGHTSEEING—No enemies in Arcade mode
I_WILL_NOT_DIE—Invincibility
HARDEST_OF_ALL—More difficult enemies
DEADLY_MISSILE—Enemies start with secondary weapons

VIGILANTE 8: 2ND OFFENSE

Secret Codes

From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press **L1 + R1** at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press × again immediately after entering the code.

Faster firing rate—RAPID_FIRE
Faster cars—MORE_SPEED
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS

Unlock Original Vigilante 8 *Levels*

At any time during gameplay, press **START** to pause the game. Press the **OPEN** on the PlayStation console and replace the *Vigilante 8: 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

WARHAWK

Special Access Codes

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

× ○ ○ □ × △ ○ △—Kali Mode (Powered-Up Weapons)
□ ○ □ □ △ × △ △—Thor Mode (9999 Flash Bombs)
△ △ ○ △ □ △ △ ×—Infinite Weapons
○ ○ ○ _ × △ × ×—*Warhawk* A-La-Mode (Infinite Weapons + Invincibility)

WARJETZ

Codes

From the Game Setup menu, select "Input Code," then enter any of the following codes. You'll see a special message after entering each one correctly.

TWLVCHTS—All Cheats
ZTJRWLDW—Super Cheats
MRCHBB—Invulnerable
CHNKY—Half Damage
FLYNGTNK—Thick Armor
NFCH—All Weapons
SPW—Free Ammo
SHWRM—All Planes
STBLT—Fast Planes
WRCHST—Lots of Bux
KCHNG—Double Bux
SWSSBNK—No WDL Tax
GVTBCK—Keep Powerups
SMKTRL—Free ECM
BMBBLL—Bomb Ball
CDDDHLR—Bomb Ball Weapons
QPVS—Bomb Ball Opus
PNFL—Bigger Guns
QDDMG—Biggest Guns
ZPPY—Speed Shots
TWFRN—Dual Fire
SPNNY—Spin Shots
FTMN—Nukes
CRNFX—Overlords Mode
SKTCHY—Hover Mode
NPRBLM—Mega Convoy
SLRP—Vampire Mode
DVD—All Movies
GRTD—Every Movie
SNKY—Ghost Mode
TPGN—Top Gun

WILD 9

Cheat Codes

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

- Red Beam—**Right, Up, Left,** ○, **Up,** ○, ○
- Restore Energy—**R1,** △, **L1, Left,** △, ○, ×
- 10 Grenades—**R1,** ×, **R1, Right,** □, **Right,** □
- 10 Missiles—×, ○, **R1, Right,** △, ×, △
- Open all Levels—**Up, Left, Down, R2, Right,** □, × (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

WORLD'S SCARIEST POLICE CHASES

Cheat Codes

Each of the following codes can be entered at the main menu:

- Unlock All Missions—**Down, Up, Left, Right,** ×, △, ○, □
- Unlock All Starting Locations in Patrol Mode—**Down, Up, L2, L1,** ×, △, **R2, R1**
- Unlock All Bonus Items—**Left, Right, L1, R1,** ○, □, **R2, L2**

X GAMES PRO BOARDER

Secret Passwords

× ○ × △ △ □—Unlock all normal circuits
△ × □ × △ ○—Play as Ollie B
△ × □ × △ ○—Unlock Super Circuit and extra boarders

X-MEN: MUTANT ACADEMY

Unlock Everything

At the main menu, quickly press **SELECT, Up, L2, R1, L1, R2.** You'll hear a special sound effect to confirm the code if you entered it correctly.

XENA: WARRIOR PRINCESS

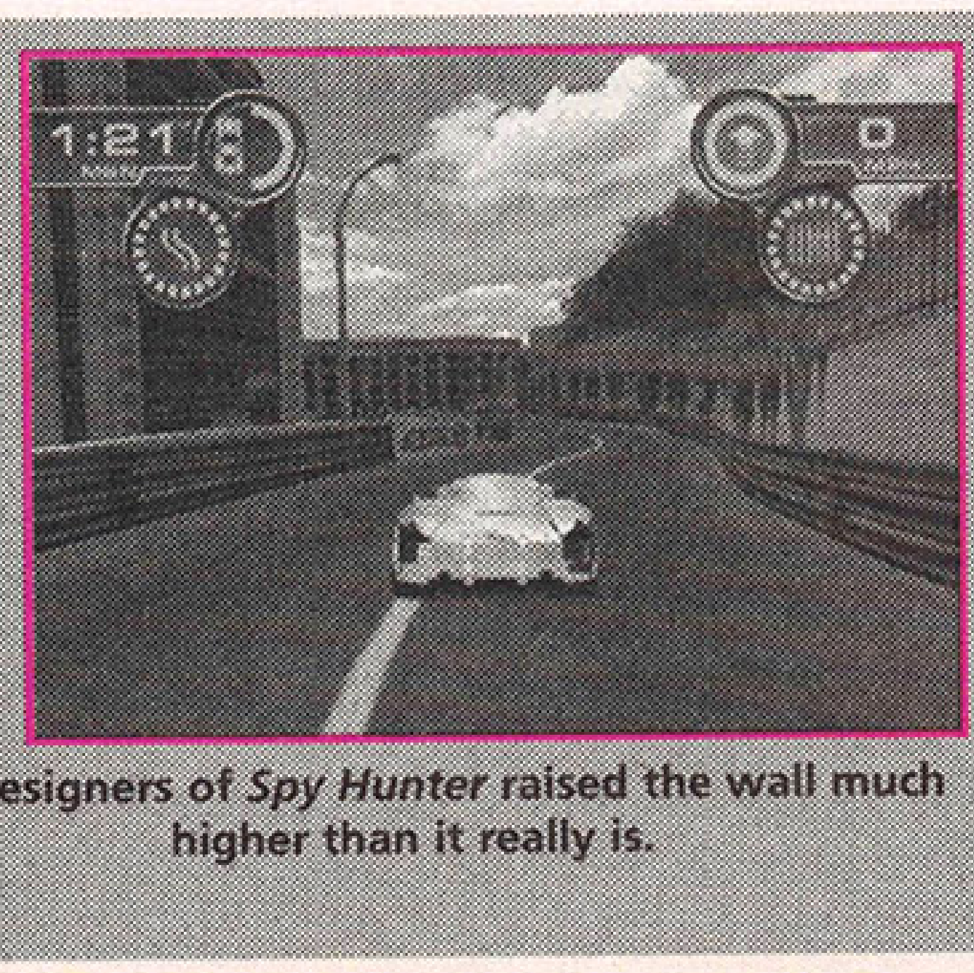
Invincibility

At the main menu, press **Up, Up, Up,** ○, □, **Up, Right, Left**. You'll hear a special sound effect to confirm the code.

4x Sword & Armor Upgrades

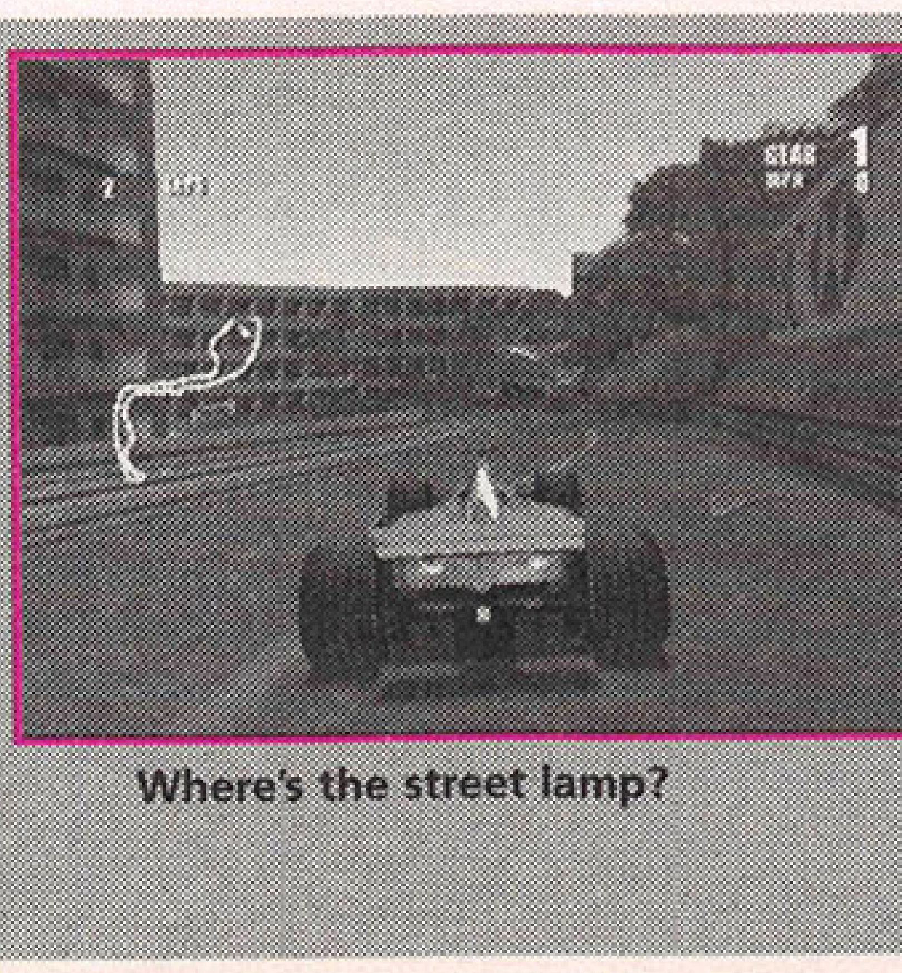
At the main menu, press △, □, △, □, □, **Up, Up, Up.** You'll hear a special sound effect to confirm the code.

SPY HUNTER



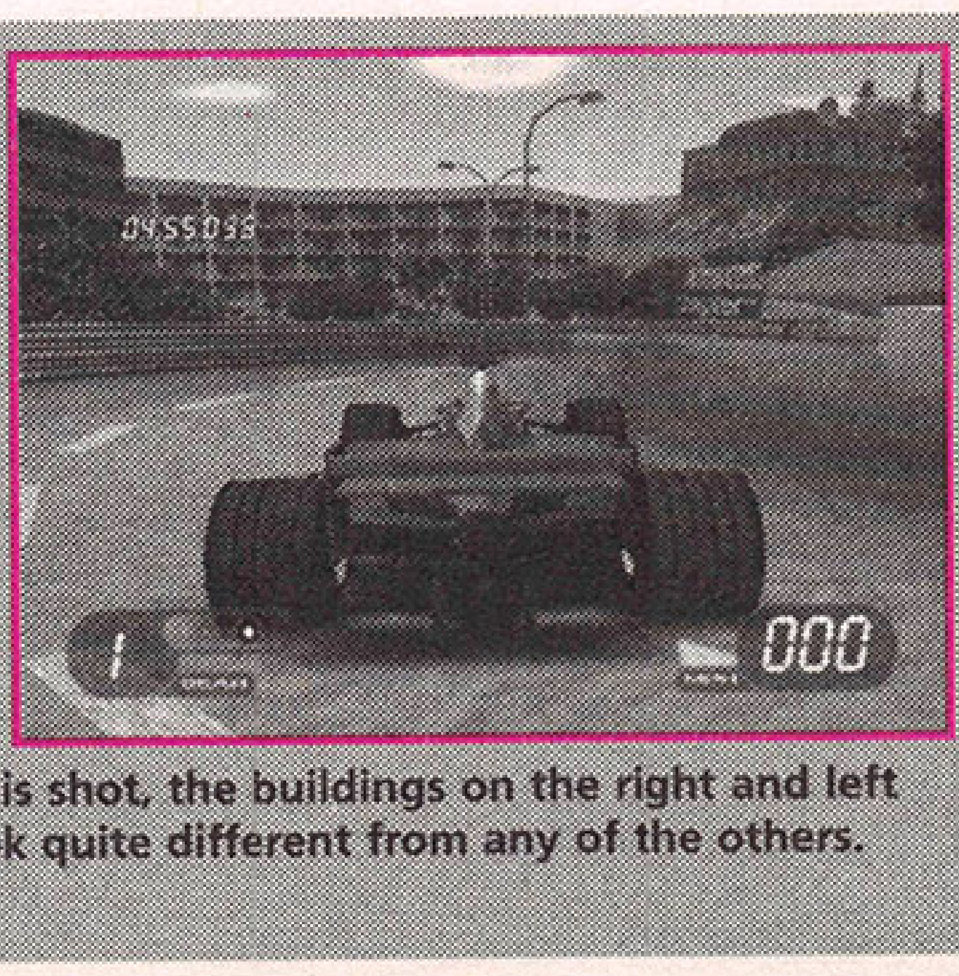
The designers of *Spy Hunter* raised the wall much higher than it really is.

F1 CHAMPIONSHIP SEASON 2000



Where's the street lamp?

FORMULA ONE 2001



In this shot, the buildings on the right and left look quite different from any of the others.

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold **C▲** and press the **R** button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

ARMY MEN: AIR COMBAT

Unlock All Missions & Helicopters

At the main menu, select "Password." Then, press **R, C◀, Right, Up, A**. When you start a campaign, all of the missions and helicopters will be available to you.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

MMLVSRM—Max. Ammo
NSRLS—All weapons
DRVLLVSMM—Mini mode
THDTST—Display programmers' debug info on screen
PLSTRLVSVG—Play as Plastro
GRNGRLRX—Play as Vikki
TNSLDRS—Play as Tin Soldier

Level Passwords

Spy Blue—TRGHTR
Bathroom—TDBWL
Riff Mission—MSTRMN
Forest—TLLTRS
Hoover Mission—SCRDCT
Thick Mission—STPDMN
Snow Mission—BLZZRD
Shrap Mission—SRFPNK
Fort Plastro—GNRLMN
Scorch Mission—HTTTRT
Showdowm—ZBTSRL
Sandbox—HTKTTN
Kitchen—PTSPNS
Living Room—HXMSTR
The Way Home—VRCLN

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Play as Vikki—GRNGRLRX
Play as Plastro—PLSTRLVSVG
Tin Soldier—TNMN
Mini Mode—DRVLLVSMM
All Weapons—GBZRK
Max. Ammo—SLGFST

Level Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Bridge—FLLNGDWN
Fridge—GTMLK
Freezer—CHLLBB
Inside Wall—CLSNGN
Graveyard—DGTHS
Castle—FRNKNSTN
Tan Base—BDBZ
Revenge—LBBCK
Desk—DSKJB
Bed—GTSLP
Town—SMLLVLL
Cashier—CHRGT
Train—NTBRT
Rockets—RDGLR
Pool—FSTNLS
Pinball—WHSWZRD

ASTEROIDS HYPER 64

Unlock Classic Asteroids, Credits, Relentless Mode

At the main menu, hold **L** and press **C◀, C▶, C▲, C▼, A, C▲, C▼, C◀, C▶, START**. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game."

Unlock Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L** and press **C◀, C◀, C▶, C▶, B, A, C▲, C▲, C▼, C▼, START**. Extra options will become immediately available in the pause menu.

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

- Enter "CHEATLOTSOFGOESWITHMANYBANJOS" to earn infinite lives.
- Enter "CHEATANENERGYBARTOGETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces.
- Enter "CHEATDONTBEADUMBOGOSEEMUMBO" to earn infinite Mumbo Tokens.
- Enter "CHEATNOWYOUCANFLYHIGHINTHESKY" to earn infinite red feathers.
- Enter "CHEATAGOLDENGLOWTOPROTECTBANJO" to earn infinite gold feathers.
- Enter "CHEATGIVETHEBEARLOTSOFAIR" to have infinite air when underwater.
- Enter "CHEATBANJOBEGSFORPLENTYOFEGGS" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the **C▲** button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

- Enter "BOTTLESBONUSONE" to give Banjo a big head.
- Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet.
- Enter "BOTTLESBONUSTHREE" to make Kazooie big.
- Enter "BOTTLESBONUSFOUR" to make Banjo tall and thin.
- Enter "BOTTLESBONUSFIVE" to get a tall, thin Banjo with big hands and feet.
- Enter "BIGBOTTLESBONUS" to activate all of the above codes at once.
- Enter "WISHYWASHYBANJO" to change Banjo into a washing machine.
- Enter "NOBONUS" to deactivate all active codes.

BANJO-TOOIE

Cheat Codes

As you locate the Cheato Pages in the game and return them to Cheato, he will give you codes that you can enter by shooting eggs at the letters on the wall in the Code Chamber to spell the words. However, each of the codes that he gives you will not work until after he has told you about it. The following codes can be entered at any time after you've cracked open the Code Chamber, including six codes that have the same results as the ones that Cheato and Madame Grunty give you and several new ones. Once you've entered a code, check out the sign on the wall to the right of the letter board to turn each cheat on or off.

CHEATOSREHTAEF—This code has the same effect as Cheato's "FEATHERS" code; it doubles the maximum amount of feathers that you can carry.

CHEATOSGGE—This code has the same effect as Cheato's "EGGS" code; it doubles the maximum amount of eggs that you can carry.

CHEATOFOORPLLAF—This code has the same effect as Cheato's "FALLPROOF" code; it allows you to fall from any height without losing energy.

CHEATOKCABYENOH—This code has the same effect as Cheato's "HONEYBACK" code; it causes your energy meter to slowly regenerate.

CHEATOXOBEKUJ—This code has the same effect as Cheato's "JUKEBOX" code; it allows you to listen to any of the game's music tracks by accessing the jukebox in Jolly's Inn at Jolly Roger's Lagoon.

CHEATOYGGIJTEG—This code has the same effect as Madame Grunty's "GETJIGGY" code; it activates the signs in Master Jiggywiggy's temple that tell you where the jiggies are located in each stage.

CHEATOSUPERBANJO—With this code in place, both Banjo and Kazooie will run much faster.

CHEATOSUPERBADDY—Activate this code to make the game more challenging by speeding up all of the enemies.

CHEATOHONEYKING—Enter this cheat to completely disable the honeycomb meter and air meter; now you're invincible and can stay underwater or in toxic areas for as long as you want.

CHEATONESTKING—This cheat gives you unlimited eggs and feathers; your inventory will show that you have "LOTS" of every type.

CHEATOJIGGYWIGGYSPECIAL—This code unlocks all of the doors in the Isle O' Hags area, giving you access to all levels.

CHEATOGNIMOH—This code has the same effect as the "HOMING" code that you get from having Heggy hatch the pink egg; it improves your aim when firing eggs by causing them to change direction and curve toward any nearby enemy.

The remaining two cheats will not cause new menu items to appear on the wall in the code chamber; once you have entered them, their results will immediately become effective and will remain in place.

CHEATOCASTLIST—Unlocks a new option called "Character Parade" at the Cinema menu in Replay mode; this option is normally unlocked by collecting 90 jiggies. Note that this code will not work if you have already found 90 jiggies in any one of the three saved game slots; it also will not register if you have already entered the following code...

CHEATOPLAYITAGAINSON—Unlocks all of the items in Replay mode, including the "Character Parade" movie mentioned above.

BATTLETANX: GLOBAL ASSAULT

Secret Codes

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

All Weapons—RCKTSRDGLR
Invulnerability—HPPYHPPY
Custom Gang Unlocked—TRDDYBRRKS
Brandon Gang Unlocked—NNKNHCKS
Secret Level Unlocked—WRDRB
Level Select—80DYS

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes

Enter any of the following codes as the Options Menu.You should hear a sound indicating the code was entered successfully.

Free buildings—Hold **Z**, press **A, B, A, B**
Free satellite—Hold **Z**, press **B, C◀, C▼, A**
Infinite ammo—Hold **Z**, press **L, R, L, R**
Infinite armor—Hold **Z**, press **Up, Right, Down, Left**
Unlock all missions in Single Player Pilot or Commander Mode—Hold **Z**, press **C▲, C▶, C▼, C◀, START**

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—**A, C▲, C▲, C▲, Left**
Restore health—**Down, Up, Right, A, B, Left, C▶**
All artifacts—**Up, C▼, C▶, Z, Up, Left**
Dancing Adam—**Down, Up, C▲, Down, C▶, C▶**
Bad Adam—**C◀, C▶, A, C▼, C▶, Left**
Tall Adam—**B, A, C▲, A, C▲, A**
Short Adam—**Down, C◀, A, Right, Z**
Kill Adam—**B, Left, C▶, C▶, Down**
Blouse cheat—**Z, C▶, C▶, B, Left, C▶**
Access all weapons—**A, Right, C▼, C▶, C▲, A, Left**
More powerful weapons—**C▼, C▲, Up, Z, Z, Left, C▶**
Surreal Mode—**C▼, Up, Right, Right, C▶, A, Left**
Change Nearest Harvester into Mutant—**C▼, Up, Z, Z, C▶, Right**
Fat Legged Aliens—**Left, A, Right, Down**

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION

Another World

At the title screen—while the words "Press Start" are flashing—press **L, Up, R, Down**. You'll see a little guy appear in the corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press **Left, Left, Up**, then hold **Down**, hold **R** and press **L**. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press **A** or **START** to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99

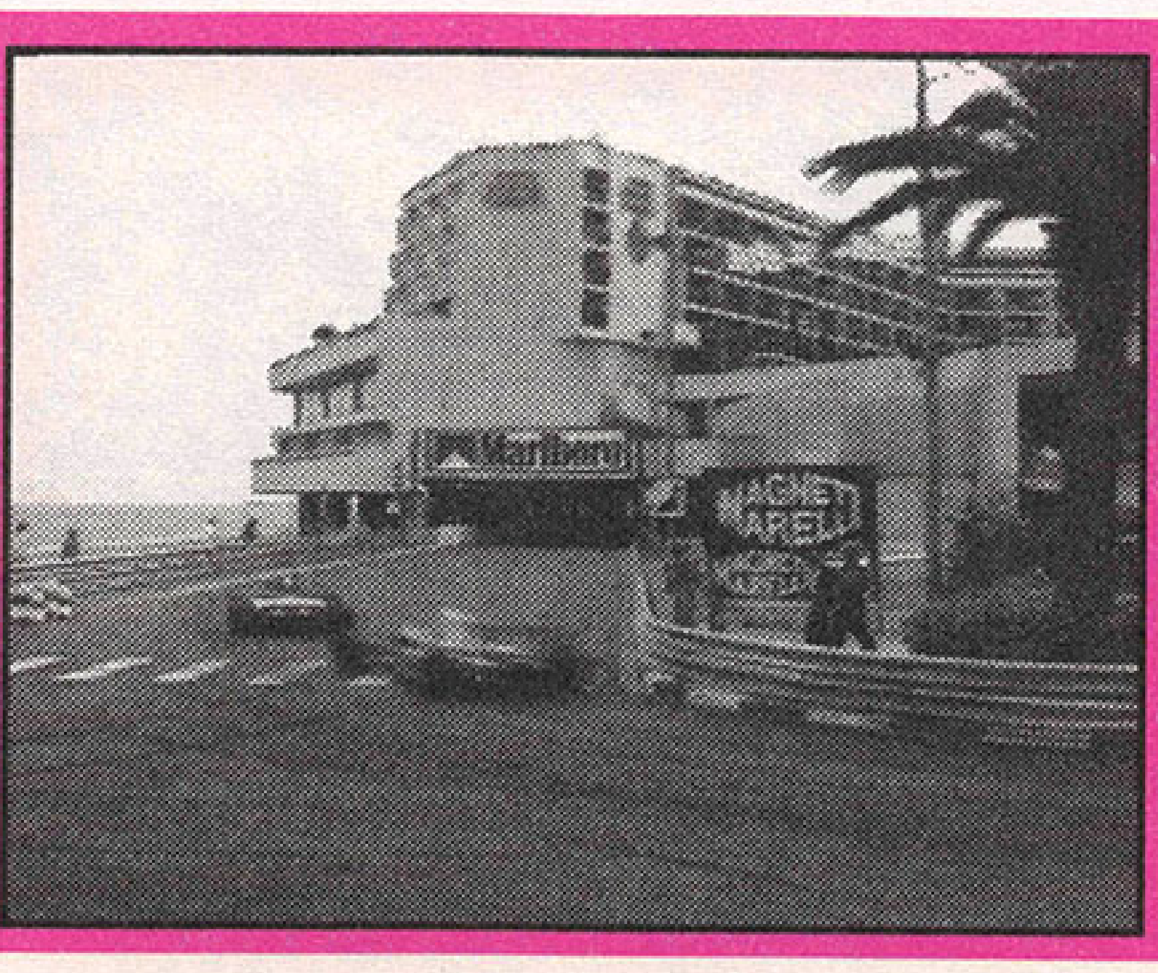
Another World

At the title screen—while the words "Press Start" are flashing—press **B, Left, Right, B**.

MONACO ON PS2

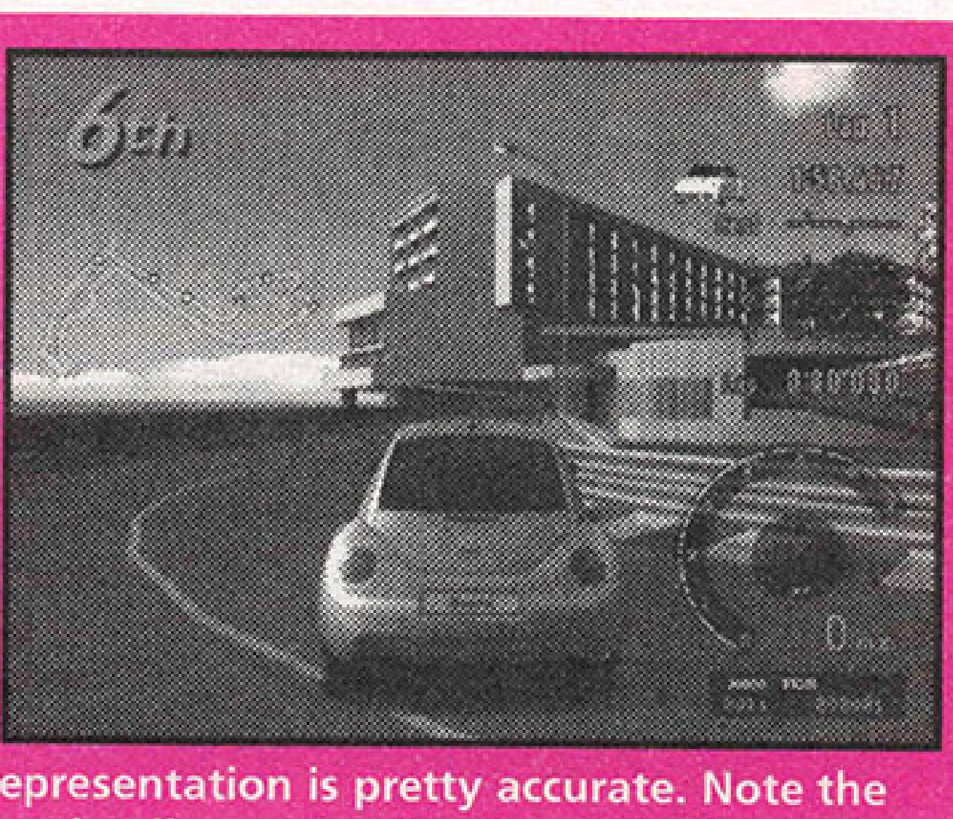
continued

5 Portier Curve



This is the sharp corner right before the famous tunnel running under the Monte Carlo Grand Hotel.

GRAN TURISMO 3 A-SPEC



This representation is pretty accurate. Note the overpass detail near the "Lap" text on the screen.

You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press **START** Button" are flashing—hold the **Z** button and press **Right**, **Left**, **Up**, **Down**, **A**, **B**, **START** (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (in Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

COMMAND & CONQUER

Select Any Mission

At the title screen, press **B, A, R, R, A, C▶, Up, Down, A** quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press **L**; a list of all the missions in the game will appear.

CONKER'S BAD FUR DAY

Secret Cheat Codes

From the main menu, select "Options," then select "Cheats." Now enter any of the following cheats at the screen that follows:
BOVRILBULLETHOLE—Start game with 50 lives
WELDERSBENCH—Unlock all chapters
WELLYTOP—Unlock Conker in Multiplayer mode
EASTEREGGSRUS—Unlock Neo Conker in Multiplayer mode
BILLYMILLROUNDABOUT—Unlock Gregg the Grim Reaper in Multiplayer mode
CHINDITVICTORY—Unlock Weasel Henchmen in Multiplayer mode
EATBOX—Unlock Cavemen in Multiplayer mode
RUSTYSHERIFFSBADGE—Unlock Seargeant and Tediz Leader in Multiplayer mode
BEEFCURTAINS—Unlock Villager and Zombies in Multiplayer mode
DUTCHOVENS—Start with frying pan in the Race Multiplayer game
DRACULASTEABAGS—Start with baseball bat in the Race Multiplayer game

DAIKATANA

Secret Codes

Enter the following codes at the stage select screen (where your stage is displayed and text scrolls at the bottom of the screen). You'll hear a special sound effect after entering each code correctly.
Start with all weapons—**C◀, C▼, C▶, C▲, Z, L, R, C◀, C▼, C▶, C▲**
Unlock all levels—**C▲, C▶, C▼, C◀, R, L, X, C▲, C▶, C▼, C◀**

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).
ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*
WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:
?TJL BDFW BFGV JVVB

With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press a **C** button to warp there.

DUKE NUKEM: ZERO HOUR

Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing.
First Person Mode—**Down, Down, A, Z, Z, Left, A**
Action Nukem Mode—**Down, Down, A, Z, Z, Left, A**
Start with infinite ammo .30-30—**C▲, C▼, C◀, C▶, L, R**

EXCITEBIKE 64

Cheat Codes

From the main menu, hold **L + C▼ + C▶** and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:
Invincibility—MOWER
Transparent riders—XLURIDER
Debug mode—IMGOINGNOW
Odd color mode—ROTCOLS
All stunts unlocked—TRICKSTER
Big head mode—BLAHBLAH
Invisible riders—INVISRIDER
Mirror mode—YADAYADA
Night mode—MIDNIGHT
Stunt bonuses—SHOWOFF
Pinhead mode—PINHEAD
Play Hill Climb backwards—WHEEEEEEEE
"Beat This!" enabled—PATWELLS
See team photo during "Credits" sequence—UGLYMUGS

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".
- Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".
- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.

F-ZERO X

Cheat Code

At the "Select Mode" screen, press **L, Z, R, C▲, C▼, C◀, C▶, START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press **L + R + C◀ + C▼**; all available vehicles will shrink.

FIFA: ROAD TO WORLD CUP 98

Secret Cheats

To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:

- Access Road to World Cup, Round 2—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.
- Unlimited Player Attribute Points—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.

FORSAKEN 64

Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

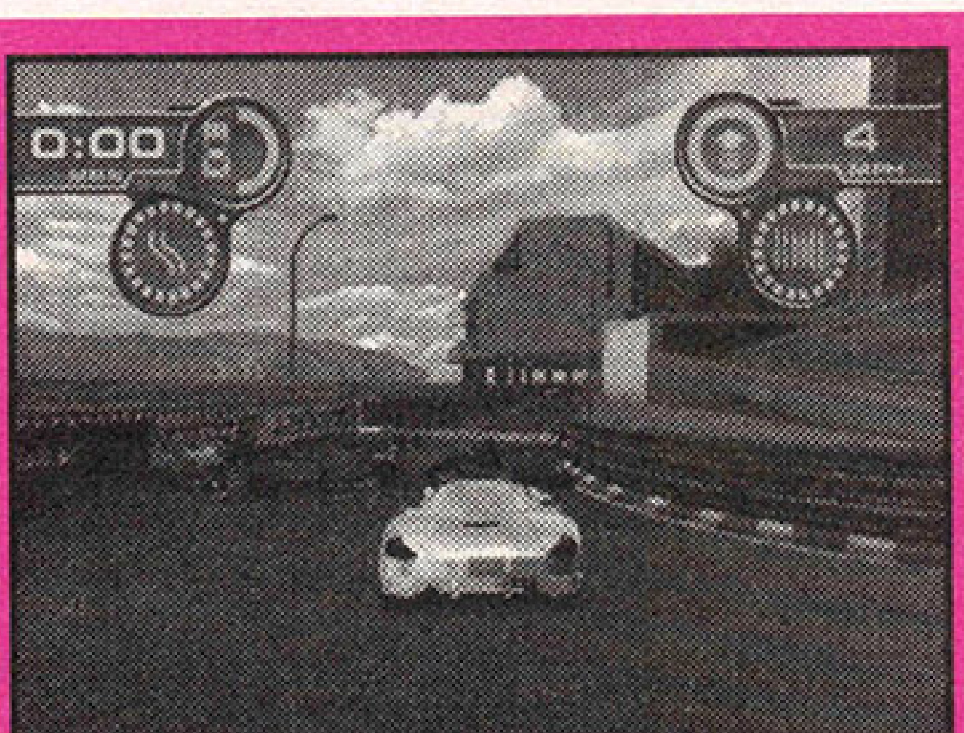
- Turbo Crazy Mode—**B, B, R, Up, Left, Down, C▲, C◀**
- Psychidelic Mode—**A, R, Left, Right, Down, C▲, C◀, C▼**
- Wireframe Mode—**L, L, R, Z, Left, Right, C▲, C▶**
- Gore Mode—**Z, Down, C▲, C◀, C◀, C◀, C◀, C▼**
- Stealth Mode—**Up, Up, Up, Up, Right, Down, C◀, C◀**
- Infinite Primary Weapon—**A, R, Z, Right, C▲, C▶, C▼, C▼**
- Infinite Secondary Weapon—**B, B, Z, Left, Left, C▲, C◀, C▶**
- Infinite Weapon Energy—**L, Z, Left, Right, Down, Down, C▼, C▼**
- Infinite Titans—**A, B, L, Up, Up, C▲, C▲, C▶**
- Infinite Solaris—**B, L, L, Z, Up, Down, C▲, C▲**
- Kill Enemies with One Shot—**B, B, B, L, R, Left, Down, Down**
- Freeze Enemies—**R, Z, Right, Right, C▲, C◀, C▶, C▼**

GLOVER

Cheat Codes

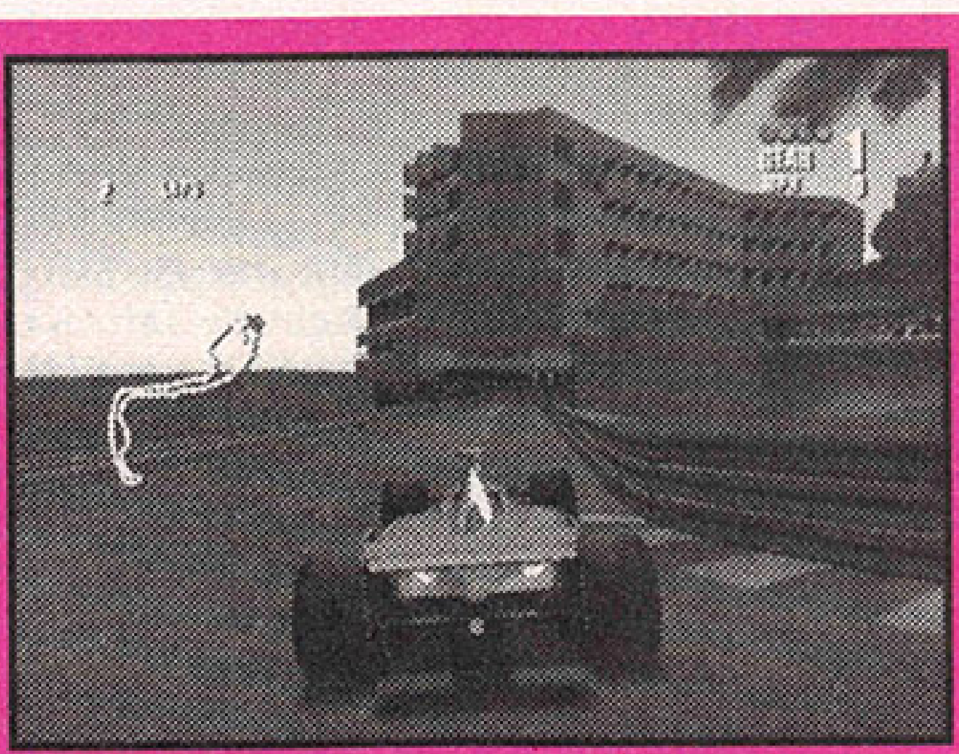
At any time during the game, press **START** to pause, then enter any of the following codes using the **C** buttons:
Level select—C▲, C▲, C▲, C◀, C◀, C▶, C◀, C▶
Open portals—C▲, C▶, C▶, C▼, C◀, C▼, C▲, C▶
Open levels—C▼, C▼, C◀, C▲, C▲, C▲, C▶, C▼
Locate Garibs—C◀, C▲, C▶, C▼, C◀, C▲, C◀, C◀
Call ball—C▲, C◀, C◀, C▲, C▶, C◀, C▼, C▲
Checkpoints—C▼, C▼, C▶, C◀, C▲, C▲, C▼, C◀
Infinite lives—C▲, C▲, C▲, C▲, C▲, C▶, C▼, C▶
Powerball—C▲, C▼, C▲, C▼, C▲, C▼, C◀, C▲
Control ball—C◀, C▶, C◀, C▶, C▲, C▼, C▶, C▶
Infinite energy—C▶, C▶, C▼, C▶, C▶, C▶, C▲, C◀
Enemy ball—C◀, C▼, C▲, C▶, C◀, C◀, C▼, C▼
Low gravity—C◀, C◀, C▲, C◀, C▶, C▲, C▲, C▲
Big ball—C▼, C▼, C▲, C▼, C▼, C◀, C▶, C▼
Fisheye—C◀, C▶, C◀, C▶, C◀, C▶, C◀, C▶
Camera rotate R—C◀, C▶, C▲, C▲, C▼, C▶, C▼, C▶
Camera rotate L—C▶, C▼, C▶, C▼, C▲, C▲, C▶, C◀
Mad Garibs—C▼, C▶, C▼, C▲, C◀, C▼, C◀, C▲
Death spell—C▲, C◀, C◀, C◀, C◀, C▲, C▶, C▲
Frog spell—C▼, C◀, C▼, C▼, C◀, C▼, C▲, C◀
Hercules—C▼, C▼, C▼, C◀, C◀, C▼, C▶, C◀
Speed up—C◀, C◀, C▶, C▲, C▶, C◀, C▼, C▼
Boomerang ball—C▶, C▲, C▲, C▲, C▲, C◀, C◀, C▼
Vanish ball—C▼, C▼, C◀, C◀, C▲, C▲, C▼, C▲
Froggy—C▲, C▶, C▼, C▶, C▲, C◀, C◀, C▲
Secret cheat—C▼, C▲, C▶, C▶, C▼, C◀, C▶, C▶
All cheats off—C▼, C▼, C▼, C▼, C▼, C▼, C▼, C▼

SPY HUNTER



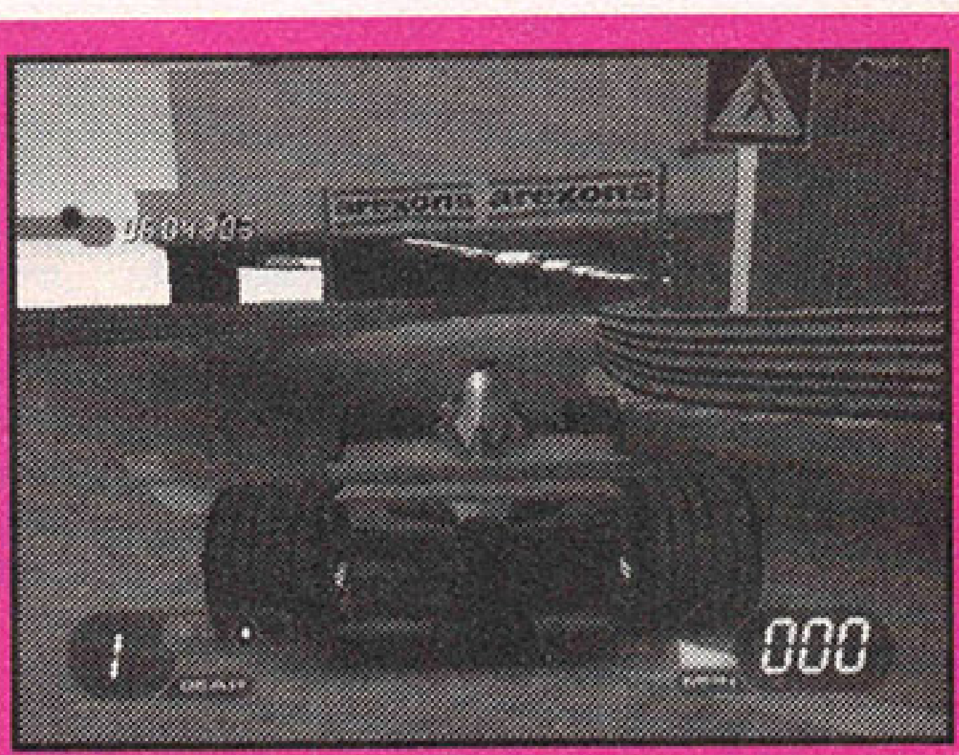
The Monte Carlo Grand Hotel appears to be a little narrow in this shot.

F1 CHAMPIONSHIP SEASON 2000



These guys are the only ones who bothered to put the hotel logo on the wall. Again, the building proportions seem a little different from all the others.

FORMULA ONE 2001



Notice how much closer the tunnel is to the corner's apex here!

GOLDENEYE 007

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick

In-Game Codes

Enter the following codes at any time during gameplay. A message will appear on the screen after entering a correct code.

- Invincibility

1) Hold **L** and press **Down**
2) Hold **R** and press **C▶**
3) Hold **R** and press **C▲**
4) Hold **L** and press **Right**
5) Hold **L** and press **C▼**
6) Hold **R** and press **C▲**
7) Hold **L** and press **Right**
8) Hold **R** and press **Down**
9) Hold **L** and press **Left**
10) Hold **L + R** and press **C▶**

- All Guns

1) Hold **L + R** and press **Down**
2) Hold **L** and press **C◀**
3) Hold **L** and press **C▶**
4) Hold **L + R** and press **C◀**
5) Hold **L** and press **Down**
6) Hold **L** and press **C▼**
7) Hold **R** and press **C◀**
8) Hold **L + R** and press **C▶**
9) Hold **R** and press **Up**
10) Hold **L** and press **C◀**

- Maximum Ammo

1) Hold **L + R** and press **C▶**
2) Hold **R** and press **Up**
3) Hold **R** and press **Down**
4) Hold **R** and press **Down**
5) Hold **L + R** and press **C▶**
6) Hold **L + R** and press **Left**
7) Hold **R** and press **Down**
8) Hold **R** and press **Up**
9) Hold **L + R** and press **C▶**
10) Hold **R** and press **Left**

Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

1) Hold **L + R** and press **C◀**
2) Hold **L** and press **C▲**
3) Hold **L + R** and press **Left**
4) Hold **L** and press **Right**
5) Hold **R** and press **Down**
6) Hold **L + R** and press **C◀**
7) Hold **L** and press **C▲**
8) Hold **L + R** and press **Right**
9) Hold **L + R** and press **C▼**
10) Hold **L** and press **Down**

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes active at any time:

Race at night—**C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶**
Mirror mode—**Z, R, Z, Z, R, Z, Z, Z**
Unlimited Turbos—**C▶, Z, C▲, C▼, R, C◀, Z, C▶**
Transparent vehicles—**C◀, Z, Z, C▲, C◀, R, C▼, C▲**
Transparent scenery—**C▲, Z, C▼, C◀, C▲, Z, C▼, C◀**

Passwords

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

PWDTST—Unlock all secret courses and secret vehicles except "Tow Jam"
TWJM—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press **R + Z** to access a cheat menu. Use the D-pad or joystick and the **A** button to enter any of the following codes; you should hear a signal when you press **START** to confirm each code. Once a code is in place, you can turn its effects on or off by pressing **START** during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

THEUNIVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)
GOBABY—Gives you a maxed-out turbo meter
2TIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)
ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)
BOMBERBALL—Just bombs
1HITWONDERS—Activates "Sudden Death" mode
IMALLOUT—No weapons
NOGOODIE—Bomb pickups
SIOOTSHOT—Blue Balls
OIMY—Activates "Explosive Mode"

INDIANA JONES AND THE INFERNAL MACHINE

Secret Passcodes

Choose "Options" from the main menu, then select "Passcodes." Enter any of the following codes at the screen that follows. You'll hear a camera shutter sound effect after entering a correct code.

FORGEOFF—Unlock all levels
REALHARD—Harder difficulty
CHEESE!!—View development team photo
ABSPANN—Watch ending credits
MUCKE—Unlock "Concert Hall" within the "Museum" item in the Options menu.
ANCIENT—Unlock "Ancient Art" within the "Museum" item in the Options menu.

INDY RACING 2000

Secret Codes

At the main menu, select "Gold Cup." Next, select any empty file and enter any of the words below as your name at the screen that follows. For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly. You may press **START** at any time while in the gallery to return to the game.

All Gold Cup cars—YOU_DA_MAN
Gallery—WOODY_COOKIES

INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press **C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶, B, A**, then hold the **Z** button and press **START**; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A**, then hold the **Z** button and press **START**; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars."

INTERNATIONAL SUPERSTAR SOCCER '98

Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press **C▼, C▼, C▲, C▲, C▶, C◀, C▶, C◀, B, A**, then hold the **Z** button and press **START**; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up, C▲, Up, C▲, Down, C▼, Down, C▼, Left, C◀, Right, C▶, Left, C◀, Right, C▶, B, A**, then hold the **Z** button and press **START**; you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars."

JEREMY MCGRATH SUPERCROSS 2000

Cheats Menu

At the main menu, press **L, C▲, L, C▲, L, C▼, C▲, C▼**. If you input the code correctly, a cheats menu will immediately appear.

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press **Z, A, R, Z, A, B.** You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, Z, A, L.** You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press **Up** or **Down** repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, L, A, Z.** You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, L, A, Z, A, R.** You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select

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

Castle Stage—Hold **Up** and press **B**
Jungle Stage—Hold **Up** and press **C◀**
Spaceship Stage—Hold **Up** and press **C▲**
Stonehenge Stage—Hold **Up** and press **A**
Museum Stage—Hold **Up** and press **C▼**
Helipad Stage—Hold **Up** and press **C▶**
Bridge Stage—Hold **Down** and press **B**
Dungeon Stage—Hold **Down** and press **C◀**
Street Stage—Hold **Down** and press **C▲**
Dojo Stage—Hold **Down** and press **A**
Spinal Ship Stage—Hold **Down** and press **C▼**

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold **Up** and press **B**
Maya Tune—Hold **Up** and press **C◀**
Glacius Tune—Hold **Up** and press **C▲**
Tusk Tune—Hold **Up** and press **A**
Fulgore Tune—Hold **Up** and press **C▼**
Orchid Tune—Hold **Up** and press **C▶**
Jago Tune—Hold **Down** and press **B**
Gargos Tune—Hold **Down** and press **C◀**
T.J. Combo Tune—Hold **Down** and press **C▲**
Kim Tune—Hold **Down** and press **A**
Spinal Tune—Hold **Down** and press **C▼**

Secret Stage

In two-player mode, have both players choose their fighters by holding **Down** and pressing **C▼**; you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground.

LODE RUNNER 3-D

Unlock Worlds

While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold **Z** and press **R, B, A, B, A, C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶**. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold **Z** and press any button at the pause menu, then try entering the code again.

MACE: THE DARK AGE

Play as War Mech and Ichiro

When the "Parental Advisory" screen appears just after you turn the system on, press **Down, Right, Up, Left** on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor

Enter the following code at the character-select screen:

1) Highlight Koyasha and press **START**.
2) Highlight the Executioner and press **START**.
3) Highlight Lord Deimos and press **START**.
4) Highlight Xiao Long and press Quick (**A** or **B** in the default control configuration).

Bunny Slippers

Enter the following code at the character-select screen:

1) Highlight Ragnar and press **START**.
2) Highlight Dregan and press **START**.
3) Highlight Koyasha and press **START**.

Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces

Enter the following code at the character-select screen:

1) Highlight Al-Rashid and press **START**.
2) Highlight Takeshi and press **START**.
3) Highlight Mordos Kull and press **START**.
4) Highlight Xiao Long and press **START**.
5) Highlight Namira and press **START**.

Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats

During a one-player game in "Endless Tetris" mode, press the **A** and **B** buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

MARIO GOLF

Code Entry Screen

At the main menu, hold **L + R** (or **Z + R**) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

0EQ561G2—1st Camp, Hyrule Cup
5VW68906—2nd Camp, Hyrule Cup
KPXWN9N3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

MARIO PARTY

Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.

Earn Extra Stars + Coins

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MARIO TENNIS

Secret Ring Tournaments

From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to participate in a secret cup:

Blockbuster Cup—ARM6JQARU
Bowser Cup—N24K8QN2P
Donkey Kong Cup—MM55MQMMJ
Luigi Cup—M1C2YQM1W
Peach Cup—OF9XFQOFR
Mario Cup—A3W5KQA3C
MarioTennis.com Cup—48HWOR482
Nintendo Power Cup—J6M9PQJ6U
Waluigi Cup—LA98JRLAR
Wario Cup—UOUFMPUOM
IGN64 Tennis Cup—V2UFMPUZM

MICRO MACHINES 64 TURBO

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Slow down computer cars—**C▶, C▲, C◀, C▼, C▶, C▲, C◀, C▼**
Super speed—**C▼, C▶, C◀, C▲, C▼, C▼, C▼, C▼**
Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**

Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—**Up, Down, Down, C◀, C▶, C▶, C▲, C▼**. With the Debug code in place, the following options become available:

- Press all four **C** buttons simultaneously to make all of the vehicles on the track explode
- Hold **Z** and move the D-pad to tilt or rotate the camera angle
- Hold **Z** and press **L** or **R** to zoom in or out
- Hold **Z** and press **C◀** to have the computer control your car
- Hold **Z** and press **C▼** to end the race with you in first place!

"Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

- Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.
- Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
- Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISSION: IMPOSSIBLE

Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

- Turbo Mode—**C▲, Z, C▲, Z, C▲**
- Big Feet Mode—**C▼, R, Z, C▶, C◀**
- Kids Mode—**C▼, C▲, R, L, Z**
- Start with Uzi Sub Machine Gun—**C▶, C◀, C▶, C▼, R**
- Start with Mini Rocket Launcher—**R, L, C◀, C▶, C▼**
- Start with 9mm High Power Gun—**R, L, C▼, C▲, C▲**
- Start with 7.65 Silenced Pistol—**C▲, L, C▶, C◀, C▲**

MONSTER TRUCK MADNESS 64

Passwords

Enter the following passwords at the "codes" screen from the main menu:

BRPS—The Gut Bomb
CFFNYN—Turbo mode
Y_WNT_T—Unlimited missiles
JM—Gound textures become replaced by "Jim's" face
YRDR—All trucks become lowriders
404564P8M→←DFC↑CV32KC—Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (**C◀** + **C▼** in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
- Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter "TDFCLT" for invincibility (you can still be killed by ceiling traps or long falls)
- Enter "GTTBHR" for infinite lives
- Enter "NXCVSZ" to start with 10 Urns of Vitality in your inventory
- Enter "CRVDTS" to see the credits from the end of the game

MORTAL KOMBAT TRILOGY

Play as Khameleon

When the "story" screens appear during the game's demo mode, quickly press **C▶, C▲, A, B, C▼, C▲, C▶**. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

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

Super Hard Mode

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

Secret "More Kombat" Menu

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

Secret "Kombat Cheats" Menu

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

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press **B**; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**.

NASCAR 99

Secret Drivers

Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:

- To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press **C▲, C◀, C▼, C▶, L, R, L, R, Z, Z**
- To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press **C▲, C◀, C▼, C▶, L, R, L, R, L, R**
- To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press **Z** eight times, then **R** twice.
- To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press **C▲, C▶, C▼, C◀, Z, Z, Z, L, Z, Z**
- To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press **C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶, L, R**

Once you have unlocked a driver this way, that driver will also be available in Championship mode.

NBA COURTSIDE 2 FEATURING KOBE BRYANT

Secret Teams

At the main menu, highlight either Quick Play or Arcade Play, then, press **A** + **C▲** at exactly the same moment. At the Team Select Screen, three special teams will become selectable.

THE NEW TETRIS

Turbo CPU Opponent

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "AI2EZ4U?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2FAST4U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the code **Left, Up, C▼, C◀, C▶, C▲, C◀, Down**. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

- Flagstaff—Hold the **L** button and press **Left** on the D-pad, then highlight "Mojave," hold the **Z** button and press **A**.
- El Cajon—Hold the **L** and **R** buttons and press **Up** on the D-pad, then highlight "El Paso," hold the **Z** button and press **A**.
- Guadalupe—Hold the **R** button and press **Down** on the D-pad, then highlight "Vegas," hold the **Z** button and press **A**.

OGRE BATTLE 64 PERSON OF LORDLY CALIBER

Music Mode

At the main menu, select "New Game." Then, when you're asked for your name, enter MUSIC_ON (note the capital letters) as your name and select "End." A prompt will appear asking if you would like to enter the Music Mode. Once there, you can listen to any of the background music in the game.

PAPERBOY

Secret Codes

Enter the following codes at the "Secret Codes" screen.

Hitting turbo gives Super-jump—ALLJUMP
Hitting turbo give s Turbo—GOFAST
Unlimited health—INVINC
Unlimited papers—NOBUNDLE
Tiny paperboy—LITTLE
Near-sighted paperboy—MAGOO
Unlock all levels—OBVIOUS
Speed up the game—RUSH
Slow down the game—WAKING
Moon gravity (jump higher)—MOON
Silly collision sounds—THUNK
Huge newspapers—SUNDAY
Time clock is ignored—UNTIMED

POKÉMON PUZZLE LEAGUE

Unlock all Puzzles in Puzzle University

At the title screen, hold **Z** and press **A, B, R, A, A, B, R, A**. You'll hear a special sound effect after entering the code correctly.

Start from Lv. 50-99 in Marathon mode

At the title screen, hold **Z** and press **B, A, L, L**. You'll hear a special sound effect after entering the code correctly.

Unlock V-Hard Game Level

At the "Game Settings" screen where you select your Game Level, hold **Z** and press **L, L, A, B**. "V-Hard" will appear on the screen after entering the code correctly.

Unlock S-Hard Game Level

At the "Game Settings" screen where you select your Game Level, hold **Z** and press **R, L, A, B**. "S-Hard" will appear on the screen after entering the code correctly.

Play in Mewtwo's Stage

When you start a two-player game, at the "Trainer Select" screen, hold **Z** and press **B, Up, L, B, A, START, A, Up, R**. The game will imediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.

Unlock all Trainers

When you start a two-player game, at the "Trainer Select" screen, hold **Z** + **L** + **R** on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the code correctly.

QUAKE

Debug Menu

Choose "Load" from the main menu; if you have a controller pak with *Quake* saves, press **B** to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes

Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects:

S3TC 00LC 0L0R S???—Changes the background colors
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAMPAGE WORLD TOUR

Stage Select

At the main menu or character-select screen, hold the **L** button and all four **C** buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the **A** button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

SM14N—Unlock George
S4VRS—Unlock Lizzie
LVPVS—Unlock Ralph
N0T3T—Unlock Myukus
B1G4L—Unlock Purple Myukus
SRY3D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time.

Cheat Menu

Enter the password "BVGGY", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RE-VOLT

Unlock All Cars & Tracks

At any time during a game, press **B, A, Z, Z, B, L, A, C▲**. You'll hear a special sound effect after entering it correctly.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available.

BRONZE—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)

SILVER—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)

GOLD—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)

CHAMP—Champ Class (In Arcade Mode, all boxers are also unlocked)

RESIDENT EVIL 2

Cheat Codes

From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.

Invincibility—**Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, C▲, C▼**

Infinite Ammo—**Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C▶, C◀**

Play as Hunk—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C▲, C▶, C▼, C◀**

Play as Tofu—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C▲, C◀, C▼, C▶**

RIDGE RACER 64

Secret Caddy Car

From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes

Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code:

Unlock all levels and fast bikes—**C▲, C◀, C◀, C▶, L, R, C▼, Z**

Unlock Scooter level—**C▼, C▶, C▲, C◀, C◀, L, C◀**

Unlock Cop Mode—**Z, C◀, C▼, C◀, Z, L, R, C▼**

ROADSTERS TROPHY

Secret Codes

At the Driver Select screen, press **Z** to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code.

Anyway—Race circuits in any direction.

Gimme ALL—Unlock all cars and circuits.

EasyMoney—Start with $1,000,000.

 Trophies—Start with Division 2 and 3 trophies. (Note the space before the "T")

Chopper—Different camera angle.

ROBOTRON 64

"Setup" Menu Cheats

Choose "Setup" from the main menu, then enter any of these codes at the Setup menu:

- 50 Lives—Press **Up, Up, Down, Down, Left, Right, Left, Right, C◀, C▶, C◀, C▶.**
- Level Select—Press **Down, Up, C◀, Down, C◀, C▶, Down, C▶**; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.
- "Game Boy Mode"—Press **Up, Down, Right, C◀, Down, Up, Left, C▶, Up, Down**
- Demo Mode—Press **Left, Right, Up, Down, C◀, C▶, C◀, C▶, Left, Right, Up, Down, C◀, C▶, C◀, C▶, Left, Right, Up, Down, C◀, C▶, C◀, C▶.**

Instant Power-Ups

At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.

Shield—**Down, Left, C◀, C▶**

Two-Way Weapon—**Up, C▲, Up, C▲**

Three-Way Weapon—**Right, Right, C◀, C▼**

Four-Way Weapon—**Down, Down, Up, C▶**

Radiation Spray—**Up, Down, C▶, C◀**

Speed Up—**Left, Left, Right, Right, C▲**

Flamethrower Weapon—**Down, Right, Down, Right, C▶**

ROCKET: ROBOT ON WHEELS

Secret Codes

During gameplay, press **START** to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.

All vehicles—**Up, Down, Z, R, Left, Up, Down, Left, Down, Down**

Heavier rocket—**Up, Right, Right, R, Right, R, Z, R, R, Up**

Low friction—**Up, R, R, Left, Z, Z, Down, Left, Up, Right**

Low gravity—**Z, R, Z, R, Down, R, R, Right, Right, R**

Super Grab Field—**Down, Left, Right, Z, Down, Right, Down, Down, Down, Left**

Super Speed—**Z, Right, Down, Up, Down, R, Up, Down, Left, Up**

RUSH 2: EXTREME RACING USA

Cheat Menu

Choose "Setup" at the main menu, then press **L + R + Z +** all four **C** buttons simultaneously at the Setup screen. A new option called "Cheats" will appear. To activate one of the 27 cheat options at this menu, you must highlight that item and enter the corresponding code shown in the list below. You'll hear a signal to confirm and you will then be able to toggle that particular cheat by pressing **Left** or **Right** on the D-pad.

Car Collisions—Hold **R**, press **L, C▶, C▲, C◀, C▼, Z**

Gravity—Hold **Z**, press **C▲, C▼, C▲, C▼, C▲, C▼**

Cone Mines—Press **L, R, L, R, L, R**

Car Mines—Press **C▶, C▶, Z, C▼, C▲, Z, C◀, C◀**

Burning Wreck—Hold **C▲**, press **Z, Z, Z, Z**

Track Orientation—Press **C▲, C▶, C▼, C◀, C▼, C▶, C▲, C◀**

Auto-Abort—Press **C▲, C▲, C▲, C▲**

Super Speed—Hold **L + R**, press **C▲, C▼, C◀, C▶**

Inside-Out Car—Hold **C▶ + C▼**, press **R, L, Z**

Damage—Press **R, C▼, L, R, C▼, L**

Invincible—Press **L, C▲, R, L, C▲, R**

Invisible Car—Press **C▲, C▼, C▲, C▲, C▼, C▲, C▼, C▼**

Invisible Track—Press **C▼, C▲, C▼, C▼, C▲, C▼, C▲, C▲**

Brakes—Hold **C▲ + C▶**, press **Z, Z, Z**

Super Tires—Hold **L + R**, press **C▲, C▶, C▼, C◀, C▲, C▶, C▼, C◀**

Mass—Hold **L + R**, press **C▲, C▼, C◀, C▶**

Suicide Mode—Hold **Z**, press **C▲, C▼, C◀, C▶**

Do the Dew!—Press **C▼, C▲, C▶, C◀, L, R, Z**

Killer Rats—Hold **L + R**, press **Z, Z, Z, Z**

Stunts—Hold all four **C** buttons and press **R, A, Z, L**

Resurrect in Place—Hold **Z** and enter the following sequence: Hold **C◀**, tap **C▶**, hold **C▶**, tap **C◀**

Levitation—Hold **R + Z**, press **C▲, C▲, C▲, C▲**

Game Timer—Hold **Z** and enter the following sequence: Hold **C▼**, tap **C▲**, hold **C▲**, tap **C▼**

New York Cabs—Press **R, L, Z, C▲, C▼, C▲**

Frame Scale—Hold **C▼**, tap **C▲**, hold **C▲**, tap **C▼**

Tire Scaling—Hold **C◀**, tap **C▶**, hold **C▶**, tap **C◀**

Fog Color—Hold **Z**, press **C▼, C▼, C▼**

SAN FRANCISCO RUSH

Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8DP5KG5L4G59P

G92WVCQY0DRDQ

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the **Z** button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team *Rush*" Formula 1 racer.

Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

1) At the Select Car screen, hold **C◀**, press **Z**, release both, tap **Left** on the D-pad, then press **B** three times to return to the main menu.

2) Choose "Setup;" at the setup screen, hold **C▲**, press **Z**, release both, tap **Up** on the D-pad, then press **B** to return to the main menu.

3) Choose "One Race" again; at the Select Track screen, hold **C▶**, press **Z**, release both, tap **Right** on the D-pad, then press **A** to advance to the Select Car screen.

4) At the Select Car screen, hold **C▼**, press **Z**, release both, tap **Down** on the D-pad, then the **L** button, then the **R** button; you'll hear a signal to confirm the code. Now press **B** to return to the Select Track screen, where you'll find that Track 7 is now available.

SCOOBY-DOO! CLASSIC CREEP CAPERS

Cheat Codes

At any time during the game while you are in control of Shaggy (but not at the inventory screen or pause menu) enter either of the following codes using the **C** buttons and the D-pad:

Infinite Courage Meter—Hold **L** and press **C▲, C◀, C▼, C▲, C▼, Up, Right, Down, Left, Up, Left, Down, Right, Up, Down.**

Skip to the Next Episode—Hold **L** and press **C▲, C▼, C▲, C▼, Up, Down, Up, Down, Right, Left, Right, Left.**

SNOWBOARD KIDS

Cheat Code

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down, Up** on the analog joystick, then **Down, Up** on the D-pad, then **C▼, C▲, L, R, Z,** then **Left** on the D-pad, **C▶, Up** on the analog joystick, **B, Right** on the D-pad, **C◀, START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code

At the title screen, carefully enter the following code: Press **Z, B, C▲, Down** on the D-pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the D-pad, **R, Z, A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SPIDER-MAN

Cheat Codes

From the main menu, select "Special," then select "Cheat" from the following menu. At this screen you may enter any of the following cheat codes. A special text message will appear each time you enter one correctly.

LVLSKIPPER—Level select

TURTLE—Invulnerable

STICKYSTUF—Infinite webbing

TRUBLEVR—Unlock everything

STAR WARS: EPISODE I—BATTLE FOR NABOO

Passcodes

Each of the following codes can be entered at the Passcode menu that's accessible from the Options screen:

LEC&FIVE—Unlock all levels

DROIDEKA—Advanced shields

PATHETIC—Unlimited lives

OVERLOAD—All power-ups

NASTYMDE—Makes the game more difficult

EWERDEAD—Expert mode (one hit destroys your vehicle)

DRJEKYLL—Terrain near the horizon waves up and down

KOOLSTUF—Unlocks an "Art Gallery" option at the Showroom menu

WAKEUP—Unlock a "Concert Hall" option at the Showroom menu

MEMEME!—View credits

TALKTOME—Enables an "audio commentary" soundtrack; you'll hear the developers talking about the game while you play

STAR WARS: EPISODE I RACER

Cheat Menu

Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "RRTANGENTABACUS" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:

- Hold **Up** on the D-pad to fast-forward
- Hold **Down** on the D-pad to reverse at high speed
- Press **Right** on the D-pad to self-destruct
- Hold **Left** on the D-pad to make your vehicle invisible
- Hold **Z + Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

ACE—Higher difficulty

CHICKEN—Access bonus level

DEADDACK—Unlocks all stages at the Select Level screen

DIRECTOR—Enables "Showroom" menu at the Options screen

FARMBOY—Unlock Millennium Falcon at the "Select Your Craft" screen

IGIVEUP—Infinite lives

KOELSCH—Changes the V-Wing into an automobile

MAESTRO—Enables the "Concert Hall" option at the "Showroom" menu

RADAR—Alternate radar

TOUGHGUY—Finish levels with 0:00 completion time, all friendly saves and bonuses collected

TIEDUP—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor

Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu. Enter the code "HALIFAX?" and select "Enter Code," then enter the code "!YNGWIE!" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name as "_Wampa__ _Stompa" 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 enter any stage. During the game, press **START** to pause; when the pause menu appears, hold **L + R + Z + C◀ + C▲ + C▶ + C▼ + Left** on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use **L** and **R** to scroll through the different cheat codes and press **A, B** or **START** to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press **Up** on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press **Down** to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level

- (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press **Up** on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press **Down** to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

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.

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press **C▲**. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."

N0CR4SH—The bikes never crash
B1GB1K3S—The bikes are big
G14NTS—Giants on mini-bikes
M00N—Moon gravity
H0P—Add hop button
M0R3C4MS—Extra camera modes
N0R1D3RS—No riders on bikes
H34DL3SS—Headless riders
BL0CKM3—Opponents get in your way
N00FFTR4CK—No more off track
SK1PP1NG0K—No more getting reset
B1GSPR4Y—Bigger dirt spray

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc.—press **C▲, C▼, C◀, C▶**; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:

- To skip the current level, press **START** to pause the game, then press **C▲, C▼**
- To refill your energy meter, press **START** to pause the game, then press **Z, R**
- To refill your super-speed ability, press **START** to pause the game, then press **R, Z**
- To refill your freezing breath ability, press **START** to pause the game, then press **Z, L**
- To refill your heat vision ability, press **START** to pause the game, then press **R, L**
- For super punching ability, press **START** to pause the game, then press **L, Z**

TARZAN

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick): **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

TONY HAWK'S PRO SKATER

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold down **L** and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.

Slow motion—**Down, Down, C▲, C▶, Left**
Fast motion—**Right, Up, Down, Down, Up, Down**
High speed—**C▲, Left, C▼, C▼, Up, Down, Right**
Add "Skip to Restart" menu item—**C◀, C▶, C▼, Up, Down**
10 point stats—**C▲, C◀, Left, Up, C▼**
13 point stats—**C▲, C◀, Left, Up, Down**
Score x10—**Down, Right, Up, Right, Up, Left, C◀**
Obtain all tapes—**C▶, Left, Up, C▲, C▲, Right, Down, Up**
Perfect balance—**C▲, C▶, Left, C▶, Right, Up, Down**
Girl's picture—**C◀, C▼, C▶, C◀, C▼, C▶**

TONY HAWK'S PRO SKATER 2

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. You'll see the pause menu shake left to right briefly after entering a correct code.

Infinite Special—Hold **L** and press **C◀, C▼, C▲, Right, C▶, Right**
Perfect balance—Hold **L** and press **C▼, Right, Down, C◀, C▼, C▲, C▶, C◀**
Low gravity—Hold **L** and press **C▶, C◀, Up, C▼, Down, Right**
Super low gravity—Hold **L** and press **C▼, C◀, C▶, C◀, Up, C▼, Down, Right, C▼, C▼**
10x points—Hold L and press **C▼, C▼, C▼, C▼, C◀, C▶, Right**
Unlock "Skip to Restart" option at the "Paused" menu—Hold **L** and press **C◀, C▼, C▶, Down, C▲, C▲**
Slow motion tricks—Hold **L** and press **C▲, Down, Left, C◀, C▼, C▲, C▶**
Simulation mode (more realistic physics)—Hold **L** and press **Left, C▶, Right, Down, C▼, Up, Up**
Improved stats—Hold **L** and press **Down, Up, C▲, C◀, Down, Up, C▲**

TOP GEAR OVERDRIVE

Cheat Codes

Each of the following codes can be activated by highlighting different options at the main menu screen and pressing the **Z** button at each one. Each time you enter a code correctly, you'll hear a sound and a smiley face will appear at the bottom of the screen.

- Unlock all cars—"Credits," "Credits," "Versus," "Credits," "Setup," "Championship," "Championship," "Championship," "Versus"
- Skip to Season 6—"Credits," "Setup," "Versus," "Championship," "Championship," "Credits," "Championship," "Versus," "Setup," "Championship," "Credits," "Setup," "Setup"

TOP GEAR RALLY

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—**A, Left, Left, C▼, A, Right, Z**
- Access All Tracks (except Mirror Tracks)—**A, Left, Left, Right, Down, Z**
- Access Mirror Tracks—**Right, Up, Left, C▼, Right, Down, Z**
- Access Milk Truck—**Down, A, Right, Z, Right, Up, C▼**
- Access Helmet Car—**Up, Up, Z, B, A, Left, Left**
- Access Ice Cube Car—**C▼, Up, B, Right, A, C▼, A, Right**
- Access Beach Ball Car—**B, B, A, Left, Left, C▼, A, Right**
- Access Mirror Cars—**Right, Up, Left, C▼, C▼, A, Right, Z**. With this code in place, press **C▼** at the Car Select screen to change any car into a mirror-textured vehicle.

TOP GEAR RALLY 2

Secret Codes

Enter any of the codes below at the main menu. You may disable a code by entering it a second time. For the Hi Res Mode code, an expansion pak is required.

No Damage or Failures—**L, Z, START, Up, Up**
Award 100,000 Sponsor Credits in support van—**L, Z, START, L, L**
Award maximum Championship Points in support van—**L, C▲, Left, L, L**
Repair all car damage in support van—**L, Z, R, L, START**
Toxic Waste Dump—**C▶, C▶, R, L, Up**
Volcano Valley—**C◀, Z, R, L, Down**

TOY STORY 2

Level Select

At the main menu, press **Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down**. You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

TUROK: DINOSAUR HUNTER

"The Big Cheat"

At the "Enter Cheat" menu, input the code "NTHGTHDGDCRTDTRK". This activates nearly all of the cheats in the game.

TUROK 2: SEEDS OF EVIL

Cheat Codes

Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.

HEEERESJUAN—"Juan's Cheat"
AAHGOO—"Zach Attack Cheat"
ONLYTHEBEST—Warp to credits
BEWAREOBLIVIONISATHAND—Unlocks all cheats

TUROK 3: SHADOW OF OBLIVION

Secret Passwords

From the main menu, select "Secrets." Then, select "Enter New Secret" at the screen that follows. Here you may enter any of the passwords below. Because the password system uses only images, here are the words we'll use to describe each of the password characters are as follows, going left to right:

1st row: Elk (Green), Lizard (Blue), Dragonfly (Red), Frog (Yellow), Horse (Magenta), Bull (Teal)
2nd row: Bear (Orange), Bird (Magenta), Bug (Teal), Fish (Green), Bird (Purple), Wolf (Blue)
3rd row: Coyote (Light Purple), Owl (Yellow), Cougar (Pink), Snake (Red), Rabbit (White), Eagle (Green)
Invincibility—Bird (Purple), Fish (Green), Eagle (Green), Bear (Orange), Lizard (Blue), Rabbit (White)
All Weapons—Owl (Yellow), Bear (Orange), Owl (Yellow), Bug (Teal), Bird (Purple), Owl (Yellow)
Unlimited Ammo—Fish (Green), Elk (Green), Bull (Teal), Snake (Red), Eagle (Green), Fish (Green)
All Keys—Lizard (Blue), Dragonfly (Red), Bull (Teal), Bear (Orange), Wolf (Blue), Eagle (Green)

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code.

Unlock all characters—LLA_KCOLNU
Invincibility—ELBICNIVNI
Max. stats—LLA_DORTOH
Faster firing rate—RAPID_FIRE
Faster cars—MORE_SPEED
Hover higher—HI_CEILING
No gravity—NO_GRAVITY
Super missiles—BLAST_FIRE

VIRTUAL POOL 64

Second Chance Shot

To re-take your last shot, press **Left** on the D-pad to bring up the instant replay, then hold the **A** button for a second chance at the shot. (You can't re-aim, but you can change the shot strength.)

WAR GODS

Play as Grox

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

Play as Exor

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

Cheat Menu

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

WAVE RACE 64

Ride the Dolphin

Enter Stunt Mode 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. If you do it 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 the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WINBACK

Codes

Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.

Unlock Trial mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, hold **C▼** and press **START**.
Unlock Max Power Mode—**L, C▶, C◀, C▶, C◀, C▼, C▲, C▼, C▲, L + START**.
Unlock all characters in Versus mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, hold **C▲** and press **START**.

WIPEOUT 64

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again:

Unlock Piranha II team—Hold **L + R + Z** and press **C▼, C▼, C▼, C▼, C▶, C▲, C◀**
Unlock Velocitar track—Hold **L + R + Z** and press **C◀, C▶, C▲, C▶, C◀**
Power-up weapons—Hold **L + R + Z** and press **C◀, C▶, C▼, C◀, C▶, C▼, C▲**

In-Game Codes

Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it again:

Race doesn't end when timer expires—Hold **L + R + Z** and press **C▲, C▶, C◀, C▼, C▲, C▶, C◀, C▼**
Infinite shield energy—Hold **L + R + Z** and press **C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶**
Unlimited weapons—Hold **L + R + Z** and press **C▼, C▼, C◀, C◀, C▶, C▶, C▲**

XENA: WARRIOR PRINCESS

Secret Codes

At the main menu, press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Unlock Despair—**C◀, C▶, C◀, C▶**
Unlock Bunny Despair—**C◀, C▲, C▶, C▼**
Let Xena battle Gabrielle in Quest mode—**C◀, C◀, C◀, C◀**
Unlock "Titan" difficulty level—**C▲, C▼, C▲, C▼**

Battle Codes

At any time during a battle, hold down the Target button (Usually **A**) and press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target
Ice Fighters—Strong Punch, Strong Punch, Target
Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump
Big Heads—Crouch
Big Feet—Jump
Snow Fighters—Strong Punch, Strong Punch, Crouch
Red Nose—Weak Punch, Weak Punch, Target
Purple Nose—Weak Punch, Weak Punch, Crouch
Green Nose—Weak Punch, Weak Punch, Jump
Icy Stage—Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target
Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Crouch

ARMY MEN ADVANCE

Passwords

Q G Q N R T P C—All Levels Unlocked (Sarge)

N Q R D G T P B—All Levels Unlocked (Vikki)

EARTHWORM JIM

Stage Select

At any time during the game, press **START** to pause, then enter any of the following codes while the screen is dark to go directly to another stage:

- **Right, R, B, A, L, L, A, R**—Skip to the next stage in order
- **SELECT, R, B, Down, L, B**—Warp to "What the Heck?"
- **Up, L, Down, A, R, A**—Warp to "Down the Tubes"
- **R, Up, SELECT, L, R, Left**—Warp to "Snot a Problem"
- **R, L, A, B, B, A, L, R**—Warp to "Level 5"
- **Right, Left, R, L, A, R**—Warp to "For Pete's Sake"
- **L, A, Up, R, A, R, A, SELECT**—Warp to "Buttville"

F-ZERO: MAXIMUM VELOCITY

Unlock the Jet Vermillion

At the name entry screen, select "Entry," then enter your name as "T&T". Next, start any game under that name. When you reach the machine selection screen, press **L, R, START, R, L, SELECT**. A secret password screen will appear. Enter V - J 4 + 6 V 9 A - 3 0 as your password. Now you'll be able to select the Jet Vermillion.

FIRE PRO WRESTLING

Unlock All Wrestlers

Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following names exactly as shown:

- Change the nickname from "Fire Fighter" to "ALL"
- Change the first name from "FIRE PW" to "STYLE"
- Change the last name from "A" to "CLEAR"

Now press **START** to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

GT ADVANCE CHAMPIONSHIP RACING

Secret Codes

Enter any of the following codes at the title screen:

- Hold **L + R + Up** and press **B** to watch the ending credits
- Hold **L + R + Right** and press **B** to unlock Extra 1 mode (go kart racing)
- Hold **L + R + Left** and press **B** to unlock Extra 2 mode (formula car racing)
- Hold **L + R**, point the D-pad in the **Down/Right** position and press **B** to unlock all tuning parts
- Hold **L + R**, point the D-pad in the **Up/Left** position and press **B** to unlock all cars
- Hold **L + R**, point the D-pad in the **Up/Right** position and press **B** to unlock all courses

Password

S/PD W1/H L8Q8 >VbB—Unlock all Championship Mode classes

IRIDION 3D

Stage Select

Enter the Password entry screen and enter the code *SH0WT1M3*. Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.

Quick Exit

Enter the Password entry screen and enter the code *S3L3CT0N* (be sure to include the * symbols). Now you can exit to the title screen at any time by pressing the **SELECT** button during the game.

Picture Gallery

Enter the password *G4LL3RY* (be sure to include the * symbols). This allows you to view a "slide show" of *Iridion 3D* artwork.

MEN IN BLACK: THE SERIES

Cheat Passwords

L V F R V R D D—Invincibility
N F N T M M D D—Infinite ammo
L L W P N S D D—Have all weapons

Stage Passwords

F G H T R M N S—Episode Two: Forest Landing Site
H S D S H S B S—Episode Three: Alien Technology Lab
M X N M S N N G—Episode Four: Rocket Silo
T H X B X S C K—Episode Five: MIB Safe House
N N T N D W N Y—Episode Six: Halloween in Manhattan

NFL BLITZ 20-02

Secret Teams

At the title screen—after the words "PRESS START" appear—press **A, B, SELECT, Up, Right, Down**; you'll hear a voice say, "Wooh, yeah!" to confirm the code. Now you can access two secret teams in Exhibition mode: the Emerson Ogres and Team Midway.

Secret Teams

Enter any of the following codes at the "VS" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the **L, B** and **A** buttons respectively in order to change the symbols at the bottom of the screen, followed by the **R** button to confirm. For example, to enter the Infinite Turbo code, press **L** four times, **B** three times, **A** twice, then **R** to confirm the code. You have a limited amount of time before the game starts, so you must enter the codes quickly if you want to use more than one.

4-3-2—Infinite Turbo
1-3-2—Ancient coliseum
2-2-5—Snow stadium
3-1-3—Shadow players

PAC-MAN COLLECTION

Pac-Attack Puzzle Mode Passwords

S R Y—Stage 10
M W S—Stage 20
W H T—Stage 30
R M N—Stage 40
W L C—Stage 50
T M P—Stage 60
W T M—Stage 70
B S K—Stage 80
B T F—Stage 90
L S T—Stage 100

PITFALL: THE MAYAN ADVENTURE

Unlimited Continues

When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press **B** repeatedly. Instead of being reduced by just one, you'll see your remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.

Stage Select

At the title screen, after the boomerang appears, press **L, SELECT, A, SELECT, R, A, L, SELECT**; you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold **SELECT** and use the **L** and **R** buttons to choose a starting stage; when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press **SELECT** while the game is paused, you'll be sent back to the title screen.

Level Warp

With the stage-select code in place as described above, start a game, then hold the **SELECT** button and you can use the D-pad to move Harry Jr. to any part of the current stage.

Infinite Weapons

With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the **SELECT** button and press **B**; you'll see the item counters jump to 99.

RAYMAN ADVANCE

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes. After entering a correct code, you'll have to exit the current level to see the effects of the "Unlock all levels" code.

99 lives—**Left, Right, Down, Right, Left, R**
Unlock all levels—**Up, Left, Right, Down, Right, L**
Invincibility—**Right, Up, Right, Left, Right, R**
All powers—**Down, Left, Right, Left, Up, L**
25 extra Tings—**R, Up, Left, Right, Left, L**

Infinite Continues

At the "Continue!" screen, press **Up, Down, Right, Left, START** before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same; you can repeat this code each time you run out of lives to continue indefinitely. NOTE: This code will not work unless the number of continues remaining is three or less.

READY 2 RUMBLE BOXING: ROUND 2

Secret Characters

Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code:

- Michael Jackson—Highlight the word "Arcade," then press **Left, Left, Right, Right, Left, Right**, then **L + R** simultaneously
- Rumbleman—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Right, Left, Right, Left**, then **L + R** simultaneously
- Shaquille O'Neal—Highlight the word "Survival," then press **Left, Left, Left, Left, Right, Right, Left, Left, Right**, then **L + R** simultaneously

TONY HAWK'S PRO SKATER 2

Main Menu Cheat

The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm:

- Hold **R**, press **START, A, Down, B, A, Left, Left, A, Down**—Changes all of the blood and grinding "spark" effects into colorful smiley faces (enter the code again to disable it)

"Paused" Menu Cheats

Press **START** during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm:

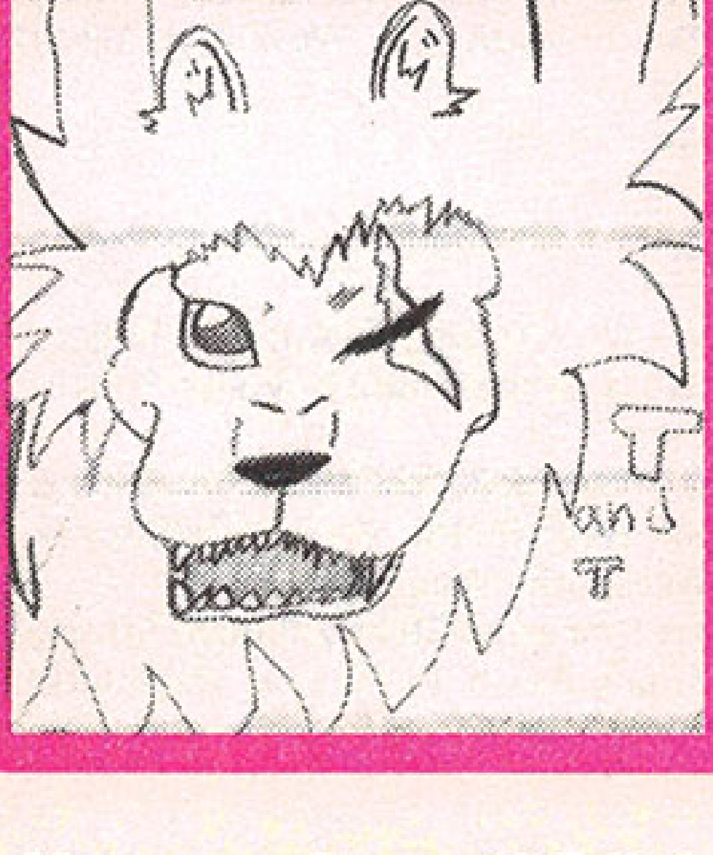
- Hold **R**, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**—Unlock Spider-Man as a playable character
- Hold **R**, press **A, Left, Left, Up, Right, B, A, START**—Unlock Mindy as a playable character
- Hold **R**, press **A, START, A, Right, Up, Up, Down, Down, Up, Up, Down**—Gives you enough money to unlock all of the game's levels
- Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks the two secret characters and gives you all the money in the game)
- Hold **R**, press **Left, A, START, A, Right, START, Right, Up, START**—Zoom in and out repeatedly (enter the code again to disable its effects)
- Hold **R**, press **Left, Up, START, Up, Right**—Sets the stage timer to 0:00, ending your run immediately (this code doesn't have any effect in Free Skate mode)

Additional Cheats

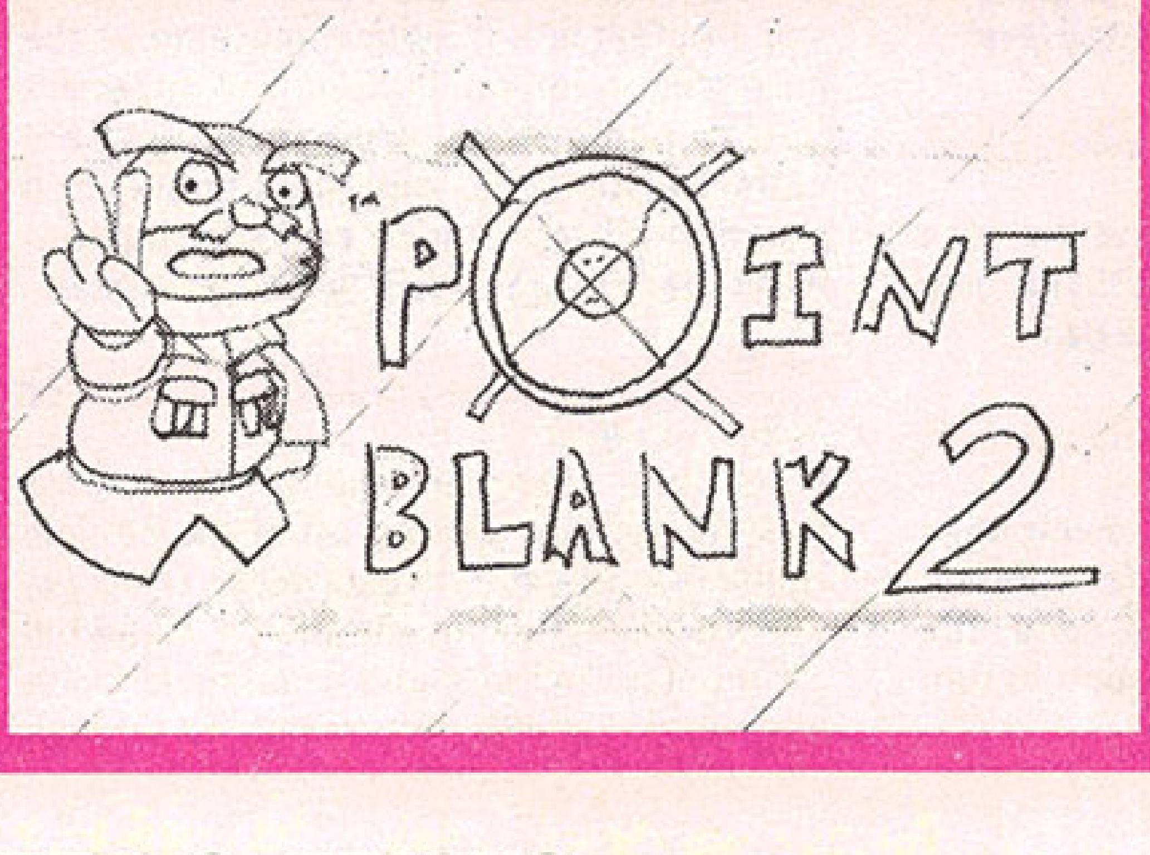
Each of the following codes can be entered either at the main menu or the "Paused" menu:

- Hold **R**, press **B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left**—Unlocks all of the cheats at the Options menu
- Hold **R**, press **B, Left, Up, Down, Left, START, START**—Disable blood effects (enter the code again to turn the blood effects back on)
- Hold **R**, press **Right, A, Down, B, A, START, Down, A, Right, Down**—This code will not work unless you have already unlocked Spider-Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen.
- Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game). Note: If you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear.

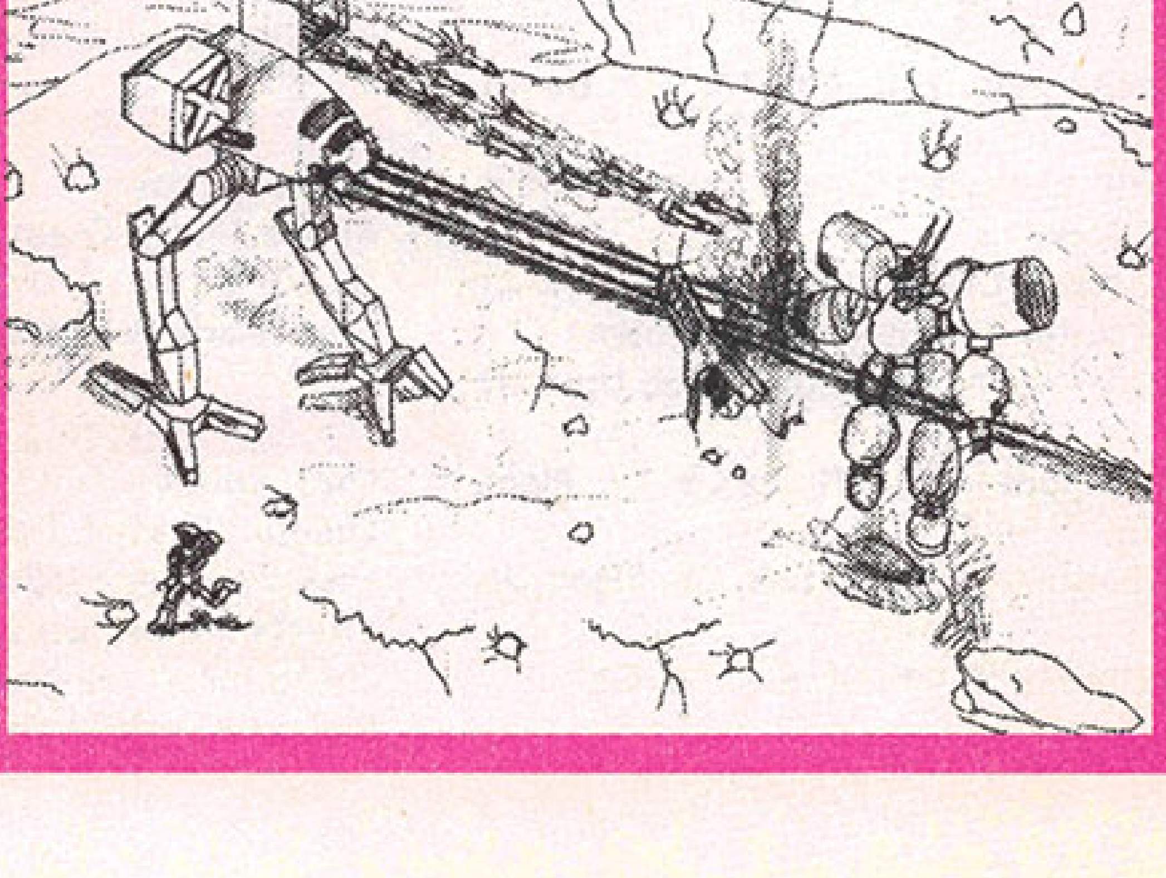
TIPS & TRICKS Reader Art Gallery



by Giovanni Linares, Palmdale, CA



by Charlie Flores, San Antonio, TX



by John Polimeni, New York, NY

ACTION MAN: SEARCH FOR BASE X

Password
7 ! B !—Unlock all stages

ATLANTIS: THE LOST EMPIRE

Stage Passwords
D C N C—Ulysses
X D K V—Cove Causeway
C F C S—Fire Trial
D H C V—Ice Trial
T J J T—Volcano Bed
J M F J—Atlantis Internal
Q N F S—Treachery

AUSTIN POWERS: OH BEHAVE!

Cheat Code—Platform Game
Enter the code "RAT POISON" at the "FAB-DOS" screen and press **B**; you'll get a confirmation message that says "Viva Las Vegas Baby, Yeah!" Now Austin is invincible in the "Platform" mini-game.

Cheat Code—Mojo Maze
Enter the code "SPEEDY" at the "FAB-DOS" screen and press **B**; you'll get a confirmation message that says "Faster Mojo!" Now Austin moves faster in the "Mojo Maze" mini-game.

Unlock Gifts
Enter "FAB-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press **B** after typing each word.
GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
GET YOU—"Evacuation 1" sound
JUMBO—"Evacuation 2" sound
NO MOJO—"Goo sound" sound
MAGPIE—"Peeing" sound
IDIOT—"So who is he?" sound
SPRINGER—"Elvis lives!" wallpaper
LOOK—"Foxy Felicity" wallpaper
TWO OF US—"Sausages" wallpaper
TEARS—"Hands Up!" wallpaper
SPACE—"Bust an O-Ring" wallpaper
STEIN—"Fembot Vanessa" wallpaper
CCTV—"Ivana" wallpaper
HANDS—"Driving" wallpaper
TEETHING—"Austin steam" wallpaper
DOG—"Swallow's Eye" wallpaper

AUSTIN POWERS
WELCOME TO MY UNDERGROUND LAIR!

Cheat Codes
Enter the code "INVINCIBLE" at the "EVIL-DOS" screen and press **B**; a confirmation message will appear. Now you'll have infinite lives in the "Mojo Maze" mini-game. Also: If you enter the code "125CC", Dr. Evil will move much faster in the "Mojo Maze" game.

Unlock Gifts
Enter "EVIL-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers and wallpaper pictures. You must press **B** after typing each word.
GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
MINI LAUGH—"Mini-Me Hehehe" sound
TABLE—"Table Problem" sound
HUG—"Hug" sound
DOCTOR—"Evil Dr" sound
SUPERVISOR—"The Boss" sound
ANOTHER PLAN—"Plan 2" sound
ELVIS—"Springer Evil" wallpaper
FOXY—"Evil Look" wallpaper
BANGERS—"Evil & Mini-Me" wallpaper
STICKUP—"Evil Tears" wallpaper
OIL RING—"Mini-me in space" wallpaper
TASTY FEMBOT—"Evil-Stein" wallpaper
IVANA YUM—"Evil CCTV" wallpaper
DRIVING—"Mini-Me hands" wallpaper
STEAM—"Teething" wallpaper
SWALLOW—"Alpha-Dog" wallpaper

BATMAN: CHAOS IN GOTHAM

Passwords
Race Through the City—Batgirl, Batcycle, Batman, Batmobile
It's No Laughing Matter—Batman, Batmobile, Batman, Batcycle
The Greatest of Ease—Batcycle, Batcycle, Batman, Batgirl
Thru the Garden of Evil (Part 1)—Batmobile, Batcycle, Batgirl, Batgirl
Thru the Garden of Evil (Part 2)—Batmobile, Batmobile, Batman, Batmobile
A Venomous Plan—Batgirl, Batgirl, Batmobile, Batcycle
Next Stop: Danger—Batman, Batcycle, Batgirl, Batcycle
2 + 2 Equals Two-Face—Batcycle, Batgirl, Batgirl, Batman

BLADE

Password
9 ? ! 1 N ? B K T ? 5 1 G—Watch ending

BUFFY THE VAMPIRE SLAYER

Passwords
3 N K F Z 8—Episode 2
9 M D 1 W V—Episode 3
X T N 4 F 7—Episode 4
S B V P L 2—Episode 5
9 D 6 F 0 S—Episode 6
B N P X Z 9—Episode 7
G H 9 M R Y—See the ending

BUST-A-MOVE MILLENNIUM

"Hidden" Puzzle Mode (Normal Field)
At the title screen—while the words "PRESS START" are flashing—press **A, A, Down, Up**. A purple Space Invader will appear in the lower left corner of the screen to confirm the code. Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field" when the Mode Select screen appears. You'll be able to choose a new "Hidden Mode" from the next screen; it has a completely new set of puzzles.

"Hidden" Puzzle Mode (Wide Field)
At the title screen, press **Left, Right, B, B**. A yellow Space Invader will appear in the lower left corner of the screen to confirm the code. Similar to the "Normal Field" cheat above, this code gives you the opportunity to select "Hidden Mode" when you choose the Wide field in Puzzle Mode.

Unlock All Secret Characters
At the title screen, press **B, A, B, Down**. A blue Space Invader will appear in the lower left corner of the screen to confirm the code. Now you will find eight additional characters to choose from (including Bob, Dreg and Sonic Blast Man) in any game mode that has a character-select menu.

BUZZ LIGHTYEAR OF STAR COMMAND

Stage Select
Enter the password "8 V V B B" to gain access to Planet Z and all of the preceding levels.

CARMAGEDDON

Secret Password
Enter 0 Z 6 S Z D ☠ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Stage Skip
Access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

CHICKEN RUN

Level Passwords
Enter the following passwords to start at any level you choose. See page 30 of the game's instruction manual to learn the names of the medals. If you don't have a manual, here are the names of the medals in order (press **Down** to advance through the list): Bronze, Cross, Valor, Silver, Honor, Bravery, Crown, Diamond.
Level 2—Bronze, Cross, Crown, Bravery
Level 3—Diamond, Bravery, Honor, Bronze
Level 4—Cross, Bravery, Bronze, Bronze
Level 5—Crown, Diamond, Crown, Honor
Level 6—Valor, Diamond, Cross, Silver
Level 7—Honor, Valor, Cross, Bronze
Level 8—Diamond, Silver, Cross, Crown
Level 9—Honor, Valor, Bravery, Diamond
Level 10—Bronze, Bravery, Cross, Bravery
Level 11—Silver, Cross, Silver, Diamond
Level 12—Bravery, Diamond, Cross, Valor
Level 13—Silver, Cross, Bravery, Bravery
Level 14—Valor, Crown, Valor, Valor
Level 15—Bronze, Crown, Cross, Honor
Level 16—Valor, Silver, Bravery, Bravery
Level 17—Bronze, Silver, Valor, Diamond
Level 18—Crown, Valor, Diamond, Silver
Level 19—Cross, Silver, Silver, Crown
Level 20—Silver, Diamond, Valor, Bravery
Level 21—Crown, Valor, Cross, Silver
Level 22—Honor, Cross, Crown, Cross
Level 23—Crown, Silver, Cross, Honor
Level 24—Honor, Diamond, Valor, Diamond

Cheat Passwords
Enter any of the following codes at the password screen just as you would enter the stage passwords listed above. You'll hear a signal to confirm each code; note that it's different from the sound you hear when entering an incorrect password (and Fowler will not say that he doesn't recognize the password). You can enter as many of these codes as you wish in order to combine their effects; you can also enter a stage password when you're done.
Infinite time—Diamond, Honor, Cross, Crown
Infinite chicken feed—Valor, Valor, Bravery, Bronze
Mr. & Mrs. Tweedy can't see you—Crown, Bronze, Honor, Valor
Walk through solid objects—Cross, Diamond, Silver, Valor
Press **SELECT** while paused to skip stage—Honor, Valor, Bronze, Silver

COMMANDER KEEN

Cheat Passwords
B C D F - G H J K - L M N P - Q R S T—Infinite lives
T S R Q - P N M L - K J H G - F D C B—Access to all missions

DONKEY KONG LAND II

47 Kremcoins
At the "Select Game" screen, highlight a saved game file, hold **Left** or **Right** on the D-pad and press **A, B, A, B, A, B** repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk.

THE FINAL FANTASY LEGEND

Sound Test
At the title screen, press **SELECT + START + B** and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

FINAL FANTASY LEGEND II

Sound Test
At the title screen, hold **SELECT + B** and press **START**.

GAME BOY PRINTER

Secret Message
Press and hold the **FEED** button when you turn the Game Boy Printer on. You can release the **FEED** button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GAME GENIE

Flip Characters
At the code screen, press **A, Left, Left, A, B, Right, Right, B**. The letters and numbers at the code input screen will flip over. Enter the same code again to return the code screen to normal.

Secret Messages
To read secret messages from the Game Genie designers, enter any of the following codes at the code screen:

- **Up, Down, Left, Right**
- **Right, Up, Down, Up, Left, Up, Down, Up**
- **B, A, B, Right, Left, Down, Up**
- **A, A, A, A, B, B, B, START**
- **Right, Left, Right, Left, Down, Down, Up, Up**
- **A, B, A, B, A, A, SELECT**
- **B, A, Left, Right, SELECT**
- **Up, Up, A, B, A, Down, Down**

GHOSTS 'N GOBLINS

Quest 1 Passwords
L ♥ K ♥ ♥ ♥ B L—Level 2
Q 0 M ♥ ♥ ♥ 1 H—Level 3
P S 5 ♥ 7 ♥ B 4—Level 4
T J R ♥ 7 ♥ 2 h—Level 5
J J T ♥ 7 ♥ 7 L—Level 6
K D C ♥ H ♥ S H—Final boss

Quest 2 Passwords
G N ♥ ♥ K 0 0 H—Level 1
G N 1 ♥ 5 0 8 J—Level 2
X 4 3 ♥ 5 0 M R—Level 3
L S 5 H 9 1 1 4—Level 4
D N 7 ♥ 9 3 ♥ 7—Level 5
X N 9 ♥ 9 3 3 3—Level 6
N 8 C ♥ K 4 0 N—Final boss

GRAND THEFT AUTO

Unlock Hidden Characters
Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

HOT WHEELS STUNT TRACK DRIVER

Super Password
To unlock all of the tracks and the secret Twin Mill car, enter the password **Up, Left, Down, Right, Right, B**.

JAMES BOND 007

Mini-Games
To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

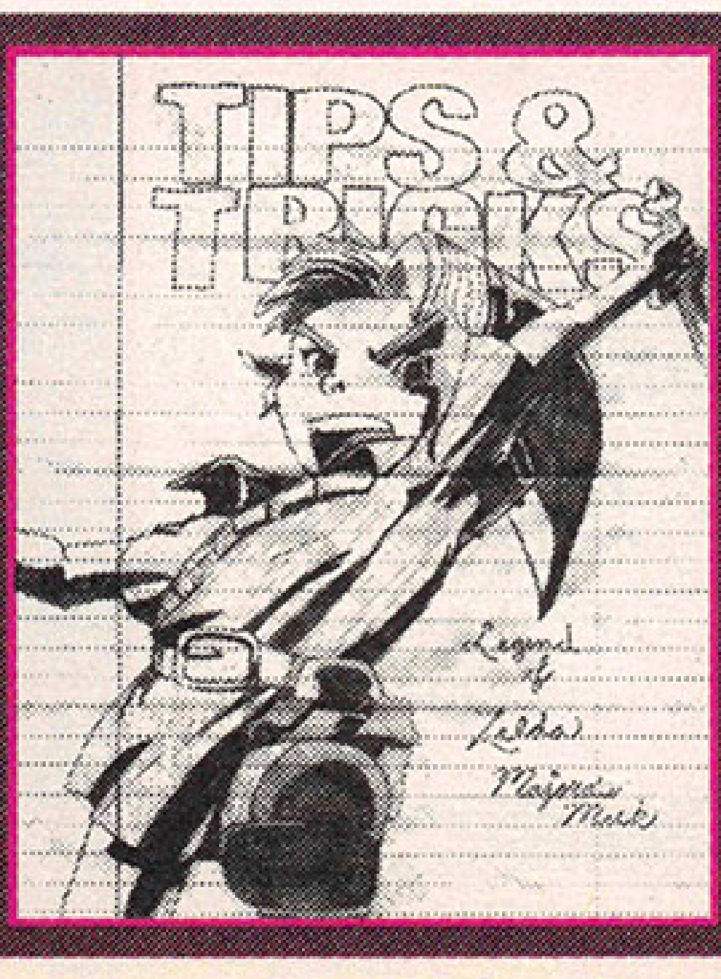
THE KING OF FIGHTERS '95

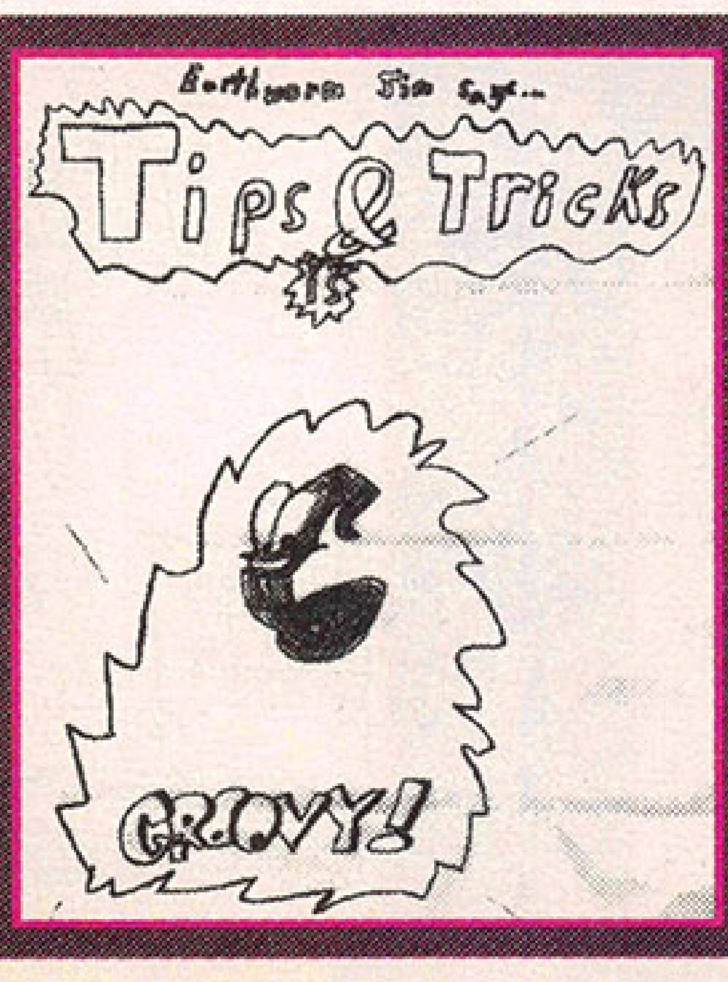
Secret Codes
When the Takara logo appears at the beginning of the game, press the **SELECT** button repeatedly for different effects as follows:

- Press **SELECT** three times to access two hidden characters, Saisyu and Rugal.
- Press **SELECT** 20 times for one additional hidden character, Nakoruru.
- If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
- If you hold **A + B** and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

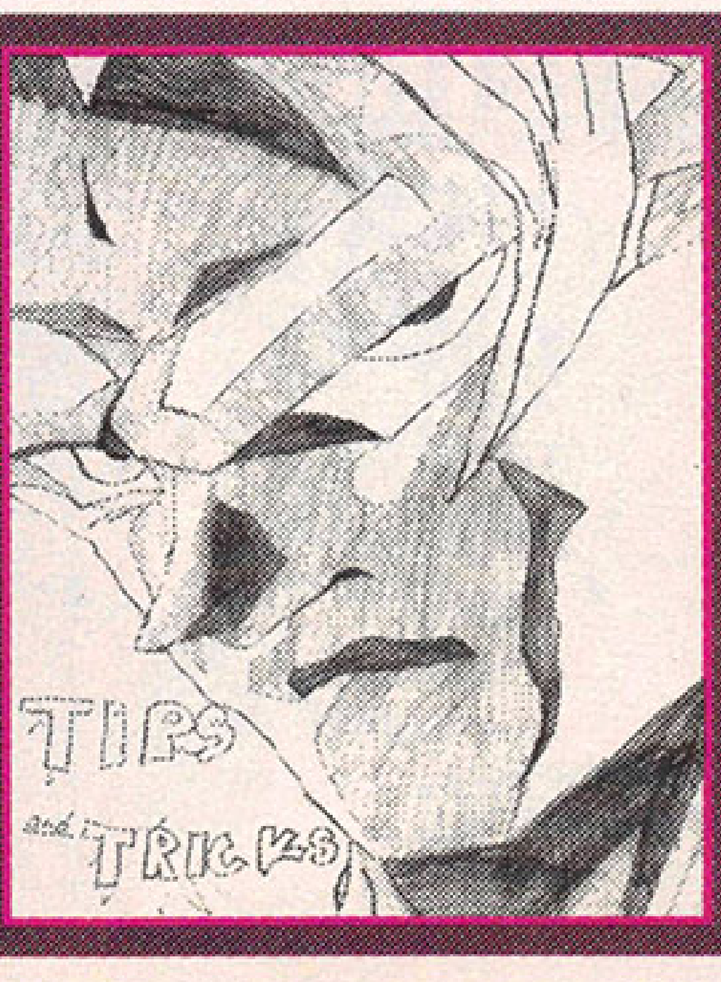
KLAX (Game Boy Color version)

Passwords
Yellow alien, pillar, pillar, red circle—Wave 1, 6 or 11
Red circle, yellow alien, blue square, yellow alien—Wave 5 completed
Yellow alien, yellow alien, blue square, green alien—Wave 10 completed
Green diamond, yellow alien, green alien, green diamond—Wave 15 completed
Green diamond, blue square, green diamond, green alien—Wave 20 completed


TIPS & TRICKS
Legend of Zelda: Majora's Mask
by Steve Uselman, Shawand, WI


Earthworm Jim says...
Tips & Tricks
is
GROOVY!
by Matthew Johnson, Redondo Beach, CA

by Tony Minsent, St. Helens, OR



by Joshua Luino, Carson, CA

Pillar, yellow alien, blue square, pillar—Wave 25 completed
Green alien, red circle, pillar, pillar—Wave 30 completed
Red circle, red circle, yellow alien, yellow alien—Wave 35 completed
Pillar, green diamond, green diamond, red circle—Wave 40 completed
Yellow alien, green diamond, red circle, pillar—Wave 45 completed
Blue square, green diamond, yellow alien, blue square—Wave 50 completed
Pillar, blue square, blue square, yellow alien—Wave 55 completed
Red circle, blue square, red circle, green alien—Wave 60 completed
Red circle, green diamond, green diamond, green alien—Wave 65 completed
Red circle, blue square, blue square, pillar—Wave 70 completed
Green alien, green alien, yellow alien, red circle—Wave 75 completed
Pillar, red circle, red circle, pillar—Wave 80 completed
Blue square, green alien, green diamond, red circle—Wave 85 completed
Yellow alien, green alien, red circle, green diamond—Wave 90 completed
Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

M&M'S MINIS MADNESS

Passwords
The Warehouse, part two—Green, Blue, Yellow, Red, Yellow, Yellow
The Conveyors, part one—Green, Blue, Green, Red, Green Yellow
The Conveyors, part two—Red, Yellow, Orange, Yellow, Brown, Blue
The Conveyors, part three—Brown, Green, Red, Blue, Orange, Blue

MARY-KATE & ASHLEY: GET A CLUE!

Passwords
MHNTGF—The Case of the Missing Mummy
NLBRTC—The Case of the Rock & Roll Mystery
RGTMNL—The Case of the Green Ghost
FBLHCH—The Case of the Summer Camp Caper

MEN IN BLACK: THE SERIES

Access Codes
2710—Manhattan
1807—Sewers
0309—Aerodrome
2705—Rooftops
3107—Forest
1943—Game ending

Zoom Mode
Choose "Access Codes" from the Command Center menu and enter the code 0601; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.

Stage Skip
Choose "Access Codes" from the Command Center menu and enter the code 2409; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

MOON PATROL/SPY HUNTER

Infinite Lives in Moon Patrol
At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, A**; you'll hear a signal to confirm the code.

Start Spy Hunter *with All Special Weapons*
At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, B**; you'll hear a signal to confirm the code.

THE MUMMY RETURNS

Passwords
From the main menu, select "Load Game" to enter the password input screen. Remember, all passwords read clockwise starting from the topmost letter on the screen. Hold **A** while entering it to see what you are doing.
1PWK47—Break-in at the O'Connell Mansion
K3J178—The Rescue
XS0N0C—Bus Getaway
N0N1F1—Canyon Chase
B4S6L7—Arrival at the Oasis
144W88—Into the Pyramid
RDV011—Final Escape
64P51T—Ending

NASCAR RACERS

Passwords
KTHZTRYW—Jungle Track 2
PXMMZCHW—Jungle Track 3
TYGNDPTS—Jungle Track 4
LYMTHXRS—Egypt Track 1
ZTCSMGZW—Egypt Track 2
DYCLNSDR—Egypt Track 3
DTDWWYDZ—Egypt Track 4
CNCMCCML—Europe Track 1
DSTZLCTY—Europe Track 2
NHKMZRXZ—Europe Track 3
LSCLLLZS—Europe Track 4
LTNTHHCX—St. Petersburg Track 1
WHXSSTNT—St. Petersburg Track 2
NYLWNDSW—St. Petersburg Track 3
PGPMWKPY—St. Petersburg Track 4

NBA HOOPZ

Secret Codes
Enter the following codes at the "Play Match" screen just before the game starts. You'll see a confirmation message in the box at the bottom of the screen each time you enter a code correctly. Each code consists of three numbers and a direction on the D-pad; these numbers represent the number of times you must press the **START**, **B** and **A** buttons before pressing the D-pad to "register" the code. For example, to enter the "Factory court" code, press **START** three times, **B** once and **A** twice, then press **Down** on the D-pad.
0-1-2-**Up**—Infinite Turbo
2-2-2-**Left**—No Fire
1-0-0-**Down**—Show Hotspot
1-1-2-**Down**—Practice court
3-1-2-**Down**—Factory court
3-0-1-**Left**—Night Club court
3-3-3-**Up**—Roof Top court
3-2-1-**Right**—Island court
1-2-3-**Left**—Volcano court
2-0-3-**Right**—Prison court
2-1-0-**Right**—Oil Rig court
0-3-2-**Up**—Future court

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

Passwords
CBTHPM—The Case of Volcano Mystery
GMQTCK—The Case of the Haunted Camp
LHDDQJ—The Case of the Fun House Mystery
MDGKMQ—The Case of the Hotel Who-Done-It

NFL BLITZ

Passwords
06267545—Play as the Midway Blitzers
00606744—Play as the Emeryville Eclipse

Secret Codes
Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:
Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start in Overtime—**A, A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B, B, B, B, A, Up**

PITFALL: BEYOND THE JUNGLE

Passwords
SWNGRBTS—The Wilderness
FLTYWTRS—Underground Caverns
GNGDWN—The Volcano
SLTHHRNG—The Prison 1
BNGDNSD—The Prison 2
SWPNGBLW—The Scourge

POCAHONTAS

Passwords
KPGXH4T8—Stage 2
CMQZB6R1—Stage 3
JWDLF7K5—Stage 4
TGNDX3V9—Stage 5
HFSBD2M6—Stage 6
QZJRL1W4—Stage 7
BPXCV7Z3—Stage 8
SDLFT8G2—Colors of the Wind
RWHJX9Z5—Stage 9
MVNGB4C6—Stage 10
KCQTD3W1—Stage 11
TBPRG5H8—Stage 12
QFCMX2B9—Stage 13
VDHKS6L7—Stage 14
BNJHZ1R9—Stage 15

POKÉMON PUZZLE CHALLENGE

Extra Difficulty Levels in 1P Challenge Mode
Choose "Challenge" from the "1 Player" menu; at the "Game Lvl." screen, highlight "Hard," hold **SELECT** and press **A** to unlock the "S-Hard" difficulty option. Highlight "S-Hard," hold **SELECT** and press **A** again to unlock the "Intense" difficulty setting.

Extra Options
Choose "Options" from the main menu, then hold **SELECT** and press **A**; you'll hear a chime. Now press **Down** to find seven new items at the Options menu, including a garbage limiter and the ability to toggle various game sounds on or off.

View Chain Stats
At the main Records menu, hold **SELECT** and press **A**; a new menu screen will appear that lets you view more detailed stats about the chains you've created.

THE POWERPUFF GIRLS: BAD MOJO JOJO

Secret Codes
Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:
GOGETBUTCH—Unlock the "Pokey Oaks School" secret level
DUSTBOOMER—Unlock the "Townsville Art Museum" secret level
CHERRY—Unlock the "Unlimited Red Chemical X" cheat
LICORICE—Unlock the "Black Chemical X" cheat
IGOTWINGS—Unlock the "Unlimited Flight" cheat
DOGMODE—Unlock the "Unlimited Lives" cheat
GIRLPOWER—Unlock the "Unlimited Super Attack" cheat
CHEMICALX—Unlock the "Buttercup Graphic" cheat
BOOGIEMAN—Unlock the "Bubbles Graphic" cheat
USESNIPS—Unlock the "Boomer Graphic" cheat
BESNAILS—Unlock the "Butch Graphic" cheat
TAILSRULE—Unlock the "Brick Graphic" cheat
BROCCOLOID—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2

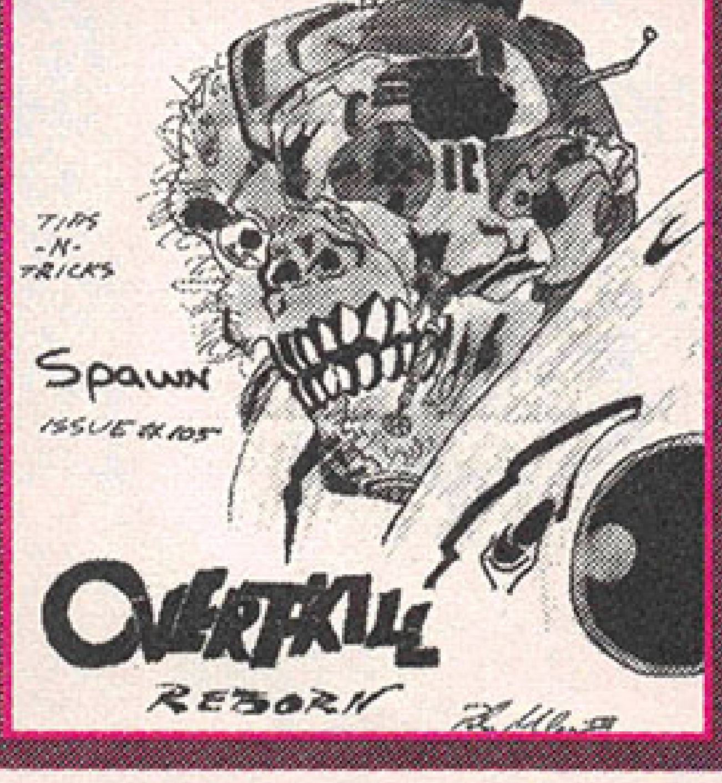
THE POWERPUFF GIRLS: BATTLE HIM

Secret Codes
Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:
POWERPUFF—Unlock the "Evil Cat" trading card
GOGETBUTCH—Unlock the "Townsville Skies" secret level
BEATBRICK—Unlock the "Utonium Chateau" secret level
CANDYAPPLE—Unlock the "Unlimited Red Chemical X" cheat
MIDNIGHT—Unlock the "Black Chemical X" cheat
JETFUEL—Unlock "Unlimited Flight" cheat
UNDEAD—Unlock the "Unlimited Lives" cheat
PHONECARD—Unlock the "Unlimited Super Attack" cheat
MISSKEANE—Unlock the "Blossom Graphic" cheat
LUMPKINS—Unlock the "Buttercup Graphic" cheat
WANTSNIPS—Unlock the "Boomer Graphic" cheat
SNAILSIAM—Unlock the "Butch Graphic" cheat
ITOOKTAILS—Unlock the "Brick Graphic" cheat
MCCRACKEN—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2

THE POWERPUFF GIRLS PAINT THE TOWNSVILLE GREEN

Secret Codes
Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:
BEATBRICK—Unlock the "Utonium Chateau" secret level
DUSTBOOMER—Unlock the "Bonsai Garden" secret level
RUBIES—Unlock the "Unlimited Red Chemical X" cheat
EBONY—Unlock the "Black Chemical X" cheat
IFLYINSKY—Unlock the "Unlimited Flight" cheat
QUICKENED—Unlock the "Unlimited Lives" cheat
POWERCALL—Unlock the "Unlimited Super Attack" cheat
POKEYOAKS—Unlock the "Blossom Graphic" cheat
UTONIUM—Unlock the "Bubbles Graphic" cheat
SNIPSFORME—Unlock the "Boomer Graphic" cheat
LIKESNAILS—Unlock the "Butch Graphic" cheat
GOTMETAILS—Unlock the "Brick Graphic" cheat

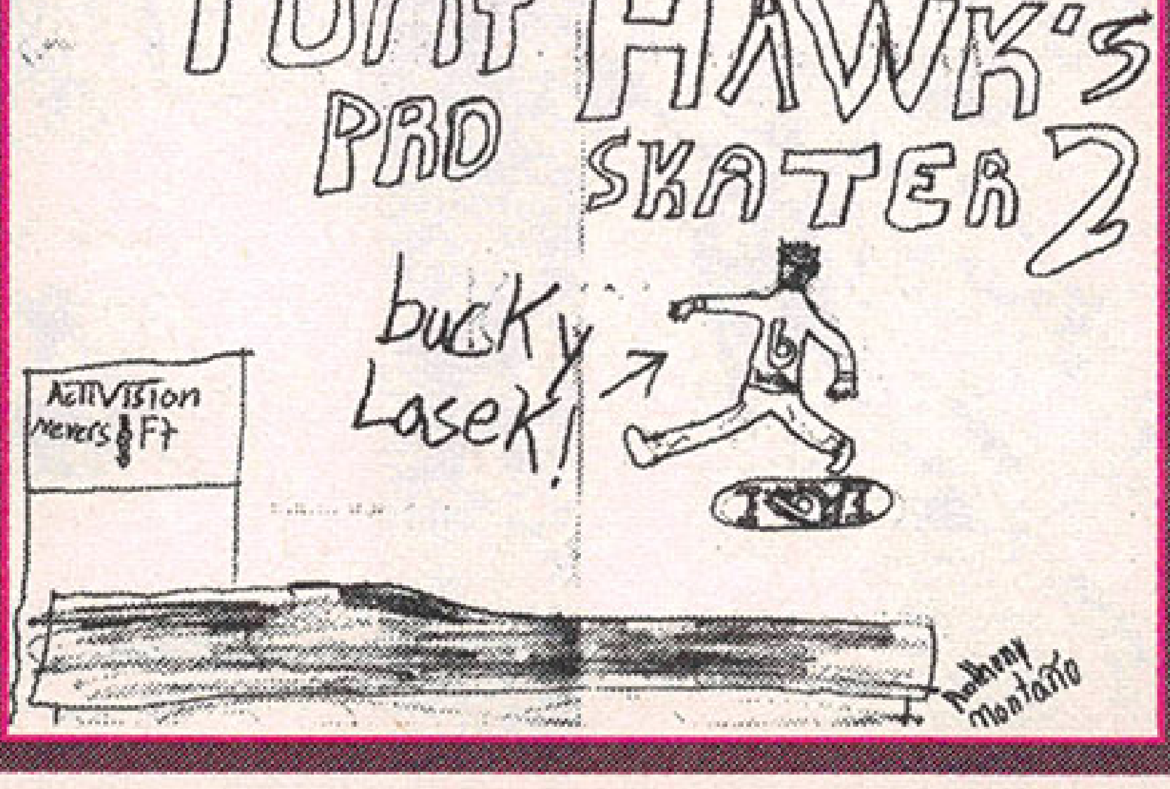
TIPS & TRICKS Reader Art Gallery



by Pedro Morales III, El Paso, TX

Machop VS Machop

by Charlie M. Sanford, ME



by Anthony Montaño, Aloha, OR

OCTIEVIL—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2
BILLHUDSON—Unlock all trading cards, cheats and secret levels

READY 2 RUMBLE BOXING

Unlock Hidden Boxers

Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.
Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.**
Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.**
Unlock Damian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.**

ROAD CHAMPS: BXS STUNT BIKING

Password

Q G F 7—Unlock all modes and most levels

ROCKET POWER: GETTIN' AIR

Unlock All Levels

From the main menu, select "Password." At the password entry screen, press any of the following button combinations to start a game with all levels unlocked at the corresponding skill level:
Skill 1—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Down, Down, Right, Up, Up, Up, START**
Skill 2—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Right, Up, Up, Up, START**
Skill 3—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, START**

RUGRATS IN PARIS: THE MOVIE

Password

Q P R C H J N Y—First three park gates unlocked

THE RUGRATS MOVIE

Passwords

B V B Y F J N D—Train Crash
T Q M M Y _ Q K—Hospital
R J D B C V R T—Light Woods
V N G B L J C V—Dark Woods
B J G S M V S H—Reptar Ride
L J T B W Q Q D—Ancient Ruins

RUGRATS: TIME TRAVELERS

Passwords

M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S S—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

SAMURAI SHODOWN

Secret Characters

To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo.

SHAMUS

Cheat Passwords

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve:
5 G F 3 S G V 1 V—Level 1: The Laboratory
4 G F 3 S G V 1 T—Level 2: Shadow Studios
7 G F 3 S G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 S G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

SHREK: FAIRY TALE FREAKDOWN

Shrek's Passwords

S M H T V K C Q R—Village
T Q D F N H G G M—Dungeon
T F G K W L S J J—Swamp
K D N B Q G K V Y—Dark Forest
K W J P Y X C Q C—Bridge
Y N N H L B M B Y—Castle

Thelonius' Passwords

L R S V G T L X M—Village
Y F S V G T L X K—Dungeon

THE SIMPSONS: NIGHT OF THE LIVING TREEHOUSE OF HORROR

Passwords

F W X C K J X G L W N—Flying Tonight
W S Q L S W R B N R F—Plan 9 From Outer Springfield
B X P G C F P Y J W B—Vlad All Over
N P K Y G B K T F W Q—Nightmare Cafeteria
W S Q J L T Q F Y W K—If I Only Had a Body
X Q R F J W R B T W P—King Homer

SNOOPY TENNIS

Password

W W X R—Unlock all characters

SPACE INVADERS (Game Boy Color version)

Passwords

C L S S 1 2 8 1 9 9 9 D B M—Classic Mode
W W Y X T C 2 N Q W 7 9 V Y—Venus
? W Z 4 V C L N 4 W 8 1 V ?—Mars
R S S N 3 Q J 7 8 ? G J M C—Jupiter
W S P Z M S 0 8 N ? H 8 N F—Saturn
C V 1 ? Q W K G J 3 X 8 R 5—Uranus
H V 2 7 R W 1 G N 3 Y 0 R 7—Neptune
M V 7 H R C L H S 3 Z S R 9—Pluto

SPAWN

"Normal" Passwords

Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart

"Hard" Passwords

Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, Spawn

SPIDER-MAN (Game Boy Color version)

Passwords

From the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password.
G V C B F—Venom defeated
Q V C L F—Venom and the Lizard defeated
G – F G N—Connors Lab

SPIDER-MAN 2: THE SINISTER SIX

Passwords

M P ! 6 3 C—After defeating Mysterio
P L 8 5 1 D—After defeating Sandman
M M 9 4 7 F—After defeating Scorpion
T S 6 ! 9 G—"Find Enemy" mission before Kraven
L R 6 ! 9 G—After defeating Kraven

Nightmare Difficulty

At the title screen, press **A, B, SELECT, Up, Right, Down**. You'll hear a maniacal laugh if you entered the code correctly. Next, select "New Game" at the main menu and you'll be able to select a new level of difficulty, "Nightmare."

Secret Mini-Game

At the title screen, press **A, B, A, B, Down.** You'll immediately be taken to a secret mini-game if you entered the code correctly.

Cheat Screen

At the title screen, press **B, A, Left, Down, Up, Right.** If you entered the code correctly, you'll immediately be taken to the Cheat Screen, where you'll be able to select any stage and give yourself infinite webbing and/or health.

SPONGEBOB SQUAREPANTS LEGEND OF THE LOST SPATULA

Cheat Code

Choose "Continue" from the main menu and enter "D3BVG–M0D3" as your password. You will start the game with all of the items in your inventory. You will also find a new option called "Level Select" at the Pause Menu; this allows you to skip to any stage. Note that using this code may cause the game's graphics to become corrupt during normal gameplay or at the map screen.

STREET FIGHTER ALPHA

Fight Akuma or M. Bison

To fight Akuma as your first opponent, choose your fighter at the character- select screen. Then, when selecting Manual or Auto, hold **B + A** until the fight begins. To fight M. Bison instead, hold **SELECT + B + A** in the same way.

STUART LITTLE: THE JOURNEY HOME

Passwords

Stick 'Em Up—Burger, Wrench, Pinwheel, Pinwheel
Ahoy There—Burger, Burger, Compass, Pinwheel
Flag Pole Position—Burger, Compass, Wrench, Wrench
Make it Snappy—Pinwheel, Compass, Burger, Pinwheel
Roadster Racing—Wrench, Wrench, Burger, Pinwheel
Up To His Neck In It—Pinwheel, Wrench, Compass, Pinwheel
Escape From Central Park—Burger, Wrench, Burger, Pinwheel

TONY HAWK'S PRO SKATER 2

Passwords

B 5 8 L P T G B B B B V—All boards & levels unlocked
V ! T ! M B B B B B V V—Start with Tony Hawk and $81,910

TOP GEAR POCKET

Password

Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TUROK 3: SHADOW OF OBLIVION

Secret Passwords

From the main menu, select "Options," then select "Password." Enter any of the passwords below. You'll hear a special sound effect upon entering a correct code.
Z X L C P M Z—Infinite Ammo
F J V H D C K—Infinite Lives

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION)

Passwords

F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode

WACKY RACES

Password

Enter the password "M U T T L E Y" to unlock all of the secret characters and the "Crazy" Cup.

WARIO BLAST

One-Player Game

To play as Wario enter the password **2264**. To play Bomberman enter the password **4622**. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats

Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WWF BETRAYAL

Debug Mode Passwords

At the title screen, select "Continue," then enter "4 2 3 2" as your password at the following screen. If you entered it correctly, a debug screen will appear where you can select any level, make yourself invincible and more.

WWF WRESTLEMANIA 2000

Championship Passwords

Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.
P K D Y—Last Password for Billy Gunn
C T F V—Last Password for Steve Austin
F T D 8—Last Password for The Rock
R C D D—Last Password for X-Pac

X-MEN MUTANT ACADEMY

Unlock Phoenix

At the title screen, press **Down, Right, Down, Up, Left, Right, B, A**. If you entered the code correctly, you'll see a special message appear.

Unlock Apocalypse

At the title screen, press **Right, Left, Up, Down, Left, Up, B, A.** If you entered the code correctly, you'll see a special message appear.

X-MEN: WOLVERINE'S RAGE

Password

New York—Wolverine's Head, Claws, X Symbol, Wolverine's Body

XTREME SPORTS

Cheat Menu

At the title screen menu, press **Left** five times, **Up** five times, **Right** five times, **Down** five times and **SELECT** five times. A cheat menu will appear that allows you to play any stage, view a "Scrapbook" about the making of the game and more. At the Sound Test menu, hold **A** and press **Left** or **Right** to change the number, then press **SELECT** to listen to it.

See the Ending

Enter the Sign-In Hut and enter your name as "staff" (all in lowercase). Exit the hut and go left; when you enter the Snack Hut you'll enter a secret level that displays the game's credits.

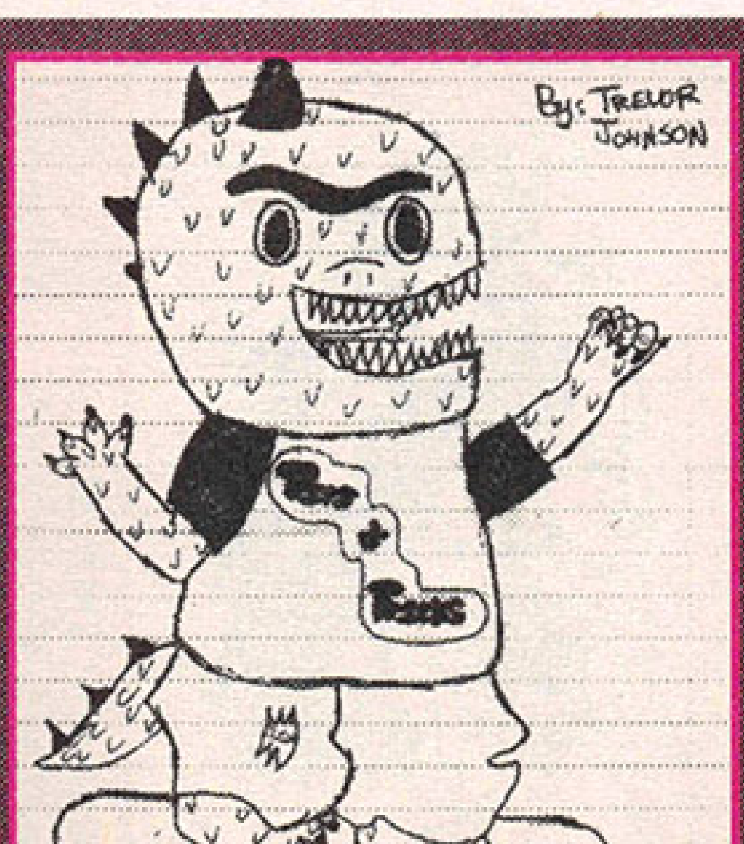
All Competition Medals

Enter the Sign-In Hut and enter your name as "xyzzy" (all in lowercase). Back outside, hold the **A** button and press **SELECT** to earn all 400 competition medals instantly. Now all you need to do is find the 20 secret Medals. If you hold **A** and press **SELECT** again, the Medal count will return to zero.

YARS' REVENGE

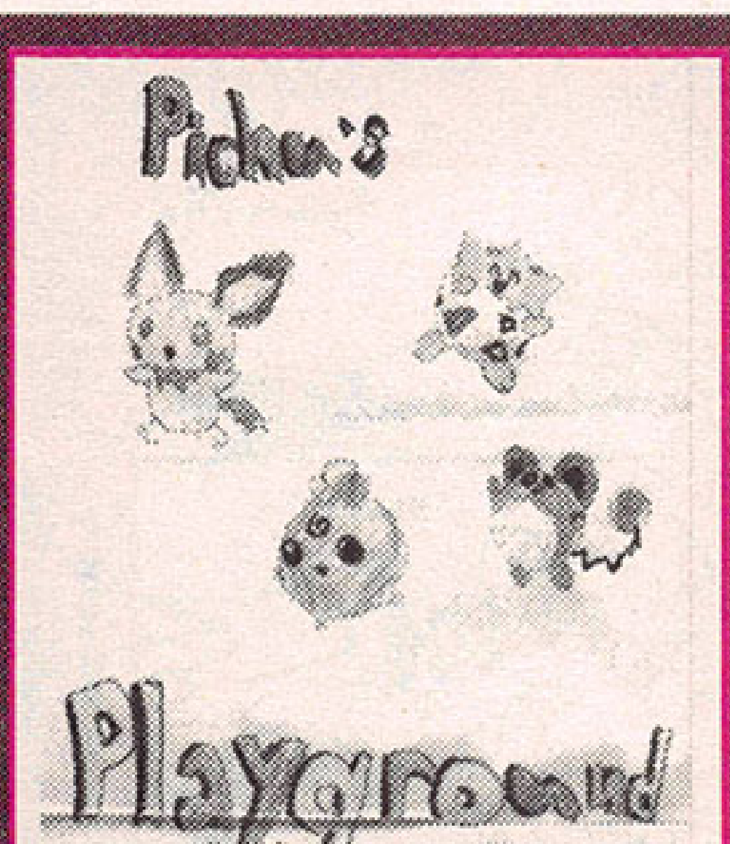
Password

Enter the passcode "O + O O" to start at any stage up to and including Level 240.

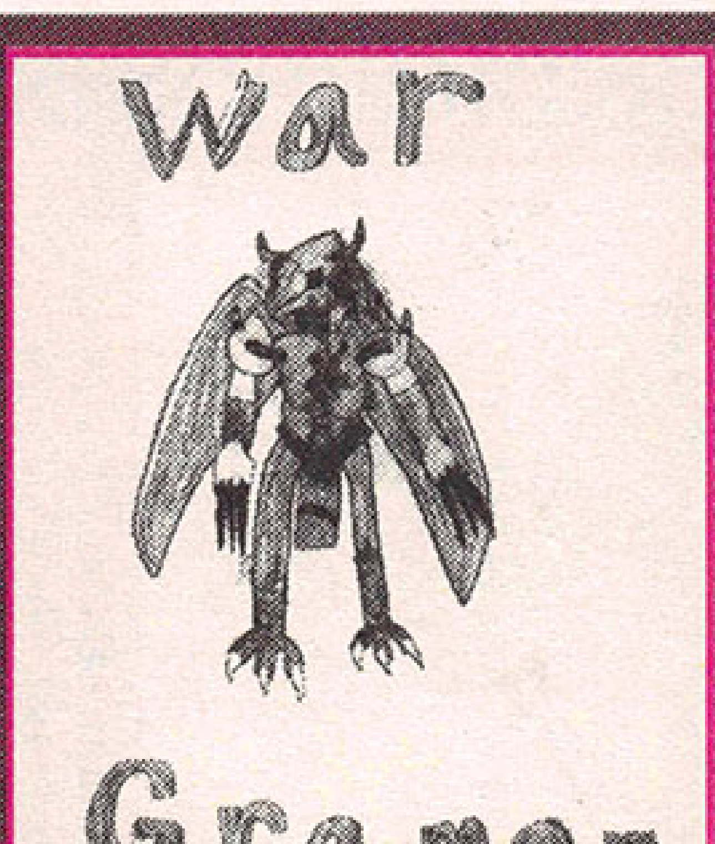


by Trevor Johnson, Knightdale, NC

by Victor Zavala, Westminster, CA



by Daniel Barnett, somewhere in Canada



by Nevin Cullen, San Anselmo, CA

4X4 EVOLUTION

Start With $1,000,000

At any time during gameplay, plug a Dreamcast keyboard into port D. If a message appears, just press **START** to return to the race. Now type the word "goldfinger" on the keyboard and you'll hear a special sound effect. Next, type "givememoneyordie" and you'll hear the same sound effect again. Finally, press **START** to pause the game, then select "Quit." Now when you start a new game in Career mode, you'll have $1,000,000.

AERO WINGS 2: AIRSTRIKE

Unlock Everything

At the "Game Select" screen, hold **L + X** and press **Y**. You'll hear a special sound effect upon entering this correctly; now all of the planes, maps and missions will be unlocked.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Enter any of the following codes at the "Input Code" screen from the main menu.
JHNNBRZ—Infinite health
BNGBNGBNG—Maximum ammo
BTTLN—All Characters
STLTHMD—Stealth Mode
RBNML—Fast speed

BANGAI-O

Level Select

At the main menu, select "Start Game." Next, at the "Enter your initials" screen, press **Down, Down, Down, Down, Right, Down, Down, Down, Down, Right, Down, Down, Down, Down, A**. Then select "Start Game" again. You'll now be able to select any level by pressing **Right** or **Left** at the following screen.

Secret Garden

First, enter the previous code. At the level select screen, select "Exit," then select "Game Options." Next, select "Done." A new options menu called "Secret Garden" will appear.

CRAZY TAXI

Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then enter the following code very carefully:
Hold **L**, hold **R**, release **L**, release **R**
Hold **R**, hold **L**, release **R**, release **L**
Next, press **A** to confirm your cabbie; you'll hear a bicycle ring if you entered the code correctly.

Another Day Mode

At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

CRAZY TAXI 2

Speedometer

You need a controller plugged into Port C to enter the following codes. At any time during a game, hold **START** and press **Up** five dimes on the D-pad using Controller C. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To turn the speedometer off, just hold **START** and press **Up** on Controller C again.

Blue Arrow

If you hold **START** and press **L** on Controller C during a game, the arrow that points to your destination will be blue instead of green. Unlike the green arrow—which simply points to the next turn you should take—the blue arrow points directly to the destination mark, even if there's a huge obstacle or impassable chasm between you and your goal.

DEAD OR ALIVE 2

Secret Demo Scene

First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now, you'll see a new demo scene that will appear amongst the others that play after the title screen appears. It will only appear at a specific point in the demo sequence so you'll have to wait a few minutes through the other demos.

DRACONUS: CULT OF THE WYRM

Cheat Codes

At the title screen, press **X, Y, Y, X, X, Y, Y**; you'll hear a special sound effect to confirm. Then, during gameplay, press **START** to pause and enter any of the codes below:
Restore Health—Hold **L + R** and press **Left**.
Level Skip—Hold **L + R** and press **Down**.
Super Code—Hold **L + R** and press **Right**.

EXPENDABLE

Secret Codes

Enter each of the following codes during a game as follows: Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game.
1st Person View—**L, Left, R, Right, X, X, Down, Down, R, L**
Invincibility—**Up, Down, Left, RIght, X, Up, Down, Left, Right, Y**
Level Skip—**Y, Y, X, X, L, R, Down, Down, Up, Up**

F355 CHALLENGE: PASSIONE ROSSA

Extra Courses

At the "Options" menu, hold down **X + Y**. When you do this, a new menu item, "Password" will appear. While still holding **X + Y**, move the cursor to "Password" and press **A**. At the following screen you may enter any of the passwords below. Note the upper and lowercase letters in each of the words.
CinqueValvole—Unlock Fiorano
LiebeFrauMilch—Unlock Nurburgring
Stars&Stripes—Unlock Laguna Seca
KualaLumpur—Unlock Sepang
DaysofThunder—Unlock Atlanta

FIGHTING FORCE 2

Stage Select

At the title screen, press **Left, Up, X, Up, Right, Y**. Choose "Start Game," and a level-select menu will appear.

GIGA WING

Unlock All Gallery Images & Stranger

From the main menu, select "Gallery." Then, press **B, X, Y, B, B, Y, X, B**. When you start a new game, Shinnosuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2

Cheat Codes

Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.
ULTIMATE—Start with $9,999,999
BIGGUNS—Start with all weapons
BIGCATS—Start with 99 lives
SESAME—Unlock all levels
INFINITY—Infinite energy
LAWLESS—No police
SCOOBYDO—Start with infinite invisibility
BIGFRIES—Start with Stun Gun & infinite ammo
TOASTIES—Start with Flame Thrower & infinite ammo
ALLFREND—Max. respect for all gangs
ERRHUH—All pedestrians are Elvis

HIDDEN AND DANGEROUS

Unlock Cheats & All Missions

From the main menu, select "Start Game." Next, enter "RVLL" as your name (the second "L" should be flashing) and press **A**. If you entered the code correctly, the name should become erased automatically. Now press **B** to return to the main menu. You'll see the text "ALL MISSIONS" at the bottom of the menu. If you press **START** during gameplay, you'll see a new item called "Cheats" at the pause menu.

More Cheats

These cheats will require the use of a keyboard. First, select "Start Game" from the main menu. Next, enter "IWILLCHEAT" as your name and continue the game setup as normal. Now you can enter any of the following codes at any time during gameplay. Remember, you must use the Dreamcast keyboard to enter these codes and you won't be able to see what you are typing as you do it.
enemyb—Toggle enemy view backward
enemyf—Toggle enemy view forward
resurrect—Resurrect dead teammates
funnyhead—Big heads

THE HOUSE OF THE DEAD 2

Display Score

At the title screen—when the words "Press Start" appear—press **Left, Left, Right, Right, Right, Left, Right, START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

INCOMING

Cheat Menu

At the main menu, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. A new cheat menu will immediately appear.

KAO THE KANGAROO

Secret Codes

At any time during gameplay, press **START** to enter the pause menu, then select "Back to Map." Next, enter any of the following codes at the map screen that appears. You'll hear a special sound effect to confirm each code.
Unlock all stages—Hold **L + R** and press **Up, Down, Right, Left, Up, X**
Add one glove to your inventory—Hold **L + R** and press **Down, Right, Left, Down, A**

LOONEY TUNES SPACE RACE

Secret Codes

At the main menu, select "Options," then select "Cheats." At the next screen, you may enter any of the following codes. The screen will flash green and you'll hear a special sound effect after entering a correct code.
CHEESFISH—Unlock everything
SUCCOTASH—No Gags
DUCKAMUCK—Infinite Turbo
SAMRALPH—Mirrored courses

MAG FORCE RACING

All Tracks & Vehicles

At the main menu, hold **X + Y** and press **Up, Left, Down, Right, Right, Up, Down, Right**. If you entered the code correctly, you'll hear a special sound effect.

MARVEL VS. CAPCOM

Secret Characters

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.
Evil Morrigan—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down, X**
Roll—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right, X**
Shadow Lady—Move the cursor to Morrigan, then press **Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down, X**
Orange Venom—Move the cursor to Chun-Li, then press **Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up, X**
Orange Hulk—Move the cursor to Chun-Li, then press **Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up. Down, Down, Down, Down, Up, Up, Up, Up, Left, Up, X**
Gold War Machine—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, X**

Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.
Anita—**START** + Light P. + Medium P. + Heavy P.
Arthur—**START** + Light P. + Medium P.
Colossus—**START** + Light P. + Medium P. + Medium K.
Cyclops—**START** + Light P. + Medium P. + Medium K.
Devilot—**START** + Medium P. + Heavy P.
Iceman—**START** + Medium P. + Medium K.
Jubilee—**START** + Medium P. + Heavy P. + Light K.
Juggernaut—**START** + Light P. + Medium K.
Lou—**START** + Medium P.
Magneto—**START** + Heavy P. + Light K.
Michele Heart—**START** + Light P. + Light K.
Psylocke—**START** + Medium K.
Pure & Fur—**START** + Light K.
Rogue—**START** + Light P. + Medium P. + Heavy P. + Light K.
Saki—**START** + Heavy P.
Sentinel—**START** + Medium P. + Heavy P. + Medium K.
Shadow—**START** + Light P. + Heavy P. + Medium K.
Storm—**START** + Light P. + Heavy P. + Light K.
Thor—**START** + Medium P. + Light K.
Ton Pooh—**START** + Light P. + Heavy P.
Unknown Soldier—**START** + Light P.
U.S. Agent—**START** + Heavy P. + Medium K.

MDK 2

Alternate Costume for Kurt

At the title screen, hold **L + R** and press **X, X, Y, X**. You won't get any special confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit.

Alternate Camera Setting

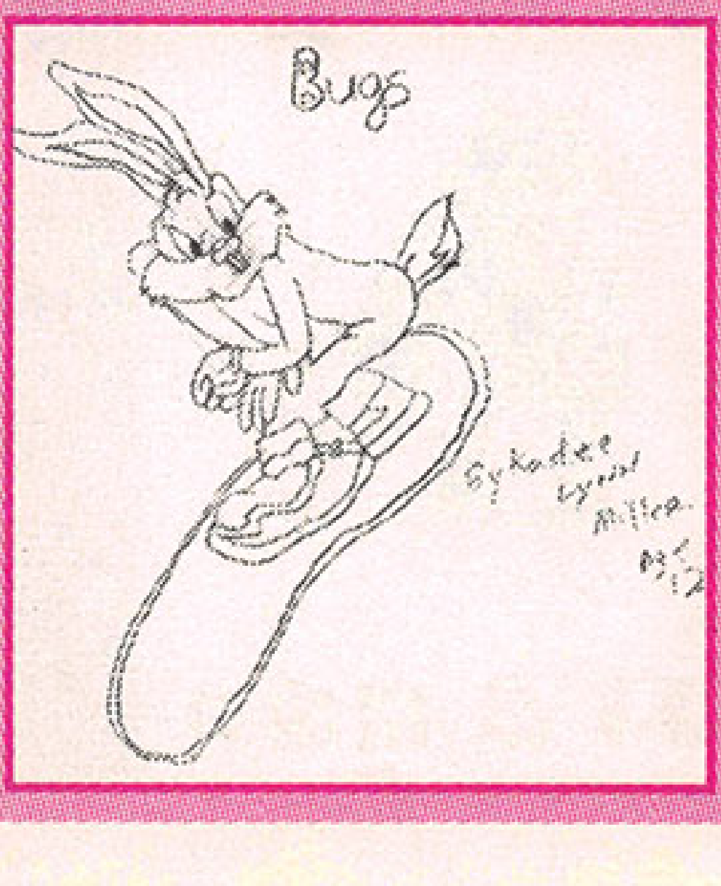
During gameplay, press **START** to pause, then hold **L + R** and press **B, A, B, A**. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

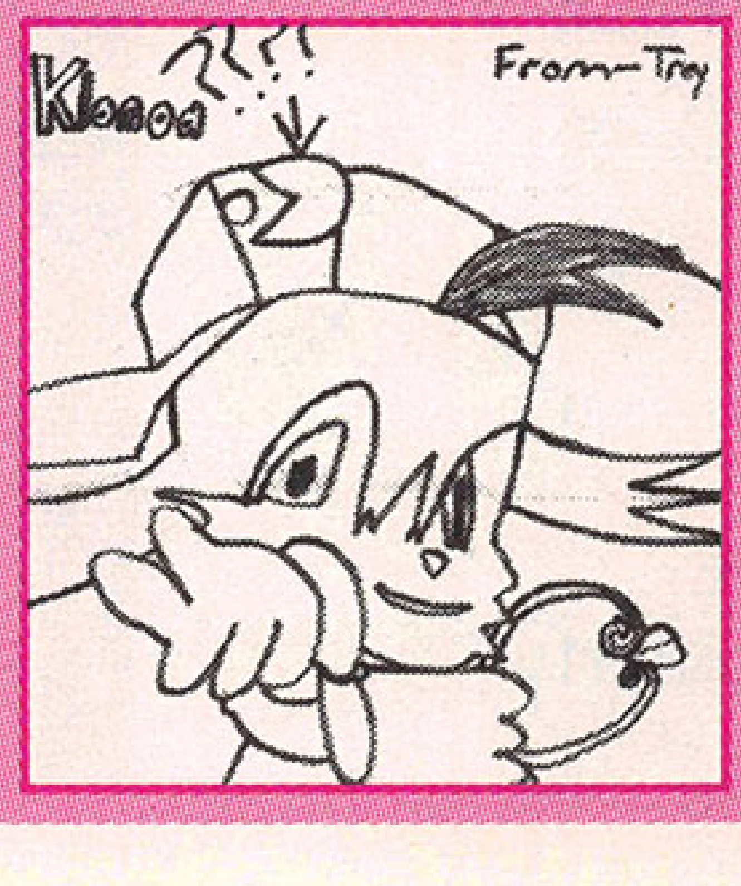
Cheat Menu

At the title screen, quickly press **Up, Up, Down, Down, Left, Left, Right, Right**. You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will

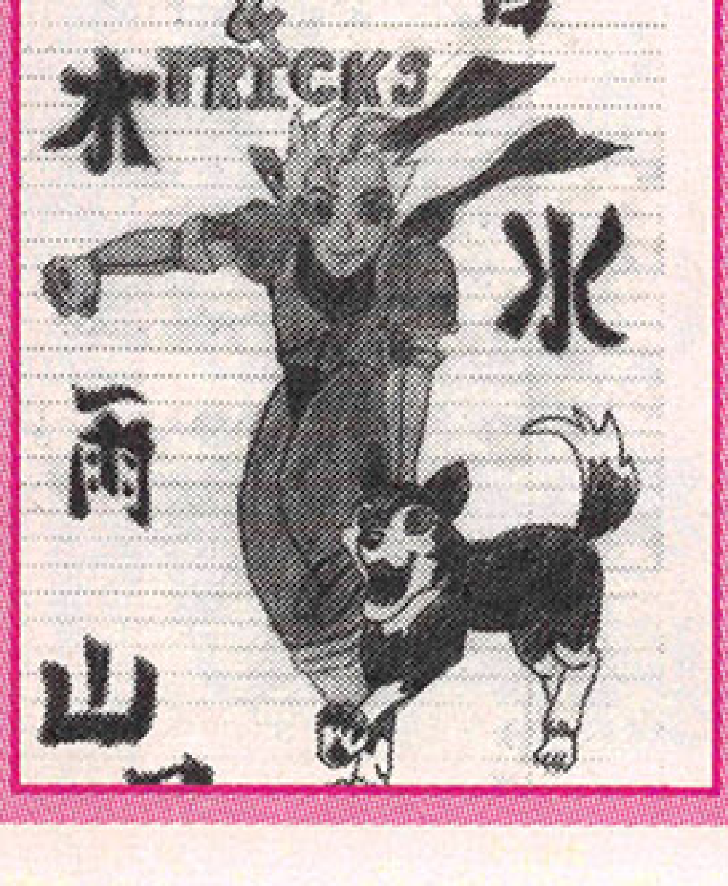
TIPS & TRICKS Reader Art Gallery



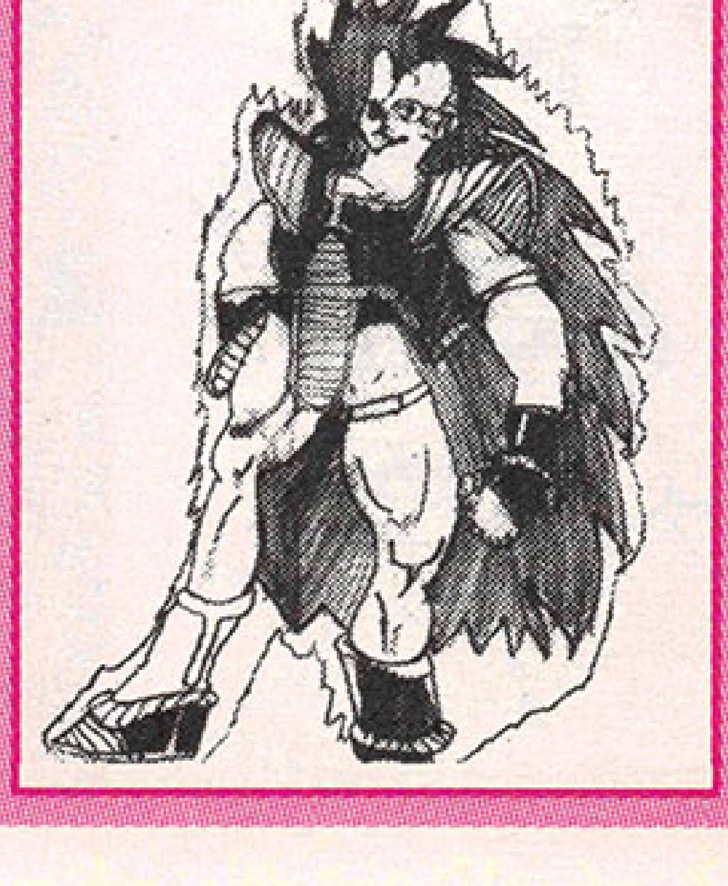
by Kadee Miller, Kennasaw, GA



by Trey Liebscher, Warner Robins, GA



by Robin Suazo, Pecos, NM



by Brandon Shiflett, Greenfield, OH

say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block + Run** (**L + R** in the default control configuration) simultaneously to access the cheat menu.

Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:

Sektor—Hold **Block + Run**, press **Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**
Goro—Hold **Block + Run**, press **Up**, then **Left**, then press **A, B, X**, or **Y**
Noob Saibot—Hold **Block + Run**, press **Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**

Kombat Kodes

When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.

001—Unlimited Run
323—Kombat Zone: Church
343—Kombat Zone: The Netherealm
353—Kombat Zone: Soul Chamber
363—Kombat Zone: Ladder7
321—Big Head Mode Active
111—Free Weapon
100—Throwing Disabled
444—Armed and Dangerous
666—Silent Kombat
050—Explosive Kombat
222—Random Weapons
123—No Power
555—Many Weapons
002—Weapon Kombat
012—Noob Saibot Mode
020—Red Rain
010—Maximum Damage Disabled
110—Throwing and Max. Damage Disabled
011—Kombat Zone: Goro's Lair
022—Kombat Zone: The Well
033—Kombat Zone: Elder Gods
044—Kombat Zone: The Tomb
055—Kombat Zone: Wind World
066—Kombat Zone: Reptile's Lair
101—Kombat Zone: Shaolin Temple
202—Kombat Zone: Living Forest
303—Kombat Zone: The Prison
313—Kombat Zone: Ice Pit

NBA 2K1

Secret Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu.

vc—Unlock three "Superstars" teams
heliumbrain—Enable giant heads
alienbrain—Enable monster players
tvirus—Enable infected players
sohappy—Enable happy players
whatamisaying—Enable crazy commentary
betheball—Enable basketball camera
radical—Enable cool looks
the70slive—Enable hip clothes

NBA HOOPZ

Match-Up Screen Codes

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

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

NFL BLITZ 2001

Secret Cheats

At the match-up screen just before the game starts—while the announcer is saying "Today's contest," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "No Punting" code (1-5-1-Up), press Turbo once, Jump five times and Pass one time, then press **Up** on the D-pad. A message will appear to confirm each code.

Show field goal %—0-0-1-Down
No CPU assistance—0-1-2-Down
Show more field—0-2-1-Right
Fast tubo running—0-3-2-Left
Super blitzing—0-4-5-Up
Big football—0-5-0-Right
Hide receiver name—1-0-2-Right
Tournament mode—1-1-1-Down
No play selection—1-1-5-Left
Super field goals—1-2-3-Left
No punting—1-5-1-Up
No first downs—2-1-0-Up
Allow out-of-bounds—2-1-1-Left
Deranged blitz—2-1-2-Down
Always QB—2-2-2-Left
Always receiver—2-2-2-Right
Unlimited throws—2-2-3-Right
Power-up teammates—2-3-3-Up
Fast passes—2-5-0-Left
Power-up offense—3-1-2-Up
Power-up blockers—3-1-2-Left
Smart CPU—3-1-4-Down
No highlighting of receivers—3-2-1-Down
Ultra hard Blitz—3-2-3-Up
Mystery ball—3-2-3-Left
No interceptions—3-4-4-Up
Power-up speed—4-0-4-Left
Power-up defense—4-2-1-Up
No random fumbles—4-2-3-Down
Super passing—4-2-3-Right
Invisible player—4-3-3-Up
Snowy weather—5-2-5-Down
Rainy weather—5-5-5-Right
Hyper blitzing—5-5-5-Up
49ers playbook—1-5-1-Left
Bears playbook—1-1-0-Left
Bengals playbook—1-1-2-Left
Bills playbook—1-0-4-Left
Broncos playbook—1-1-5-Right
Browns playbook—1-1-3-Left
Buccaneers playbook—1-5-4-Left
Cardinals playbook—1-0-1-Left
Chargers playbook—1-4-5-Left
Chiefs playbook—1-2-5-Left
Colts playbook—1-2-3-Up
Cowboys playbook—1-1-4-Left
Dolphins playbook—1-3-1-Left
Eagles playbook—1-4-3-Left
Falcons playbook—1-0-2-Left
Giants playbook—1-3-5-Left
Jaguars playbook—1-2-4-Left
Jets playbook—1-4-1-Left
Lions playbook—1-2-1-Left
Packers playbook—1-2-2-Left
Panthers playbook—1-0-5-Left
Patriots playbook—1-3-3-Left
Rams playbook—1-5-3-Left
Raiders playbook—1-4-2-Left
Ravens playbook—1-0-3-Left
Redskins playbook—2-0-1-Left
Saints playbook—1-3-4-Left
Seahawks playbook—1-5-2-Left
Steelers playbook—1-4-4-Left
Titans playbook—1-5-5-Left
Vikings playbook—1-3-2-Left

NIGHTMARE CREATURES 2

Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L + R** and press **Left, B, X, Left, B, X, Left, B, X, A, X**. If you enter the code correctly the "Cheats" menu will immediately appear.

Full Health

At any time during gameplay, hold **X + Y** and press **B** to restore all your health.

PHANTASY STAR ONLINE

Extra Costumes

At the main menu, select "New Game." At the Character Creation screen, select "Character Name," then enter one of the names below that corresponds to the character type you selected. After entering the name correctly, you'll hear a special sound effect; additional costumes will now be available for your character. Also, the "Character Name" field will still be blank after entering the code.

KSKAUDONSU—HUmar
MOUEOSRHUN—HUnewearl
RUUHANGBRT—HUcast
SOUDEGMKSG—RAmar
MEIAUGHSYN—RAcast
NUDNAFJOOH—RAcaseal
DNEAOHUHEK—FOmarl
ASUEBHEBUI—FOnewm
XSYGSSHEOH—FOnewearl

PLASMA SWORD

Secret Characters

At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.

Kaede—Move the cursor to Rain, then press **Down, Down, Left, Left, Up**. Kaede will appear in the upper left corner.
Rai-On—Move the cursor to Byakko, then press **Up, Down, Left, Left, Right, Left, Up**. Rai-On will appear in the upper right corner.

RAZOR FREESTYLE SCOOTER

Unlock Everything

At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right**. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits—Press **Left, Left, Right, L, Left, Right, Right, R, R, L**. Press the **X** button to cycle through each fighter's different outfits.
Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R** four times, then **L**.
Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R** 19 times, then **L**.
Championship fight vs. Rumbleman—Press **L, Down, Right, Up, Left**, then **R** six times, then **L**, then **R, R, L**.
Zombie boxer—Press **Left, Up, Right, Down, R, R, L**.
Big gloves—Press **Left, Right, Up, Down, R, L**.
Extra fat boxer—Press **Right, Right, Up, Down, Right, R, R, L**.
Extra thin boxer—Press **Right, Right, Up, Down, Right, R, L**.
Extra camera angles—Press **R** 20 times, then **L**, then **R**, then **L**, then **R** 21 times, then **L**, then **R** 18 times, then **L**, then **R** nine times, then **L**, then **R** 14 times, then **L**, then **R** five times, then **L, Left, Right, Up, Down, L**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause; you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.

Instant Rumble Mode

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

Level 1—**R, L, Down, Up, Up, Left, R, R, R, L**
Level 2—**R, R, L, Down, Up, Up, Left, R, R, R, R, L**
Level 3—**L, R, R, L, R, L, R, R, R, R, L, Left, Right, Up, Down**

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

RESIDENT EVIL 2

Unlimited Ammo

At any time during gameplay, press **B** to enter the Status Screen, then, press **Up, Up, Down, Down, Left, Right, Left, Right, R**.

SAMBA DE AMIGO

Random Mode

At the "Mode Select" screen, hold **Down** on the D-pad for about five seconds. The difficulty mode will automatically select "Random."

Super Hard Mode

At the "Mode Select" screen, hold **Up** on the D-pad for about five seconds. The difficulty mode will automatically select "Super Hard."

SLAVE ZERO

Invincibility

In the middle of a game, hold **L + R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.

Extra Items

At any time during a game, hold **L + R** and press the **X** button on the controller plugged into port B. Five items will materalize in front of you. You may repeat this code as many times as you like.

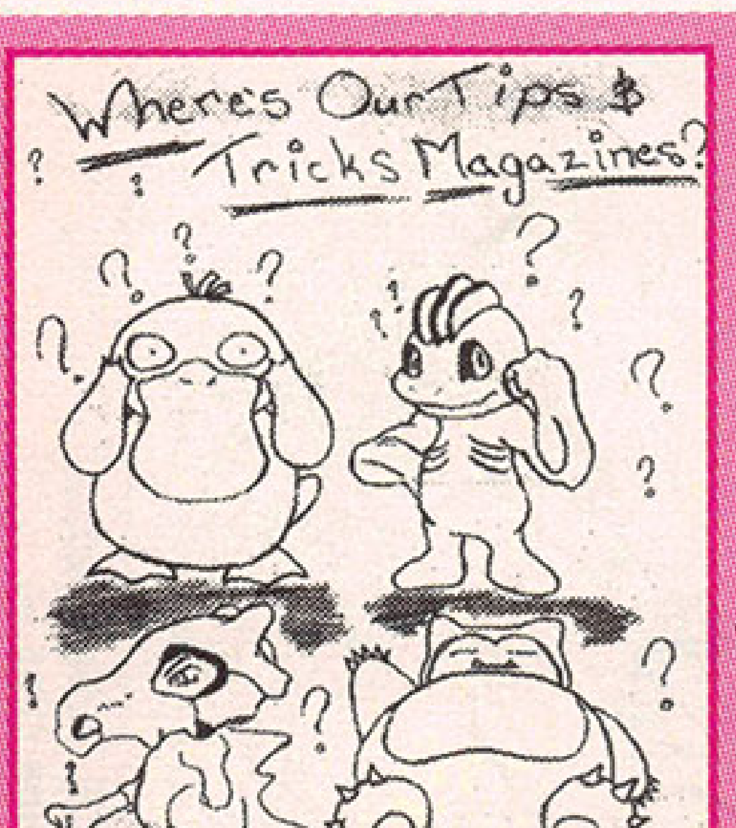
Reduce Enemy Attacks

At any time during a game, hold **L + R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

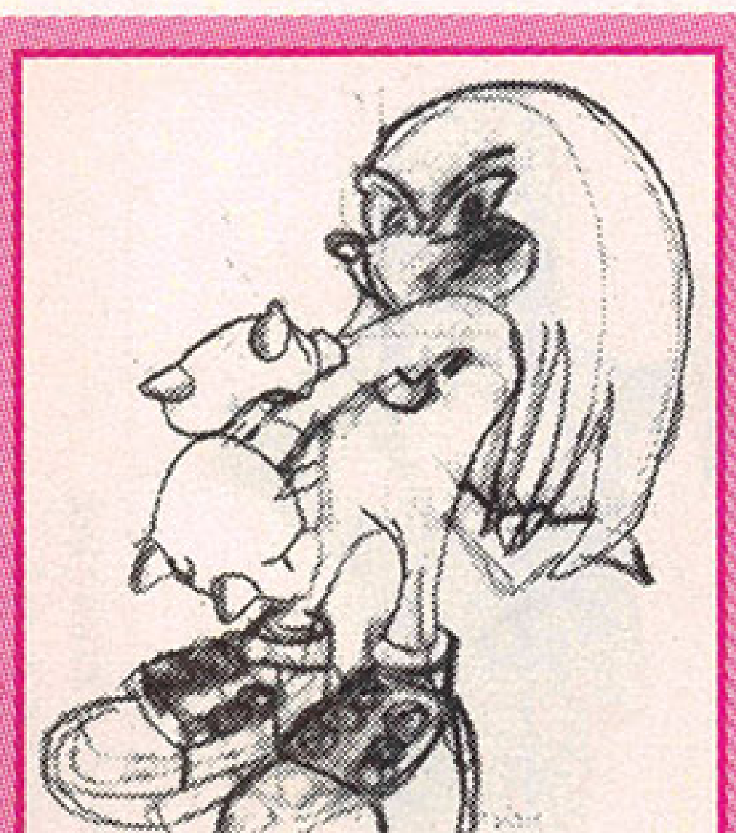
SOUL FIGHTER

Secret Codes

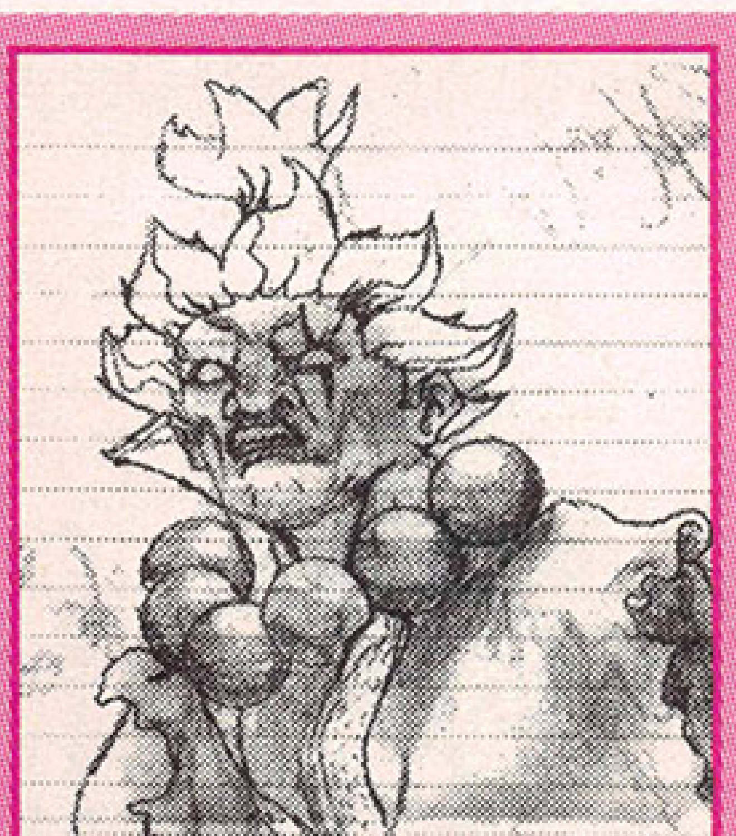
At the title screen, hold **Left + Y**. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you


Where's Our Tips $ Tricks Magazines?
? ? ? ? ?

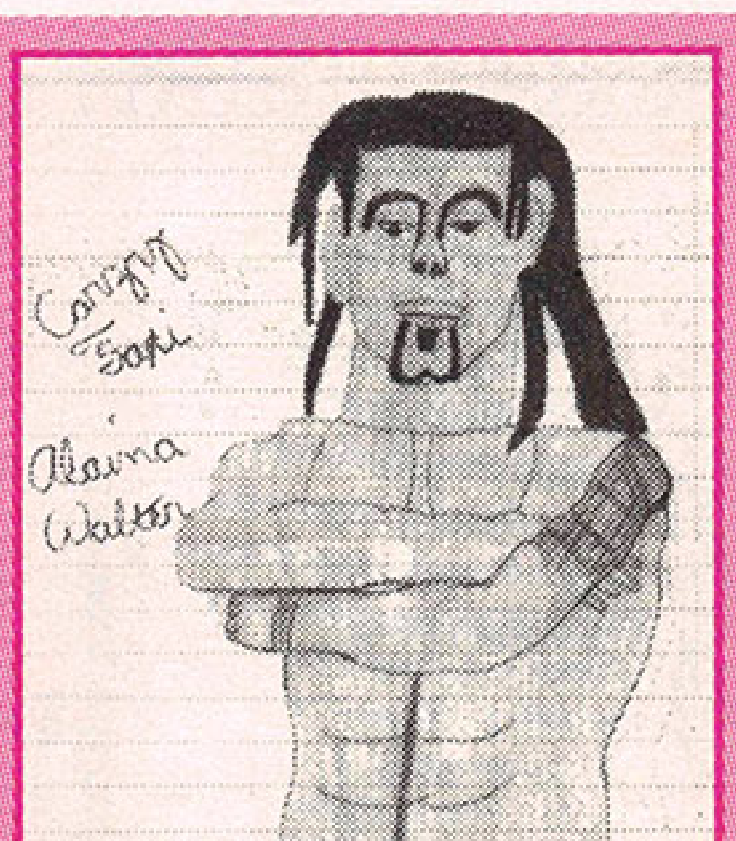
by James Odom, Perry, FL



by Joshuin LaDuke, Rensselaer, NY



by Javier Hernandez, Tampa, FL



by Alaina Walter, Omaha, NE

may enter any of the codes below: After entering a correct code you'll hear a special sound effect.
Extra energy—A B X X Y A
Max. weapons—X A A Y B B
Level 2—A A B X Y A
Level 3—X A Y A A B
Level 4—Y Y B A X A
Level 5—B A B X X Y
Level 6—X A X B Y Y
Level 7—A B X B Y B
Level 8—Y B B A X Y
Level 9—B Y A A X B
Level 10—X A B B A X
Level 11—Y B Y X A B
Level 12—X B A X B Y

SPACE CHANNEL 5

Auto Play Mode

At any time during gameplay, hold **L + R** and press **Up, Left, A, Left, A, Down, Right, B, Right, B.** Now the computer will play the game perfectly for you.

SPEED DEVILS

Cheat Codes

Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear after entering a correct code.
Unlock cars and tracks—**B, Right, B, Right, Up, B, Up**
Infinite nitro—**Down, Up, Down, Up, A, X, A**
Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**
Gain $100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

SPIDER-MAN

Cheat Codes

Enter any of the following codes at the "Cheats" menu from within the "Special" menu. You'll receive special confirmation after entering a correct cheat code. Note the spaces in some of the cheats.
WEAKNESS—Full health
ADMNTIUM—Invulnerable
GLANDS—Unlimited webbing
EGOTRIP—Pulsating head
STICKMAN—Stick Spidey
FUNKYTWN—Toon Spidey
ROBRTSON—Storyboard Viewer
KIRBYFAN—Game comic covers
MME WEB—Level select
FANBOY—Comic collection
CINEMA—Movie Viewer
RGSGLLRY—Character Viewer
LEANEST—Unlock everything

STAR WARS: DEMOLITION

Secret Passcodes

At the main menu, select "Options," then select "Preferences." Next, press **L + R** and a passcode entry interface will appear. Now you can enter any of the items below. You won't receive any special confirmation after entering the first code, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.
WATTO_SHOP—Unlock characters
SAD_MOVIES—Watch some movies
MOVIE_SHOW—Watch more movies

STAR WARS EPISODE 1: JEDI POWER BATTLES

Radar Map

At any time during gameplay, press **START** to pause, then press **Up, Down, Up, L, R, L.** A radar will instantly appear at the top of the screen.

Warp to Last Checkpoint

At any time during gameplay, press **START** to pause, then press **L, R, L, L, R, R, L, R, R, L.** You'll be instantly transported to the last checkpoint you reached.

STREET FIGHTER III DOUBLE IMPACT

Extra Options

From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold **L + R**, move the cursor to "Option," then press **START**. Next, without letting go of **L + R**, press **Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right**. If you input the code correctly, a new item called "Extra Option" will appear.

TEST DRIVE 6

Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.
ERERTH—Unlock all tracks
DFGY—Unlock all cars
POIOP—Unlock all Challenges
RFGTR—Unlock "Stop The Bomber"
FFOEMIT—Freeze time limit
AKJGQ—6,000,000 credits

TEST DRIVE LE MANS

Secret Codes

From the main menu, select "Championship," then select any class, any car and any difficulty. Next, at the "Name Entry" screen, enter any of the following codes as your name. You may have to return to the main menu to see some of the codes' effects.
GOOZ—Unlock all tracks
CARNAGE—Unlock all Championship Classes
MONSTA—Unlock all cars

TNN MOTORSPORTS HARDCORE HEAT

Secret Codes

Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.
Unlock LE-2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**
Unlock T4 jet—**Left, Right, Down, X, X, X, X**
Random weather in Time Attack—**R, X, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y**

TOMB RAIDER CHRONICLES

Special Features

At any time during gameplay, press **START** to enter the pause menu, then select "Inventory." Next, move the cursor to "Timex-TMX" and press **A**. A statistics screen will appear. Now hold **Y** until the item next to "Secrets Found" reads "36/36". Next, exit to the title screen by returning to the pause menu and selecting the corresponding option. When you look in the "Options" menu, a new item called "Special Features" can be found.

Level Select

By holding down various button combinations at the main menu, you may start at different levels in the game. In order to successfully input each code, hold down the corresponding button combination until the game starts loading. You do not need to select any of the menu items.
The Base—Hold **L + R + Down**
Gallows Tree—Hold **L + R + Left**
The 13th Floor—Hold **L + R + Right**

TONY HAWK'S PRO SKATER

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. If you cannot see a code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.
Unlock levels, boards, videos & Officer Dick—Hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**
Unlock levels—Hold **L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**
Infinite Special—Hold **L** and press **A, Y, B, Down, Up, Right**
Big head mode—Hold **L** and press **X, B, Up, Left, Left**
Slow motion—Hold **L**, press **X, Left, Up, X, Left**
Unlock "Skip to Restart" in pause menu—Hold **L** and press **X, B, A, Up, Down**

Unlock Private Carrera

First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Now return to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Secret Codes

At any time during gameplay, press **START** to pause. Then enter any of the codes below. The pause menu will shake left to right after entering a correct code. Press **START** again to unpause and resume play with the effects of the code(s) you just entered. However, you may have to return to the main menu and start another game to see some codes' effects.
Unlock almost everything—Hold **L** and press **A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B**
Unlock Trixie—Hold **L** and press **Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A**
Turn blood off/on—Hold **L** and press **Right, Up, X, Y**
Big head mode—Hold **L** and press **X, B, Up, Left, Left, X, Right, Up, Left**
Infinite Special—Hold **L** and press **A, Y, B, B, Up, Left, Y, X**
25% faster gameplay—Hold **L** and press **Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B**
Maximum stats—Hold L and press **A, Y, B, X, Y, Up, Down**
Extremely low gravity—Hold **L** and press **Left, Up, Left, Up, Down, Up, X, Y, Left, Up, Left, Up, Down, Up, X, Y**
Flying skater—Hold **L** and press **Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up**

TOY COMMANDER

Secret Codes

While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a special sound effect to confirm each code.
Max. Fuel—Hold **L**, press **B, Y, A, X, B, X**
Repair Toy—Hold **L**, press **A, X, B, Y, A, Y**
99 Special Weapons—Hold **L**, press **A, B, X, Y, B, A**
Unlock All Missions—Hold **L**, press **A, Y, X, B, Y, X**

TRICKSTYLE

Cheat Codes

Enter the following codes at the "Cheats" screen under the "Options" menu:
TEAROUND—Always win
IWISH—Infinite time
TRAVOLTA—Power-up moves (all special moves unlocked)
CITYBEACONS—Win everything (all races unlocked)

ULTIMATE FIGHTING CHAMPIONSHIP

999 Skill Points

From the main menu, select "Career," then select "Make New Fighter." As you select the different parameters for this new fighter, change the first name to "Best" and the last name to "Buy". Note the uppercase and lowercase characters in both words. When you do this, your new fighter will have 999 Skill Points.

UNREAL TOURNAMENT

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes:
Level skip—**Up, Down, Left, Right, Right, Left**
Invincibility—**Left, Left, Right, Right, Down, Up**
Restore all health—**Down, Down, Down, Left, Up, Right**
Maximum ammunition—**Left, Right, Left, Right, Right, Left**

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code.
LLA_KCOLNU—Unlock all characters
LLA_DORTOH—Maximum stats
ELBICNIVNI—Invincibility
OLD_LEVELS—Unlock original V8 levels
BLAST_FIRE—Super missiles

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.

Play as the Alphabet Character

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pai and press **START**. Select any character to play as and he/she will appear as the alphabet character.

Play as Dural

At the character select screen, press **Down, Up, Right, Left, START**; Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

WACKY RACES

Cheat Codes

At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.
WACKYGIVEAWAY—All Challenges & Tracks
WACKYSPOILERS—All Cars
BARGAINBASEMENT—All Abilities
CRACKEDNAILS—Super Difficult Mode

WILD METAL

Cheat Codes

Enter these codes anytime during gameplay using the D-pad (not the analog joystick):
Invincibility—**Y, Right, B, Left, X, Down**
Full health—**Down, Down, A, X, B, X**
All weapons—**A, A, Right, Y, A, Right**
Speed boost—**Up, X, Down, B, A, Y**
Show all Power Core locations—**Y, B, A, Left, Down, Down**
Enemies don't attack—**B, Down, A, Down, X, Y**

ZOMBIE REVENGE

Fighting Mode Stage Select

At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear before the character selection screen.

Alternate Costume

At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.

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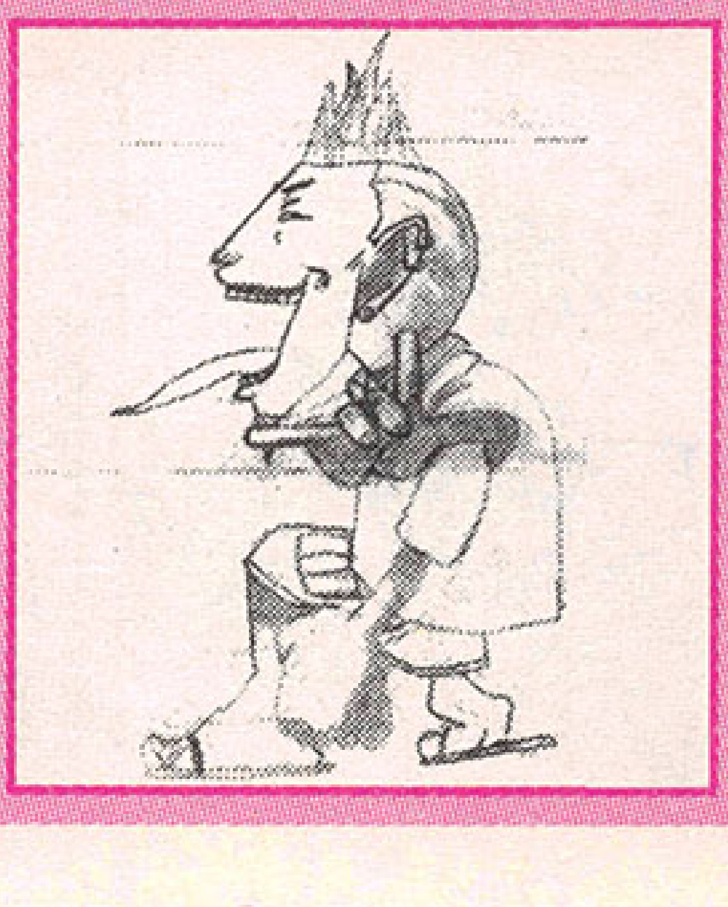

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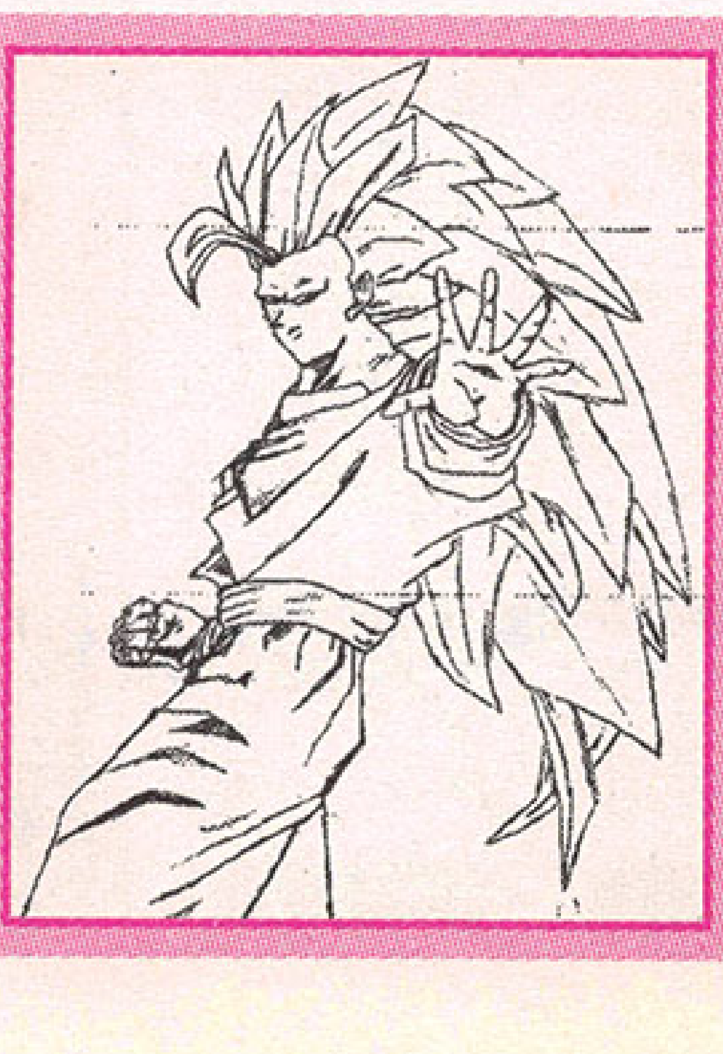

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GAMESHARK

Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Air Combat

800EEB10-0027—Unlimited guns
800EEA2C-00C8—No damage
800101AE-FFFF—Levels stay unlocked

All-Star Baseball '97

D0044084-0000 + 30044084-0003—One ball to walk
D0044084-0000 + 30044084-0002—Two balls to walk
D0044084-0000 + 30044084-0001—Three balls to walk
30044084-0000—Infinite balls
3004353E-0000—Never strike out
D004353E-0000 + 3004353E-0001—Two strikes per out
D004353E-0000 + 3004353E-0002—One strikes per out
D0043BA6-0000 + 80043BA6-0002—One out per Inning
D0043BA6-0000 + 80043BA6-0001—Two outs per Inning
30043968-0000 + 30043968-0032—Away team scores 0
30043969-0000 + 30043969-0032—Home team scores 0

Disney's Goofy's Fun House

801F5B40-FFFF—Infinite Film Strips
800CC458-0001—Always right answer in Telephone Quiz
801EE570-001E—Automatic win in Worm Challenge
801EF2CC-1800—Infinite time in Worm Game
801EB7800-0374—Infinite time in Blue Ribbon
801EB780-0784—Infinte time in Car Race
801F46C8-FFFF—Infinte time in Tug-o-war

Final Fantasy Chronicles: Chrono Trigger

80023E30-03E7—Crono: Infinite HP in battle
80023E32-03E7—Crono: Max. HP in battle
80023E34-0063—Crono: Infinite MP in battle
80023E36-0063—Crono: Max. MP in battle
80028D9C-0000—Crono: No damage taken in battle
80023EB0-03E7—Merle: Infinite HP in battle
80023EB2-03E7—Merle: Max. HP in battle
80023EB4-03E7—Merle: Infinite MP in battle
80023EB6-03E7—Merle: Max. MP in battle
80028DA0-0000—Merle: No damage taken in battle
5000FF01-0001 + 30020400-0001—All items
5000FF01-0000 + 30020500-0063—Infinite items

Motocross Mania

80079C74-0001—Super slow-motion
80079C74-0006—Game in super-turbo
800A8BF4-423F + 800A8BF6-000F—Max. Stunt Points
800A8D0C-0076—Invincible
D0079E70-0001 + 80114298-0003 +
D0079E70-0001 + 80114298-0003 +
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D0079E70-0010 + 80114298-0003 +
D0079E70-000B + 80114448-0003 +
D0079E70-000C + 80114448-0003 +
D0079E70-000E + 80114448-0003—Invisible bike (single)
D0079E70-0001 + 8011458C-0003 +
D0079E70-0002 + 8011458C-0003 +
D0079E70-0003 + 8011458C-0003 +
D0079E70-0004 + 8011458C-0003 +
D0079E70-0005 + 8011458C-0003 +
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8011458C-0003 + D0079E70-0008 +
D0079E70-0009 + 8011458C-0003 +
D0079E70-000A + 8011458C-0003 +
D0079E70-000D + 8011458C-0003 +
D0079E70-000F + 8011458C-0003 +
D0079E70-0010 + 8011458C-0003 +
D0079E70-000B + 8011473C-0003 +
D0079E70-000C + 8011473C-0003 +
D0079E70-000E + 8011473C-0003—Invisible rider (single)

Power Shovel

8013D436-C9FF + 8013D438-3B9A—Max. jobs completed (Part Timer mode)
8013D43C-C9FF + 8013D43E-3B9A—Max. hours worked (Part Timer mode)
8013D440-C9FF + 8013D442-3B9A—Max. Special Bonus (Part Timer mode)
800CB988-0003—Infinite credits (Part Timer mode)

War Jetz

800ECA6C-FDE1—Fix camera
800F72CC-0074—Infinite health
800FBAC0-270F—Max. bux
D01075E6-FCFF + 800F7274-3FFF—Press **L2** + **R2** for FAST Turbo

PlayStation 2

Bloody Roar 3

EC8E31301456-E60A—(M) Must be on
4CB7561C1456-B00C + 4C8ADF541456-B00C—Enable extra modes
4CB756181456-E7A6—Sudden Death ONLY
4CB756181456-E7A7—No Guard ONLY
4CB756181456-E7A8—Hard mode ONLY
4CB756181456-E7A1—Knock-Down mode ONLY
4CB756181456-E7A2—High Speed mode ONLY
4CB756181456-E7A3—Low Speed mode ONLY
4CB756181456-E7A4—H. Beast mode ONLY
4CB756181456-E79D—Sumo mode ONLY
4C8AD4C21456-E79A—Player 1 is Kohryu
4C8AD4C21456-E79B—Player 1 is Uranus
4C8AD41A1456-E79A—Player 2 is Kohryu
4C8AD41A1456-E79B—Player 2 is Uranus

City Crisis

ECB6A980143-5371C—(M) Must be on
1CAE2BF017E9-C70C—Massive score
4CCEA5581456-B00C + 4CCEA5601456-B00C—All levels
1CCEA564143F-E7AC + 1CCEA568143F-E7AC—All machines
1CAE2CA01456-E7A5—Infinite time
3CAE2FCC1456-E7A5—Infinite passengers
0CAE28601456-E6A5 + 1CAE2CA061DF-B00C—Press **SELECT** for no time
4CAB3E541456-E4FD—Infinite damage
4CAE2EEA1456-F025—Infinite water
4CAE2EE41456-E7D7—Infinite Water Bombs
4CAE2B041456-E788—99 others rescued
4CAE2BFC1456-E788—99 Fire Spot rescued
4CAE2A501456-E7A5—0 dead (Final)
0CAE2A541456-E7A6 + 4CAE2A541456-E7AB—1 save win (Final)

Ephemeral Fantasia

ECB6C71C1456-E60A—(M) Must be on
1CAE405C14BE-598C + 1CF6005414BE-598C—Infinite cash
4CF6F3A81456-089C—Max. Str. (Mouse)
4CF6F3A61456-089C—Max. Sp. (Mouse)
4CF6F3AC1456-089C—Max. Dex. (Mouse)
4CF6F3AA1456-089C—Max. Att. (Mouse)
4CF6F3B01456-089C—Max. Def. (Mouse)
4CF6F3AE1456-089C—Max. Mag. (Mouse)
4CF6F3B41456-089C—Max. Mag. Def. (Mouse)
4CF6F2701456-089C—Max. Str. (Claire)
4CF6F26E1456-089C—Max. Sp. (Claire)
4CF6F2741456-089C—Max. Dex. (Claire)
4CF6F2721456-089C—Max. Att. (Claire)
4CF6F2781456-089C—Max. Def. (Claire)
4CF6F2761456-089C—Max. Mag. (Claire)
4CF6F27C1456-089C—Max. Mag. Def. (Claire)
4CF6F3D61456-089C—Max. Str. (Rummy)
4CF6F3DC1456-089C—Max. Sp. (Rummy)
4CF6F3DA1456-089C—Max. Dex. (Rummy)
4CF6F3E01456-089C—Max. Att. (Rummy)
4CF6F3DE1456-089C—Max. Def. (Rummy)
4CF6F3E41456-089C—Max. Mag. (Rummy)
4CF6F3E21456-089C—Max. Mag. Def. (Rummy)
4CF6F30C1456-089C—Max. Str. (Ano)
4CF6F30A1456-089C—Max. Sp. (Ano)
4CF6F3101456-089C—Max. Dex. (Ano)
4CF6F30E1456-089C—Max. Att. (Ano)
4CF6F3141456-089C—Max. Def. (Ano)
4CF6F3121456-089C—Max. Mag. (Ano)
4CF6F3181456-089C—Max. Mag. Def. (Ano)
4CF6F23A1456-089C—Max. Str. (Gallhint)
4CF6F2401456-089C—Max. Sp. (Gallhint)
4CF6F23E1456-089C—Max. Dex. (Gallhint)
4CF6F2441456-089C—Max. Att. (Gallhint)
4CF6F2421456-089C—Max. Def. (Gallhint)
4CF6F2481456-089C—Max. Mag. (Gallhint)
4CF6F2461456-089C—Max. Mag. Def. (Gallhint)
4CF6F29E1456-089C—Max. Str. (Rinna)
4CF6F2A41456-089C—Max. Sp. (Rinna)
4CF6F2A21456-089C—Max. Dex. (Rinna)
4CF6F2A81456-089C—Max. Att. (Rinna)
4CF6F2A61456-089C—Max. Def. (Rinna)
4CF6F2AC1456-089C—Max. Mag. (Rinna)
4CF6F2AA1456-089C—Max. Mag. Def. (Rinna)
4CF6F2D41456-089C—Max. Str. (R-Rinna)
4CF6F2D21456-089C—Max. Sp. (R-Rinna)
4CF6F2D81456-089C—Max. Dex. (R-Rinna)
4CF6F2D61456-089C—Max. Att. (R-Rinna)
4CF6F2DC1456-089C—Max. Def. (R-Rinna)
4CF6F2DA1456-089C—Max. Mag. (R-Rinna)
4CF6F2E01456-089C—Max. Mag. Def. (R-Rinna)
4CF6F2021456-089C—Max. Str. (Bagoth)
4CF6F2081456-089C—Max. Sp. (Bagoth)
4CF6F2061456-089C—Max. Dex. (Bagoth)
4CF6F20C1456-089C—Max. Att. (Bagoth)
4CF6F20A1456-089C—Max. Def. (Bagoth)
4CF6F2101456-089C—Max. Mag. (Bagoth)
4CF6F20E1456-089C—Max. Mag. Def. (Bagoth)
4CF6F5381456-089C—Max. Str. (Kyte)
4CF6F5361456-089C—Max. Sp. (Kyte)
4CF6F53C1456-089C—Max. Dex. (Kyte)
4CF6F53A1456-089C—Max. Att. (Kyte)
4CF6F5401456-089C—Max. Def. (Kyte)
4CF6F53E1456-089C—Max. Mag. (Kyte)
4CF6F5441456-089C—Max. Mag. Def. (Kyte)
4CF6F5661456-089C—Max. Str. (Plosi)
4CF6F56C1456-089C—Max. Sp. (Plosi)
4CF6F56A1456-089C—Max. Dex. (Plosi)
4CF6F5701456-089C—Max. Att. (Plosi)
4CF6F56E1456-089C—Max. Def. (Plosi)
4CF6F5741456-089C—Max. Mag. (Plosi)
4CF6F5721456-089C—Max. Mag. Def. (Plosi)
4CF6F59C1456-089C—Max. Str. (Lloyd)
4CF6F59A1456-089C—Max. Sp. (Lloyd)
4CF6F5A01456-089C—Max. Dex. (Lloyd)
4CF6F59E1456-089C—Max. Att. (Lloyd)
4CF6F5A41456-089C—Max. Def. (Lloyd)
4CF6F5A21456-089C—Max. Mag. (Lloyd)
4CF6F5A81456-089C—Max. Mag. Def. (Lloyd)
4CF6F5CA1456-089C—Max. Str. (Beak)
4CF6F5D01456-089C—Max. Sp. (Beak)
4CF6F5CE1456-089C—Max. Dex. (Beak)
4CF6F5D41456-089C—Max. Att. (Beak)
4CF6F5D21456-089C—Max. Def. (Beak)
4CF6F5D81456-089C—Max. Mag. (Beak)
4CF6F5D61456-089C—Max. Mag. Def. (Beak)
4CF6F5001456-089C—Max. Str. (Fang)
4CF6F5FE1456-089C—Max. Sp. (Fang)
4CF6F5041456-089C—Max. Dex. (Fang)
4CF6F5021456-089C—Max. Att. (Fang)
4CF6F5081456-089C—Max. Def. (Fang)
4CF6F5061456-089C—Max. Mag. (Fang)

4CF6F50C1456-089C—Max. Mag. Def. (Fang)
4CF6F42E1456-089C—Max. Str. (Grantus)
4CF6F4341456-089C—Max. Sp. (Grantus)
4CF6F4321456-089C—Max. Dex. (Grantus)
4CF6F4381456-089C—Max. Att. (Grantus)
4CF6F4361456-089C—Max. Def. (Grantus)
4CF6F43C1456-089C—Max. Mag. (Grantus)
4CF6F43A1456-089C—Max. Mag. Def. (Grantus)
4CF6F4641456-089C—Max. Str. (Lloyd-L)
4CF6F4621456-089C—Max. Sp. (Lloyd-L)
4CF6F4681456-089C—Max. Dex. (Lloyd-L)
4CF6F4661456-089C—Max. Att. (Lloyd-L)
4CF6F46C1456-089C—Max. Def. (Lloyd-L)
4CF6F46A1456-089C—Max. Mag. (Lloyd-L)
4CF6F4701456-089C—Max. Mag. Def. (Lloyd-L)
4CAA20C61456-E7A5—No Random Battles
4CF431181456-B00C + 4CF60A501456-B00C + 4CA356881456-B00C—Quick Level Up (Mouse)
4CF430781456-B00C + 4CF60A641456-B00C + 4CA3568C1456-B00C—Quick Level Up (2nd character)
4CF430D81456-B00C + 4CF60A841456-B00C + 4CA356901456-B00C—Quick Level Up (3rd character)
4CF6004C1456-B00C + 4CAE407C1456-B00C + 4CAE3AF41456-B00C—Quick Level Up (party)
4CF6F3CA1456-E7A1 + 4CF427881456-E7A2—Max. Pattimo

Extermination

EC8D31701445-DC6C—(M) Must be on
4C188B7E1456-25DD + 4C1887F61456-25DD—Infinite health
4C188FDC1456-089C—Infinite machinegun ammo
3C188F861456-E70C—No reload machinegun
4C188FD01456-089C—Infinite shotgun shells
4C188FCE1456-089C—Infinite grenade rounds
1C188FD41473-E788—Infinite flamethrower fuel
4C188FD21456-E788—No reload flamethrower
4C188FD81456-089C—Infinite rockets
4C1887FE1456-E7A5 + 4C188B821456-E7A5—0% infection
3C188FD61456-E7D5 + 3C188FDB1456-E7D5—Infinite battery
1C1888781456-E7A5—Low time
1C188F8C1355-E6A6 + 1C188F901355-E6A6 + 1C188F941355-E6A6 + 1C188F981355-E6A6—All weapon parts
3C188FA51456-E7A6—Have Climbing Spikes
3C188FA21456-E7A6—Have Arctic Parka

Gran Turismo 3 A-spec

EC87829C1437-062C—(M) Must be on
1C0411241456-DEAD + 1C041120D264-87A5—10 trillion dollars
0D6B32D81456-E7A5 + 4D6B32D81456-089C—Max. series points
0D6E6FBC1456-E7A5 + 3D6E6FBC1456-E7A7 + 3D6B3C7D1456-E7A8 + 3D6DC0A41456-E7A8—1 lap to finish (Sim.)
0D6E6FBC1456-E7A5 + 3D6E6FBC1456-E7A8 + 3D6B3C7D1456-E7A8 + 3D6DC0A41456-E7A8—Instant win (Sim.)

Klonoa 2: Lunatea's Veil

EC8DB1681426-F134—(M) Must be on
3CA1EB801456-E788—Infinite lives
3CA1EB781456-E7A3—Infinite health
3CAA3CA01456-E7A3—Momett Doll Bells
0CA1EBAC1426-E605 + 1CA1EBAC1456-E7A6—Low time attack time
3CA488B81456-E70C—Stones: Sea of Tears
3CA488B61456-E70C—Stones: La-Loosha
3CA488B71456-E70C—Stones: Joilant Park
3CA488BC1456-E70C—Stones: Jungle Slider
3CA488BD1456-E70C—Stones: U.G. Factory

Motor Mayhem

4C8D38DA1456-E7A6—Enable Buzzsaw
1C8D38D81355-E6A6 + 1C8D38F41355-E6A6 + 4C8D38DC1456-E6A6 + 4C8D38F81456-E6A6—All courses
4C8D38C61456-E6A5 + 1C8D38CC1355-E6A6 + 4C8D38CE1456-E7A6 + 4C8D38BA1456-E7A6—Enable cheat menu

MX 2002 Featuring Ricky Carmichael

EC8522A01440-25B4—(M) Must be on
0CD6A7701456-E7A5 + 1CD6A77017E9-C70C—Big stunt score
4CA3ADB41456-E404—999 race points

NCAA Football 2002

EC8985601427-082C—(M) Must be on
4CD650F41456-E788—Team 1 scores 99
4CF6BB0C1456-E788 + 4CD650F01456-E788—Team 2 scores 99
4CD650F41456-E7A5—Team 1 scores 0
4CF6BB0C1456-E7A5 + 4CD650F01456-E7A5—Team 2 scores 0
0D2177281436-089C + 4D2177281456-089C + 0D2172981436-089C + 4D2172981456-089C + 0D2325381436-089C + 4D2325381456-089C—Infinite credits

Rugby

ECA6E5A01444-6E84—(M) Must be on
0CD74CA61456-B1FC + 4CD8F35A1456-E7A5—Press **L2** + **Up** for more time
0CD74CA61456-B14C + 4CD8F35A1456-2457—Press **L2** + **Down** to end half
3CC6FD541456-E7A5—Team A scores 0
3CC6FEA01456-E7A5—Team B scores 0
3CC6FD541456-E788—Team A scores 99
3CC6FEA01456-E788—Team B scores 99

Soccer America

EC8787E41456-E60A—(M) Must be on
3CB3AE541456-E788 + 3CB3AE4C1456-E788—Team A scores 99
3CB3AE541456-E7A5 + 3CB3AE4C1456-E7A5—Team A scores 0
3CB3AE551456-E788 + 3CB3AE501456-E788—Team B scores 99
3CB3AE551456-E7A5 + 3CB3AE501456-E7A5—Team B scores 0

War Jetz

EC8E1B481456-E60A—(M)
3CBC1C9C1456-E7A2—Infinite health
3CBC1C9A1456-E7A2—Thick armor
3CBC1CA41456-E7A2—Quick planes
3CBC1CA31456-E7A2—Biggest guns
3CBC1CA81456-E7A2—Rapid fire
3CBC1CA91456-E7A2—Speed shots
3CBC1CAB1456-E7A2—Dual shots
3CBC1CAA1456-E7A2—Stealth mode
3CBC1CB91456-E7A2—Quick weapon up
3CBC1CBD1456-E7A2—Shields on roll
3CBC1CBC1456-E7A2—Plane switches respawn
4CAE6F141456-E7A5—0 bux for enemy
4CAE6F201456-E7A5—Enemy has 0 kills
4CAE6F041456-089C—Player 1 has 9,999 kills
4CAE6FF21456-089C—9,999 starting Bux
4CAE6FF81456-089C—9,999 Bux grabbed
4CA87BCE1456-E7A5—0 Bux spent
4CAE6B0E1456-089C—9,999 total kills
4CAEDAF41456-089C—9,999 kill bounty
1CA874001456-300C—Max. Arena winnings
1CA878FC17E9-C70C—Max. total winnings
4CA8756C1456-089C—Max. N. starting Bux

Game Boy Color

Alone in the Dark: The New Nightmare

91FF-14DA—Infinite health
9163-DCCC—Infinite revolver ammo
9163-DDCC—Infinite shotgun ammo
9163-DECC—Infinite crossbow ammo

The Legend of Zelda: Oracle of Ages

01FF-86C6 + 01FF-87C6—Have all dungeon maps
01FF-84C6 + 01FF-85C6—Have all compasses
01FF-82C6 + 01FF-83C6—Have all boss keys
01EA-14CF—Access the Advance Shop
0163-AFC6—Infinite Rock Currency
0106-ACC6—All Heart pieces
0109-BCC6—Infinite Magic Fire Powder
0190-14D0 —Mega jump
010C-A3C6—Have Mermaid Suit

Roswell Conspiracies

9100-DCC0—Public never aware
9100-DAC0—All aliens exposed
9663-03D0—Infinite health
9140-F0C0—Have all weapons
9100-DBC0—All explosives found
9163-DEC0—Infinite time (in car)
9163-DDC0—Infinite ammo (all weapons)
9600-23D0—1-hit boss kills

The Land Before Time

9109-A0C0—Infinite health
9163-A2C0—Max. flowers
9163-A3C0—Max. bags
9100-E5C8—Always Cera
9101-E5C8—Always Little Foot
9103-E5C8—Always Ducky
9104-E5C8—Always Spike

Dreamcast

Charge 'N Blast

E7E719F10000-FFFF—All characters
B7BE38EB0000-0000 + B74638EB0000-0000—Weak bosses

Confidential Mission

6FAC6BF30098-967F—High score, Player 2

Crazy Taxi

63CB6AFF0000-0589—Infinite passenger time
7BC59F990000-0001 + C3ABAB630000-0001—Expert mode
945806D80000-FFFF—Box complete (bike enabled)

Crazy Taxi 2

A88D76940000-00FF—All characters/maps/cars

ESPN NBA 2Night

90380BA70000-0001—Keep-Away mode Away advantage
90380BA70000-0000—Keep-Away mode Home advantage

Floigan Bros. Episode 1

9C5D-88F8—[M] Must be first
DF4ACA080000-03E7 + 3F4EFEFB0000-03E7—999 Points (Hoigle)
245E-ECA9—[M] Must be last

Fur Fighters

D3D843E40001-FFFF—One cheat unlocks all

Outtrigger

DFD89B5A0000-0130—Infinite strength
2F7F72DF0000-0063—Infinite ammo (all weapons)
24FF7BC00000-0130—Max. combo gauge
F5F970C905F5-E0FF—Max. score
D08086D8 0000-0005—Infinite time

Reel Fishing Wild

89E38C3B0000-0001—Japanese River
3D81257F0000-0001—Japanese Mountain Lake
B2363BB80000-0001—NA Pond
23D762770000-0001—NA Reservoir
614B6A0E0000-0001—NA Mountain River
15D417DD0000-0001—NA Highland River
235762030000-0001—Canadian Lake
B3763BCE0000-0001—Australian River
61AB6A010000-0001—NZ River
DDB882820000-0001—NZ River 2
5697760D0000-0001—Amazon Branch River
DE7882880000-0001—Middle Amazon
8B038C540000-0001—Pantanal, SA
216762140000-0101 + 637A2A10E06F-1041 + E050-7061—All lures
DEE9C28EE070-F041 + E050-7061—All reels/lines
20B62214E070-3041 + E050-7061—All rods

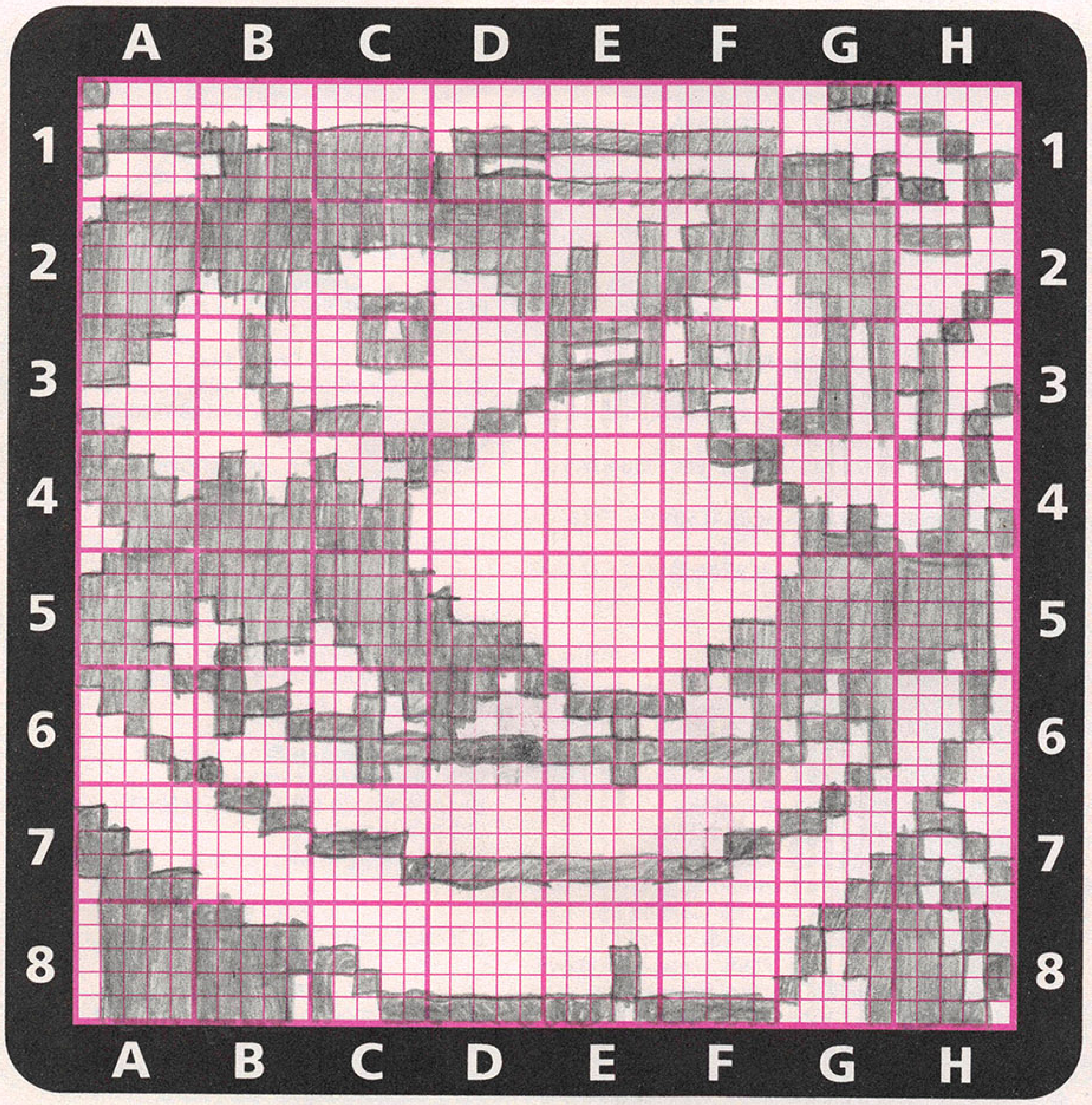
Soldier of Fortune

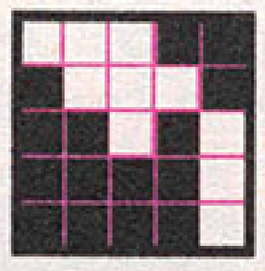
9C5D-88F8—[M] Must be first
F564BD320000-0009—Infinite armor
E9086C930000-0009 + 8C9C7E310000-0009—Infinite shells/bullets
245E-ECA9—[M] Must be last

TIPS & TRICKS™

Pencil Puzzles

Grab a pencil and get ready to unlock the secret images in our new monthly feature: *Tips & Tricks Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

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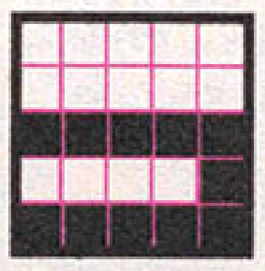
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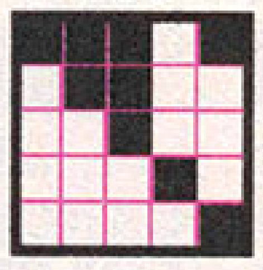
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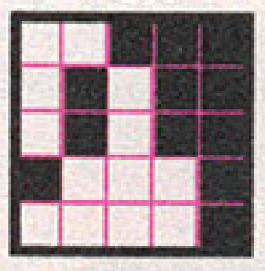
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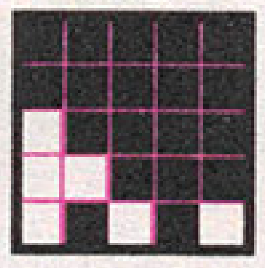
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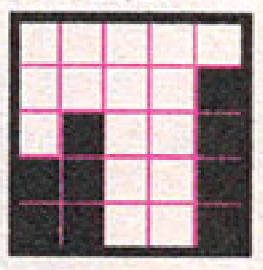
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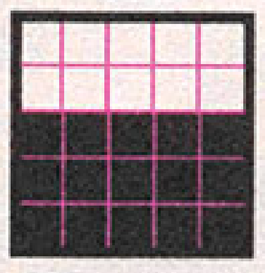
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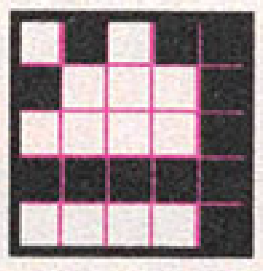
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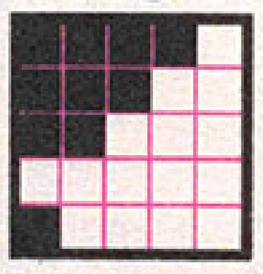
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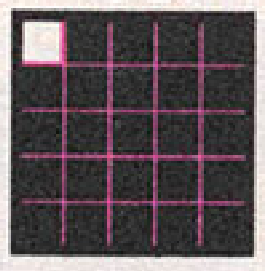
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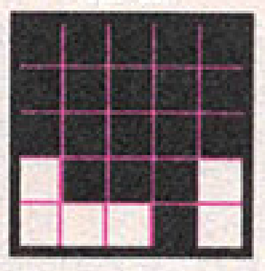
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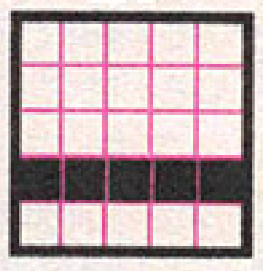
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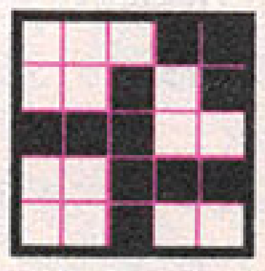
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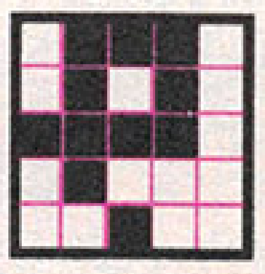
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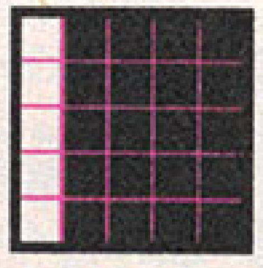
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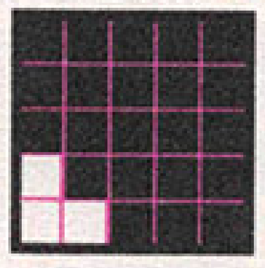
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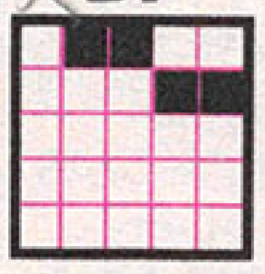
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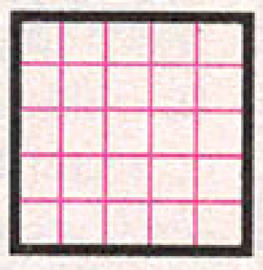
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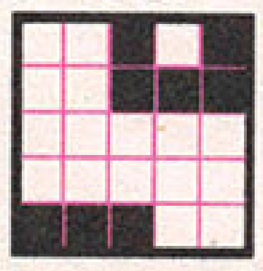
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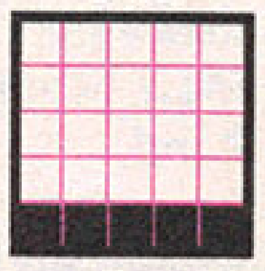
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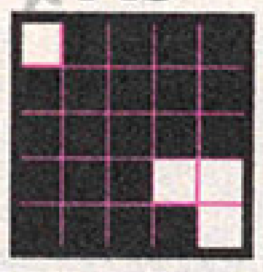
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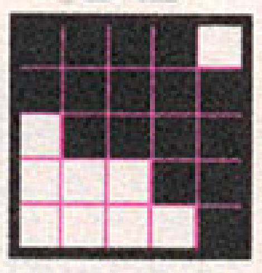
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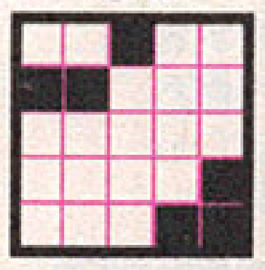
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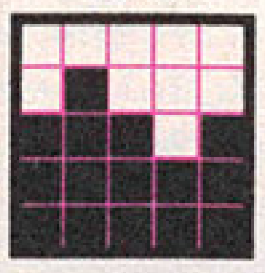
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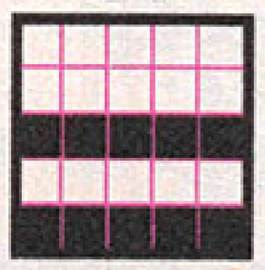
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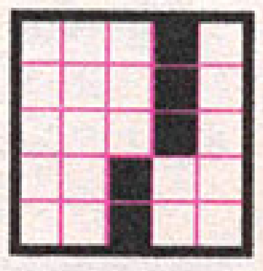
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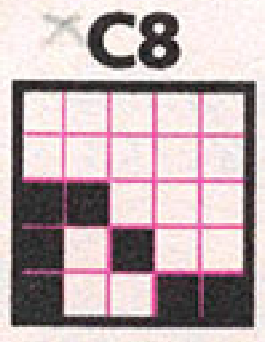
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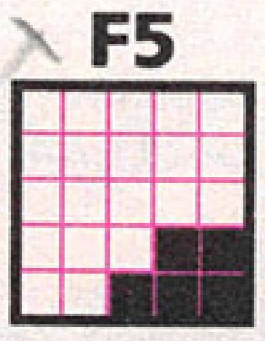
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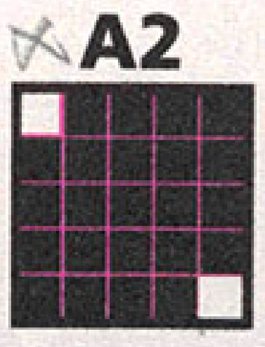
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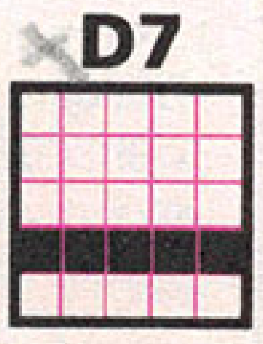
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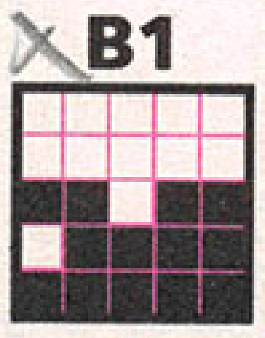
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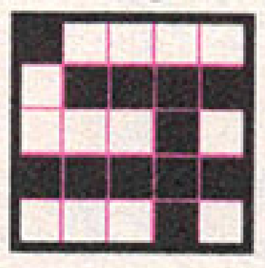
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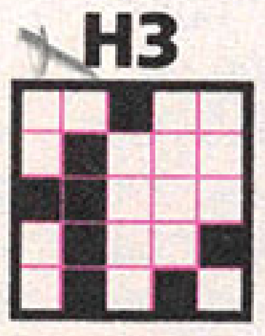
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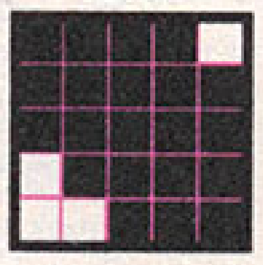
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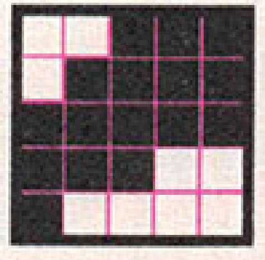
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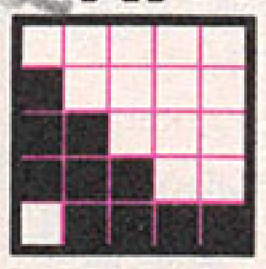
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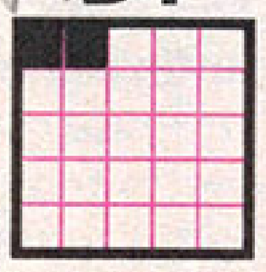
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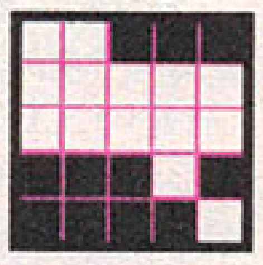
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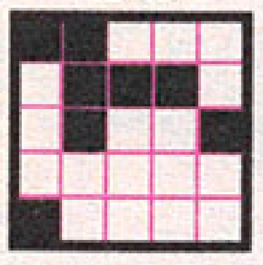
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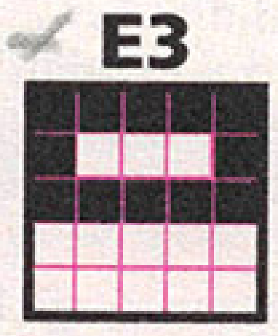
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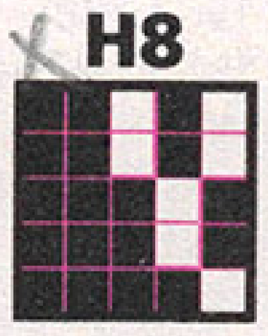
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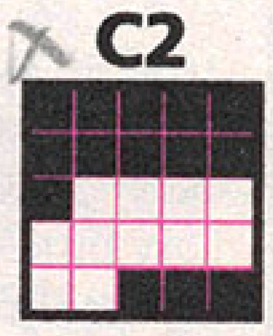
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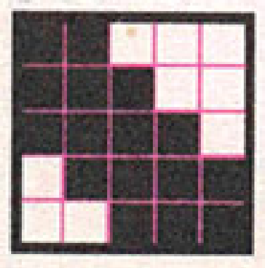
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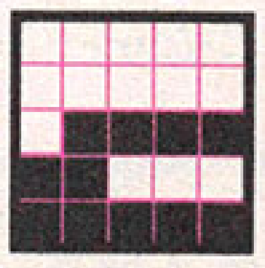
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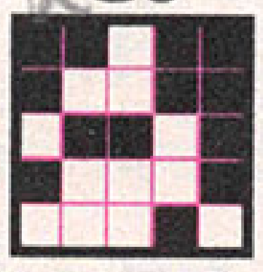
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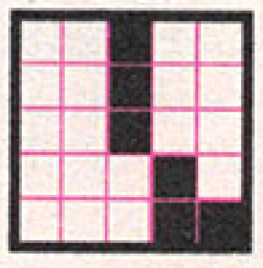
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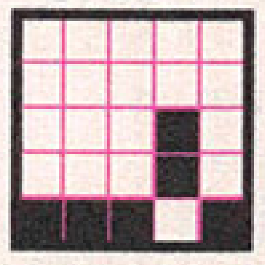
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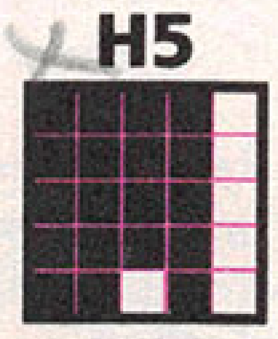
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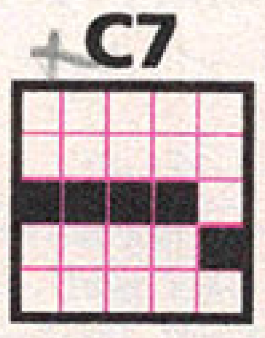
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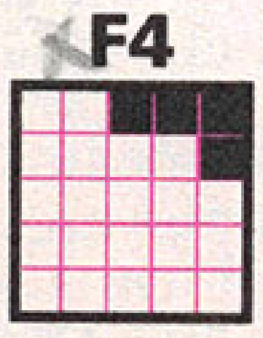
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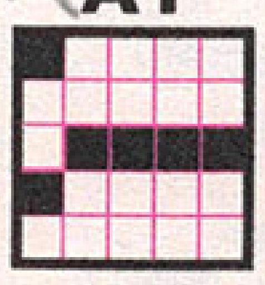
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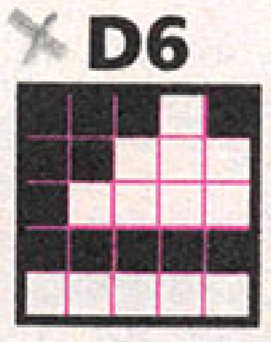
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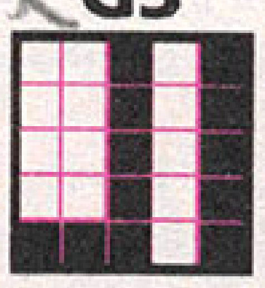
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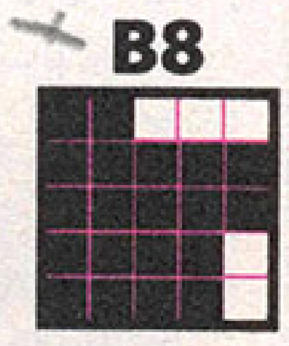
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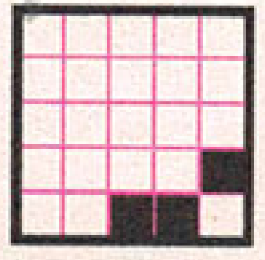
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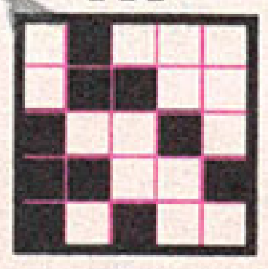
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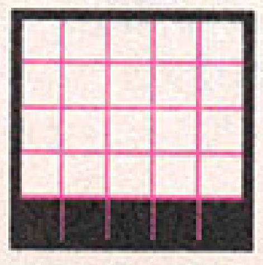
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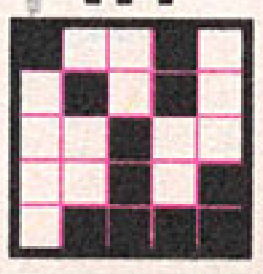
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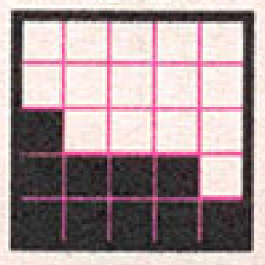
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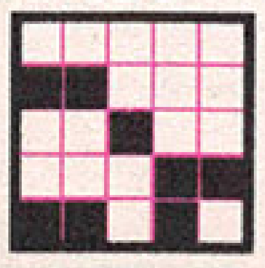
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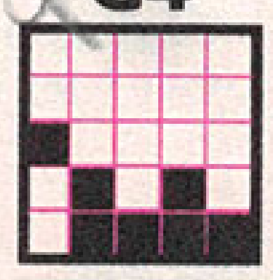
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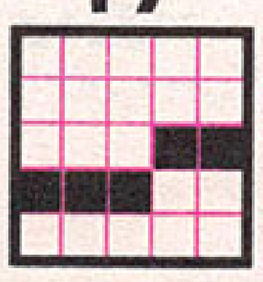
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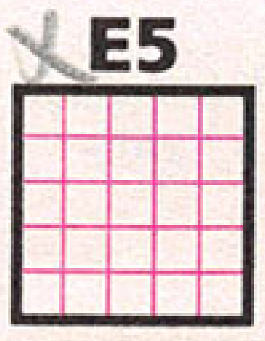
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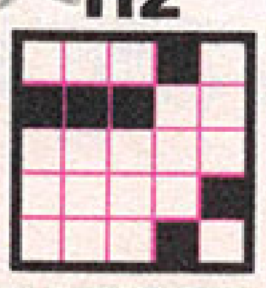
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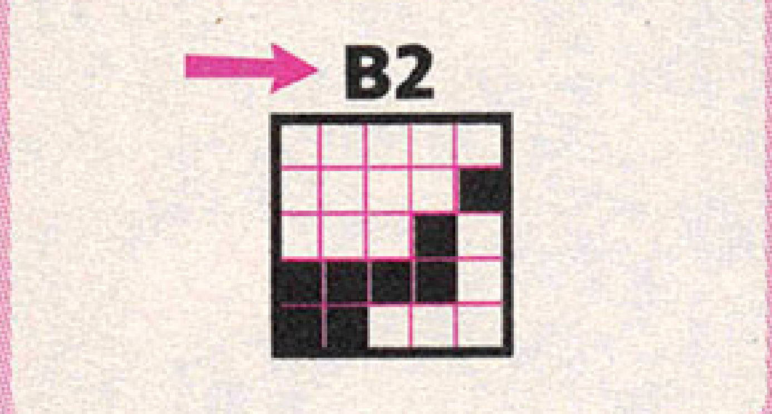
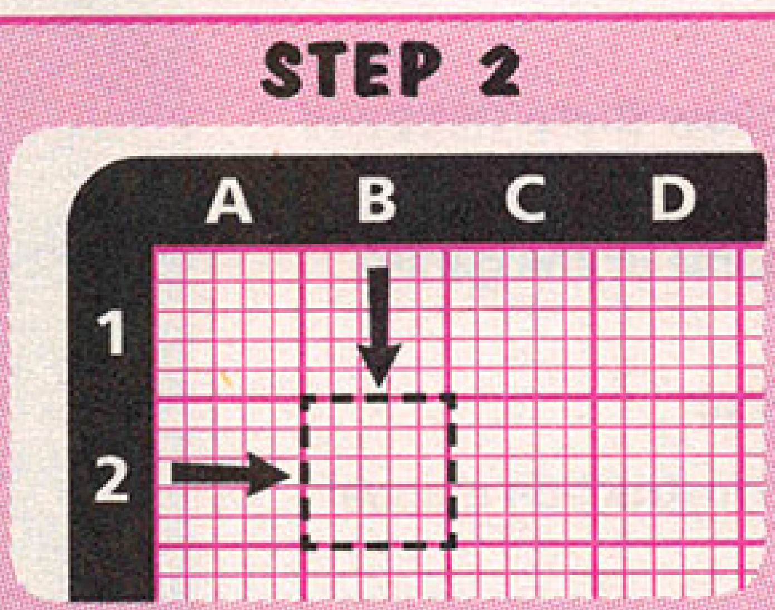
Directions

STEP 1



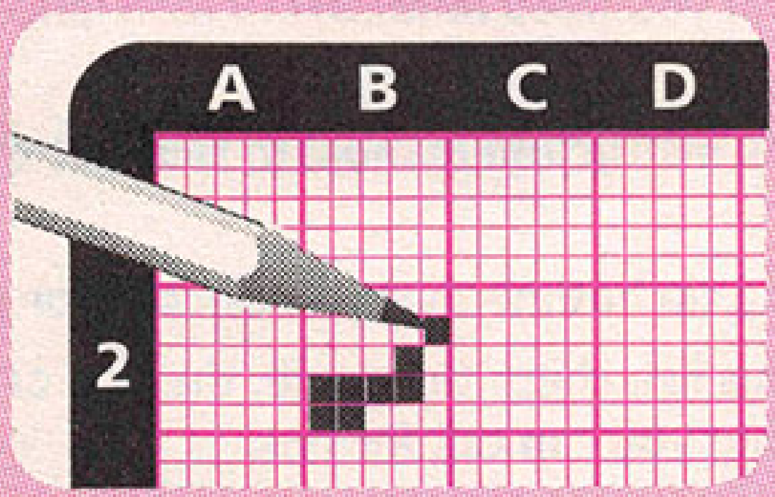
Pick one of the squares and examine its coordinates.

STEP 2



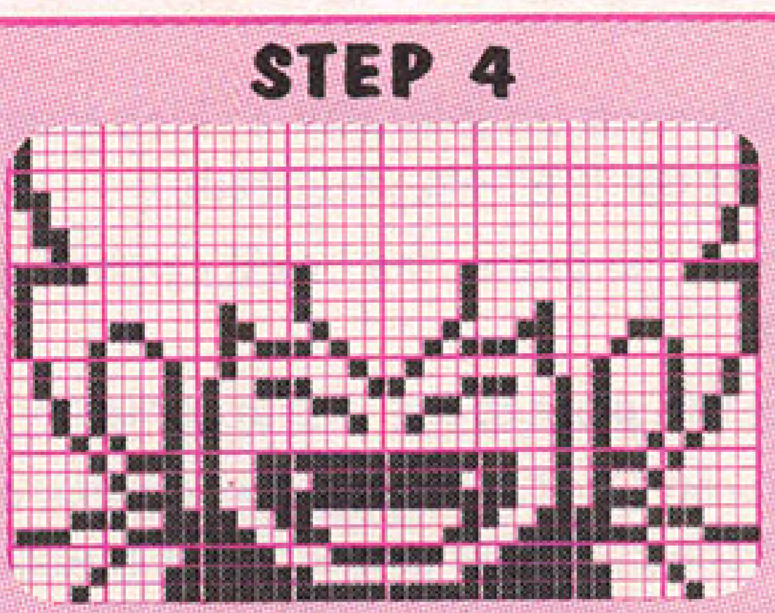
Find the spot on the large grid with those coordinates.

STEP 3

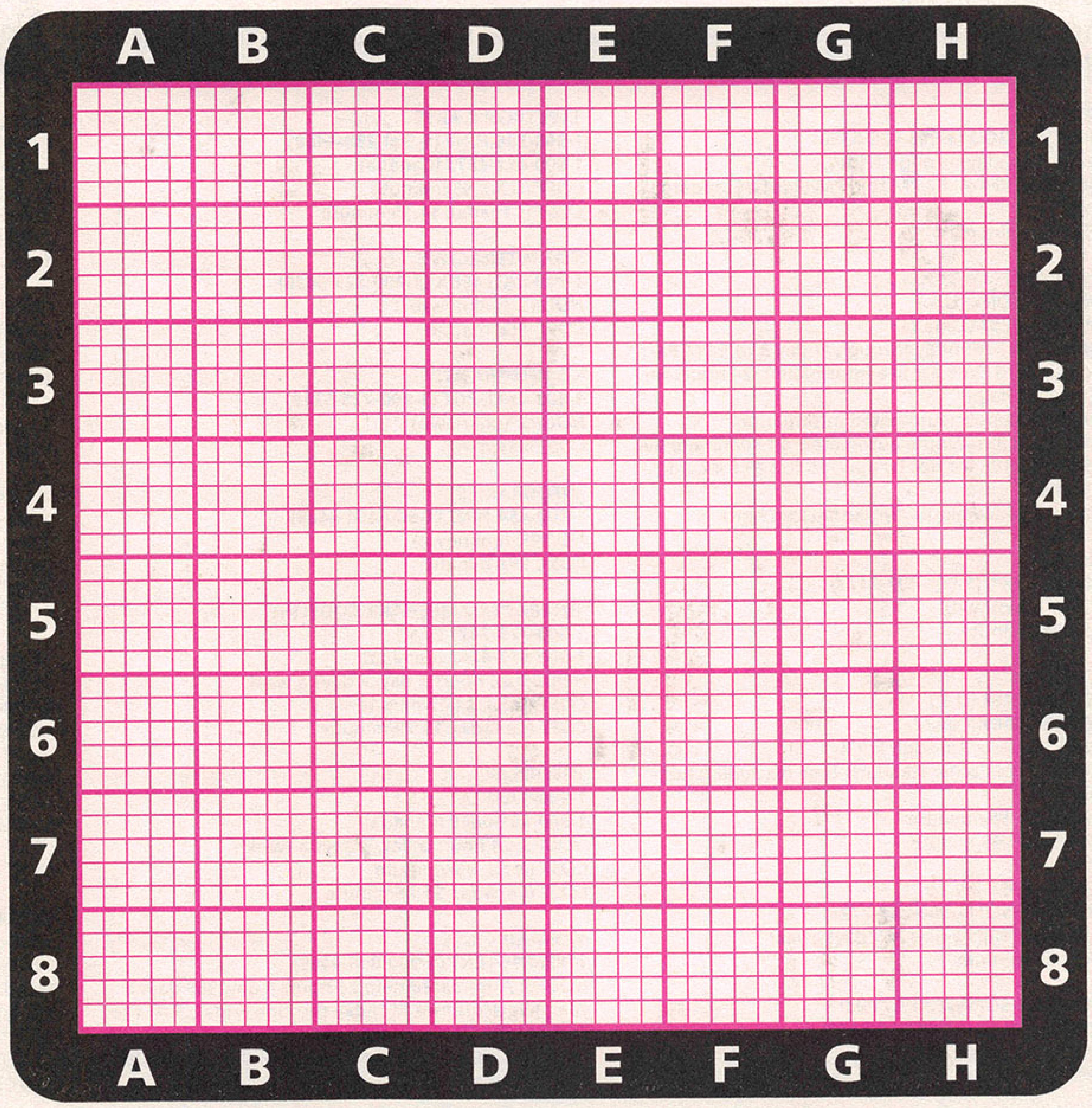


Fill in the squares on the grid the same way.

STEP 4



Repeat the process until the secret picture is revealed!



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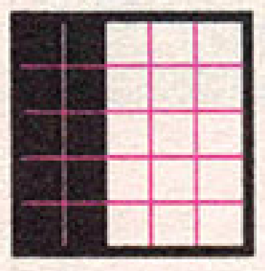
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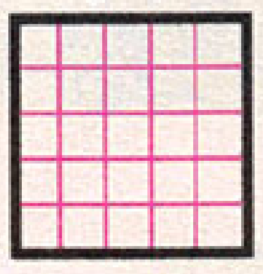
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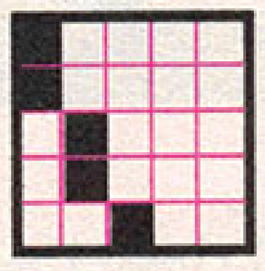
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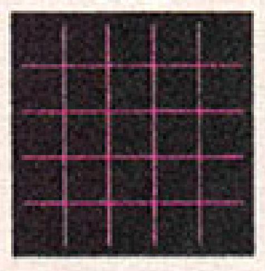
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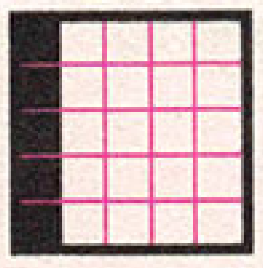
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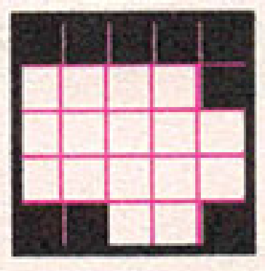
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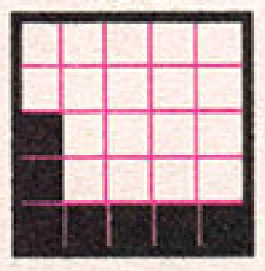
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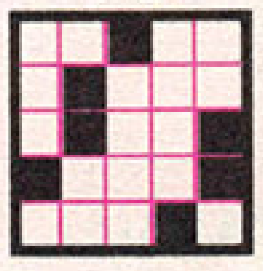
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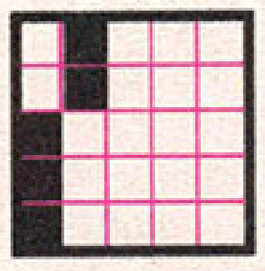
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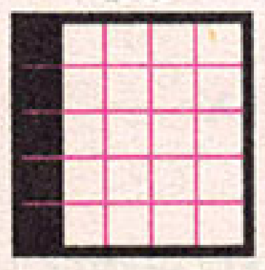
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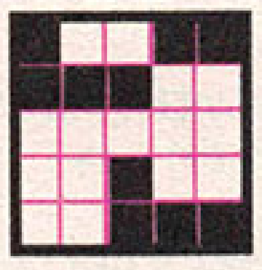
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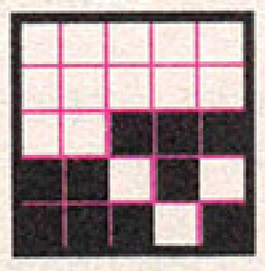
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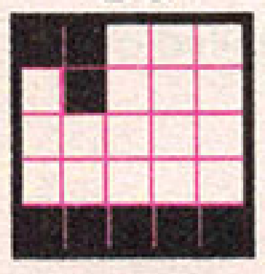
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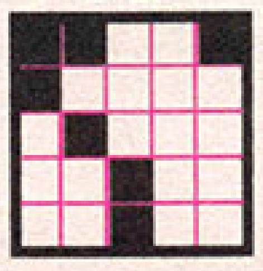
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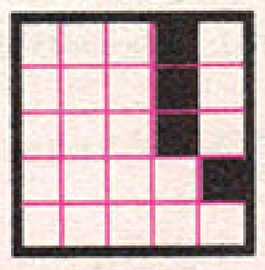
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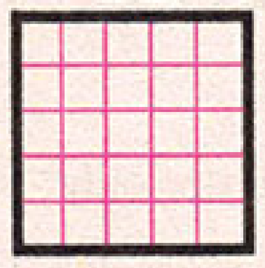
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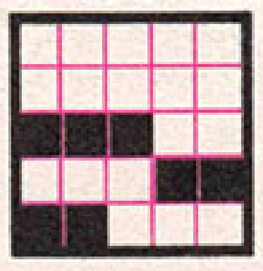
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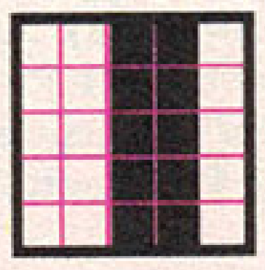
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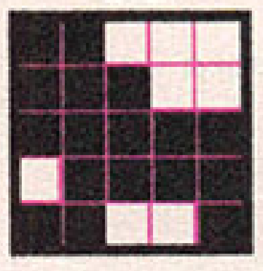
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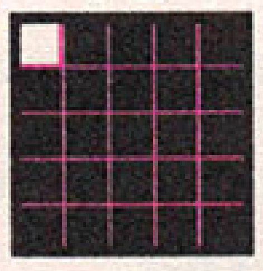
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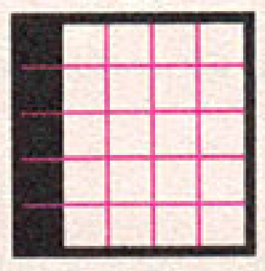
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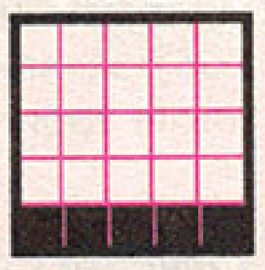
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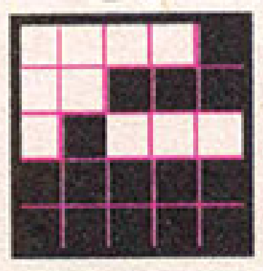
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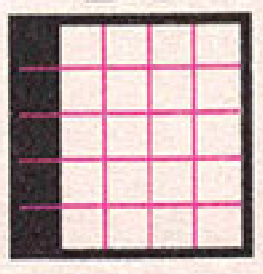
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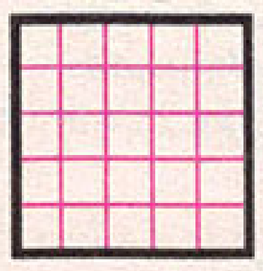
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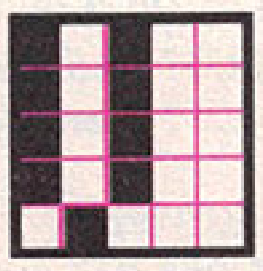
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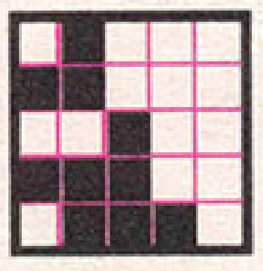
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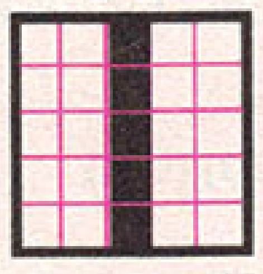
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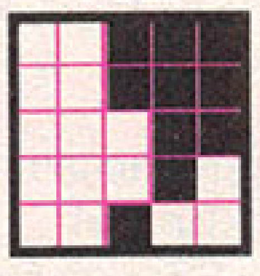
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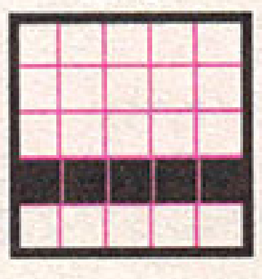
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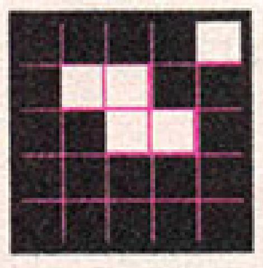
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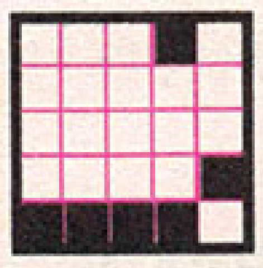
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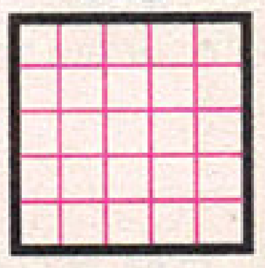
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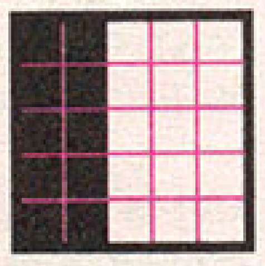
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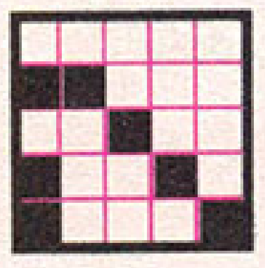
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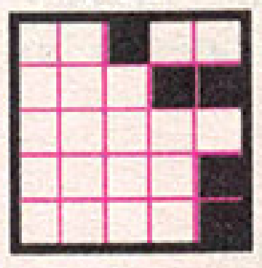
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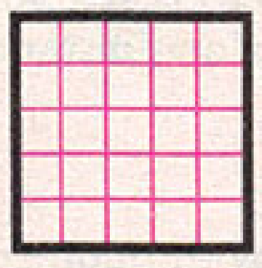
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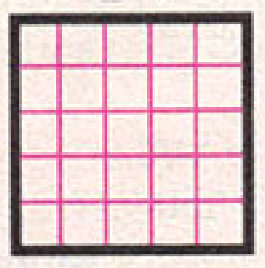
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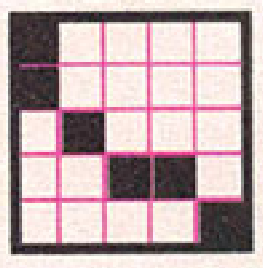
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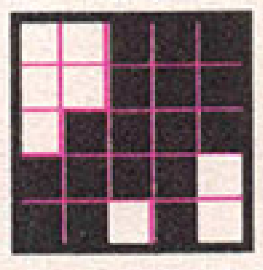
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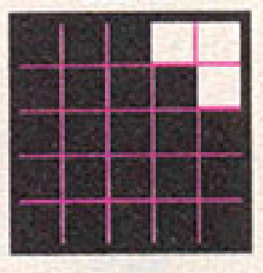
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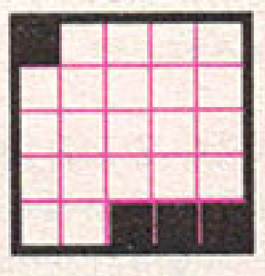
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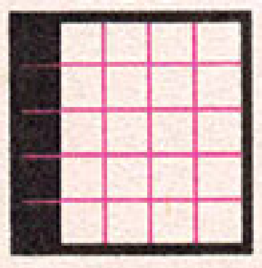
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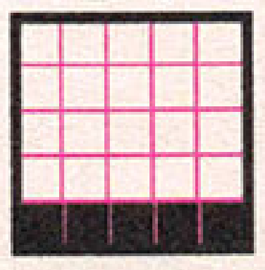
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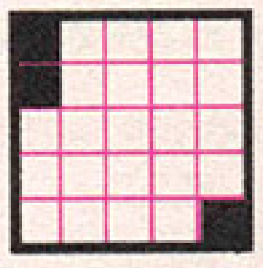
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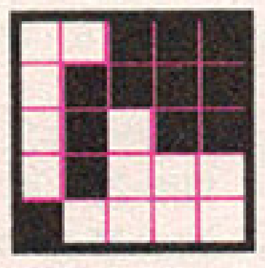
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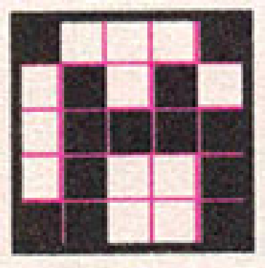
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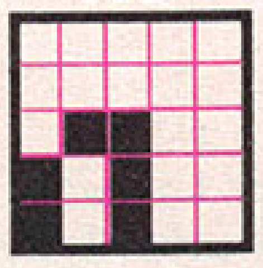
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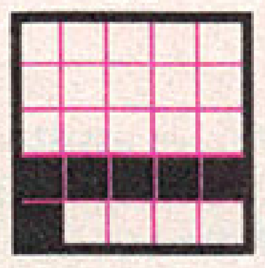
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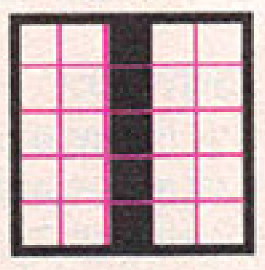
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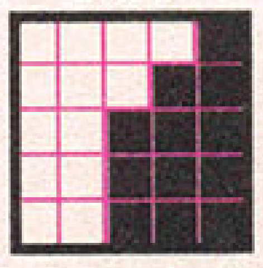
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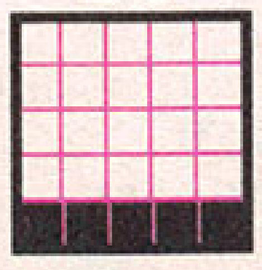
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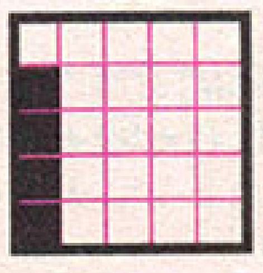
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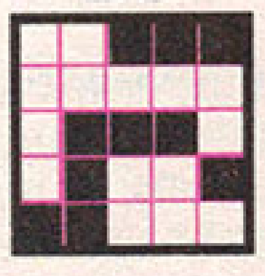
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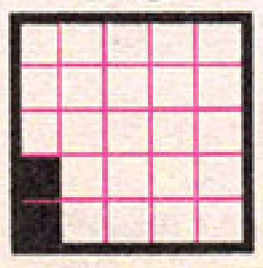
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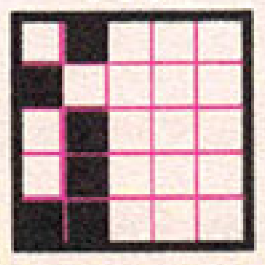
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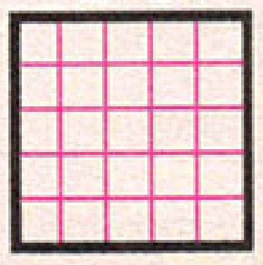
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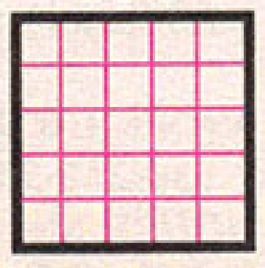
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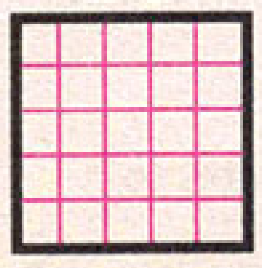
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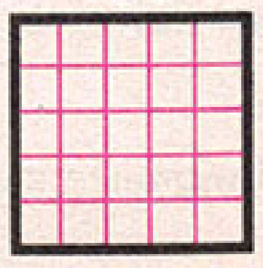
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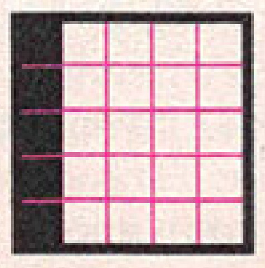
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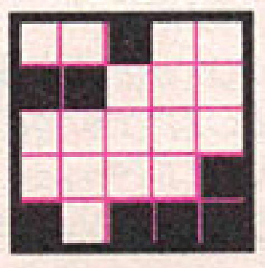
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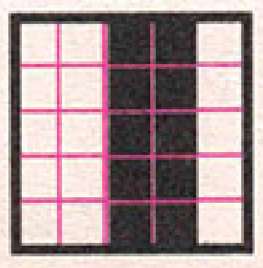
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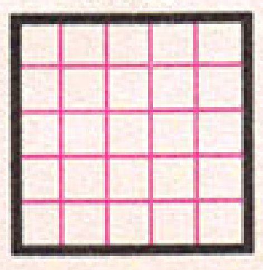

HINT HOTLINES

SORRY, BATMAN, BUT TIPS & TRICKS DOESN'T GIVE OUT CODES OVER THE PHONE!
HMMM...

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

3DO
1-900-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS
1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge.
(Canada): $1.50/minute for automated hints

ACCLAIM
1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION
1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): $1.49/minute

AGETEC, INC.
1-900-288-ASCII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWORKS CORP.
1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE
1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or $1.25/minute for live assistance

CAPCOM
1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded information; $1.35/minute for live help
(Canada): $1.35/minute

CRAVE ENTERTAINMENT
1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): $1.50/minute

DREAMWORKS INTERACTIVE
1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS
1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS
1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): $1.15/minute

FOX INTERACTIVE
1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAMES
1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERACT GAMESHARK CODELINE
1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): $1.27/minute
COST (Canada): $1.79/minute

INTERPLAY
1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST: 95¢/minute for automated help; $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

MIDWAY
1-903-874-5092
HOURS: Monday through Friday, 10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO
1-900-737-2262
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; $1.15/minute for live assistance

NINTENDO
1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): $1.50/minute
COST (Canada): $2.00/minute
COST (Power Line): Standard long-distance rates to Seattle, Washington apply

PSYGNOSIS
1-900-976-HINT (1-900-976-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, $1.35/minute for live assistance

SEGA
1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips, $1.50/minute for live assistance
COST (Canada): $1.50/minute

SIERRA
1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA
1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, $1.25/minute for live assistance, $4.95 for mailed-out tips
COST (Canada): $1.25/minute

SQUARESOFT
1-900-407-KLUE (1-900-407-5583)
HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 99¢/minute for automated tips, $1.35/minute for live assistance
COST (Canada): $1.50/minute for automated tips only

TECMO
1-310-944-5005
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to Southern California apply

THQ
1-900-370-HINT (1-900-370-4468)
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
COST: 95¢/minute for automated tips, $1.25/minute for live assistance

UBI SOFT
1-900-420-4UBI (1-900-420-4824) (U.S)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.50/minute

VIRGIN INTERACTIVE
1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS: 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute
COST (Canada): 55¢ for the first minute, $1.25 each additional minute

WORKING DESIGNS
1-530-243-3417
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to California apply

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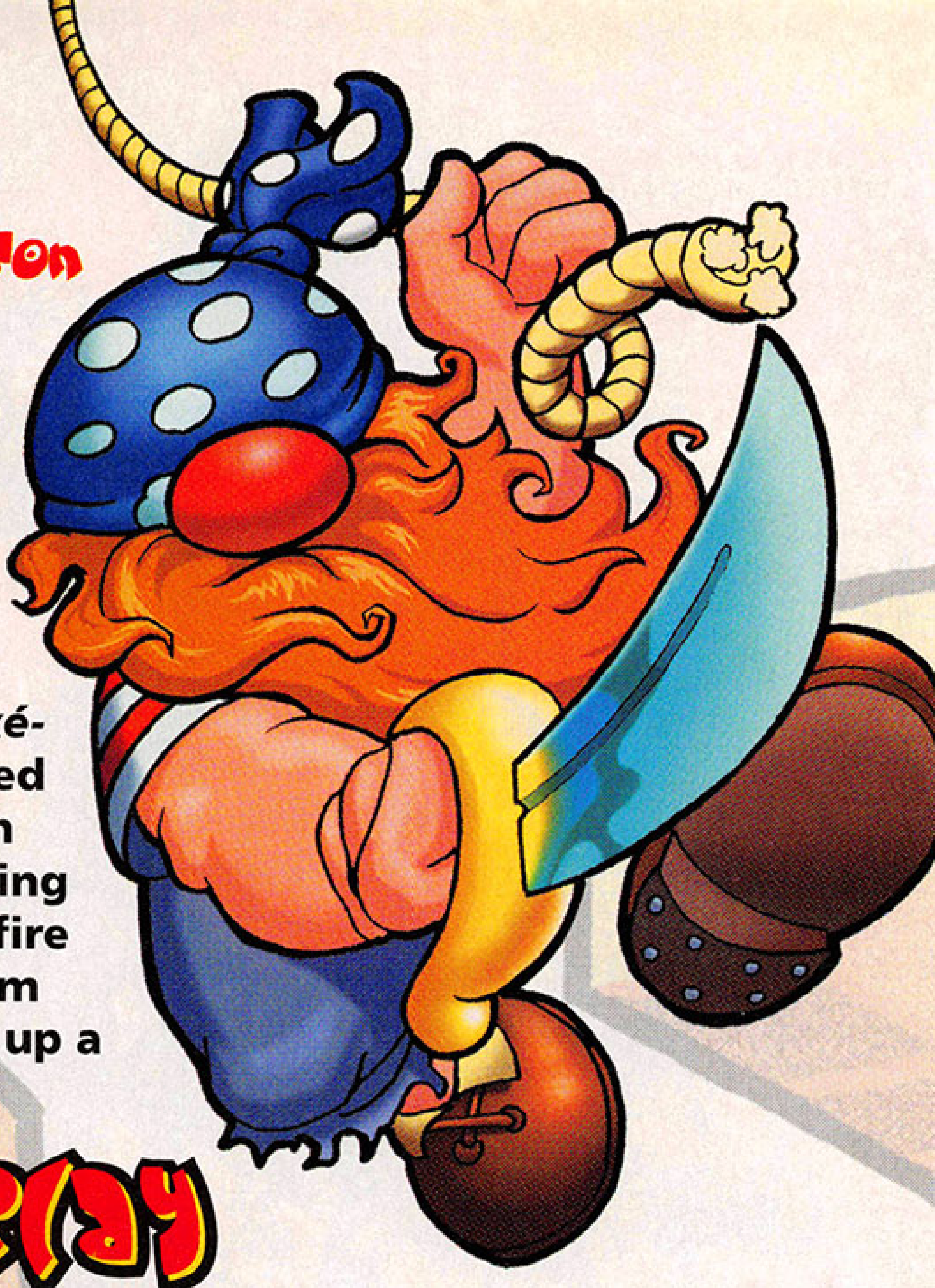
Fortress

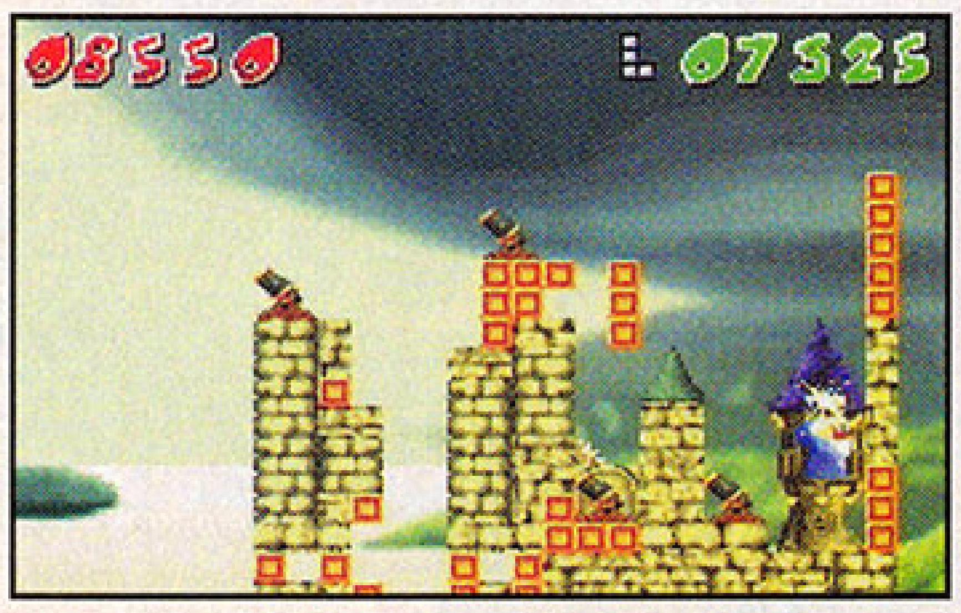
by Jason Wilson

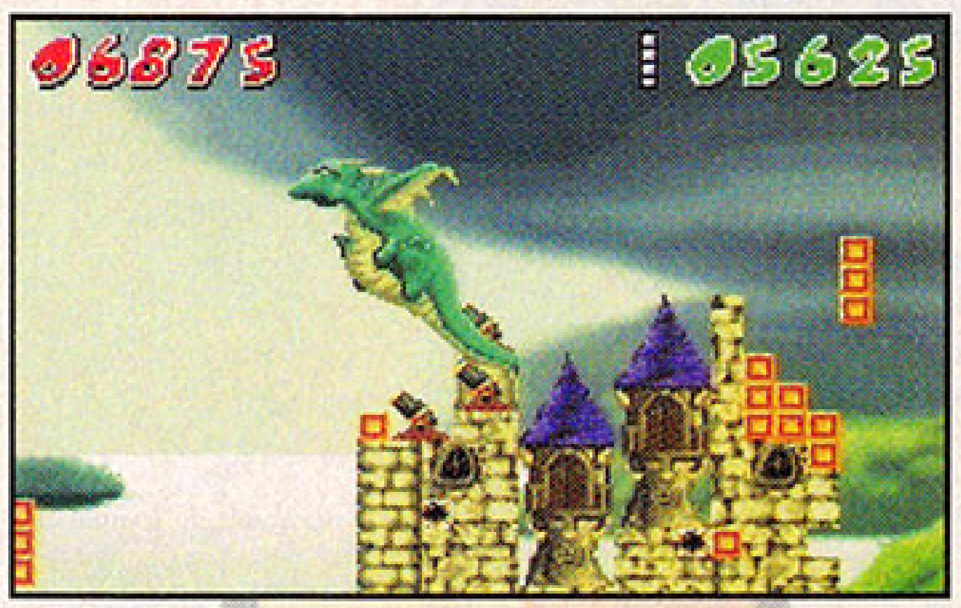


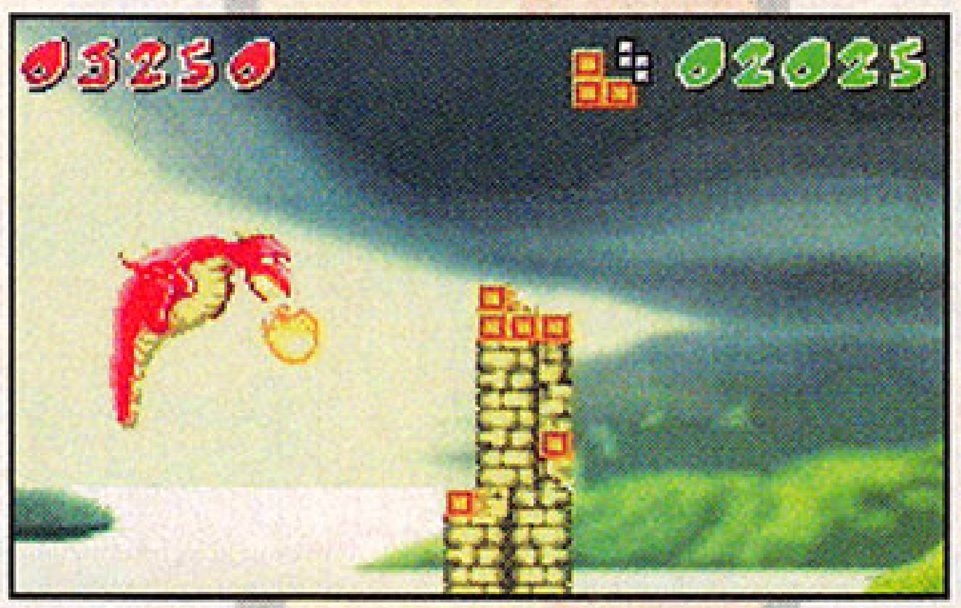
There are many puzzle games that have mimicked hits like *Tetris* and *Klax*, but few of them outside of *Tetris Attack/Pokémon Puzzle League* have paid much attention to the enhanced strategic elements of a good two-player game. *Fortress* is an action-oriented strategy/puzzle game that combines the falling blocks of *Tetris* with the construction elements and cannon fire of *Rampart*. Its premise is simple: Build a structure and protect it from your opponent by any means necessary, even if you have to conjure up a variety of monsters and creatures to attack your enemy!

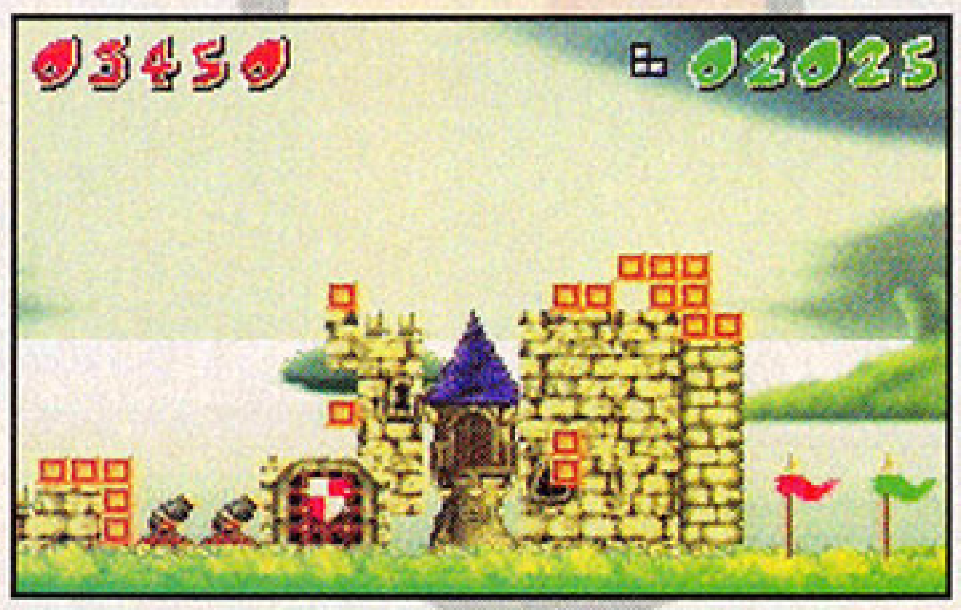
overview

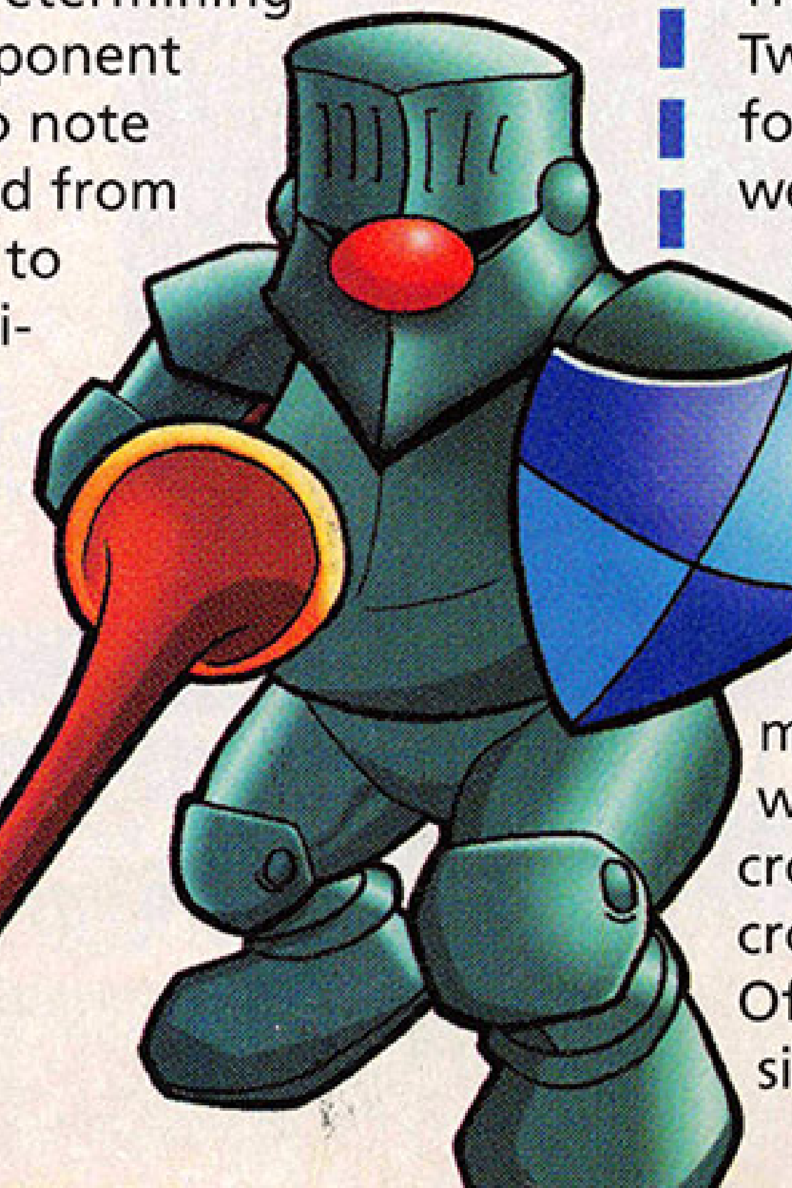
You'll have the most fun playing *Fortress* in two-player mode, so try to convince your buddy to get a copy of the game so you can link up and start battling! The main objective of the game is to quickly build an efficient structure that can withstand the barrage that your opponent will inevitably send your way. There will also be a score "goal" that you must reach in order to be declared the ultimate victor in the battle. You begin each battle with a limited amount of time during which you can build parts of your structure as fast and as sturdy as possible. Once the timer at the top of the screen runs out, the battle will begin…and anything goes! The positioning of cannons, the height of your towers, the overall completeness of your fortress—all of these things are important factors in determining your ability to demolish your opponent from a distance. It's important to note that any secured weapons earned from building your fortress will begin to fire automatically, while any positioned barracks will begin to release various monsters throughout the time period, as well as wizards beginning to summon monsters! This strategy guide will give you a basic synopsis of how to play *Fortress*, including information about how to whip the computer and some cool multiplayer tips as well!





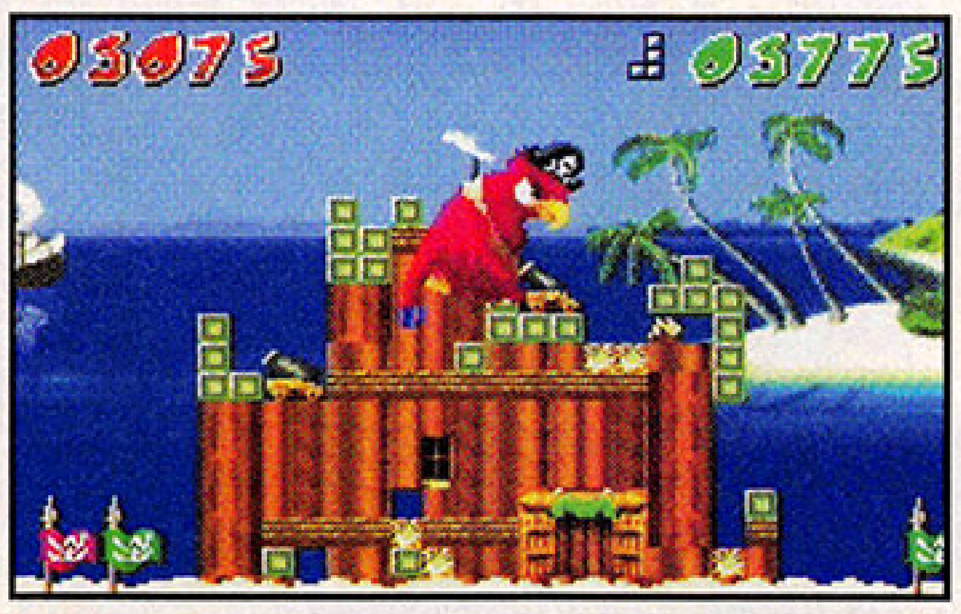


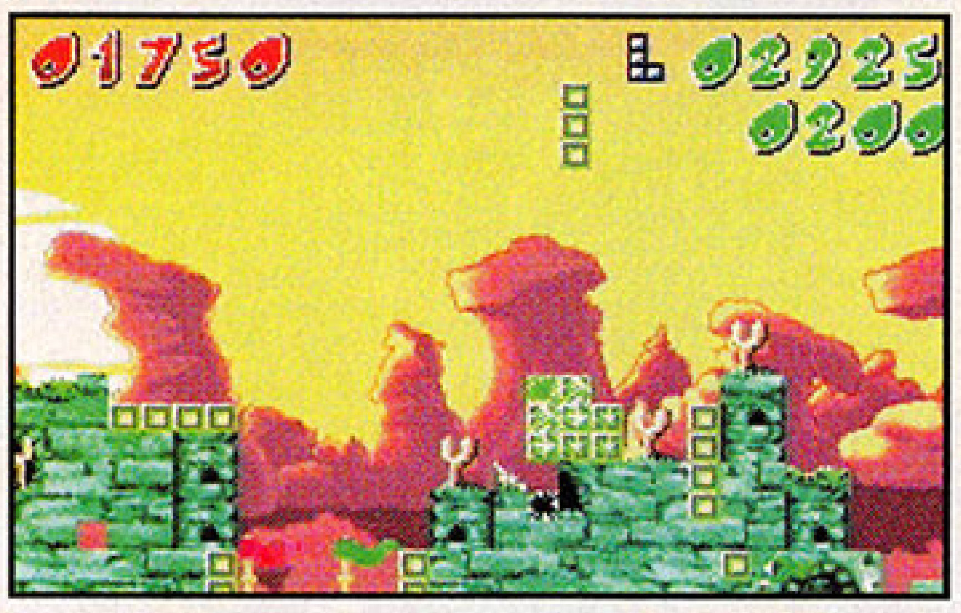




gameplay

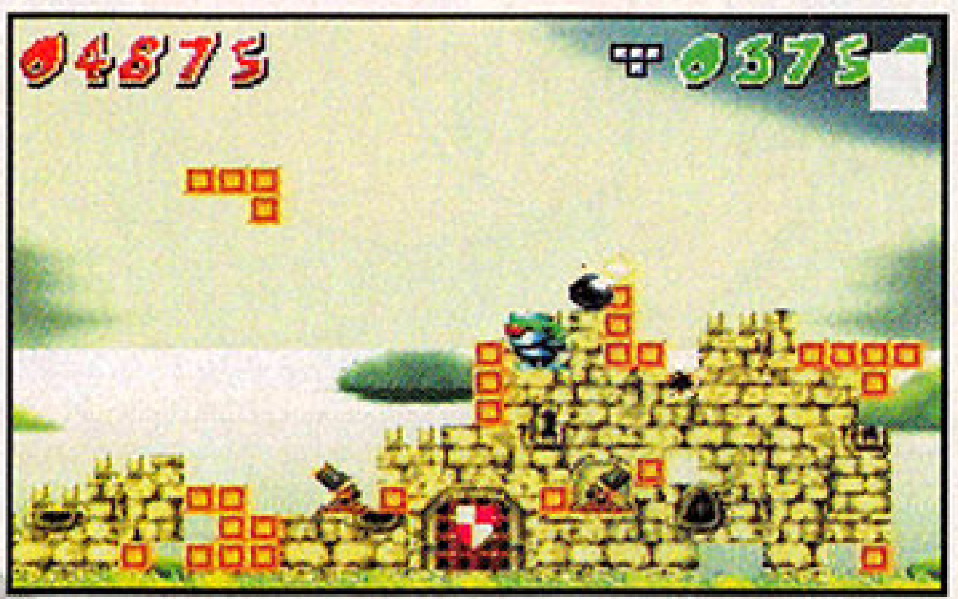
It's hard to think of the actual puzzle aspect of this game as anything other than *Tetris*, so that's how we will discuss it. Each piece will be shown in a window at the top of the screen before it comes down. To make a piece fall faster, press **Down** on the D-pad. To drop a piece immediately, press **Up** on the control pad. Note that once you press **Up**, you will have VERY little control over its horizontal movement; it's going down! Don't do this unless you are absolutely committed to placing that piece. Pressing **Down** repeatedly will give you greater speed without sacrificing the ability to shift pieces under the edges of a structure. Incorrect placement usually results in awkward angles on the sides of the structure, which doesn't allow proper weapon positioning. Unlike *Tetris*, there is an urgent need in *Fortress* to create level surfaces to place your weapons on. You need at least two blocks of straight horizontal surface to place a weapon. Without it, a weapon can fall off the side of the structure, making it ripe for enemy attack and even preventing you from placing future blocks on that section for a little while. If you stack up too many pieces near the top the screen, the blocks will begin to disappear suddenly. When this happens, you will need to destroy the top three rows of your fortress by pressing the **L** button. The penalty for doing this is calculated based on each individual block piece, which can make it more difficult to achieve your score goal!

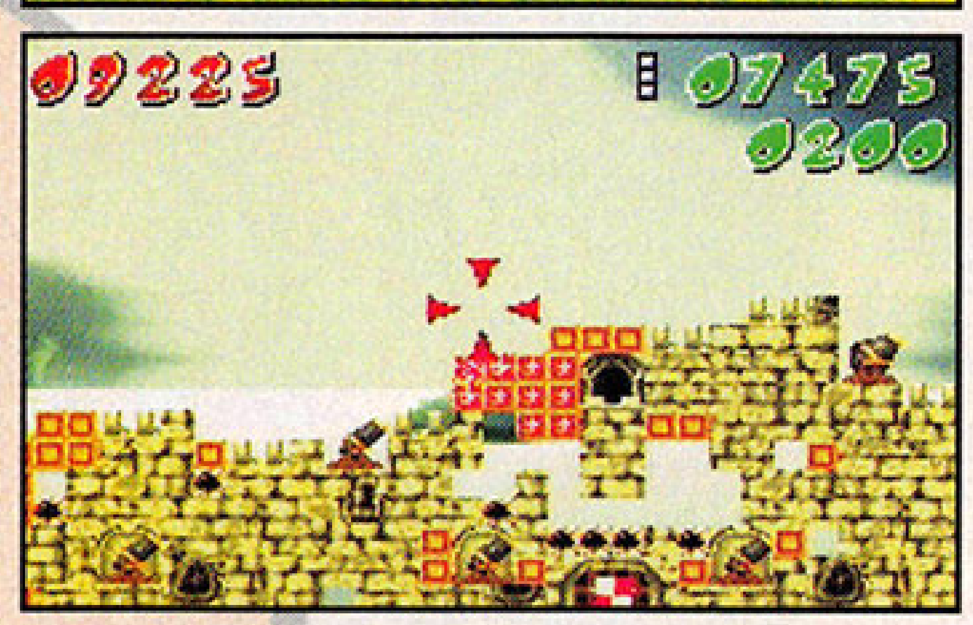




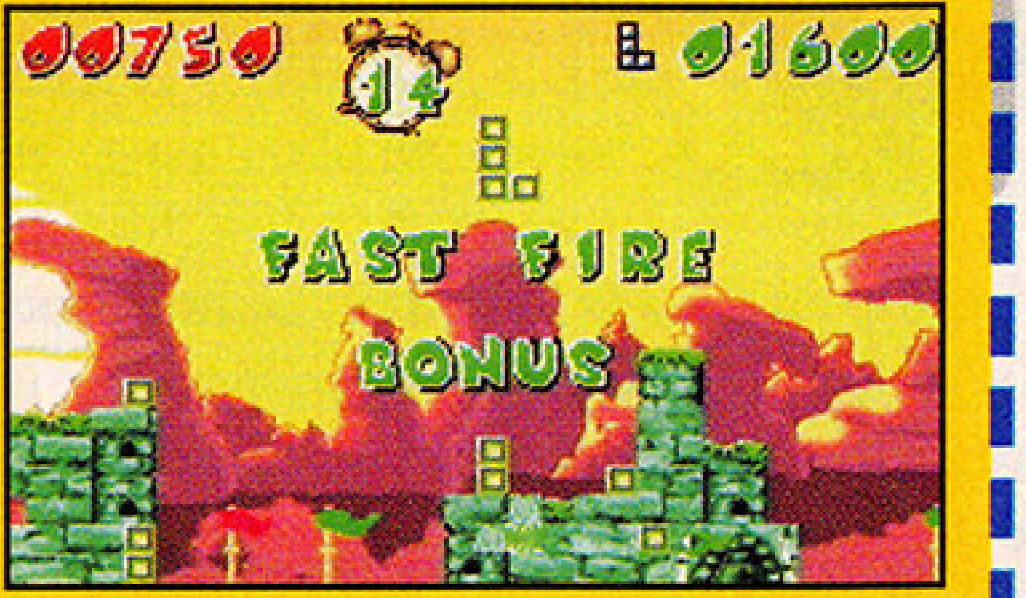
twerps

While you are building your fortress, it is necessary to make it as sturdy as possible. One way to do this is to populate it with Twerp Barracks. There are two different kinds of Twerps. Defensive Twerps repair your fortress if your opponent's various weapons (cannons, slingshot or radar dish, depending on the level) have damaged it. Offensive Twerps are used to inflict great damage on your opponent's structure. At various times during gameplay, a Combat Block Icon will appear. You can move this block around, then press the **A** or **B** button to set it up as a weapon or Defensive Twerp. When launching an Offensive Twerp, a crosshair target will appear on the screen. Use the D-pad to move the crosshairs around the enemy's fortress, then press **A** or **B** to fire an Offensive Twerp in that specific area. A bomb will explode and cause significant damage to your opponent's structure.





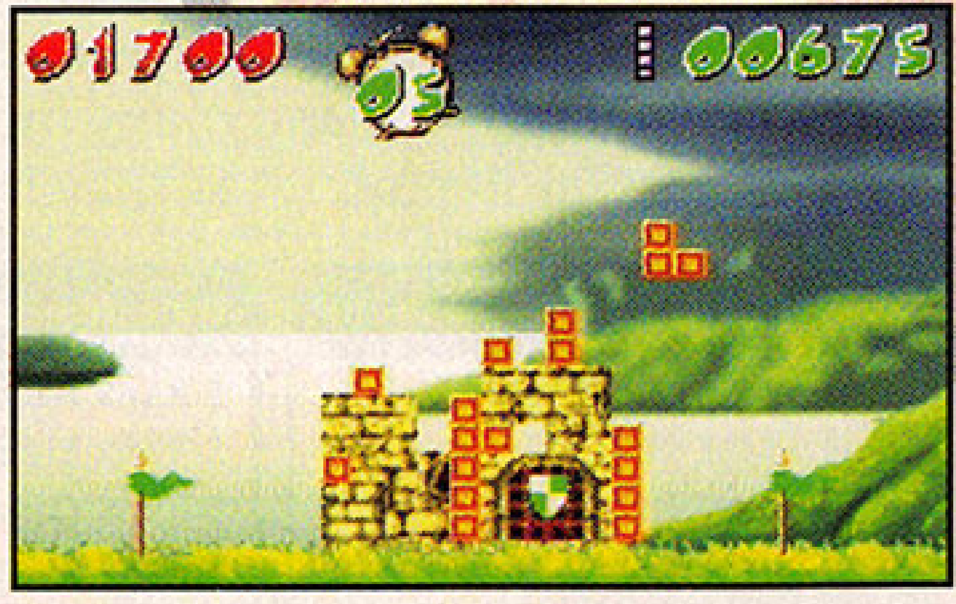
Scoring



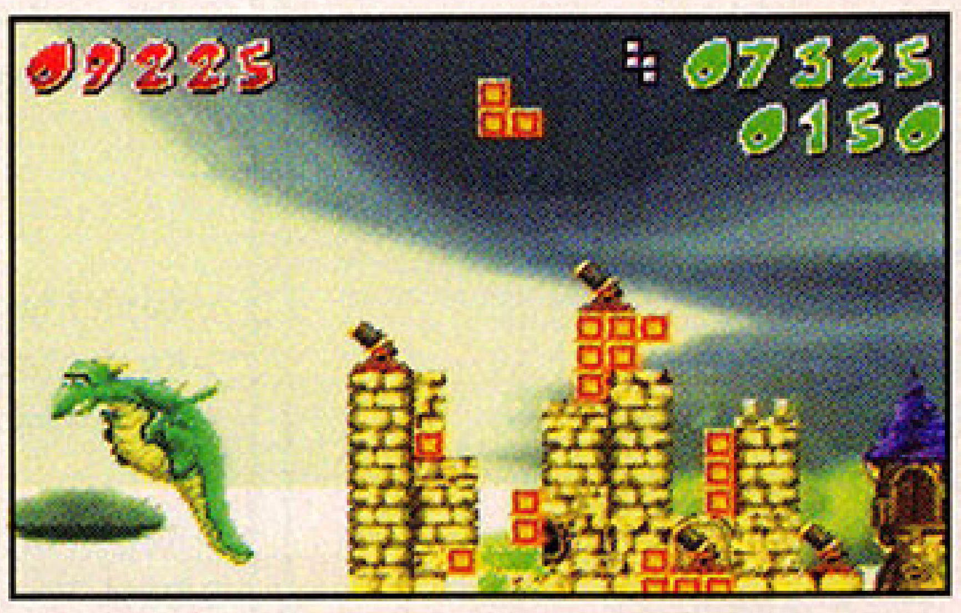
Points are earned whenever two or more tiles are interlocked to form a section that is 2x3 blocks (six blocks total) or larger. Each time this happens, the blocks will be converted to walls that will surround the fortress. Towers can also be created from interlocking tiles that are at least two blocks wide. Each time you create a subsequent tower or wall piece from a previous tower or wall, your score will be multiplied 2x, 3x, 4x, etc. Remember that this only happens if the tower or wall was created from the last piece that was in play. Combat Blocks appear for every 900 points earned in Battle or Tournament mode or after every 450 points accrued in Blitz mode.

building a better fortress

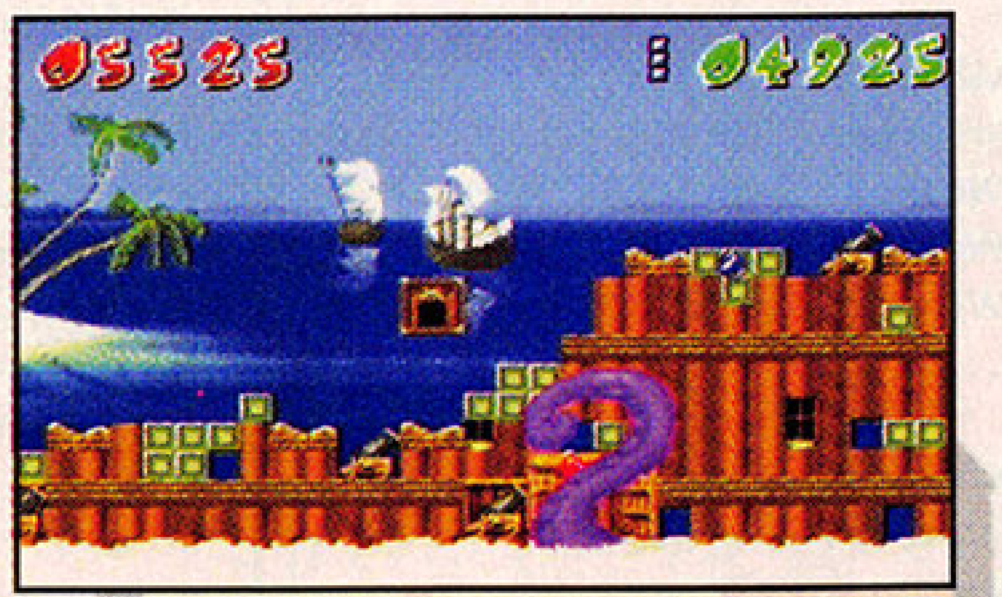
So you're STILL having problems understanding what this game is all about? Can't seem to get in the groove? The following tips will help you build the most complete fortress possible while keeping an eye on your opponent's next move. Refer to the *Fortress* instruction manual for specific details on the enemy monsters and various weapons that are used throughout each of the four selectable levels!



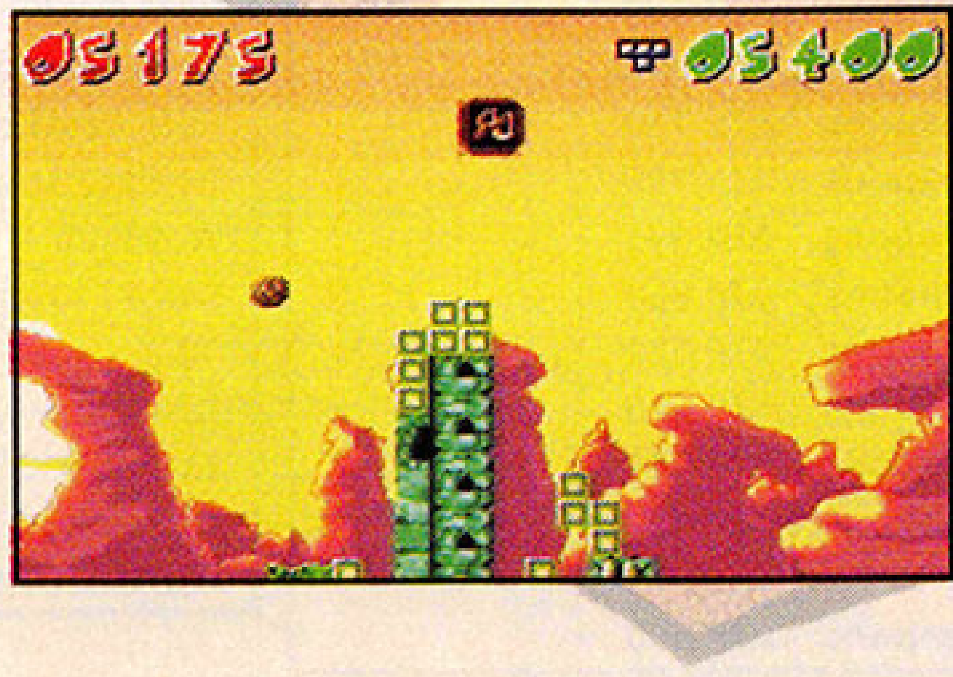
In Battle mode, you will have ten seconds to make a good barrier for your fortress. In Blitz, the time will be cut in half. Try to get as many pieces down as quickly as possible. By moving faster, you'll have a better chance at getting multiple weapons before your opponent does. It's more important to concentrate on speed during this phase than on scoring points.



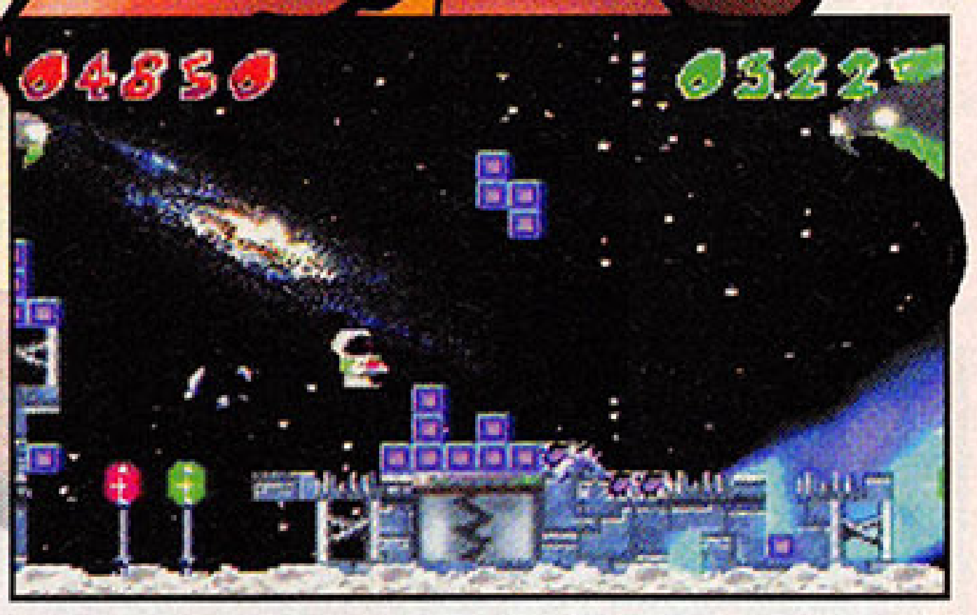
Uh oh! Looks like I made a Wizard's Tower, and it's time for Mr. Dragon to start pounding on my foe. Upon making a Wizard's Tower, you will be able to send a dragon over to your opponent for a random attack (in the Medieval level, anyway; the dragon is replaced by a pterodactyl, parrot or flying saucer in the Prehistoric, Pirate and Space levels, respectively). It's always wise to make sure that you have at least one of these before reaching the 5,000 point threshold. By then, your opponent should be well on his or her way to making your life miserable.



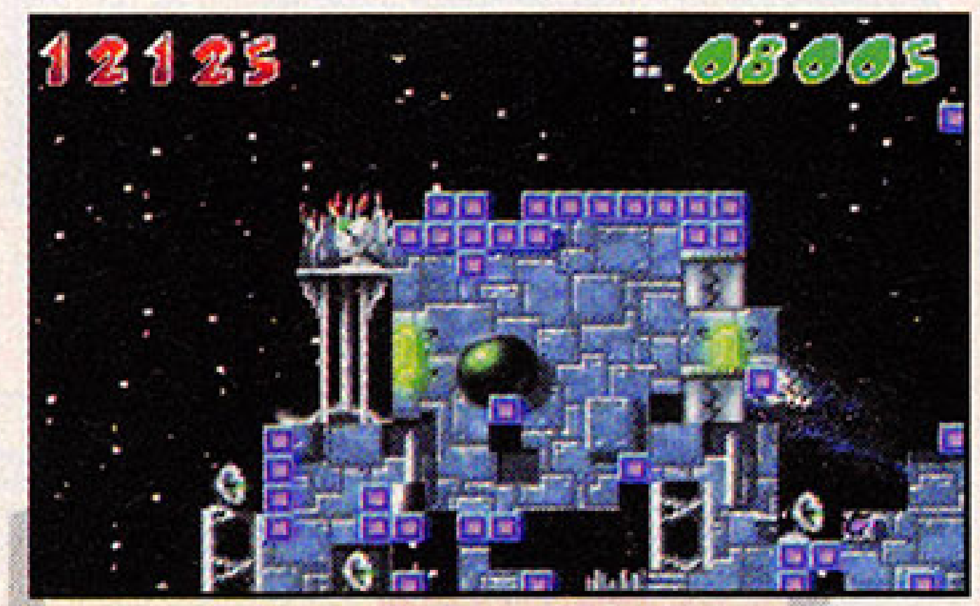
If you don't have time to start building from down to up, spread out your pieces so you have room for the Twerp barracks to be placed. You'll need to use as much of the playfield area as possible by placing blocks as far to the left or right as the game will allow. Keep an eye on your color-coded flags (red or green) to locate the exact barriers (left to right) of the available area. It's always a good idea to test this when you have 3,000 to 3,500 points. If your opponent is still sleeping, you can exploit the playfield in both directions.



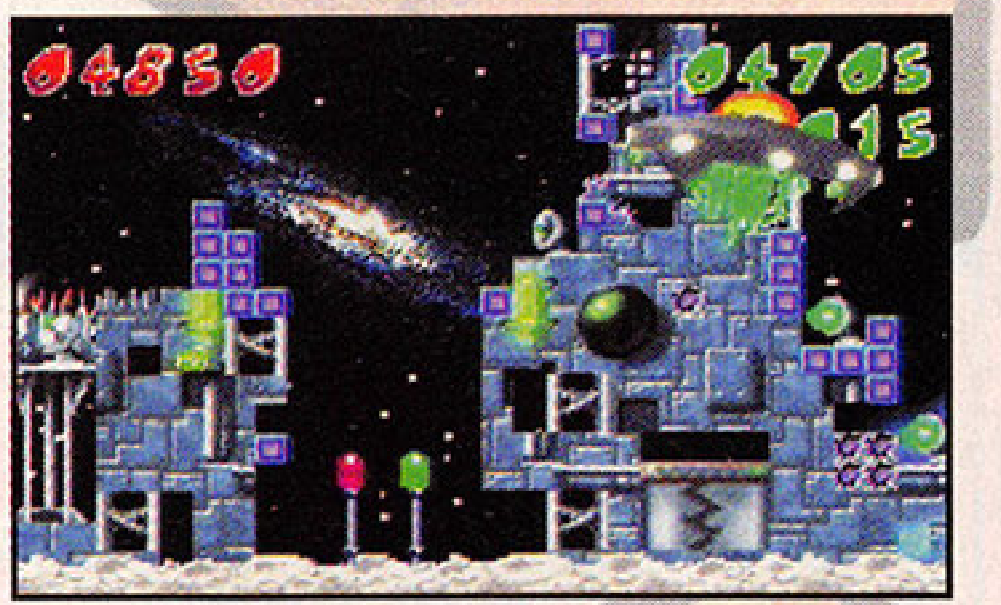
Always place incoming weapons on a 2x2 plane or else the weapon will crumble off, wasting your most valuable asset. It will take quite some time for another to reappear. To keep pace, you will have to work twice as hard to build your fortress up to par and avoid your opponent's attacks.



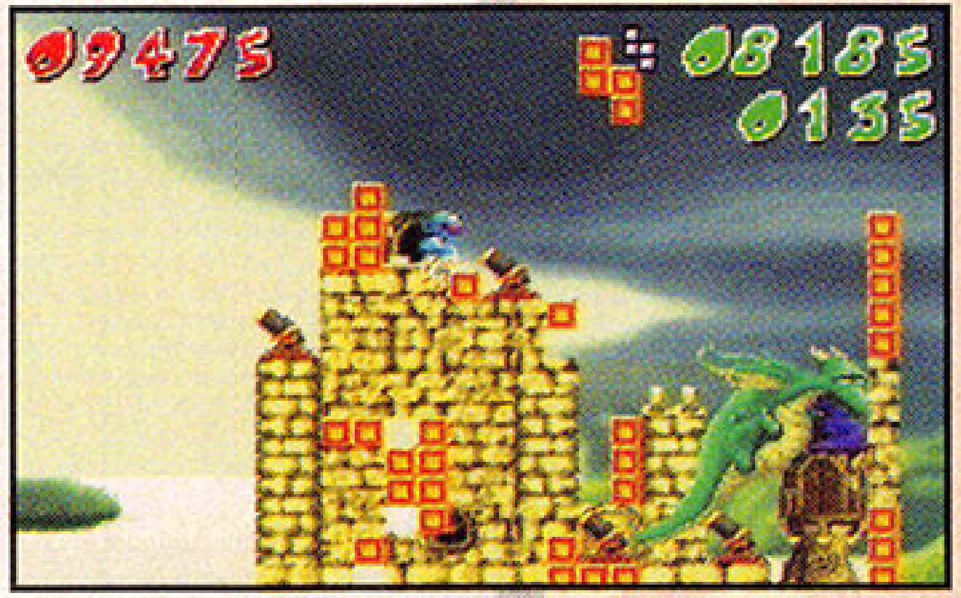
If you run out of room at the top of the screen, it may be necessary for you to press the **L** button to bring your fortress down one section, or even more if you can't even move your blocks properly to the left or right. You will be penalized for EACH block that was horizontal to the level you brought down, so keep that in mind before you exercise this option; you may end up too far behind to catch up with your opponent's score.



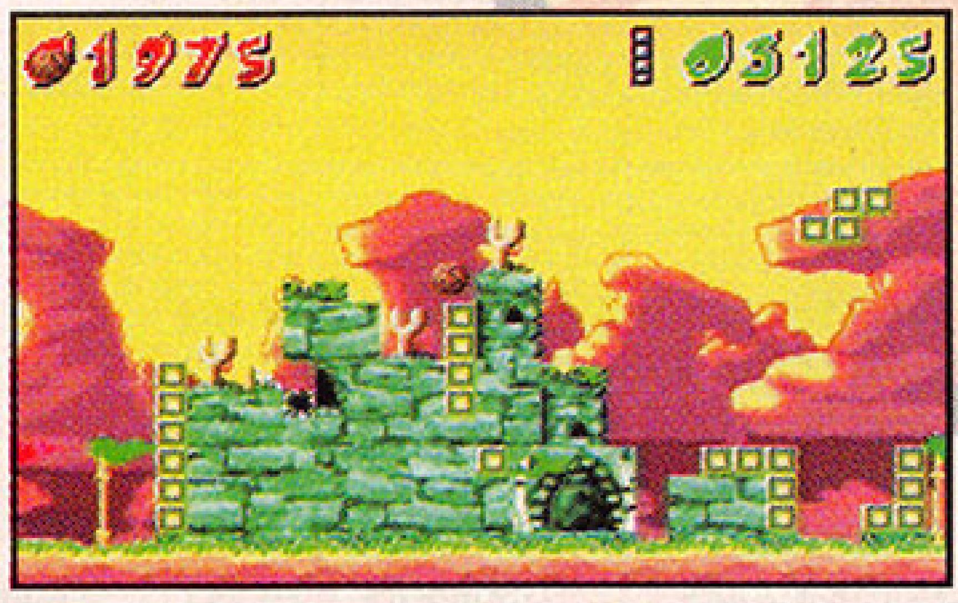
What makes or breaks a successful *Fortress* player is the ability to plan your moves ahead and protect your base. See how there are no empty spaces surrounding much of the area, even after successive opponent attacks? Large-scale walls can be almost impenetrable if built correctly; weapons will hit the sides, but the core of the walls will still be intact. Make sure that everything connects! Don't leave pieces stranded; that becomes bait for your opponent.



If you want to see what your opponent is up to, hold the **R** button, then move the D-pad to scroll the screen in his or her direction. You can keep an eye on how many weapons your opponent has, how large his or her fortress is, if any Wizard's Towers have been built, etc. You can also use the **R** button to get a better look at parts of your own fortress that are lower on the screen; this will help to keep you from blindly placing tiles all over the place.



Twerps help to rebuild the areas ravaged by your opponent. Twerp Barracks don't come up often, but when they do, position them near the top of the tiles.



Notice the slingshots covering the walls! With these babies at your disposal, you'll basically have the work done for you. Your opponent will be very busy trying to regain composure and rebuild the fortress; meanwhile, you have your offense working automatically as you stack up new sections to avoid your opponent's attacks!

12025
09185
RED WINS
BATTLE

Speed and efficiency are all you need to succeed. Build quickly, get weapons, build some more, receive more weapons, beat your opponent down, win. It's as simple as that!

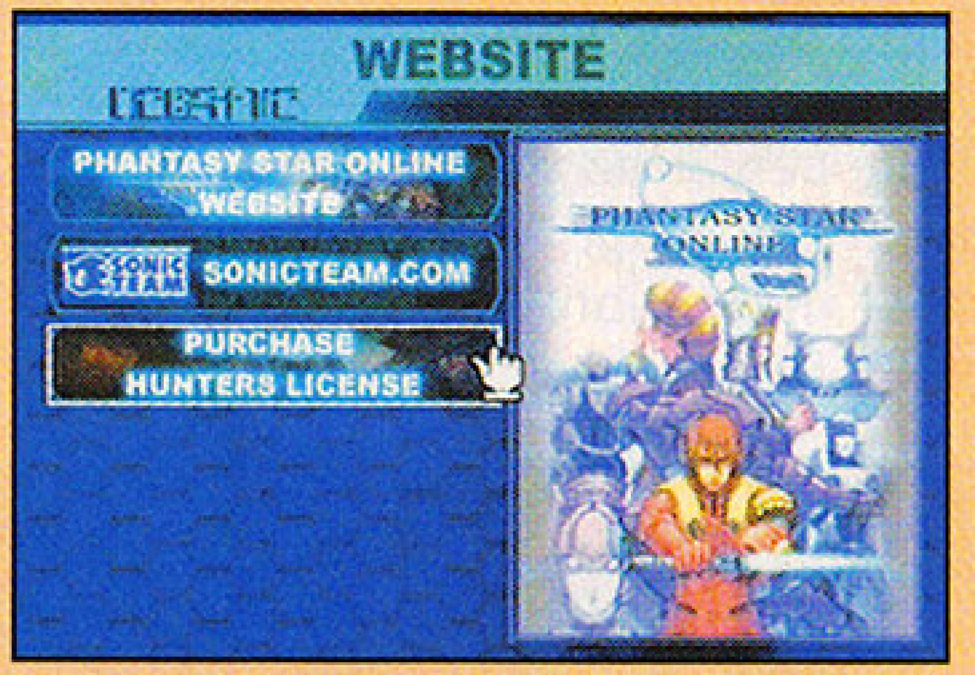
PHANTASY STAR™ ONLINE

ファンタシースターオンライン Ver.2

by Joe Santulli

Phantasy Star Online v2.0 is an "add-on" to Sega's incredibly popular Dreamcast title. At first glance, the game appears to be the same as the title released in the U.S. earlier this year, but the new modes of play change everything about the game, breathing new life into an already incredible online experience. If you're strictly an offline player, however, you'll hardly notice the differences between the two versions. You do not need version 1 in order to play version 2.

WHAT YOU NEED TO START



If you're new to *PSO*, version 2 is the game to buy. It has everything version 1 has plus all of the wonderful new features listed below. If you already own version 1, you have the option to transfer your old characters over to the new game. This is a welcome feature that eliminates the need to start from scratch. There are finally new worlds for your level 100 character to conquer!

If you decide to transfer your version 1 character, note that Sega has put a filter in effect that will delete any hacked or banned weapons from your inventory. It's not flawless, but if you've picked up some "dirty items" in your version 1 travels, expect to have them confiscated.

Sega has instituted a "pay for play" plan with *PSO v2.0*, and in order to get yourself online, you'll need to purchase a "Hunter's License" first. You don't need a Hunter's License if all you plan to do is play offline. The site that provides these is available via the "web page" option on the *PSO v2.0* main screen. Connect your phone line, grab a valid credit card, click the Hunter's License link and follow the instructions.

NEW ITEM LIST

A plethora of new goodies has been added to version 2, including some very unique looking weapons and—for the first time—visible armor and shields. Unfortunately, the hacker community revealed many of these items prematurely, forcing Sega to place a ban on certain items (shown in red on the list below). If you're caught online with a banned item, you'll be given a one-day suspension. Get caught again and you may be permanently banned from online play. Simple advice: If you MUST cheat, do it offline.

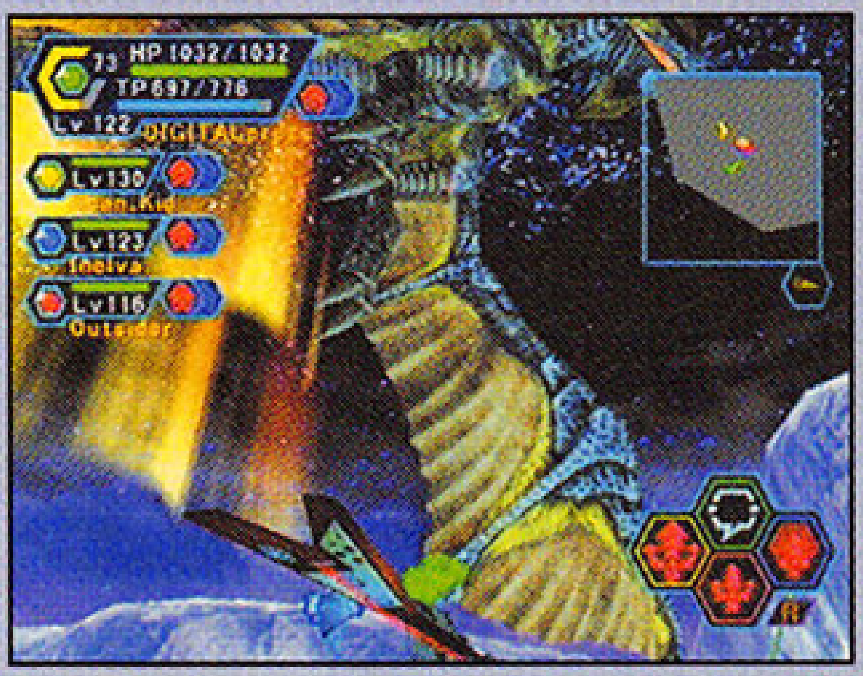
Since the version 2 items did not exist in the version 1 game, only version 2 players (those whose names are listed in gold) can "see" these items. Version 1 players will see a different (and typically common) item instead. Another interesting note is that many items that were previously very uncommon in version 1 are now quite common in version 2, and many more are pre-identified. In other words, Special Weapons show up with their name instead of the name "Special Weapon," as they had before.

Item Name	Type	Min. Req.	Restrictions
Aura Field	Armors	LV 181	
Brightness Circle	Armors	LV 131	
Chu Chu Fever	Armors	LV 101	
DF Field	Armors	LV 141	
Electro Frame	Armors	LV 141	Androids only
Flame Garment	Armors	LV 121	
Guard Wave	Armors	LV 101	
Love Heart	Armors	LV 151	Female
Luminous Field	Armors	LV 121	
Sacred Cloth	Armors	LV 171	
Smoking Plate	Armors	LV 151	Fonewm
Virus Armor: Lafuteria	Armors	LV 181	No Androids
Angel's Wing	Mags		No Androids
Chu Chu	Mags		
Devil's Tail	Mags		
Devil's Wing	Mags		No Androids
Dreamcast	Mags		
Elenor	Mags		Racaseal
Genesis	Mags		
Hamburger	Mags		
Kapu Kapu	Mags		
Mark3	Mags		
Master System	Mags		
Panzer's Tail	Mags		
Sega Saturn	Mags		
Accessories	Misc		
Black Ring	Shields	LV 101	
Blue Ring	Shields	LV 101	
Gods Shield Byakko	Shields	LV 101	
Gods Shield Genbu	Shields	LV 181	
Gods Shield Seiryu	Shields	LV 181	
Gods Shield Suzaku	Shields	LV 120	
Green Ring	Shields	LV 161	
Hunter's Shell	Shields	LV 111	Humar
Kasami Bracer	Shields	LV 131	
Purple Ring	Shields	LV 161	
Red Ring	Shields	LV 168	
Rico's Earring	Shields	LV 181	Female
Rico's Glasses	Shields		
Safety Heart	Shields	LV 141	Female
Secure Feet	Shields	LV 111	Ramar
Standstill Shield	Shields	LV 141	
Tripolic Shield	Shields	LV 121	
White Ring	Shields	LV 101	
Yellow Ring	Shields		
Akiko's Wok	Weapons	ATP 720	
Ancient Saber	Weapons	ATP 620	
Ano Rifle	Weapons		
Anti Android Rifle	Weapons	ATA 175	
Baranz Launcher	Weapons	ATA 178	
Belra Cannon	Weapons	ATA 180	
Berdysh	Weapons	ATP 710	Hucast
Branch of Pakupaku	Weapons	MST 900	
Broom	Weapons	MST 600	
Chameleon Scythe	Weapons	ATP 670	
Crazy Tune	Weapons	ATP 860	
Demonic Fork	Weapons	ATP 950	
Double Cannon	Weapons	ATP 1000	
Dragon's Claw	Weapons		
Drill Launcher	Weapons	ATA 180	
Elysion	Weapons	ATP 880	
Evil Curst	Weapons	MST 700	
Flight Cutter	Weapons	ATP 820	Male
Flight Fan	Weapons	ATP 670	
Flower Bouquet	Weapons		
Flower Cane	Weapons	MST 600	
Frozen Shooter	Weapons	ATA 150	
Game Magazine	Weapons		
Guld Milla	Weapons	ATA 190	
Handgun: Guld	Weapons	ATA 190	Male
Handgun: Milla	Weapons	ATA 190	Female
Harisen Battle Fan	Weapons	ATP 720	
Heart of Poumn	Weapons	ATP 620	Hunewearl
Hildebear's Cane	Weapons	MST 300	
Hildeblue's Cane	Weapons	MST 400	
Huge Battle Fan	Weapons	ATP 970	
Imperial Pick	Weapons	ATP 960	
Lavis Blade (V2)	Weapons	ATP 1000	
Madam's Parasol	Weapons	ATP 870	Female
Madam's Umbrella	Weapons	ATP 550	
Marina's Bag	Weapons	MST 600	
Maser Beam	Weapons		
Meteor Cudgel	Weapons	ATP 950	
Monkey King Bar	Weapons	ATP 670	
Panther's Claw	Weapons	ATP 890	
Panzer Faust	Weapons	ATA 163	
Plantain Fan	Weapons	MST 650	
Plantain Huge Fan	Weapons	MST 650	
Plantain Leaf	Weapons	ATP 550	
Prophets of Motav	Weapons	MST 1000	
Psychoguns	Weapons	ATA 180	
Rabbit Wand	Weapons	MST 650	
Red Dagger	Weapons	ATP 710	
Red Handgun	Weapons	ATA 140	
Red Mechgun	Weapons	ATA 175	
Red Partisan	Weapons	ATP 860	
Red Saber	Weapons	ATP 620	
Red Slicer	Weapons	ATP 970	
Red Sword	Weapons	ATP 620	
Rocket Punch	Weapons	ATA 160	
Samba Maracas	Weapons	ATA 135	
Sealed J-Sword	Weapons	ATP 960	
S-Rank Bazooka	Weapons	ATA 130	
S-Rank Blade	Weapons	ATP 620	Hunter
S-Rank Cane	Weapons	MST 500	Force
S-Rank Claw	Weapons	ATP 620	no Fonewearl
S-Rank Gun	Weapons	ATA 130	
S-Rank Hammer	Weapons	ATP 620	no Fonewearl
S-Rank Harisen	Weapons	ATP 620	no Fonewearl
S-Rank J-Blade	Weapons	ATP 620	no Fonewearl
S-Rank J-Cutter	Weapons	ATP 620	Humar, Hucast, Ramar, Racast
S-Rank Mechgun	Weapons	ATA 130	
S-Rank Moon	Weapons	MST 500	Force
S-Rank Needle	Weapons	ATA 130	Hunter, Ranger
S-Rank Partisan	Weapons	ATP 620	Hunter
S-Rank Psychogun	Weapons	ATA 130	Hunter, Ranger
S-Rank Punch	Weapons	ATA 130	Hunter, Ranger
S-Rank Rifle	Weapons	ATA 130	Ranger
S-Rank Rod	Weapons	MST 500	Force
S-Rank Saber	Weapons	ATP 620	no Fonewearl
S-Rank Scythe	Weapons	ATP 620	no Fonewearl
S-Rank Shot	Weapons	ATA 130	Ranger
S-Rank Slicer	Weapons	ATP 620	no Fonewearl
S-Rank Sword	Weapons	ATP 620	Hunter
S-Rank Twin	Weapons	ATP 620	no Fonewearl
S-Rank Wand	Weapons	MST 500	Force
S-Rank Windmill	Weapons	MST 500	Force, Hunewearl, Humar
S-Red's Blade	Weapons	ATP 930	
Striker of Chao	Weapons	MST 900	
Summit Moon	Weapons	MST 800	
The Sigh of a God	Weapons	MST 580	
Toy Hammer	Weapons	ATP 670	
Tsumikiri J-Sword	Weapons	ATP 860	
Twin Blaze	Weapons	ATP 800	
Twin Chakram	Weapons	ATP 880	
Twin Psychogun	Weapons		
Twinkle Star	Weapons	MST 880	
Windmill	Weapons	MST 1000	
Wok of Akiko's Shop	Weapons	ATA 670	
Yamigarasu	Weapons	ATP 820	
Yasminkov 2000h	Weapons	ATA 180	
Yasminkov 3000r	Weapons	ATA 160	
Yasminkov 7000v	Weapons	ATA 190	
Yasminkov 9200m	Weapons	ATA 175	

NEW STUFF!

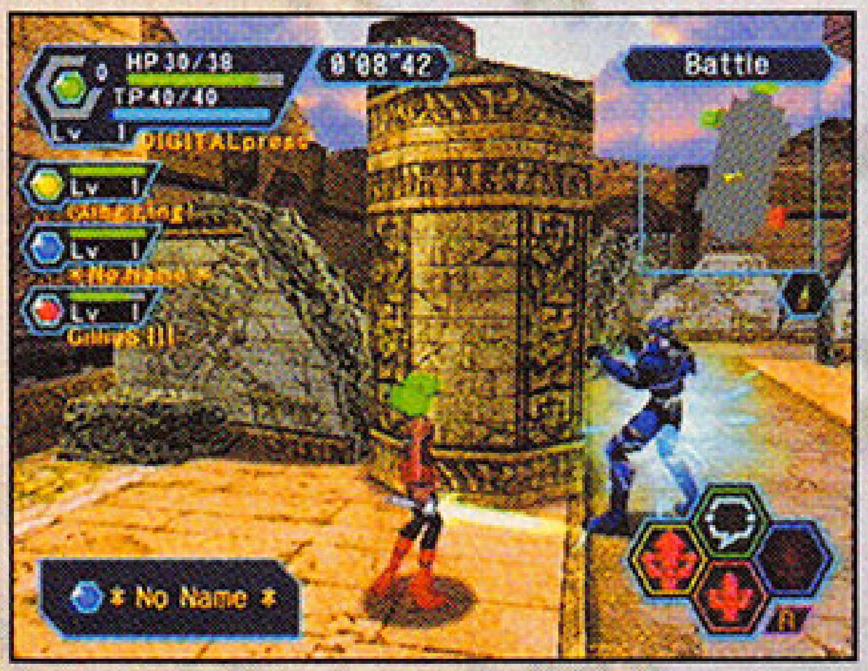
- "Ultimate" difficulty mode
- Lobby Soccer
- Battle Mode
- Challenge Mode
- Force characters finally gain respect! Tech discs now go all the way to level 30, but only Forces can use disks over level 15.
- Some V1 "rares" now appear pre-identified (Varista, Blade Dance, etc. are not displayed as "Special Weapon" when you first find them)
- Maximum level increase from 100 to 200
- Quick weapon and technique select using **R + Y**
- With 100k meseta in hand, you can change outfits and hair when you select your character
- New online quests
- Load time appears in online quests
- Copy or share symbol chat designs
- Ability to search guild cards by criteria (age, interest, etc)

"ULTIMATE" DIFFICULTY MODE



You can unlock Ultimate mode in offline play when you've completed the Very Hard mode, and online it becomes available once you've reached level 80. This mode consists of yet another set of Forest, Caves, Mines and Ruins but this time they've been graphically altered. For example, the Forest now has a perpetual sunset and the Caves are permeated with a thick green fog. The bad guys are badder than ever, but not only in their stats. Yes, even the monsters have had a graphic overhaul in this mode. You'll also notice immediately that the increase in difficulty is significant. Ultimate mode's Forest is MUCH harder than Very Hard mode's Ruins.

BATTLE MODE



At last you can LEGITIMATELY take out your friends in a no-holds-barred battle to the death (until you're revived, of course)! Battle mode presents the most unique diversion from typical *PSO* play. Games are 10 minutes long and are highly intense. You have a choice of several "rules" (explained below), each of which poses interesting situations. You get points for bumping off other players and lose points for being killed—with the exception of the two meseta battle modes, where money is all that matters. Battle mode also adds a new concept to the world of *PSO*: laying traps. You can add tactics to your game by strategically placing freeze, confuse or slowdown traps for other players to walk into. You have to be careful not to walk into your own traps, too!

There are six rules at the time of this writing, but Sega may add more as time goes on, much as they've added quests to online play.

RULE 1: This one is for experts only. You use your current character, with all of his or her items and statistics. You can keep items you pick up from boxes or beaten foes. This is the riskiest of all modes, but as I always say, "no risk, no reward."

RULE 2: Everyone starts evenly matched at Level 1, with no weapons, armor or shield. You go up five levels each time you're killed. The battlefield is the large, varied temple and there are boxes with items scattered about. You have to find a weapon and armor quickly before executing your battle plan. This mode is a favorite among *PSO* players who imported the Japanese version.

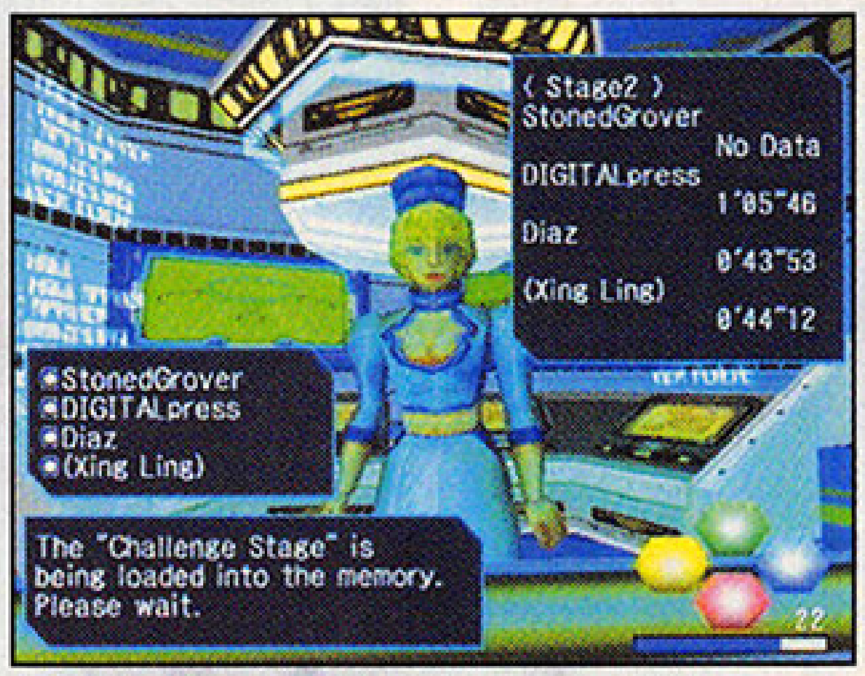
RULE 3: This "Warp Battle" game takes place in the space ship. The rules are very much like those in Rule 2 except that there are many small rooms with several warps in each. It's about as frantic as it can be, since at any moment your foes might teleport right next to you. There are also some of the bad guys from the standard game lurking about, just to complicate things further.

RULE 4: The "Meseta Battle" takes place in the temple, and unlike most of the other modes, the goal is not necessarily to score kills. The player with the most meseta at the end of the game wins. Meseta can be found in boxes, or you can wrench it from the hands of your cold, dead foes.

RULE 5: A blend of Rule 1 (keep your level and items) and Rule 4. The game will automatically assign teams. Your team has to have the most meseta at the end of the game.

RULE 6: The "Close Quarters" battle. The entire playfield takes place in one room on the space ship, with some high walls and laser gates. You start at Level 20, so everyone can use a gun right away. Teams are assigned as in rule 5. Do NOT hit your teammate!

CHALLENGE MODE


(Stage2)
StonedGrover No Data
DIGITALpress 1'05"46
Diaz 0'43"53
(Xing Ling) 0'44"12

StonedGrover
DIGITALpress
Diaz
(Xing Ling)

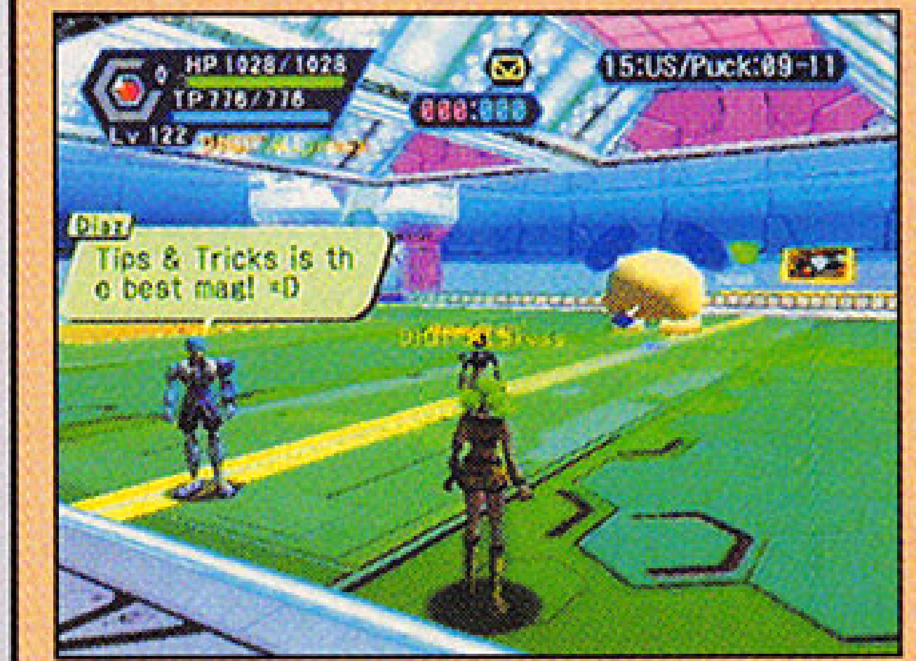
The "Challenge Stage" is being loaded into the memory. Please wait.

Here's a new feature that even *PSO* veterans will find to be an intriguing change of pace. In Challenge Mode, two or more players must traverse a deviously constructed set of levels consisting of altered layouts from the Ultimate mode maps. You're given a rather utilitarian set of tools with which to complete this, usually consisting of an unremarkable weapon (for example, a hunter-type might be given an ordinary saber), a few healing items and a scape doll. Your level and skills are similarly stripped down. Your team's goal is simply for each member to successfully complete the challenge alive. Simple…sure. This is where you'll realize that you've been using healing tactics and relying on your ultra-powerful weapons much more than you ever thought you did—and that Level 1 really isn't as much fun as you remembered it.

Unlike Battle Mode, where luck plays some part in the outcome, Challenge Mode requires skill, strategy and total devotion to teamwork. If even one player decides to play selfishly, the whole team fails. If one player is unskilled with his or her weapon or at dodging attacks, the whole team fails. I've found that only very good players can survive the whole gauntlet of challenges. Even if you're the weakest link and survive the early ones, it will catch up to you in later levels when you fight the bad guys from the Ruins, most of whom have more power than any one player.

There are ten challenges in all, with the first few taking place in the Forest and progressing through the Caves and Mines until the final three which take place in the dreaded Ruins. There are traps and puzzles everywhere, many of which are extremely devious (and fun)! Each challenge presents a time limit as well. Although you can complete a challenge "late," it will not qualify you for this mode's well-deserved prize: an "S-Rank" weapon of your choice. The most coveted of all *PSO v2.0* weapons glimmer in bright gold and can only be attained by conquering ALL of the challenges under the allotted time. What's extra special about these weapons is that you not only get to choose your favorite type (see the "New Items" list), but you can even assign it a custom name!

LOBBY SOCCER



Diaz
Tips & Tricks is th e best mag! =D

Instead of running in circles around the lobby or standing in one place while you trash-talk your opponents before a Battle Mode game, you can take your aggression out on a virtual soccer field. In an online game, just step into one of the teleporters in the lobby where you start and teleport to lobby 11 or higher. You'll enter a huge rectangular room with colored domes in the center of each of the two narrow ends. You can score goals for either side, so if you want to organize a serious game, you should go to the lobby counter and select a color. This adds a triangular marker above your character's head. Once the players have chosen a team and a goal to defend, it's "go time!" There are several different items that serve as the ball, including characters from *ChuChu Rocket!* You get a point for kicking the ball onto the colored dome and three points for kicking the beach ball onto the remote dome located off of the lobby floor and well behind the goal. ONLY the beach ball can be kicked far enough to reach this bonus point area. Each ball type has its own special animation when it enters the goal.

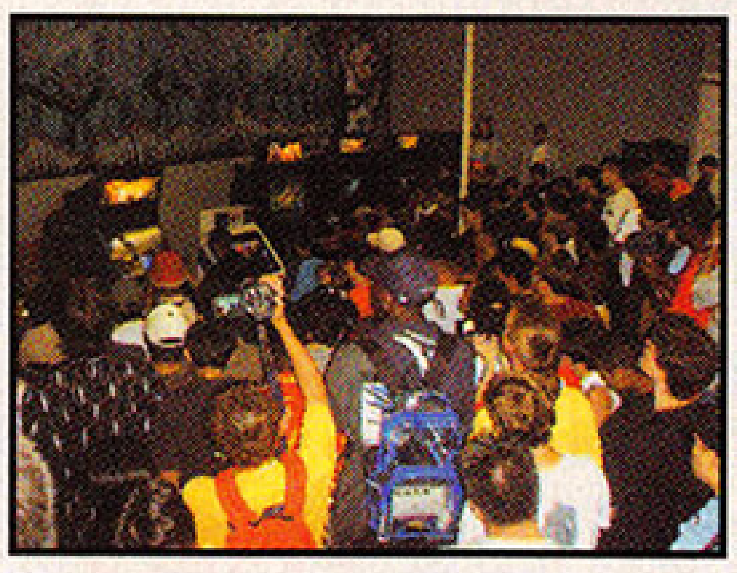
Tips & Tricks™ Tournament Report

by
Jason Wilson

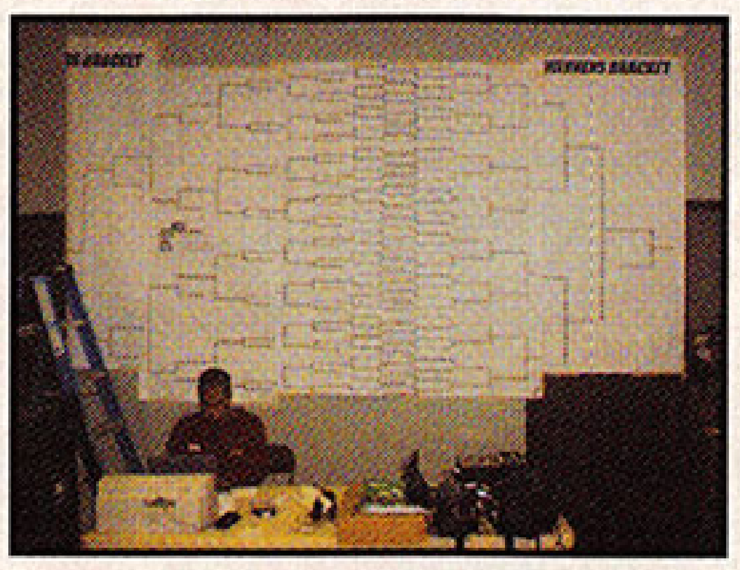
Sponsored by Twin Galaxies
The Official Electronic Games Scoreboard™
www.twingalaxies.com

This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks* **Tournament Report**, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

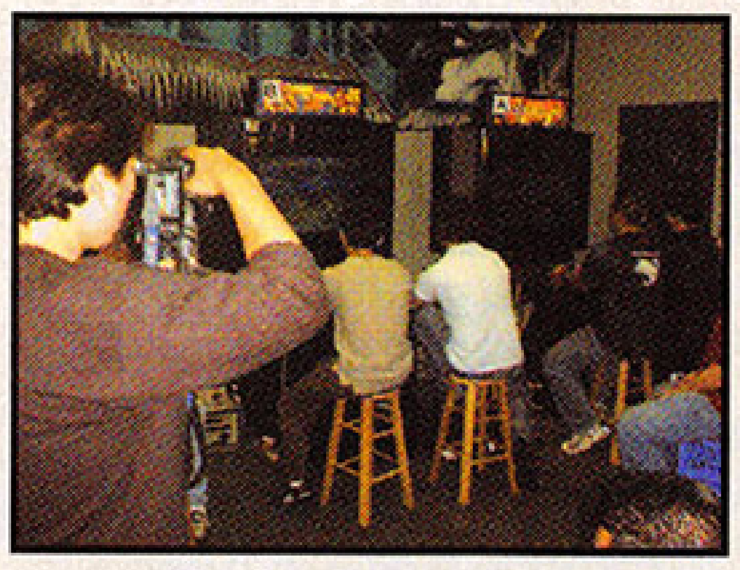
B5 National *Street Fighter* Championships!



Hundreds of gamers from as far away as Japan, Canada, France, Australia and Mexico converged on The Game Room in tiny Folsom, California for the B5 Tournament from August 3 to 5. The event kicked off on Friday with the *Marvel vs. Capcom* invitational tournament. 16 players were recognized as the top *MvC* players from both the USA and Japan. The other 16 spots had been auctioned off on eBay with the highest bidder facing off against Japan's top two *Marvel vs. Capcom* players in the first round! Arturo Sanchez of Team Glitter from New York City overcame all odds to take home the invitational championship.



Next was the *Street Fighter III: 3rd Strike* exhibition against the Japanese players. The USA did not fare very well, as no one was able to hand the Japanese players a single loss! Jason Cole took everyone by surprise in Sunday's *Super Street Fighter II Turbo* tournament, defeating John Choi after placing 7th at the recent Midwest *Street Fighter* Championships.



Qualifying continued throughout the day for *Marvel vs. Capcom 2* and *Capcom vs. SNK*. *Street Fighter Alpha 3* was next, with Japan dominating the top two spots and leaving John Choi at third place as the top USA *Street Fighter Alpha 3* player. The wildest matches by far were in the *Capcom vs. SNK* tourney—in which many upsets occurred—and in *Marvel vs. Capcom 2*, where some of the top players could not even get through the QUALIFYING rounds! In any case, congratulations to those that placed…and special thanks to the organizers, Tom and Tony Cannon!

Street Fighter Alpha 3 (170 players,128 qualifying)
1st Place—BAS (Japan)
2nd Place—Chiqyu Sodom (Japan)
3rd Place—John Choi (Sunnyvale,CA)
4th Place—Mike Watson (Monterey Park, CA)
5th Place (tie)—Alex Valle (Orange County, CA)
5th Place (tie)—White (Japan)

Capcom vs. SNK (210 players,128 qualifying)
1st Place—Chiqyu Sodom (Japan)
2nd Place—Jason Nelson (Sunnyvale, CA)
3rd Place—JFL (Montreal, Canada)
4th Place—Ricky Ortiz (Milpitas, CA)
5th Place (tie)—Peter Ong (Austin, TX)
5th Place (tie)—Eddie Lee (New York, NY)

Super Street Fighter II Turbo (175 players, 128 qualifying)
1st Place—Jason Cole (San Jose, CA)
2nd Place—John Choi (Sunnyvale, CA)
3rd Place—Alex Valle (Orange County, CA)
4th Place—Mike Watson (Monterey Park, CA)
5th Place (tie)—Jason Nelson (Sunnyvale, CA)
5th Place (tie)—Jason "APOC" Gonzales (Las Vegas, NV)

Marvel vs. Capcom 2 (330 players, 128 qualifying)
1st Place—Justin Wong (New York, NY)
2nd Place—Duc Do (San Bernardino, CA)
3rd Place—Jay "Viscant" Snyder (San Diego, CA)
4th Place—Mike Devonish (New York, NY)
5th Place (tie)—Alex Valle (Orange County, CA)
5th Place (tie)—Golden Nismor (Honolulu, HI)

TOURNAMENT CALENDAR

RECURRING TOURNAMENTS

***Capcom vs. SNK* Bi-Weekly Tournaments**
Contact: Golfland USA
855 E. El Camino Real
Sunnyvale, CA 94087
(408) 245-1322
Golfland USA holds bi-weekly tournaments in *Capcom vs. SNK* at 6:00 PM every other Saturday.

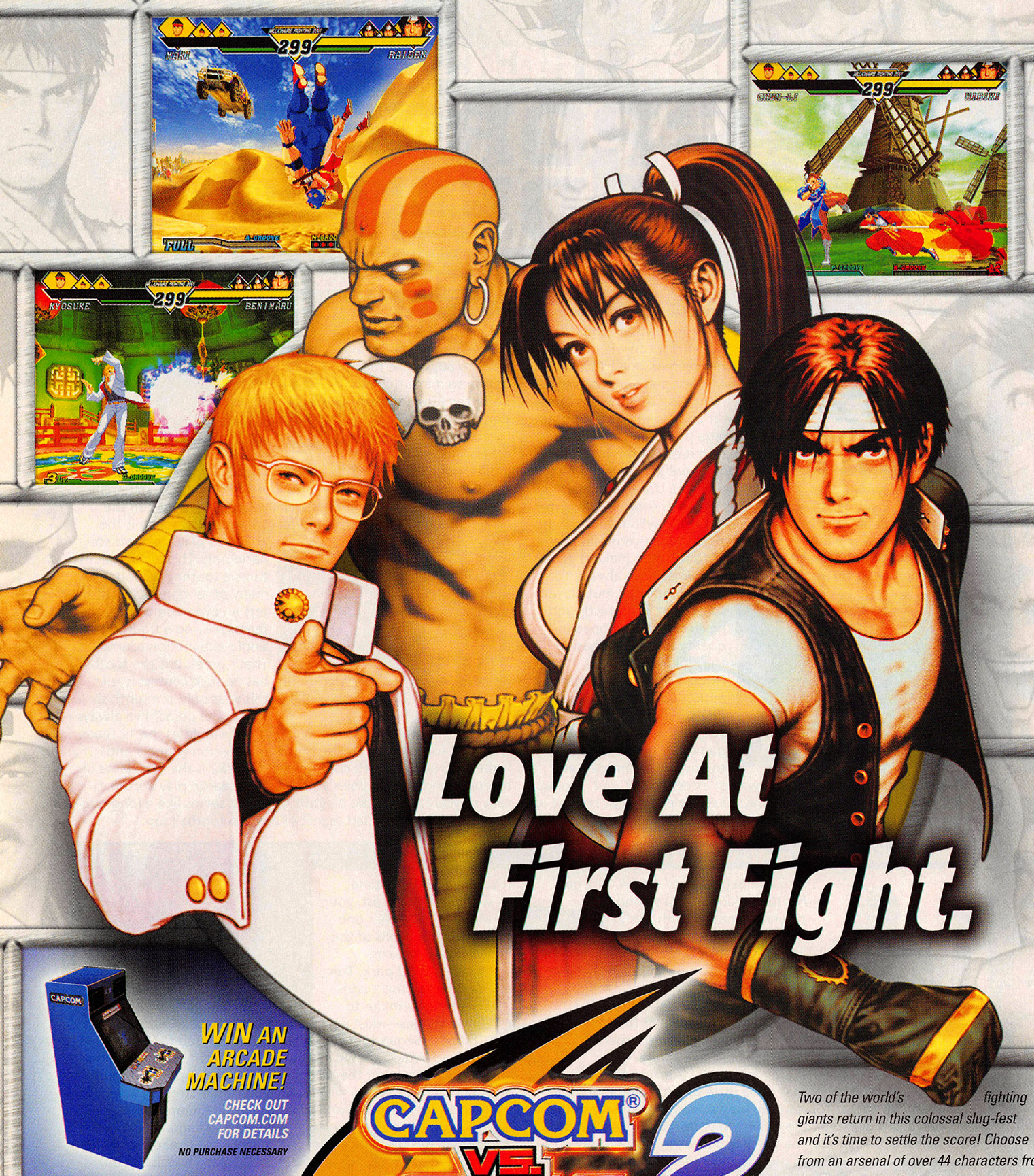
Flipper's Amusement Center Tournaments
Contact: Flipper's Amusement Center
8364 Mills Dr.
Miami, FL 33183
(305) 273-0381
Flipper's Amusement Center holds various weekly tournaments in *The Grid, Capcom vs. SNK, Marvel vs. Capcom 2* and *Street Fighter III: 3rd Strike.*

Eight on the Break Tournaments
Contact: Eight on the Break
340 North Ave.
Dunellen, NJ 08812
(732) 752-8880
Eight on the Break holds tournaments twice a week on *Marvel vs. Capcom 2, Street Fighter Alpha 3, Capcom vs. SNK* and others.

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: George Alfonso
All Amusement Fun Center
7888 Van Nuys Blvd.
Van Nuys, CA 91402
(818) 756-0550
The All Amusement Centers in Burbank and Van Nuys hold various player-sponsored monthly tournaments, including *Marvel vs. Capcom 2* and *Capcom vs. SNK*.

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: Southern Hills Golfland
12611 Beach Blvd
Stanton, CA 90680
(714) 895-4550
Southern Hills Golfland, the site of various national video-game tournaments, currently holds monthly tournaments on *Marvel vs. Capcom 2* and *Capcom vs. SNK* with cash and tokens awarded for the top three spots.

Game Hits Game Store Tournaments
Contact: Game Hits Game Store
4324 W. Saginaw
Lansing, MI 48917
(517) 323-0797
www.game-hits.com
Lansing, Michigan-based Game Hits Game Store hosts weekly tournaments for a variety of console games. All tournaments begin on Saturday at 7:00 PM. Entry fee is $2, which includes pizza. Soda available for 50¢ per can. First prize is $20 in store credit; additional prizes to be announced.


MAKI
299
RAIDEN
FULL
A-GROOVE
N-GROOVE
CHUN-LI
299
KUSAKABE
A-GROOVE
N-GROOVE
KYOSUKE
299
BENIMARU
3
A-GROOVE
Love At
First Fight.
CAPCOM
WIN AN
ARCADE
MACHINE!
CHECK OUT
CAPCOM.COM
FOR DETAILS
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CAPCOM® VS. SNK® 2
MARK OF THE MILLENNIUM 2001

Two of the world's fighting giants return in this colossal slug-fest and it's time to settle the score! Choose from an arsenal of over 44 characters from the Capcom and SNK fighting universes and customize your fighting style with even more fighting "Grooves." Capcom vs. SNK2… More Fighters… More Fighting Styles… More Mayhem!

TEEN
T
CONTENT RATED BY
ESRB

Violence
Suggestive Themes

CAPCOM

PlayStation®2

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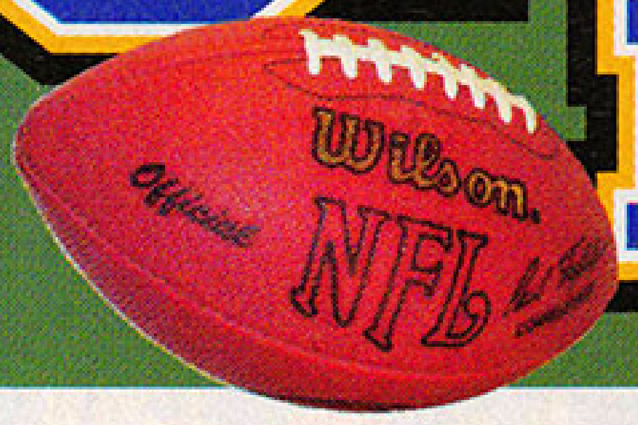
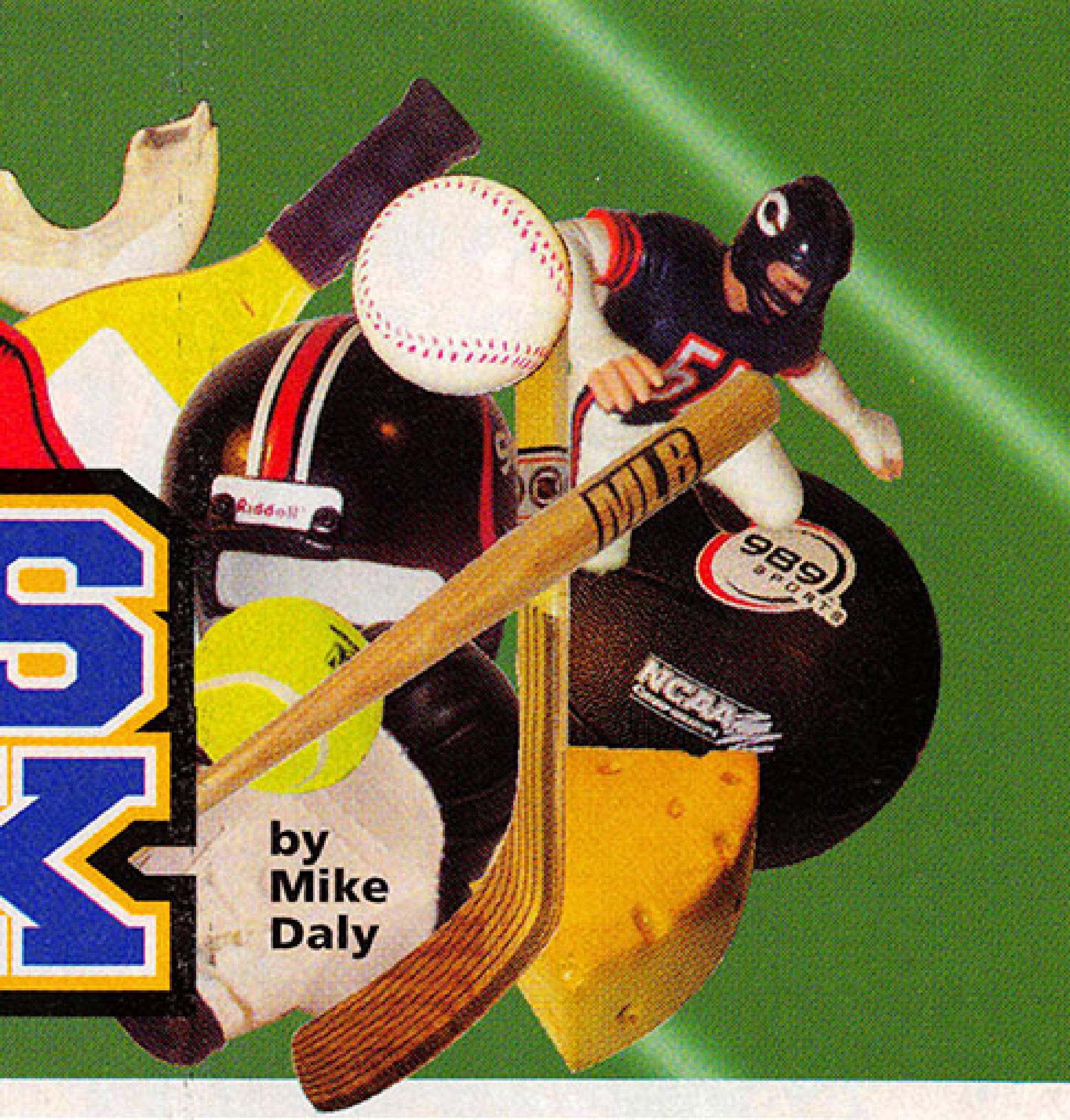
Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

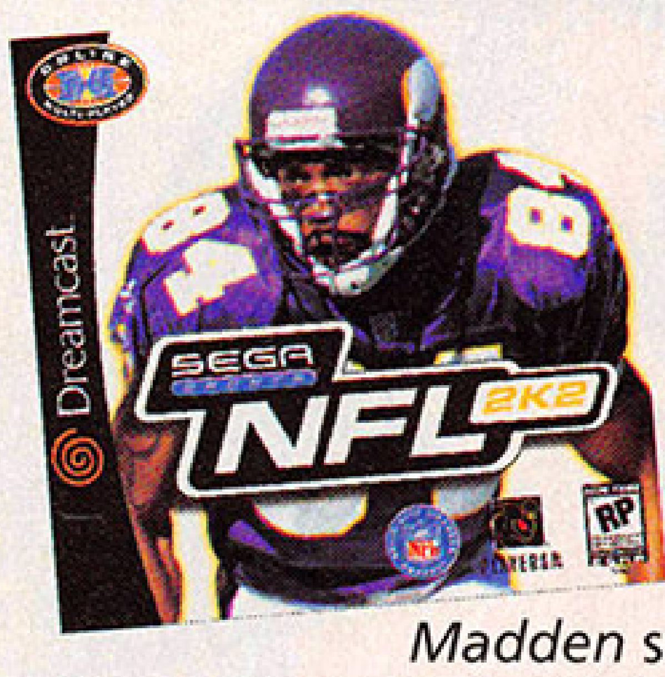
TIPS & TRICKS SPORTS DESK

by Mike Daly

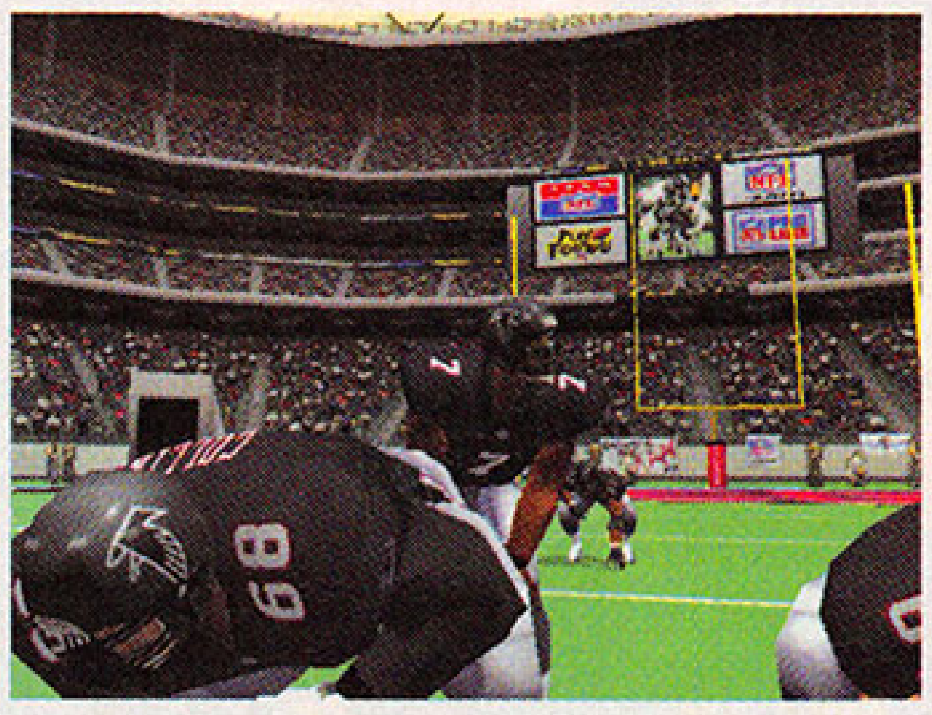




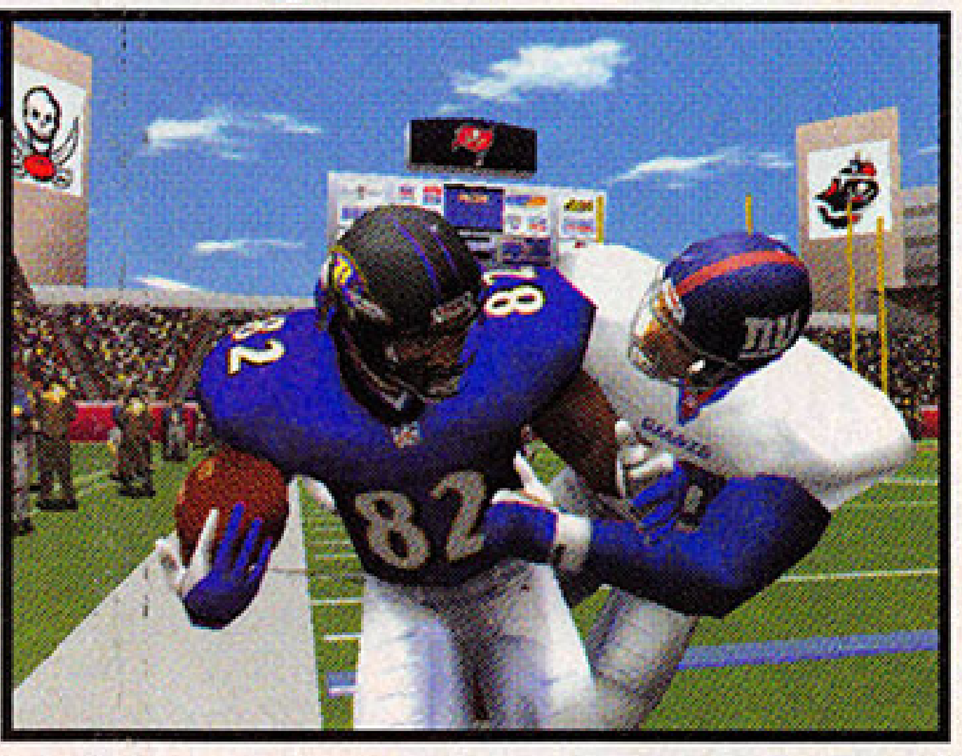
NFL 2K2

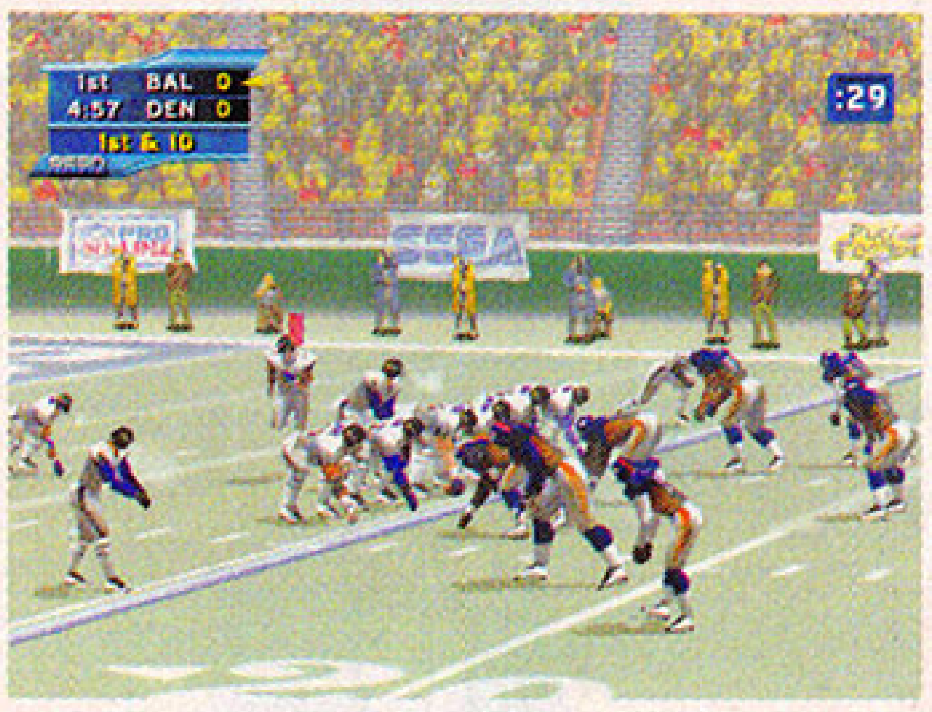


A couple of years ago, when Sega first unveiled its Dreamcast console, the company's *2K* series seemed poised to compete with EA Sports and Sony in every major sport. With the Dreamcast's processing power and a dedicated programming line, Sega promised to return to the dominance it established with the Genesis console (which launched EA's *Madden* series to prominence). Unfortunately, things didn't quite turn out that way as Sega's console of the future was soon eclipsed by the release of the PlayStation 2...and now the GameCube and Xbox. As a result, Sega eventually ceased manufacturing the Dreamcast in order to focus on making games for its competitors. The popular *NFL 2K* games have always looked fantastic, but played somewhat imperfectly and never really developed in quality on a yearly basis as they might have.

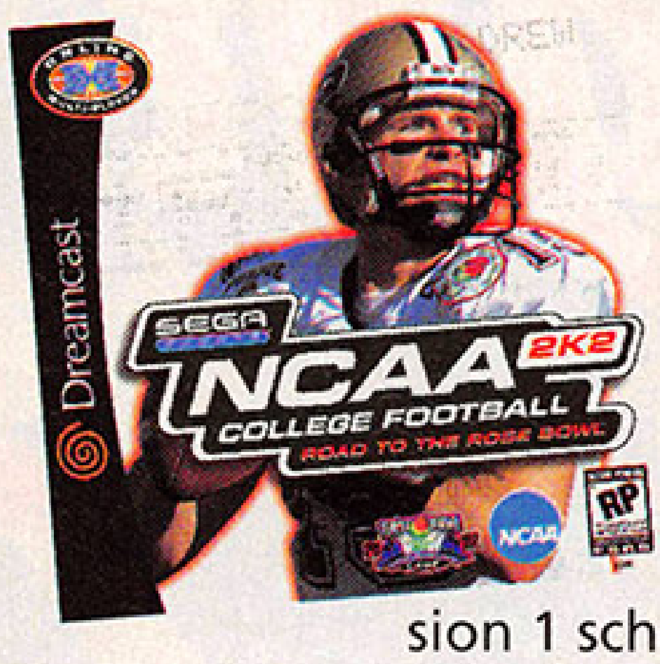


Now in its third season, the appropriately named *NFL 2K2* still clings to the strength of its graphics while gameplay has not changed to any significant degree. Maybe the closest comparative way of assessing *NFL 2K2* is to say that it looks like *Madden* but plays like *GameDay*. That may be an exaggeration, but you get the idea. The game looks a lot better than it plays. *NFL 2K2* is deceptively easy; purists may want to adjust the speed option to make things a little faster. Running the ball is significantly easier in this football sim than in many others. Just follow your blocks, use a little speed burst and stiff arm (**A** button plus **L** or **R**) and you can generally average three yards a carry, especially if you run between the tackles. Arguably the most significant facet of the game is the ability to play a playoff scenario only. This game features a tourney section, like many other games, but it offers an even number of teams playing a traditional single-elimination tourney. That's great, but pro football has no such contest (well, this year only, it might), so what's the point? I've always wished for a pro football video game that simulates the 12 team, wild card format used by the NFL (three division winners and three wild cards in each conference). *NFL 2K2* is the first game in recent memory that allows you to bypass season play automatically so you can play the playoffs only. This seems like a long-neglected and much needed aspect of any pro football sim.

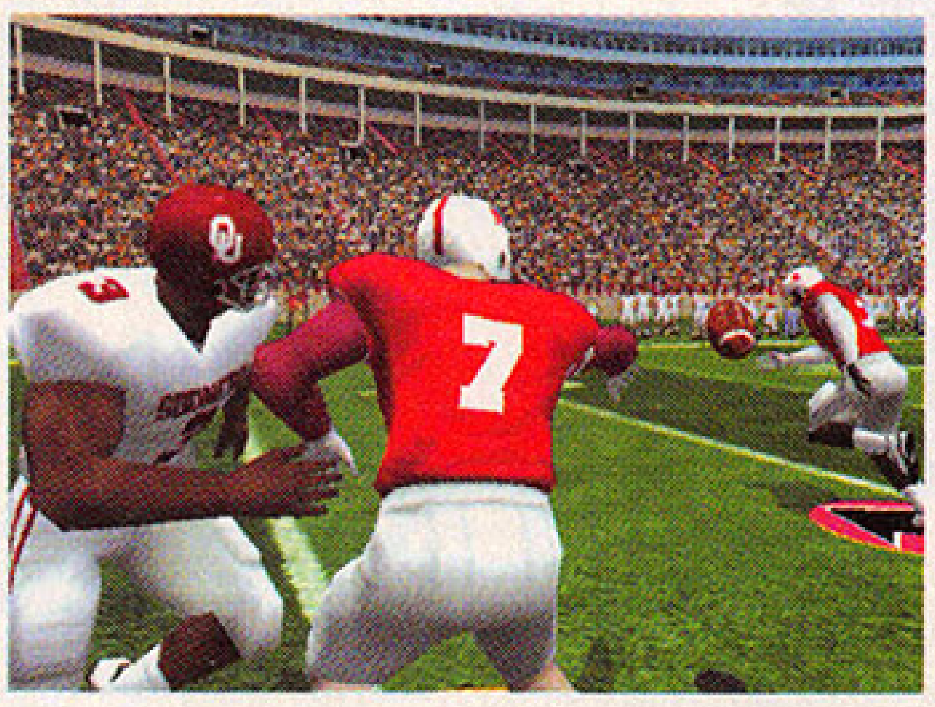


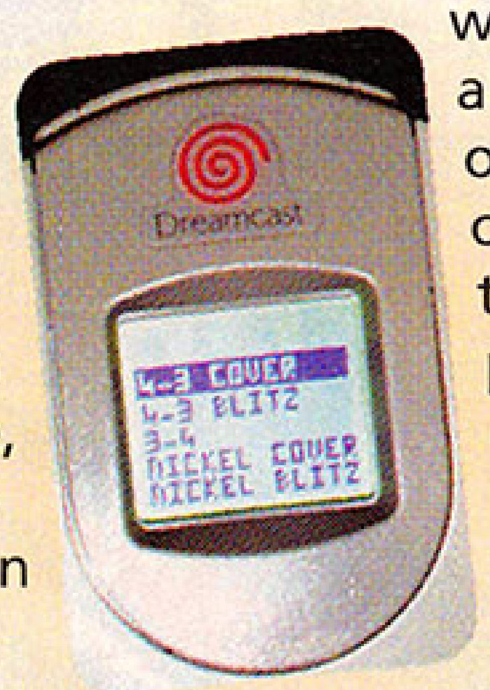


NCAA College Football 2K2

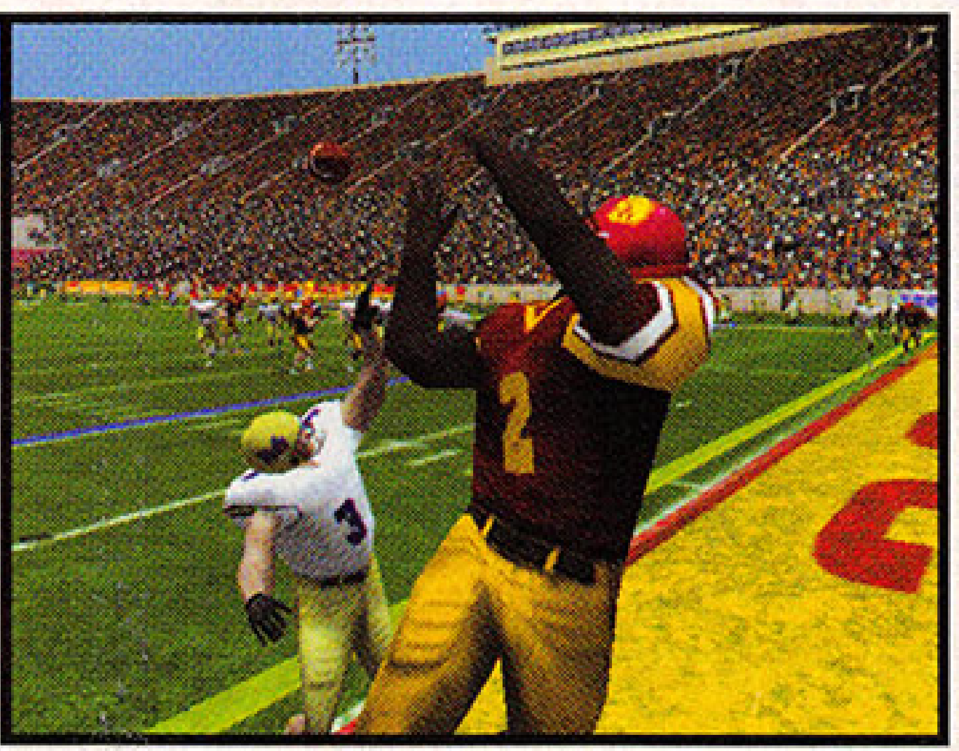


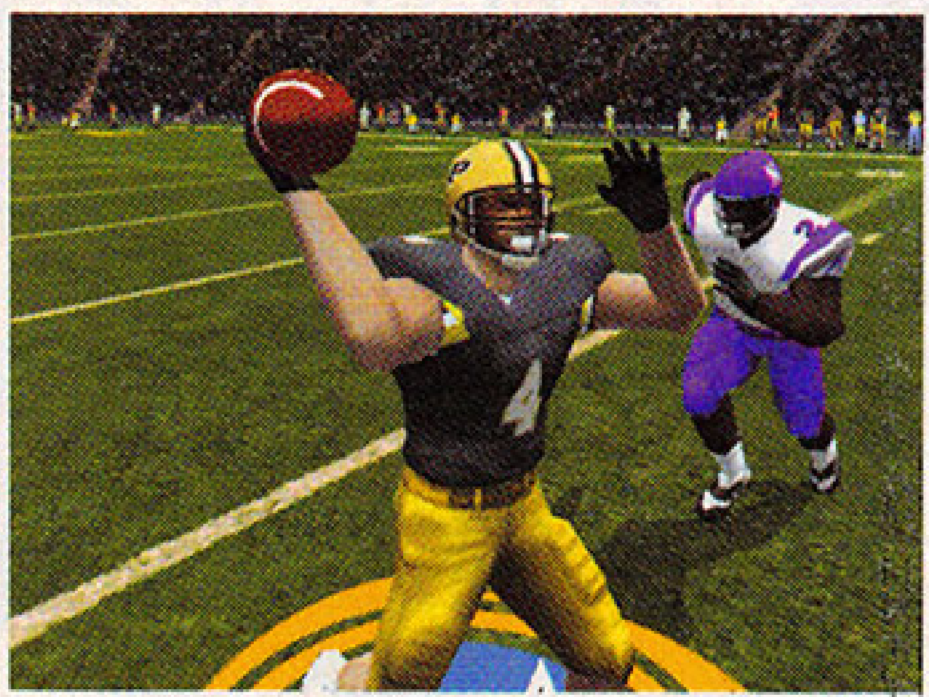
Similarly, Sega Sports' *NCAA College Football 2K2* features strong player animation with fairly nuts & bolts gameplay. We've seen this all before and strangely, there isn't that much to distinguish this as a college game. Of course, the game has a slew of Division 1 schools; if that's all you need, then you're in. But where are the mascots? The unruly crowds with bare-chested, painted idiots, freezing to show school spirit? Sega has done little to add college nuances to its college game. You can still play a season or Legacy mode (in which you get to be the athletic director) and there's always the benefit of Sega's online gaming potential, but this game really feels like a made-over NFL game. Unlike competing products, there are very few option plays in this game, which is odd considering that the option is a staple of collegiate playcalling. The least charming aspect of Sega's two new football games is the announcers' commentary. These guys are not exactly household names, and their comments are often insipid and annoying.





If you've spent any time with the Dreamcast, you already know that one of the great frills of the console is the controller's VMU pack. This peripheral insert adds depth or wrinkles to most games—most notably, in Sega's football games it can be used for VMU playcalling, which allows you to call plays from the controller's display instead of the TV screen. Using this option prevents your buddy from seeing which play you've selected; he won't even know what formation your using until you approach the line of scrimmage. Unfortunately, the Dreamcast VMU LCD screen is quite small, and therefore only shows the names of the plays, not the actual routes and play design (as the on-screen readout depicts). Unless you know the playbook inside and out, it can be difficult to know exactly what you are calling. A less-than-comprehensive knowledge of your playbook can lead to miscues and unintentional calls that can waste downs and squander field position. Still, VMU playcalling is a great idea and we hope to see somebody expand on it in the future.



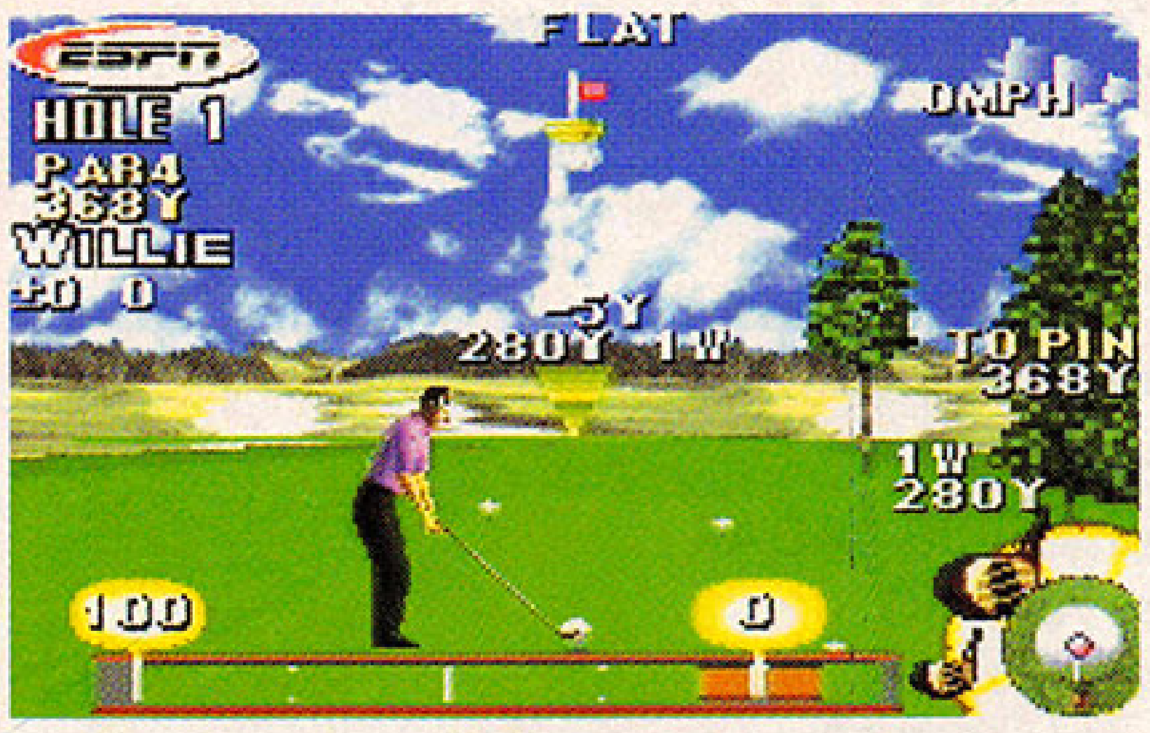


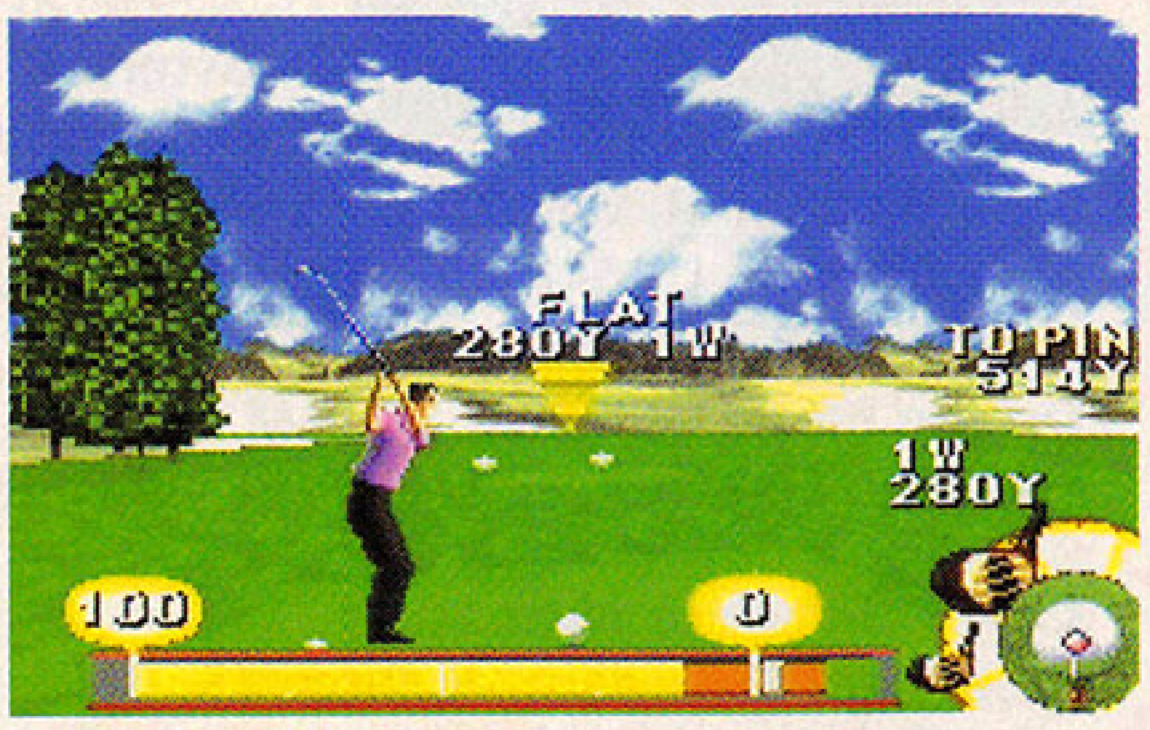
ESPN Final Round Golf 2002

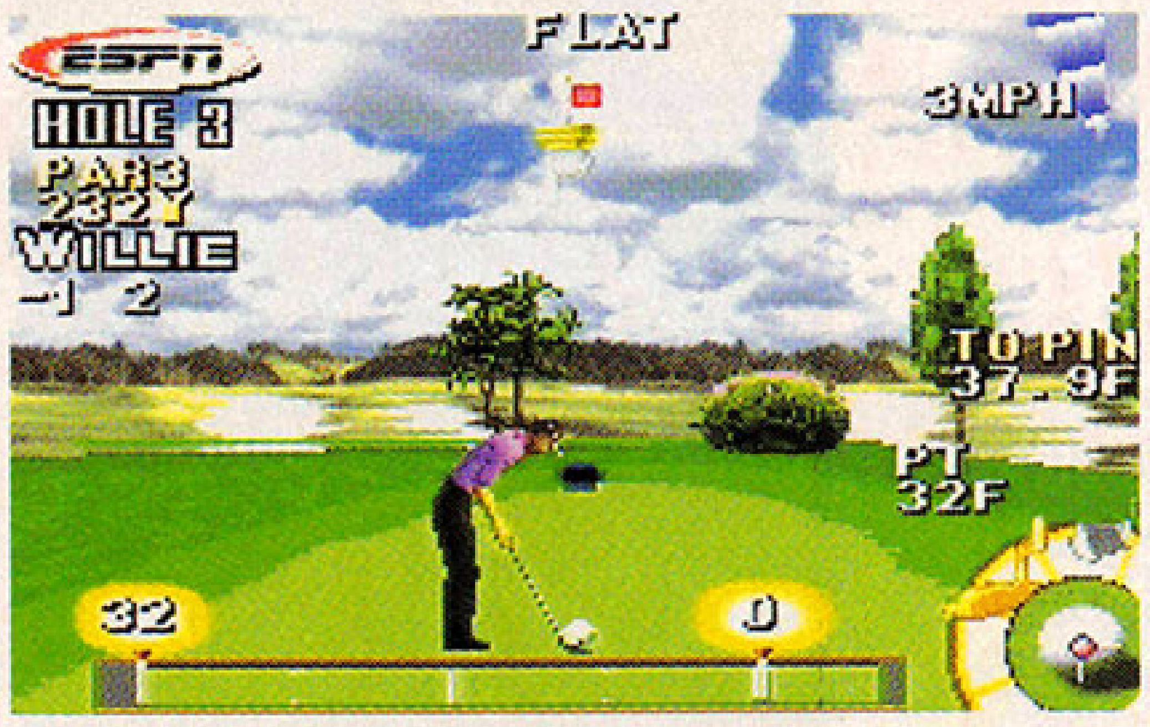
ESPN
GAME BOY ADVANCE
FINAL ROUND GOLF 2002

WILLIE
-1
BIRDIE

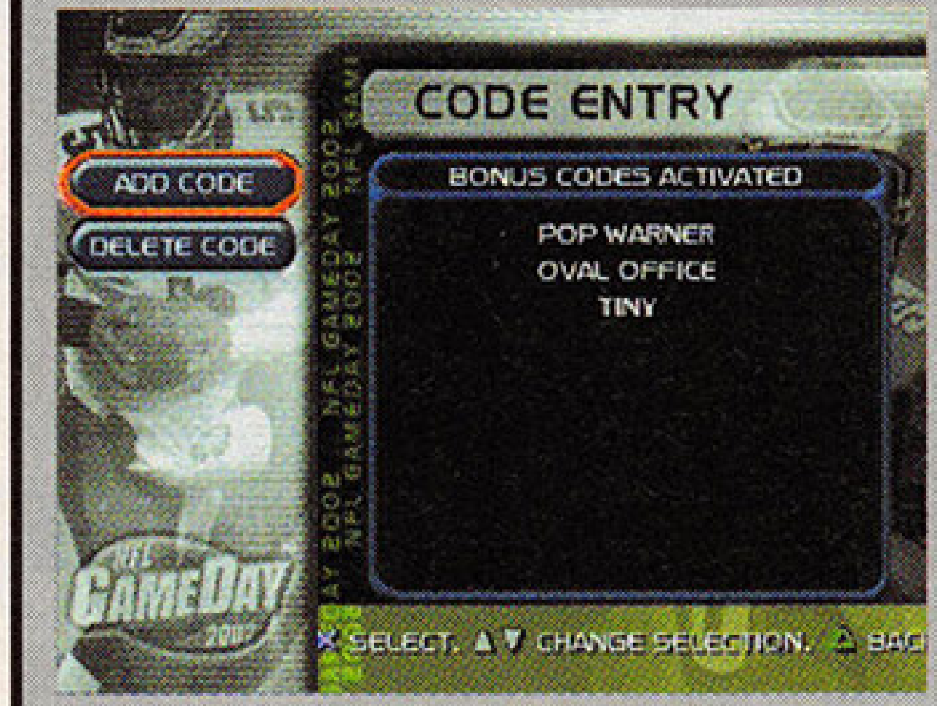
Konami's *ESPN Final Round Golf 2002* for the Game Boy Advance is my latest video golf infatuation. I love video golf (much more than the real thing) because it has all of golf's good points and none of its bad ones. In golf sims, I can appreciate the beauty of the course and the serenity of the sport without having to walk around all afternoon and hang out at some pretentious clubhouse with a dress code. The Game Boy Advance takes my theory to new heights. Now I can do those things as I lie down or sit in a car or airplane. Though it bears ESPN's name, *Final Round Golf 2002* has no ties to the actual professional sports world. Accordingly, all 14 golfers offered in the game are fictitious and generic. The game also features five different courses. Naturally, strategy is not too much of an issue, as controls are fairly simplistic and options are somewhat limited in comparison to some of the quite sophisticated golf sims that are now available. By contrast, *Final Round Golf 2002* is somewhat arcadelike, displaying explosive graphics and sound if you hit the perfect drive, as well as a fair number of balls that hit the cup's edge or marker before caroming off onto the green. The graphics are impressive; it's probably the best-looking handheld sports game I've ever played. To really establish the proper mood, I like to switch off the music at the Options menu so I can drive and putt to the sound of the birds, bugs and weather. Unfortunately, if you want any dose of competition, you have to wait and watch as your computer-controlled opponents play, which can grow tiresome. Otherwise, the Game Boy Advance now has a perfect diversion for those who are more interested in Tiger Woods than in Mario or Rayman.





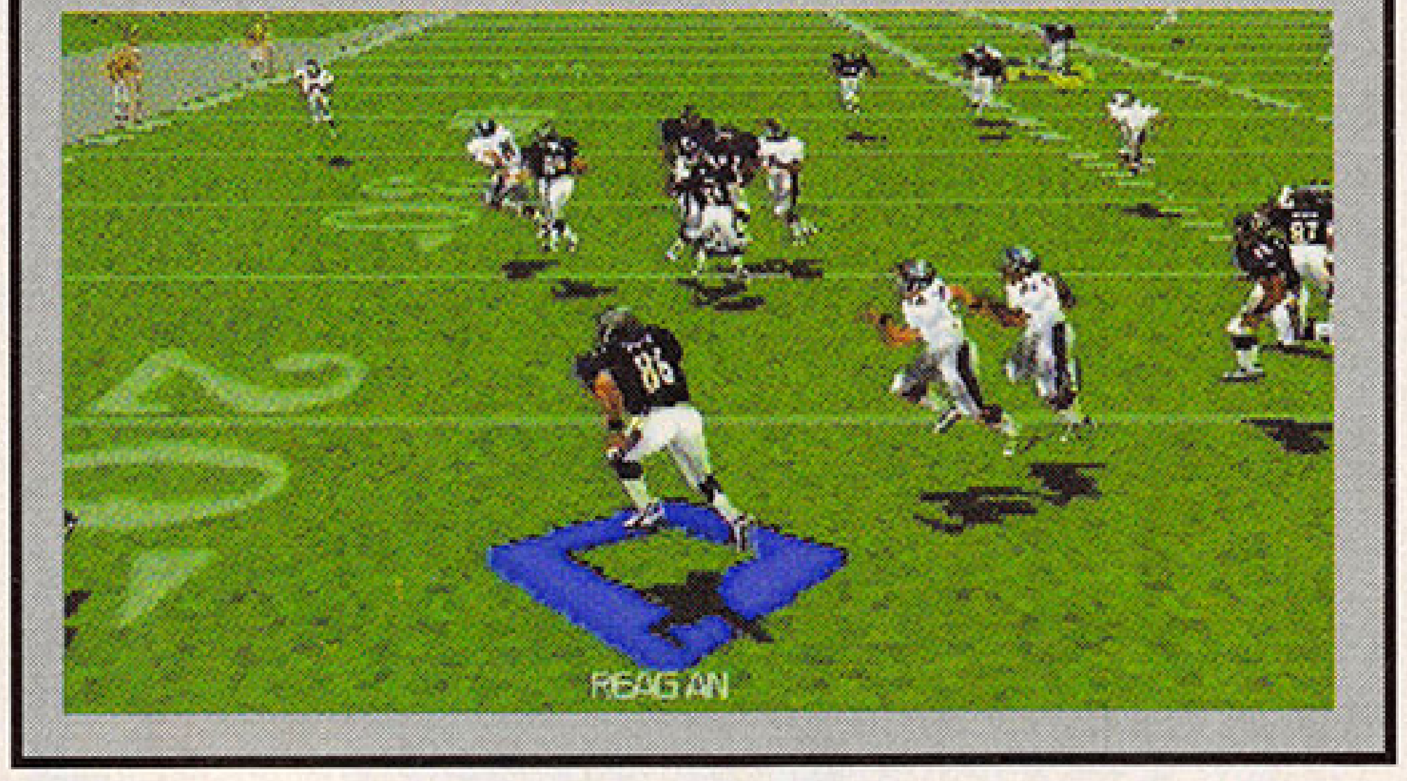


NFL GAMEDAY 2002 PlayStation Codes!

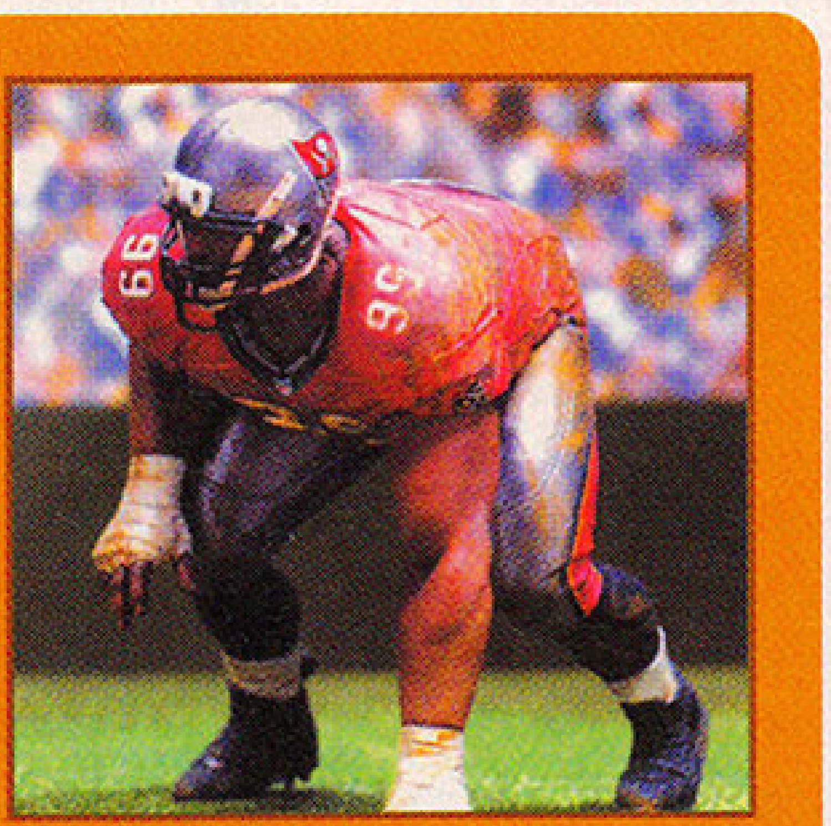


At the main menu, select "Options," then select "Code Entry." Next, enter any of the following codes. After entering a correct code, it will appear in the "Bonus Codes Activated" list.

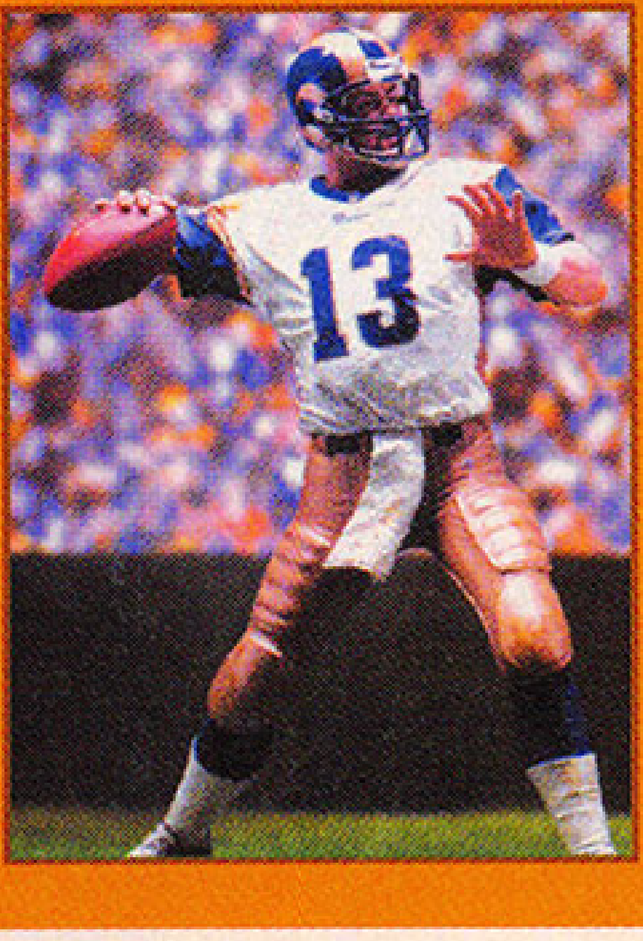
GRUDGE MATCH—Play in the GameDay stadium
5280 CLUB—Play in the Mile High stadium
BIG PIG—Giant football
PENCILS—Thin and tall players
TINY—Fat and tall players
MUNCHKINS—Tiny players
POP WARNER—Players float above the field
ENDURANCE—Players have more endurance
LINE BUSTER—Better defensive line
SUPER FOOT—Better running back
EVEN STEVEN—Evenly matched teams
989 SPORTS—All players have names from 989 Sports staff
ALL BOBO—All players have the last name "Bobo"
BASKETBALL—All players have the last names of NBA players
EURO LEAGUE—All players are named after NFL Europe players
OVAL OFFICE—All players have the last names of U.S. Presidents
FASHION SHOW—Cheerleader slideshow will appear after you quit a game
CREDITS—Watch the game's credits



McFarlane's Sports Picks



McFarlane Toys welcomes this year's pigskin season with its first line of NFL action figures. Like McFarlane's NHL and MLB series, these figures exhibit meticulous detail that'll please any finicky football fanatic. This time McFarlane was able to secure the proper team licenses for each player, so each figure will be adorned with authentic team logos—someone must have heard us cry foul about the NHL series! Each player is posed in his most recognizable stance with everything from straps, spikes and field dirt on their jerseys. The first series—including Edgerrin James, Emmitt Smith, Randy Moss, Kurt Warner, Eddie George and Warren Sapp—is available now, with a second series on the way very shortly.



Hard Core

by
Pat
Reynolds

Custom *Armored Core* Design

***Hard Core* is a special section of *Tips & Tricks* where we showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored Core* series of games for the PlayStation (and *Armored Core 2* for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see page 87 for information on how to submit your Core. Let's get on to this month's batch of new Core designs!**

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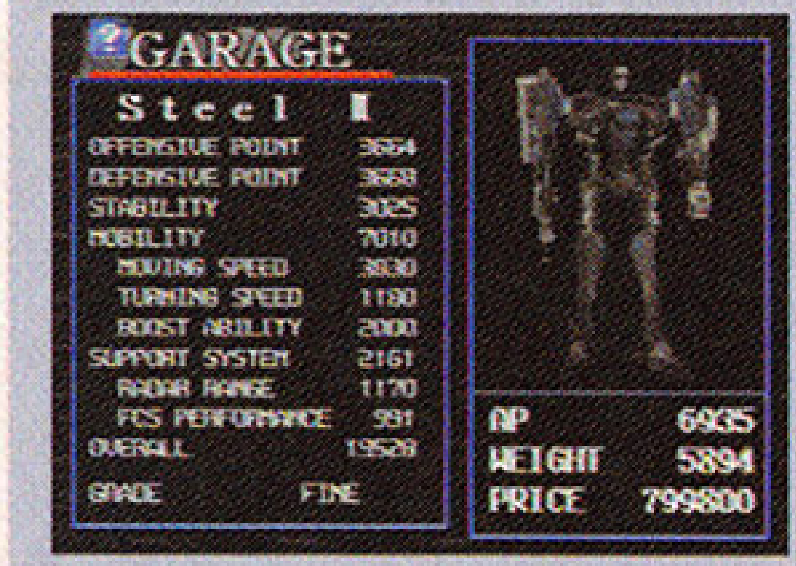
Featured Core Design

Steel II

Designed by Andrew Crouch of Lansing, Michigan



```
GARAGE
Steel II
OFFENSIVE POINT       3664
DEFENSIVE POINT       3628
STABILITY             3025
MOBILITY              7010
  MOVING SPEED        3830
  TURNING SPEED       1180
  BOOST ABILITY       2000
SUPPORT SYSTEM        2161
  RADAR RANGE         1170
  FCS PERFORMANCE      991
OVERALL              19528
GRADE                 FINE

AP         6935
WEIGHT     5894
PRICE    799800
```

Parts

Head: HD-D-9066
Core: XXA-SO
Arms: AN-K1
Legs: LN-2KZ-SP
Generator: GBG-XR
FCS: FBMB-18X
Boosters: B-T001
Back Weapon L: RXT-333 Radar
Back Weapon R: WM-SMSS24 Missile
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-M500/E Machine Gun
Option Parts: SP-AXL, SP-S/SCR, SP-E/SCR

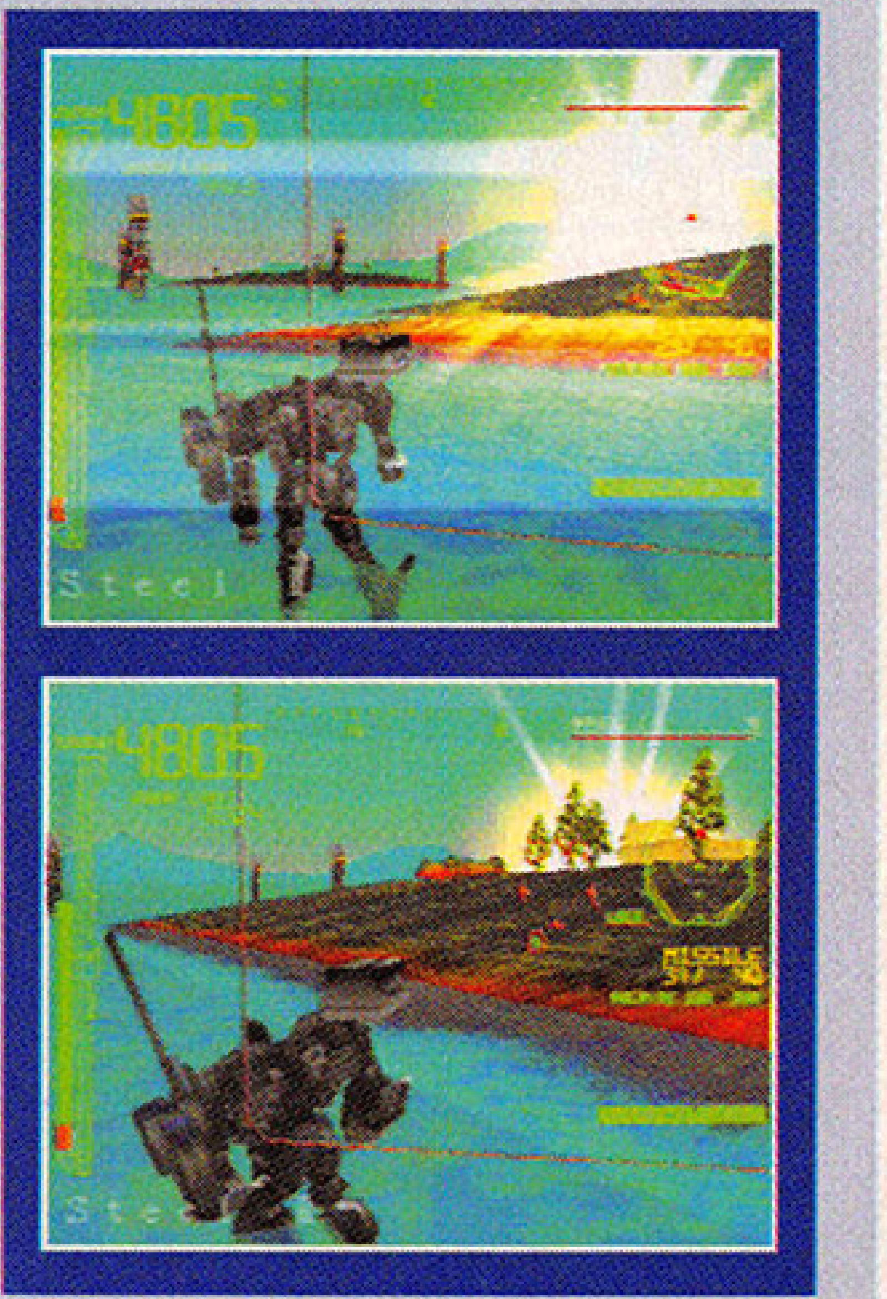
Color Scheme (General)

Base: Red: 17, Green: 17, Blue: 17
Optional: Red: 12 Green: 15, Blue: 20
Detail: Red: 14, Green: 14, Blue: 14
Joint: Red: 34, Green: 34, Blue: 34

Performance

Armor Points: 6935
Weight: 5894
Price: 895,300

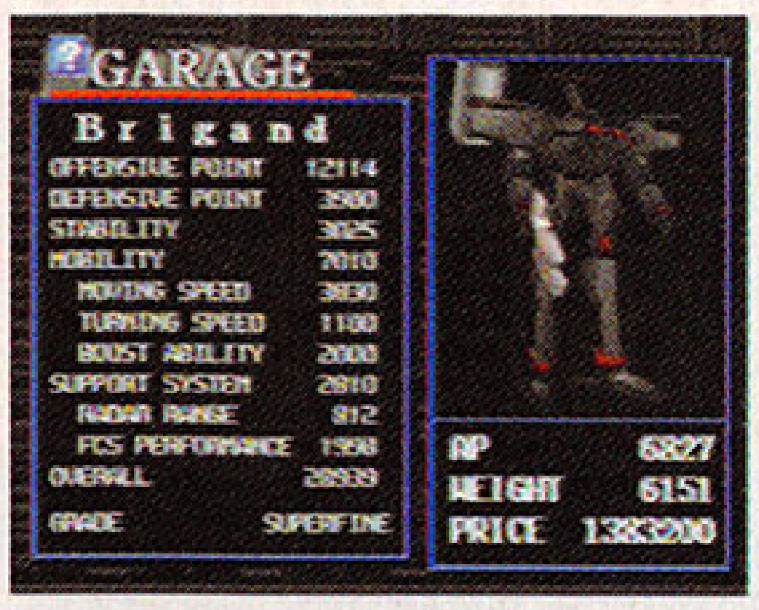
Grade: GREAT



This is an interesting design—Andrew created Steel II based around the stats of Dayne Jacob's HardCore, the first place Core from the last Game Hits tournament. Andrew noted that HardCore was lacking the SP-E/SCR and SP-JAM optional parts, so he tailored his Core's arsenal to take advantage of these weaknesses. The WM-SMSS24 Missile combined with the FBMB-18X FCS allows for fast lock-on, while the WG-M500/E spews out energy-based projectiles at a high rate. Beyond that, Steel II is a lightweight, fast Core, good for flying and attacking the opponent from medium distances. Heavyweight Cores might present a problem, just because they could conceivably absorb everything Steel II can throw at them and remain standing.

Brigand

Designed by Bryan Ramos of Tamuning, Guam



```
GARAGE
Brigand
OFFENSIVE POINT      12114
DEFENSIVE POINT       3980
STABILITY             3025
MOBILITY              7010
  MOVING SPEED        3830
  TURNING SPEED       1180
  BOOST ABILITY       2000
SUPPORT SYSTEM        2810
  RADAR RANGE          812
  FCS PERFORMANCE     1998
OVERALL              28939
GRADE            SUPERFINE

AP         6827
WEIGHT     6151
PRICE   1383200
```

Parts

Head: HD-06-RADAR
Core: XXA-SO
Arms: AN-25
Legs: LN-2KZ-SP
Generator: GBX-10000
FCS: RATOR
Boosters: B-T001
Back Weapon L: N/A
Back Weapon R: WM-AT Large Missile
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-XP2000 Pulse Rifle
Option Parts: SP-MAW, SP-JAM, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq

Grade: SUPERFINE

PULSE RIFLE
Brigand
6827
Brigand

Color Scheme (General)

Base: Red: 15 Green: 15, Blue: 15
Optional: Red: 07, Green: 07, Blue: 07
Detail: Red: 20, Green: 00, Blue: 00
Joint: Red: 07, Green: 07, Blue: 07

Performance

Armor Points: 6827
Weight: 6151
Price: 1,383,200

Brigand is a fine skill-based Core. It's light on AP, highly maneuverable and armed with weaponry that requires some finesse to really put to good use. The combination of Pulse Rifle and the WM-AT Large Missiles, known as "the nukes" to my *AC*-playing friends, comes with a nasty strategy. Because the Pulse Rifle freezes the opponent for a split second when it hits, you can almost guarantee that the slow-moving but ultra-powerful WM-ATs will hit. From a distance, launch a WM-AT, then get a lock and pelt your enemy with Pulse shots. They'll hold him in place while the nuke flies in for the big whammy. Just be careful not to accidentally hit the nuke. This tactic works great, especially if your opponent didn't see you launch the nuke. He'll be more worried about trying to figure out where you are and returning fire to notice the incoming Missile. So that's what the Pulse Rifle is good for—it's underpowered and not as fast as a machine gun, but it makes a great set-up for a mean trap. To play effectively with Brigand, take advantage of this tactic as well as the excellent speed and boosting ability of this Core.

If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

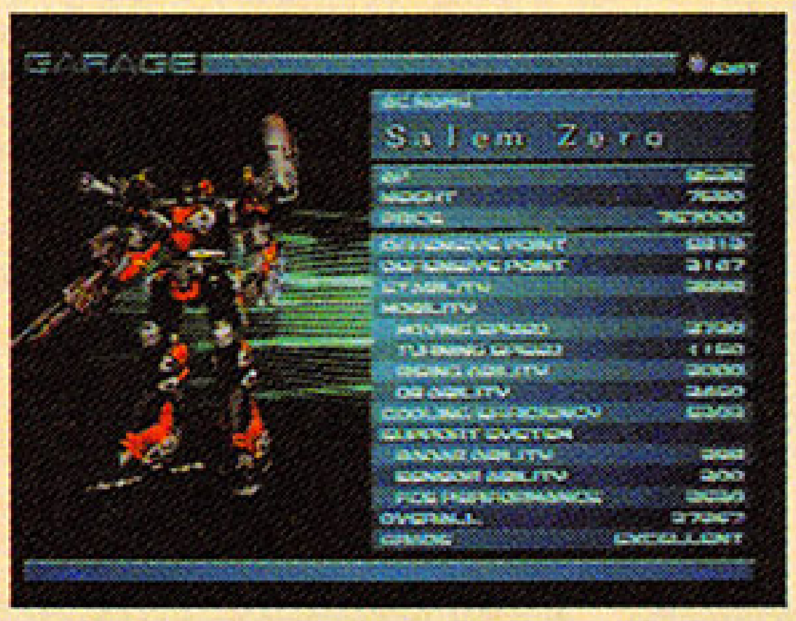
Tips & Tricks Armored Core Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. Note: I'm keeping an eye out for Core designs that excel in specific areas; i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*.
As always, overweight or otherwise illegal Core designs get tossed in the trash.

Armored Core 2 Designs

Salem Zero

Designed by Yosho Deimos (location withheld by request)



Parts

Head: ZHD-MO/EGRET
Core: ZCX-F/ROOK
Arms: EAN-1111
Legs: ZLN-XA2/FF
Boosters: ZBT-H4/T
FCS: VERTEX-124/EE
Generator: HOY-B999
Radiator: RRX-COT-1550
Inside: N/A
Extension: BEX-BRM-02 Relation Missile
Back Unit R: EWM-S608 Small Missile
Back Unit L: EWR-L24
Arm Unit R: ZWG-SRF/8 Sniper Rifle
Arm Unit L: ELS-3443 Laser Blade
Option Parts: SP-S/SCR, SP-ENE/SCR, SP-BSI-LE, SP-BFS/LOSP, SP-M/AUTO, SP-VIECH

Color Scheme

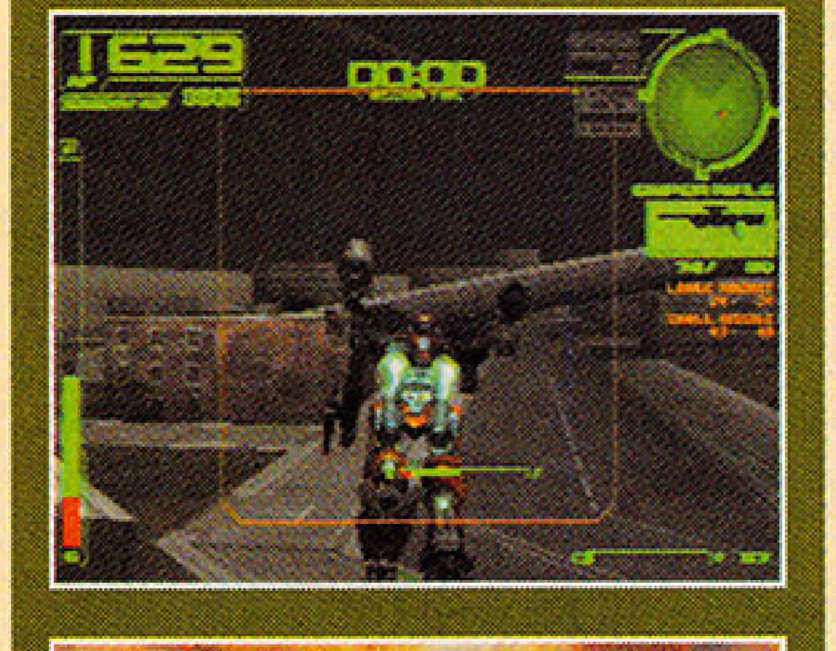
Base: Red: 10, Green: 7, Blue: 2
Aid: Red: 114, Green: 114, Blue: 114
Optional: Red: 137, Green: 47, Blue: 2
Detail: Red: 200, Green: 200, Blue: 0
Joint: Red: 95, Green: 95, Blue: 95

Performance

Grade: EXCELLENT

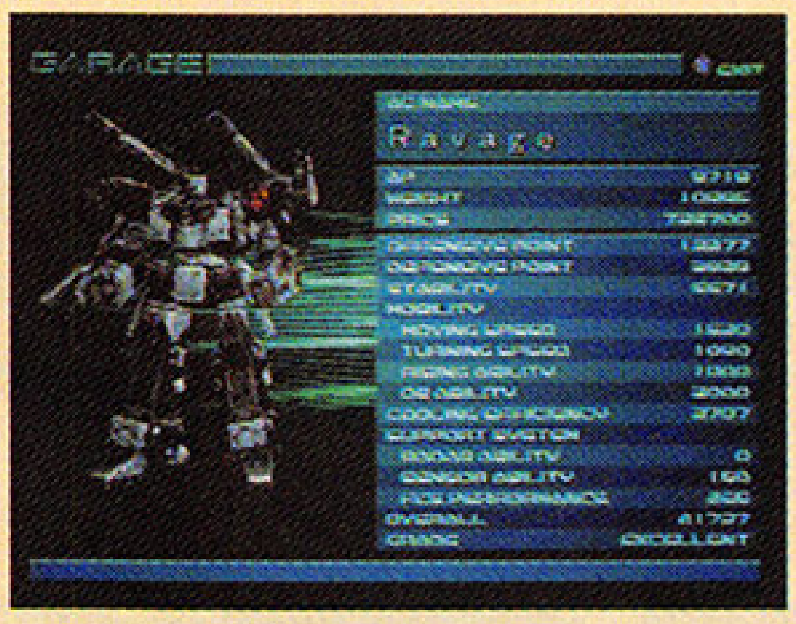
Armor Points: 8638
Weight: 7580
Price: 757,000

Salem Zero is an interesting mix of long- and medium-range weaponry, packed onto a middleweight Core. The sniper rifle is great for pecking away at opponents from a distance, but you'll probably want to close to medium or short range for the missiles or rockets to connect. Rockets are notoriously hard to use unless you're facing an opponent with a very heavy Core, or one who just doesn't like to move around much. With Salem, the sniper rifle is really the weapon that you'll want to spend the most time using, so try to keep your distance and take your shots when the opportunity presents itself.



Ravage

Designed by Zech Sanchez of Albuquerque, New Mexico



Parts

Head: EHD-GN-92
Core: ECH-D4
Arms: EAN-MWZ
Legs: ELN-STVM
Boosters: ZBT-H4/T
FCS: DOX-ALM
Generator: HOY-B1000
Radiator: RBG-CM6
Inside: N/A
Extension: ZEX-RS/HOUND Anti Missile
Back Unit R: ZWX-E90/MAC Plasma Cannon
Back Unit L: ZWX-E90/MAC Plasma Cannon
Arm Unit R: ZWG-HC-IR/K99 Plasma Rifle
Arm Unit L: LS-MOONLIGHT Laser Blade
Option Parts: SP-ENE-SCR, SP-BLS

Color Scheme

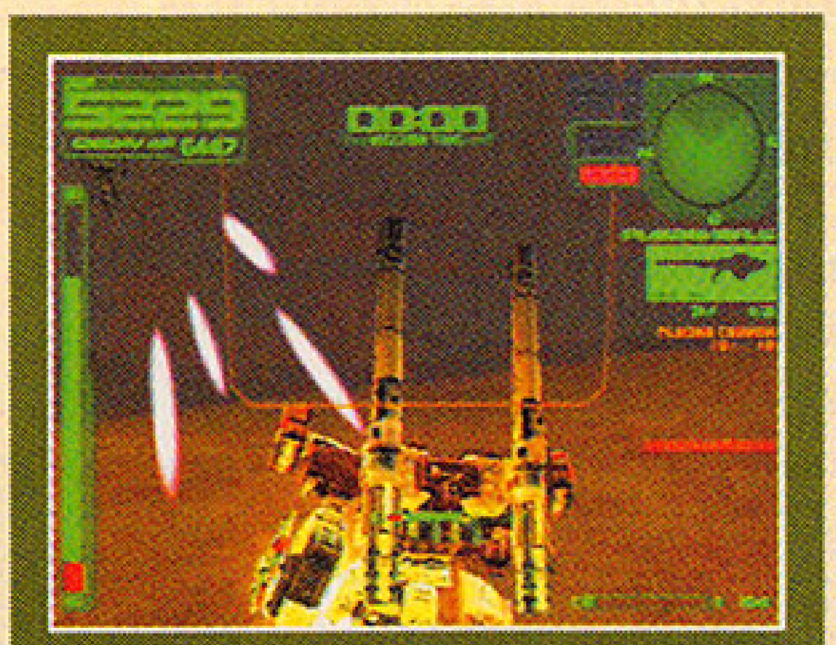
Base: Red: 14, Green: 7, Blue: 7
Aid: Red: 110, Green: 120, Blue: 135
Optional: Red: 110, Green: 120, Blue: 135
Detail: Red: 110, Green: 120, Blue: 135
Joint: Red: 90, Green: 90, Blue: 90

Performance

Grade: EXCELLENT

Armor Points: 9718
Weight: 10895
Price: 728,700

A heavyweight humanoid Core focusing on powerful plasma weapons, Ravage has the ability to deal great amounts of damage in short amounts of time. The disadvantage to this design is immediately apparent to veteran *AC* fans—both plasma weapons fire a strong but slow projectile. This means that slow Cores are easy prey for the mighty plasma beams, but fast Cores are going to present a problem. Ravage lacks missiles or other weapons that are good for tracking down lightweight Cores, so you'll have to get in close and hope that your opponent isn't adept at quick maneuvering and dodging projectiles.



Upcoming *Hard Core* Events!

Because of the overwhelming response to my call for Cores to represent different countries for last month's *AC* World Rumble, I'm planning several similar events for future editions of *Hard Core*. First up is the *AC* Battle of the Planets, so get cracking on Cores designed around the planets, moons or the big star in our solar system. After that I'll be looking for Cores representing your State for the *AC2* Civil War. You read that right—this *AC* Challenge will consist of *Armored Core 2* designs, so those of you who have been screaming for more *AC2* representation should be happy. Start sending in your designs for either of these events now! As always, I'm looking for good designs, but originality, interesting color and/or weapon schemes and a brief explanation of why your Core should be included can never hurt.

AC Challenge!

Andrew Crouch's Steel II was designed specifically for the task of challenging Dayne Jacobs' HardCore in battle. HardCore took first place in the last Game Hits Armored Core tournament, and the challenges have been rolling in. Shawn and I took the Cores through our standard six matches, with each of us piloting both Cores for three battles. Although Steel II was able to put up a good fight, bringing HardCore to the brink of destruction in several matches and pulling out a draw in another, in the end the weaker energy Machine Gun was no match for HardCore's much more powerful Laser Rifle. Although the two Cores are nearly evenly matched, when both are in the hands of skilled players, HardCore comes through with a slight—but decisive—advantage.

	Pat	Shawn	Total Wins
Hard Core	3 wins	2 wins, 1 draw	5
Steel II	0 wins, 1 draw	0 wins	0

TIPS & TRICKS
MORTAL KOMBAT
SUPER MARIO BROS
Nintendo GAME PACK
BATTLETOADS
ASTROSMASH
TETRIS SNACK CRACKERS
MASTERING PACMAN
SONIC
VIRTUAL BOY

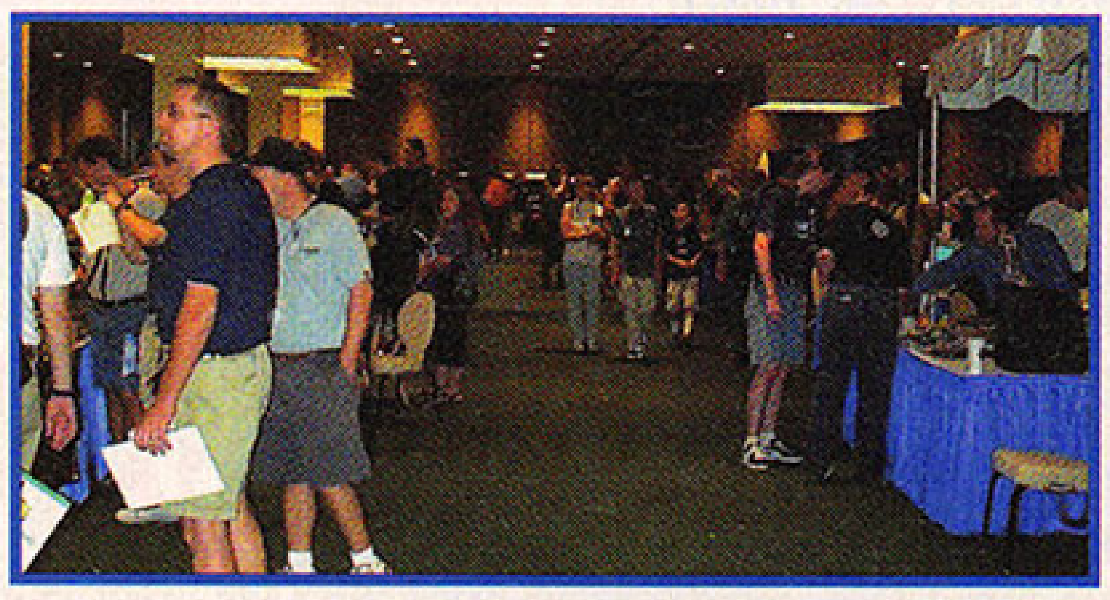
COLLECTOR'S CLOSET

by Joe Santulli

Are you a video game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up enough money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this new monthly column is for you!

CLASSIC GAMING EXPO 2001

It's the ultimate video-game collector's experience: the annual Classic Gaming Expo. Held in Las Vegas on August 11-12, this year's show was the ULTIMATE ultimate experience! Where else can you rub elbows with the legends of the industry? Rick Dyer and Don Bluth, creators of the groundbreaking laserdisc game *Dragon's Lair*, were on hand to meet and greet guests and unveil the upcoming PC-based sequel, *Dragon's Lair 3D*. Several of the original Activision game designers spent time sharing their recollections as well. David Crane (*Pitfall!*), Garry Kitchen (*Keystone Kapers*) and Larry Miller (*Starmaster*) were often seen playing their own games at the show's various play areas. Those who were willing to challenge David Crane to a head-to-head match of his Atari 2600 game *Dragster* were free to do so…if they dared.

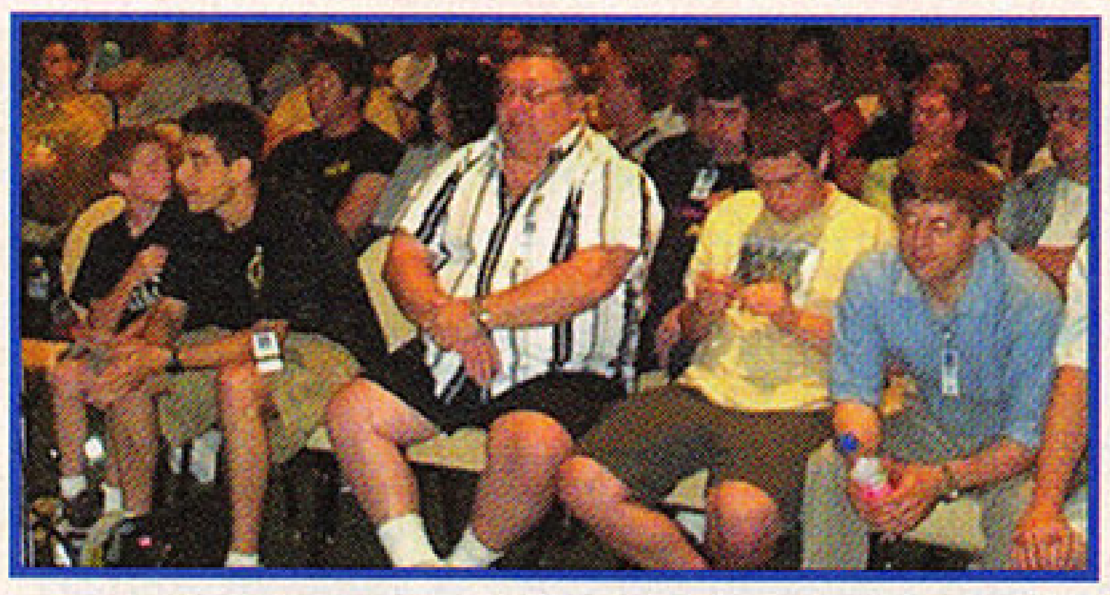

The show floor on Saturday.

Other notable speakers included Jamie Fenton (designer the Midway coin-op classic *Gorf*), Atari 5200 mastermind John Seghers (*Gremlins*, *RealSports Soccer*), Steve Woita (*Taz* and *Quadrun* for the Atari 2600, *Sonic Spinball* for Sega Genesis), Atari 8-bit computer guy John Harris (*Jawbreaker*, *Frogger*) and the legendary Rob Fulop, who kept us all busy in our youth with the Imagic game *Demon Attack* and his brilliant translation of *Missile Command* for the Atari 2600. All of these folks, as well as many others, were on hand to talk about the golden age of electronic gaming and sign their game cartridges. Bam! Instant collectible.

Keynote panel featuring former Atari game designers John Seghers, Steve Woita, Rob Fulop and Bob Polaro.

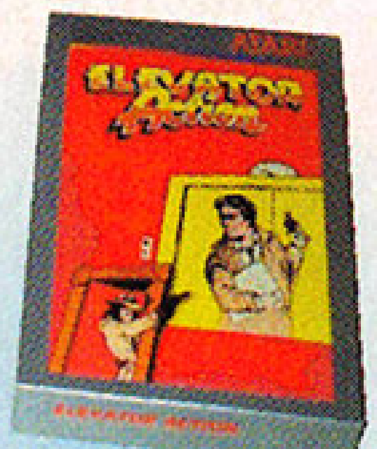
John Hardie, one of the show's three organizers, stated it best: "The Classic Gaming Expo isn't just about the games, it's about the people who create them and the people who play them. We take great pride in bringing both groups together for one unforgettable weekend each year."

The show is also about the people who SELL the games. Vendors display what must be the greatest collection of classic games available for purchase in any one location. Exhibitors such as B&C Computervisions and Atari2600.com were on hand with a mind-boggling assortment of hard-to-find items for sale. I was able to procure a rather elusive Atari 2600 title, Tigervision's *Springer*. I had been looking for this game for years, and there it was. At last! In addition, Songbird Productions (best-known for its Atari Jaguar and Lynx support) had several recently-released games for the collector and avid fan, and even showed off some upcoming titles that will be available next year.


Bidders wait for the next item on the auction block.

As a collector, my favorite aspect of this show is the unveiling of brand new games for my beloved classic consoles. This year featured a stunning array of titles. If you own an Atari 2600, there were eight new games sold at the show: Joe Grand's *SCSI-cide*, Brian Prescott's *Vault Assault* and *Crazy Valet*, Tim Snider's *Venture II*, EbiVision's *Allia's Quest* and previously unreleased prototypes *Combat II*, *Elevator Action* and *Secret Agent*. For the ColecoVision there was Daniel Bienvenu's *Ms. Space Fury* and unreleased AtariSoft gems *Pac-Man*, *Joust* and *Dig Dug*. And this year's selection is just the tip of the iceberg. "Homebrew" authoring is on the rise, and CGE provides a wonderful forum to debut new titles from these modern-day retro game designers. Incidentally, if you're looking to breathe some life into your Atari system, check out Hozer Games at www.netway.com/~hozervideo/. Hozer specializes in manufacturing these recent titles and its prices are great.

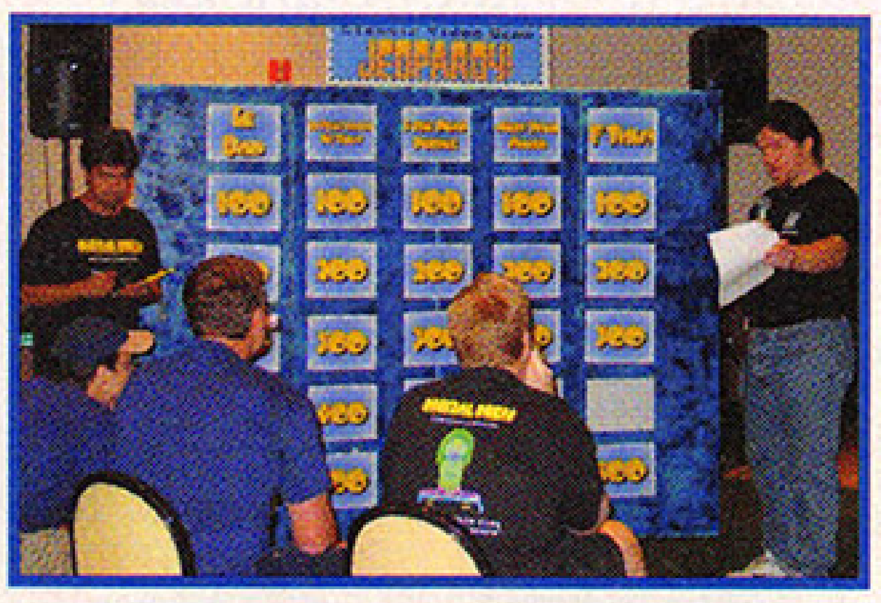
THE ABYSSAL RAYS



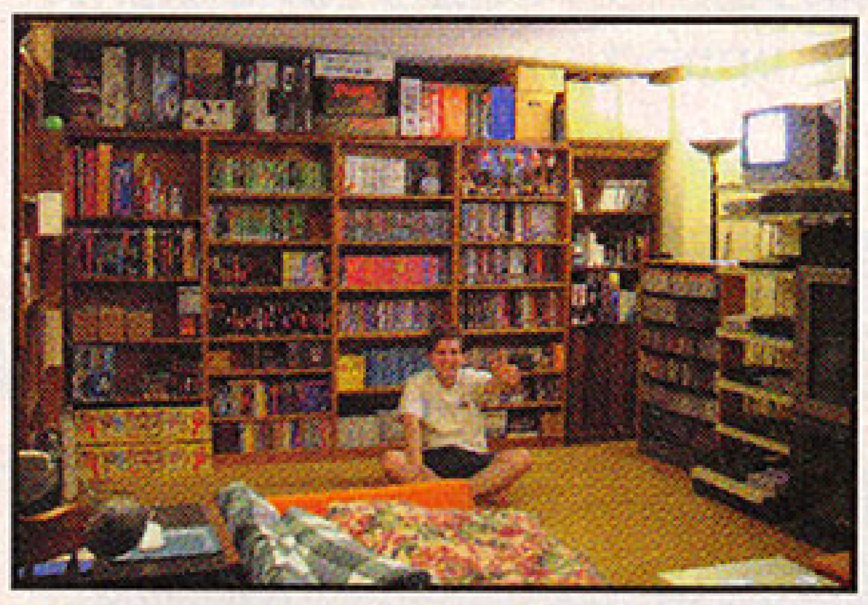
After the first day of the show, an informal swap meet allowed collectors to wheel and deal with their brethren from around the world. At this event, a copy of the rare mail-order-only Atari 2600 game *Chase the Chuckwagon* was sold for $5! Following the meet was an auction where many rare and unusual items went on the block. This is one of the few places where you would ever get to SEE items like the APF Imagination Machine or an Atari Video Music player, let alone BUY one.

In addition, you could win prizes (usually games) in the show-closing raffle or in a game of Classic Gaming Jeopardy.

The next show is scheduled for August 2002, but the exact dates have yet to be announced. You can find out more at the Classic Gaming Expo website, www.cgexpo.com.


Classic Video Game Jeopardy hosted by yours truly!

ROOM OF DOOM



Meet Erik Nelson of Manchester, Connecticut. Erik has a habit. He likes to collect piles and piles of games and then neatly arrange them by system in such a way that his home appears to be more of a library than a living quarters. In this room there are over 1,100 unique games on display—and not a single one tilted backwards or turned upside-down. As such, Erik qualifies as this month's "Room of Doom" curator.

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send me two or three photos of your proudly-displayed collection at "Room of Doom", c/o Tips & Tricks, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.

SPOTLIGHT ON: GAMES GONE WILD

This segment will put a bright light on some collectibles that could prove to be worthwhile investments. My definition of an item's "street value" is the amount you can expect to pay another collector for the game, and I've provided a range to account for the condition of the packaging. The high side would typically be a new or sealed game. The latest trend in collecting is the belief that it doesn't have to be old to be collectible. While we've become accustomed to seeing games from the '70s and '80s rise high in value, it is becoming more common for games released in the past five or ten years hit their high water mark as well. Here are a few that I've been scoping out:

CHRONO TRIGGER
SQUARESOFT
SUPER NINTENDO

- ***Chrono Trigger* (Super NES)**—You can always count on game cartridges by SquareSoft to rise in value. Role-playing games in general are popular among collectors, but really good quality RPGs even more so. *Chrono Trigger* is one example of that. **Street value: $80-$100.**

SUPER
KONAMI

Dracula X
KONAMI
SUPER NINTENDO

- ***Castlevania Dracula X* (Super NES and import PC Engine/TurboDuo)**—Both titles feature tremendous replay value and are audiovisual masterpieces. The SNES cartridge seems to have been produced in limited quantities…there doesn't seem to be enough of either title to go around! **Street value: $100-$125.**

PlayStation
DRAGON BALL GT

- ***DragonBall GT Final Bout* (PlayStation)**—The U.S. version of this game was produced in very limited quantities. The reviews for the game were less than spectacular, but there's quite a following for the anime series it's based on. As a result, you have a title for which demand is greater than its supply. **Street value: $200-$300.**

FINAL FANTASY II
SQUARE
SUPER NINTENDO

- ***Final Fantasy II* (Super NES)**—It's SquareSoft again! This game is considered by many to be the best of the *Final Fantasy* series; it's got the simple combat system established in the original bolstered by the wonderful music and graphics the SNES provides. **Street value: $125-$300.**

KLONOA
PlayStation
namco

- ***Klonoa: Door to Phantomile* (PlayStation)**—Here's my pick of the month. The dollar range I've seen exchanged for this game is so wide that you shouldn't have a problem finding it in excellent condition for $25, and it's a sure-fire investment at that price. Why? It was a well-received game, it's no longer in print and it's by Namco. 'Nuff said. **Street value: $25-$100.**

MEGA MAN X3
CAPCOM
SUPER NINTENDO

- ***Mega Man X3* (Super NES)**—This was the third and final installment in the *Mega Man X* series for this system…and the hardest to find. Make sure you see the *X3* before purchasing—though *X2* is fairly collectible, *X3* is undeniably "the" collectible. **Street value: $50-$100.**

ASK DR. PACKRAT!

Dear Dr. Packrat,

I live in the U.K. and have had trouble working out trades with people "across the pond." It seems my games run in something called PAL and their games run in NTSC, and this usually presents a problem. What kind of a problem is it? Should I be looking for NTSC on the labels of my games? What is NTSC anyway? Also, could you tell me the term for when the Earth, sun and moon all fall into alignment? (You said you answer questions about the universe in general, so have a go at that.)

—Lee Furie
Islington, London, UK

Blimey! A technical question in disguise!

Lee, the bottom line is that the frequencies that generate images on your television in the UK are different than those on our televisions in the USA. We use NTSC (National Television System Committee) standards, which refresh the screen 60 times a second with 525 lines per screen. You're on the PAL (Phase Alternating Line) system which refreshes the screen 50 times a second with 625 lines per screen. If the game is "broadcasting" in PAL it will work fine on your machine but not on ours. MOST systems are built and developed for using one standard or the other. For example, if you send me a PlayStation game that works fine on your console, it won't work fine on mine. However, we could freely trade Odyssey2 and VideoPac cartridges, because the system simply doesn't recognize the difference. Fortunately, on the systems where it matters, there is usually a PAL or NTSC indicator somewhere on the packaging. Sticking with our PlayStation example, you'll see the little white box either on the spine or on the back of the case. This won't help you in retail stores, however. Unless it's some kind of a mix-up, you're not likely to find NTSC games in the UK, and you should be careful to determine this when buying from the Internet.

Regarding your last question: That's called a "syzygy." Oddly enough, this is the name Nolan Bushnell originally chose for his little start-up electronic gaming company…which he later renamed "Atari." Perhaps you've heard of it?

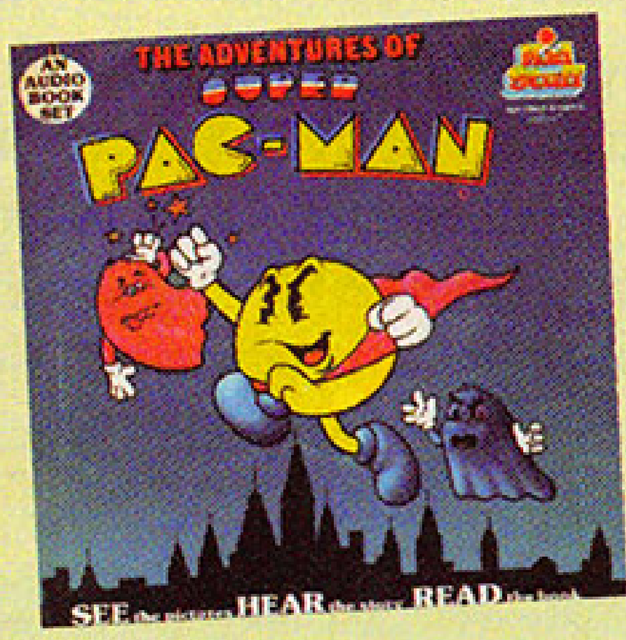
I'm a PhD…in gaming! The doctor is IN and ready to take on your questions about collecting, gaming history or the universe in general! Mostly collecting, really. Write me at "Dr. Packrat," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

VINYL GOODIES

You've been checking under those rocks as I advised last month, right? Here are some goodies that you can't plug in, but you CAN play. For years, promotional records have been produced with our favorite video-game characters as the stars. Ever since the release of the album *Pac-Man Fever* by Buckner and Garcia, there has been a steadily increasing number of recordings based on video games produced each year. Let's look at some of the early ones, when vinyl was king.

MISSILE COMMAND
PAC-MAN FEVER

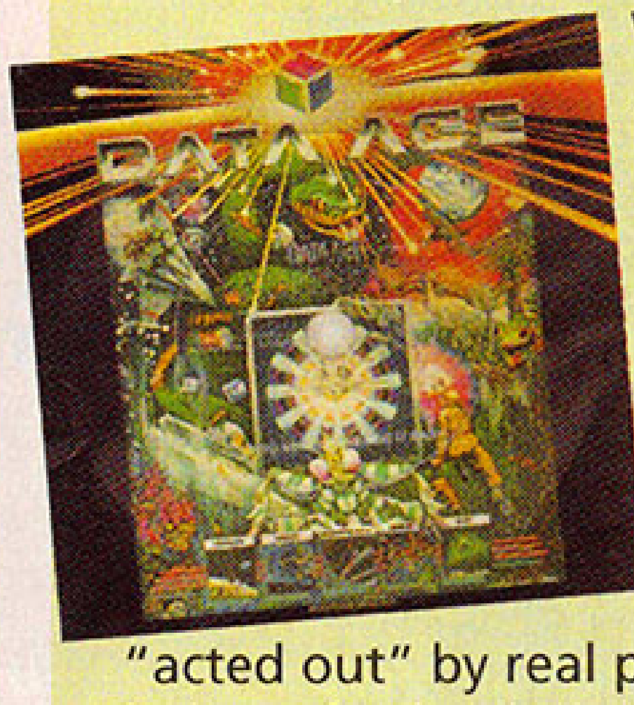
The granddaddy of them all is 1980's *Pac-Man Fever*, an eight-song journey into the 8-bit arcade classics of yesteryear. It's pretty silly stuff, but then again, most of these recordings are aimed squarely at the youngsters. Never mind the fact that I didn't realize this until I was told just a few days ago—they always seemed pretty entertaining to me! The Pac-Man audio legacy didn't end with that well-known album. In fact, its popularity spawned some interesting variations including a 45 rpm single (pictured) and a slew of albums and singles by a company called Kid Stuff. Kid Stuff put out a series of Pac-Man records with read-along books. If you checked your toy stores in the early '80s you'd also find sets of Kid Stuff products for Barbie, He-Man and the Care Bears. Check those flea markets and thrift stores, these are NOT uncommon. You'll know them when you see the Kid Stuff slogan: "SEE the pictures—HEAR the story—READ the book."


THE ADVENTURES OF SUPER PAC-MAN
SEE the pictures HEAR the story READ the book

One record that's caught the attention of many a collector is the 1977 Sparrow Records LP *The Music Machine*. Can you guess why? The record was supposedly released along with an Atari 2600 game of the same name—and that game is considered VERY rare indeed. So if the game is rare, and the album was packaged with the game, isn't the album rare as well? The answer is a decided NO. I believe the album was in print beyond (and before) production of the game. And while either could only be found in Christian bookstores in the late '70s and early '80s, the record can still be found if you look around for it. The game? Well…good luck!

STORY OF
YARS' REVENGE
ATARI
SEE the pictures HEAR the story READ the book

A real rarity among these game-themed records is the 1982 Data Age plastic-on-cardboard record called *Mindscape* (no relation to the game developer of the same name). This audio adventure features five Data Age video-game titles "acted out" by real professionals. What exactly their profession is, I do not know. But they were certainly good at screaming and acting like idiots. Not for sale in stores, *Mindscape* was only available directly through Data Age, so it has become a bit of a commodity among memorabilia collectors. This is the kind of thing that rarely turns up in online auctions, so I'm including a picture of it here. If you see it, be sure to snatch it up!



JAPAN REPORT!

by Scott Steinberg

NINTENDO SPACEWORLD 2001

The convention hall was packed with bystanders hot to see tomorrow's best-sellers.

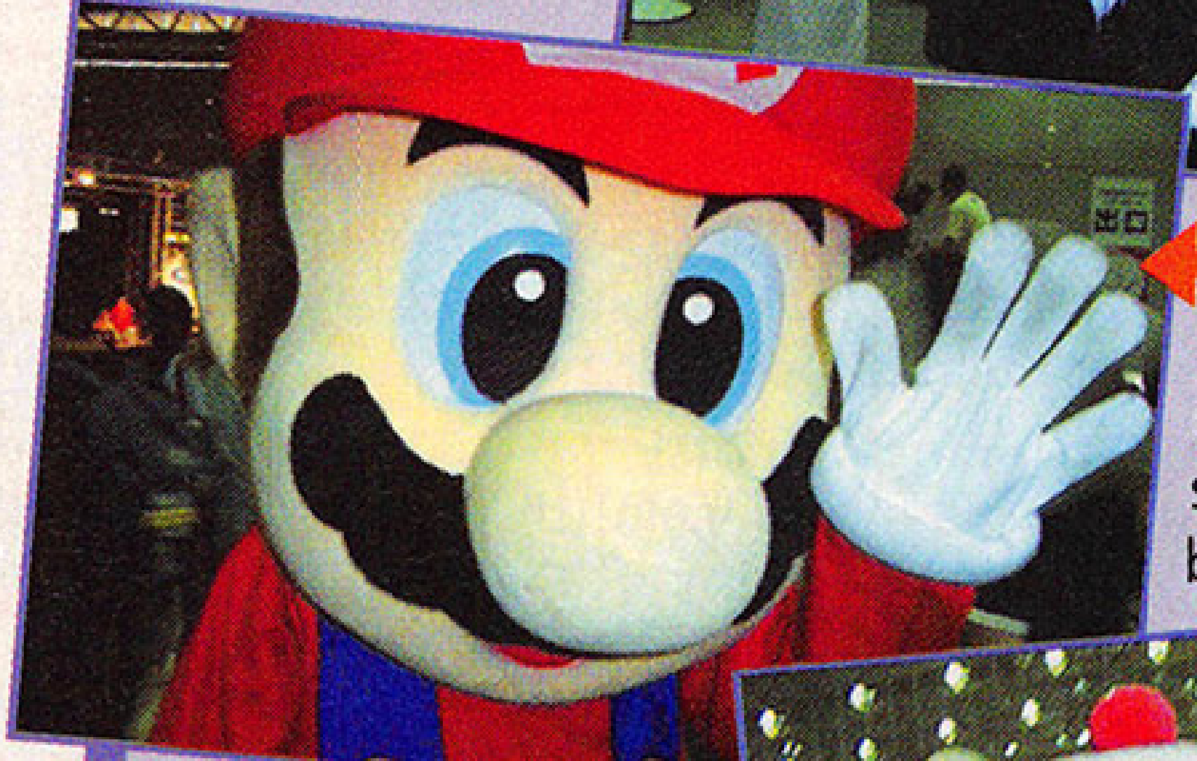
If anyone knows how to party, it's Nintendo. The company's annual Spaceworld bash, while disguised as a trade show, was open to the public between August 24th and 26th at the Makuhari Messe Convention Center in Tokyo. Even though executives threw this monster shindig to show off first- and third-party titles for the GameCube and Game Boy Advance systems, it was the fans who were having the biggest ball. Announcements regarding a new *Legend of Zelda* and *Mario Sunshine* drew only slightly less acclaim than most of the exhibits choking the show floor. Let's take a look at Spaceworld 2001!

CHARACTERS!

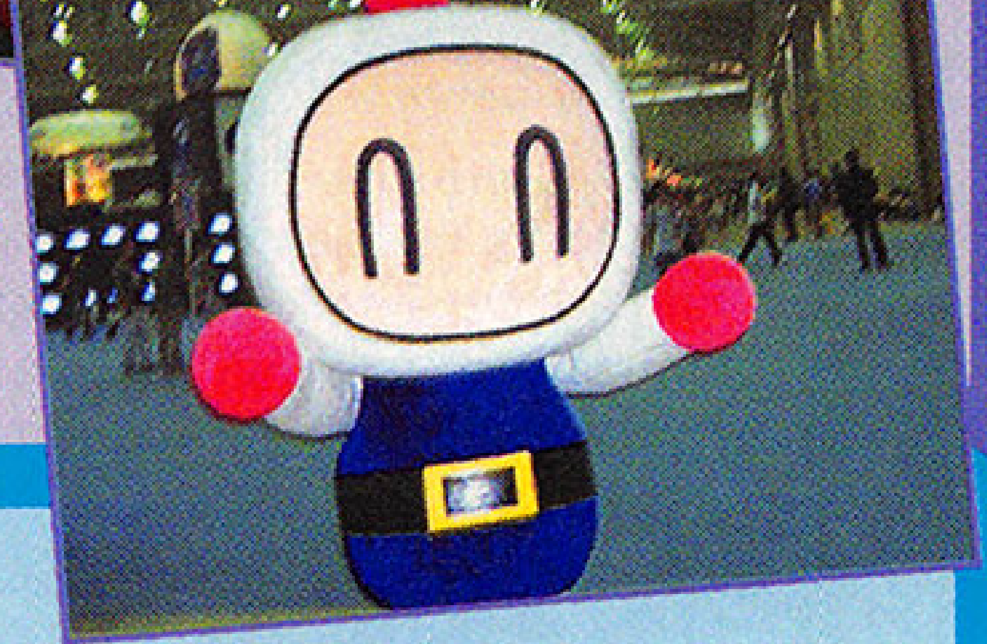
Tons of characters posed for photos to the delight of fans young and old!

Hey there, big, blue and fuzzy! Sonic the Hedgehog was just one of many recognizable heroes walking the grounds.

Sonic's nemesis Shadow throws up his deuces. Right back at ya, homey.



Odd… haven't we seen that face somewhere before?



Can anyone get enough of that lovable Bomberman?

THE GAMES

The real reason for Spaceworld is to let kids check out the games!

A gamer gets a helping hand from a *Pikmin* expert.

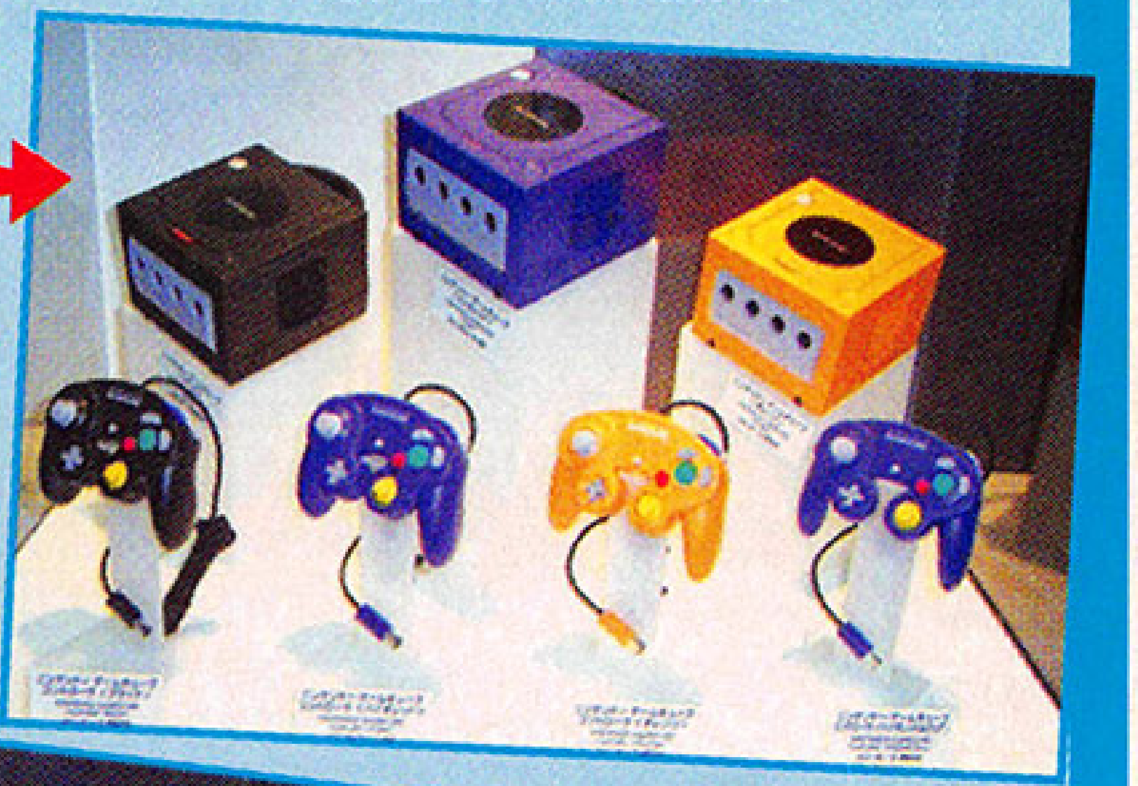
Sega practically stole the show with top titles for all Nintendo platforms, including *Sonic the Hedgehog Advance* for Game Boy Advance.

Super Mario Advance 2: Portable gameplay meets a full-sized helping of audio/visual goodness. A must-have title.

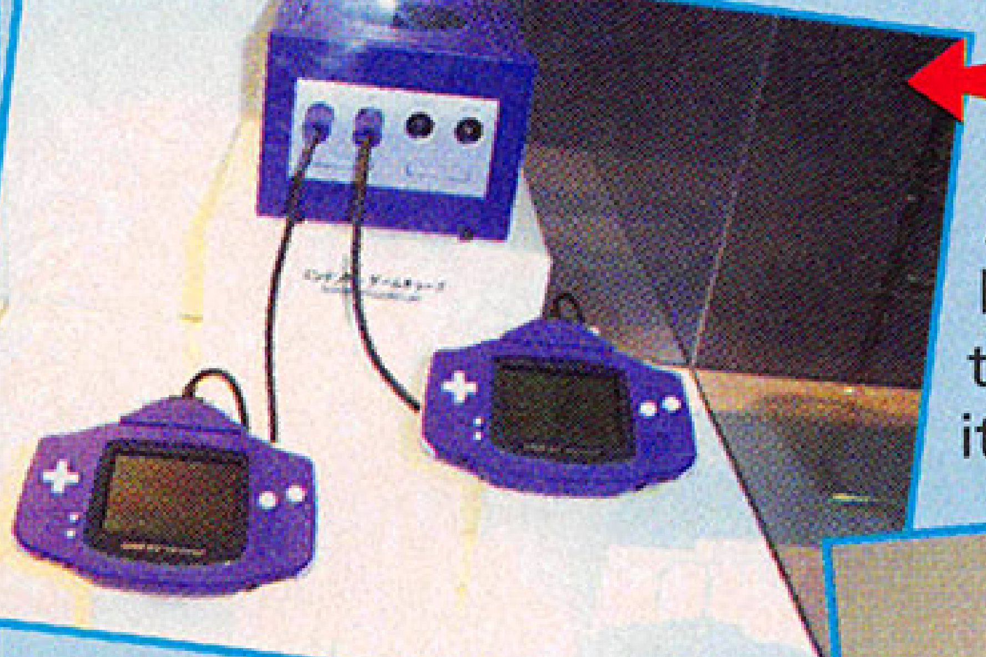
Bomberman Generations could be one of the sleeper hits for GameCube this holiday season.

HELLO GAMECUBE

The Japanese were able to take a close look at Nintendo's new console for the first time.



Candy painted GameCubes come in all shades of the rainbow. Which one will you get? We're still holding out for neon pink.



An exhibit shows how the Game Boy Advance Cable allows the handheld to be hooked up to its larger cousin.

You aren't a real gamer (or genuine lazy bum) unless you buy the wireless Wavebird controller, pictured here.

Next month we'll show you all the crazy shopping and tournaments at Spaceworld 2001!

Charge up your batteries, plug in your memory cards and get ready to rock! It's time to feast your eyes on the random gathering of goodies we call the...

COOL ZONE

Here's another one of those Dragon Warrior plush toys available from Enix. This is Warubou from Dragon Warrior Monsters II. Warubou is portrayed as a bad character in the game, but he's really just fun-loving and mischievous. Other monsters are also available.

Nuby's new BlackHawk 2 controller for the PlayStation 2 is pretty impressive. The handle grips are slightly bulbous, not unlike the Virtual Boy controller grips. With Nuby's MacroMap technology, buttons can be remapped and programmed for multi-button commands. Time delay functions can also be programmed for precise execution. The buttons are analog and pressure sensitive for the PS2, but the BlackHawk 2 is also compatible with the regular PlayStation. What we really like about this one is that it feels good in your hands. Available now for $24.99.

GAMEBOY ADVANCE COMPATIBLE
GBA Light Magnifier
Innovation

Just as we predicted in the July edition of Cool Zone, the Japanese Light Magnifier for the Game Boy Advance is now available domestically. Innovation's Light Magnifier gives you much-needed illumination for your GBA plus a magnified surface that fits over the screen. Not that the GBA screen needs to be magnified, but it does offer your screen protection from scrapes and scratches. Find it at your local retail store for $8.25.

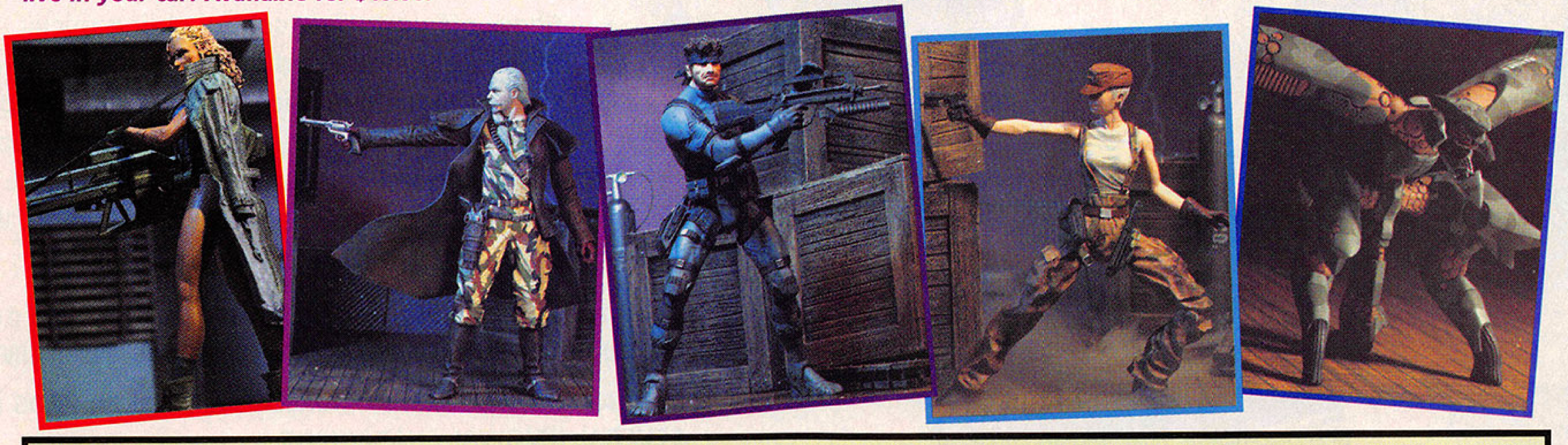
GAMEBOY ADVANCE COMPATIBLE
GBA 10 Hour Battery Pack + AC Adapter
Innovation
AC ADAPTOR

The Innovation Battery Pack gives you ten hours of play on your Game Boy Advance every time it's fully charged. Unlike other bulky GBA battery packs on the market, Innovation's battery fits perfectly into the normal battery slot of the GBA. It even comes in all the standard GBA colors. Available for $10.50.

Innovation
Now Plug in any video game system, DVD Player, VCR or any AC powered product into your car, truck, boat, or RV. This product converts any DC cigarette lighter outlet up to 140 watts of continuous AC power. Plug in almost anything in your car!
DC to AC Power Inverter
Ultra Compact! Ultra Safe!

Innovation Technologies has brought many strange and random gaming gadgets from overseas to the U.S., but this is one of its most useful devices yet. The DC to AC Power Inverter allows you to plug ANY electrical device into your car's cigarette lighter. With the simple cigarette lighter input to outlet box connection, you can plug in a PlayStation, Dreamcast, PS2, N64, TV, VCR, DVD player, laptop...anything with a power plug! Now you can really live in your car! Available for $49.95.

Following the incredible success of the first set of Metal Gear Solid action figures, McFarlane Toys is gearing up to release a new line based on Metal Gear Solid 2: Sons of Liberty. The Metal Gear Solid 2 line will feature many recurring characters like Solid Snake and Revolver Ocelot, while introducing new ones like Olga. These guys are much more detailed than anything in the first Metal Gear set, so get ready for a huge collector's frenzy. Each figure will come with part of a Metal Gear robot action figure. When you collect them all, you will be able to assemble the full Metal Gear robot with all the parts. The new Metal Gear Solid 2: Sons of Liberty figures should be available by Thanksgiving.



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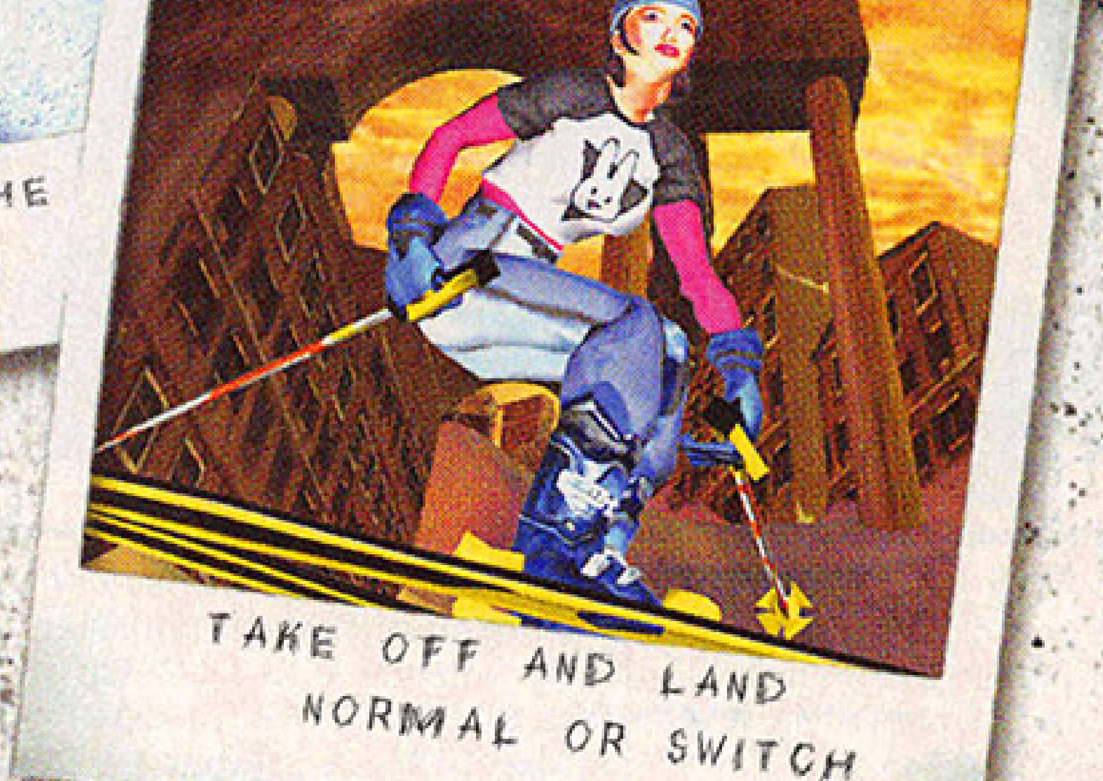
A.T. BARRON PULLS A MUTE IN ALASKA

Black Jack
CASIN

SLOPESTYLE THRU THE STREETS OF VEGAS



TAKE OFF AND LAND NORMAL OR SWITCH

Actual screenshots from the PlayStation®2 computer entertainment system.

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Show off your new school skiing tricks in Slopestyle mode and unlock Big Mountain mode to star in a ski movie! Then get heli-dropped onto a mountaintop, and pull insane grabs off snow-capped cottages, trains and more. Even use the Alaskan pipeline as a half-pipe. Watch your best runs on the big screen!

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