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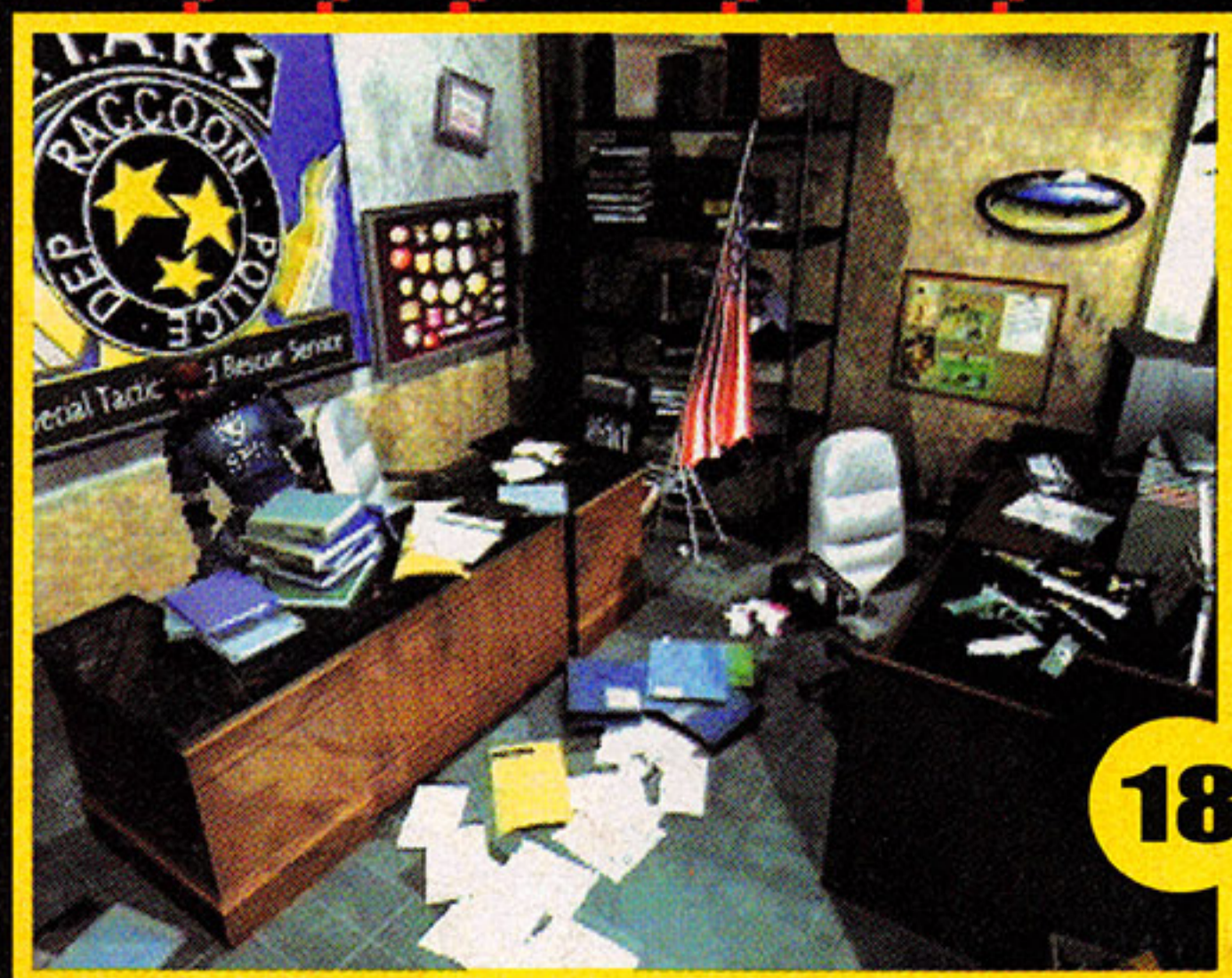
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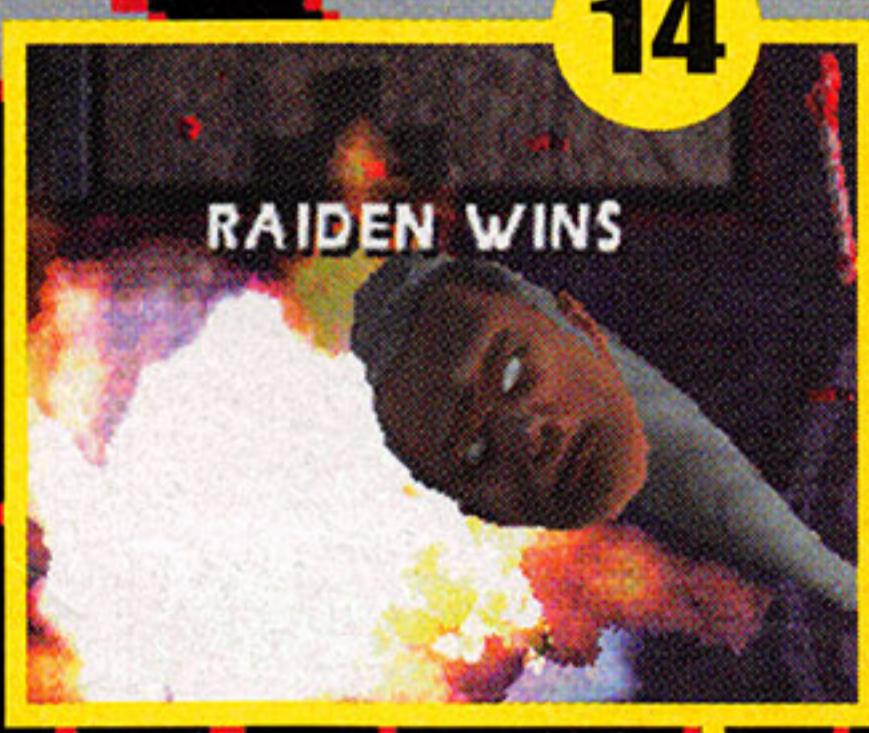
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ON THE COVER:
Leon Kennedy and friend; a tense moment from Resident Evil 2.
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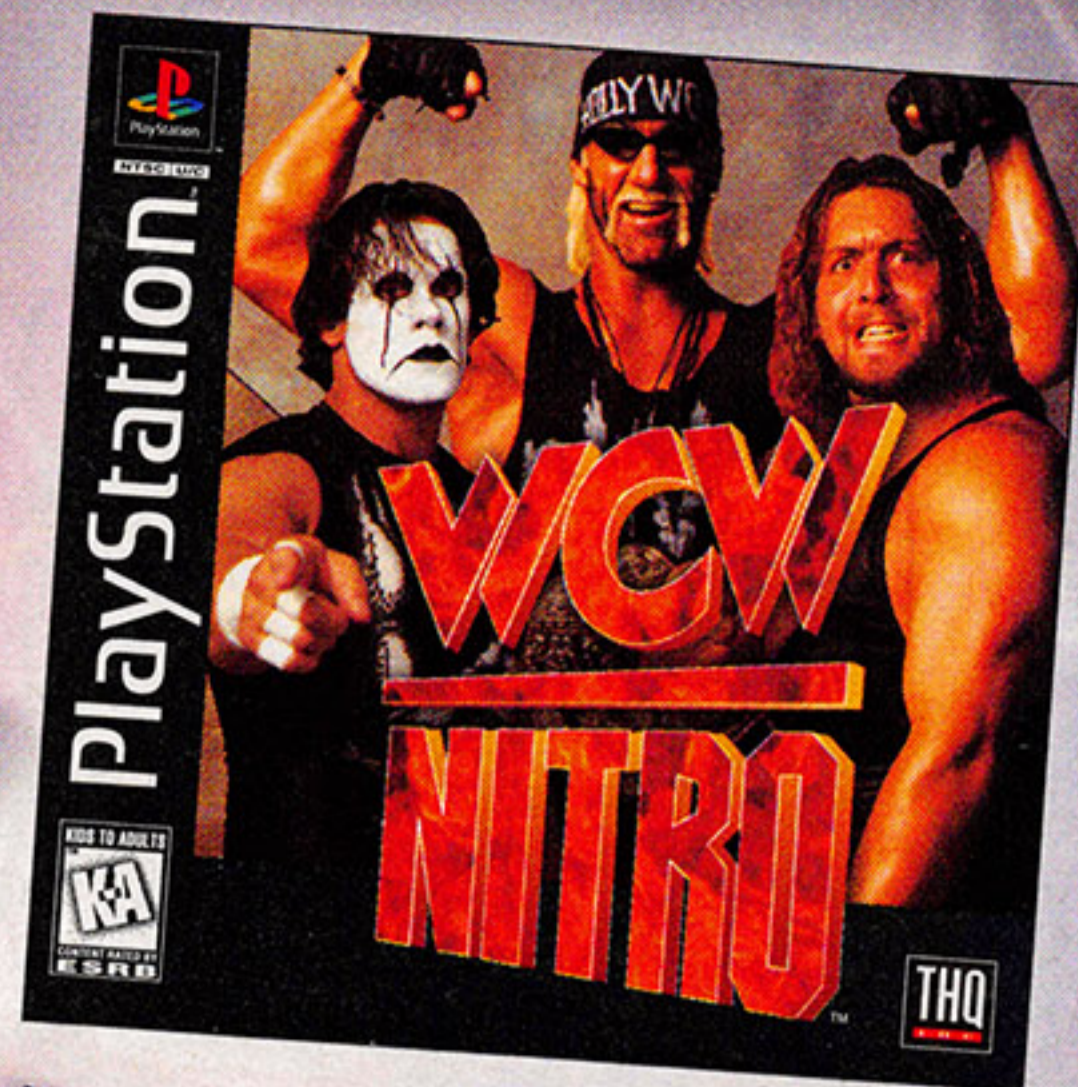
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Power Up!



Editor in Chief **Chris Bieniek** would like to personally welcome you to the new "bigger, better" *TIPS & TRICKS*, but to do so literally would take an awfully long time, so he's hoping that you'll just turn the pages by yourself and soak it right up.

Current Favorite Games: Death Tank Zwei, Mega Man Neo, Micro Machines V3, Sega Ages Vol. 1



Jim Loftus dreams that someday Toy Biz will manufacture a Dr. Noah Boddy action figure so he can fulfill his lifelong dream of acting out all of the original, first-season *Spider-Man* cartoon episodes from 1967.

Current Favorite Games: Need For Speed III, Nightmare Creatures, Reboot, Mystical Ninja Starring Goemon



Tyrone Rodriguez is a busy bee whose spare time is taken up with drawing, picking up on snowboarding and learning how to play *Moonlight Sonata Movement no. 1*. He always triple-checks facts, especially with regard to his co-workers' airline schedules.

Current Favorite Games: House of the Dead, Hip-Hop Mania, Shining Force III, Vampire Savior 2



In January, globetrotting **Jason Wilson** packed up his "200 or so" NES cartridges and relocated to L.A. to accept a full-time, in-house position as *T&T*'s newest Associate Editor. At last, someone who can understand Tyrone's "combo-speak!"

Current Favorite Games: Einhander, Mortal Kombat 4, Street Fighter III: Second Impact, Tetris



Ione Flores had trouble finding a *Manx T.T.* arcade machine in her neighborhood; she hopes that Sega's newest Model 3 arcade game, *Harley Davidson & L.A. Riders*, will be a less expensive machine so her local arcade operator will carry it.

Current Favorite Games: Yoshi's Story, Motocross Go!, Maximum Force, Area 51



With six million albums to his credit in just two short years, our good friend **Anatole Brown** wants to personally interrogate the people who participated in the so-called "taste test" in which Burger King's new "fries" were preferred over McDonalds'.

Current Favorite Games: Diddy Kong Racing, Quake II, Evander Holyfield's "Real Deal" Boxing, Resident Evil 2



Glenn Broderick is an altruistic pervert who's here to spread some genes. His acute sense of smell—coupled with an unhealthy obsession with all things *Mortal Kombat*—make him a worthy addition to any team of crime-fighting vigilantes.

Current Favorite Games: San Francisco Rush, Parappa the Rapper, Turok: Dinosaur Hunter, Quake



Given a choice, **Adrian Sanchez** would rather see *The Go-Gos in Outer Space* than to sit through any of those boring, historically-accurate *Braveheart* types of productions. His favorite movie-going snack is a box of Sno-Caps.

Current Favorite Games: Street Fighter Collection, Austin Powers (redemption game), Udderly Tickets



When he's not busy fooling around with his new Power Macintosh, **Ara Shirinian** spends his time autographing copies of *TIPS & TRICKS* at his local Dave & Buster's, an arcade/bar. After 10 PM, no one under the age of 21 is permitted inside.

Current Favorite Games: Final Fantasy Tactics, Einhander, Breath of Fire III, Bone Storm



Our newest contributor, former fanzine editor **Pat Reynolds** is one of the biggest Mega Man fans ever to grace the pages of *T&T*. He likes fighting games, the Tick, leftover spaghetti and office supplies.

Current Favorite Games: Tomb Raider II, Armored Core, Street Fighter EX Plus Alpha, Street Fighter Collection

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We can't respond to individual letters, but we do read 'em all, even the ones from those of you who should know better.

WHO'S THAT GIRL?

Parappa the Rapper is my favorite video game of all time. Your strategy guide for the game was awesome! It told me everything I needed to know about *Parappa*, plus a whole lot more. I do have one question, though. In the guide you showed a few pictures of a character that doesn't appear in the game; it's a little human girl with her hair in a ponytail. Who is she? Is there a secret code to get her to appear? Thanks for all your help, and keep on cranking out those tips!

—Larry Elder
 Baltimore, MD



If there's anyone who can steal Parappa's heart away from Sunny, it's Pony Pony.

Good question, Larry! The girl's name is Pony Pony; she was created by Parappa character designer Rodney A. Greenblat along with Sunny Funny, PJ Berri and the rest, but she is not one of the featured characters in the game. Not too many people know this, but the characters in *Parappa the Rapper* originated in a line of products called "RodneyFun" which Sony has been marketing in Japan since October of 1995. Like the Sanrio "Hello Kitty" merchandise, you can find tons of RodneyFun products like school supplies, little carrying cases or clothing items, all featuring Pony Pony and the rest of the Parappa posse.

According to RodneyFun H.Q., Pony is "the biggest little TV star in RodneyFun land...she is sassy and a little spoiled." Parappa and his friends watch Pony Pony on TV and dream of meeting her some day. If you watch carefully when playing *Parappa the Rapper* on your PlayStation, you'll see a photo of Pony on the wall in Parappa's bedroom.

BONUS STAGE FRIGHT

I was wondering...why do you think the newer *Street Fighter* games don't include bonus stages? You know, when you had to break down the brick wall and smash the car. I really enjoyed that part of the game.

—Brandon Noel
 Upland, CA

That's a great question, Brandon. It seems that the reason why the *Street Fighter* games had bonus stages in the first place was because they were trying to imitate the success of *Karate Champ*, the first popular one-on-one fighting game, which had you using your fists and feet to break objects and stop a charging bull between rounds. The fighting-game bonus stage has become something of a "lost art" between then and now.

In a 1995 interview, we asked the *Mortal Kombat* creative team why they chose to remove the bonus stages from the *Mortal Kombat* series. (Fighting-game fans will recall that the bonus stages from the original MK were very similar to those of the first *Street Fighter* arcade game.) Lead programmer and MK co-creator Ed Boon explained that—though the initial plans for *Mortal Kombat II* called for a bonus stage in which players would battle "a bunch of ninjas jumping all over the place," the idea was scrapped because of players' reactions to the first game at arcade test locations: "Whenever the bonus round came up—where you



The fighting-game bonus stage makes a comeback in Capcom's *Street Fighter EX Plus Alpha*.

could break the anvil or whatever—a lot of people would just hit the button, wanting to get it over with...everybody just wants to play the next round. So we'd rather use the memory to make more moves or another hidden character or something like that."

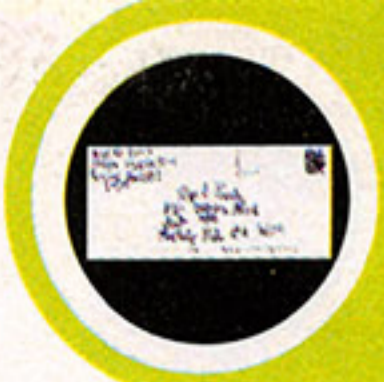
It's possible that Capcom came to the same conclusion when studying players' reactions to *Street Fighter II*; the bonus stages were removed when *Super Street Fighter II Turbo* upgrade was released and nobody seemed to notice! As a fan of the bonus stages, you're unfortunately in the minority...but there is good news in our PlayStation tips section for *Street Fighter* fans like yourself. *Street Fighter EX Plus Alpha* contains a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II* arcade game; this rare feature didn't even make it into the original release of SF II for the Super NES.

MORTAL MIX-UP

I think I found a really big mistake in your January issue. On the second page of the *Mortal Kombat 4* feature, in the mini-interview with Ed Boon, he says that "the Zeus hardware is capable of displaying 1.2 (four-sided) polygons a second, which is about ten times the power of a Nintendo 64." Doesn't he mean 1.2 million polygons a second?

—Voshon Mills
 Stratham, NH

Whoops! You're right, Voshon; thanks for pointing out that heinous transcription error. Can you imagine if that statement were true? Considering Boon's estimate that each character is made up of about 3,000 polygons—and that there are two characters on the screen during gameplay, never mind the background scenery—you'd have to stare at the screen for over an



hour before you'd see any movement at all. We apologize for any confusion this may have caused, especially among all of the Nintendo 64 developers who probably choked on their Cap'n Crunch when they read that the machine was capable of generating approximately one polygon every twelve seconds.

SPEED READER

I love to read your magazine. The problem is that I get through it too fast; it doesn't even take me two hours. I read everything in the book. I like *TIPS & TRICKS*, but more people would probably buy it if it was longer.

—Chris Brushett
Fayetteville, NC

Well, Chris, the magazine you're holding is the biggest, fattest issue of *TIPS & TRICKS* that we've ever published. Hope you like it!

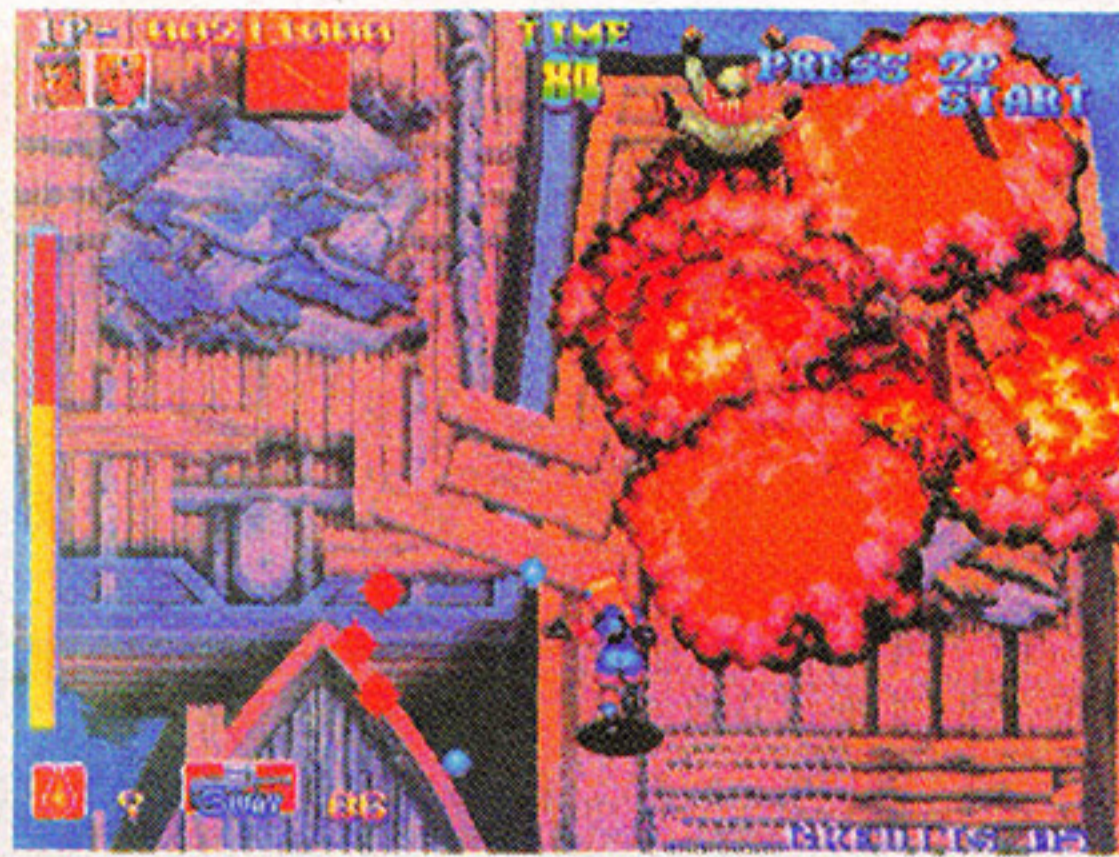
NEO NUT

I am quite possibly the biggest SNK/Neo•Geo fan in America. Any gaming magazine that has even the least amount of Neo•Geo news, I'll buy it. Which isn't many, but at least some magazines (yours, mostly) still cover Neo•Geo games.

Well, let me get to the reason why I wrote this letter, which is to ask you guys and gals at *TIPS & TRICKS* if you know of any games coming out for the Neo•Geo in 1998, like *Fatal Fury 4* or *Art of Fighting 4*.

—Ryan Reels
Narragansett, RI

Neither of those titles has been announced yet, Ryan, but we did manage to dig up the following information: A new Neo•Geo action game called *Shock Troopers* should be in your local arcade by the time you read this; according to Tyrone, it's an overhead-view guy-with-a-gun game that plays like an updated version of SNK's pre-Neo•Geo arcade hit, *Ikari Warriors*.



Shock Troopers



Blazing Star

Also on the way for the original Neo•Geo MVS machines is *Blazing Star*, a side-scrolling space shoot-'em-up in the fine tradition of *Andro Dunos* and *Last Resort*. If you've been checking the new Neo•Geo 64 arcade hardware, there's even more interesting news: *The King of Fighters '98* is currently in development as a 3-D fighting game, playable only on the new machine.

Finally, a few tidbits of information that only a true Neo•Geo fanatic can really appreciate. PlayStation owners who subscribe to Sony's PlayStation Underground CD magazine got a surprise recently—issue 4 featured a playable demo of the first stage of *Metal Slug*, one of the coolest Neo•Geo games of the past few years. It's been released for the PlayStation and Saturn in Japan, but no American publisher has picked up the rights to bring the game to North America. We've also heard a rumor that at least one publisher is evaluating *Samurai Shodown RPG* for a possible PlayStation release in the U.S.; this game was published for the PlayStation, Saturn and Neo•Geo CD in Japan last year. Keep your fingers crossed!

RETURN TO SENDER

I am writing this letter to you and other respectful game magazine companies. Although there is a low percentage of letters chosen, I feel that I must try anyway. A friend and I have come up with several game concepts that have been popular with some of

my other friends. I would appreciate it if you would give me the addresses where I could send these ideas to the following game publishers:

- Activision
- Midway
- Namco
- Williams Entertainment
- Capcom

If this would take up too much space in your magazine, then the latter company is of my biggest concern. Thank you for reading my letter.

—Zach Goad
Ironton, MO

And thank you for writing, Zach. Unfortunately—and we don't mean to discourage you from what could be a promising career in video-game design—but very few publishers will accept unsolicited game ideas from the public. However, if you're serious, you can find the address of any publisher simply by looking on the back of the box or instruction manual for one of that particular company's games.

BOMBS AWAY

You guys are da bomb. Hey, wait a second! If someone likes something, why do they call it "da bomb" anyway? People aren't supposed to like bombs. Bombs explode and kill people!

—Bobby Freeman
Franklinville, NC

TOKEN OF THE MONTH



Front



Back

This special token was created for Williams' unique *Safecracker* pinball machine; if you earned a high score, the token would roll right down the playfield glass into your hand as a reward!

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

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Readers' tips

Readers' tips

Readers' tips



GAMERS UNITE!

I have two things that I would like to bring to your attention. First, you guys rule! Now, I know what you're thinking; this may sound like another give-me-free-stuff letter, but it's not. I'm quite serious about this. You are the only gaming magazine with both variety and consistency. What's more, you have an outstanding selection of secrets and cheats which alone places you above everyone else on the coolness charts!

Next on my agenda: National Gaming Holiday. There really ought to be one. On such a day, all we do is sit on our butts and play video games! The way I see it, that's what most of us are trying to do anyway, with minimal success (in my case, my mom is my only impediment). Having a holiday will legalize the business. Wouldn't it be great if the next time someone said, "Turn that thing off, blah blah blah," you could say, "I don't have to, it's a holiday!" Who knows, maybe retailers will have a one-day, 50%-off-game-price sale. Tell me what you think about it. I need your support with this. Now you'll have to excuse me, I have to write a letter to the government.

—Justin Tillotson
Alamance, NC

Justin, your wisdom and keen perception hath sliced through this month's mailbag like a beacon of shining wisdom, illuminating the paths of those who seek video-game enlightenment. Thank you for your insight.

We're not sure about this National Gaming Holiday idea, though; what exactly is the Tips & Tricks staff supposed to do on such a "day off?"

OPTIONAL

I happen to be a very big fan of video games, but I have found that games are beginning to come with less options. Most games have been split into two groups: too hard or too easy. Some of the best looking games may be too hard for novice gamers, and expert players may find that some of the easier games don't pose much of a challenge and soon become boring. An easy way for developers to begin creating more games containing difficulty settings. This would enable less experienced gamers to enjoy the same types of games that more experienced gamers enjoy playing without the frustration of losing over and over.

I've got one more idea to express in this letter. I think that developers would save money on packaging and

would also sell more games if they would include a memory card with certain games, such as *Final Fantasy VII*. If a memory card was packaged with a game, people would probably buy more because it would be cheaper and more convenient.

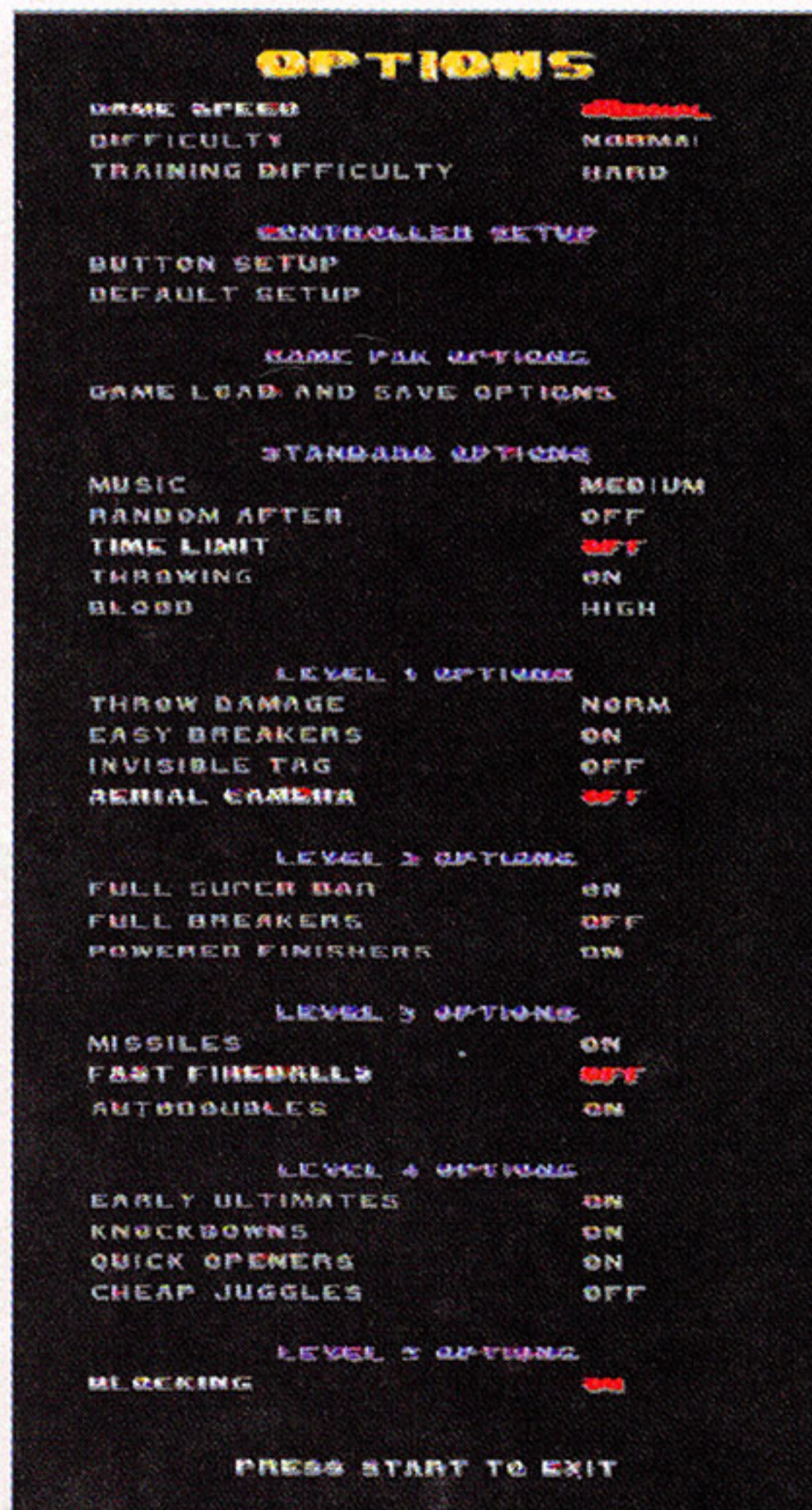
Well, I hope you guys enjoyed reading my letter. Keep up the good work!

—David Green
Pecks Mill, WV

David, you have touched on two very interesting topics; we enjoyed reading your letter very much!

The subject of adjustable options in video games is a controversial one. The video-game industry cannot continue to grow if all of the best games are too difficult for new players—but if they're too easy, they might turn off the veteran gamers who are supporting the industry right now.

There are several different schools of thought on this issue. Some people believe that putting tons of options in a game is a sign that the designers



Can too many options be a bad thing?

T&T Sticker Gallery



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don't know enough about how to carefully craft a game's difficulty and learning curve, or that they just didn't bother to take the time to do so. This logic also applies to games that allow you to configure the functions of the controller buttons. It's great to be able to set up the controls the way you want them; we know some players who like to swap the "Medium" Punch and Kick buttons with the "Hard" ones when playing Street Fighter-style "six-button" fighting games on the PlayStation. On the other hand, there may be very specific reasons why the designers of Super Mario 64 do not allow you to configure that game's controls.

For many years, one world-class game developer has demonstrated a simple compromise to keep gamers of different skill levels happy: Konami games usually offer the player several different difficulty settings, but your decision usually affects the "ending" you get to see as a reward when you finish the game. Titles like Parappa the Rapper and Motor Toon Grand Prix have taken this philosophy a step further by limiting the number of stages you're allowed to play at the lower difficulty settings or by rewarding you with secret features when you set the difficulty higher. We think these are good solutions because they do allow you to play without frustration at first, but later encourage you to get better at the game and accept more of a challenge. When the credits roll at the end of a game and a message appears that

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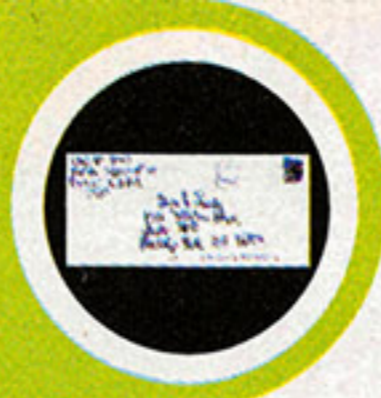
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says, "Now try the **HARD** difficulty level!", most players probably do.

Regarding your idea about packaging memory cards with games: We doubt that any publisher will ever try this. See, the actual manufacturing costs of these games are pretty low, especially the ones that come on CDs; even the three-disc *Final Fantasy VII* package probably costs no more than a few dollars to manufacture. What you're really paying for is the intrinsic value of that game, which cost millions of dollars to design, write, program, animate, produce and test. If a publisher were to include a memory card with a game, you can bet that the price of that game would go up; if it didn't, the cost of manufacturing and packaging that card would eat into the costs of producing and marketing the game—money that needs to be recouped before a game can generate any profit for the publisher. Even if the added cost were just half of the price of a memory card purchased separately, you'd still be asking consumers to pay extra for something that many of them already own.

CAP-COME ON!

I'd really appreciate you guys creating strategy guides for *Marvel Super Heroes*, *X-Men vs. Street Fighter* and *Street Fighter III*. When I go to the arcade, these are the only games I play. I wish Capcom would make these for the Nintendo 64 because now I have to get a PlayStation to play Capcom games. That really ticks me off! Do you have any information on what happened to Nintendo's relationship with Capcom?

—Lamont Polston Jr.
Baltimore, MD



What every red-blooded video-game player wants to see.

Sorry, Lamont, but Capcom just isn't ready to make any announcements to the American press regarding the company's plans for Nintendo 64 product. However, we feel obligated to point out that Capcom has had an **EXTREMELY** healthy relationship with Nintendo that dates back to the era of the original Nintendo Entertainment System; for most industry experts, the question is not "will they?", it's "WHEN will they, and which games are we talking about?"

Regarding your first question: *TIPS & TRICKS* covered *Marvel Super Heroes* in the February 1996 issue, *X-Men vs. Street Fighter* in January 1997 and *Street Fighter III* in June 1997. Check page 55 for information on ordering back issues—and thanks for writing!

A COOL LETTER

First of all, I have never seen a letter from Alaska in your magazine. Why is that? Also, people in Alaska hardly ever see your magazine on the shelves in stores—which really sucks, since me and my friends love *TIPS & TRICKS*.

—Taylor Sutherlin
Anchorage, AK

P.S. I'm having trouble deciding between *Tomb Raider II* and *Crash Bandicoot 2*. Maybe you can help me out.

We don't get too many letters from Alaska, so it was nice to hear from you. Maybe you and your pals could subscribe to *TIPS & TRICKS*; instead of running around looking for the magazine, you could just have it delivered to your igloo or whatever.

Tomb Raider II vs. *Crash 2*...now that IS a tough call. Here's a question: Who do you think is cuter, Crash or Lara Croft? You might want to base your purchase on that decision, since—in both cases—you're going to spend a lot of time looking at that character's butt.



Art by Tommy Flores, Pomona, CA.

MAD ABOUT BETTY

I am very ticked off at you guys! Who is the moron who got rid of Betty Hallock? She is much more intelligent than any of you people. First you cut her articles, then you push her to the back page? Then replace her with no explanation? How dare you!

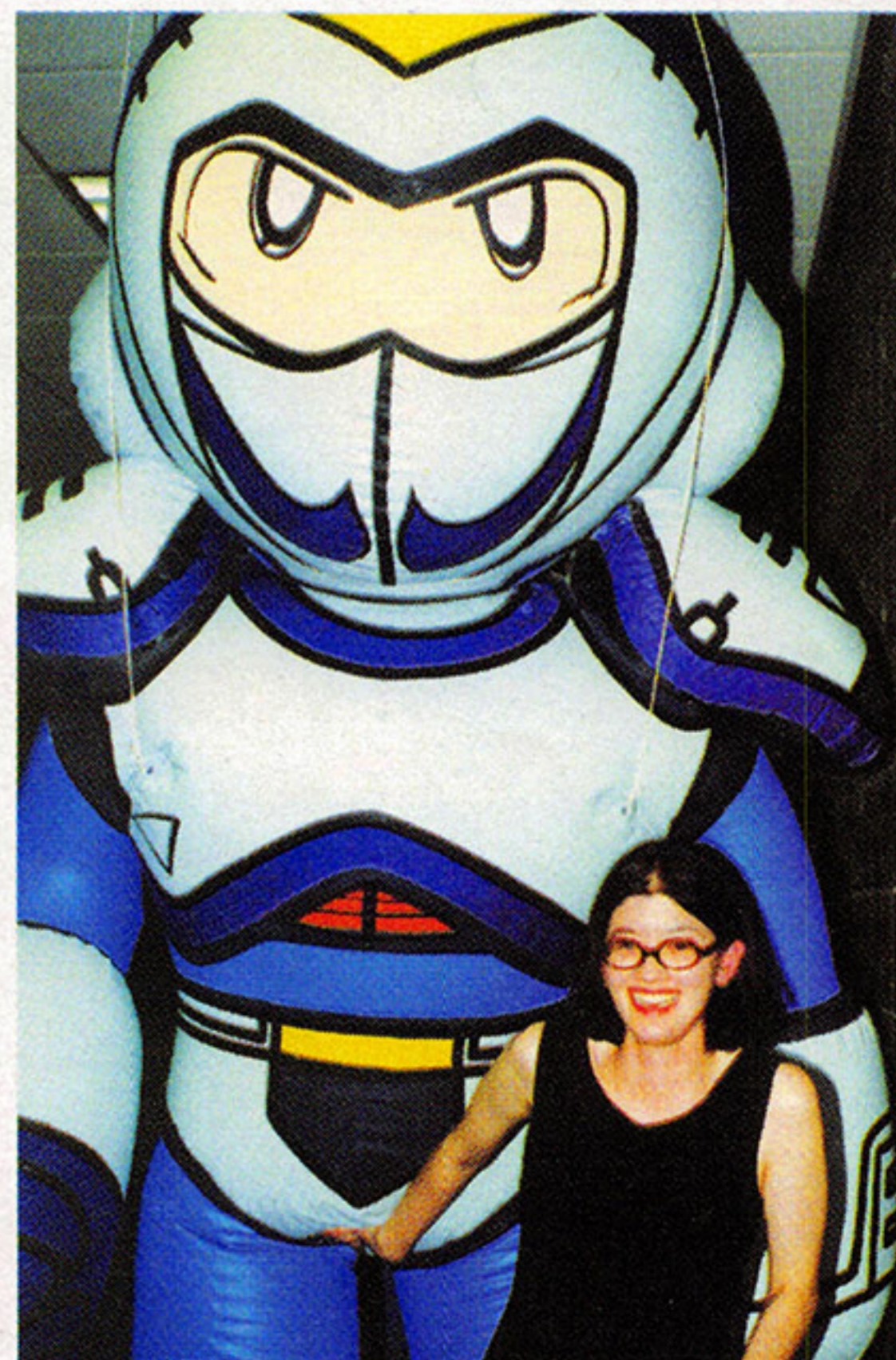
Now that I am through with my tirade, some questions: 1) What is Betty doing now? 2) Where can her fans write to her? (There's gotta be more than me.) 3) Did you guys really think you would get away with this?

—Jesse Swan
Novi, MI

1) Former *TIPS & TRICKS* Executive Editor Betty Hallock is alive and well and living in New York City, pursuing a legitimate career in journalism.

2) You can still contact Betty through the *TIPS & TRICKS* offices—we'll be happy to forward any correspondence to her, but she has asked us to open all envelopes to weed out the ones from freaks and stalkers, just like we always did when she worked here.

3) No.



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Don't Get MAD,

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EVIL

CONTEST



WIN

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To enter: Write down your answers to the three questions to the right on a postcard (no envelopes please), along with your full printed name, address, age and phone number (including area code). Then send it to "TIPS & TRICKS Don't Get Mad, Get Evil Contest", 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Good luck!

Answer Three Simple Questions:

- 1** Chris Redfield has a sister who is one of the main characters in *Resident Evil 2*. What is her name?
- 2** What is the name of the pilot from *Resident Evil* who is also able to appear as a zombie in *Resident Evil 2*?
- 3** What does S.T.A.R.S. stand for?

Grand Prize! (One Winner)

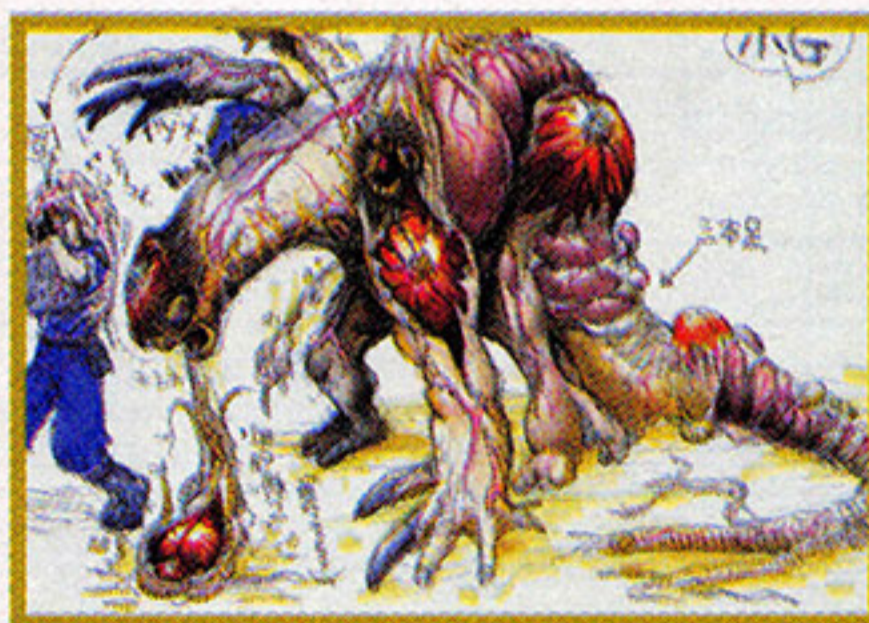
- Complete Set of Toy Biz *Resident Evil* Action Figures
- Framed Piece of Original *Resident Evil 2* Artwork, Autographed by the Capcom Japan Design Team
- Copy of *Resident Evil 2* For the PlayStation
- *Resident Evil 2* T-Shirt
- Assorted Goodies, Including *Resident Evil 2* "Police Tape", Eyeball Key Chain and More!

First Prize! (Five Winners)

- A Toy Biz *Resident Evil* Action Figure
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- *Resident Evil* Eyeball Key Chain

Second Prize! (Ten Winners)

- A Toy Biz *Resident Evil* Action Figure
- A One-Year Subscription to *TIPS & TRICKS* Magazine



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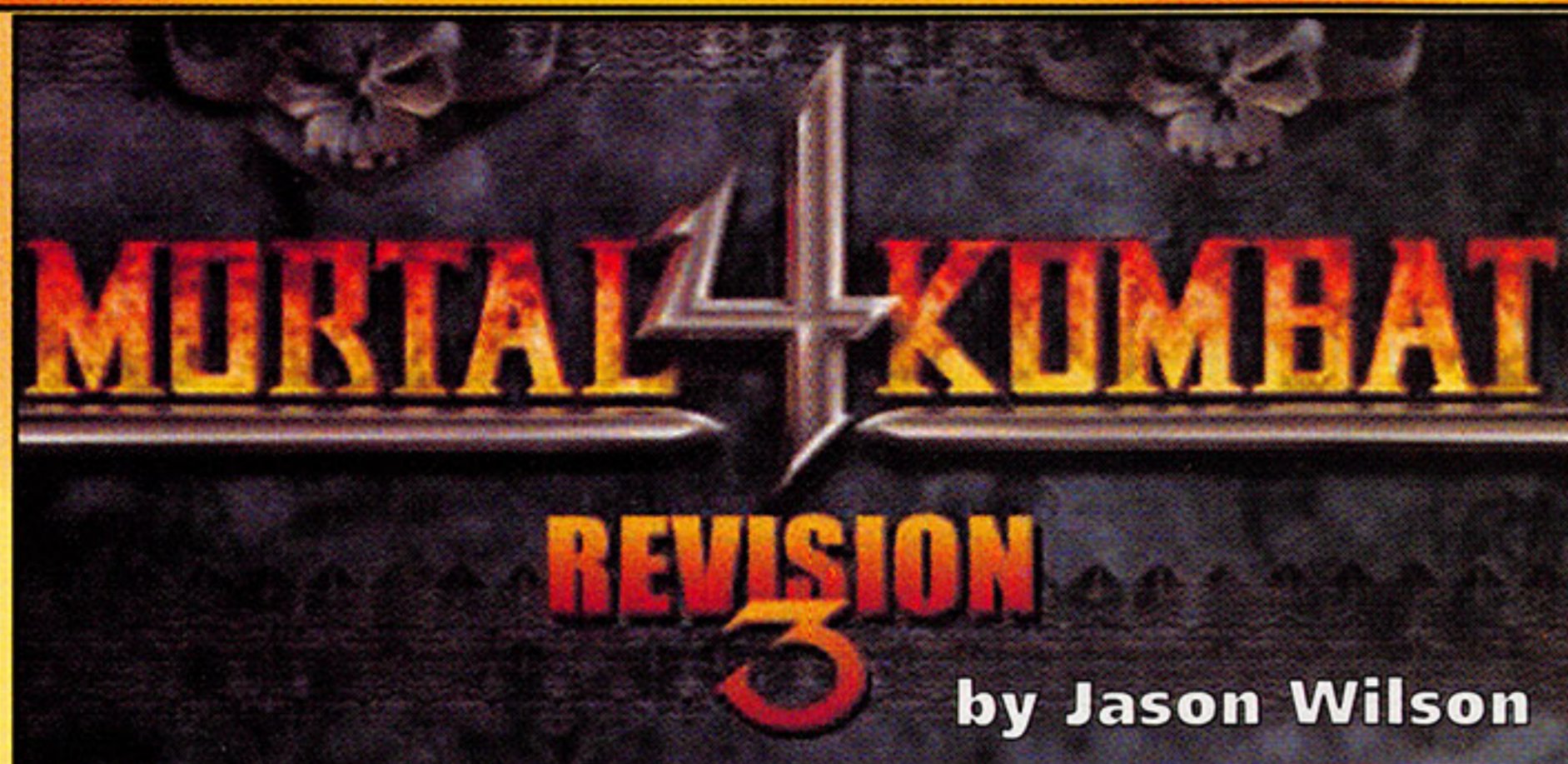
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TIPS & TRICKS



The Don't Get Mad, Get Evil Contest: Official Contest Rules

No purchase necessary. Limit one valid entry per person/address. Contest open to legal residents of the United States and its territories and possessions. Multiple entries are prohibited. All entries become the property of *TIPS & TRICKS* Magazine. All taxes are the responsibility of the winner. No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must be received by May 1, 1998. LFP, Inc. is not responsible for lost or misdirected entries. Winners will be selected by the editors of *TIPS & TRICKS* Magazine. Editor's choice is final. Odds are determined by number of entries received by contest deadlines. Winners will be notified by mail. Artwork provided by Capcom may differ from that shown. This contest is brought to you by LFP, Inc., Capcom, and Toy Biz. Resident Evil and Resident Evil 2 © and TM 1998 Capcom Entertainment, Inc. All rights reserved. You can stop reading all of this junk now... hurry up, and get evil!



The third (!) revision of Midway's *Mortal Kombat 4* should be installed at your local arcade by the time you read this. In the past few months, we have watched this game undergo changes and updates more suddenly than any game in arcade history. Hardcore *MK* fans may have mixed feelings about the return of the "dial-a-combos" from *Mortal Kombat 3*; however, the overall speed is slightly faster and corner combos can be executed with great ease. Kai has been given Quan Chi's Kali Dagger, Johnny Cage now

has a quicker, ridged blade and Quan Chi carries a huge spiked club.

Other notable changes: Sub-Zero's combos, uppercutting and weapon moves have been MASSIVELY toned down. Additional standard combos can be pulled off, there's a new "stage fatality" (it only works in the underground Goro's Lair stage), new kombat kodes (allowing players to select their favorite stages) and of course, the main reason why arcade players are still flocking to this game: NEW FATALITIES!

During the demo sequences, a "Revision 3" insignia is displayed at the bottom of the title screen. Immediately afterward, the Zeus hardware displays a demo match from many different camera perspectives. The difference from Revision 2 is that at the end of the demo match, one of the computer-controlled characters will perform a different fatality, after which the screen turns black. Perhaps this will be the most definitive game of the series; it definitely has the sleekest look of any *Mortal Kombat* game to date.

Universal Combos

High Punch, High Kick, ↓ + High Punch
High Punch, High Kick, High Kick into a special move
High Punch, High Kick, ← + High Kick
High Punch, High Kick, ← + Low Kick
High Punch, High Kick, Low Kick into a special move
High Punch, High Kick, High Kick, draw weapon
☠ High Punch, High Punch, High Kick, High Kick
☠ High Punch, High Punch, High Kick, draw weapon
☠ High Punch, High Punch, ↓ + High Kick (pops up the opponent)

☠ = New in Revision 3



Kombat Kodes

☠ 001-001	Unlimited Run
123-123	No Power (both players start the match without energy)
012-012	Noob Saibot Mode
020-020	Red Rain (when playing on the mountaintop stage, the rain will be blood-red)
050-050	Explosive Kombat (the character that loses will explode into a pile of body parts when the round ends)
002-002	Weapons for both players are drawn and can not be knocked out of either player's hands
100-100	Throwing disabled
☠ 010-010	Maximum Damage disabled (allows for longer combos)
☠ 110-110	Throwing and Maximum Damage disabled
111-111	Free Weapon (a random weapon falls from the sky)
222-222	Random Weapon(start with Random Weapon)
333-333	Randper Kombat (both players randomly morph into other characters during the match)
444-444	Match begins with both players' weapons drawn
555-555	Many weapons are spread throughout the playfield
666-666	Silent Kombat (no music, only sound effects)
☠ 011-011	Play in Goro's Lair

Standard Moves for All Characters

Uppercut	↓ + High Punch
Sweep	← + Low Kick
Roundhouse	← + High Kick
Throw	Low Punch when close to the opponent
Limb Breaker	Low Kick when close to the opponent
Pick Up Weapon/Throw Objects	↓ + Run when the weapon or object is directly below
3-D Movement/Dodge Projectiles (toward the background)	Run, Run
3-D Movement/Dodge Projectiles (away from the background)	Hold ↓ and press Run, Run





LIU KANG

Alternate Costume	
At the character-select screen, hold START and press Block + High Kick + Low Kick simultaneously	
Draw Weapon/Throw Weapon	← → + Low Kick
Fireball	→ → + High Punch (can also be done in the air)
Low Fireball	→ → + Low Punch
Flying Kick	→ → + High Kick
Bicycle Kick	Hold Low Kick for three seconds, then release
Fatality	Hold High Kick + Low Kick , press → → ↓ + Block (just outside of sweep distance)
Prison Stage Fatality	→ → ← + Low Punch
Goro's Lair Fatality	→ → ← + High Kick

Combos
Jump in with High Punch, High Kick, ↓ + High Punch, Run forward, two standing High Punches , jump in air with High Kick , connect with Air Fireball
While holding Low Kick , press High Punch, High Kick, down + High Punch, Run forward, two standing High Punches , release Low Kick so the Bicycle Kick connects, then connect with a Flying Kick . If the opponent is in the corner after the Bicycle Kick , do one more standing High Punch into the Flying Kick , then sweep the opponent when he lands.
☠ High Punch, High Punch, ↓ + High Kick, Flying Kick

LIU KANG

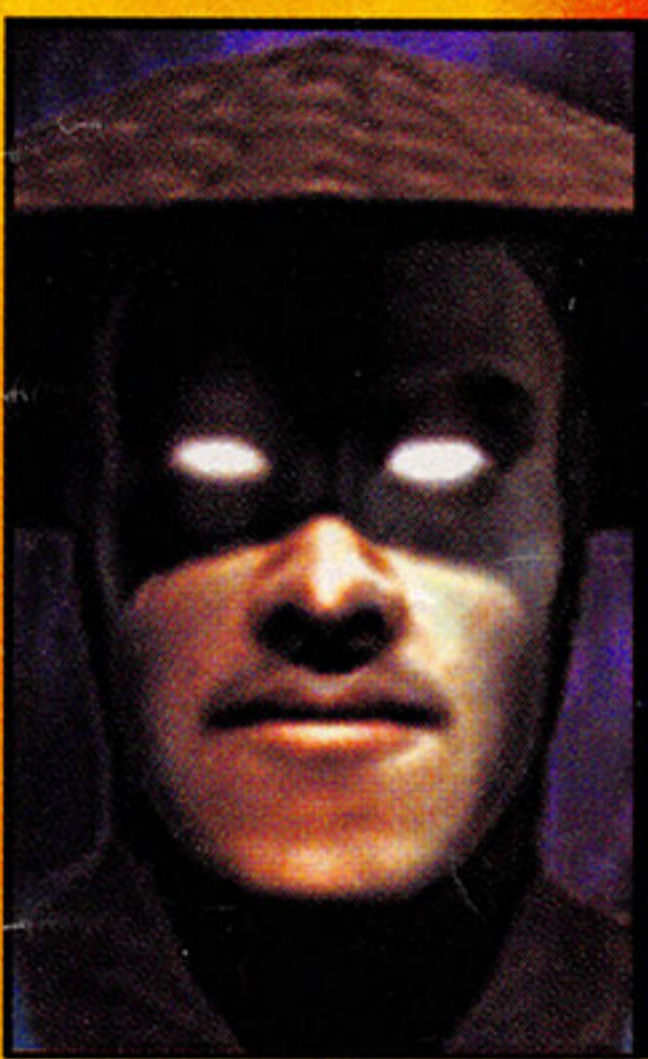


SCORPION

Alternate Costumes	
At the character-select screen, hold START and press High Punch + Block + High Kick simultaneously	
Draw Weapon/Throw Weapon	→ → + High Kick
Spear	← ← + Low Punch
Flame Breath	↓ → + Low Punch
Air Throw	Press Block near opponent in mid-air
Teleport Punch	↓ ← + High Punch
Fatality	← → → ← + Block (at sweep distance)
Prison Stage Fatality	→ → ↓ ↓ + Low Kick

Combos
Jump in with High Punch, High Kick, High Kick, Spear, High Punch, High Kick, High Kick , then draw weapon
Juggle with High Punch, Teleport, Spear, High Punch, High Kick, ↓ + High Punch , jump in air, Kick , then Air Throw
☠ High Punch, High Kick, ↓ + High Punch, Spear, High Punch, High Punch, High Kick, High Kick, draw weapon

SCORPION



RAIDEN

Alternate Costume	
At the character-select screen, hold START and press Low Punch + Block + High Kick simultaneously	
Draw Weapon/Throw Weapon	→ ← + High Punch
Torpedo	→, →, Low Kick (can also be done in the air)
Teleport	↓ ↑ quickly
Electric Spark	↓, ←, Low Punch
Fatality	→ ← ↑ ↑ + High Kick (in close)
Prison Stage Fatality	↓ → ← + Block

Combos
With weapon drawn, ← + High Punch, ← + High Punch, Torpedo
High Punch, High Kick, ↓ + High Punch, Run forward and juggle with two standing High Punches , then jump up with High Kick , then an Air Torpedo
Jump in with High Punch, High Kick, ↓ + High Punch , walk forward and perform one standing Low Punch , then jump up with High Kick , then an Air Torpedo
☠ Jump in with High Punch combo initiator, then High Punch, High Punch, High Kick, ↓ + High Punch, two standing High Punches , jump up with High Kick , then an Air Torpedo

RAIDEN



SONYA

Alternate Costume	
At the character-select screen, hold START and press High Punch + Low Kick + Run simultaneously	
Draw Weapon/Throw Weapon	→ → + Low Kick
Fireball	↓ → + Low Punch
Square Wave Punch	→ ← + High Punch
Air Throw	Press Block near opponent in mid-air
Leg Grab	Hold ↓, press Low Punch and Block
Vertical Bicycle Kick	← ← ↓ + High Kick
Front Flip Kick	← ↓ → + Low Kick
Fatality	↓ ↓ ↓ ↑ + Run (within sweep distance)
Prison Stage Fatality	↓ ↓ ← ← + High Kick
Goro's Lair Fatality	→ ↓ → + High Punch

Combos
Jump in with High Punch, High Kick, ↓ + High Punch, Front Flip Kick , jump up with High Kick, Air Throw, Leg Grab
High Punch, High Kick, ↓ + High Punch , walk forward and perform two standing High Punches , Square Wave Punch
☠ High Punch, High Punch, High Kick, ↓ + High Punch , juggle with a standing High Punch, Front Flip Kick , jump up with High Kick, Air Throw, Leg Grab
☠ With opponent in the corner, High Kick , do another High Kick in the air, High Punch, ↑ + High Kick, Air Throw, Leg Grab

SONYA



SUB-ZERO

Alternate Costume	
At the character-select screen, hold START and press High Punch + Block + Run simultaneously	
Draw Weapon/Throw Weapon	↓ → + High Kick
Ice Blast	↓ → + Low Punch
Ice Clone	↓ ← + Low Punch (can also be performed in the air)
Slide	Hold ← and press Low Punch + Block + Low Kick simultaneously
Fatality	→ ← → ↓ + High Punch + Block + Run simultaneously
Prison Stage Fatality	↓ ↑ ↑ ↑ + High Kick
Goro's Lair Fatality	↓ ↓ ↓ + Low Kick

Combos
With weapon drawn, Press ← and High Punch , then ← and Low Punch just before the opponent lands to freeze him, then jump up with High Kick , hold ↓ and press High Punch , jump in the air with High Kick , then use the Slide before your opponent reaches the floor
Freeze your opponent, then jump up with the High Punch combo initiator and Freeze again, then press High Punch, High Kick, ↓ + High Punch , then Run up to your opponent and uppercut him (↓ + High Punch) before he lands
☠ Freeze your opponent, then jump in with High Kick combo initiator, High Punch, High Punch, High Kick, ↓ + High Punch , two standing High Punches , then jump up with High Kick and Slide when you land

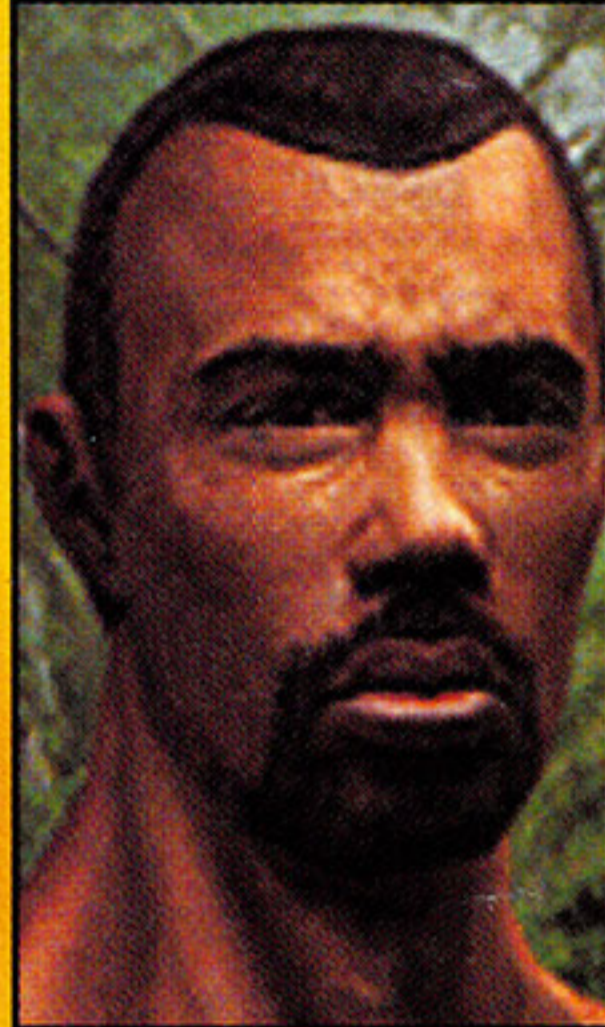


SHINNOK

Alternate Costume	
At the character-select screen, hold START and press High Punch + Block + Low Punch simultaneously	
Draw Weapon/Throw Weapon	← → + Low Punch
Impersonate Jarek	← ← + Low Kick
Impersonate Kai	→ → + Low Kick
Impersonate Sub-Zero	↓ ← + Low Punch
Impersonate Scorpion	→ ← + Low Punch
Impersonate Quan Chi	← → ← → + Low Kick
Impersonate Reiko	← ← ← + Block
Impersonate Liu Kang	← ← → + High Kick
Impersonate Sonya	→ ↓ → + High Punch
Impersonate Tanya	← → ↓ + Block

Impersonate Johnny Cage	↓ ↓ + High Punch
Impersonate Fujin	→ → ← + High Kick
Impersonate Raiden	↓ → → + High Punch
Impersonate Reptile	← ← → + Block
Impersonate Jax	→ ↓ → + High Kick
Fatality	↓ ← → ↓ + Run
Prison Stage Fatality	↓ ↓ → + High Kick

Combos
 Jump in with **High Punch**, then **High Kick**, ↓ + **High Punch**, then **Run** forward for two standing **High Punches**, then jump up with **High Kick**
 ☠ Jump in with **High Punch** combo initiator, then **High Punch**, **High Punch**, **High Kick**, ↓ + **High Punch**, juggle with two standing **High Punches**, then jump up with **High Kick**



JAX

Alternate Costume	
At the character-select screen, hold START and press Low Punch + Block + Run simultaneously	
Draw Weapon/Throw Weapon	← ↓ → + High Punch
Earthquake	→ → ↓ + Low Kick
Backbreaker	Press Block near opponent in mid-air
Dash Punch	↓ ← + Low Punch
Fireball	↓ → + Low Punch
Multi-Slam	In close, press Low Punch to throw, then hold Run + Block + High Kick , then High Punch + Low Punch + Low Kick , then High Punch + Block + Low Kick , then High Punch + Low Punch + High Kick + Low Kick

Fatality	Hold Low Kick for five seconds (you must begin before the final round ends), then press → → ↓ → and release Low Kick
Prison Stage Fatality	→ → ← + Low Kick

Combos
 Jump in with **High Punch**, **High Kick**, **High Kick**, then draw weapon
 Jump in with **High Punch**, **High Kick**, ↓ + **High Punch**, **Run** forward, juggle once with a standing **High Punch**, jump up with **High Kick**, go into the **Backbreaker**, then an **Earthquake** when you land
 ☠ Jump in with **High Punch** combo initiator, **High Punch**, **High Punch**, **High Kick**, ↓ + **High Punch**, two standing **High Punches**, jump up with **High Kick**, go into the **Backbreaker**, then an **Earthquake** when you land



JAREK

Alternate Costume	
At the character-select screen, hold START and press High Punch + High Kick + Run simultaneously	
Draw Weapon/Throw Weapon	→ → + High Punch
Cannonball	← → + Low Kick
Projectile	↓ ← + Low Punch
Ground Shaker	← ↓ ← + High Kick
Vertical Cannonball	→ ↓ → + High Punch
Fatality	→ ← → → + Low Kick (one step away)
Prison Stage Fatality	→ ↓ → + High Kick

Combos
 With weapon drawn, do a standing **High Punch**, then **Low Punch**, then a **Ground Shaker**
High Punch, **High Kick**, ↓ and **High Punch**, **Run** forward, juggle twice with two standing **High Punches**, **Vertical Cannonball**
High Punch, **High Kick**, **High Kick**, **Cannonball**
 ☠ With weapon drawn, **High Punch**, **Run** and push **High Punch** again, **Low Punch**, then a **Ground Shaker**

JAREK

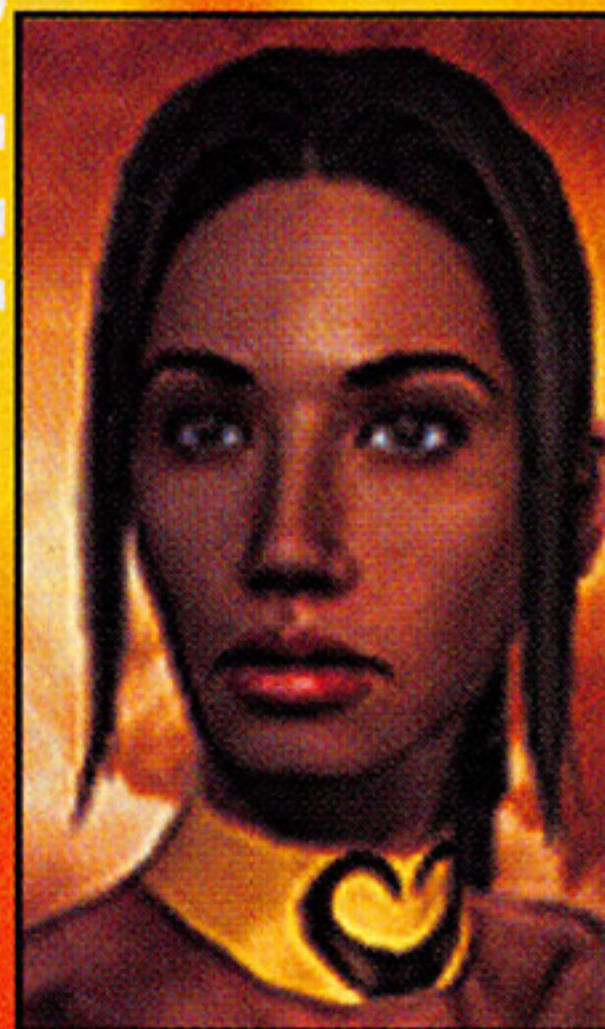


REIKO

Alternate Costume	
At the character-select screen, hold START and press High Punch + Low Kick + Run simultaneously	
Draw Weapon/Throw Weapon	→ ↓ ← + High Punch
Teleport Slam	↓ ↑ + Block (can also be done in the air)
Teleport Behind	← → + Low Kick
Ninja Stars	↓ → + Low Punch
Flip Kick	← ↓ → + High Kick
Fatality	Hold Low Punch + Low Kick + High Kick , press → → → ↓ + Block
Prison Stage Fatality	↓ ↓ ← + Low Punch
☠ Goro's Lair Fatality	→ → ↓ + Low Kick

Combos
High Punch, **High Kick**, **High Kick**, then draw weapon
 Jump in with **High Punch**, **High Kick**, ↓ + **High Punch**, walk forward and do one standing **High Punch**, then a **Flip Kick**, walk forward and do another standing **High Punch**, jump up with a **High Kick**, then **Teleport Slam** while in the air
 Juggle the opponent with two standing **High Punches**, jump up with **High Kick**, then **Teleport Slam** while in the air
 ☠ **High Punch**, **High Punch**, **High Kick**, ↓ + **High Punch**, **Flip Kick**, two standing **High Punches**, jump up with **High Kick**, then **Teleport Slam** while in the air

REIKO



TANYA

Alternate Costume	
At the character-select screen, hold START and press Low Punch + High Kick + Low Kick simultaneously	
Draw Weapon/Throw Weapon	→ → + High Kick
Fireball	↓ → + High Punch
Air Fireball	↓ ← + Low Punch (can only be done in the air)
Splits Kick	→ ↓ ← + Low Kick
Corkscrew Kick	→ → + Low Kick
Fatality	↓ ↓ ↑ ↓ + Block + High Punch simultaneously
Prison Stage Fatality	← ↓ → + High Punch
☠ Goro's Lair Fatality	→ → → + High Punch

Combos
High Punch, **High Kick**, ↓ + **High Punch**, a standing **High Punch**, **Corkscrew Kick**, ← + **Low Kick**
 Jump in with **High Punch**, **High Kick**, ↓ + **High Punch**, a standing **High Punch**, **Corkscrew Kick**, **Splits Kick**
 ☠ **Corkscrew Kick**, standing **Low Punch**, **Corkscrew Kick**, **Splits Kick**

TANYA



KAI

Alternate Costume

At the character-select screen, hold **START** and press **High Punch + Block + Low Kick** simultaneously

Draw Weapon/Throw Weapon	↓ ← + Low Punch
Rising Fireball	→ → + Low Punch (can also be done in the air)
Falling Fireball	← ← + High Punch
Turbo Air Fist	↓ → + High Punch
Handstand	Block + Low Kick (press Block to stand up)
Spin	Hold Low Punch during handstand
Fatality	Hold Block , press ↑ → ↑ ← + High Kick
Prison Stage Fatality	→ → ↓ + Block

Combos

Jump in with **High Punch, High Kick, ↓ + High Punch**, walk forward and do two standing **High Punches**, then a Turbo Air Fist

Jump in with **High Punch, High Kick, ↓ + High Punch**, Rising Fireball, standing **High Punch**, Turbo Air Fist

☠ Jump in with **High Punch, High Punch, High Punch, High Kick, ↓ + High Punch**, two standing **High Punches**, jump up with **High Kick**, then a Turbo Air Fist when you land

☠ With opponent in the corner, jump in with **High Kick**, another **High Kick** in the air, then do a Rising Fireball and position yourself where you can perform two standing **High Punches** to knock your opponent out of the corner, then jump up with a **High Kick** and a Turbo Air Fist when you land



JOHNNY CAGE

Alternate Costume

At the character-select screen, hold **START** and press **Run + Low Punch + Low Kick** simultaneously

Draw Weapon/Throw Weapon	→ ↓ → + Low Kick
High Fireball	↓ → + High Punch
Low Fireball	↓ ← + Low Punch
Shadow Uppercut	← ↓ ← + High Punch
Shadow Kick	← → + Low Kick
Ball Breaker	Block + Low Punch simultaneously
Fatality	→ ← ↓ ↓ + High Kick
Prison Stage Fatality	↓ ↓ → → + High Kick

Combos

Jump in with **High Punch, High Kick, ↓ + High Punch**, walk forward and do two standing **High Punches**, then a Shadow Uppercut

High Punch, High Kick, High Kick, draw weapon

☠ Jump in with **High Punch** combo initiator, then **High Punch, High Punch, High Kick, ↓ + High Punch**, juggle with two standing **High Punches**, jump up with **High Kick**, then a Shadow Kick before the opponent lands

JOHNNY CAGE



QUAN CHI

Alternate Costume

At the character-select screen, hold **START** and press **High Punch + High Kick + Run** simultaneously

Draw Weapon/Throw Weapon	↓ ← + High Kick
Skull Fireball	→ → + High Punch
Telestomp	→ ↓ + Low Kick
Dash Kick	→ → + High Kick
Air Throw	Press Block near opponent in mid-air
Steal Opponent's Weapon	→ ← + High Punch
Fatality	Hold Low Kick for five seconds (you must begin before the final round ends), then press → ↓ → and release Low Kick

Prison Stage Fatality	→ → ↓ + High Punch
☠ Goro's Lair Fatality	→ → ← + Low Kick

Combos

Jump in with **High Punch, High Kick, ↓ + High Punch, Run** forward and do two standing **High Punches**, then a Telestomp

High Punch, High Kick, High Kick, Kali Dagger

Jump in with **High Punch, High Kick, ↓ + High Punch**, one standing **High Punch**, jump up with **High Kick**, Air Throw

☠ With opponent in the corner, jump in with **High Kick**, do another **High Kick** in the air, **High Punch, ↑ + High Kick**, then press **Block** to initiate the Air Throw as soon as the kick connects, all while the opponent is in the air



FUJIN

Alternate Costume

At the character-select screen, hold **START** and press **High Punch + Low Punch + High Kick** simultaneously

Draw Weapon/Throw Weapon	← ← + Low Punch
Whirlwind Spin	→ ↓ + Low Punch (hold Low Punch)
Levitate	→ ↓ → + High Punch
Slam	During Levitate, ← → ↓ + Low Kick
Super Knee	↓ → + High Kick
Air Dive Kick	Jump, then ↓ + Low Kick (this can only be performed in the air)
Fatality	Run + Block, Run + Block, Run + Block, Run + Block (sweep distance)
Prison Stage Fatality	↓ ↓ ↓ + High Kick

Combos

Levitate, Slam, standing **High Punch**, jump up with **High Kick**, purposely do an Air Dive Kick that misses, then ↓ + **High Punch** to Uppercut your opponent before he hits the floor

High Punch, High Kick, High Kick, Super Knee

High Punch, High Kick, ↓ + High Punch, Run forward and do two standing **High Punches**, Super Knee

☠ Start with a Whirlwind Spin, jump up with **High Kick**, immediately follow with Levitate, Slam, standing **High Kick**, then Super Knee

FUJIN



REPTILE

Alternate Costume

At the character-select screen, hold **START** and press **Low Punch + Block + Low Kick** simultaneously

Draw Weapon/Throw Weapon	← ← + Low Kick
Acid Bubbles	↓ → + High Punch
Invisibility	Block + High Kick simultaneously (press again to reappear)
Dashing Punch	← → + Low Punch
Super Krawl	← → + Low Kick
Fatality	Hold all four Punch and Kick buttons, then press ↑ (in close)
Prison Stage Fatality	↓ → → + Low Punch
☠ Goro's Lair Fatality	↓ ↓ → + High Kick

Combos

Jump in with **High Punch, High Kick, ↓ + High Punch**, walk forward and do two standing **High Punches**, then a Dashing Punch

↓ + **High Kick**, Super Krawl, **Run** forward and perform one standing **Low Punch**, then a Dashing Punch

☠ **High Punch, High Punch, High Kick, High Kick**, draw weapon

REPTILE



RESIDENT EVIL

By **Anatole Brown**

(part 1 of 2)

After multiple, agonizing delays, the long-awaited sequel to *Resident Evil* is finally upon us. Spanning two discs containing two games each, *RE2* will keep you up for many long and scary nights. It's been two months since the infamous occurrences at the mansion. Leon Kennedy, a rookie cop, comes into town for his first day on the job only to find all of Raccoon City invaded by zombies. When Claire Redfield shows up to look for her brother Chris, she teams up with Leon but soon, the two are separated by fate. With *RE2*, you'll be forced to use your survival skills right from the very start as you try to make your way through the city streets to the police department (where it's presumably safer). There, the real adventure begins, only this time the evil resides not in a lone mansion, but in an entire city! Get ready for another horrific adventure as you seek to uncover the sinister truth behind the underpinnings of the Umbrella Corporation.

The Zap System

The new "Zap" system allows players to experience the parallel adventures of both Leon and Claire. There are two scenarios on each disc: Scenario One and Two. Leon and Claire end up on opposite sides of the big rig accident at the start of the game. This means that, depending on which disc you play, one or the other character has to take the long way to the police station. That's Scenario One, or the "hero story" for each character. Scenario Two is the "complimentary story" of the other character who ends up closer to R.P.D. after the accident. Once you clear the first disc, wait until the movie ends and see your statistics; the game will ask you to save. Save, then start the next disc by loading the same information. Scenario Two will be loaded up from the second disc. That's two full stories in four different games! This month, we'll guide you through Scenario One of both discs: Claire and Leon. Next month, we'll bring you Scenario Two of both discs. We've got you covered all the way! Ya, Baby!

Story 1 - Claire as the hero:

Claire Disc (Scenario One) - Clear & Save - Leon Disc (Scenario Two)

Story 2 - Leon as the hero:

Leon Disc (Scenario One) - Clear & Save - Claire Disc (Scenario Two)



Leon or Claire?

Like the first *Resident Evil*, each character offers up their own special bag of tricks. Claire, like Jill, carries a lock pick. Leon can take a little more damage and comes equipped with a handy lighter. There are a few significant twists in each of their stories that lead them to separate areas within the game, but essentially, the basic tasks are identical. In Scenario One, Claire will meet up with Sherry Birkin and you'll be able to control her from time to time. Leon pairs up with Ada Wong and you'll get to control her at various points as well. Either way, both adventures are definitely worth playing since they branch off into separate areas. There are two modes: Normal and Easy. Easy mode allows you to sustain more damage and gives you significantly more bullets at the start, so it's more of a shooting spree rather than a survival adventure.

Weapons & Items

The main difference between the two characters is the types of weapons they are supplied with throughout the game. Both of them will start the game with a handgun and combat knife. Each of them also have six spaces in their inventory. Claire will get to use a new addition to *Resident Evil*: The awesome crossbow. She will also come across the grenade launcher later on in the game. Leon will use his trusty shotgun and the powerful Magnum. He will also be able to upgrade his weapons as he discovers custom parts. When you combine parts with the appropriate weapon, said weapon will increase in fire power. Ada carries a handgun and will even assist Leon with enemies (if she's with you). If you play it right, you can have Ada shoot while you conserve your own ammo! Sherry is obviously way too young to be brandishing firearms so she's unarmed. Remember to keep an eye on Sherry as she follows you because she's young and gets tired. She will sit down on the ground and you could lose her if you keep going.

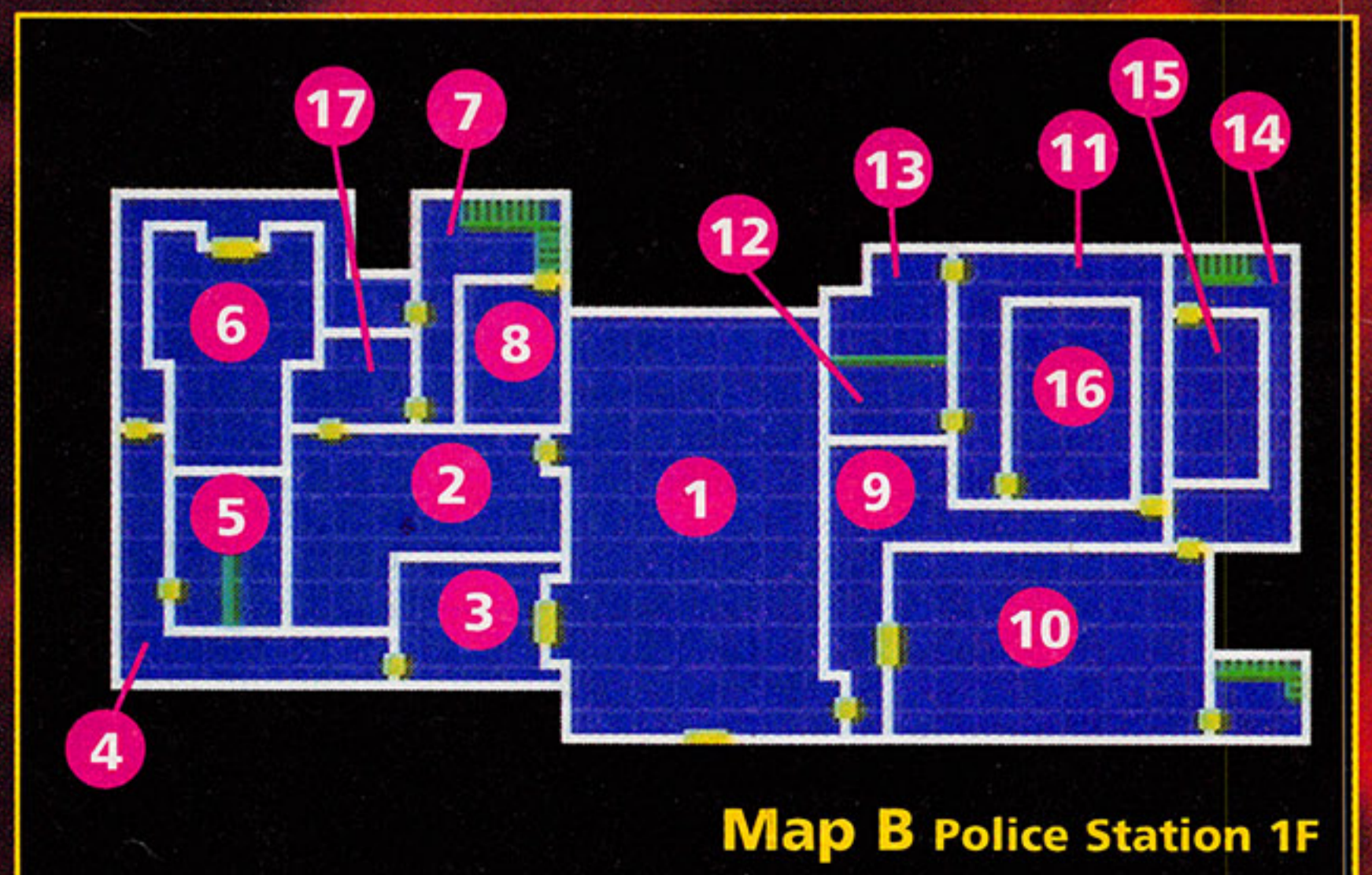
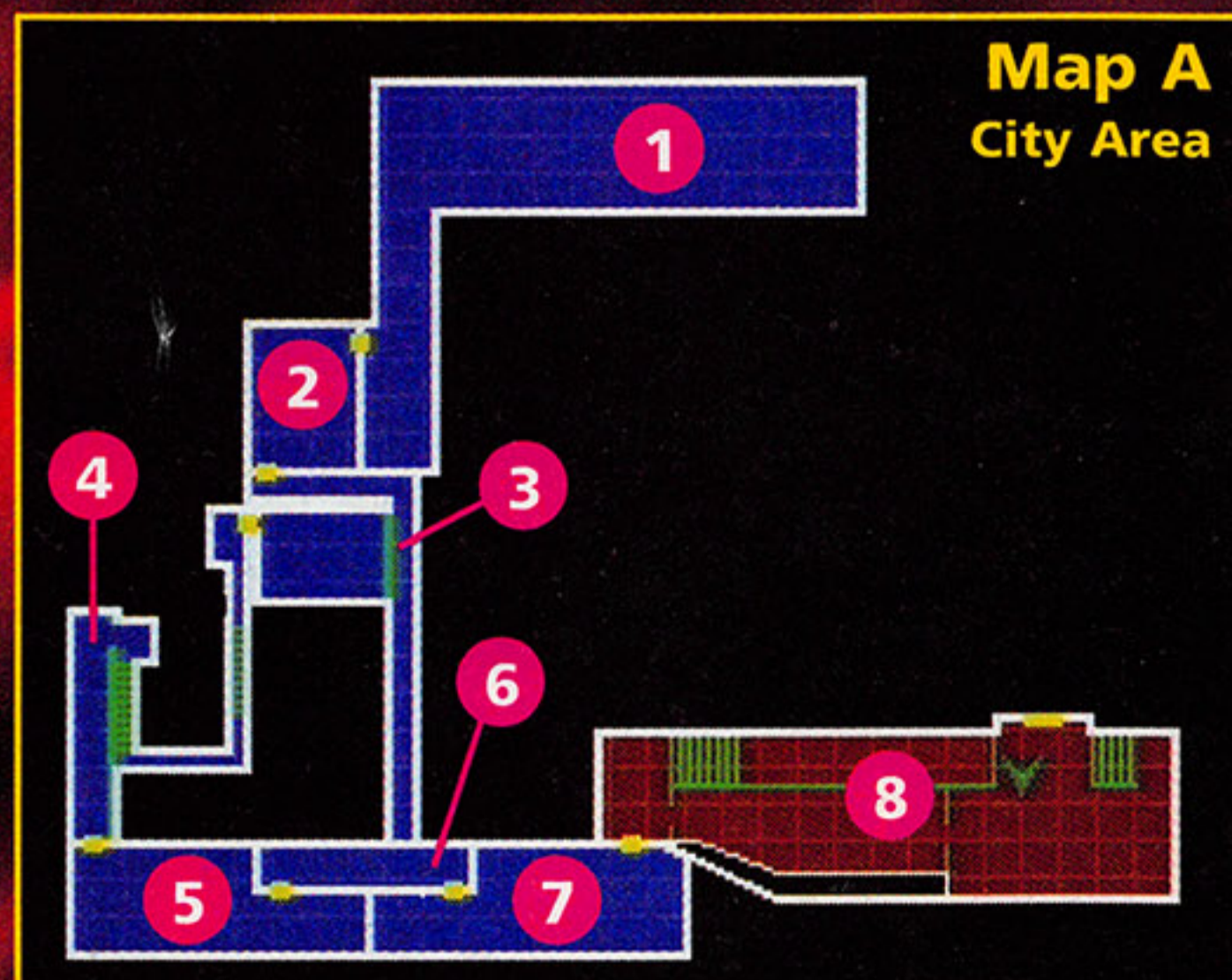
The herbs in *RE2* act much in the same way as they did in the first *Resident Evil*. You can mix the green herbs with the red herbs, but this time you cannot mix the blue herbs with the red herbs. Don't worry, you will find big pots with endless supplies of blue herb where you can un-poison yourself as often as need be.

Like the crests in the first *Resident Evil*, you must locate four matching objects in order to gain access to the sewer area and beyond. Claire will be looking for stone engravings, while Leon will be searching for chess plugs. The police department has four keys which open up all of the rooms in the building: Spade, Diamond, Heart and Club.

The memos in the game are primarily there for your reading enjoyment (and to creep the bejeezus out of you), but they occasionally offer some helpful clues. Whenever you come across a statue, always read what it says on the engraving; you'll be clued-in about a particular puzzle.

Maps

Maps can be found throughout the game. They will help to show you what areas you've already explored and where you still need to go.





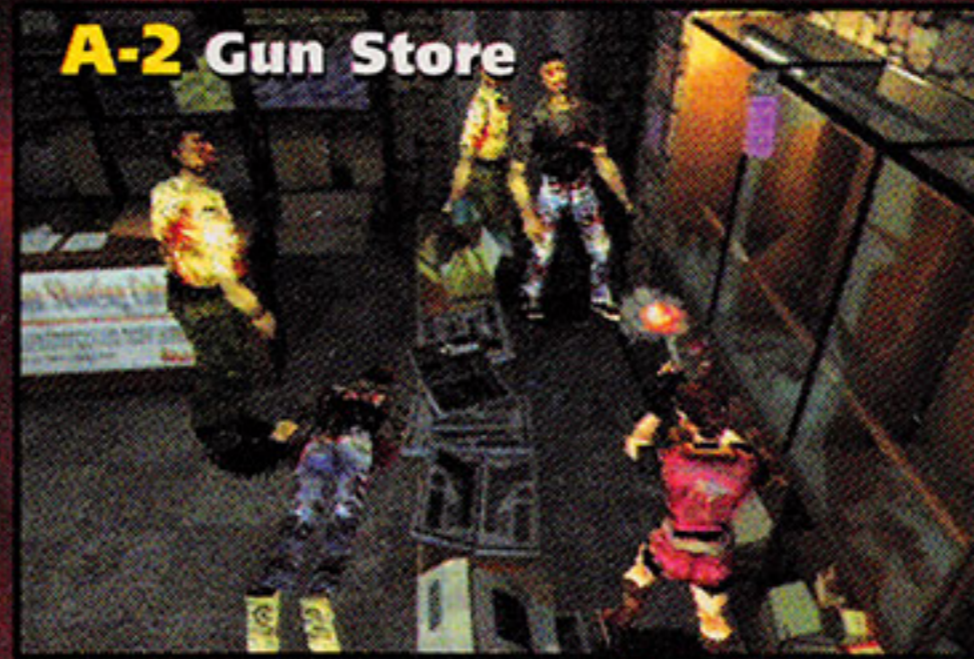
1. City Area



A-1 The Streets

Both: 8 zombies

Try not to waste ammo at the start; run a loop around the first set of zombies, then clear the path by the car with your gun. Watch for the last two near the gun store; the camera angle can be deceiving.

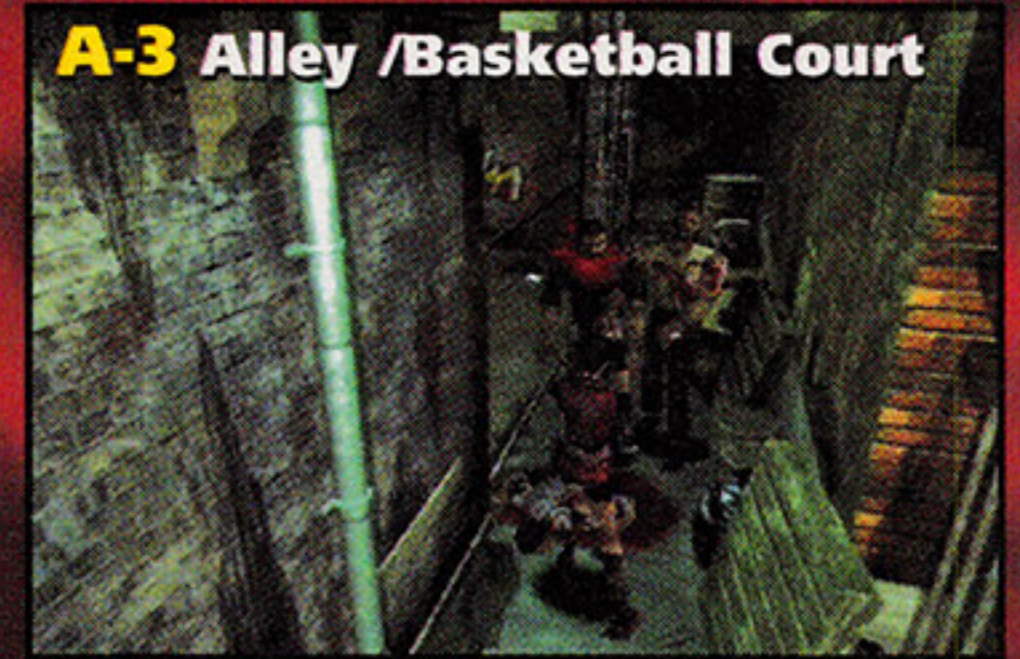


A-2 Gun Store

Leon: Shotgun (4) Claire: Bowgun (15 bolts)

Both: 4 zombies, 2 boxes of ammo (15 ea.)

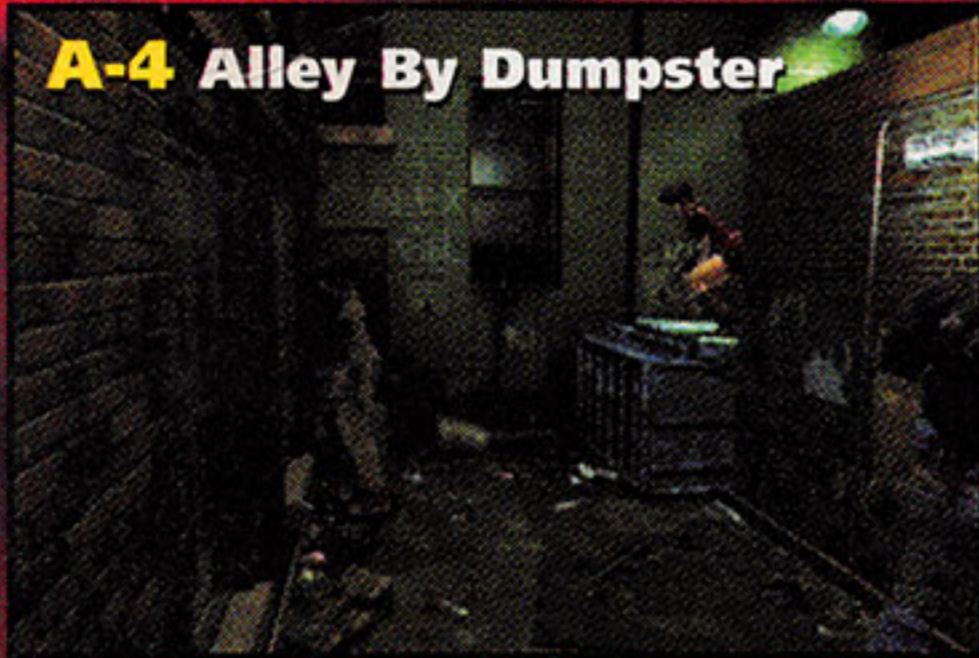
Claire will have to listen to some bad pick-up lines, but the shop owner will get killed due to the all-you-can eat zombie feast. Grab the two boxes of ammo from behind the two counters. As you approach the backdoor, the zombies will appear. Move behind the counter and use it as a barrier; shoot the zombies and grab the weapon from the dead shop owner. Don't use your new weapons until you're in the R.P.D. building.



A-3 Alley /Basketball Court

Both: 4 zombies, 1 box of ammo (15)

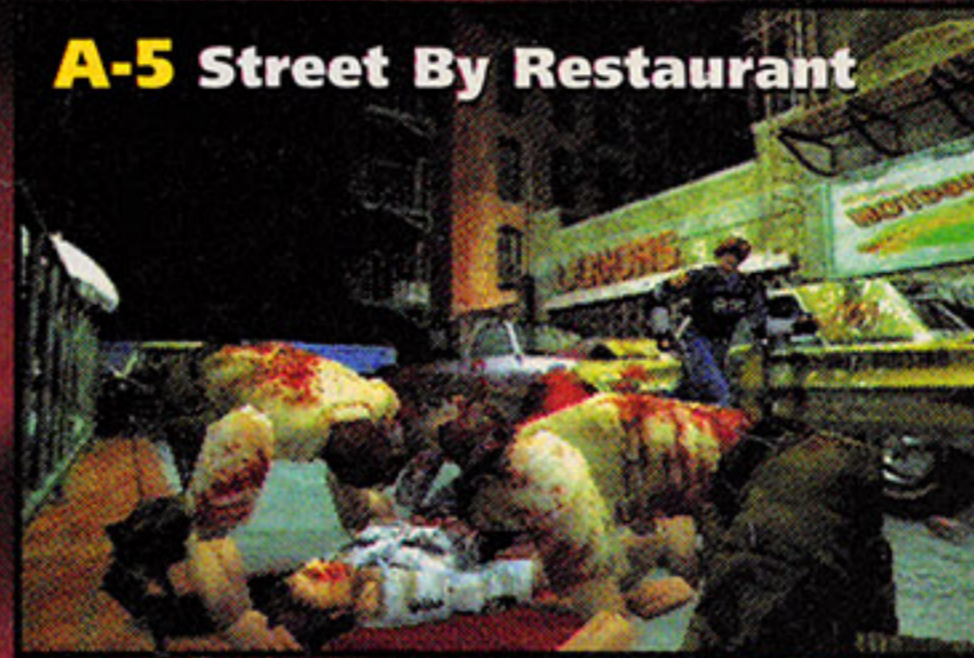
Run all the way to the end of the alley and grab the ammo from the open van. The gates will swing open and the zombies will block your path. Clear it out and run through, but watch out for the lingering zombie in the basketball court.



A-4 Alley By Dumpster

Both: 4 zombies

If you're real slick, you can get down from the dumpster before the female zombie turns around, then dash along the right wall to the far door.



A-5 Street By Restaurant

Both: 4 zombies

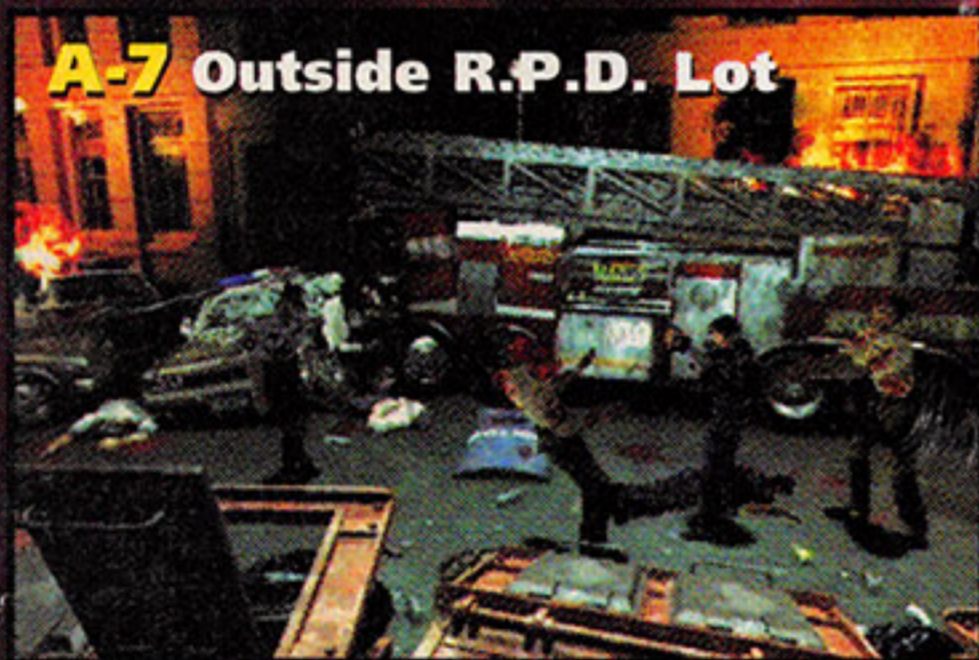
Don't bother them, let them eat their dinner and keep running to the bus.



A-6 Bus

Both: 2 zombies, 1 box of ammo (15)

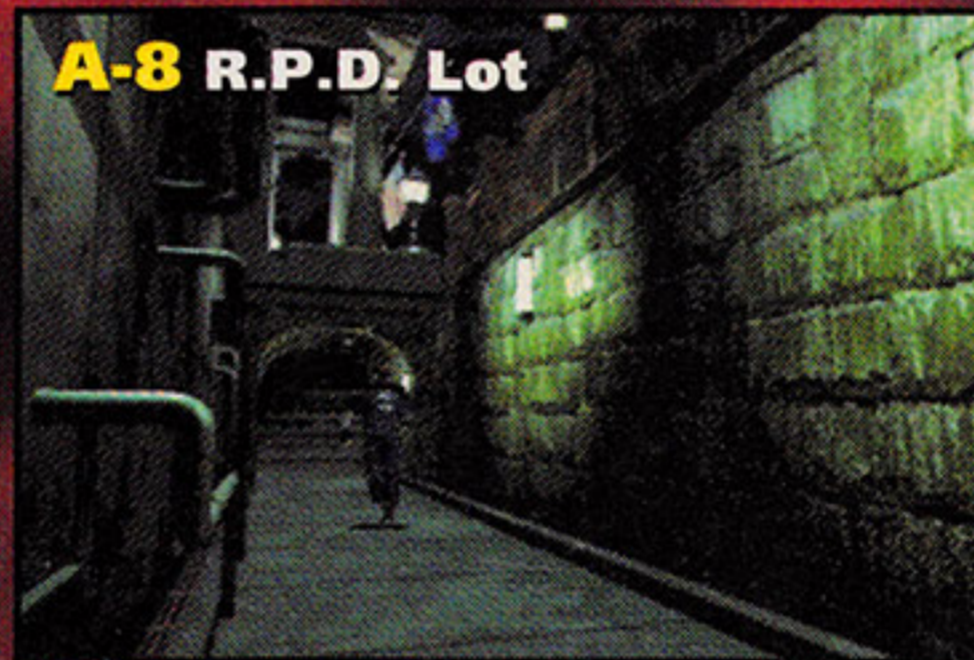
Grab the ammo at the entrance, then quickly aim downward and shoot the crawling zombie. Shoot the standing zombie off-screen and as soon as you hear him hit the ground, run to the other door.



A-7 Outside R.P.D. Lot

Both: 6 zombies

You can lose a lot of life here, so be real quick and precise. As soon as you knock one down, run to a clear spot and fire again. Don't waste your time trying to kill one here; the area is way too confined to hang out for too long. The R.P.D. gate door is the objective!

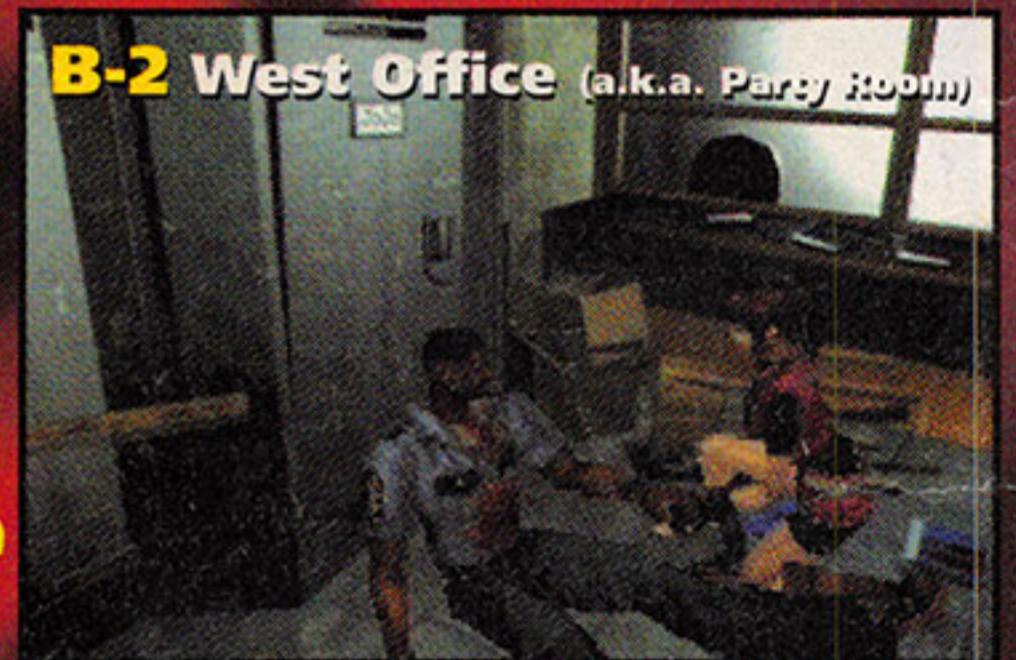


A-8 R.P.D. Lot

Both: 2 zombies

Take the stairs so you don't have to meet up with the two zombies. Enter the police department.

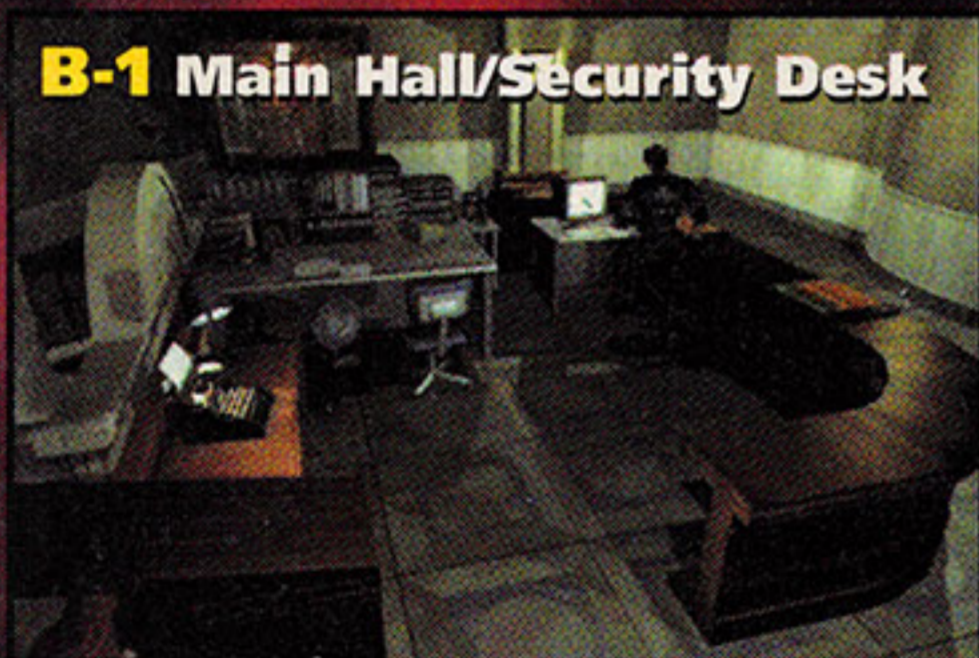
2. R.P.D. West Wing & 2nd Floor



B-2 West Office (a.k.a. Party Room)

Both: Blue card key

Enter the only unlocked door in the building, the one past the double doors. Get the Blue Card Key from an infected officer.



B-1 Main Hall/Security Desk

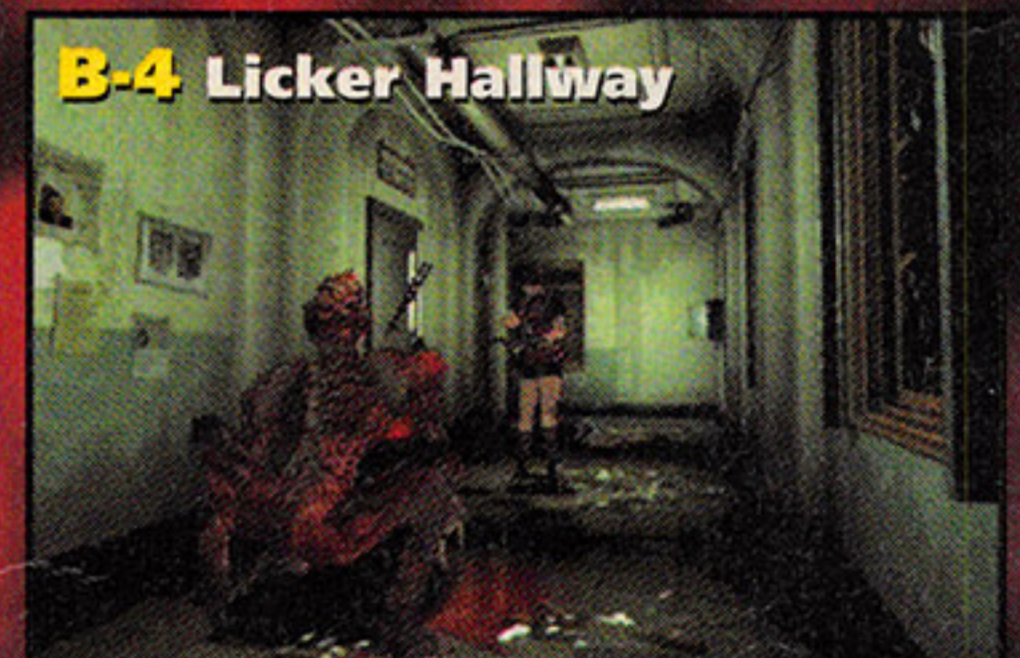
Both: 1 box of ammo (30), ink ribbon (2)

You can finally save here if you want. Grab the ammo on the counter and use the computer and Blue Card Key to open the doors for the West and East wings of the building.



B-3 Reception Room (Blue Card Key)

Leon: 1 box of ammo (15) - need desk key
Claire: 1 health spray **Both: Police memorandum**
It's a good idea to start on the West side of the building (the double doors). Grab the police memo on the bench and remember the number 2236. If you're Claire, you can use the lock pick and open the desk for the spray. Leon needs to obtain the desk key for ammo.



B-4 Licker Hallway

Both: Licker, 1 box of ammo (15), 1 green herb
This is your first encounter with what the R.P.D. calls the "Licker" (huh, huhh... you said "Licker"). Leon should aim downward and fire the shotgun. Two or three blasts should do the job. Claire needs a little more precision with her bowgun, so aim forward when he's away and aim downward when he comes close. Don't forget to check the headless guy for ammo and juice up with the green herb.



B-6 Briefing Room

Leon: 1 box of ammo

Both: Operation report, red jewel

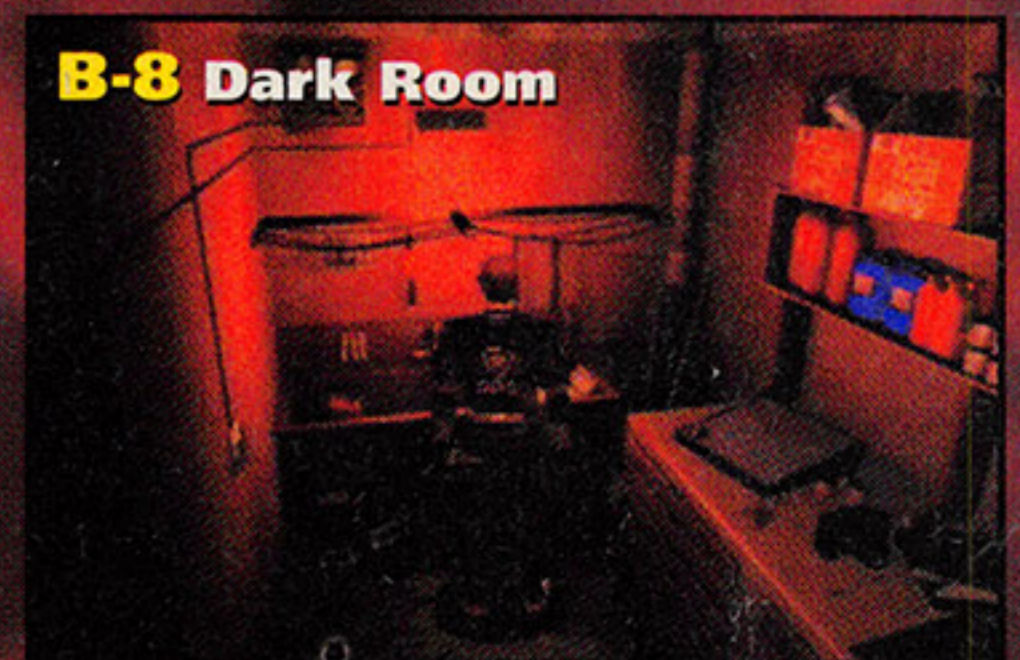
Pick up the operation report on the desk to the right when you face the entrance. Go to the back room and light the fireplace with the oil lighter (Claire will get the lighter at a later time, so don't worry). Take the Red Jewel. Leon will find a box of ammo in the far right-hand corner of the back room (in the heap of desks).



B-7 Hallway By the Stairs

Both: 3 zombies, 2 green herbs

Kill these zombies dead since you will frequent this area. This hallway is shockingly similar to the prequel in that there are stairs to the 2nd floor and a "storage/save" room right next to it!



B-8 Dark Room

Both: Ink ribbon (2)

The back room is a dark room where you will develop some film you find along the way. Don't worry about the locker—it's for next time (I'm such a tease, ain't I?).



C-1 Statue Hall

Both: 2nd red jewel

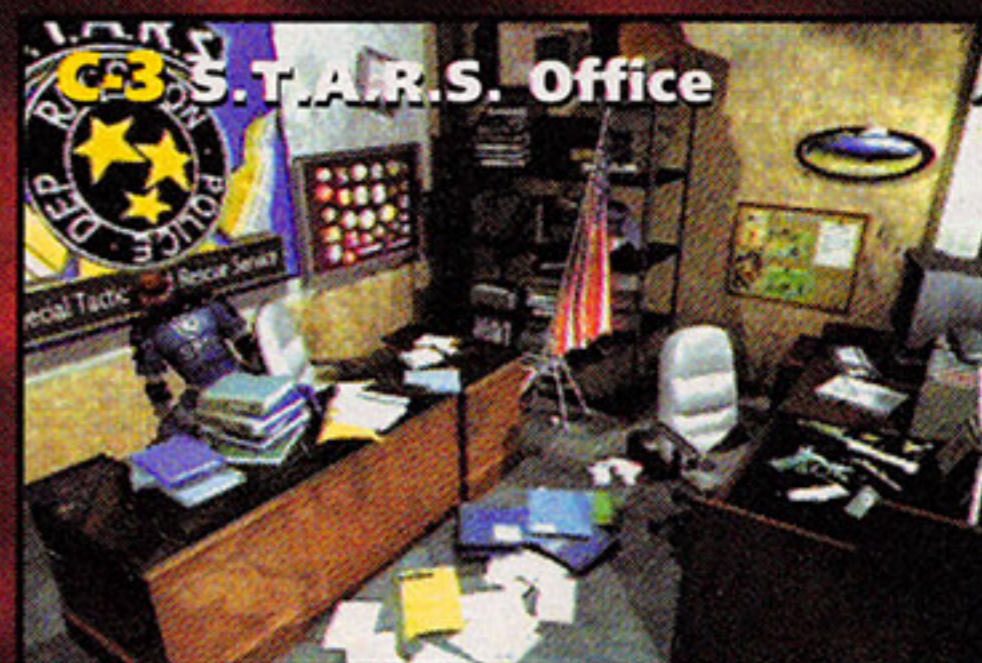
Read the poem on the statue and do what it says! Move the two smaller statues around onto the tanned marked spots on the ground near the walls so they both face the middle statue. The 2nd Red Jewel will fall.



C-2 Hall near S.T.A.R.S. Office

Both: 3 zombies

This shouldn't be hard since they start far away. Luckily, Claire is spared from the cop zombies.



C-3 S.T.A.R.S. Office

Leon: Shotgun (5), 1 health spray

Claire: Grenade launcher (6), fax to Chris

Both: Chris' diary, Unicorn Medal, 1 box of ammo
After Leon picks up the Unicorn Medal, he'll run into Claire and give her the bad news about her brother. Leon will find a health spray in the medical kit on the wall. Both Claire and Leon will find ammo on the floor right in front of the big S.T.A.R.S. logo. Check the locker for your respective weapons. Claire will receive a fax just as she starts to exit the room.



B-1 Main Hall/Aquarius Statue

Both: Spade key

Use the Unicorn Medal at the statue in the main hall. You will obtain the Spade Key.



B-5 Archives Room (Spade key)

Leon: 1 box of ammo

Both: File report, ink ribbon (2), 1 crank
Leon will find the report on the door side of the shelf, while Claire will find it on the ladder side. There's an ink ribbon in the cabinet on the door side. Push the ladder to the far cabinet and climb up to get the crank. There's ammo for Leon in the cabinet near the crank rests.



C-2 Hall near S.T.A.R.S. Office

Claire: 1 zombie

Claire will encounter Sherry being chased by a zombie. Follow Sherry.



C-4 Hall w/ Blue Soda Machine (Spade key)

Leon: 5 zombies, gun parts - need desk key

Claire: flame rounds (6)

Both: 1 box of ammo (15)

Leon will encounter feasting zombies. You pretty much have no choice but to clear out this hallway. Both characters will find ammo in the janitor's closet near the boarded up door. Claire will find flame rounds in the desk. Leon will find gun parts if he has the desk key.



C-5 Main Library

Leon: Bishop plug **Claire:** Serpent Stone

Both: 1 red herb

Take the stairs to the next level and walk around the balcony. The floor will collapse and you will fall down. Go over to the red light and push the switch—this will cause the shelf to move. Go out and move the shelves by hitting switches in the following manner: (going from left to right) Shelf 1: Move right. Shelf 2: Move right. Shelf 3: Don't move. The picture near the collapsed floor will open to reveal a Bishop Plug for Leon and a Serpent Stone for Claire. Both will find a red herb to the right of the double doors.



C-6 2nd Floor Balcony

Claire: 4 zombies

It's a good idea to clear out this hall since you will use this path often. Lower the ladder in the middle so you can access the first floor from this area.

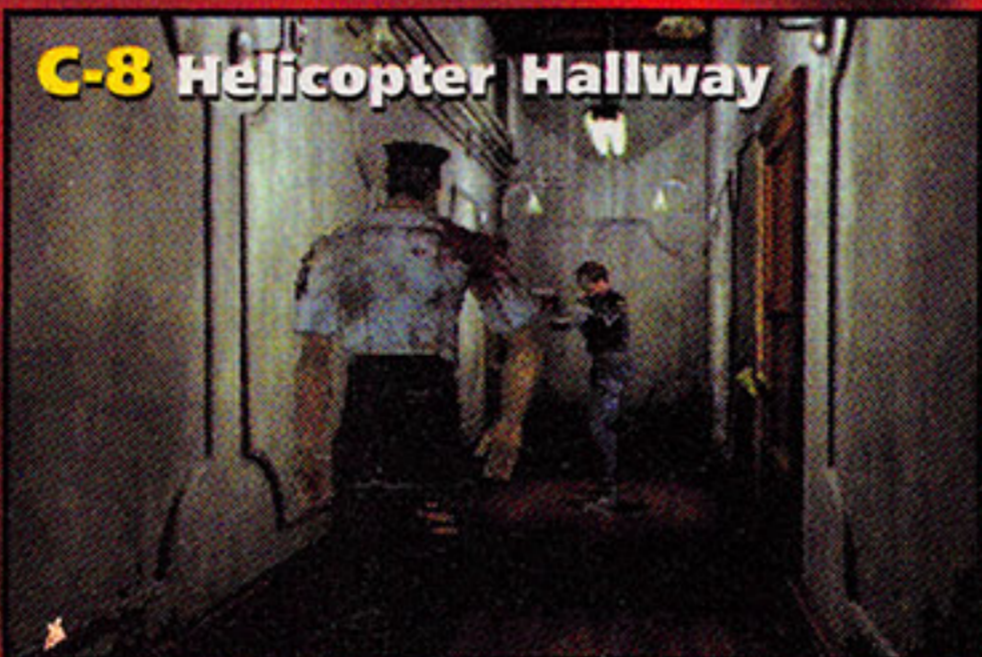


C-7 Waiting Room

Leon: Desk key **Claire:** Lighter

Both: Secretary's Diary, ink ribbon (2)

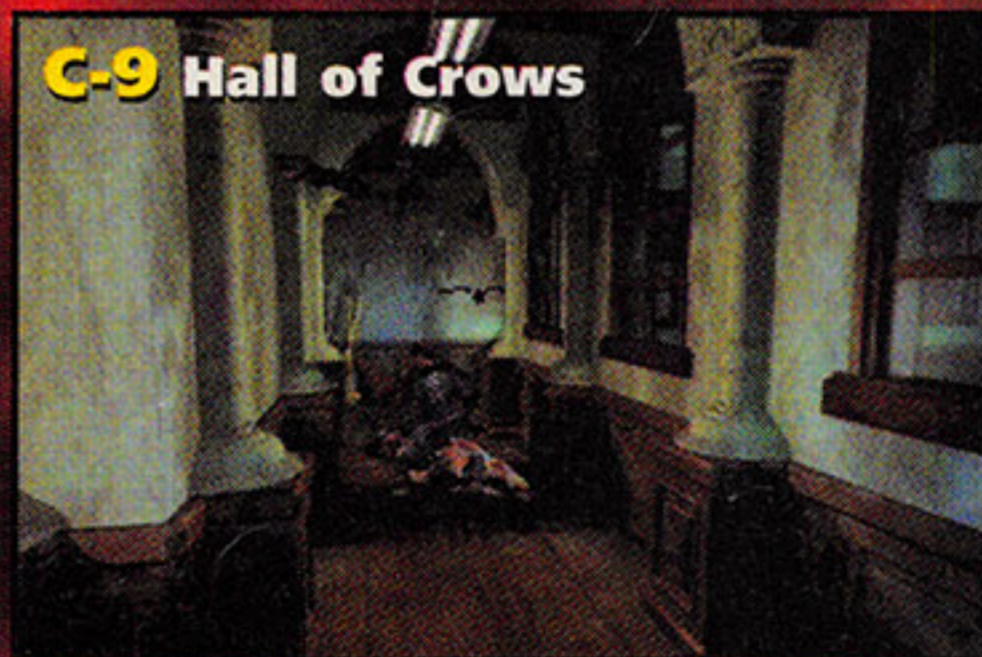
Grab the diary and the ink ribbon near the typewriter. On the bench Leon will find the desk key, while Claire finds the oil lighter. Leon should go open the desk in the Blue Soda Machine Hall to get the gun parts. Claire can now go down to the Briefing Room and get the Red Jewel.



C-8 Helicopter Hallway

Both: 2 zombies

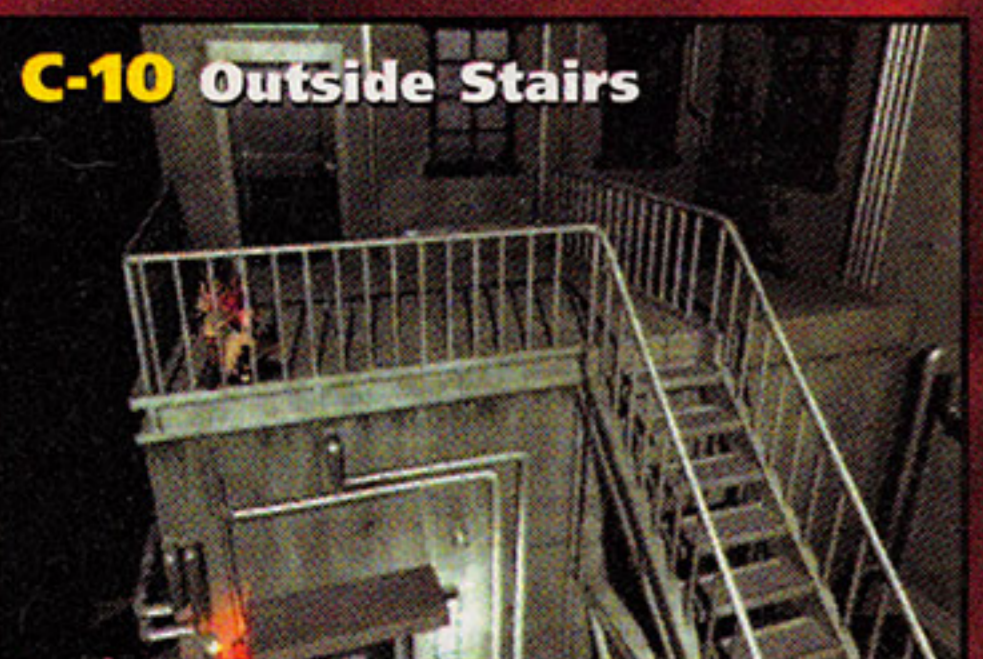
The helicopter's on fire, so there's no way through. Ignore the zombies and go to the far door. Leon will have to deal with them later but Claire can make them miraculously disappear when she puts out the fire later on.



C-9 Hall of Crows

Both: Lot of crows, 1 box of ammo

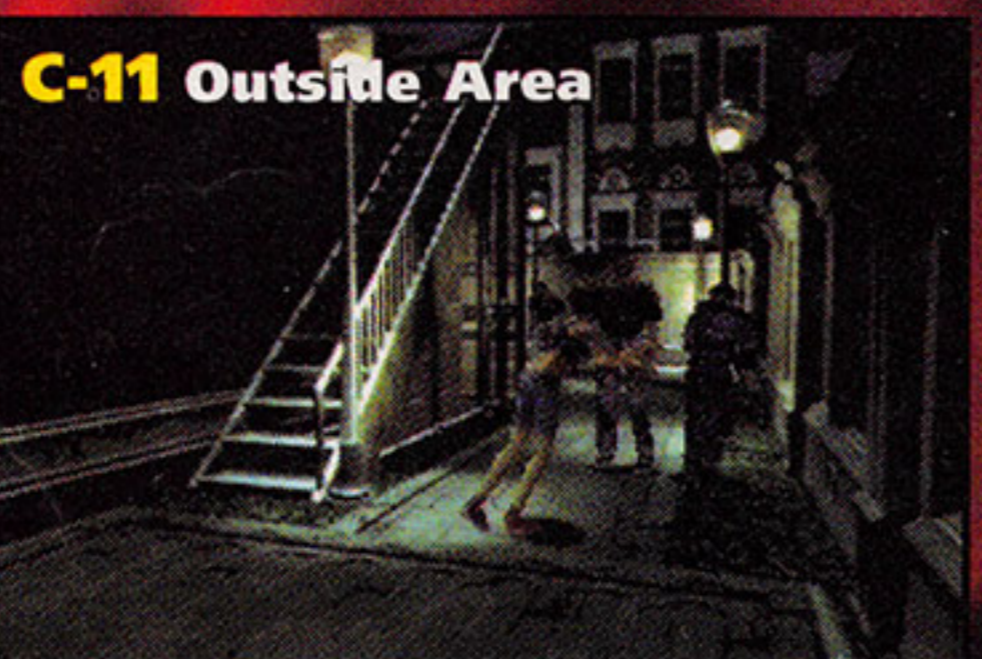
Check the dead guy for ammo, but do it quick. Running is the best policy in this hallway; there's no sense in wasting your bullets on the crows. If you really want to be a hard-ass though, you can slash away with the combat knife just like in the prequel.



C-10 Outside Stairs

Both: 3 green herbs

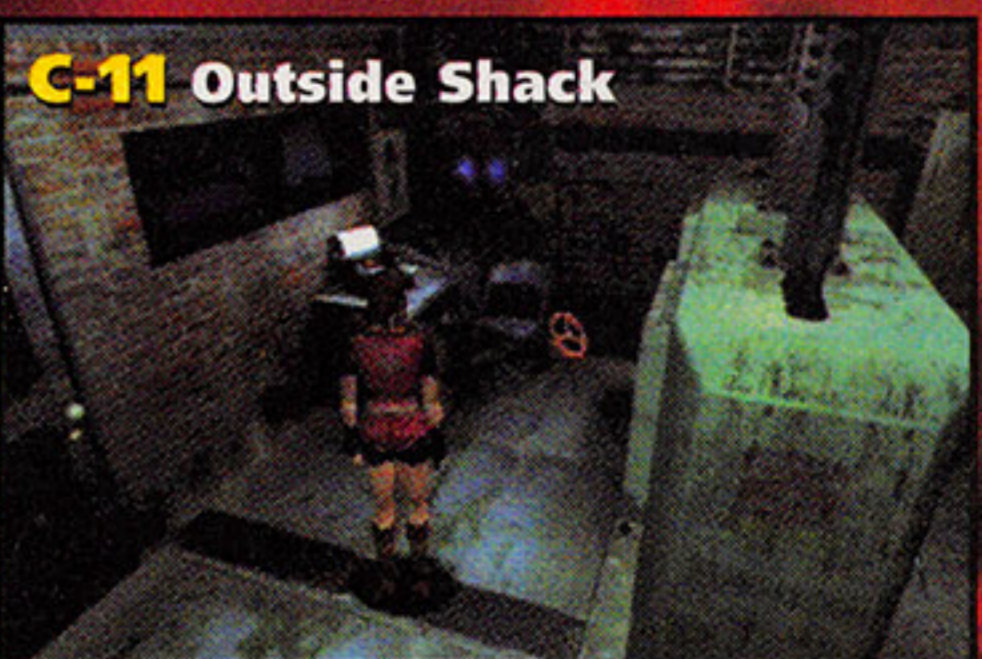
Exit the blue door in the hall of crows and you'll be outside. These stairs give you access to the East wing downstairs. Juice up with the herbs: 1 upstairs and 2 downstairs.



C-11 Outside Area

Both: 4 zombies

Go past the burning helicopter and take the stairs. If you run along the right wall, you should be able to dodge all of the zombies.



C-11 Outside Shack

Leon: 1 box of ammo (15) **Claire:** bowgun (18 bolts)

Both: 2 zombies, ink ribbon (2) valve handle

Go to the desk and pick up your respective items. Don't open... that door... near the desk! Oh, there you go—two zombies come out of the door. Just turn around and walk out.



C-11 Burning Helicopter



Both characters can now go behind the fence near the helicopter and use the valve handle to douse the flames.

C-12 Red Jewel Room



Leon: King Plug, shotgun shells (7)
Claire: Blue Stone **Both:** Diamond Key

Claire will hear a scream before she enters the room; you'll also notice that the two zombies are gone! Place the red jewels on the two bust figures on the wall on either side of the statue; Claire will get the Blue Stone while Leon gets the King Plug. Both will see the Diamond Key sparkling near the statue. Leon finds shotgun shells near the draped furniture.

B-17 File Room (Diamond Key)



Leon: Shotgun shells (7) **Claire:** Bowgun bolts (36), Plastic bomb **Both:** 6 zombies, Film a

Get ready to fire your high-powered weapon as soon as you enter this room. Be careful of the two zombies hiding behind the large file cabinet. Both Leon and Claire will find Film A in the file drawer on the backside. Leon will find shotgun shells and Claire will find bowgun bolts in the frontside drawers. Claire will use the lock pick to get the plastic bomb in the small file cabinet near the door.

B-2 West Office (a.k.a Party Room)



Both: Memo To Leon, 1 box of ammo (15), 1 green herb **Leon:** Heart Key **Claire:** Detonator

Grab the herb near the door, the Memo to Leon on the desk with the party hat, and the ammo in the locker where your old friend was dying earlier. Go in the back room with your heavy artillery; you're old friend is now zombified—get ready to blast him! Claire gets the detonator on the desk, whereas Leon will get the Heart Key.

3. Police Chief's Secret Den

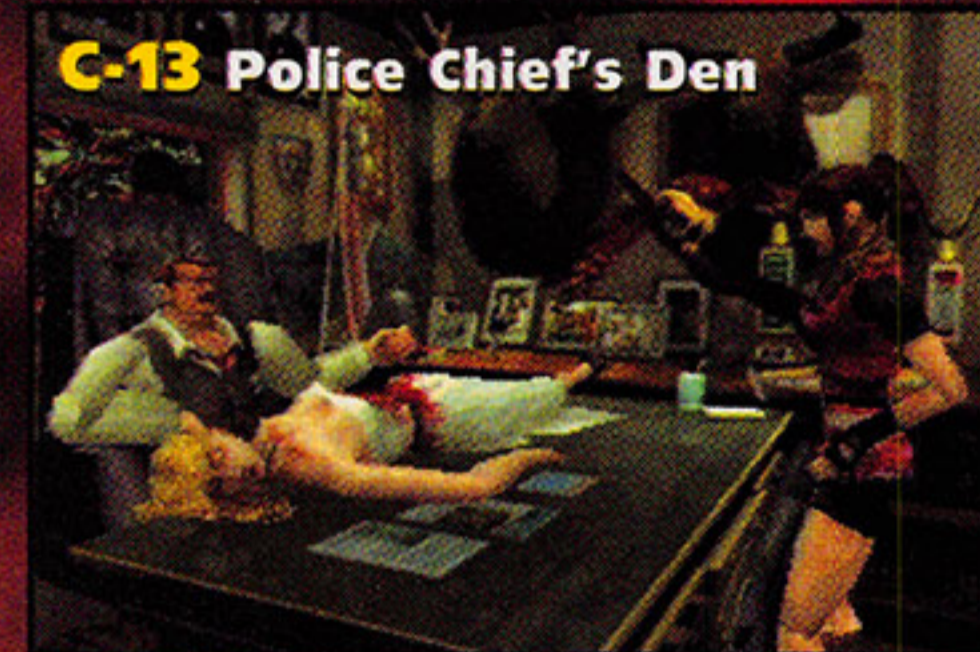
C-8 Helicopter Hallway



Ignore this section if you're Leon.

Combine the plastic bomb with the detonator and use it on the door blocked by the helicopter. A new passage will open.

C-13 Police Chief's Den



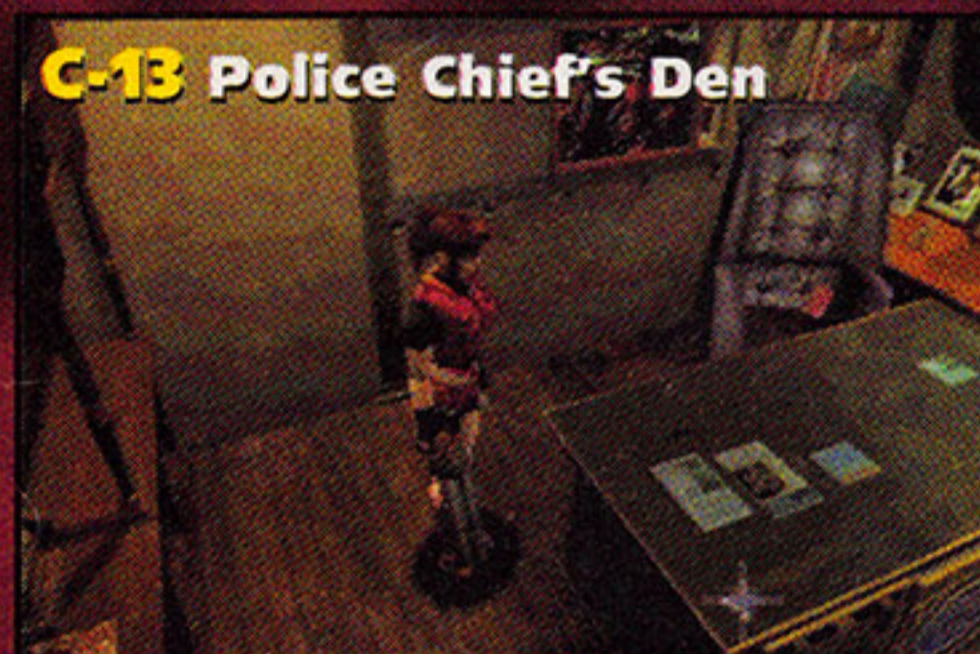
Meet the police chief when you examine the body on the desk.

C-14 Art Collection Room



Claire: Chief secretary's diary, 1 health spray
Meet Sherry again. Go in the back room, turn on the light, grab the secretary's diary from the desk, and head over to the jewel box for the spray. Sherry bolts again.

C-13 Police Chief's Den



Claire: Police chief's diary, heart key

Return to the chief's office; he's gone! Read his disturbing diary on the chair and grab the sparkling Heart Key off his desk. Notice you can open the picture behind his chair. This is where all the engraved stones will be placed to enter a new area.

4. R.P.D. East Wing & Basement

B-9 Refreshment Hall (Blue Card Key)



Both: 6 zombies, 1 green herb

Now enter the East wing (single door near main entrance). Use your big weapons on the onslaught of zombies.

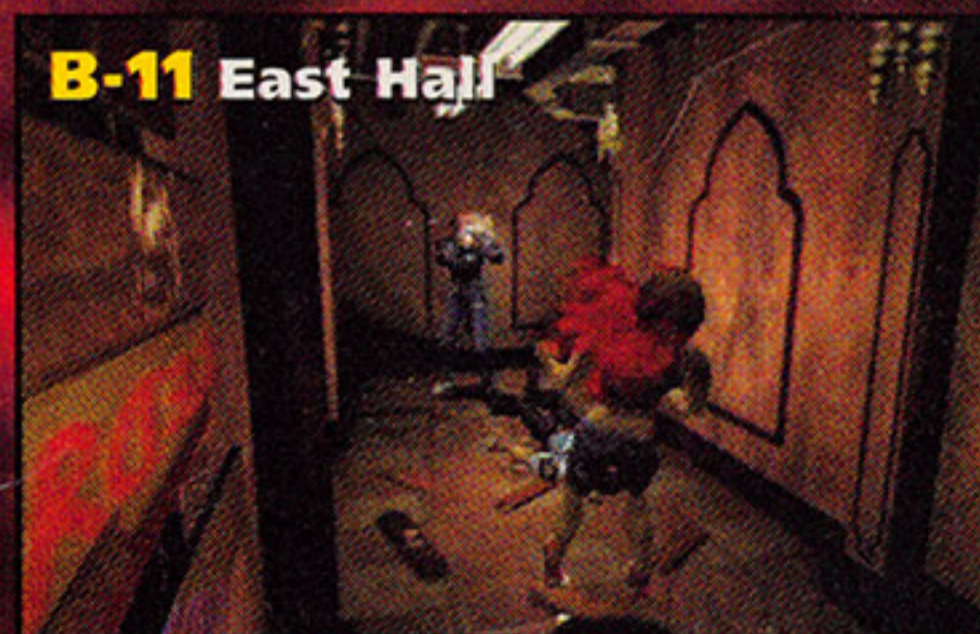
B-10 East Office



Leon: Shotgun shells (7) **Claire:** Acid Rounds (6)
Both: 5 zombies, 1st Floor Map, ink ribbon (2), 1 box of ammo (15), 2 green herbs

Enter the double blue doors and get ready to dodge and shoot. Be careful of the guy lying face down; he's still undead. Head to the small desk for the ink ribbon. Go in the back office (be careful of the zombie inside) and open the safe using the combination 2236. Both will find the 1st floor map; Claire gets acid rounds and Leon gets shotgun shells. Look behind the desk, there's two herbs. Check the dead guy in the back hall—he's got ammo.

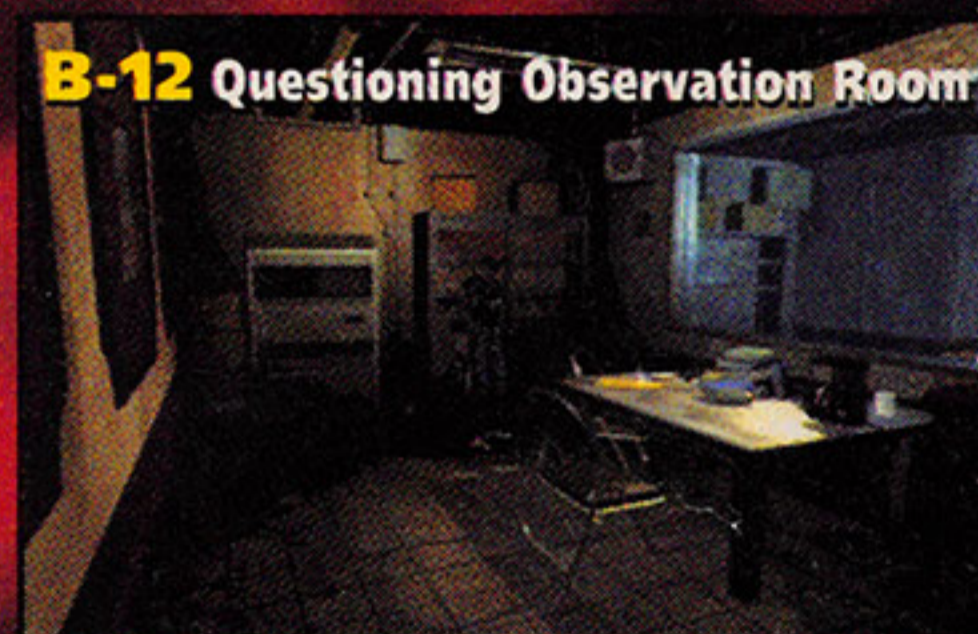
B-11 East Hall



Both: 4 zombies, 1 red herb

There are several zombies roaming the halls so beware. You'll find a red herb near the elaborate green door.

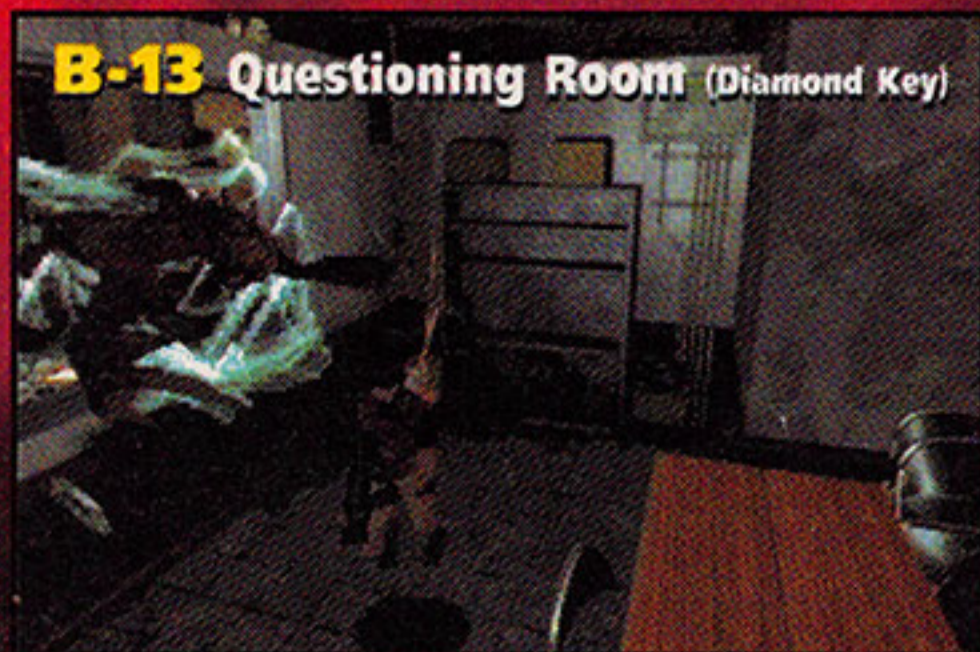
B-12 Questioning Observation Room



Leon: Desk key **Claire:** 1 box of ammo (15)

Claire finds ammo on the table. Leon gets the desk key; you can now open the desk in the Reception Room for ammo.

B-13 Questioning Room (Diamond Key)



Leon: 1 health spray, Rook Plug
Claire: Eagle Stone **Both:** Cord

Grab the items off the table, then grab the shining object from the shelf. As soon as Claire gets the stone and Leon gets the plug, a Licker will come busting through the window. Aim downward with your power weapons and make him writhe in pain! Go back to the Licker Hallway in the West wing and place the chord in the shutter box.

B-14 Stairway to Basement Hall (Heart Key)



Leon: Shells (7) **Both:** 2 green herbs

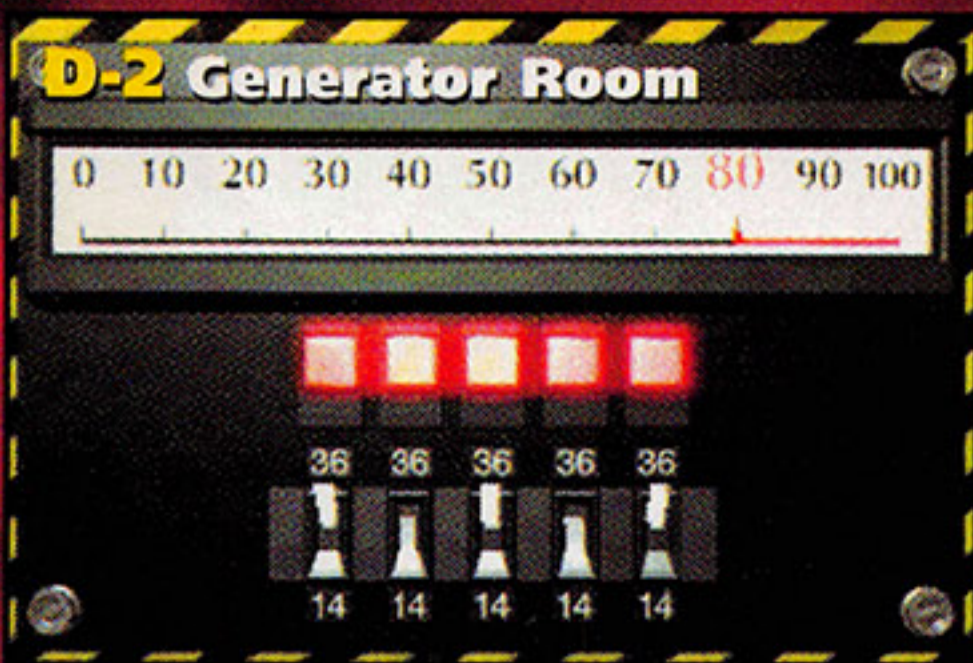
Grab the herb near the entrance. Leon will find shotgun shells by the shelf all the way at the end of the hall. Take the stairs.

D-1 Basement Hallway



Both: 3 dogs

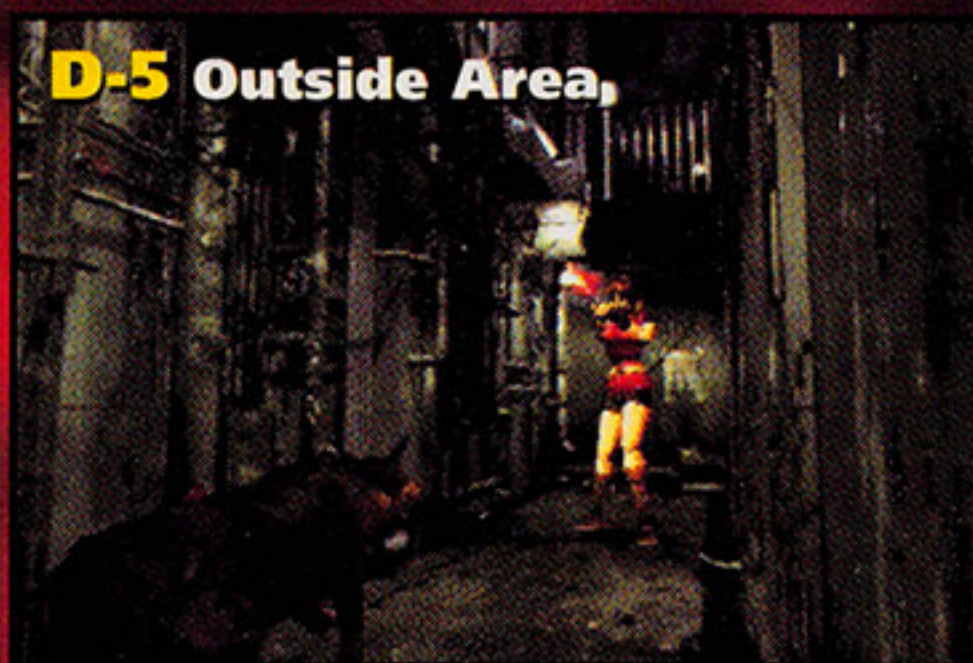
Caution: There are three dogs in the hallway. They will attack from both sides, so try to lure them out towards you.



D-2 Generator Room

Both: B1 Map

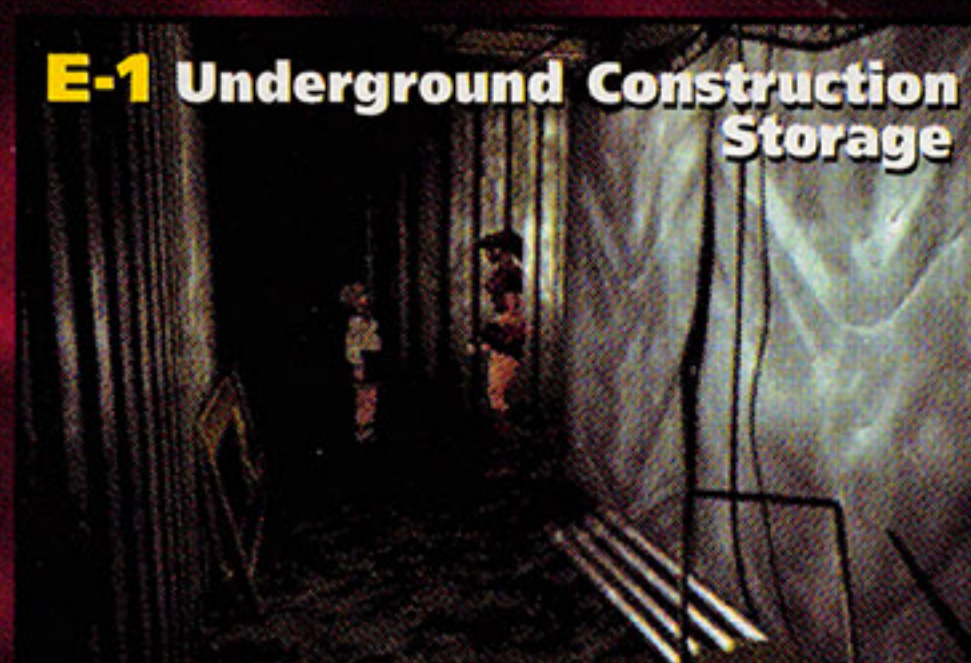
Grab the map on the shelf and the green herb by the door. Flip the switches on the Reserve Power Control Panel in the following order: Up, down, up, down, up. The meter will hit 80 and the card reader panel for the weapon room will power up.



D-5 Outside Area,

Both: 1 red herb, 3 dogs

Pick up the red herb along the way. The dogs will jump down from the balconies, so beware. There's a ladder at the end of the alley.



E-1 Underground Construction Storage

There's a storage room down the ladder. Claire will run into Sherry in the hall after she exits the storage room. Sherry will run into a small opening at the end of the hall; you will now control Sherry (see section 5). Not much for Leon here.

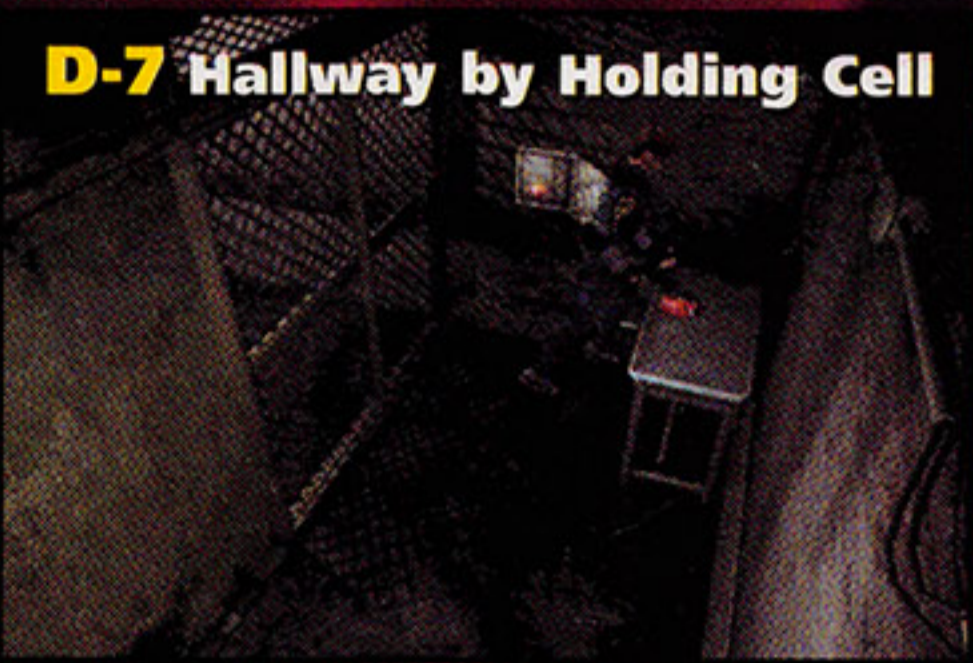


D-6 Basement Parking Lot

Both: 1 green herb

Both will find a green herb in the dark area by the gate. Leon will run into Ada, and will need to help her push the police van away to reveal a new door. There's not much for Claire here.

5. Behind the Police Van/Sewer Deposit Are

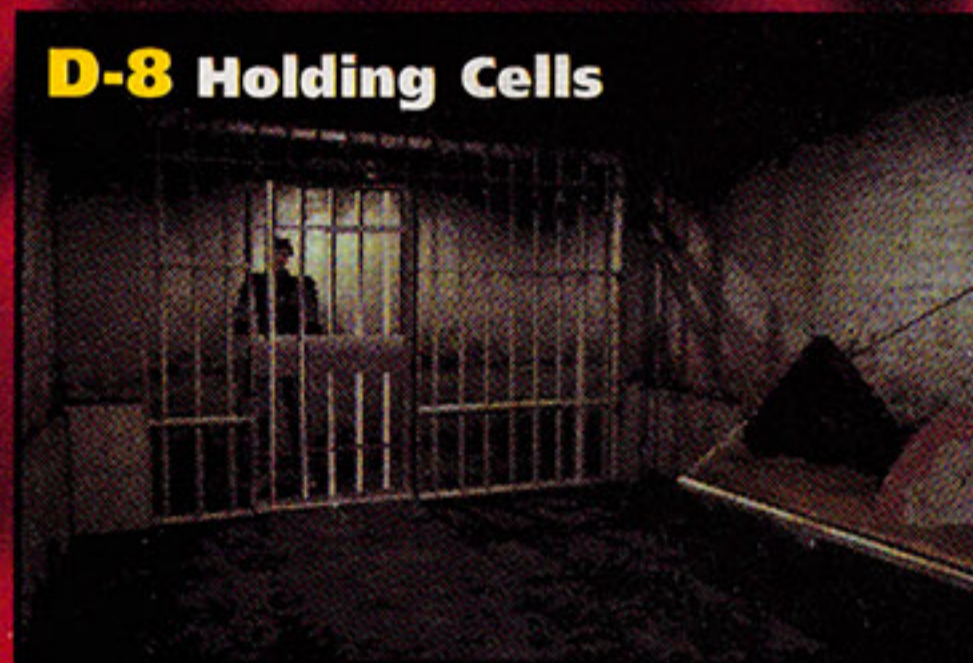


D-7 Hallway by Holding Cell

Ignore this section if you're Claire

Leon: 1 box of ammo (15)

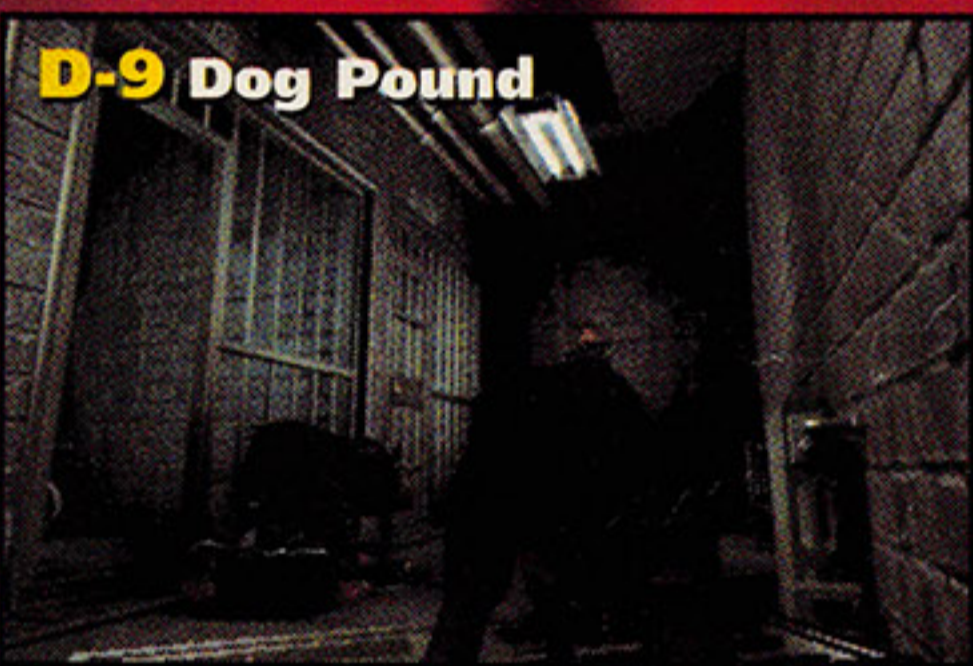
Ada will ditch you when you enter the door. Go all the way to the end of the hall and pick up the ammo on the table. Enter the holding cell; it's unlocked.



D-8 Holding Cells

Leon: 1 green herb, 1 blue herb, manhole opener

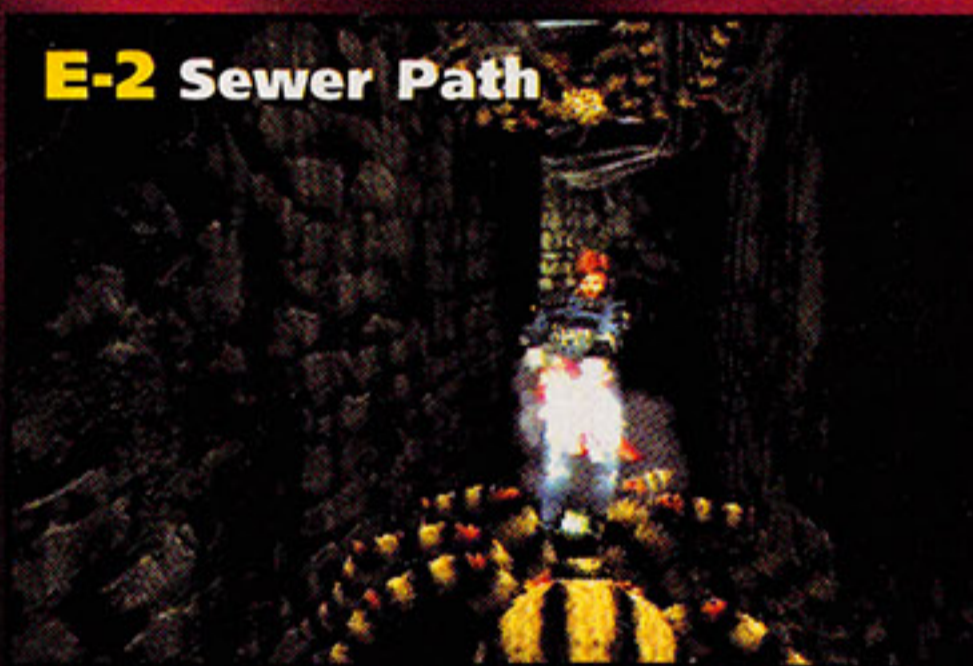
Enter the first holding cell and obtain the herbs. You will meet Ben, the reporter in the next cell. Ada will join you again. After the conversation, Ada will take off again and the map will appear on your screen to indicate the sewer entrance. Grab the sparkling manhole opener on the shelf.



D-9 Dog Pound

Leon: 2 dogs, 1 red herb, 1 blue herb

As soon as you grab the red herb, the dogs will bust out of their cage to attack you. Use the manhole opener to get down to the sewers. There's a blue herb in the dog cage.



E-2 Sewer Path

Leon: 2 spiders

The spiders are very difficult to shoot when they're on the ceiling. Maneuver around and avoid their poisonous venom until they come down to your level; then you can take them out easily.



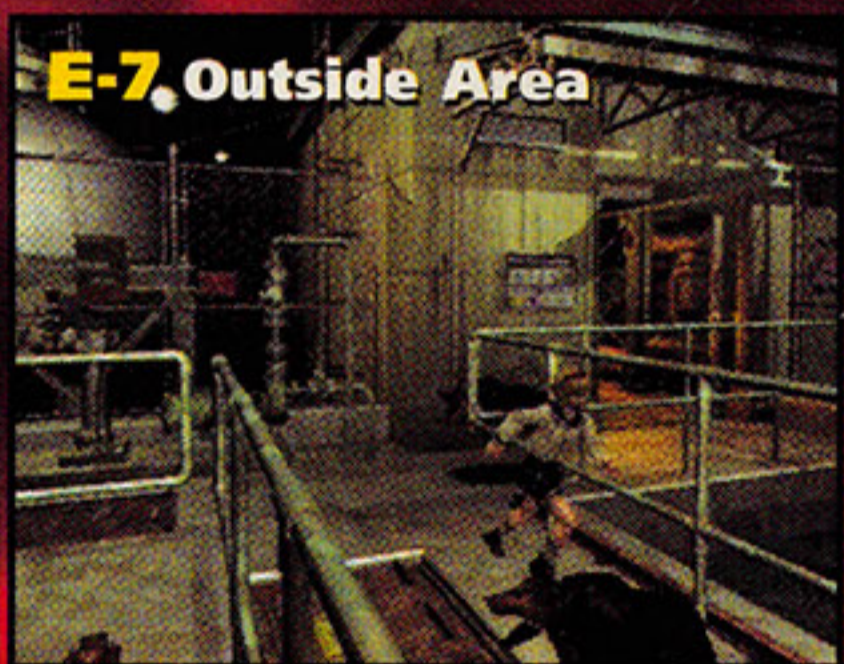
E-3 Sewer Storage

Leon: 1 blue herb, ink ribbon (2)

Here's a handy storage area. Grab the ribbon and juice-up with the blue herb if you've been worked by the spiders. Go into the next room with the chess board control panel. When you come back out, you will meet Ada again. Leon will give her a boost up and into the vents. You now control Ada.

6. Sherry & Ada's Side Adventure

Ada and Sherry explore the same vicinity and do similar tasks, except they enter from opposite sides. Sherry will enter from the elevator side while Ada enters from the vent side.



E-7, Outside Area

Both: 2 Dogs

Ada can shoot these dogs but unfortunately, Sherry must run through this area since she is unarmed. Sherry does carry a can of health spray so she's not entirely in danger.



E-8 Elevator Shaft

Ada: Shotgun shells (7)

This is Sherry's entrance to her adventure. Ada will find shotgun shells for Leon if she takes the elevator down.



E-6 Vent Shaft

Sherry: Grenade Rounds (6)

This is Ada's entrance to her adventure. Sherry will find grenade rounds here for Claire.



E-9 Pool Room

Both: Sewage Disposal Map, Club Key

Sherry and Ada need to descend down into the empty pool and push the boxes around so they line up in a row. Once they're lined up, go back up and hit the control panel switch; the water will rise and the boxes will create a bridge to the other side. Cross over and grab the Club Key on the shelf. There's a map on the wall near the entrance. Now each character should go back to where they started and hand over all their discovered items to Claire and Leon.

7. The Return



D-1 Basement Hallway

Both: 2 Lickers

As you make your way to the autopsy room, two lickers will make their appearance in the basement hallway, so be ready!



D-3 Autopsy Room (Club Key)

Both: Red Card Key

Go to the back of the room. A panel will fall down to creep you out. Open the cabinet and get the Red Card Key. All of the zombies will wake up. Shoot your way out of this one—it's too crowded to put on your best Barry Sanders jokes.



7. R.P.D. Third Floor



F-1 3rd Floor Balcony

Claire: Licker

Take the crank and cog wheel and go to third floor. On the way, as you enter the main library, zombies will crash through the windows in the hall that leads to the basement stairs. Don't worry; you don't have to go through there again. Claire will come across a Licker on the balcony.

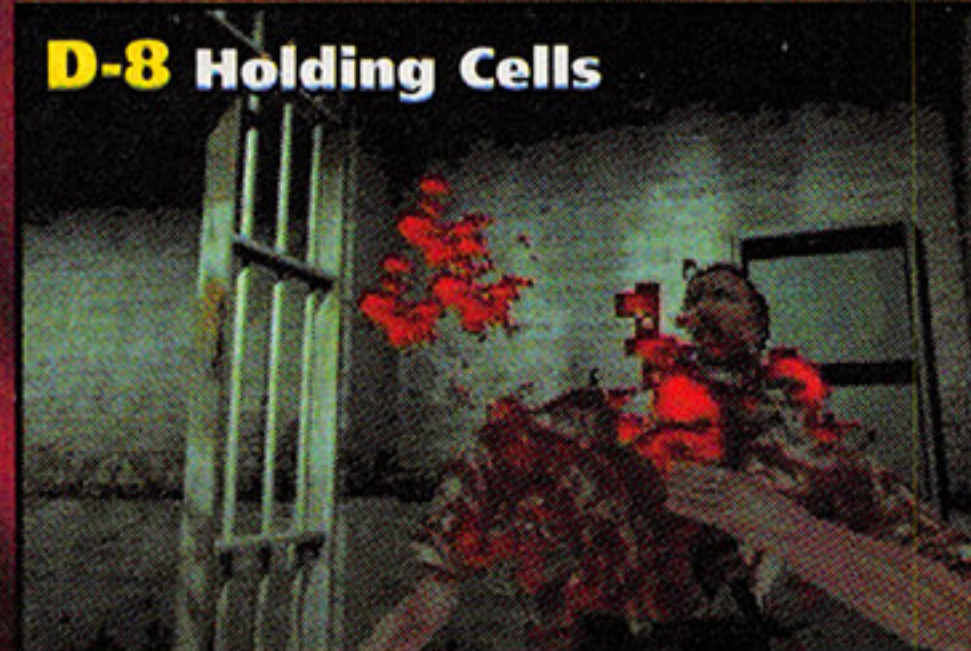


F-2 Gear Room

Claire: 2nd Blue Stone Leon: Knight Plug

Use the crank in the square hole on the wall to lower a set of steps. Climb up and use the cog wheel on the gears, then flip the switch—a secret door will open. Claire gets the 2nd Blue Stone while Leon gets the Knight Plug. Leon will take a chute down to the basement.

9. Leon's Exit & Boss

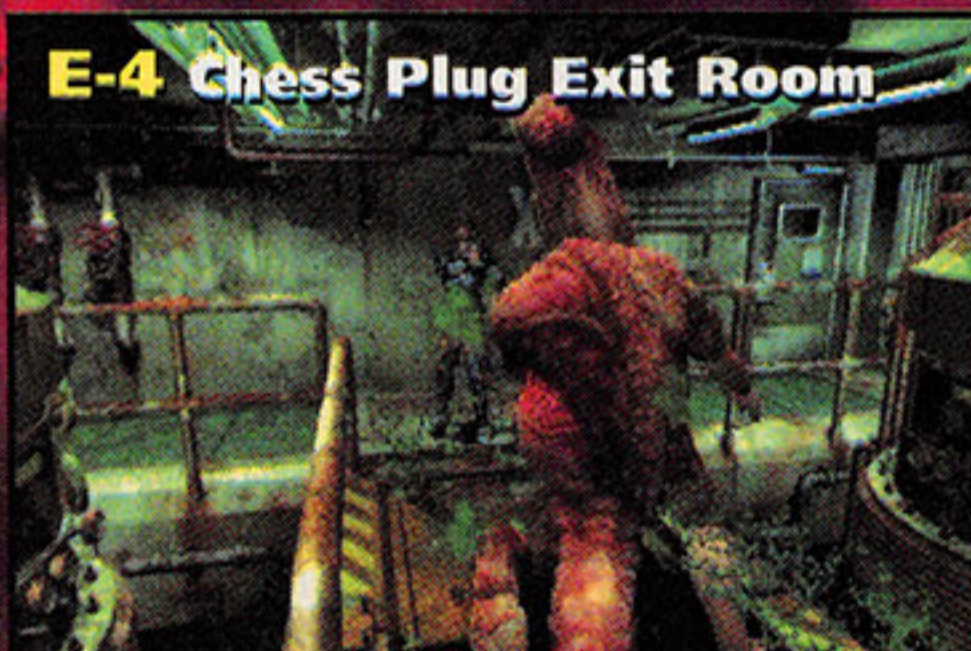


D-8 Holding Cells

Ignore this section if you're Claire.

Leon: Copy of mail to chief

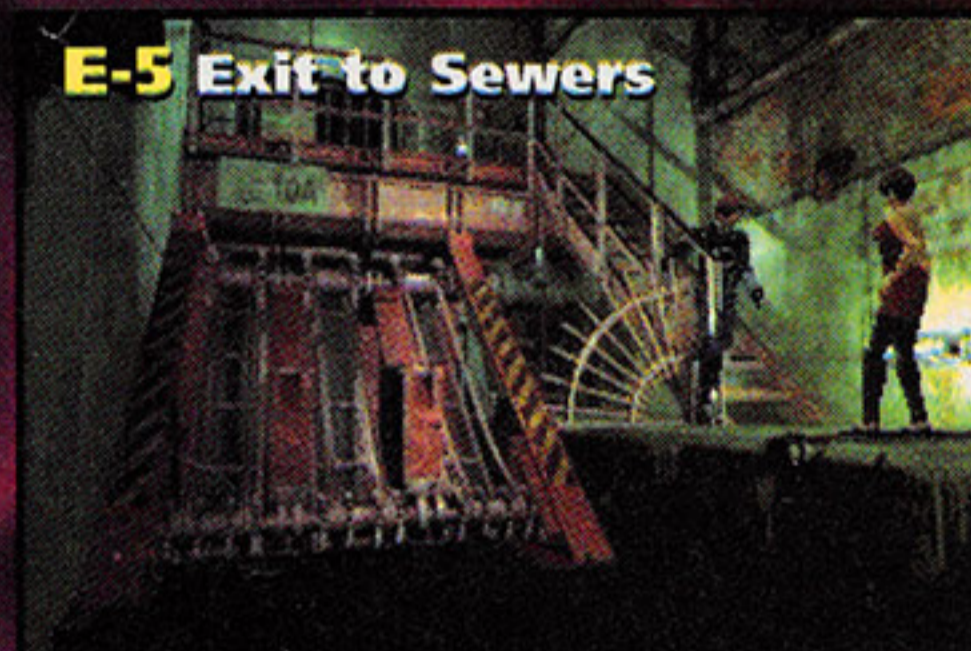
After the chute, you'll hear a scream. Go down to the holding cell and see Ben do his best Sigourney Weaver impression (not bad!). You'll receive a copy of the chief's mail. Ada shows up, but she'll ditch you once again. You'll radio Claire.



E-4 Chess Plug Exit Room

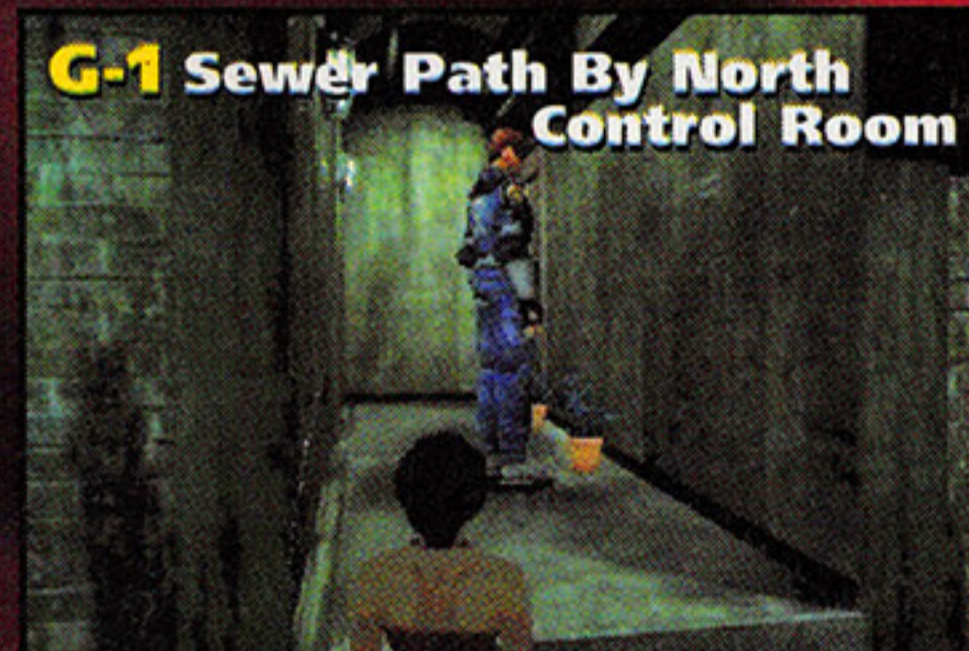
Leon: G-Virus Boss

Enter the exit room and battle the Boss. He'll spew out little critters that will attack you. Use the Magnum... eight shots should kill him. Run out the door if you have too many critters on you; they'll disappear. Use the four plugs in the chess circuit board to enter the sewers.



E-5 Exit to Sewers

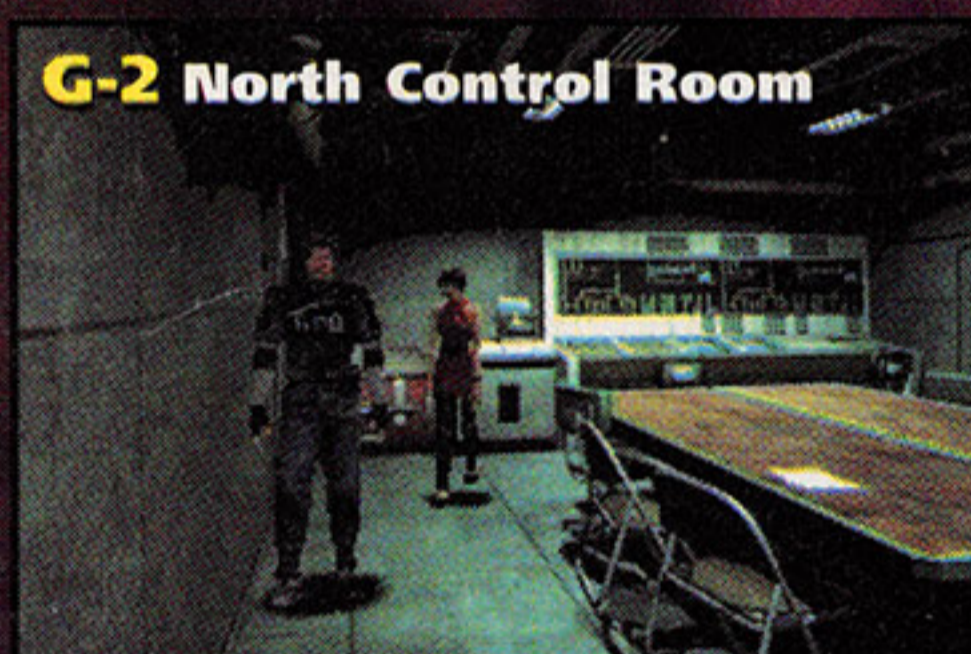
Meet Ada and scold her.



G-1 Sewer Path By North Control Room

Leon: 2 blue herbs

Before you enter the Control Room with Ada, pick up the blue herbs.

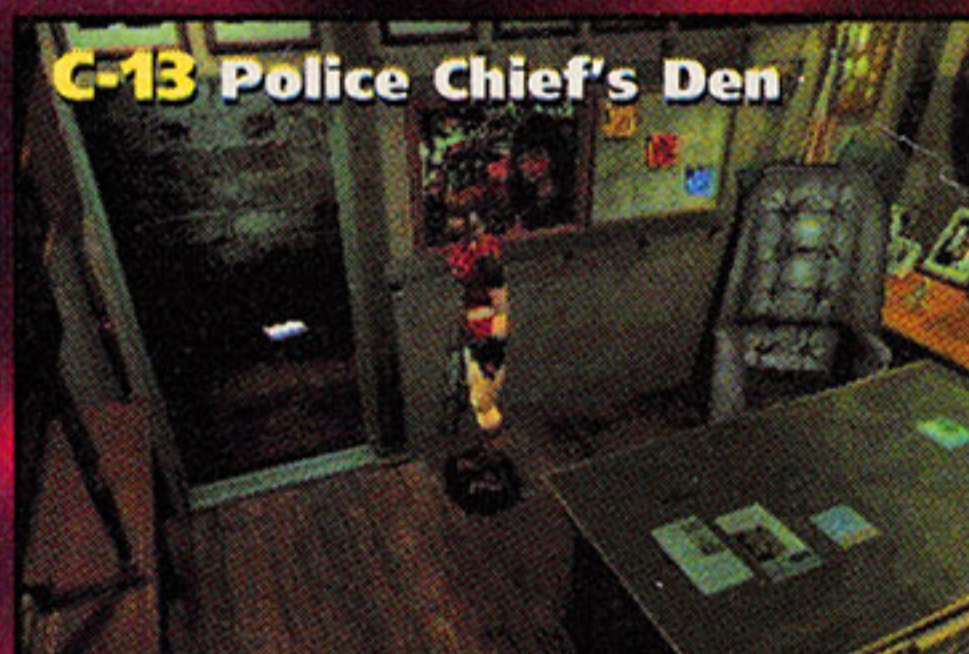


G-2 North Control Room

Leon: Sewer Manager's Fax, health spary, 1 box of ammo (30), ink ribbon (2)

Find the fax on the table. The ammo is in the drawer by the corner and the health spray is in the locker by the elevator. You can save your progress here with the ink ribbons by the typewriter. Grab the valve handle from the storage box—you'll need it. Take the elevator down and see Annette Birkin.

10. Claire's Exit & Boss



G-13 Police Chief's Den

Ignore this section if you're Leon

Claire: Copy of mail to chief

You'll meet Sherry again. Combine the two Blue Stones and place all three stones in the holes behind the chief's desk. A new passage will appear. Pick up the memo from the floor. Claire tells Sherry to hang out and wait.



D-10 Torture Chamber

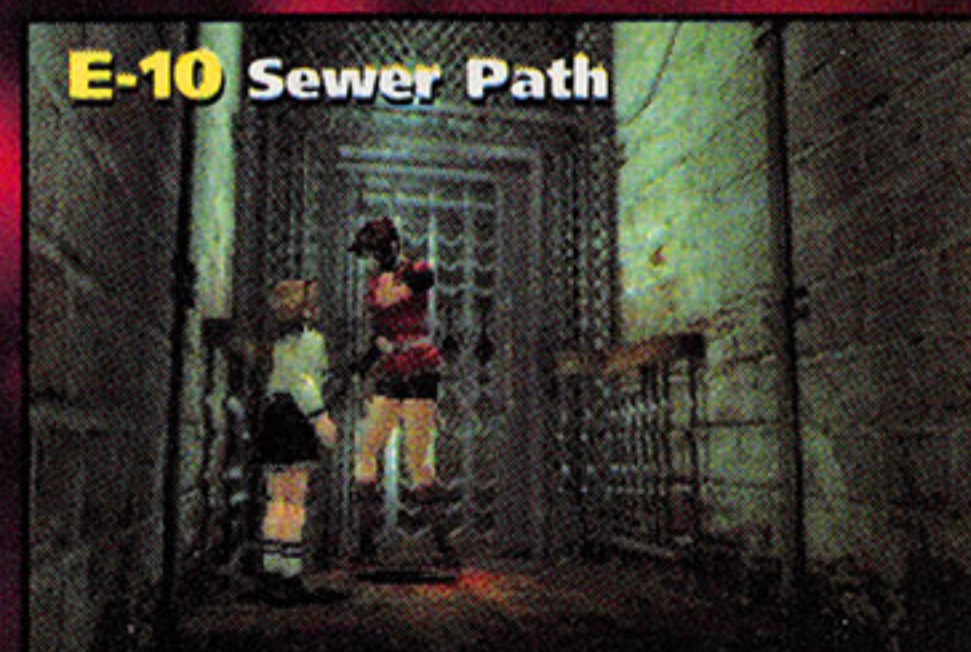
Claire: Acid rounds (6)

Enter the door with the two torches into an eerie room with medieval devices. You'll meet the police chief and now he'll do his Alien impression. Pick up the acid rounds in the small table.



E-9 Bridge

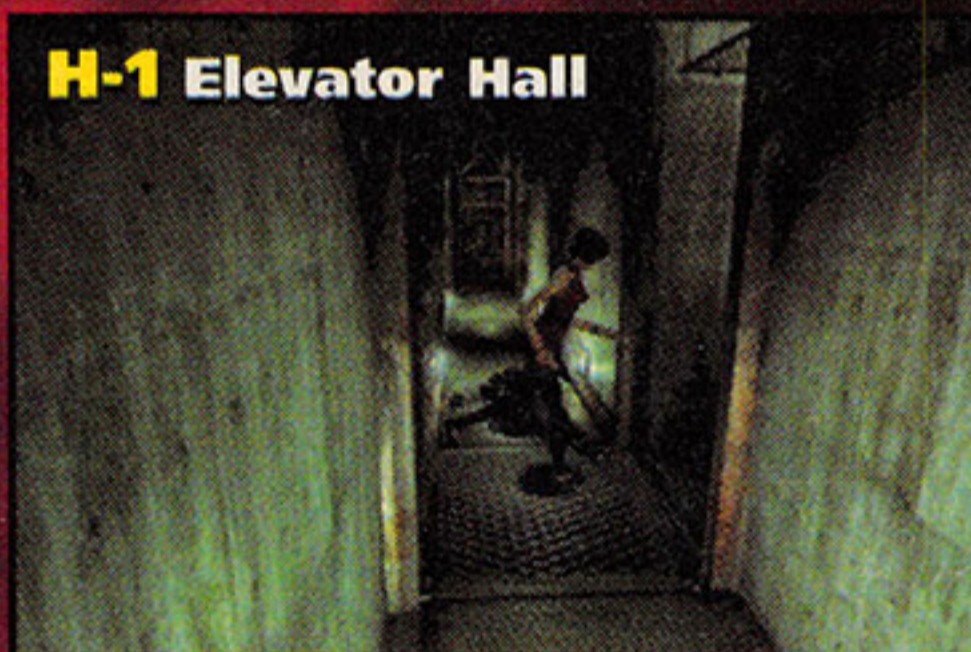
Take the ladder down to the bridge. You will encounter the boss. Use your grenade launcher and climb up the stairs if you get critters all over you. After the boss is defeated, go back and get Sherry.



E-10 Sewer Path

Push the red button and go up the ladder. Follow the hall to the sewer path; you will run into Sherry's dad, or rather, the Tyrant. Open the sewer doors. Sherry will get sucked into the flood gate.

11. Ada's Side Adventure



H-1 Elevator Hall

Ignore this section if you're Claire

Leon will get shot by Annette and become disabled for awhile. You now control Ada; run after Annette! Ada can't pick up anything this time around, so don't waste your time.



H-2 Sewer Path by Ladder

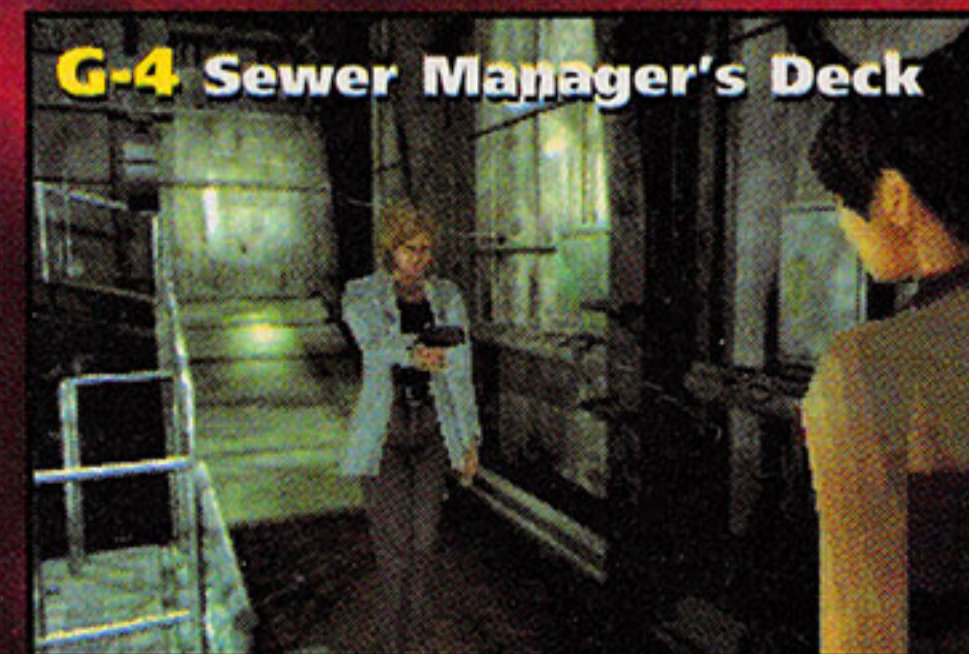
You'll see Annette briefly. Go up the ladder into the fan tunnel.



G-3 Fan Tunnel

Ada: Roaches

Beware of the huge roaches that pour out of the ceiling. Run quickly to the other end and take the ladder down.



G-4 Sewer Manager's Deck

You will meet Annette and she will reveal some facts for you about her husband, William Birkin and how he became the Tyrant. After you throw her off the deck, head to the ladder and climb down. Ada will scream and you will control Leon again.



12. Sherry's Side Adventure



H-4 Sewer Storage Room

Ignore this section if you're Leon

Sherry: 1 zombie

BSherry ends up separated from Claire and will need to go on by herself. Follow the path to the door and enter. Sherry can't fight this zombie, so keep moving! Find the small vent opening at the other end of the room.

H-5 Tunnel



Sherry: Roaches

Be extremely fast here. Sherry can get worked over big time by these awful roaches. You don't want to see Sherry die, do you?

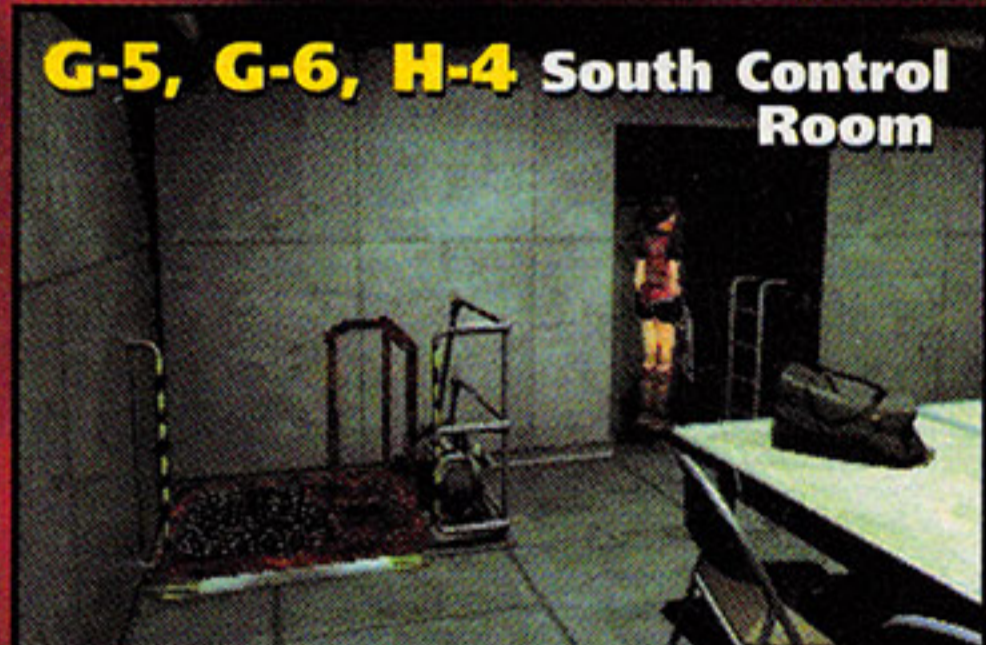
H-6 Garbage Disposal



Sherry: Wolf Medal

Grab the gold Wolf Medal on the floor. Sherry will then fall below and lose consciousness. She'll be visited by her dad, the Tyrant.

G-5, G-6, H-4 South Control Room

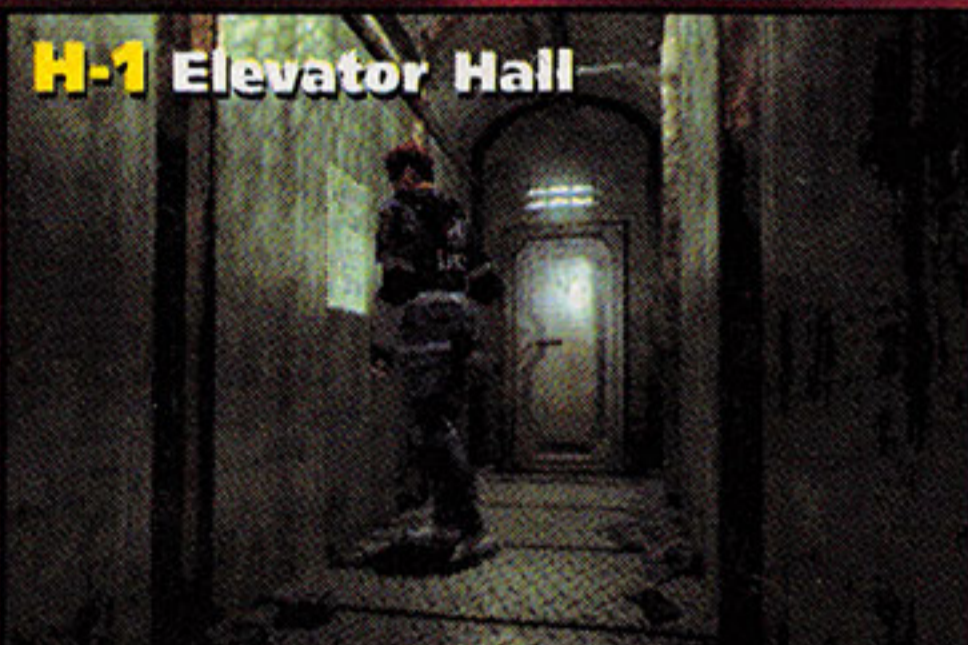


Claire: 2 blue herbs outside, fax to Sewer Manager, 1 box of ammo (30), ink ribbon (2), 1 zombie & grenade rounds (6) downstairs

Find the ammo in the bag on the table. You can save here. Go to door near the elevator and use your lock pick. A shaft with a ladder will open; go down. Beware of the zombie Sherry left behind. Go to the shelf near the vent and pick up the grenade rounds. Go back up the ladder to the control room and take the elevator down.

13. The Sewers

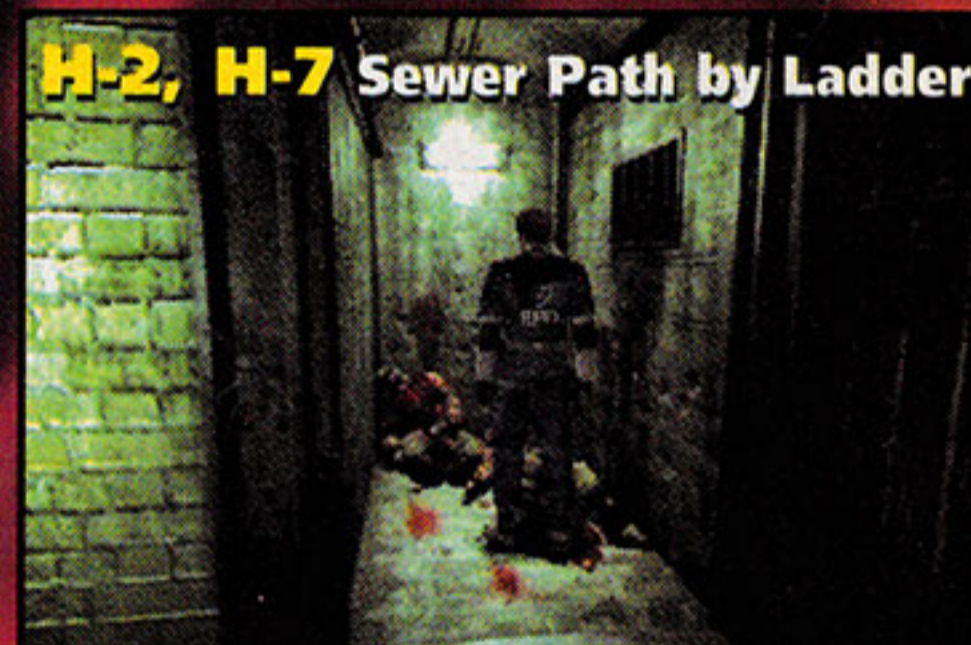
H-1 Elevator Hall



Both: Sewer map

Leon wakes up. Here is where Leon and Claire's adventures converge and will remain similar until the end. If you notice, there are two elevators on either side of the hall for each character. Grab the sewer map on the wall next to the door.

H-2, H-7 Sewer Path by Ladder



Leon: Wolf Medal, shotgun shells (7)

Claire: Flame rounds (6) Both: 4 spiders

The fan will be spinning, so there's no way through the tunnel. Go to the back where the two corpses are. Leon will find the medal and shells, while Claire will get flame rounds. You can choose to avoid the two spiders. There are two more spiders in the next hall beyond the door. If you want to kill them, wait until they climb down the wall so you have a level aim.

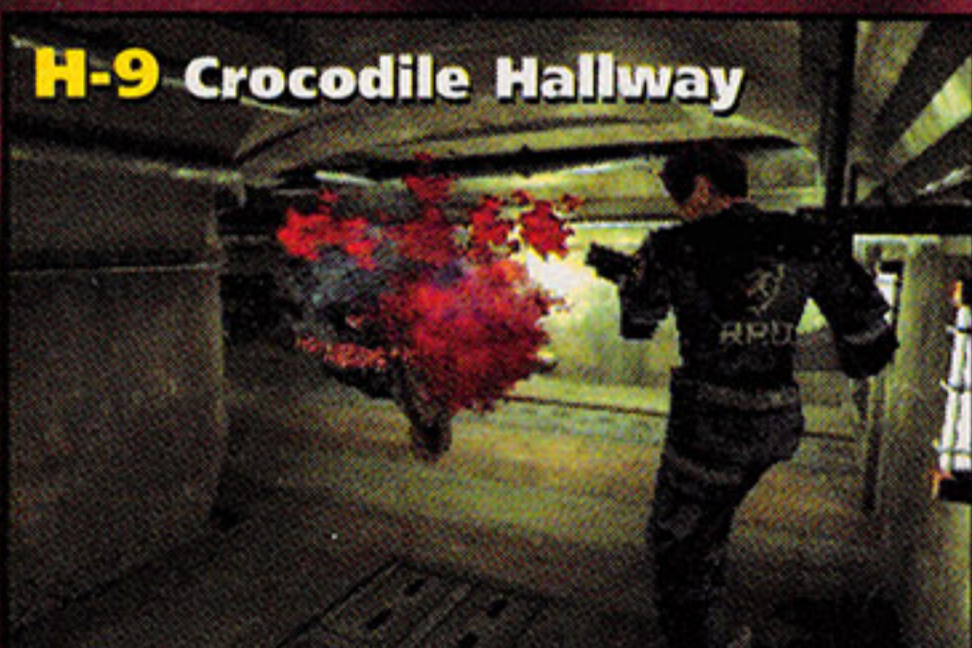
H-8 Bridge Room



Leon: Shotgun shells (7) Claire: Flame rounds (6)

Both: Large blue herb pot, 2 green herbs, ink ribbon (2)
If you get poisoned by the spiders, there's a blue herb pot with infinite heals by the door. Claire will run into Annette and hear the William Birkin story. Use the valve handle to lower the bridge and cross. Use the valve handle on the other side to raise the bridge again. There are herbs, ammo, and a save typewriter.

H-9 Crocodile Hallway



Both: Large crocodile

Go to the end of the hall. Leon will briefly see Ada, while Claire will see Sherry. The croc will rise out of the water. Run down the hall to the lighted panel and hit the switch; a propane tank will hit the floor. Relive Steven Spielberg's "Jaws" by shooting the tank when the croc's got it in his mouth. One shot should do the job. Open the doors by disabling the emergency shutter switch near the far door.

H-10 Sewer Pool



Claire: Wolf Medal Both: ink ribbon (2)

There's an ink ribbon in the water towards the right side of the pool. Claire rejoins Sherry. Sherry complains of stomach pains. The Wolf Medal is lying beside Sherry. Leon will rejoin Ada and get patched up.

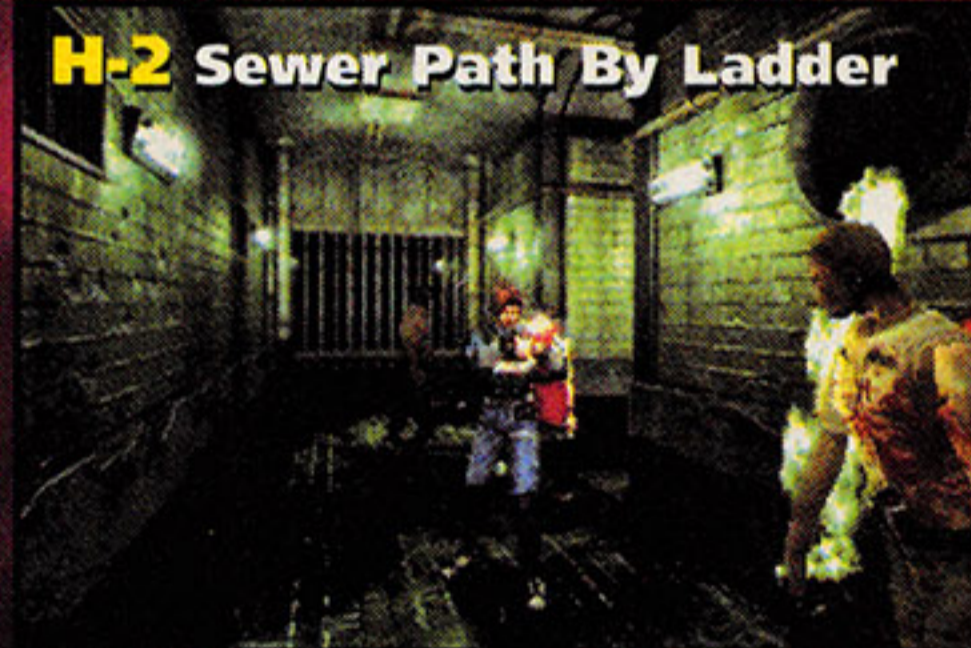
G-4 Sewer Manager's Deck



Both: Sewer manager's diary, Eagle Medal

Go up the ladder to the deck. Follow the ramp up to the dead sewer manager. You will find the Eagle Medal on him and his diary on the counter. Use the valve handle to turn the fan off. Climb through the tunnel, and you'll find that the roaches are all gone.

H-2 Sewer Path By Ladder



Both: 3 zombies

The corpses come alive. If you didn't kill the spiders earlier, don't worry—they're gone! If you're fast, you can just run by them.

H-7 Sewer Path By Waterfall



The two spiders will still be here if you didn't kill them. Be careful—Ada and Sherry can get hurt by the spiders, and you certainly don't want them limping beside you. Place the two medals in the panel to shut off the waterfall. Enter the door and follow the bridge.

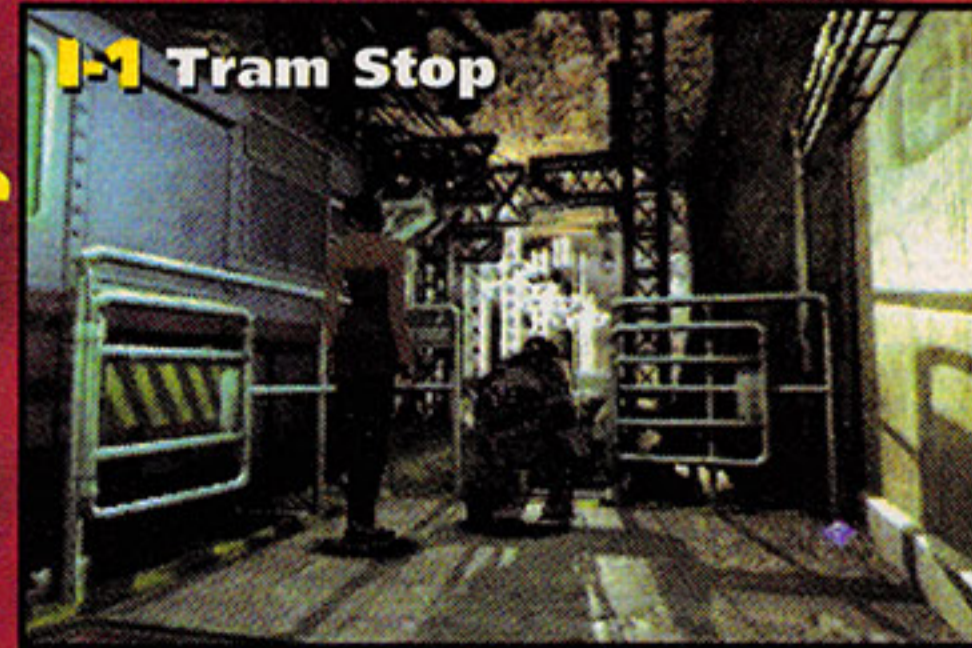
H-11 Sky Tram



Go to the right side of the sky tram and use the control panel to turn on the power. Now enter the tram and go for a ride. Leon and Claire will encounter the Tyrant during the trip. The Tyrant's claw will pierce through the roof several times; shoot the claw. Rubble will fall through the roof each time before his claw comes down, so you'll be able to tell which opening he'll come through next. Ada will fire the last several shots and the tram will stop. Fortunately, Claire and Sherry have an uneventful ride.

14. Vacant Factory

I-1 Tram Stop



Both: Weapon box key

Use the lighter and light the flare gun near the tram. You will see something flash to the right of you when the flare goes off. Pick it up; it's a weapon box key.



PlayStation strategy **Station** PlayStation strategy



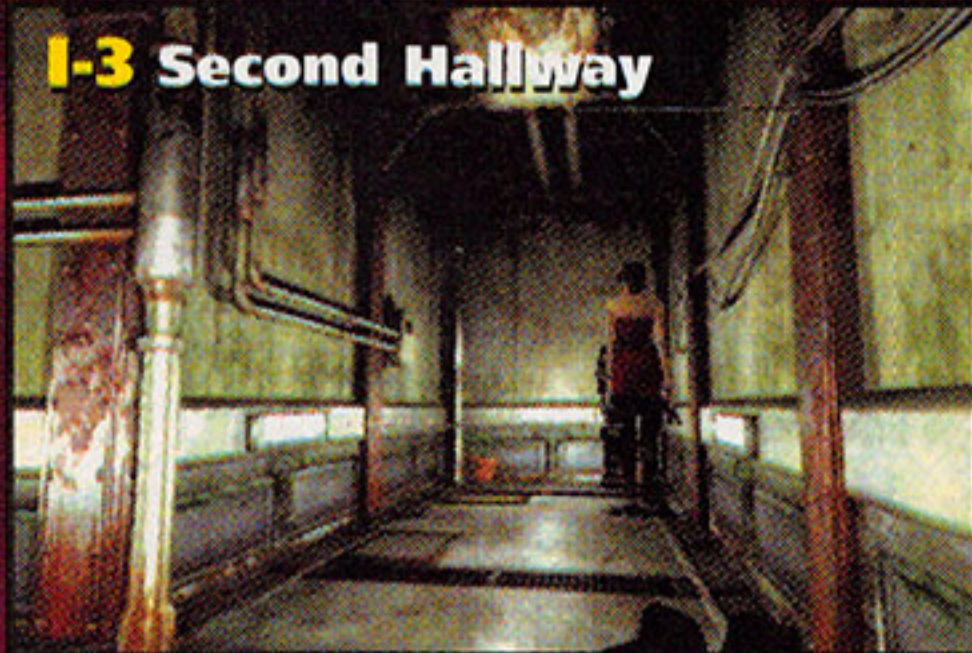
I-2 First Hallway



Leon: Shotgun parts **Claire:** Spark shot (100%)
Both: 4 zombies

Beware of the four zombies roaming the halls. Ada can handle a lot of these guys, so stand back and watch! Grab your respective items off the dead guy at the end of the hall.

I-3 Second Hallway



Both: 4 zombies, 2 green herbs

More zombies. There are two green herbs at the far end of the hall. Use the ladder and climb up.

J-1 Construction Room

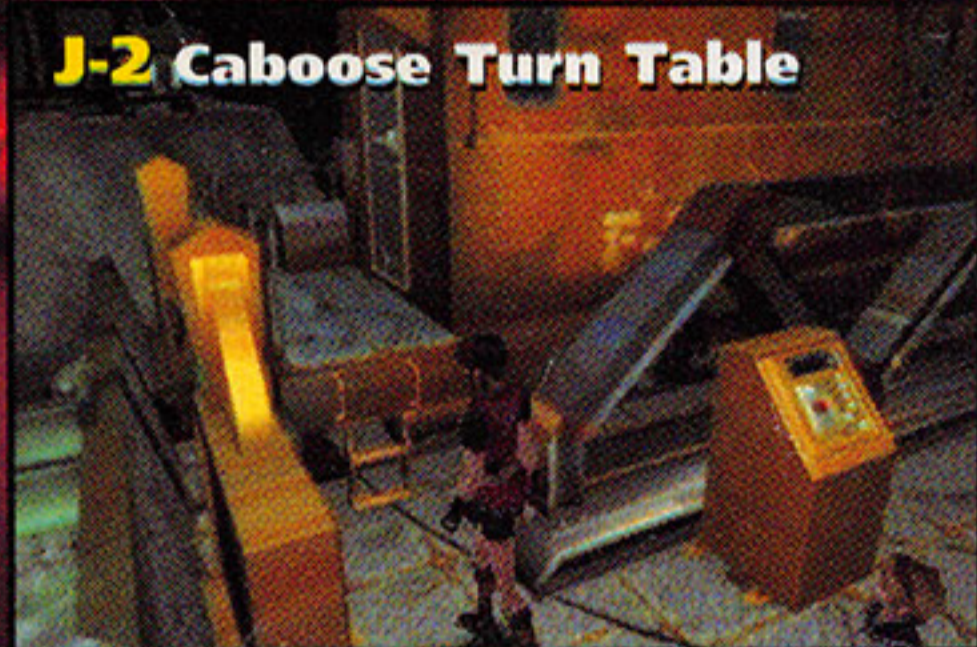


Leon: Shotgun shells (7), magnum clip (8)
Claire: Flame Rounds (6), grenade rounds (6)

Both: Health Spray, ink ribbon (2)

The construction hang has a typewriter and storage box. The health spray is in the medicine cabinet. Pick up ammo off the counter for your weapons.

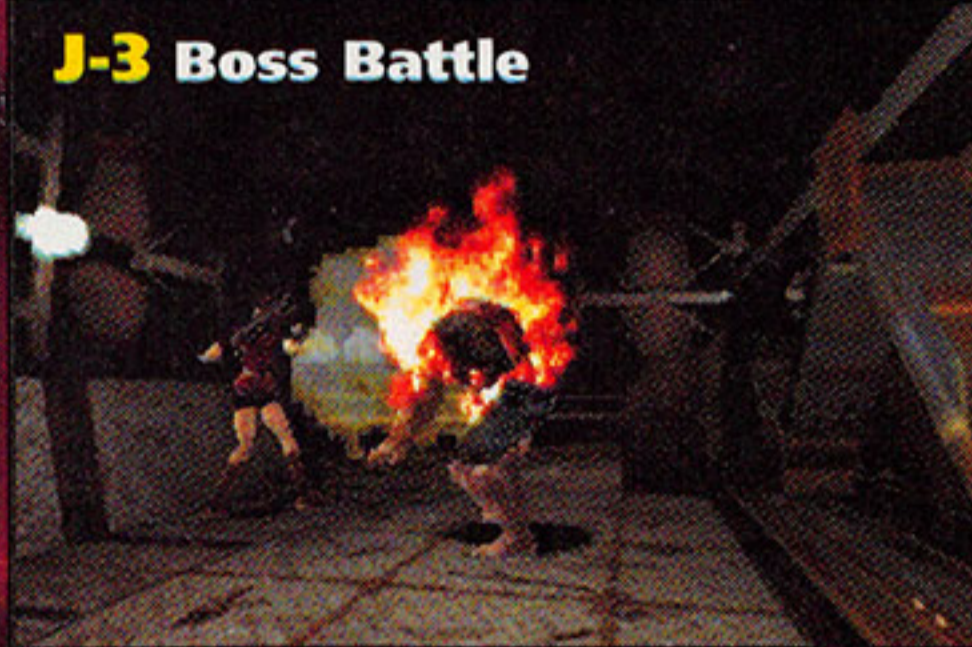
J-2 Caboose Turn Table



Leon: Magnum clip (8) **Claire:** Flame rounds (6)
Both: Vacant factory map, 1 box of ammo (15), control panel key

Get the map off the right wall. Go to the back near the barrels and find the ammo. Now enter the caboose and find the sparkling Control Panel Key in the box on the wall. You'll find ammo for your weapon near the toilet! Go back out and use the key in the control panel and switch the power on. You will enter the caboose automatically. What th... it's a decoy!—the caboose is really an elevator!

J-3 Boss Battle



Both: Tyrant (William Birkin)

Sherry passes out from stomach pains, while Ada gets injured by the Tyrant's claw. Go outside while the elevator's still moving and meet the Tyrant head-on. You cannot enter the caboose until he's dead, so don't mess around! Run from one side of the platform to the other while shooting Tyrant and avoiding his claw. Leon should use the Magnum; Claire should use the flame rounds (combine your flame rounds so you're filled to the brim). When the Tyrant's down and out, you can re-enter the caboose and the elevator will stop.

15. The Laboratory

K-2 Security Room



Leon: Shotgun shells (7), magnum rounds (8)
Claire: Flame rounds (6), acid rounds (6)

Both: 1 green herb, ink ribbon (2)

Ada and Sherry will be bedridden, so you'll have to continue on your own. Check the locker; Claire will find flame rounds and Leon will find shotgun shells. Grab the herb off the top of the file cabinet. The sparkling object on the desk is a magnum clip for Leon. Claire will find acid rounds. You can save and store items here. Hey!—Claire's not wearing her jacket anymore!

K-4 Researcher Bunkers



Leon: Flame thrower (100%) **Claire:** Bowgun bolts (35)
Both: Plant creature, lab report, Temporary User registration, large blue herb pot

Go out to the main bridge and enter the red light door (West Area). Enter the door at the end of the hall. Pick up the registration info off the bench and the lab report from the computer. You can turn on the Anti-B.O.W. gas sprinkler, it weakens the plant creatures. Check the locker; Claire gets more bolts and Leon gets the killer flame thrower! Use your lighter and torch the plant, a chute will open up. Enter.

K-5 Secret Room



Leon: 2 shotgun shell boxes (7)

Claire: 2 grenade rounds (6)

Both: 2 Lickers, ink ribbon (2)

There are two Lickers crawling around this small area. After you kill them, go to the locker and find more ammunition for your weapons. There's an ink ribbon by the broken-down computer.

K-7 Sub-zero Lab



Both: Fuse case, main fuse, health spray

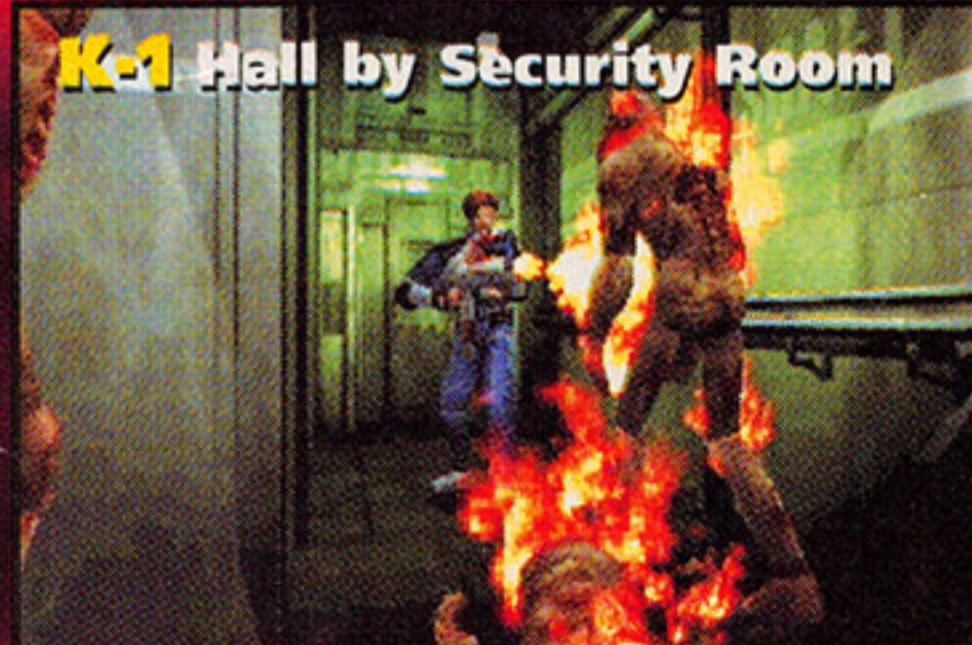
Enter the blue light door (East Area) from the main bridge and enter the frosty door. Find the health spray on the shelf and the fuse case on the small table. Place the fuse case in the computer to get the main fuse.

K-3 Main Bridge



Place the main fuse in the center generator to unlock the big doors in the West and East hallways.

K-1 Hall by Security Room



When you return to the Security Room area, there will be five naked zombies! Watch out for these guys, they deliver more damage than the average zombie.

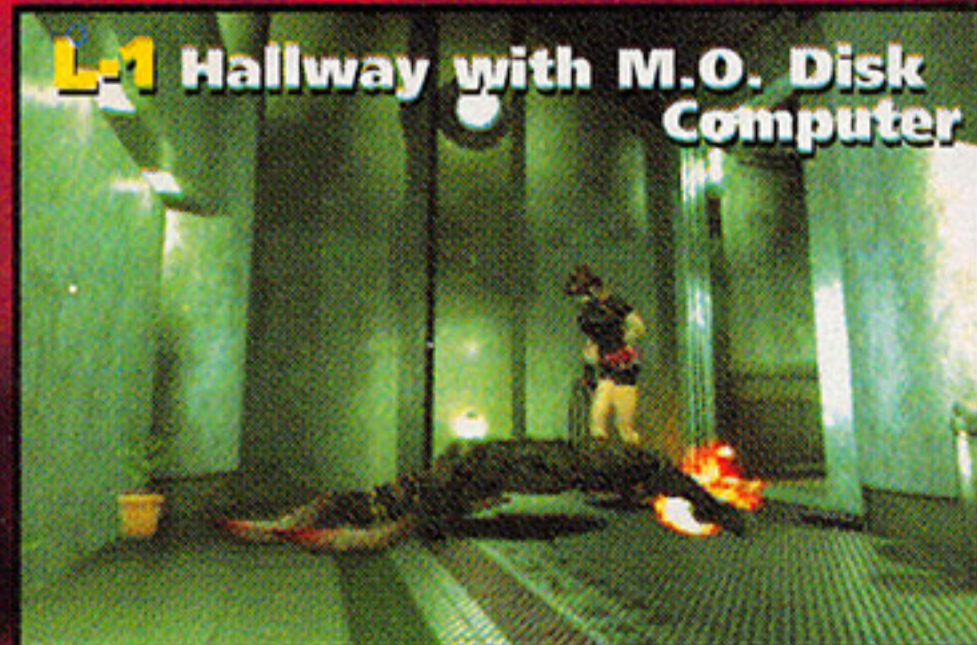
K-8 Ladder by Large Plant Creature



Both: 3 plant creatures, 2 green herbs

Open the large door in the West Area. Kill the two plant creatures, then open the door and kill another one. There are 2 green herbs by the creature. Take the ladder down.

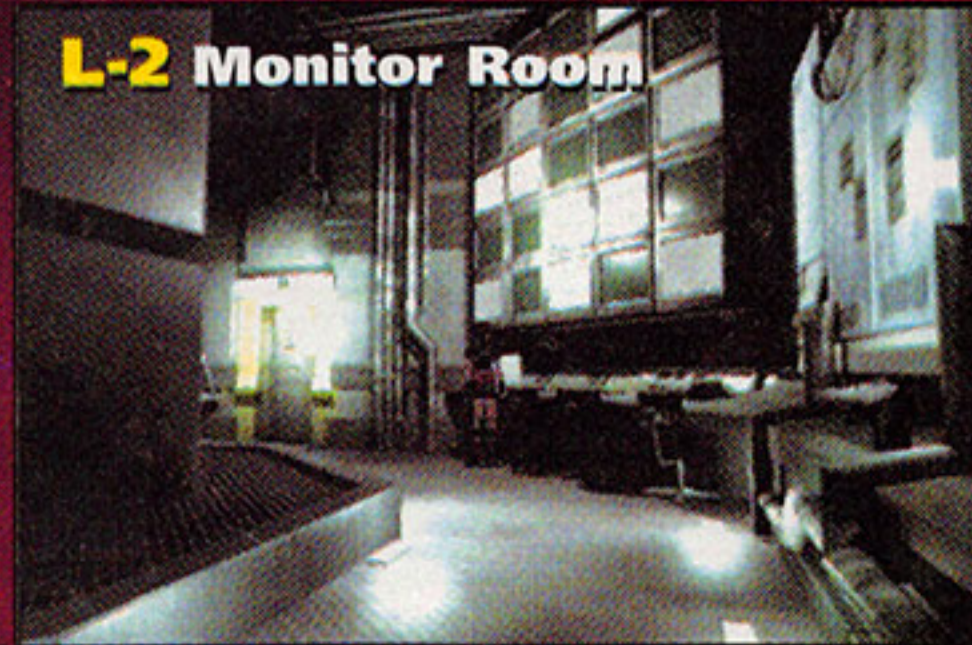
L-1 Hallway with M.O. Disk Computer



Both: 3 Lickers, 3 green herbs

At the beginning of the hallway, a Licker will fall through the ceiling. Two more Lickers are further down the hallway, along with three green herbs.

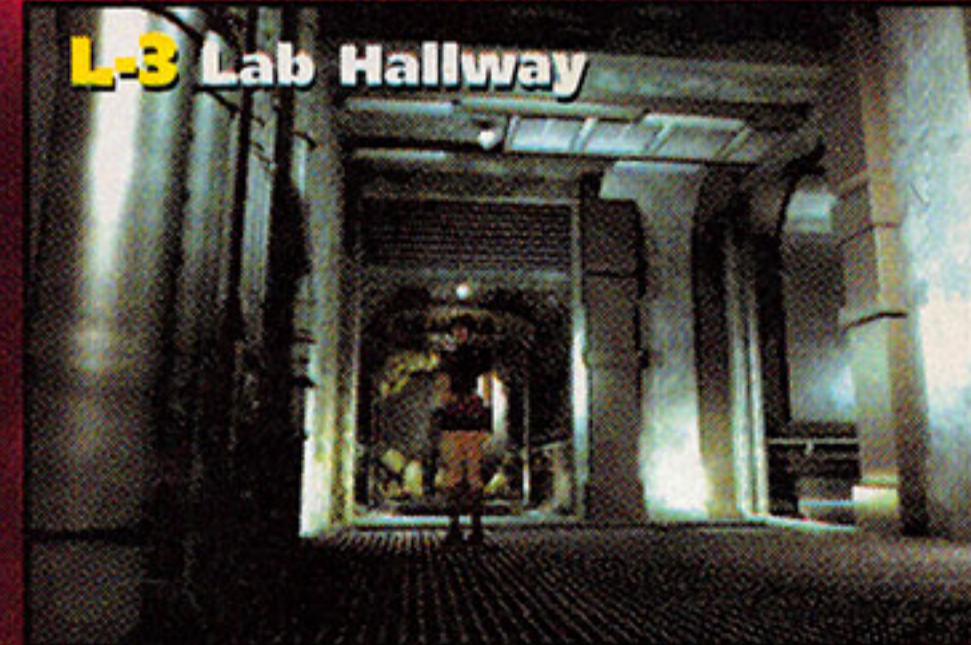
L-2 Monitor Room



Both: Laboratory map

There's a lab map right next to the computer. You can save and store items here.

L-3 Lab Hallway



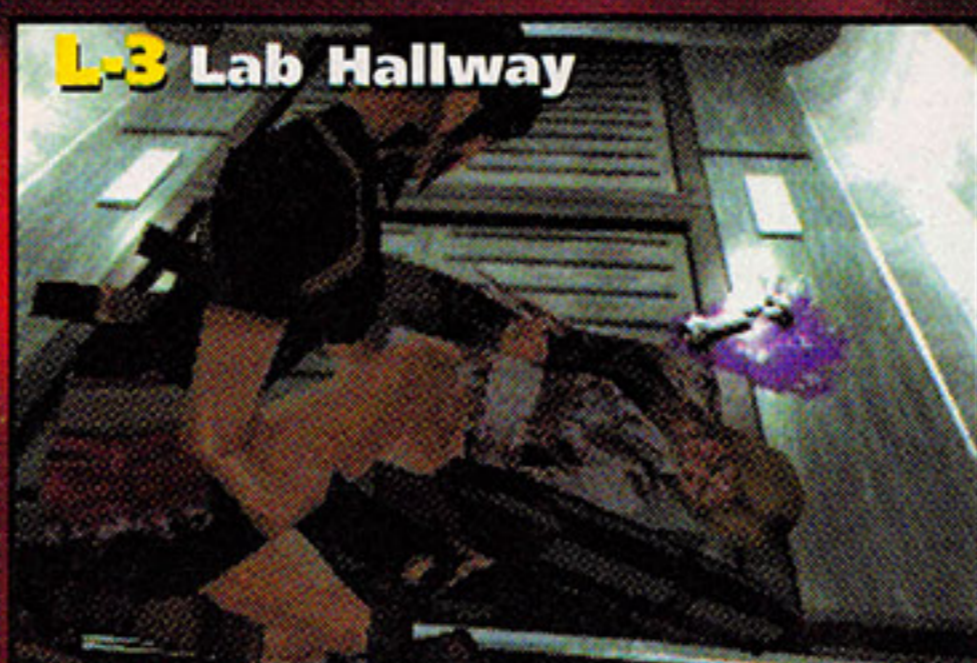
Both: Red herb

Don't worry about the hallway with larvae. Yes, you can enter with a red card key and battle the moth and use the computer, but it's a useless room for Scenario One. It will, however, speed up Scenario Two's mission. The password is "GUEST". Grab the red herb by the lab door and enter the lab.



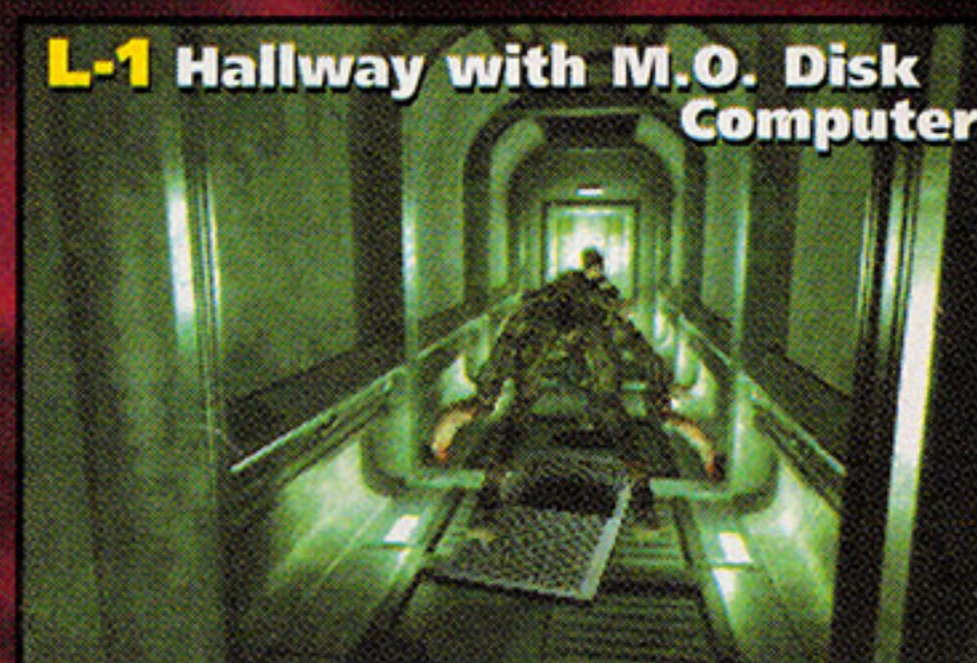
L-4 The Laboratory

Leon: Magnum parts **Claire:** Health spray, 2 grenade rounds (6) **Both:** 5 zombies, red Umbrella card key
Use the Weapon Box Key to open the blue-lit door. Leon gets magnum parts while Claire gets grenade rounds. Claire can also find a health spray on the table. Go through the two doors (watch for the zombie in between), and enter the main lab. Go to the back table and get the Red Card Key with the Umbrella Logo. Watch out for the four roaming zombies.



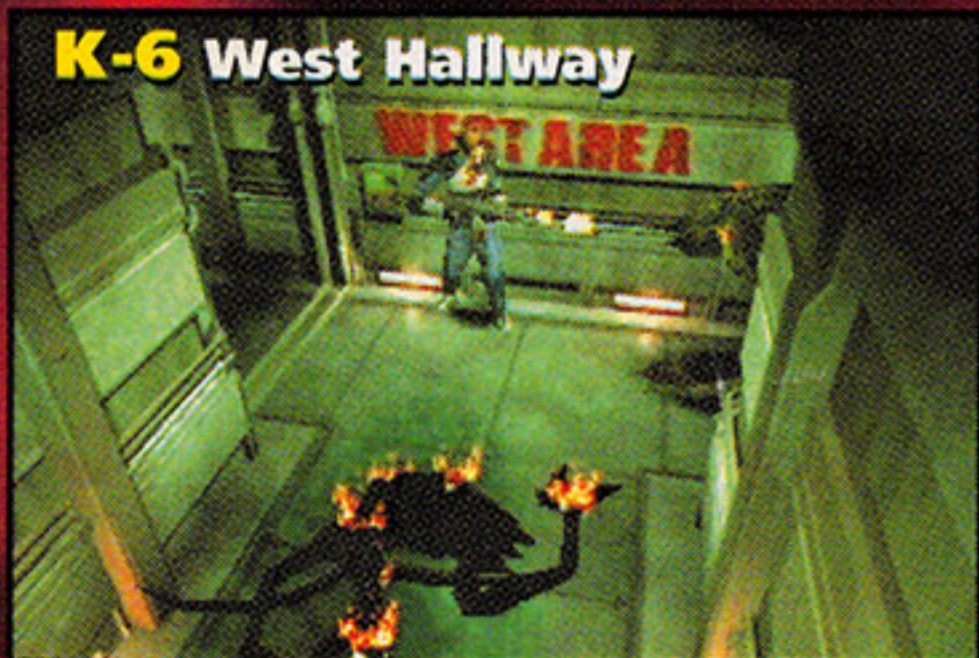
L-3 Lab Hallway

Claire: Vaccine instructions
Claire will meet Annette again. Whoa!—the Tyrant comes back and takes a swipe at Annette! Before she dies, she will hand you instructions to create the vaccine for Sherry. READ IT! The alarm will go off. On your way out, you'll see Leon on the monitor and you'll tell him to go get Sherry.



L-1 Hallway with M.O. Disk Computer

Both: 1 Licker
A Licker will fall out of the ceiling as you exit the area!



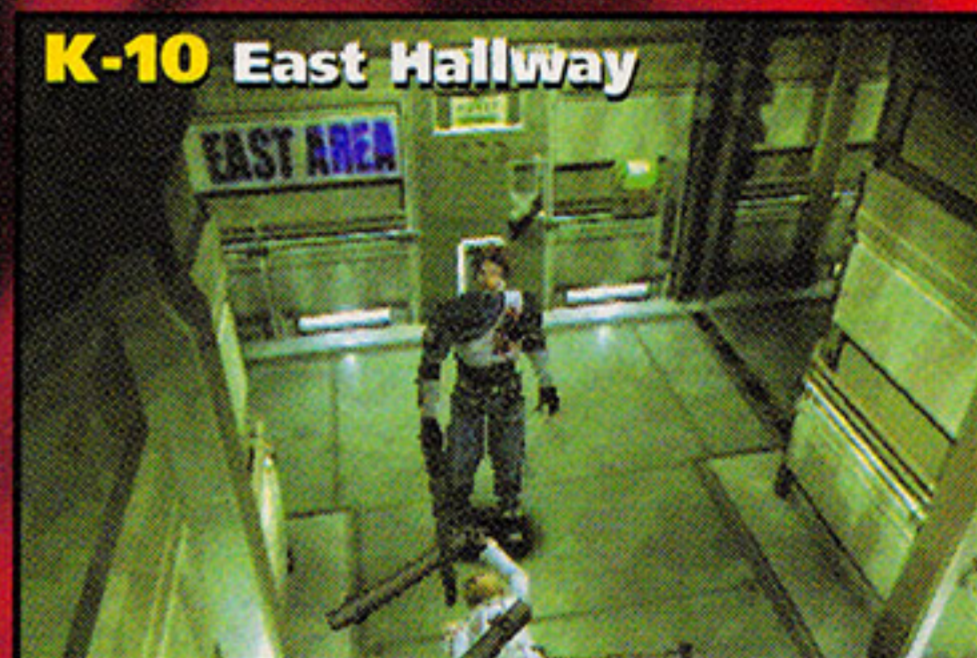
K-6 West Hallway

Both: 2 plant creatures
Go back up the ladder and confront two more plant creatures.



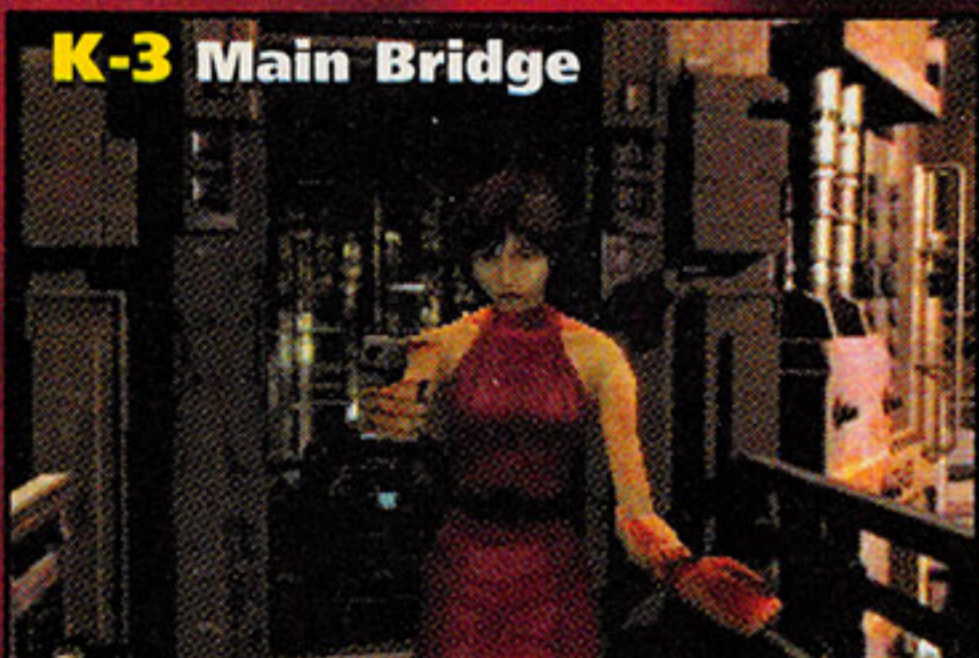
K-9 V.A.M. Activator Room (Red Card Key)

Leon: Health spray, magnum clip (8)
Claire: Empty vaccine cartridge, base vaccine, acid rounds (6) **Both:** 5 zombies, M.O. Disk
Grab the items from the stretcher. Go to the back and turn on the light switch so you'll be able to see the zombies. Claire must place the empty cartridge in the V.A.M. activator, then go to the control panel near the operating table and turn it on. Go back to the computer and grab the base vaccine.



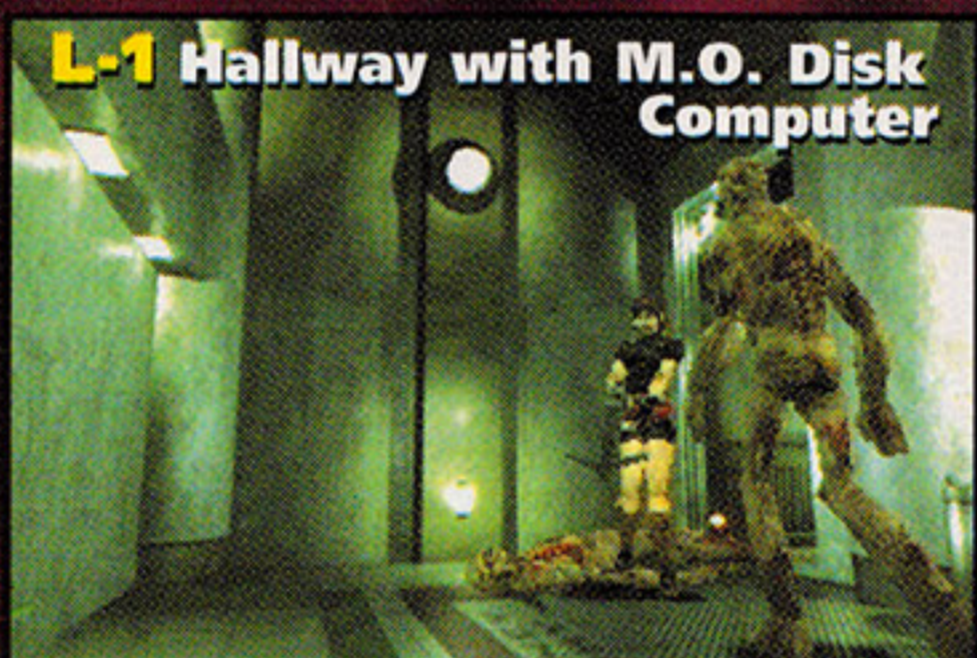
K-10 East Hallway

Leon: G-Virus
Annette will meet Leon when he exits the V.A.M. room. Just when she's about to shoot you, she will get hit by falling pipes. Whew, that was close! You'll get the G-Virus.



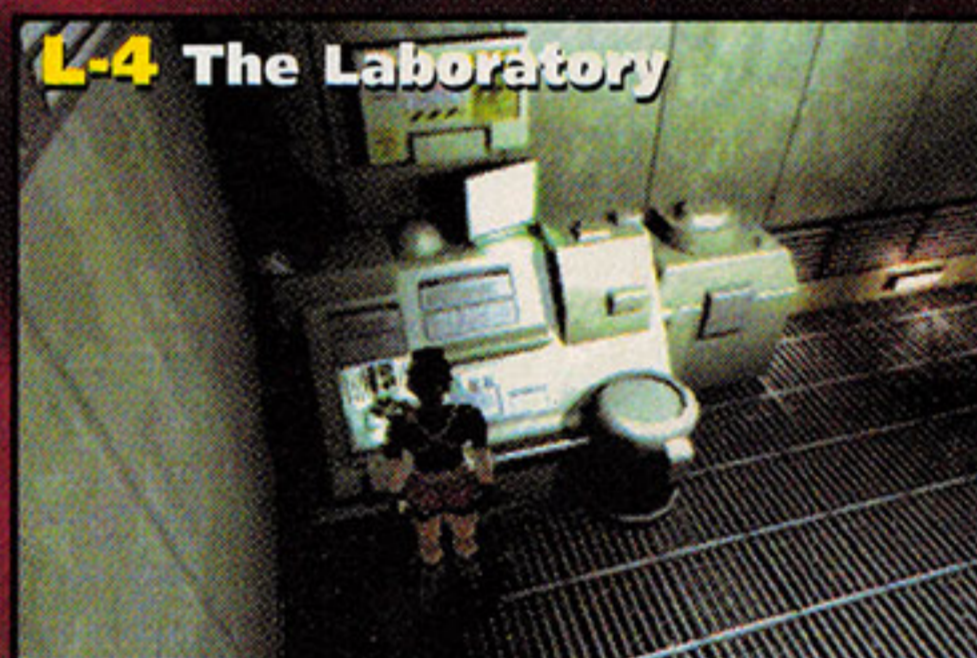
K-3 Main Bridge

On your way to the West Hallway, Leon will meet Ada. This must be one of the heaviest moments in any video game when Ada dies. Leon gets mad and throws the G-Virus away (won't someone else find it?).



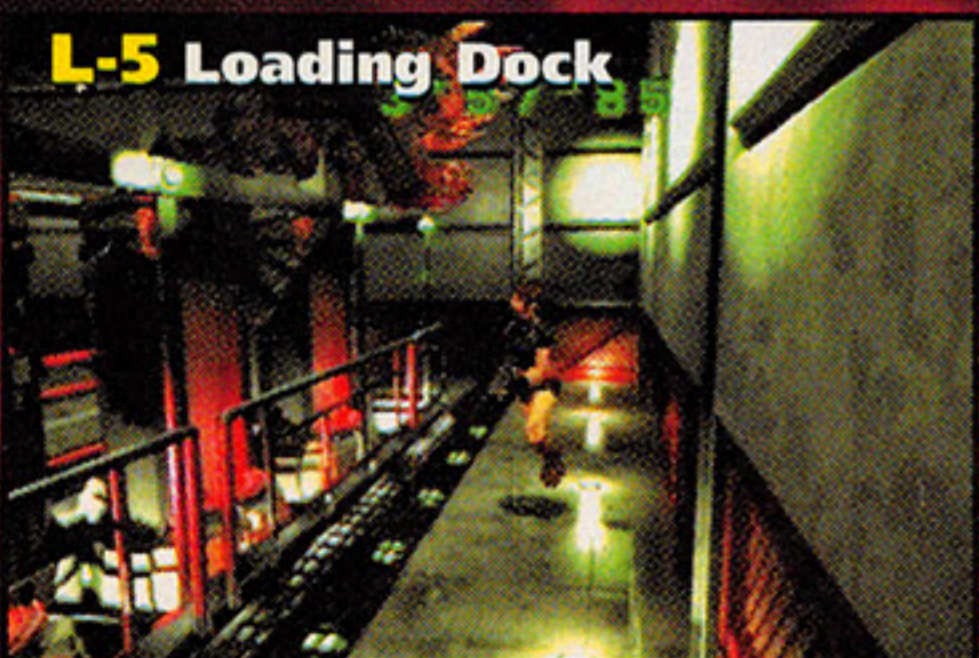
L-1 Hallway with M.O. Disk Computer

Both: 4 zombies
Go down to the M.O. disk computer. Watch for the four naked zombies—they're around every corner. Place the M.O. Disk into the computer to open the loading dock. Don't enter yet if you're Claire... you have one more task.



L-4 The Laboratory

Claire: Blue vaccine
Claire needs to go into the lab and place the base vaccine into the machine in the far right corner. Grab the blue vaccine after the process is done and head out!



L-5 Loading Dock

Both: The Tyrant
When you enter the loading dock, the doors will seal shut and the clock will start ticking. Go to the elevator and push the button. The Tyrant will fall from the ceiling. You have less than five minutes to take him out. Much like the first Resident Evil, run around the room and avoid the Tyrant as you blast him. After several shots, he'll transform into another shape. This time, he'll jump up on top of the capsules, but he will come down after a brief moment. When you finally defeat him, take the elevator and exit!

Alternate Clothes



If you go through the city area without picking up any items in Normal Mode (including the gun store and bus), you will meet the helicopter pilot, Brad Vickers in the alley by the stairs in the R.P.D. Lot. He doesn't look as good as he did in the first Resident Evil; in fact, he's a zombie! Brad is very tough to kill and your handgun will not do the job. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room. Go back out and waste him. Check his body and you'll find a special key. This special key opens the locker in the dark room. Leon will find two sets of clothing and Claire will find one. You can change your clothes at any time now!

Shoot the Camera

If you go to the outside area in the basement where the two dogs jump down from the fence, you can shoot holes into the screen! Just stand with your back facing the manhole and walk forward until the camera angle changes. Use your rifle to shoot out the screen! Cool effect, but a waste of ammo.



Next month:

Scenario Two for each character! Remember to watch the ending and save the game after you see your stats! Stay tuned, it's gonna be a doozie...



By Tyrone Rodriguez

YOSHI'S STORY

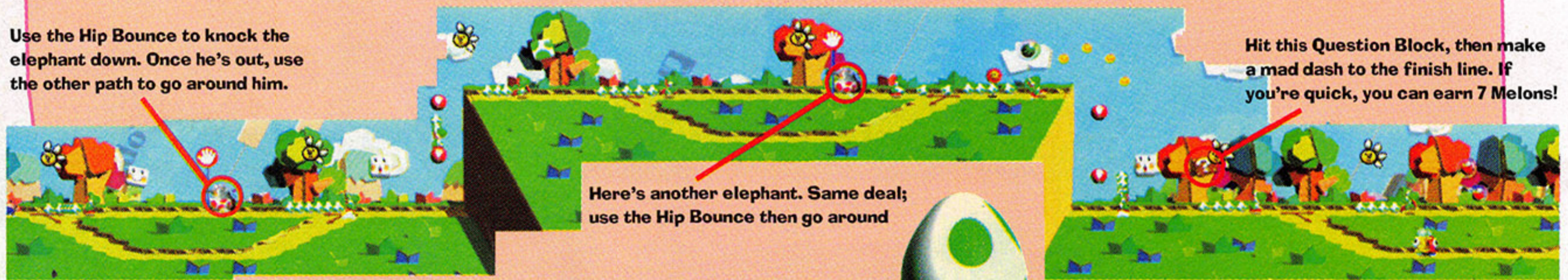
It's the return of Yoshi! The little green critter and his fellow dino buddies must trek through 24 increasingly difficult levels in order to find and defeat baby Bowser. Each of the individual stages are rendered beautifully; Yoshi's animations are great, he's got more personality than most. The next seven pages will take you through the first seven stages and their secrets.

LEVEL 1



Here is the first Miss Warp; don't pass her or subsequent Miss Warps by

Use the Hip Bounce to knock the elephant down. Once he's out, use the other path to go around him.



Here's another elephant. Same deal; use the Hip Bounce then go around

Hit this Question Block, then make a mad dash to the finish line. If you're quick, you can earn 7 Melons!



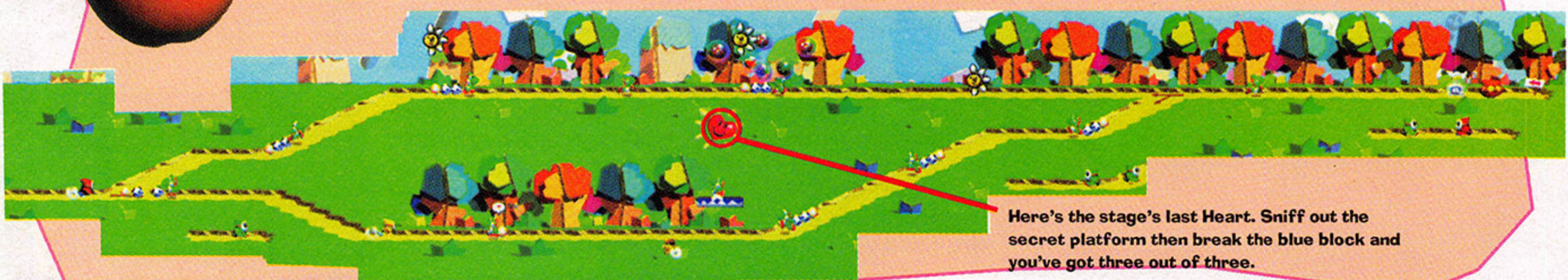
Yet another elephant blocks your path.

Use the Hip Bounce to release Yoshi's pet. He'll help you sniff out secret fruits.



You'll have to sniff this secret platform out to reach this Heart

Don't miss your first Heart. Two more to go



Here's the stage's last Heart. Sniff out the secret platform then break the blue block and you've got three out of three.



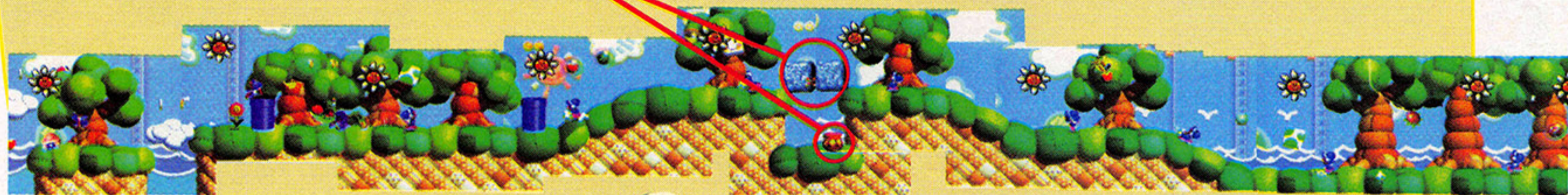
Level 2



Get this Heart among the clouds by using the Exclamation block to reveal invisible clouds. Jump from cloud to cloud until you reach your goal.



Use an egg to break one of these blue blocks. Then use another on the Question mark.



Sniff the center of the yellow pipe. When you find the exact spot perform a Hip Bounce. You'll find some hidden ShyGuys as well as the second Heart.



Push this Blue Question Block to the next block. See what happens!



Sniff out the highlighted area to reveal a platform that will allow you to reach this hidden Heart.



Move the lower block to the right. Press the top block to the left as so it will land on the lower block.



These small penguins can act as eggs, just walk by and they will follow you.

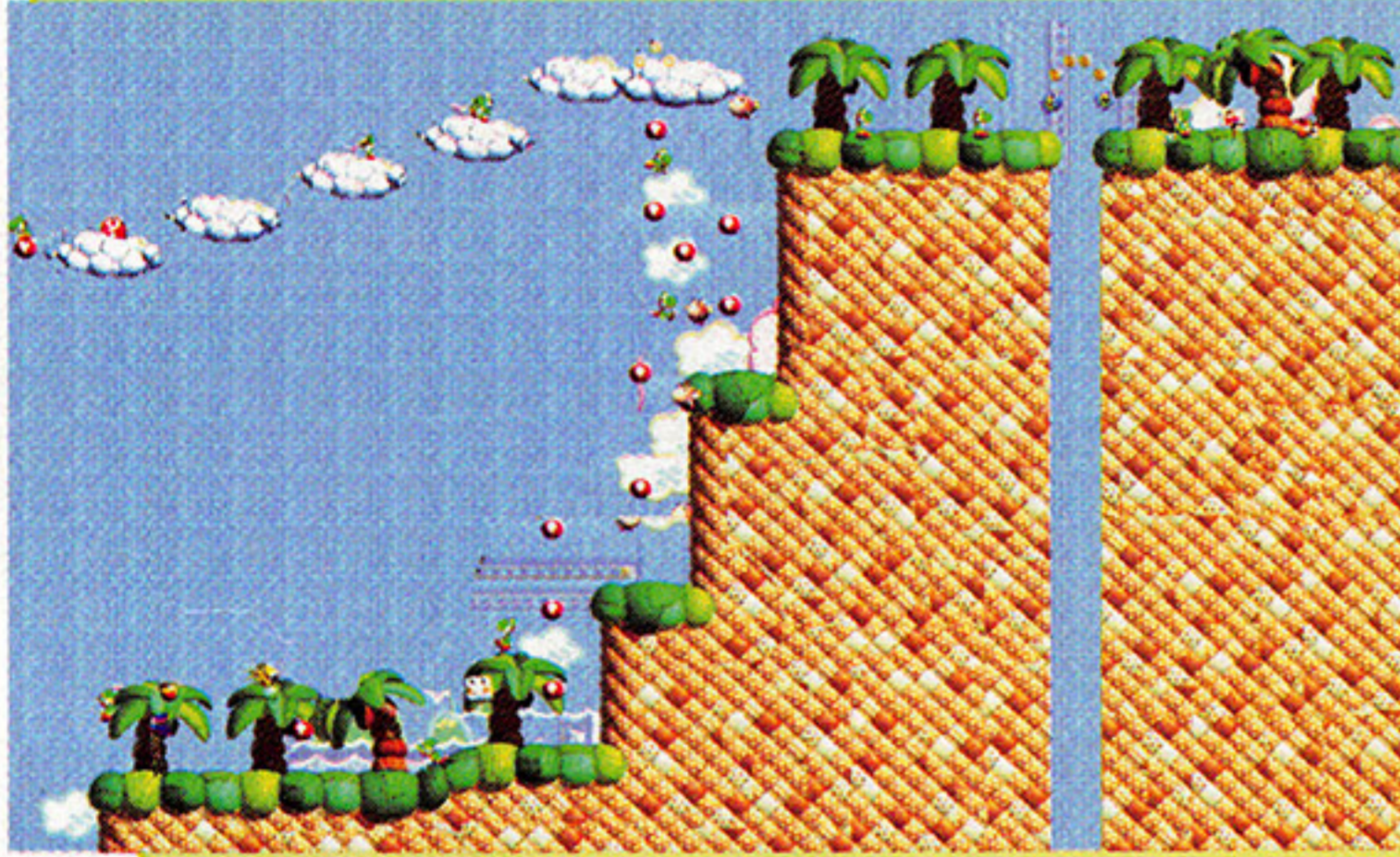




Level 3



To get the first heart, you must break the "?" bubble, which will release a "!" block. When you step on the "!" block, it will create a path that allows you to climb up with your tongue and reach the heart.



Hip Bounce this bucket to get into a bonus game where you'll have to juggle seven blocks. If you reach the finish line without dropping the blocks, you'll earn seven melons.



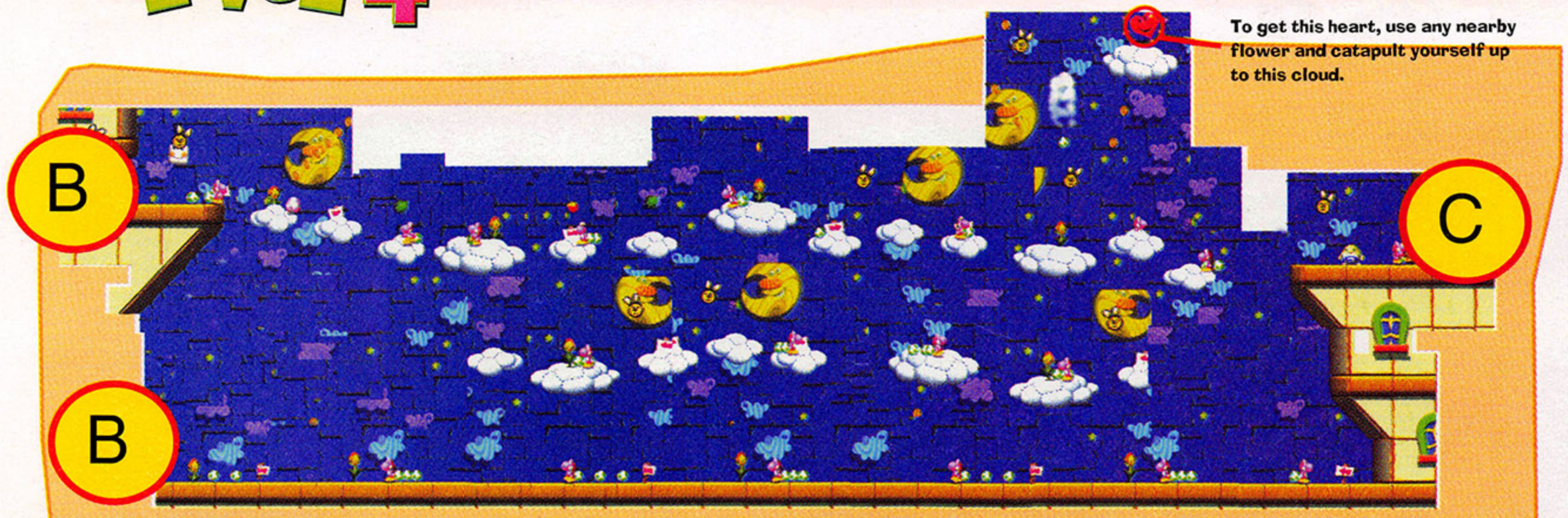
You'll see this heart after you step on two consecutive "!" blocks; use the flutter jump to reach it.

Use an egg shot to break the "?" bubble; then all you have to do is jump up and grab the heart...but watch out for the moving bumper.



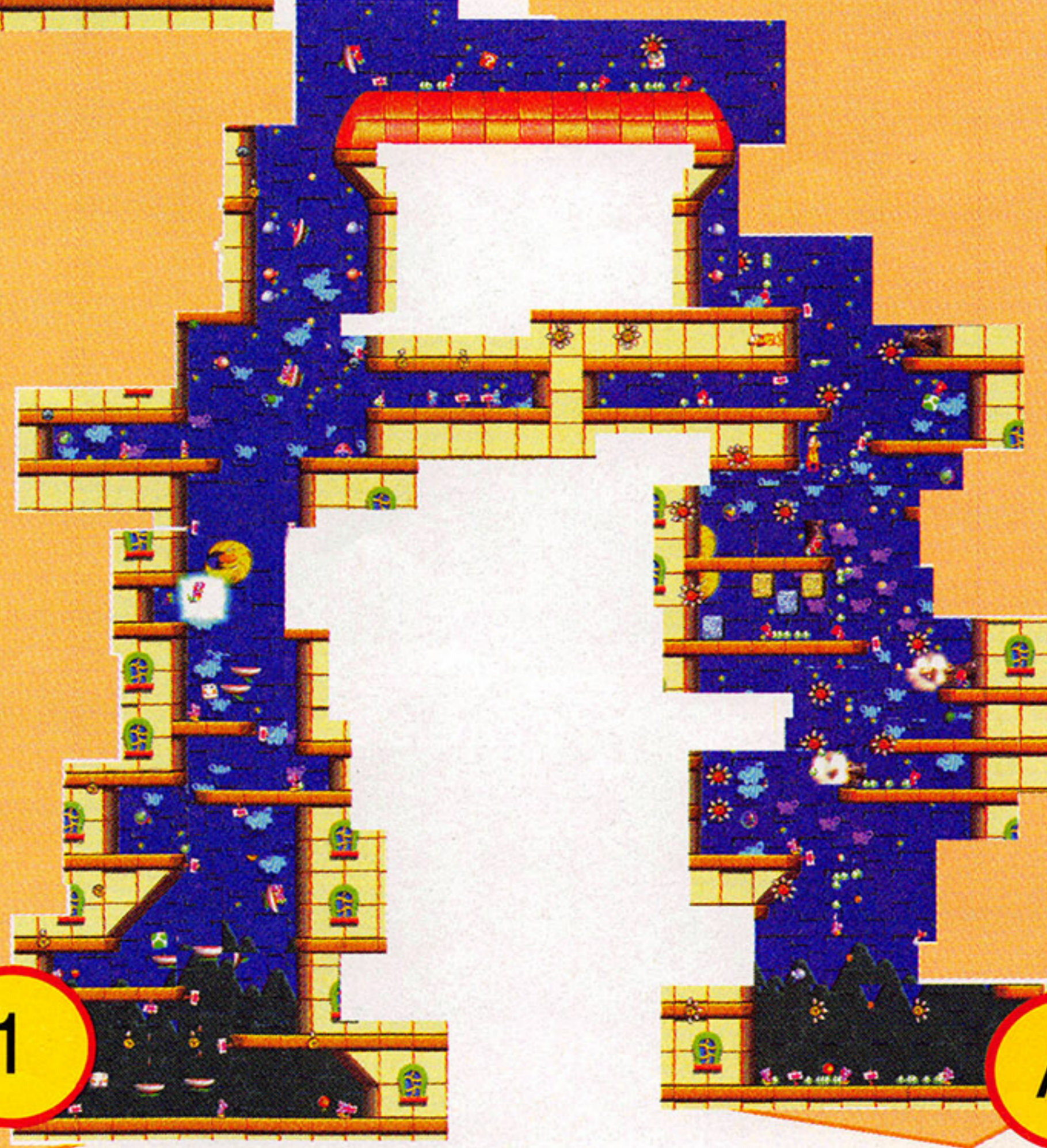
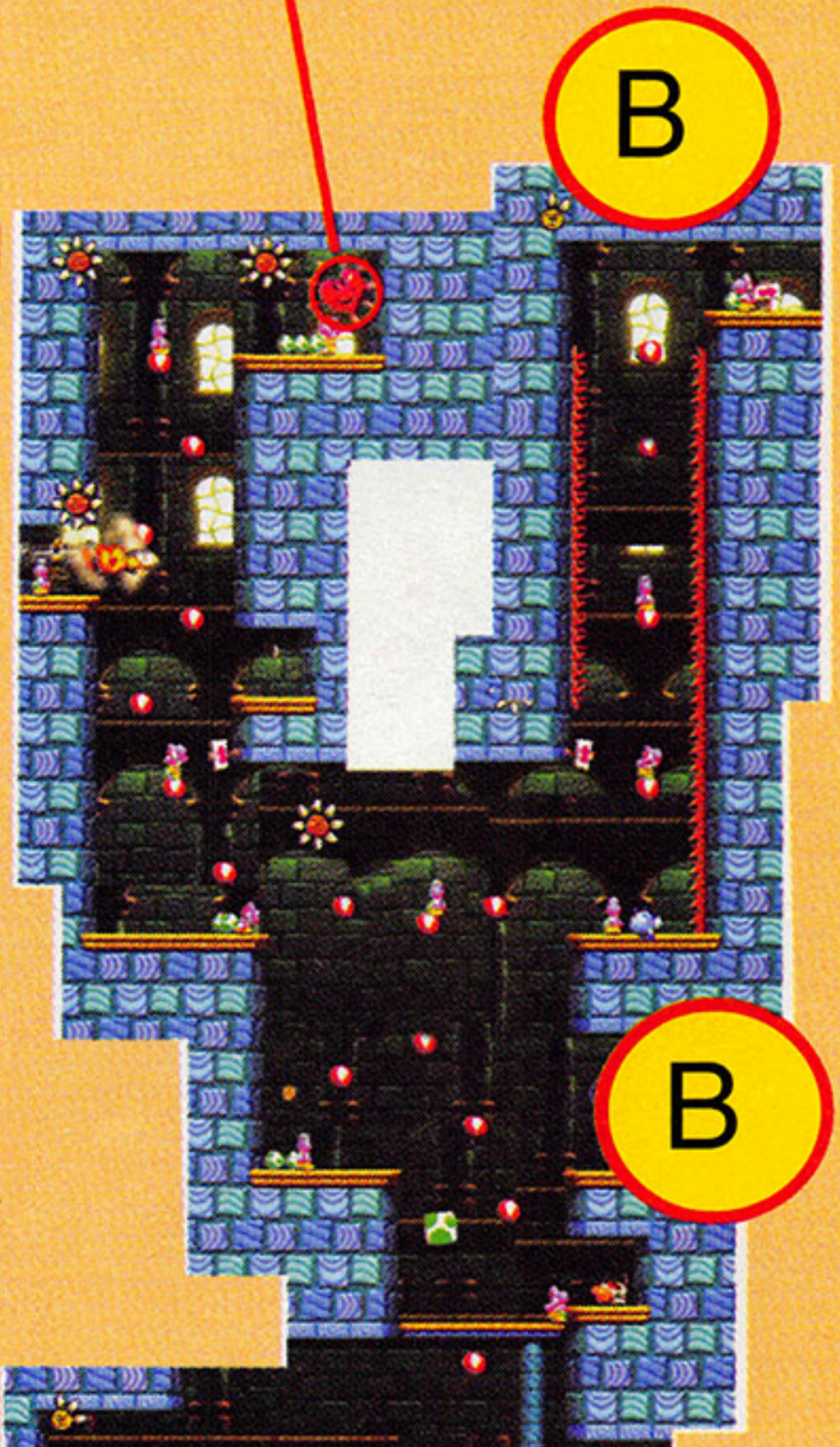


Level 4



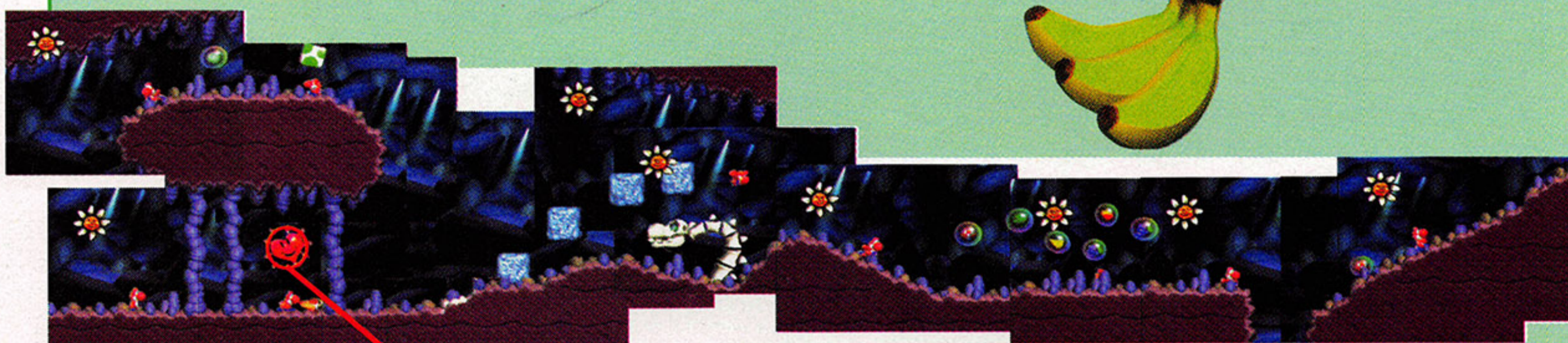
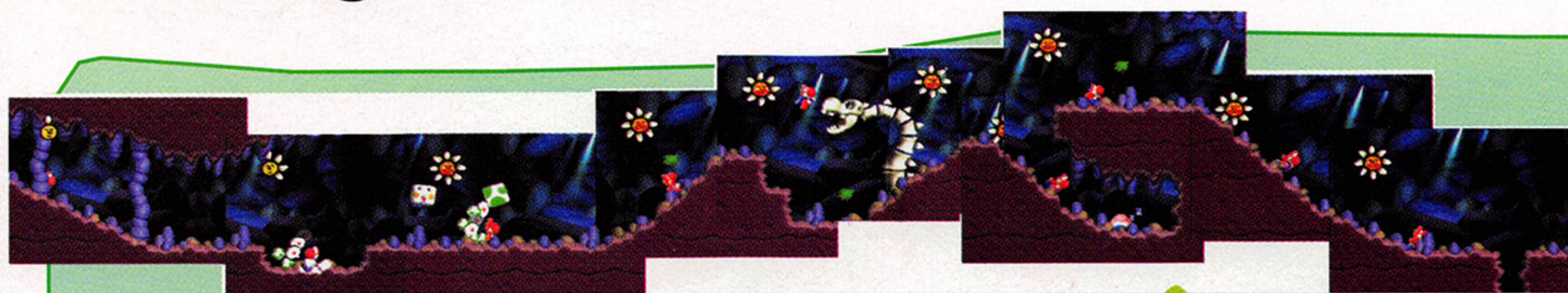
To get this heart, just work your way up this vertical corridor; watch out for Bullet Bill!

Move to the left when the wind currents are pushing you up and this heart will be yours!

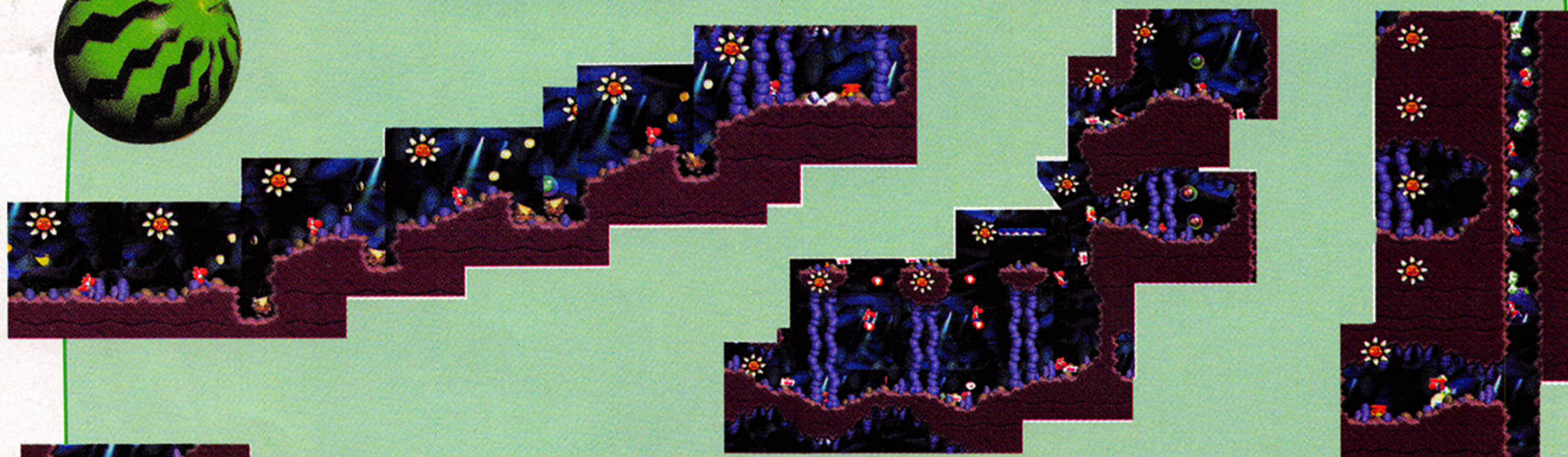
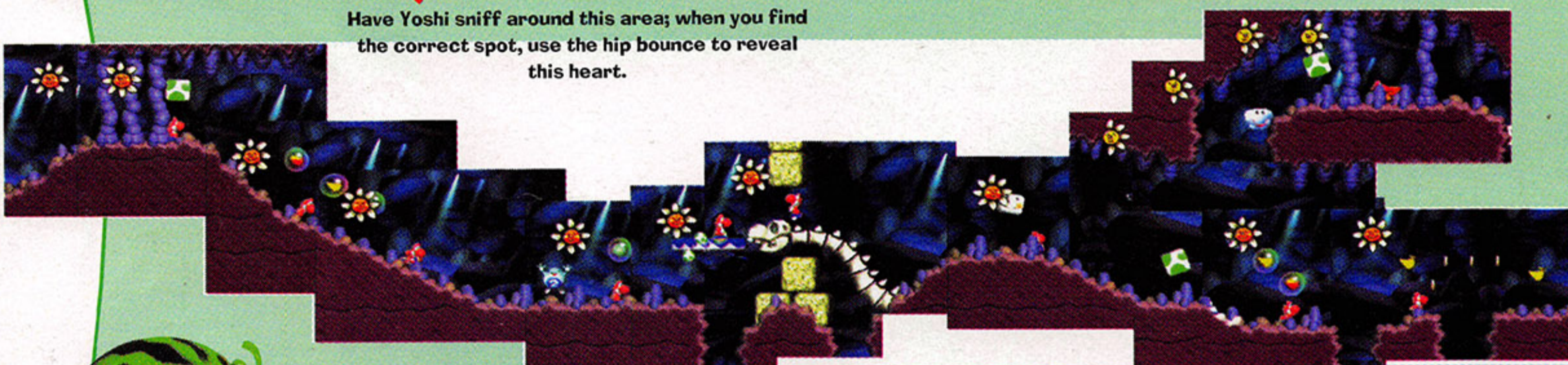




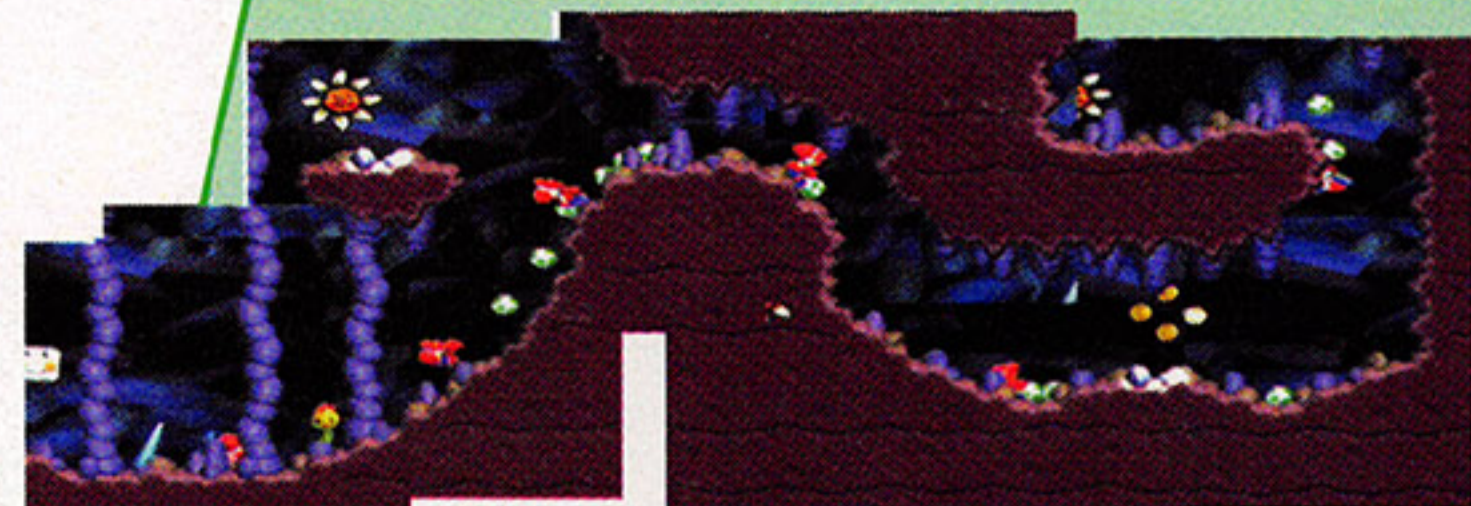
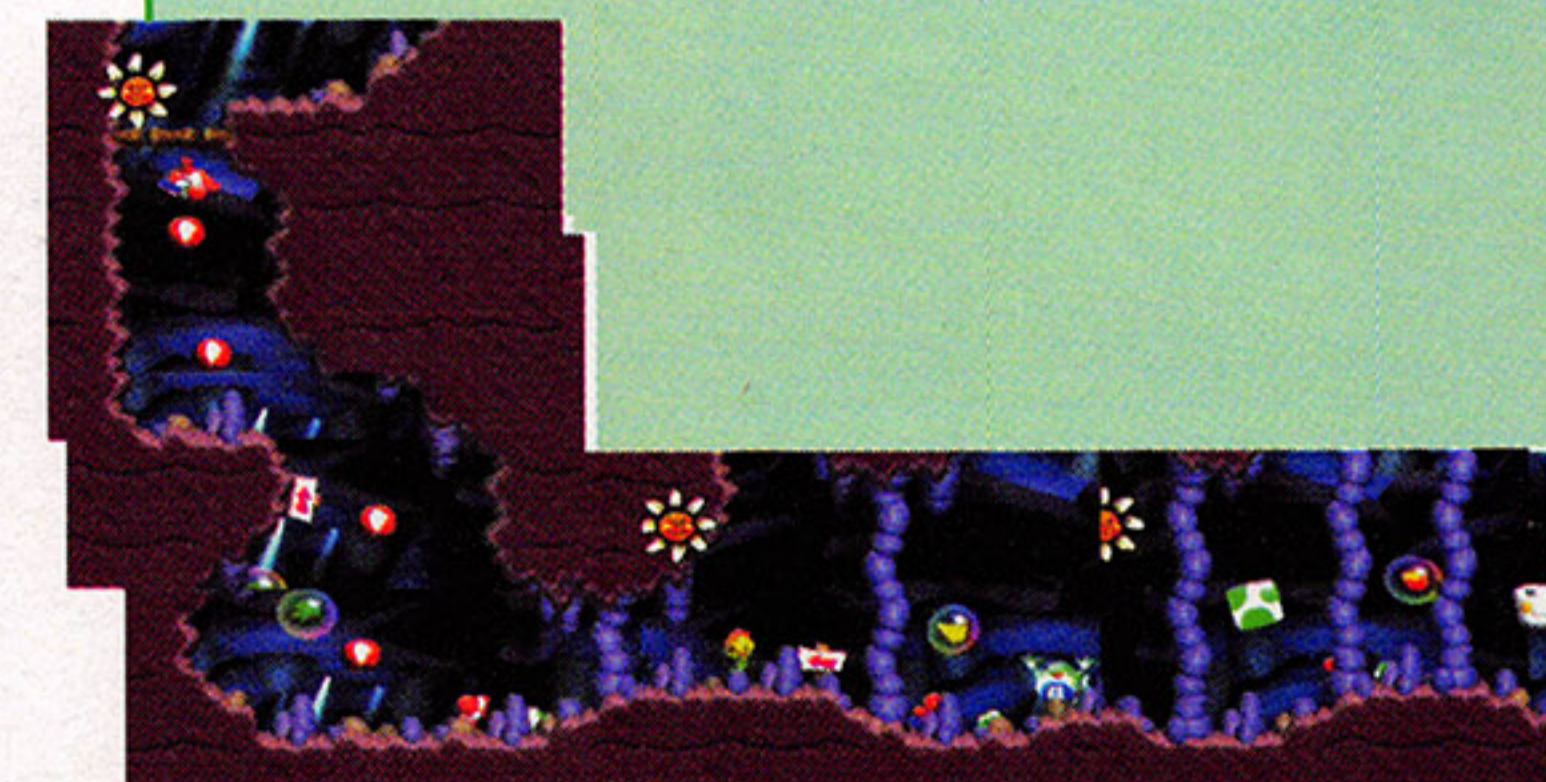
Level 5



Have Yoshi sniff around this area; when you find the correct spot, use the hip bounce to reveal this heart.



Here's where you'll find the Black Yoshi egg; if you grab it and complete the level; you can play as this special Yoshi.



Nintendo 64 strategy
Nintendo 64 strategy
Nintendo 64 strategy

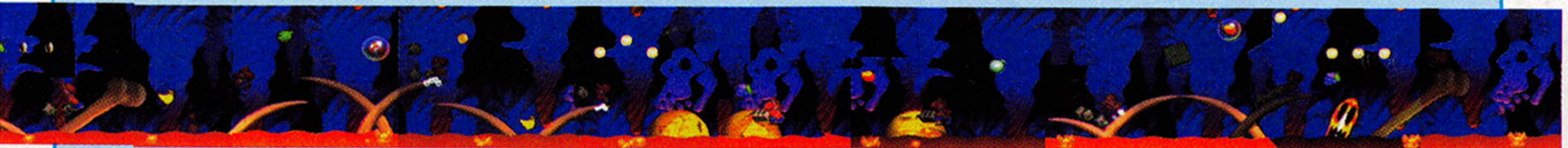


Level 6



This monster rises from the lava; send him back by shooting an egg into his mouth.

You must stand on the bone platforms for a brief moment so they will descend and allow you to grab this heart.



Use the flutter jump at the correct moment and you'll be able to go under this curved arch and reach this heart.



Take this pipe and you'll find this secret area. After you complete it, you will be sent to a point further on in the level.



Look! Up in the sky! It's a heart! This is the last one in the stage; now you're cookin'!



Level 7

Nintendo 64 strategy
Nintendo 64 strategy
Nintendo 64 strategy

Watch out for this jelly-like enemy. Use a well placed Hip Bounce to take him out of commission.

As you pick up speed Yoshi will tread a little higher on the liquid. Take it nice and slow here unless you like being hit by the spikes above.

The red liquid won't harm you. Feel free to pick up any coins.

Push this block as shown, then use the flutter jump to reach this Heart.

To defeat this boss you must attack indirectly. Aim slightly short of his body. The blast from Yoshi's egg will harm him. Once beaten, this larger-than-life slug leaves you a Heart.

This warp takes you back to the beginning of the stage.

Use an egg shot to get to these three Question bubbles. When popped, each bubble will leave a Melon.

Push this Block off of this cliff and into the water below to earn a Melon

This pot will warp you to the boss as well as a Heart

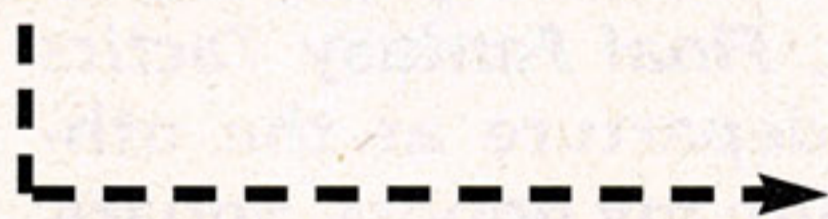
This and other herds of Boo Diddys move in the opposite direction of Yoshi. Try to pick up the Melon they have trapped.

Once well-placed egg shot can take out both Blocks as well as the Watermelon trapped in the bubble.

Sniff in the area near Yoshi's pet. A Hip Bounce will reveal platforms which lead you to the remaining Heart of this stage. Use an egg shot to get to the Heart.

KILL THE BOSS.

(yeah, him.)



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by **Ara Shirinian**

PlayStation strategy



FINAL FANTASY TACTICS

Long known for their wonderfully-addictive role-playing games, Square's recent foray into other genres (*Bushido Blade*, *Einhander*, etc.) was initially met with some doubt by many gamers, including myself. Everyone knew the company could make incredible RPGs—but fighting games, shooters, and tile-based war simulations? Something seemed fishy. After all, one would expect a devel-

oper experienced in creating certain types of games to stick to what they know best. At the very least, one might expect them to stick to what they were best known for. Admittedly, *Final Fantasy Tactics* isn't nearly as wild a departure as the others—but even still, despite my doubts, Square has repeatedly demonstrated during the course of the last year or so that they really can make great games, no matter what the genre. *Tactics* is no exception.



Battle Strategy

The key to winning any battle in *Final Fantasy Tactics* is to have a good understanding of your enemies' behavior.



Enemies usually move in a predictable manner which can be readily exploited. Of course, you'll have to know what your opponents are capable of before you launch a successful attack. For this reason, it's a good idea to take a look at the stats of each enemy before you begin a serious battle. The first thing you need to determine is which enemies can damage more than one member of your party in one turn, and which ones can't. For example, Squires, Archers, Knights, and most monsters in the first half of the game cannot attack multiple targets simultaneously (I'll refer to these as "range attacks"), while most magic users and

monks can. The composition of your enemies' party should determine how you move your party members around the battlefield. Specifically, if your enemies can use range attacks, you'll want to spread your party out somewhat, at the very least, in a checkerboard pattern. This way, if a wizard casts a spell on one of your units, no one else will be affected. Similarly, if that wizard decides to cast his spell onto a panel, you'll be able to move one or all of your units out of range before the end of the charge period. Conversely, if no enemies can use range attacks, there's no reason to spread your party out. This way, your units in the center of your "crowd" can use their turns to heal units on the outside who are fighting the enemy. Bunching your units into crowds like this limits the amount of damage these kinds of enemies can inflict on your party. Of course, you don't have to have your party bunched up in a perfect square, or in a perfect checkerboard pattern. You should use the terrain to your advantage, to not only limit what units the enemy can attack, but where they can move, as well. Depending on the situation, you might want to spread out some of your units more or less.

The type of enemy you're facing should also determine how quickly you want to advance your units. For example, since Archers and magic users' attacks are only useful at a distance, and since they have generally less HP than most other units, it's a good idea to take them out as quickly as possible. While generally a bad idea, in many cases it's advantageous to move one of your units far away from your party if you can kill one of these enemies in one or two turns. You'll notice that the enemy always goes for the weakest unit in your party that can be attacked immediately. In general, this is also a good strategy for you to follow. You'll want to take out enemy units as fast as possible, and the most efficient way to achieve this is to concentrate on one unit at a time. However, knowing that the enemy will always attack your weakest character, you can use one of your units as a "decoy". If this decoy unit has extremely low HP, any enemy that can reach it will focus their attacks on this unit until he/she's killed. Keep a few extra units nearby and have them use a Phoenix Down each time the decoy unit dies. By keeping the decoy unit alive and weak, you can control which units the enemy attacks and effectively waste their turns.



Watch the AT!

In battles, the AT is the most important factor in any kind of strategy you want to execute. Everything previously mentioned should take a back seat to the AT. If you're trying to set up a decoy, and enemy units have the next five turns, you shouldn't be surprised if the strategy backfires, since they'll just kill your decoy and start attacking your other units as usual before you'll have a chance to use your Phoenix Down. The AT basically tells you how many turns you have until a given enemy will act. When you're using a charge attack, you should always check the AT to see whether the enemy's turn is coming up before or after the end of the charge period. If it's coming before, then the enemy unit will just move away, and your unit will sit there looking embarrassed (unless, of course, the attack is a spell which you've cast on the unit). Properly timing your strategies can mean the difference between a successful battle and a dismal failure.



Party Management

Another integral component of a successful campaign is to have your party properly set up. Besides simply equipping the best items available on your units, how you configure each of your units' abilities can have a large influence on your performance on the battlefield. Firstly, you should never, ever lose a unit during a battle, as once they're gone, you can never get them back. It's not so crucial in the beginning of the game, since you can always hire another Squire with comparable abilities, but in the second chapter and beyond, you'll be wasting all the time you've spent developing that unit. In the first chapter it's probably a good idea to remove one or two units right away. This way, you'll have a smaller party to manage, and since you'll never have more than five or six units participating in any given battle, they'll gain Exp. and Jp. more efficiently. Besides, later on in the game there's a ton of special characters that you'll want to include in your party. If you have too many now, you'll have to remove them later to accommodate the newer ones, once again wasting all the time spent developing that unit. Either way, don't be afraid to remove units in the beginning of the game—it's the best time to do so.

Miscellany

After you progress through the first few battles in the game, you'll quickly notice that the enemies' levels between battles move up much faster than yours do. This is normal, so you shouldn't worry that you might be doing something horribly wrong. When this happens, you're going to have to spend some extra time building your units' levels and abilities. On the world map, the green dots represent locations where you'll be randomly attacked by monsters at about the same level as your party. Red dots represent locations where you're attacked by enemies that are at a pre-set level. You can fight battles on green dots as much as you want without affecting the storyline. Only when you move to a red dot will the story advance. So, if you find yourself getting your butt kicked in a certain battle, just go to one of the green dots and raise your levels first. A useful technique for raising your levels and abilities without fighting many battles is to kill all of the enemies in a given battle except for one. Then, just have your units beat up on themselves and use whatever potions, spells, or abilities are at their disposal. As long as you don't kill the last enemy, you can earn as much Exp. and Jp. as you want in a single battle.

A Few Words On Saving

During most of the game, completing a battle returns you to the world map. However, occasionally you'll have to fight a series of battles in one location. What this means is that after you complete one battle in such a location, if you save on top of your previously-saved game and your party is too weak to finish the next battle, you'll be stuck. You'll know when the battle you just finished is followed by another one, as you'll be automatically prompted to save the game. When this happens, always, *always* save the game in a new file!

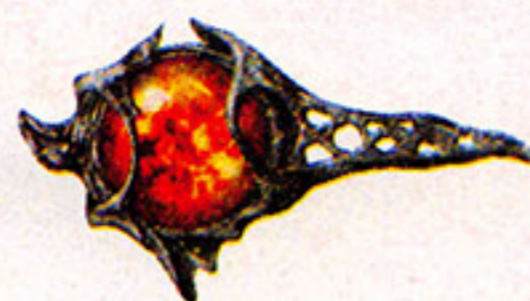
Jobs & Abilities

As far as developing your units' abilities goes, you shouldn't be too quick to change jobs once you've satisfied their prerequisites. It's also very important to keep your units' levels balanced. If you let certain units get too strong, then the weaker ones will just become more so and soon, they'll become useless. In the beginning of the game, you should have all units learn at least one ability in each category for the Squire job, including Gained Up Jp. You should set each unit with this ability as soon as they can learn it. For tough battles you might want to set it back to some other ability temporarily, but in terms of developing your units, it's extremely useful. You should also develop all your units' Chemist abilities early on. How you choose to develop your party and what jobs you assign is your choice. However, it's a good idea to make everyone learn most—if not all—of the Squire and Chemist abilities before trying out new jobs. Besides setting Gained Up Jp, you should set every unit's secondary action to Item (Chemist's ability). It's certainly not flashy, and it's not as flexible as if you set another job's action in its place, but it really is invaluable and your party will last a great deal longer in battle if everyone can use potions & healing items on themselves. Even though the Priest's healing magic is more effective in general, the fact that you don't need to spend turns charging to use a potion makes them much more useful in the heat of battle.

Monsters

In Chapter 2, you'll have the opportunity to add a Chocobo to your party. Later, if you make one of your units a Mediator, you'll be able to obtain other monsters as well. It's not wise to use monsters in too many battles, however. Since they have no abilities to learn, you essentially lose the Jp. that one of your other units could be acquiring if they were in the battle instead of the monster. This makes the rate at which your party learns abilities less efficient. Except for the few unique monsters like the Steel Giant that can be acquired in Chapter 4, it's in your best interest not to rely on them too much.





Squire

Rating: *
Prerequisites: None
Max. Level to Satisfy All Prerequisites: 8
Weapons: Knife, Sword, Hammer, Axe
Armature: Hat, Clothes

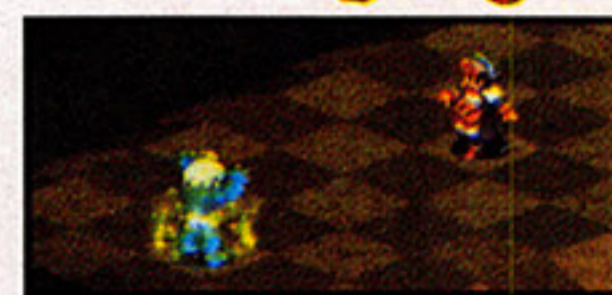
Nearly every character in the game starts out with this job. Characters with special jobs like Agrias and Gafgarion have a different job title and different action abilities, but their other abilities in that job are the same as the Squire's. Also, Ramza will get special abilities unique to him in this job category each time you advance a chapter.



Chemist

Rating: ***
Prerequisites: None
Max. Level to Satisfy All Prerequisites: 8
Weapons: Knife, Gun
Armature: Hat, Clothes

The least interesting, yet one of the most useful jobs in the game. See the Jobs & Abilities section for more info.



Knight

Rating: **
Prerequisites: Lv.2 Squire
Max. Level to Satisfy All Prerequisites: 3
Weapons: Sword, Knight Sword
Armature: Helmet, Armor, Robe, Shield

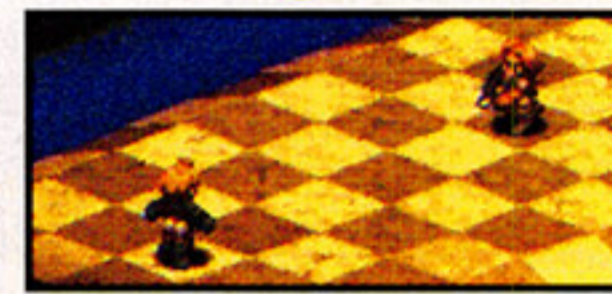
Knights have lots of HP & high attack power, but their Break abilities aren't terribly useful. This is a good job for Ramza until the Lancer job becomes available.



Archer

Rating: **
Prerequisites: Lv.2 Squire
Max. Level to Satisfy All Prerequisites: 3
Weapons: Bow, Crossbow
Armature: Hat, Clothes, Shield

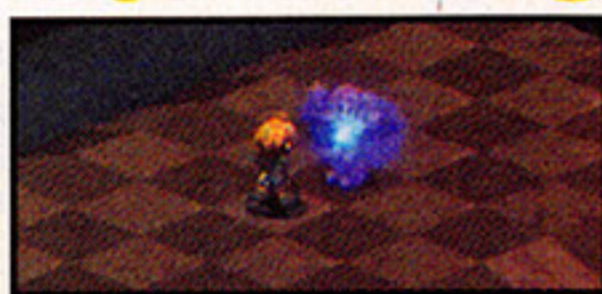
When set with the Arrow Guard & Concentrate abilities, Archers can be quite useful. Unfortunately, their attacks are only effective from high places. Bad terrain can be a nightmare, so be careful about which battles you send Archers out on. Also, don't equip them with crossbows if you can help it. Bows are much more versatile.



Monk

Rating: ****
Prerequisites: Lv.2 Knight
Max. Level to Satisfy All Prerequisites: 4
Weapons: n/a
Armature: Clothes

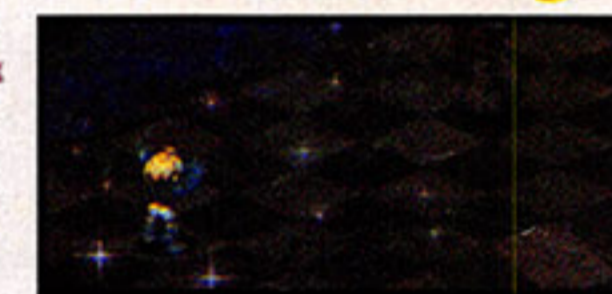
Monks are certainly cheap to maintain, as they have extremely high HP and attack power and don't need any weapons or expensive armor. They also have a wide array of useful abilities that don't take up any MP or charging. An excellent job for the first half of the game.



Priest

Rating: ***
Prerequisites: Lv.2 Chemist
Max. Level to Satisfy All Prerequisites: 4
Weapons: Staff
Armature: Hat, Clothes, Robe

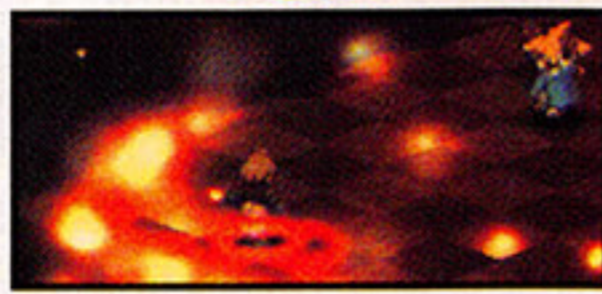
Priests have, at their disposal, the standard set of healing-type spells. Some spells like Raise 2 aren't very useful since they tend not to work as often as they should. The Priest's Holy spell is extremely effective in the second half of the game, so it's still worthwhile to have one of these guys on your side. Make sure to choose someone with high Faith to be your Priest (or any other magic user, for that matter), otherwise their spells won't be very effective.



Wizard

Rating: ***
Prerequisites: Lv.2 Chemist
Max. Level to Satisfy All Prerequisites: 4
Weapons: Rod
Armature: Hat, Clothes, Robe

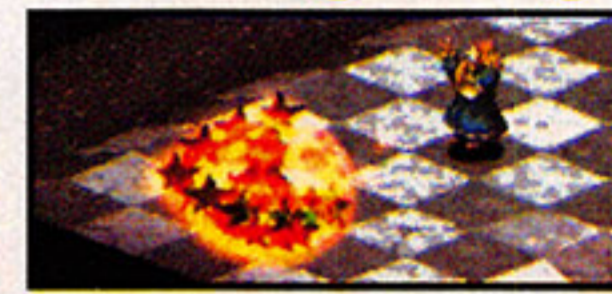
Wizards are the black magic counterparts of Priests. They're especially good at damaging whole groups of enemies at a time.



Time Mage

Rating: **
Prerequisites: Lv.2 Wizard
Max. Level to Satisfy All Prerequisites: 3
Weapons: Rod
Armature: Hat, Clothes, Robe

Time Mages aren't very effective unless you spend a good deal of time developing their abilities. Their Meteor and Demi attacks are devastating, however there are other characters like Ramza, Mustadio (Chapter 2), and Beowulf (Chapter 4) who have some of the same abilities as the Time Mage, but don't use up MP or charge time.



Summoner

Rating: ****
Prerequisites: Lv.2 Time Mage
Max. Level to Satisfy All Prerequisites: 4
Weapons: Rod, Staff
Armature: Hat, Clothes, Robe

Summoners have a combination of healing and attacking spells. Even though they have insanely low HP, their spells tend to be more effective than both the Wizard's & Priest's since they cover a wider area. What's more, you don't have to worry about accidentally damaging one of your units (or healing one of the enemies) since they only affect the proper targets. Besides, their spells are much nicer to look at than silly fireballs or chunks of ice.



Thief

Rating: ***
Prerequisites: Lv.2 Archer
Max. Level to Satisfy All Prerequisites: 4
Weapons: Knife
Armature: Hat, Clothes

Aside from their Move+2 and Jump+2 abilities, Thieves aren't very useful until the latter half of the game. There are a great deal of powerful items that you can only get by stealing from enemies, and such units don't show up until around Chapter 4. Their Secret Hunt ability lets you trade in poached monsters for items at fur shops, which don't appear until Chapter 3.





Mediator

Rating: *
Prerequisites: Lv.2 Oracle
Max. Level to Satisfy All Prerequisites: 4
Weapons: Knife, Gun
Armature: Hat, Clothes, Robe

For serious battles, Mediators are practically useless, as the probability for abilities such as Invitation to work are extremely low. However, their Brave & Faith raising abilities are somewhat permanent (about a fifth of the Br. or Fa. points gained in a battle are retained after the battle's over), and their Invitation ability is the best way to obtain new units for your party.



Oracle

Rating: **
Prerequisites: Lv.2 Priest
Max. Level to Satisfy All Prerequisites: 3
Weapons: Rod, Staff, Dictionary, Stick
Armature: Hat, Clothes, Robe

Oracles have some of the same abilities as Mediators and specialize in inflicting bad states on enemies. Since they're low on both HP and attacking power, they're not worth a whole lot to your party, except as a secondary force.



Geomancer

Rating: **
Prerequisites: Lv.3 Monk
Max. Level to Satisfy All Prerequisites: 4
Weapons: Sword, Axe
Armature: Hat, Clothes, Robe, Shield

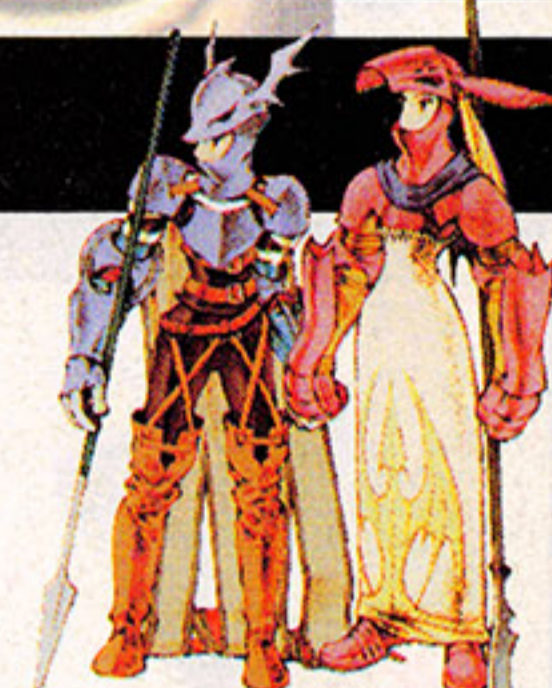
Geomancers attack using the various elemental powers around them. Even though their attack and magic power is above average, they lack any especially-effective techniques.



Lancer

Rating: ****
Prerequisites: Lv.3 Thief
Max. Level to Satisfy All Prerequisites: 4
Weapons: Spear
Armature: Helmet, Armor, Robe, Shield

Lancers are just like Dragoons in *Final Fantasy II*. Their only attack ability is the 'Jump' function, which is not only powerful, but also temporarily prevents damage from enemies since you're in the air while the attack is charging.



Samurai

Rating: ***
Prerequisites: Lv.4 Monk, Lv.3 Knight, Lv.2 Lancer
Max. Level to Satisfy All Prerequisites: n/a
Weapons: Katana
Armature: Helmet, Armor, Robe

Samurai have high attack power (especially with the Two Hands ability) but their HP is relatively low. Their katana skills are really only effective when surrounded by enemies or party members (depending on the skill), and since the blades tend to break occasionally, having a Samurai in your party can be quite expensive.



Ninja

Rating: ****
Prerequisites: Lv.4 Thief, Lv.3 Archer, Lv.2 Geomancer
Max. Level to Satisfy All Prerequisites: n/a
Weapons: Ninja Sword, Hammer, Knife
Armature: Hat, Clothes

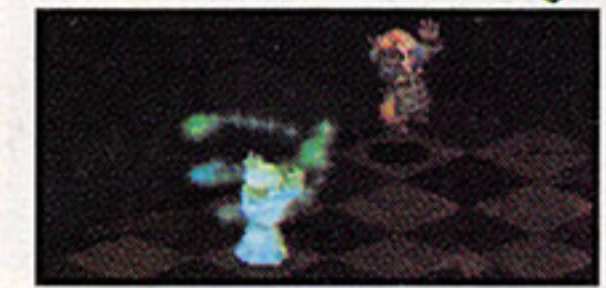
Ninjas are extremely fast and can throw all kinds of items, but their real power lies in the fact that they get two attacks each turn (provided you've equipped each hand with a blade). It's best to only equip them with ninja swords, however, as you won't inflict as much damage consistently with any other type of weapon. Their Abandon and Sunken State abilities make them extremely difficult to kill.



Calcualtor

Rating: ****
Prerequisites: Lv.4 Priest, Lv.4 Wizard, Lv.3 Time Mage, Lv.3 Oracle
Max. Level to Satisfy All Prerequisites: n/a
Weapons: Dictionary, Stick
Armature: Hat, Clothes, Robe

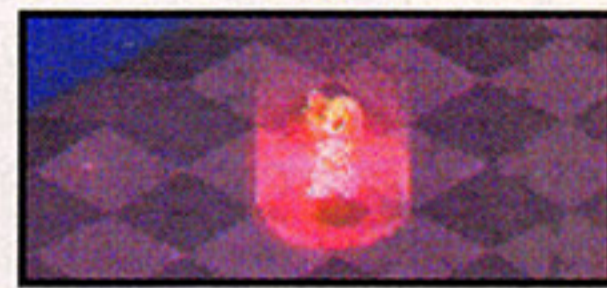
The Calculator is the ultimate magician's job. Despite being painfully slow, you'll have almost all the Priest, Wizard, Time Mage, & Oracle spells you've previously learned available to cast. What's more, they take zero MP and charge time to execute! The down side? It takes quite some time to gain enough Jp. to learn all of the parameter abilities (you have to learn two just to start calculating spells).



Dancer (female only)

Rating: ***
Prerequisites: Lv.4 Geomancer, Lv.4 Lancer
Max. Level to Satisfy All Prerequisites: n/a
Weapons: Cloth, Women's Bag, Knife
Armature: Hat, Clothes

The Dancer has all kinds of attacking techniques that affect every single enemy in the battle, no matter where they are. Unfortunately, they don't seem to dish out a great deal of damage to any individual enemy. The Last Dance ability, which resets all the enemy's CT to zero, is probably the most useful.



Bard (male only)

Rating: ***
Prerequisites: Lv.4 Mediator, Lv.4 Summoner
Max. Level to Satisfy All Prerequisites: n/a
Weapons: Musical Instrument
Armature: Hat, Clothes

As with the Priest & Wizard, the Bard is the white magic counterpart to the Dancer. All of his abilities cure or heal your units in a similar manner.



Mime

Rating: ***
Prerequisites: Lv.8 Squire, Lv.8 Chemist, Lv.4 Summoner, Lv.4 Mediator, Lv.4 Geomancer, Lv.4 Lancer
Max. Level to Satisfy All Prerequisites: n/a
Weapons: n/a
Armature: n/a

Mimes don't have any abilities to learn, nor can they be equipped with any sort of items. They simply mimic your other units' actions during battle. With proper timing, they can be a real asset, but by the time you satisfy all the prerequisites you probably won't even need one.

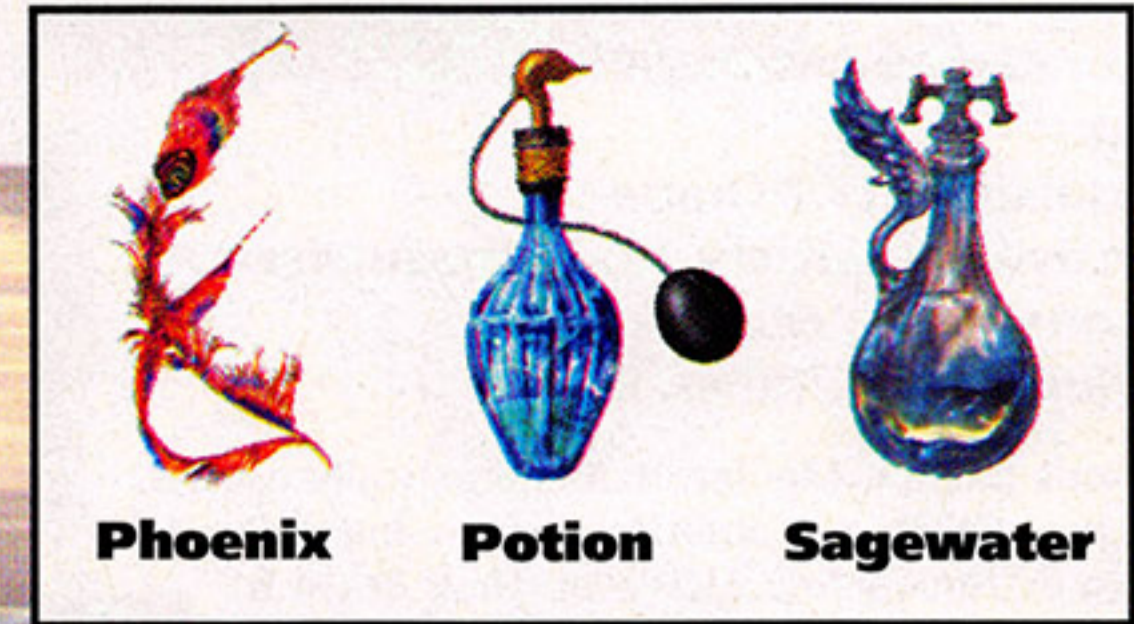




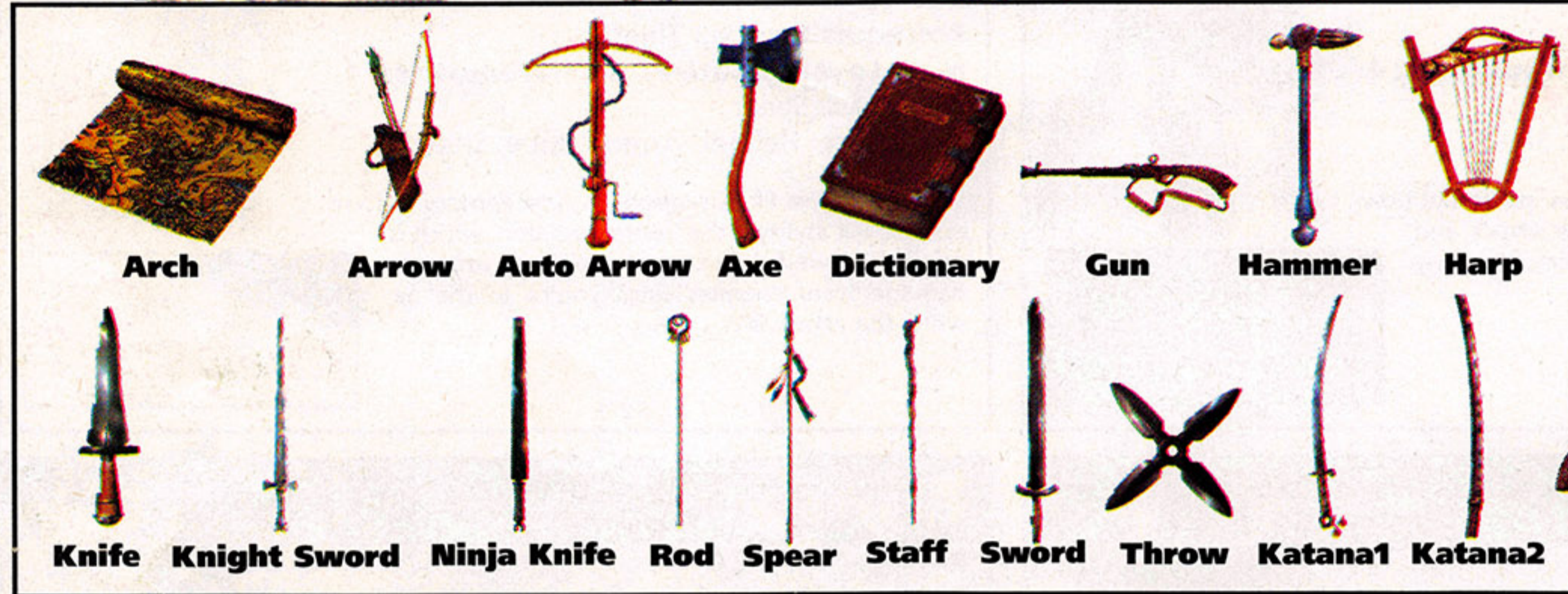
Armature



Medicine

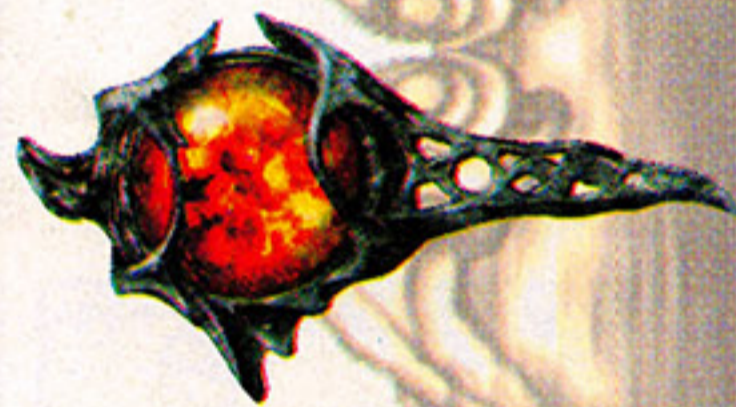


Weapons

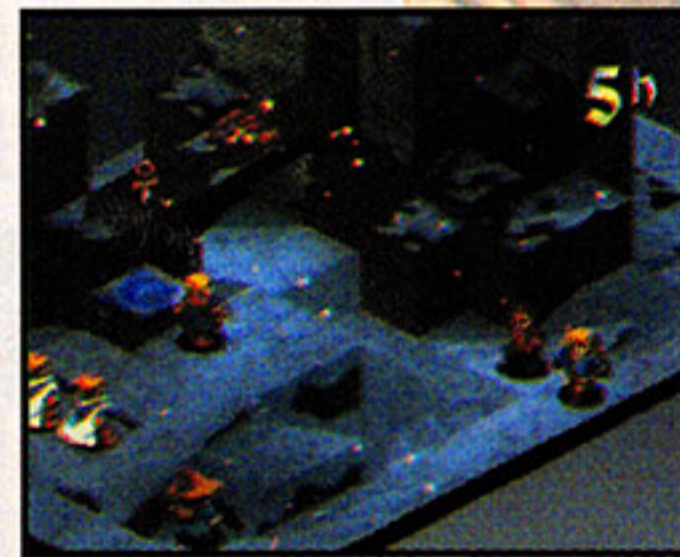


Bosses

Note: Boss HP & Levels may vary slightly.



Chapter 1



**Fort Zeakden
Albus
Lv.10 Knight
146 HP**



Chapter 2



**Lionel Castle
Queklain
Lv.20 Impure
King
369 HP**

Your first really tough battle is against Albus. Your units should be at least Lv.10 to stand a chance. The strategy you should use here—as with all the other boss battles—is to complete the scenario in as few turns as possible. What this means is that you should concentrate your attacks on Albus and ignore the other enemy units. Accomplishing this is a bit difficult in this situation since your units start fairly far away, and sometimes Albus will move onto the bridge where it's nearly impossible to surround him. Your best bet is to take down the Wizards first, since they have so little HP (and do so much damage) and then proceed to surround Albus. If you've developed everyone's Chemist abilities and assigned the Item action to them, you should be able to sustain most of the enemy's attacks. Don't be discouraged if the battle seems extremely hard, or if you win by an extremely slim margin. There will be plenty of opportunities to develop your units later.



In the preceding battle, you'll have to defeat Gafgarion and some other enemy units. Ramza will be stuck behind the wall to face Gafgarion all by himself, while all of the other units are outside. There's simply no way for Ramza to beat Gafgarion all by himself, so your first priority is to open the door. If you move Ramza onto the panel adjacent to the door's switch, he'll pull it automatically. Then you can concentrate your party's attacks on Gafgarion. The battle against Queklain should be quite easy. Be sure to spread your units out as far as possible, so he'll only be able to attack one at a time. If your units are at around Lv.23, you shouldn't have any problems.





Chapter 3

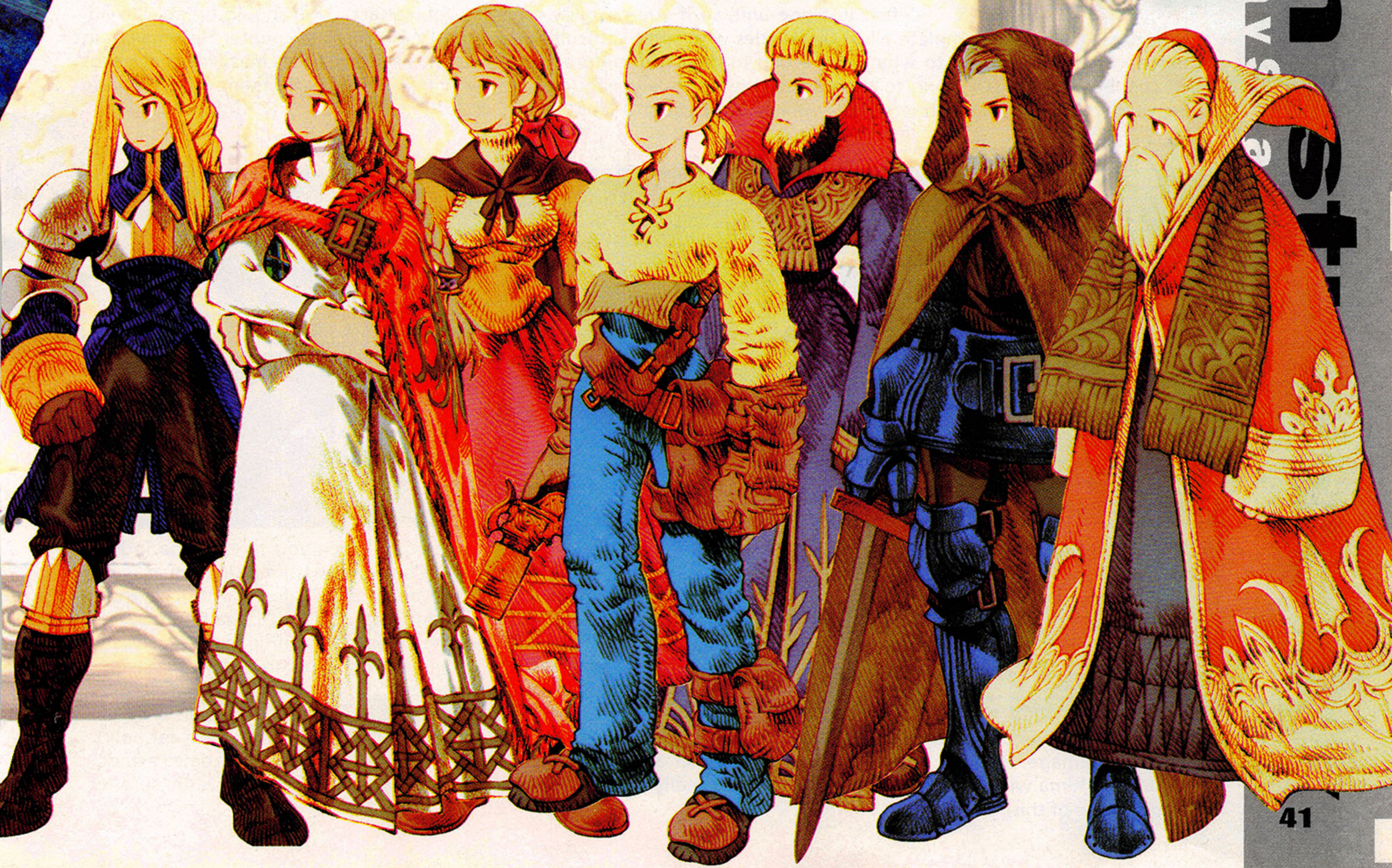
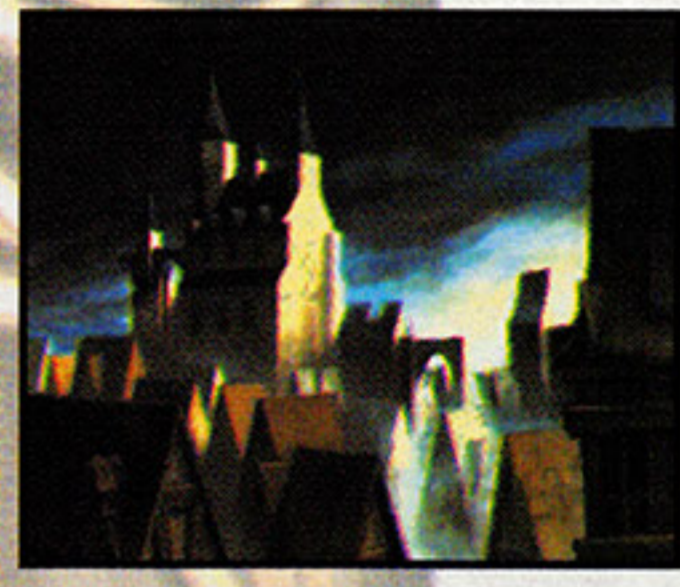


Riovanes Castle Velius Lv.31 Warlock 984 HP

There are four successive battles to fight at Riovanes Castle. Make sure your units are near Lv.40, otherwise you'll have a hard time. This series of battles is probably the toughest in the game, so getting your butt kicked in the first few tries is not unusual. The first battle should give you no problems whatsoever. In the second battle, you'll have to fight Wiegraf one-on-one. There aren't many different things you can do here, so just exchange blows until he goes down. Ramza should be a Lancer at this point. Use his jump ability to attack and you should expect to just barely beat him.

Next, Wiegraf will use his zodiac stone to transform into Velius. You'll have to contend with three Archaic Demons as well. Velius uses extremely powerful summoning spells and his side-kicks' attacks are almost as bad. He also likes to petrify your units, so be sure to equip them with the Jade Armet accessory. To tip the odds further in your favor, set each unit with the "Auto Potion" ability and make sure you only have X-Potions in stock. This way, your units can gain 150 HP nearly each time they're attacked. You can use this technique for practically any battle as well. As before, you should ignore the Archaic Demons and focus all of your attacks on Velius. You should use units with the highest HP and attack power for this battle.

The last battle in Chapter 3 takes place on the roof of Riovanes Castle. Even though there are only three opponents, if you're not careful, it'll all be over before you know what hit you. You'll need to protect Rafa from getting killed, and unfortunately in this battle, she does some very stupid things that tend to get her killed right away. To finish the battle, all you need to do is attack either Elmdor, Celia or Lede a few times. When just one of them sustains enough damage, they'll all leave. Don't even think about attacking the Assassins, though it's a good idea to use some of your units to lure them away from Rafa and the others. It's much easier to attack Elmdor. Either way, this battle is extremely short. Your best bet is to use your fastest characters here to get a few decisive attacks in before the enemy units can do too much damage.





Chapter 4

Boss 1



Limberry Castle
Zalera
Lv.44 Angel Of Death
1151 HP

In the underground cemetery of Limberry Castle, Marquis Elmdor will transform into Zalera. There will be five other enemy units around, but you shouldn't bother with them. By this time, your units should be around Lv.44 and you should definitely have Orlandu and Worker 8 (see the "Cloud & Other Secret Characters" section) in your party.



If you use units with powerful physical attacks, you should beat Zalera rather quickly.

Boss 2

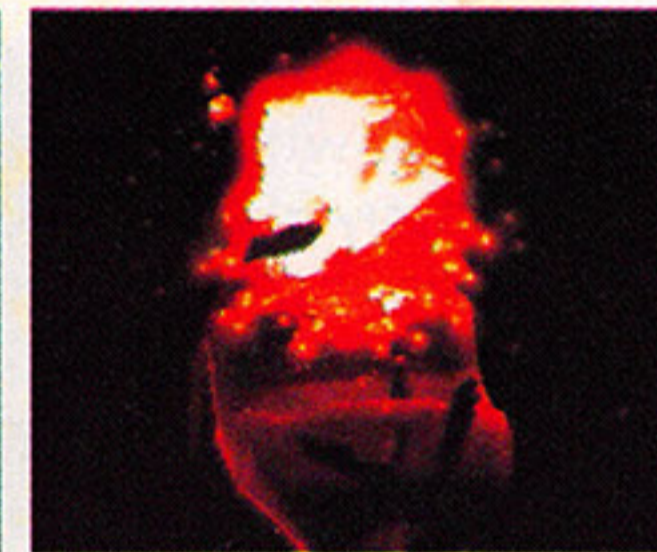
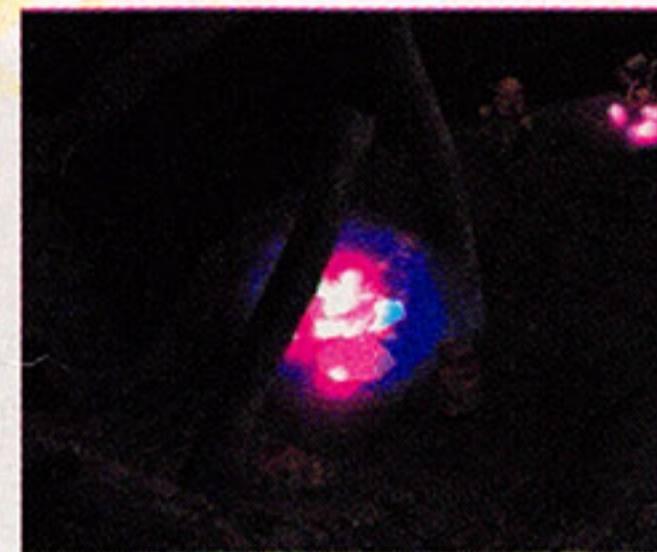


Igros Castle
Adramelk
Lv.46 Ghost Of Fury
1414 HP

You'll fight two battles at Igros Castle. First, you'll have to beat your elder brother Dycedarg. Then, he'll (big surprise) transform into Adramelk. For this battle and for the later ones as well, your party should consist of at least Orlandu, Worker 8 and a Ninja. Follow the same strategy as before and you should be okay.



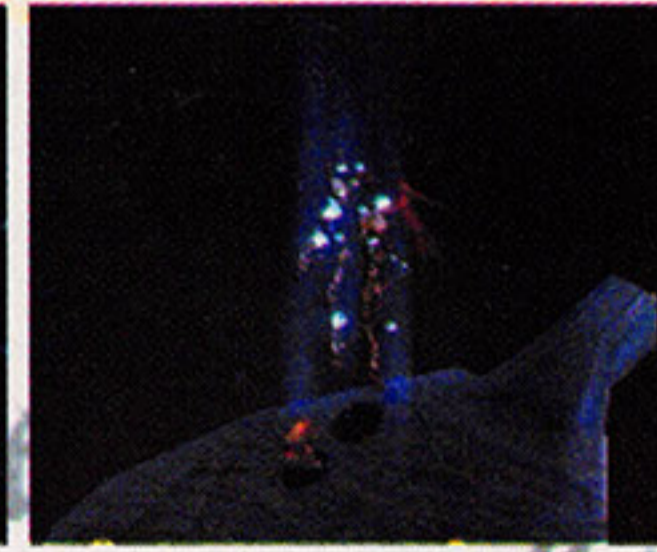
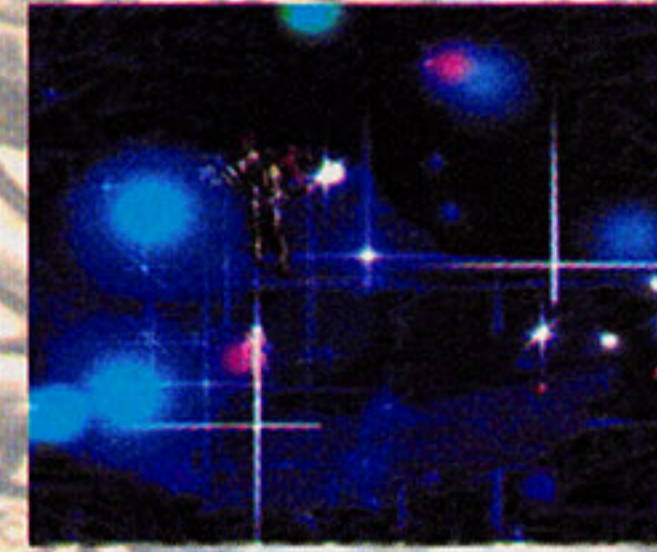
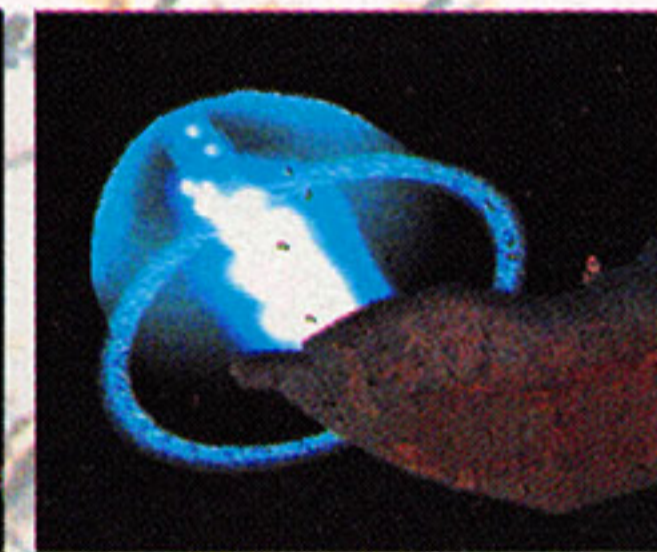
Boss 3



Graveyard of Airships
Hashmalum
Lv.60 Regulator
1444 HP

The last series of battles in the game begins at Orbonne Monastery. Make sure to keep a game saved outside Orbonne, otherwise you'll never be able to return to the outside. You'll have to endure no less than six successive battles. Obviously, at this point you'll want to use only your strongest units. Except for the first battle, every scenario's objective is to defeat just one unit, so if you properly organize your attacks, you should be able to advance rapidly. You can complete all of the battles with some difficulty at around Lv.47. You'll encounter Hashmalum in the fifth battle. Compared to what you've had to deal with before, he's a wimp. His spells inflict massive amounts of damage, but they take so long to charge that there's usually enough time for your units to avoid them. After beating him, you'll receive the Ragnarock sword—immediately equip Orlandu with this.

Final Boss



Graveyard of Airships
Altima
1st Form: Lv.56 Holy Angel
1315 HP
2nd Form: Lv.66 Arch Angel
3177 HP

This is it! The final battle. When you face Altima in her first form, you have to battle four Ultima Demons as well. As always, avoid the demons and go for Altima. When she takes on her second form, all the Ultima Demons will go away, whether you've killed them or not. You should ignore Alma as well; she'll try to go around healing your units, but don't worry if she gets killed. In her second form, Altima is much more dangerous. Her spells are considerably more powerful and they don't take as much time to charge. Once again, make sure to keep your units far apart to minimize damage. If you're lucky, she'll concentrate her attacks on Alma, leaving the rest of your units free to attack. Occasionally Altima will waste a turn doing something really dumb like physically attacking one of your units. Be sure to take advantage of this!

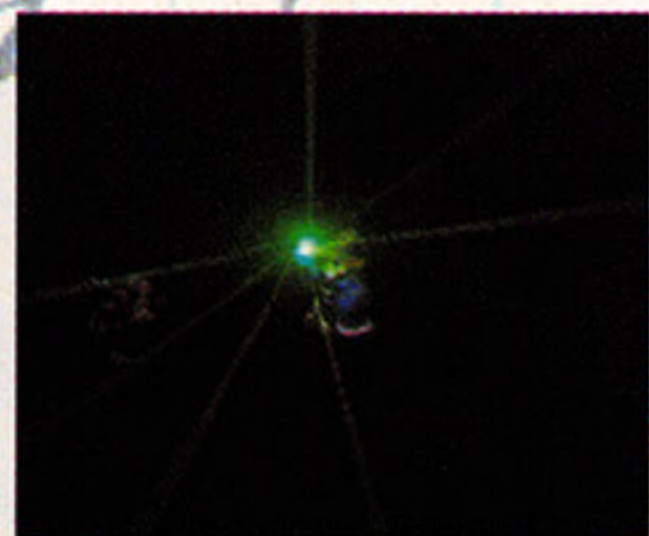
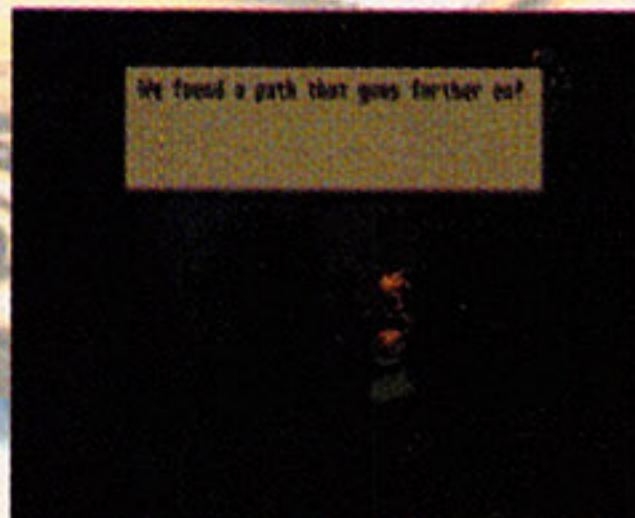
Occasionally Altima will waste a turn doing something really dumb like physically attacking one of your units. Be sure to take advantage of this!



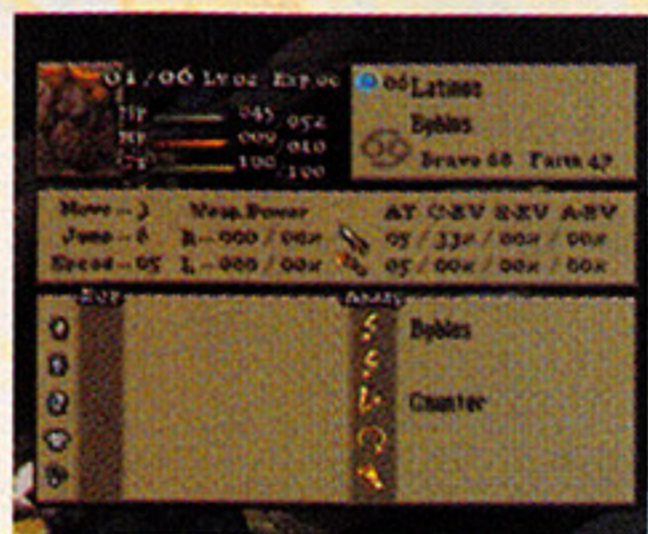
The Deep Dungeon!

If you just can't get enough of *FFT*, near the end of Chapter 4 there's a hidden location called the "Deep Dungeon." After you've completed the events at Murond Holy Place, go to Warjilis Trade City and an event will take place where the Deep Dungeon will reveal itself to you!

The Deep Dungeon consists of ten of the toughest battles you'll ever face, with a special boss at the end. Each battle takes place in a pitch-black room. The only way to see any part of the ground is to kill an enemy and wait for it to drop a crystal which will partially illuminate the area. Also, you'll have to "find" the path in each area that leads to the next one before killing all of the enemies. The only way to do this is to have your units systematically stop on each panel until you find it. Then, after you complete the battle, you'll be able to choose the next scenario in the Deep Dungeon.



Deep Dungeon Boss:
Elidibs
Lv.75 Serpentarius
2746 HP



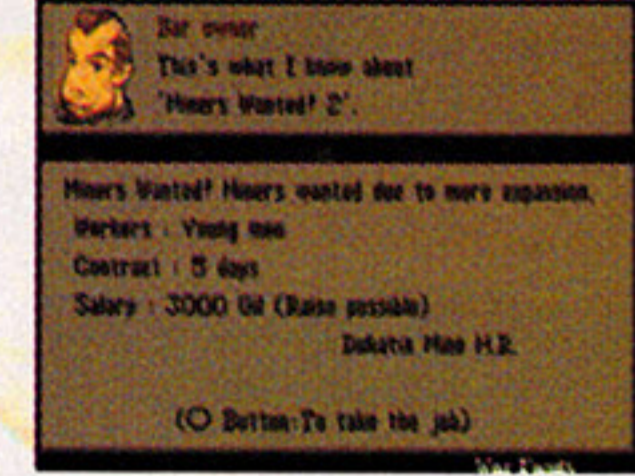
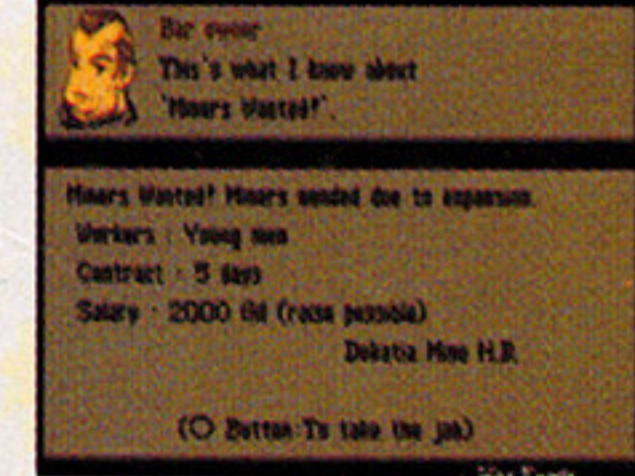
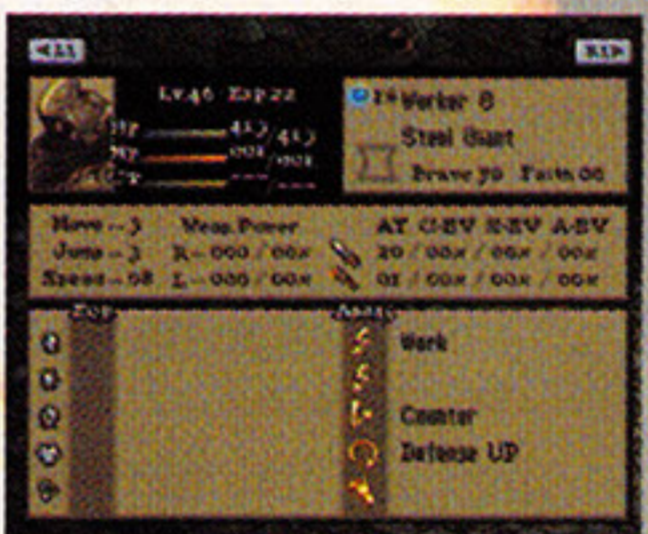
Elidibs holds the secret 13th zodiac stone. He uses ultra-powerful Summoning spells like Midgar Swarm and Zodiac. If you manage to beat him, you'll get a Byblos to join your party, in addition to his zodiac stone.



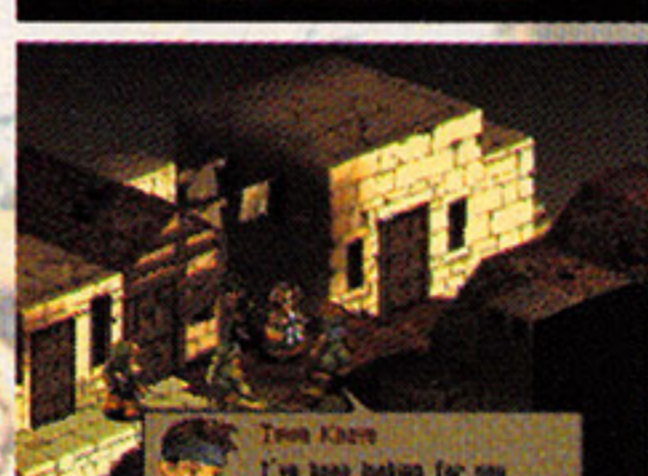
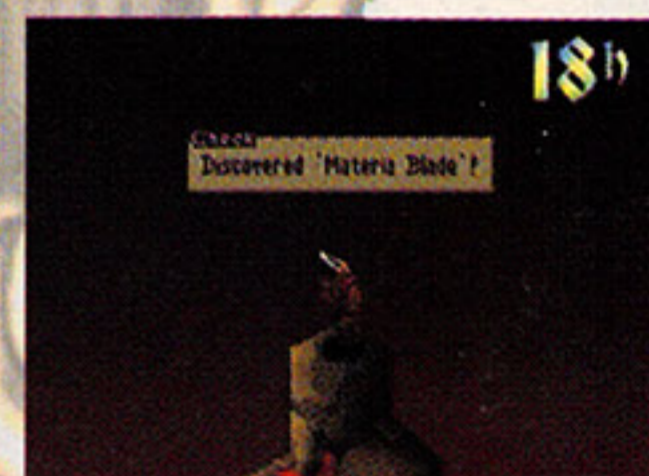
Cloud & Other Secret Characters

In Chapter 4, you can get some exceptionally useful secret characters to join your party, including Cloud from *Final Fantasy VII*!

Complete the following steps. Keep in mind that these don't need to be completed in this exact order—you just need to get all the events to take place.



1. Go to Goug Machine City with Mustadio in your party. An event should occur where Besrodio finds a steel ball.
2. Go to Goland Coal City and complete the "Miners Wanted!" and "Miners Wanted! 2" jobs at the Bar. Read the new rumor, "Ghost Of Colliery" that appears afterward.
3. Go to Lesalia Imperial Capital. Another event should occur. Allow Beowulf the Temple Knight to go with you.
4. Go back to Goland Coal City. You'll have to fight through four consecutive battles. Afterward, allow both Beowulf and Reis the Holy Dragon to join your party.
5. Go back to Goug Machine City. An event will occur where the ball transforms into the Steel Giant, Worker 8. Allow it to join your party too.
6. Go to Zeltennia Castle and read the "Cursed Island, Nelveska" rumor at the Bar.
7. Go to Zarghidas Trade City. An event will occur in which you'll meet Aeris from *Final Fantasy VII*. Buy the flower she tries to sell you.
8. Go back to Goug Machine City. Besrodio should find another strange machine that looks like a celestial globe.
9. Go to Nelveska Temple. A battle will take place where you'll have to defeat a Steel Giant named Worker 7. Afterward, Reis will transform into a Dragoner.
10. Go back to Goug Machine City again. This time, the second machine starts working and Cloud appears. He runs away, but...
11. ... if you go back to Zarghidas Trade City after completing the battles at Igros Castle and Murond Holy Place, you'll find a bunch of thieves attacking Aeris. You'll have to fight a battle where the objective is to save Cloud. If you do so, he'll join your party!



You can find Cloud's weapon—the Materia Blade—at the highest point in Bervenia Volcano. He won't be able to use any of his Limit abilities without it equipped. Just have someone with the Move-Find Item ability to go up there and get it. Unfortunately, Cloud seems to be more of a novelty than anything else. He starts out at Lv.1, which means that you'll have to build his levels for quite a while in order for his abilities to be effective in battle.



Snowboard Kids

BY TYRONE RODRIGUEZ

Character Special Moves List



SLASH

He is your basic, all around character. His speed, corner, and trick statistics are all evenly balanced out. First time players should use Slash first.

Slash Spin	Hold down the A button, ↑ ↓ ↑, hold ↑ and release the A button
Slash Banzai	Hold down the A button, ← →, hold → and release the A button
Slash Dynamite	Hold down the A button, → ← → ←, hold ← and release the A button



LINDA

A virtual opposite to Jam, she has high speed, but she can't corner as well as Slash. Linda only has a handful of special tricks.

Linda Spin	Hold down the A button, ← →, hold → and release the A button
Linda Luxury	Hold down the A button, ← → N ↑ ↓, hold ↓ and release the A button
Linda Poor George	Hold down the A button, ↑ ↓ ↑ ↓ N ←, hold ← and release the A button



NANCY

She is your slow, maneuverable character. Her best traits are her tricks and her cornering ability. However, she lacks speed.

Nancy Spin	Hold down the A button, ← →, hold → and release the A button
Nancy Cross	↖ N ↗
Nancy the Good	Hold down the A button, ← → ← →, hold → and release the A button
Nancy the Better	Hold down the A button, ↑ ↓ N ←, hold ← and release the A button
Nancy the Best	Hold down the A button, ← → N ↑ ↓, hold ↓ and release the A button



TOMMY

The fastest character in the game. He's also the hardest to control. If you're going to use him, combine him with a Free Style board to give him some control.

Tommy Spin	Hold down the A button, → ← →, hold → and release the A button
Tommy Shaking	Hold down the A button, ← → ← →, hold → and release the A button



JAM

Jam is similar to Nancy in the trick and cornering department. His speed is slightly higher than Nancy, but he can't corner as easily.

Jam the Spin	Hold down the A button, ← →, hold → and release the A button
Jam the Great	Hold down the A button, ← → ← →, hold → and release the A button
Jam the Wonderful	Hold down the A button, ↑ ↓ ↑ ↓, hold ↓ and release the A button
Jam the Fantastic	Hold down the A button, ↓ ↑ N ←, hold ← and release the A button



SHINOBIN

The hidden character of the game, his statistics are almost filled. The only downfall in using Shinobin is that he has his own set of boards. He can't use any of the other boards, including the special boards.

Shinobin Move 1	Hold down the A button, → ← →, hold → and release the A button
Shinobin Move 2	Hold down the A button, →, then rotate the Analog Stick 2 times, return to →, release the A button
Shinobin Move 3	Hold down the A button, ↑, then rotate the Analog Stick 2 times, return to ↑, release the A button
Shinobin Move 4	Hold down the A button, ← N ↑ N → N ↓, hold ↓, release the A button





Skill Games

SPEED CROSS Collect as many Speed Fans as possible as you head for the finish line. The more Speed Fans you collect, the more points you accumulate. Of course, you want to reach the finish line in the fastest time possible.



SHOOT CROSS Shoot as many snowmen as possible. You have unlimited bullets, but you may need to take a break to refill if you shoot too much at once. There is a time limit on this course, but you are given enough time so you can go slow and shoot as much snowmen as possible.



TRICK GAME Do as many tricks as possible. Point accumulations are based on tricks executed. If you do a simple board grab, you only get one point, whereas if you do a special trick, you can get 40 points. To double your score, be sure to make the rail slide at the end of the course.



How to Get the Secret Boards

 <p>BOARD</p>	<p>Star Board</p> <p>Defeat Shinobin in the Ninja Land course. Once you defeat Shinobin, go to the Board Shop and look under the Special section. The cost of the board is 80,000 G.</p>
 <p>BOARD</p>	<p>Feather Board</p> <p>You need to get at least 2500 pts on the Trick Game. Once you have done so, go to the Board shop and look under the Special section. The cost of the board is 100,000 G.</p>
 <p>BOARD</p>	<p>Ice Board</p> <p>You need to have purchased all of the normal (Alpine, All Around, Free Style) boards. Once you've done this, go to the Board shop and look under the Special section. The cost of the board is 1,000 G.</p>

COURSES



ROOKIE MOUNTAIN

This is your basic course. The only thing that might get in your way are the Frying Pans that the other characters will drop on you. To counter the Frying Pans and the other weapons, use the invisible board once you see the exclamation mark pop-up over your characters head. Another thing to keep in mind is to rapidly tap the A button right at the beginning. This will give you a jump start over the other characters. Finally, try not to do any of the special tricks on this course. The possibility of you landing successfully are slim, since the ledges on this course are not that high. Keep this in mind and you should have no problem finishing in 1st place.



▲ When going around this corner, hold the Analog Stick to the bottom right until you're about to spin out, or the tip of the board is facing in the direction of the road. At that point, bring the Analog Stick to its neutral point to straighten out the turn. You may have to do this more than once, depending on how soon you let go of the turn.



▲ This is the 1st jump platform of this course. Try not to perform any of the special tricks here, since the ledge is not high and the chance of landing successfully is slim. Instead, try doing a 360 with a board grab (Hold down the A button, turn the Analog stick to either the left or right, release the A button at the jump and press any of the camera buttons while you're spinning.). However, don't hold onto the board too long, or you'll eat snow.



▲ Again, hold the Analog Stick to the bottom right until you're about to spin out, or the tip of the board is facing in the direction of the road. At that point, bring the Analog Stick to its neutral point to straighten out the turn. You may have to do this more than once, since this curve is longer than others.



▲ Again, try not to perform any special tricks off of this jump. Also, if you have the invisible board, use it right before the jump. The other characters will try and hit you with everything they have, including the Frying Pan. This way, you'll be safe until you reach the lift.





BIG SNOWMAN

This course is much longer than the previous course, which makes things slightly difficult. The good thing is that you could perform special tricks here without any fear of crashing in the snow. The down side is that since there are only two laps, it makes it harder to catch up if you fall behind. Try to get into 1st place as soon as you can. The other characters should leave you alone for the most part until you're on your 2nd lap. At this point, drop rocks behind shops, before jumps and around corners. As for Frying Pans, use them whenever you get one. This should slow them down. Finally, if they hit you with anything, rapidly tap the A button while wiggling the analog stick to get up quicker.



▲ Once you start, you will see this road on your left. Do not go up this road. This is where you start from when you get off the lift.
 ▲ Do not attempt a special trick off this jump. The ledge is still too low. Just do any regular trick and wait until the next jump to do a special trick.
 ▲ Finally, a jump platform that's safe for special tricks! Most characters can do this one: Hold the Jump button and press Left, Right, Left. If you make a mistake, grab the board by pressing any camera button; this way you'll at least get some points.

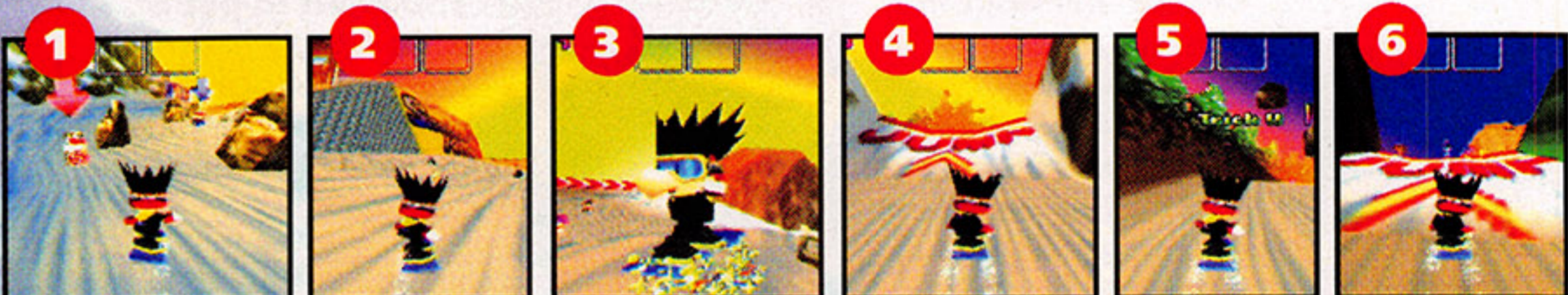


▲ The best thing to do here is to weave through the trees if you're in 1st place. The other characters will try to shoot you from behind. By weaving through the trees, there is a chance they will hit a tree instead of you.
 ▲ This corner is hard to get around without hitting the wall on your left or the trees. Start from the right, close to the fence on the right. Gradually turn the Analog Stick to the bottom right until the tip of the board is facing the direction of the road. Repeat this several times and you should be OK.
 ▲ Again, another perfect place to pull off a special trick. The ledge is a little lower than the previous jump, but it's still high enough.
 ▲ Once you come to this area, stick to the right hand side of the road. You could easily slide off into the ditch, or another character could shoot you off the road.
 ▲ Do your trick right when you see the ledge head down. By now, you should have enough speed and you should be able to clear the jump.
 ▲ When going around this corner, go to the right and make a sharp turn to the left.
 ▲ This jump platform has two levels. The best way to maximize cash flow and minimize your chances of crashing is to do a regular trick off of the 1st platform, land on the 2nd platform and quickly do a special trick off the 2nd platform.
 ▲ Do a special trick here. Make sure there is no exclamation point over your characters head before making the jump.
 ▲ When going off this jump, use the invisible board (if you have one) beforehand. It's close to the finish line and the other characters will try to get you before you reach the finish line.



SUNSET ROCK

If you thought the Big Snowman course was hard, then you'll hate this course. This course has everything from roaming penguins to falling boulders. Plus there is a renegade snowman shooting snowmen at everyone. The good thing about this course is that it's a great place to make money and it has the rail slide. This is the perfect place to practice the rail slide for the trick game.



▲ Be careful when you weave around these stone fragments. They could help you avoid shots at you, but you could easily run into one.
 ▲ These roaming penguins should pose no threat to you. They're widely scattered, so you should be OK.
 ▲ When going around this corner, try to stick to the left side of the road, and turn to the right. This will position you for the jump ahead.
 ▲ This jump platform is high enough for a special trick. Just be careful of the other characters hitting you from behind.
 ▲ When approaching these falling boulders, stick to the left, against the wall to be safe.
 ▲ Again, do a special trick to cash in on more money.

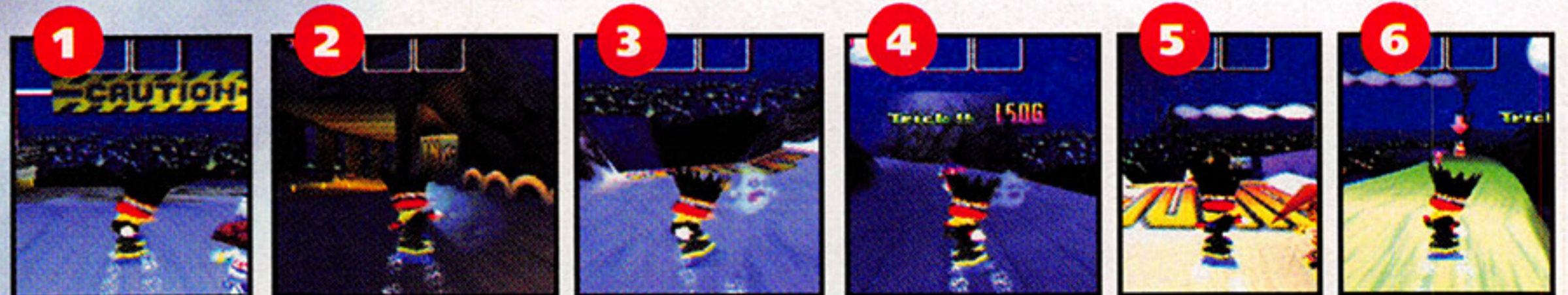


▲ The rail slide may be the most difficult thing to master in this game. When you approach the rail, try to stay as close to the right of the rail as possible. When you jump on the rail, slightly tap on the A button to land on the rail. However, this takes practice.
 ▲ Do not do a special trick here. Just by looking, you can tell that you will not make the jump.
 ▲ Just like the 1st time, stick to the left against the wall and you should be OK.
 ▲ Keep in mind that the snowman shoots in the direction its facing. Just head to the opposite direction.
 ▲ This area is similar to the stone area in the beginning. The only difference is that there are rocks scattered around the area. Just keep your eyes open and head to the right and you should be fine.
 ▲ Do not try any special tricks here. Just do a regular trick.
 ▲ When you're in this valley, keep moving around if you're in 1st place. If you're hit by a snowman, you will be in trouble. It is hard to hit any walls to escape quickly here. You have to tap the A button rapidly to break free.
 ▲ Do a regular trick here. If you do a special trick, you will definitely crash.




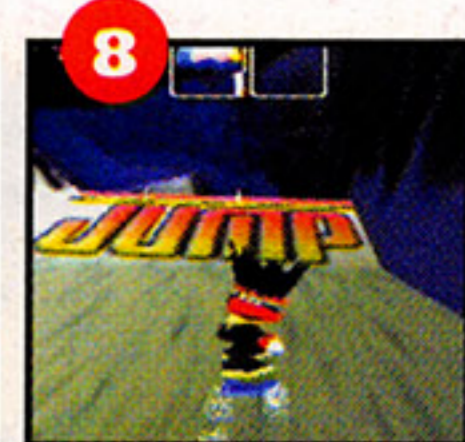





NIGHT HIGHWAY

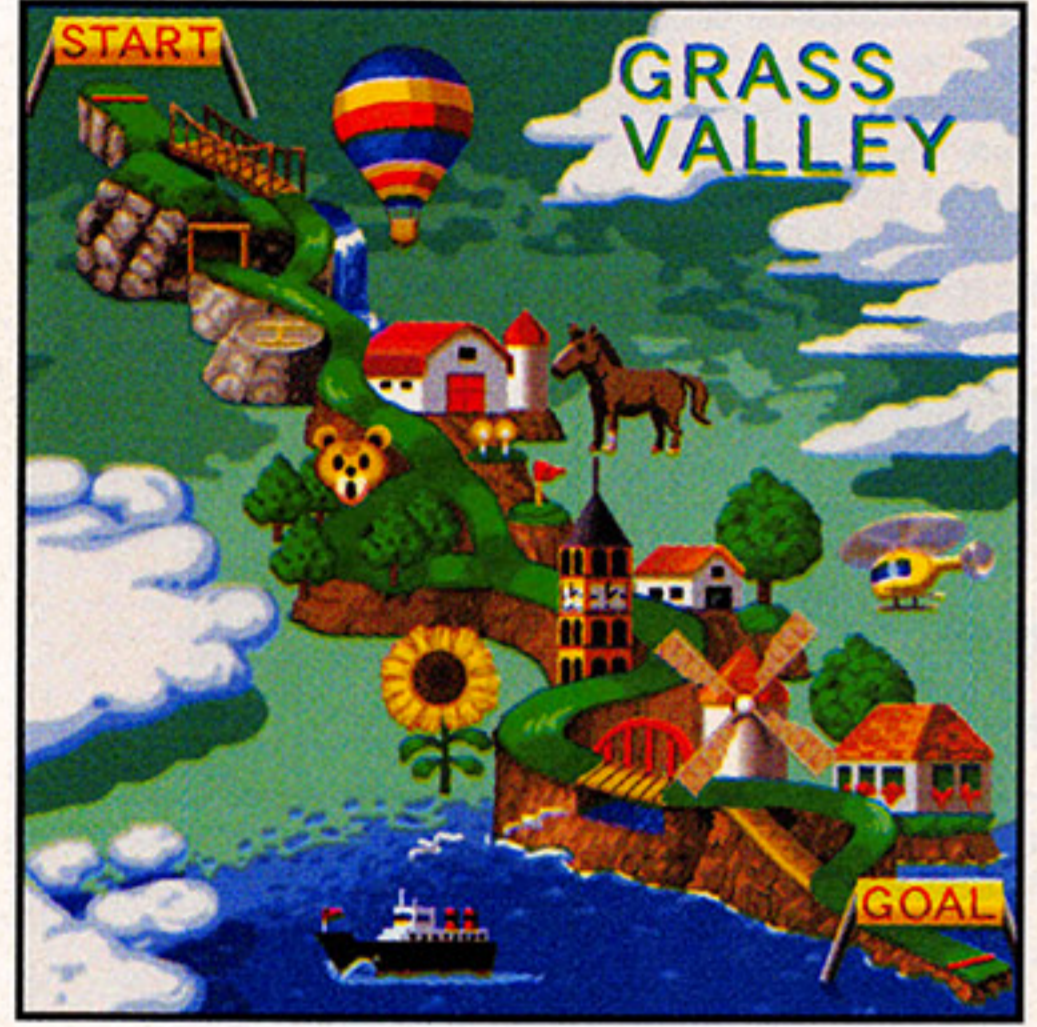
As the name implies, you race through a highway at night. This course has several shortcuts, but for most of them, certain requirements must be made, mainly crash in certain points of the game. To eliminate confusion and to help you get 1st place, we listed the best way to get to the finish line in 1st. The rule of thought here is to stick to the middle, except when you turn into the shortcut. There are several areas in which you could fall into a ditch. Also keep in mind that the other characters are a little more aggressive here.



▲ This ledge is really high, so you could execute a special trick here. Be careful not to hit the walls.
 ▲ When you approach this section, make a sharp turn to the right. Don't worry if you hit the wall. You should still be in 1st.
 ▲ Another jump which you could pull off a special trick. Be careful of the ditch on your right.
 ▲ It is dangerous to be on the right in this area. Stick to the left, next to the wall.
 ▲ Do not do a special trick here. You will crash.
 ▲ Stick to the middle, in case you get shot from behind.








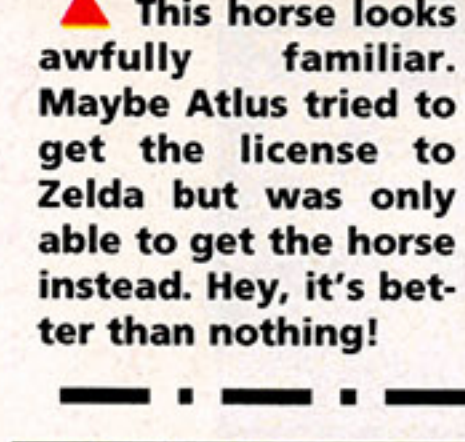
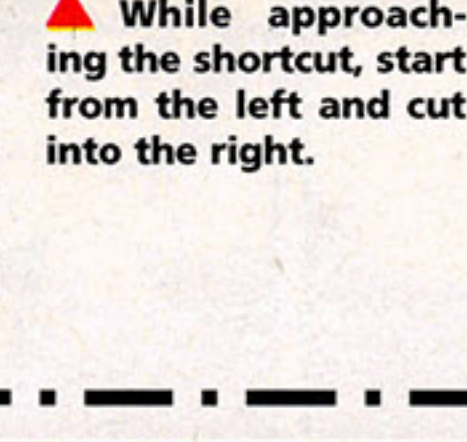
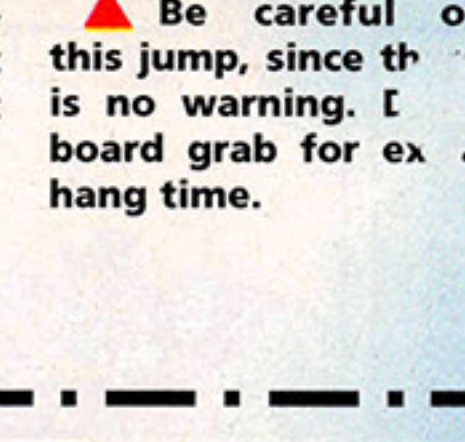
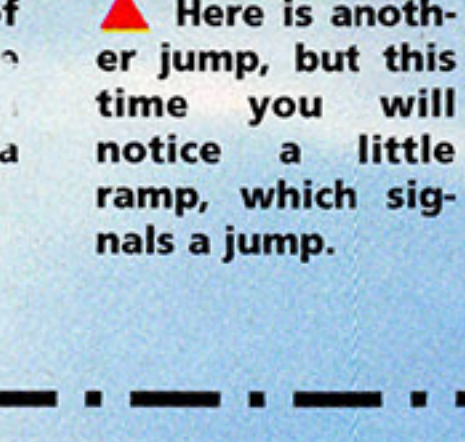
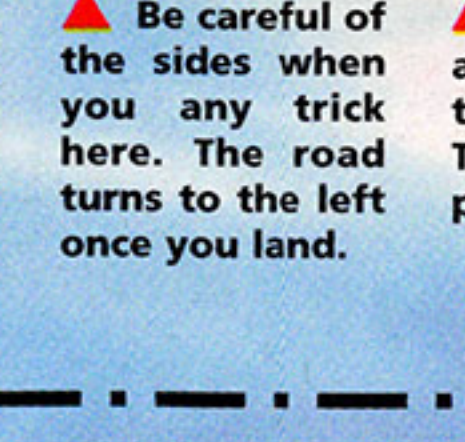
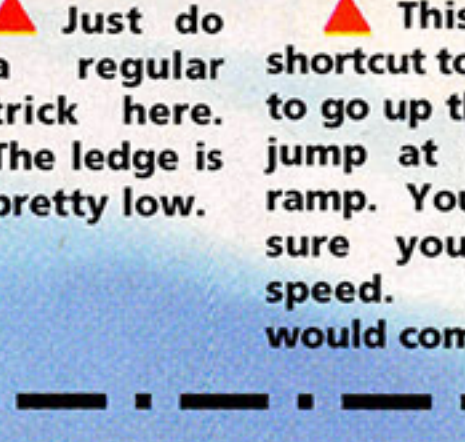



						
▲ Again, don't do a special trick here or you will eat snow.	▲ It's safe to do a special trick here, however, be careful of the right wall.	▲ Head for the left fence and turn right while following the fence.	▲ When you perform a special trick, try to land a little to the right to avoid the ditch on the left.	▲ Stick to the right wall and head to the middle of the road as you approach the bridge.	▲ Only regular tricks here, or you will crash into the snow.	▲ Do a special trick off the 1st ledge. If you land on any of the lower ledges, do a regular trick afterwards.



GRASS VALLEY










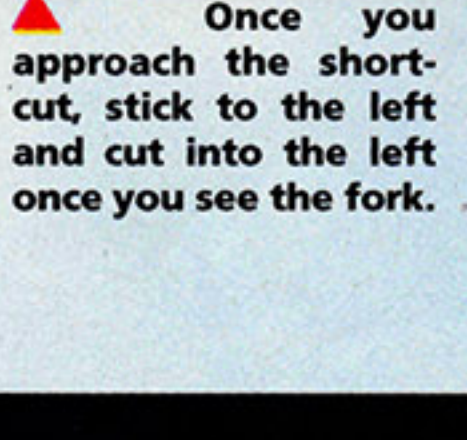
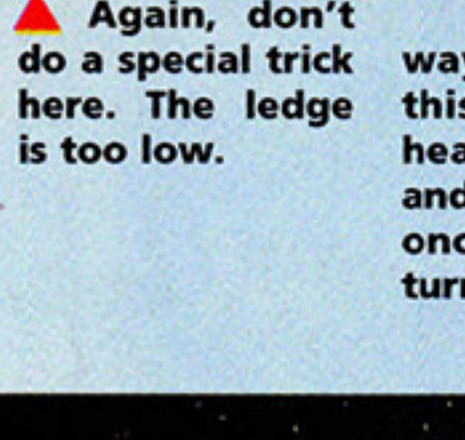
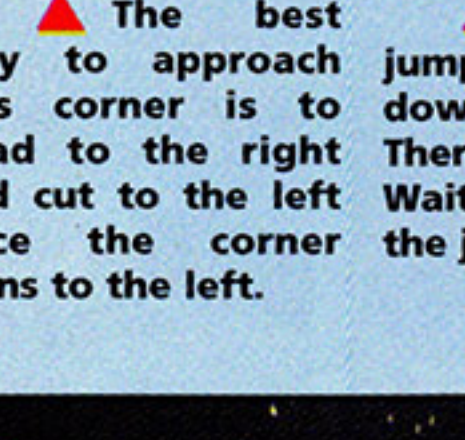
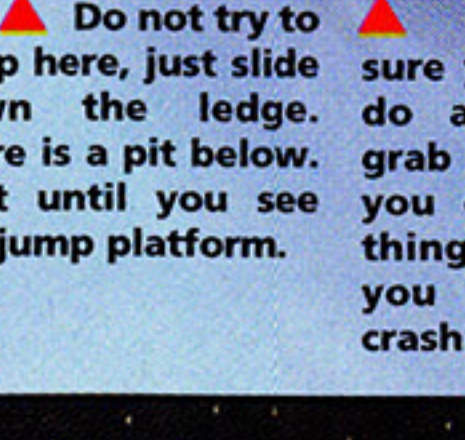
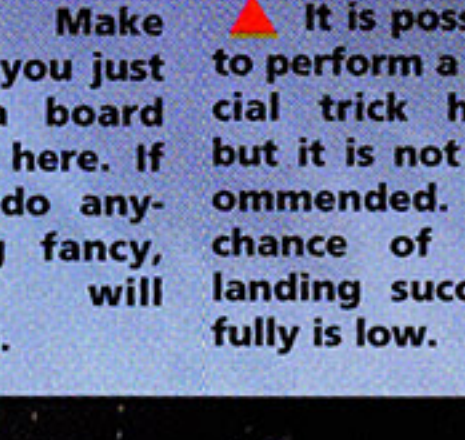
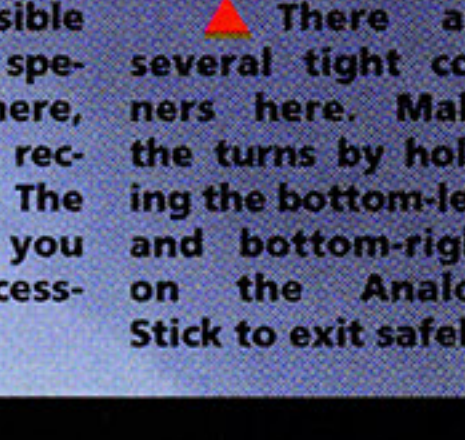
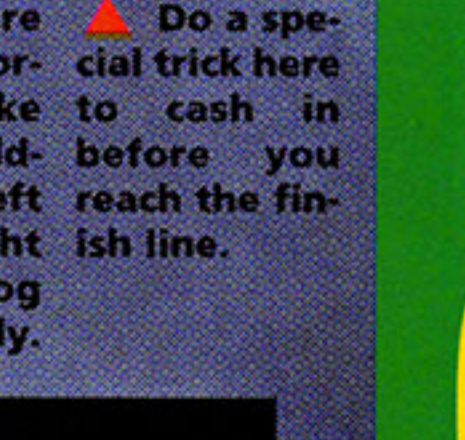
Now for something new. Instead of snow, now you're sliding on grass. This area has several shortcuts that, if all taken, should allow you to finish in 1st. Also, there is a horse on the course that resembles a horse in another Nintendo 64 game. See if you could spot it on the course.

						
▲ Once you approach the fork on the road, take the right-hand path.	▲ You could execute a special trick here, but be careful of the walls. When you're on the last couple platforms, do regular jumps.	▲ This cave has several tight turns, so go around these turns by using the bottom-left and bottom-right corners of the Analog Stick to make these turns.	▲ Do a regular trick here. Also the ledge you see ahead of you is not a shortcut or a special area. Ignore it at all cost.	▲ Stick to the regular trick here. The ledge is too low.	▲ This horse looks awfully familiar. Maybe Atlas tried to get the license to Zelda but was only able to get the horse instead. Hey, it's better than nothing!	▲ While approaching the shortcut, start from the left and cut into the right.
						
▲ Be careful of this jump, since there is no warning. Grab the board for extra hang time.	▲ Here is another jump, but this time you will notice a little ramp, which signals a jump.	▲ Be careful of the sides when you do any trick here. The road turns to the left once you land.	▲ Just do a regular trick here. The ledge is pretty low.	▲ This is the hardest shortcut to access. You need to go up the stop ramp and jump at the end of the ramp. You need to make sure you have enough speed. The Speed Fan would come in handy here.	▲ It is possible to perform a special trick here, but if things are close among the other characters and yourself, do a regular trick to ensure your victory.	



DIZZY LAND

Dizzy Land is much easier than it seems. The course is pretty basic. The other characters may pose a threat to you. Use Frying Pans and Ghosts as soon as get them. The best place to either catch up or lose the other characters is in the tea cup area. The other characters always manage to hit one of the tea cups there. Just master that area and you should have no problem.

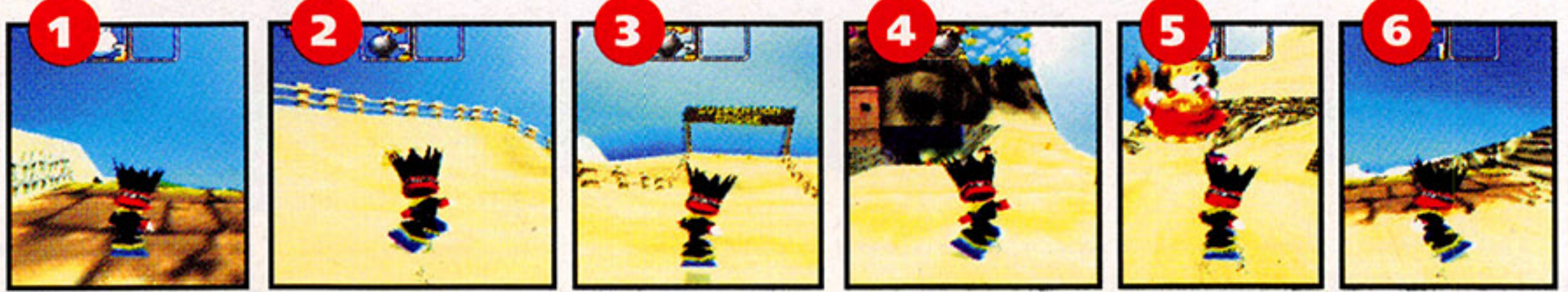
							
▲ Jump on this platform to collect money. Jump off the end while doing a board grab.	▲ This is a great place to do a special trick. Don't forget to grab the blue shop ahead.	▲ Don't do a special trick here. You will crash into the ground and possibly fall into the ditch on the right.	▲ Try to stick to the left, against the wall. Follow the wall while turning to the left to exit the curve.	▲ Do not execute a special trick here. Just stick to the regular tricks.	▲ Once you enter the tea cup area, stick to the right, against the rails. There is an opening through that area.	▲ Once you approach the shortcut, stick to the left and cut into the left once you see the fork.	▲ Again, don't do a special trick here. The ledge is too low.
							
▲ The best way to approach this corner is to head to the right and cut to the left once the corner turns to the left.	▲ Do not try to jump here, just slide down the ledge. There is a pit below. Wait until you see the jump platform.	▲ Make sure you just do a board grab here. If you do anything fancy, you will crash.	▲ It is possible to perform a special trick here, but it is not recommended. The chance of you landing successfully is low.	▲ There are several tight corners here. Make the turns by holding the bottom-left and bottom-right on the Analog Stick to exit safely.	▲ Do a special trick here to cash in before you reach the finish line.		





QUICKSAND VALLEY

This is the most difficult course in the game. Aside from the attacks from the other characters, you have to put up with sliding roads, pits without warning, and narrow roads. Fortunately, there are several shortcuts which will help you get in 1st place. It is highly recommended that you use the Level 3 Free Style board for this course. You may lose out on speed, but you will make up for it in maneuverability.



- ▲ Do not do a special trick here. Settle for the regular trick.
- ▲ When approaching this corner, cut to the left, then make a right turn toward the jump platform.
- ▲ Execute a special trick here. Be careful not to hit the sides after you land.
- ▲ Once you see the fork on the road, head to the right-hand path.
- ▲ When you see the second fork on the road, again, take the right-hand path.
- ▲ It is possible to execute a special trick here, but don't unless you need money. You may not land properly.

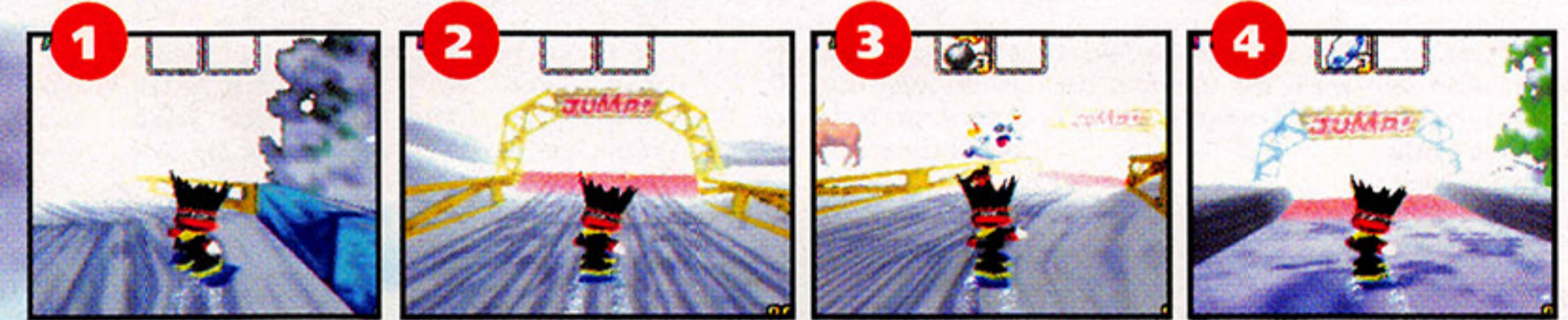


- ▲ This is one of the most difficult parts of the game. Tap the bottom-right repeatedly to make the turn. Make sure you don't spin out or you will fall into the ditch on the left.
- ▲ Do not do a special trick here. The ledge is not high enough.
- ▲ Again, do not perform a special trick here.
- ▲ When you reach this area, take the right path. If you have enough speed, you could pull off a regular trick off the ramp.
- ▲ Slide through the wall on the right at the end of the path. It's just a sand wall.
- ▲ Be careful when you pull off a special trick here. Don't hit the sides once you land.
- ▲ This is the most dangerous part of the course. Since this is close to the finish line, the other characters will unload everything they have at you, if you're in 1st place.

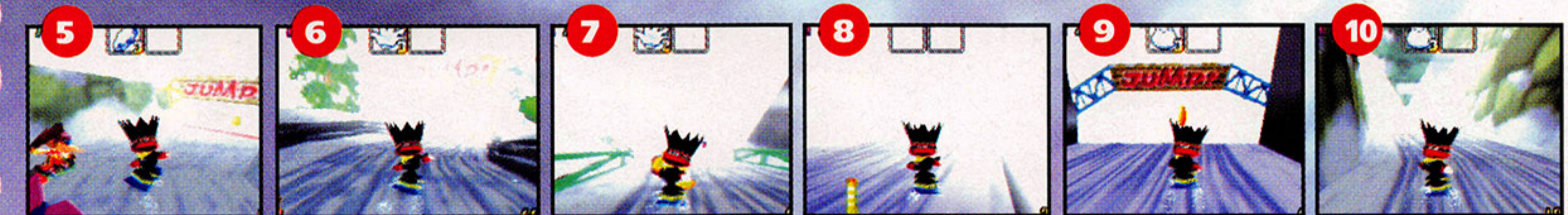


SILVER MOUNTAIN

Your main enemy here is the course itself. Aside from the attacks from the other characters, your vision and maneuverability is hindered from the fog and narrow roads. Most of the jump platforms are low, which keeps you from performing special tricks. As in Quicksand Valley, when you approach the finish line, the other characters will hit you with everything they have.



- ▲ Stick to the left and follow through. Just make sure you don't hit the wall.
- ▲ When you jump off this platform, just do a board grab, unless you are sure you can land safely.
- ▲ Clear this jump by doing only a board grab.
- ▲ Do a regular trick here. If you do a board grab, let go of the board as soon as you let go of the board.



- ▲ This is the only place to successfully execute a special trick on this course. Be careful not to hit the wall on the left once you land.
- ▲ When going off this platform, just do a regular trick. Don't do anything fancy.
- ▲ Stick to the middle if you're in 1st place. In case you get shot, you won't fall into the ditch at the end of the wide area.
- ▲ Again, stick to the middle, in case you get shot.
- ▲ Do a regular trick. Once you land, cut straight to the right to avoid the fence on the left.
- ▲ Again, just do a regular trick. Do a board grab if you can, but don't hold onto it for too long.



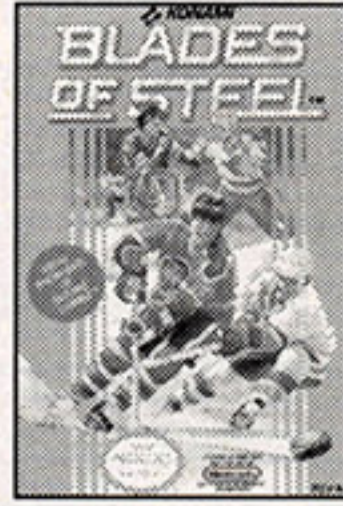
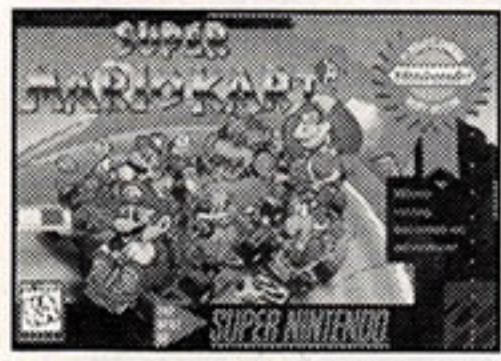
NINJA LAND

This is the last course of the game, and it's also the shortest. The course itself is not hard at all. The difficult part is defeating Shinobin and getting 1st place. Since you must race this course 9 times does not help any. Whatever you do, do not underestimate Shinobin. He is extremely fast and can cut corners smoothly. The way to beat him is to use Ghosts consistently and hitting him when he's in your sights. The prize for getting 1st place is that you get to select Shinobin and you unlock the Special 1 board.



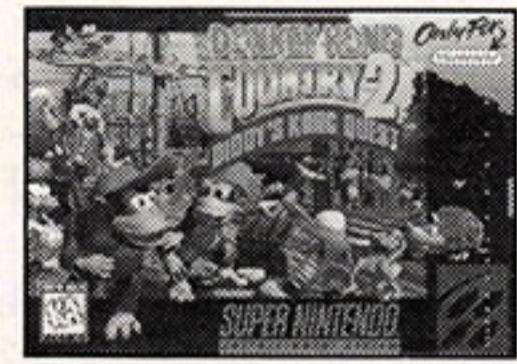
- ▲ You could execute a special trick off this jump. Just don't hit the sides once you land.
- ▲ Again, do a special trick off this jump.
- ▲ Settle for a regular trick here, so you could keep up with Shinobin and not have the risk of crashing.

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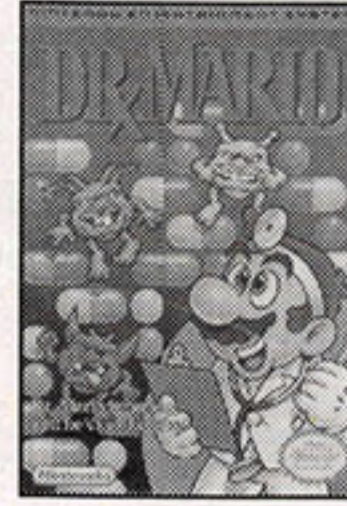
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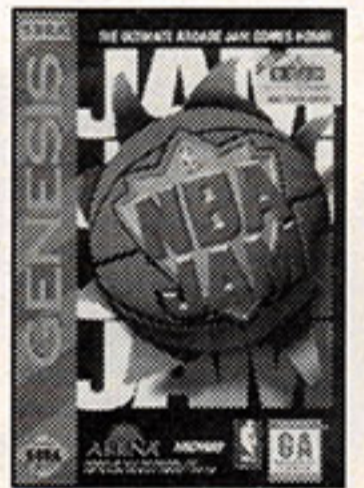
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by Adrian Sanchez



Mystical Ninja is a story about love, courage and the forces of good proving once again capable of prevailing over any evil that stands before them. It's a deep and involving journey that will make you laugh, make you cry and...err, the truth is that this is one of the silliest, fruitiest, most ridiculously odd titles I have ever laid my video game-playing hands on! Nevertheless, it's certainly one of the better games released for the "Fun Machine" to date. Take control of Goemon and his three allies in a quest to save Japan from the horrible fate of...uh...being transformed into the world's largest musical stage at the hands of the Peach Mountain Shoguns?

THE CHARACTERS

There aren't many differences in the individual characters' basic abilities, but they do sometimes vary slightly.



GOEMON

Very useful when fighting the boss characters due to range in his attack and his long range fighting ability. His attack swing hits enemies standing in front of you as well as those who come flying from above.

Weapons—Pipe, chain pipe, medal and medal of flames (activated by holding the B button down for three seconds and releasing).

Magic—Sudden Impact increases Goemon's strength, doubles his attack power and causes him to take double the regular enemy damage while activated. When using his magic power, you can perform a neat, if not useless little trick. Activate Sudden Impact and get killed by an enemy. When you come back to life, you will have yellow hair.



EBISUMARU

He controls pretty much like Goemon except he has a bit shorter range for ground attacks and a bit longer range for fighting against those enemies from above. Now, our friend Ebisumaru has a very...how shall I say, *distinct* way of roaming about; in fact, his movements bear a striking resemblance to those of Richard Simmons. Fortunately, his flailing arms and very feminine way of skipping along do not detract from his fighting prowess.

Weapons—Saw-hammer, meat saw-hammer, wind up camera (hold the B button down for three seconds, then release).

Magic—Mini-Ebisu causes Ebisumaru to shrink in order to fit into small areas or holes otherwise inaccessible. You can not attack in "mini" mode, so use it quickly and get back to regular size as soon as possible.



YAE

Perhaps the quickest character, Yae has the fastest draw in the game. That, and her ability to transport to any part of the map at any time, makes her the most useful of the four heroes.

Weapons—Katana, bazooka (hold the B button for three seconds and release for a three-way shot). When using the katana, hold the B button for three seconds to activate the sword shield. If you get hit while using the sword shield, you will be able to move about freely (which you're not supposed to be able to do while the sword shield is on).

Magic—The Mermaid magic allows Yae to swim freely underwater.



SASUKE

Very quick and very small, Sasuke is not an easy target. His weapons sometimes put him at a disadvantage; the kunai lacks range and it's hard to be accurate with the firecracker bomb. His magic power doesn't just serve to get to those impossible-to-reach places, but also to use in place of the regular jump to increase your room for error.

Weapons—Kunai, kunai of severe cold and firecracker bomb. Hold the B button for three seconds when using the kunai of severe cold to get a three-way shot. Hold the B button and press the Z button to attack directly above you with a hair attack.

Magic—Flying allows you to jump higher than normal.



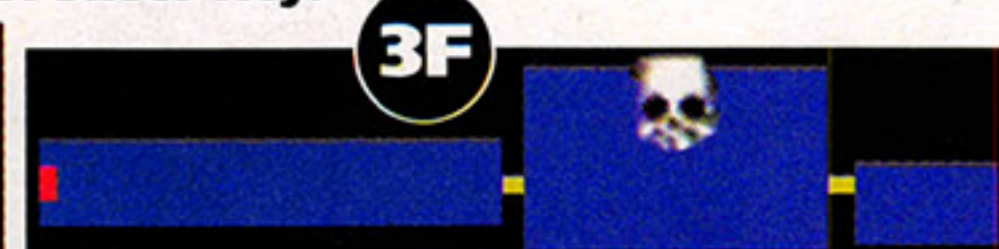
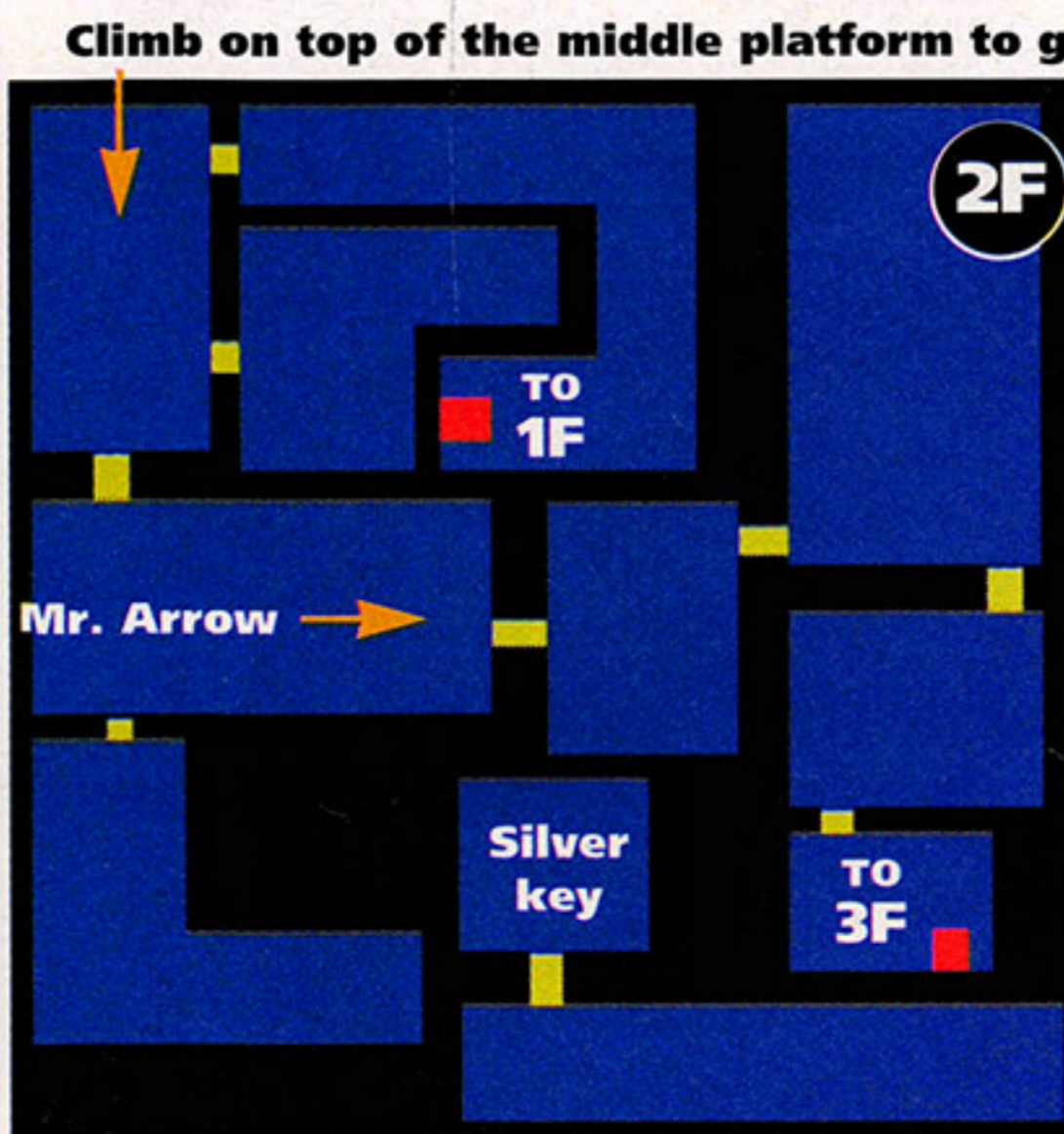
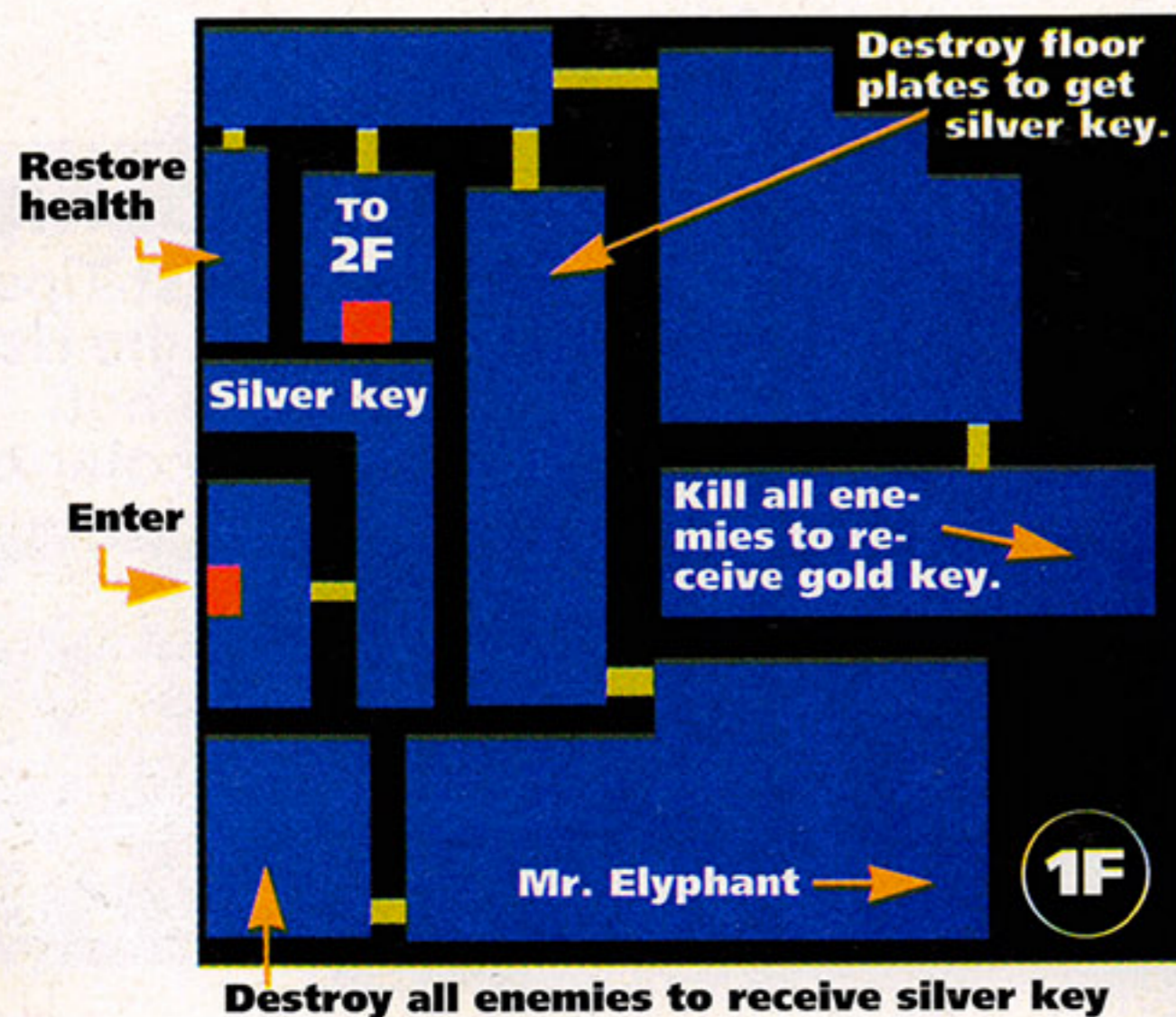
BEGINNING YOUR QUEST



You begin with Goemon and Ebisumaru under your control at the Goemon Tenements in Oedo town. As you follow this strategy, make sure you pay close attention to the maps. One of the most frustrating parts of this game is knowing what you have to do and where you have to go but not knowing where on the map that particular place might be.

Go to Mt. Fuji to get the Pipe from the weapon maker at the summit. From here, head to the star blocks in Oedo town and use your newly acquired chain pipe to get to Oedo Castle.

ODEO CASTLE

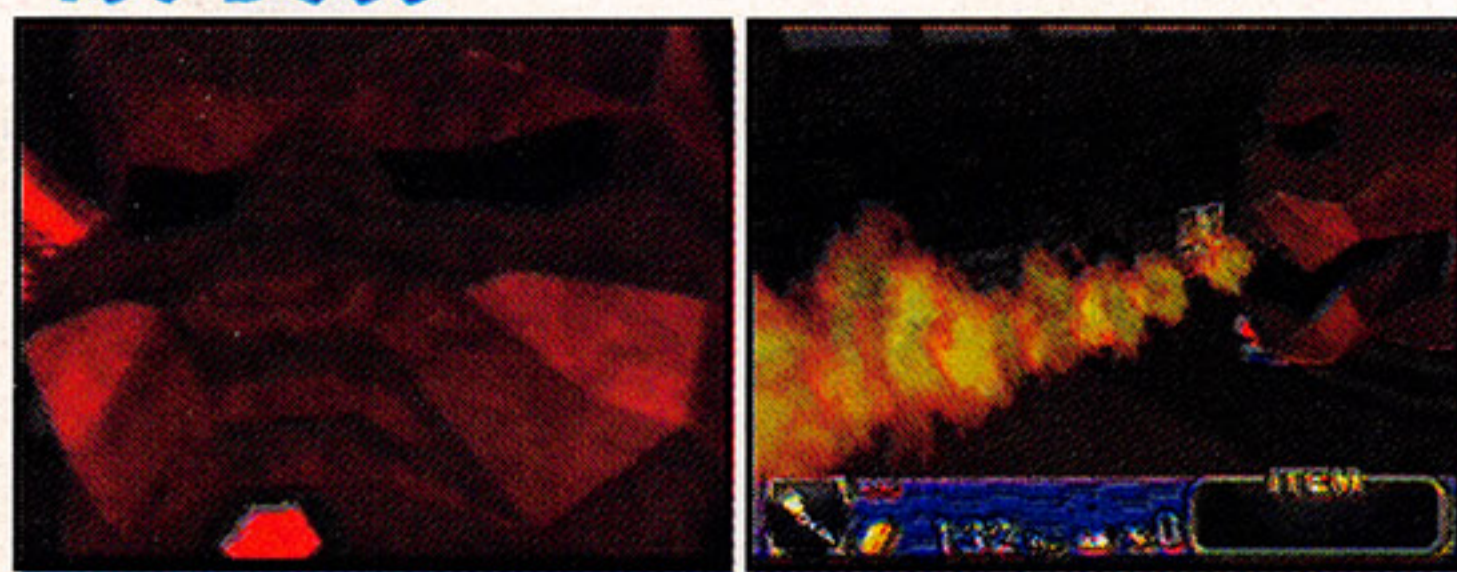


Advice
Guard your health closely during your first encounter with a castle. This will prepare you for the challenges that lie ahead.

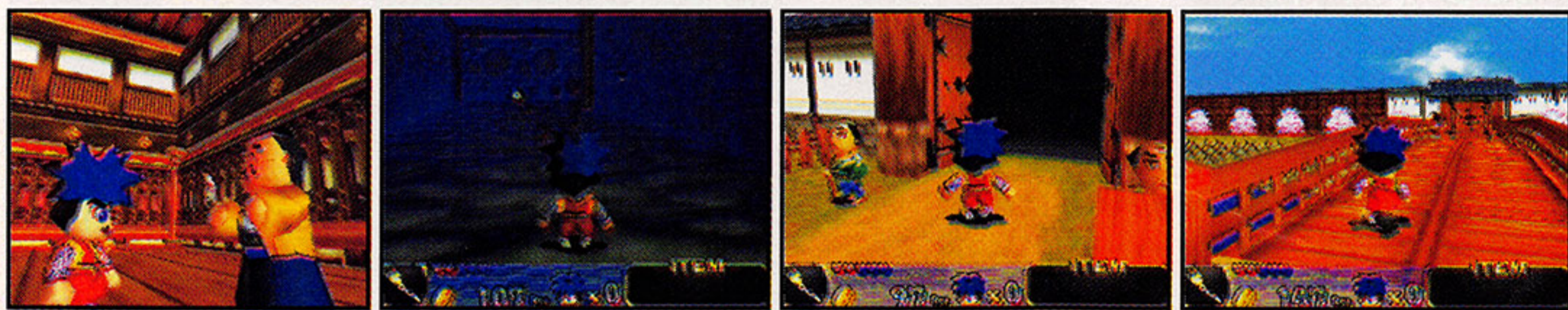




1ST BOSS



Hit the red gem on his chin as quickly as possible until he starts taking deep breaths. This signifies that he is about to breath fire on you, which means that you should run far, far away. As his head rotates, so does the flame spewing out of his mouth; run around the head while keeping the flames behind you until they cease. Now is your chance to attack again before he releases four laser beams perpendicular to each other. This time, as his head rotates, simply jump over the lasers to avoid them and attack when they die out. Repeat this until you have freed Oedo Castle from the clutches of the evil...uhh, Peach Mountain Shoguns.



Once the boss is defeated, you will gain the first miracle item, as well as the Lord's Super Pass which you may now use to get to Musashi.

Head down the tunnels to Iga on your way to the Wise Old Man's house in Shinano. You arrive just in time to see it get destroyed and to meet the first large boss.

1ST LARGE BOSS



When he reaches at you with the Flame Hand, give him a right punch just before he gets to you. When he comes at you with his shields, hit him with a right punch also. When he activates his wings and zooms around, shoot the disks as they fly at you. When he launches four missiles at you, shoot them too. When he unleashes his super illusion attack, hit the illusions with a right punch as they approach you. Use the chain pipe to hook

him, then tap the B button rapidly to draw him near you. Once he is close enough, hit him with the superpunch-kick combo to knock off the most energy.



After defeating Kashiwaga, go to Zazen town, where Yae will join your party. You'll need to go to Duck Creek and speak to Ushiwaka the Rude Guy, who sends you on a little errand. Collect three blue fish, five yellow fish and eight red fish for him and he will tell you how to defeat Benkei. When you beat Benkei, you will be rewarded with Sasuke, the fourth member of your party.

Make your way down to Turtle Stone west of the Yamato Shrine and move the stone to all four directions. South gives you a fortune doll, west gives you money, north opens the Yamato Shrine and east transfers you to Kii/Awaji Islands. Go to the Shikoku transport at the Awaji Islands and you'll be asked to help save the Blue Dragon.

You begin at the dragon's tail with your goal being his head. Make your way up by destroying all the enemies that come at you without falling off the sides (use Ebisumaru for best results). Upon arriving at the head, you will face a mini-boss. Stay as far away from him as possible when he spins around. If you remain at the furthestmost center point of the dragon, you should be safe. After he shoots three rounds of pellets, he stops spinning and leaves himself open to attack. Defeat him and you will find that the dragon is actually a boy named Koryuta who was kidnapped by the Flake Gang. For saving him, you are rewarded with Koryuta's Flute which Yae can use to fly to any location your party has been to before.



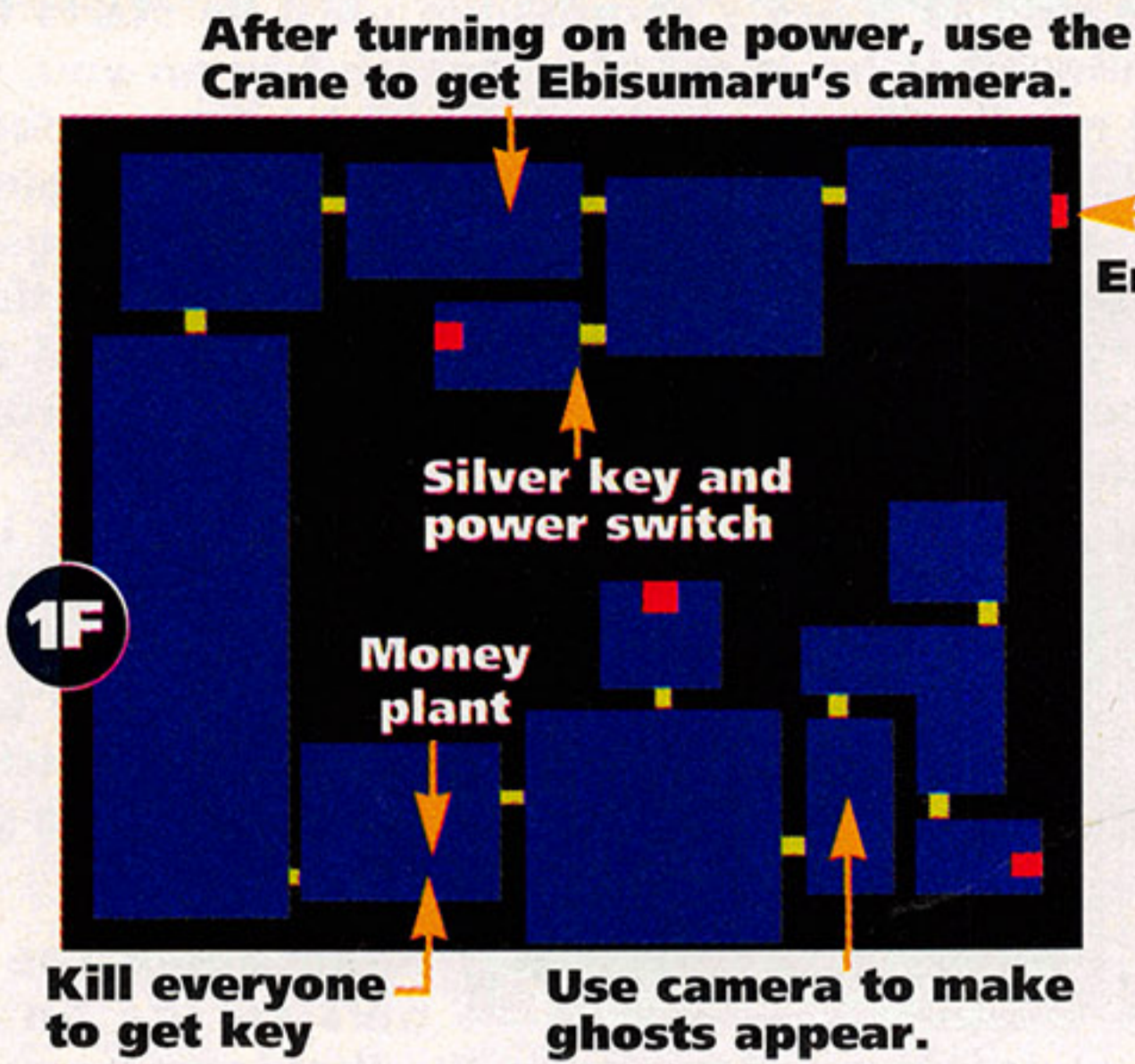
Now go to Kompira Mountain and take the stairs all the way up to the Kompira Shrine. Shoot five medals into the shrine to acquire Goemon's Medals of Flame skill. Now go back to Folkypoke village and head to Tosa. Follow the road that leads to Iyo's coffee shop, gather information, and fly back to Zazen.

Find Ushiwaka again and he'll ask you to meet him at the Golden Temple. Once there, you must play a little sub-game that's designed to give Ebisumaru his magic power. The object of the game is to collect eight sweets without being seen in the specified period of time. Pay close attention to the large window in the front; when it starts to shake, quickly hide behind one of the objects. If you are not seen, you'll be safe to roam about until the window opens again. After successfully passing this section, you are ready to go to the Dogo Hot Springs and Ghost Toy Castle.



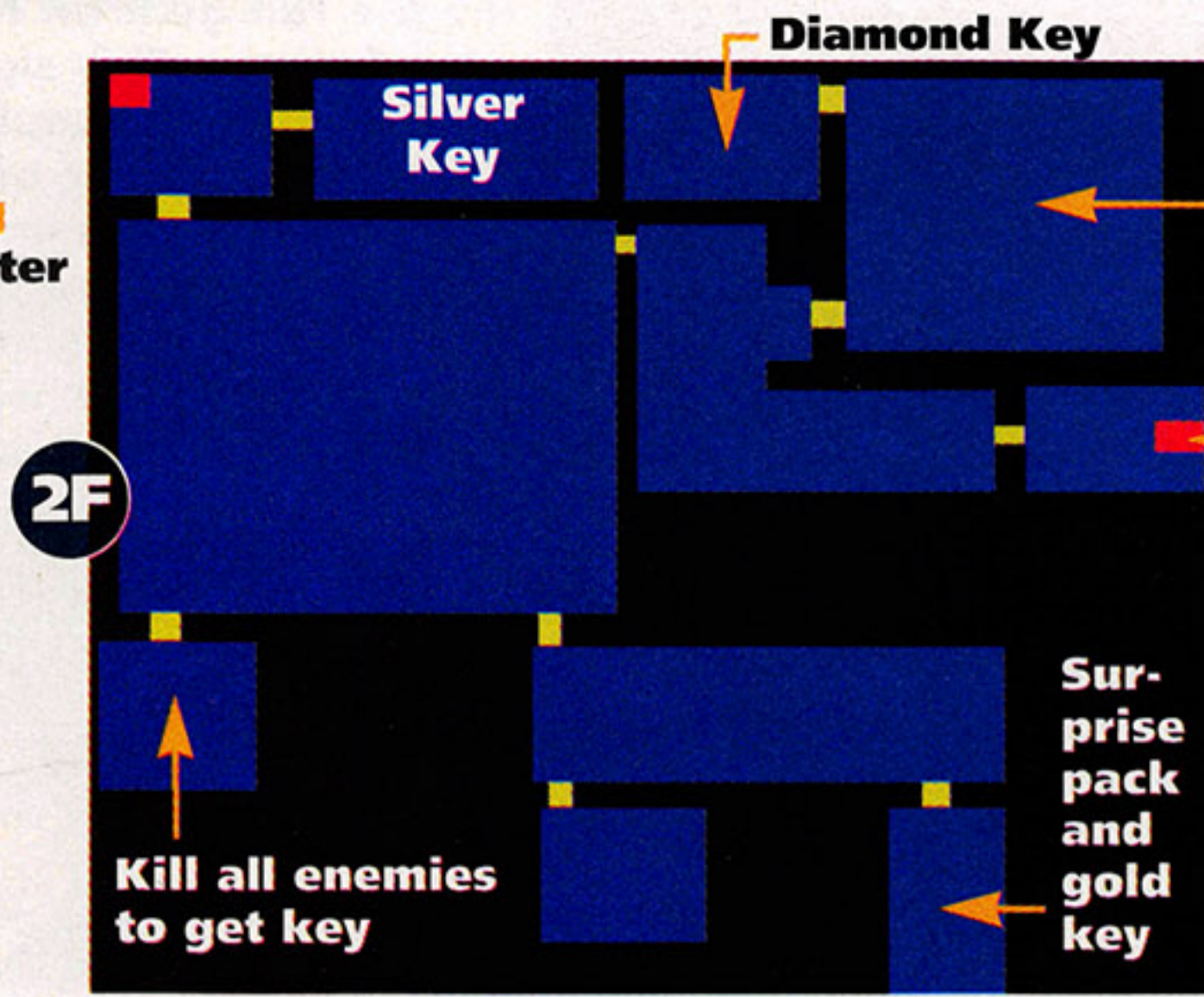


GHOST TOY CASTLE



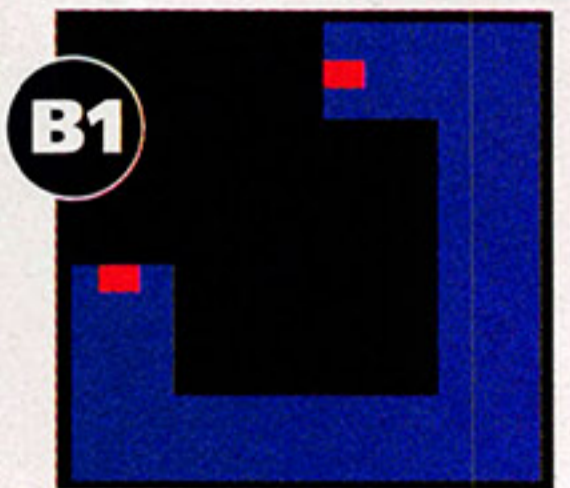
Kill everyone to get key Use camera to make ghosts appear.

***Added tip:** Use money plant on altar to receive unlimited funds. Just re-enter the room, and get the plant.



Hit all the pool balls into the pockets to receive key.

To 3F Floor Boss



Advice

Light the torches with your "Medal of Flames" ability to venture through the castle.



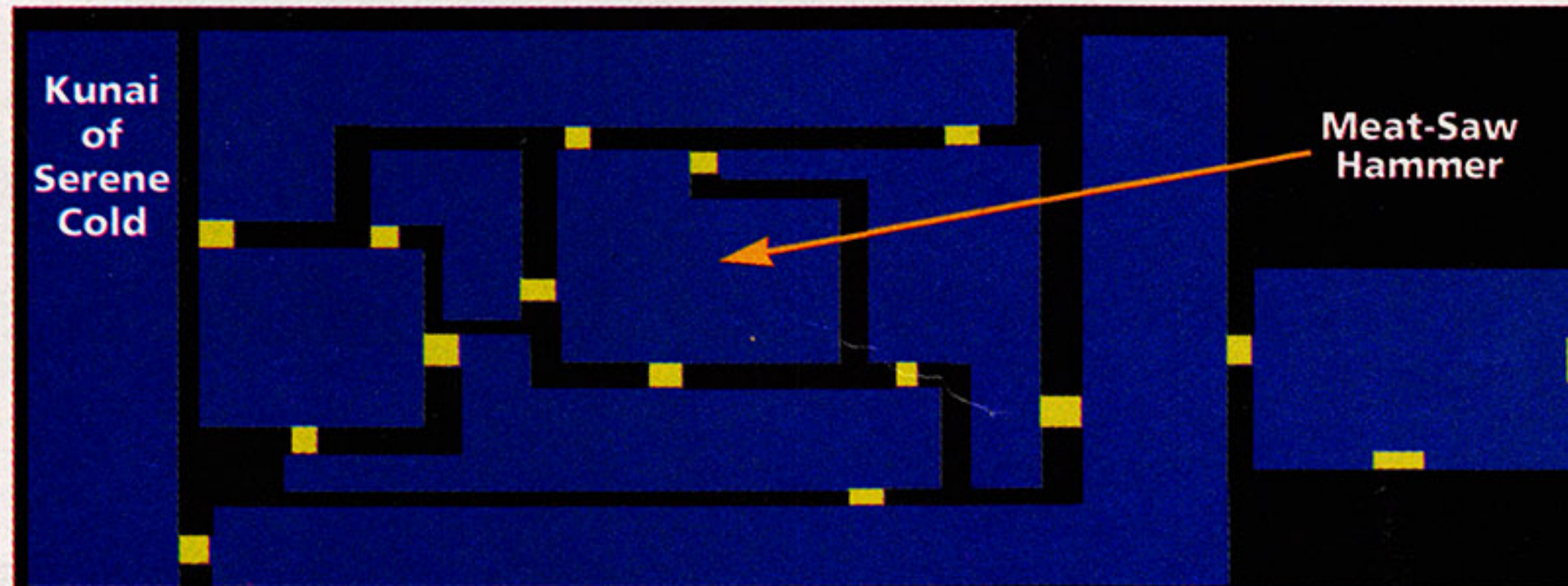
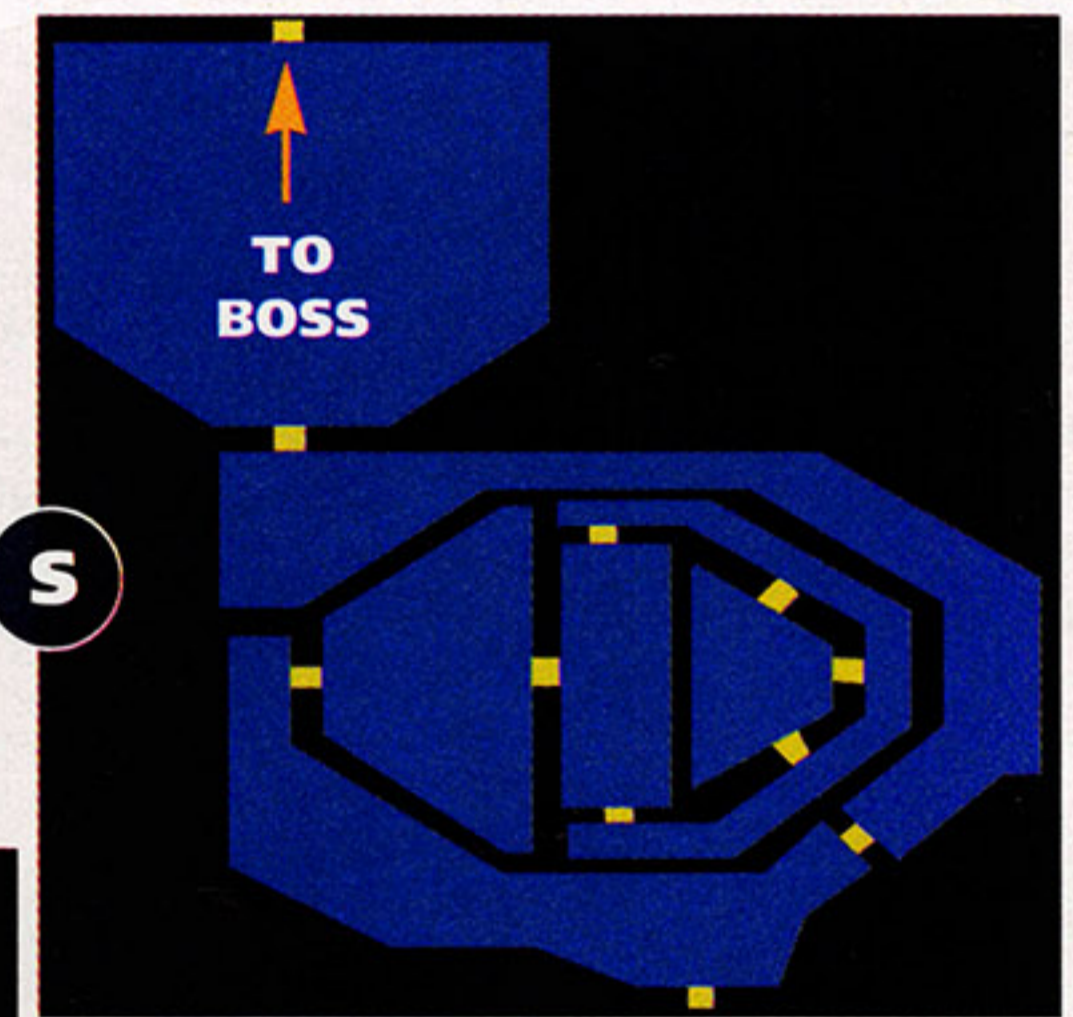
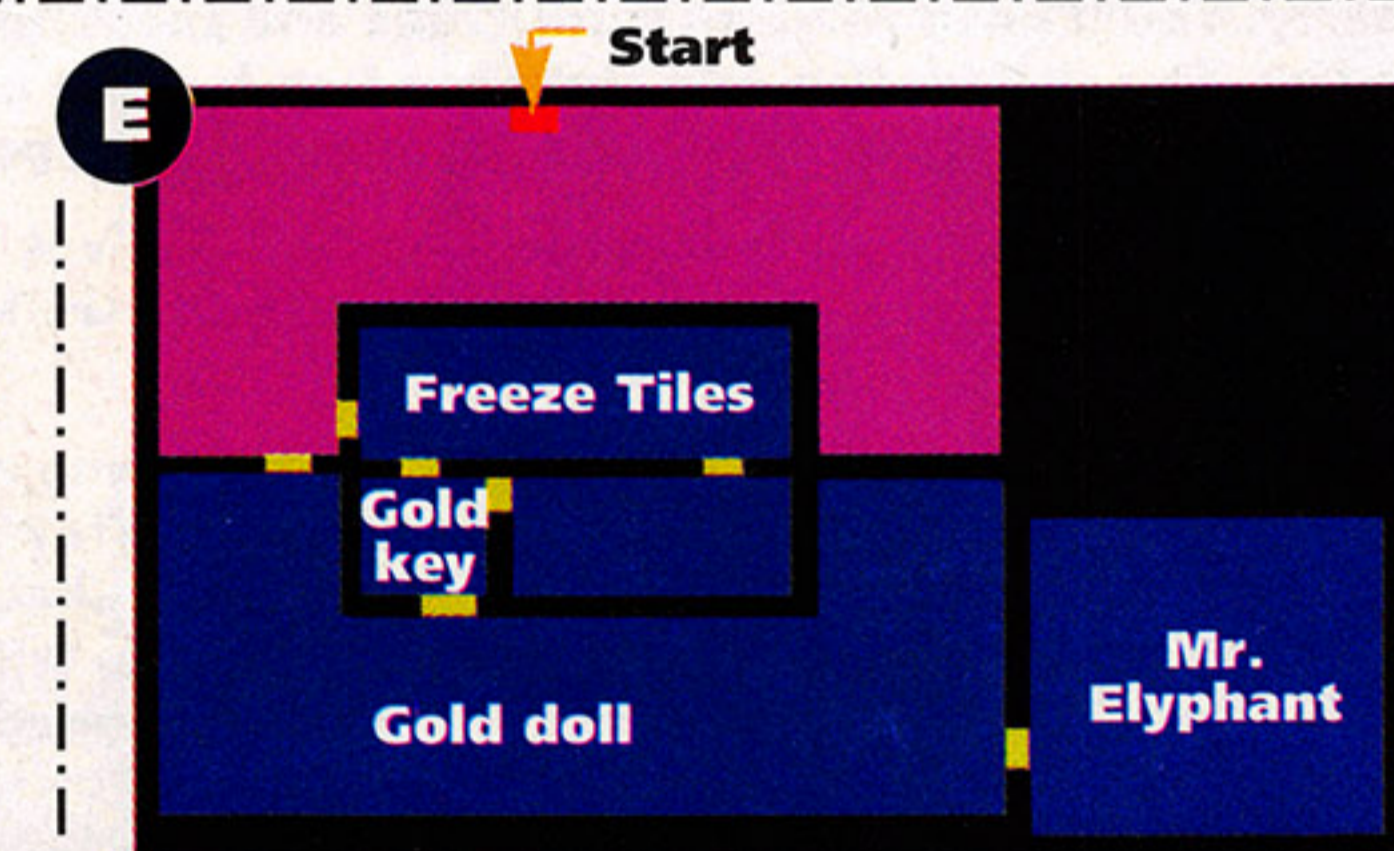
2ND BOSS



Use the camera to find his weak point (the heart) and use Goemon's flame to shoot him when the heart appears. Run in a circle to avoid his jump attacks and his fireballs. Be careful not to fall in the water while running.

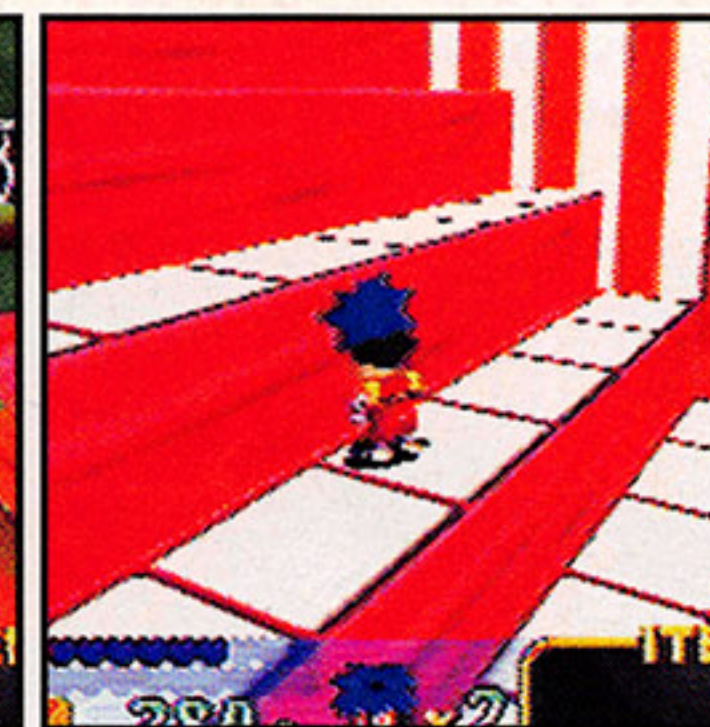
After your victory, it's time to head to Chokogu Region. You'll need to find two batteries for activating Sasuke. The first is in the Inaba Dune Oasis off of Izumo. For the second, you'll need to go to the Izumon Amnesty and take a picture of the giant tree; if you do this, the battery will appear at the top of the tree. With Sasuke ready to go, you can venture into the caves of Akiyoshida in Shuhodo and destroy the cracked door with the firecracker bomb to get through to the Festival Temple Castle.

MAP OF FESTIVAL CASTLE



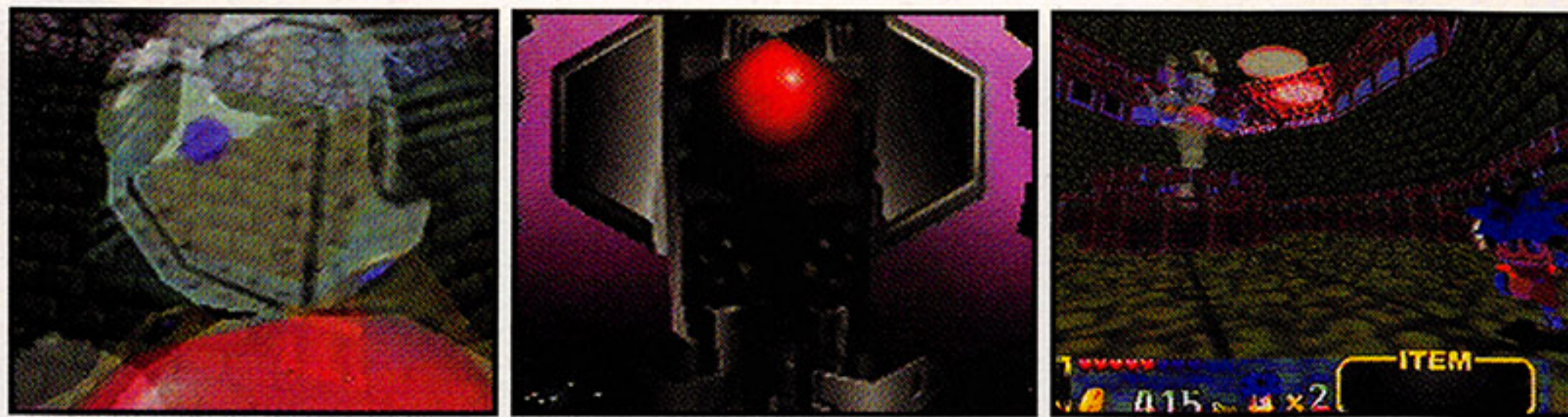
Advice

Upon entering the northern side of the castle, you will encounter a series of extremely difficult jumps that lead you to the castle boss. Be wary, it takes crucial timing to make these jumps. One mistake, and Goemon will have to start from the bottom of the waterfall once again.





3RD BOSS



Run in a clockwise direction around the Sharon Robot so that the dishes she throws land right behind you. When you see two red dishes, stop, face them and hit them just before they get to you. After a few successful hits, Sharon speeds up. Use the same strategy and you should be successful. She'll get mad and start tossing the plates around like grenades. This pattern is more random than the previous two, so you'll

just have to walk carefully around the explosions until you finally see the red plates. Three hits off of this last pattern and you're done.



Now go to Kyushu to meet up with Omitsu from Oedo and watch as Kyushu is flown up to outer space! Your next task is to get to the underwater base in the Matsu Ocean. To do this you will need to undergo a series of tasks as follows:

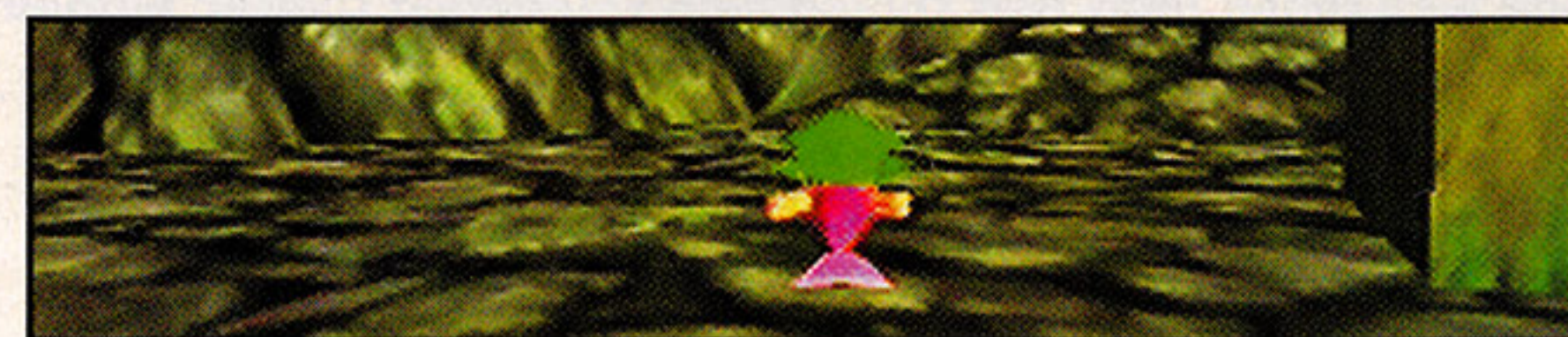
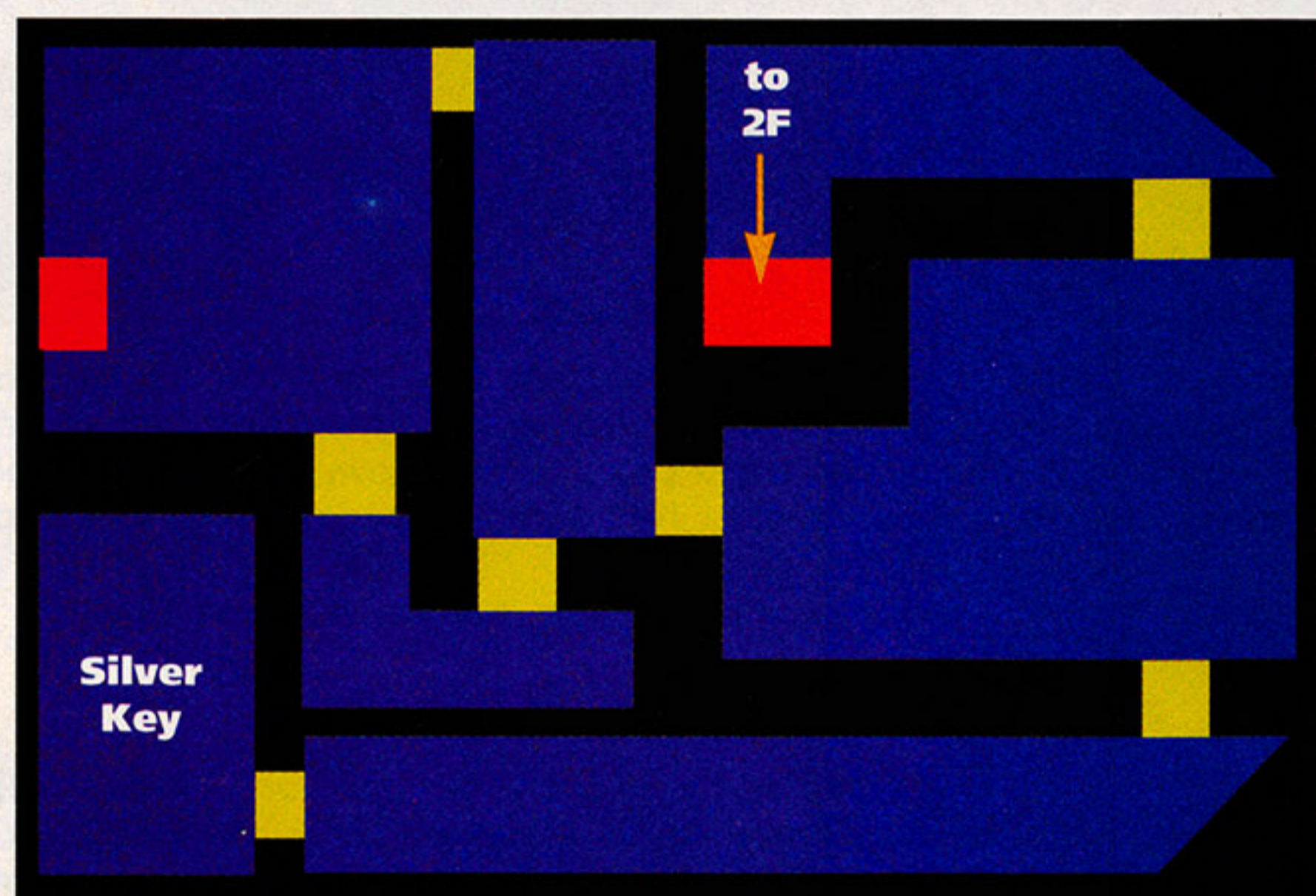
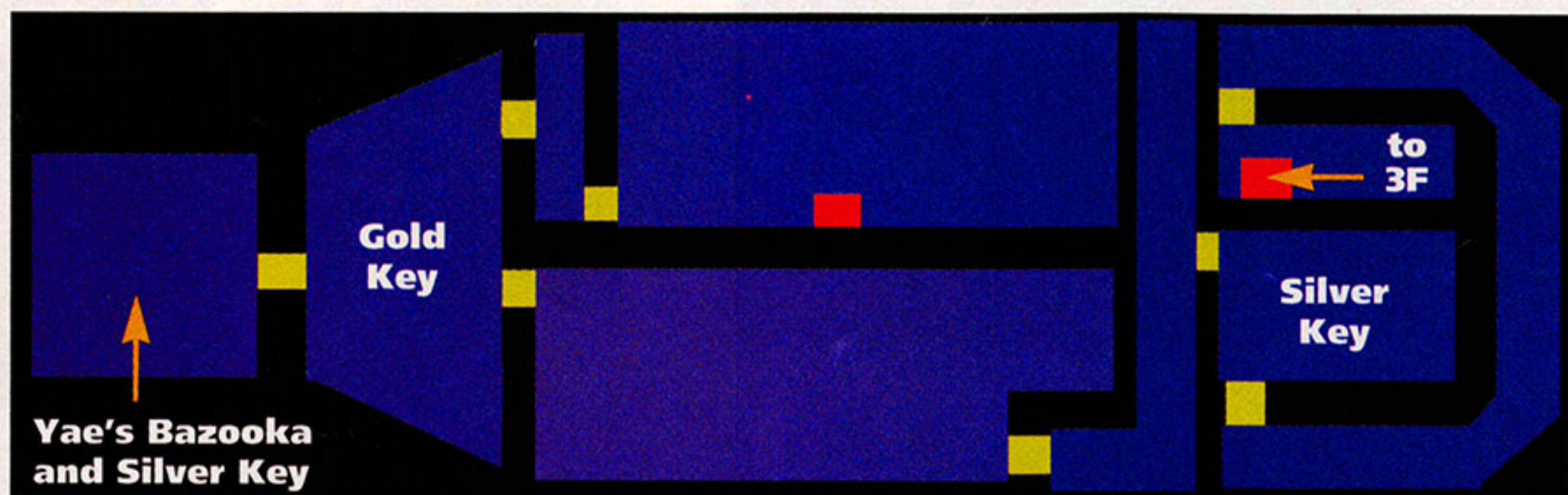
Go to Oedo for Goemon's training at the Goemon Tenements. You must throw boxes at the rising Ziggy-lookalike heads in order to keep them from reaching the top and busting any of your balloons. This is by far the hardest task in the game, so listen up, there, tough guy. Make sure you throw one box at a time at each head. Throw the boxes in a continuous motion, even if you haven't aimed yet. There is a delay from the moment you press the button to the time he releases the box, so if you press the button that corresponds to one head, you still have time to hit the next head. Try to keep the entire motion as smooth as possible.



When you're done, you'll have Goemon's Sudden Impact magic power which is needed to get through the metal block in Musashi. First, you'll need to go back to the weapon maker in Mt. Fuji to upgrade your weapons to Level 2. Now you are ready to move that block in Musashi to get to Mt. Fear in Mutsu.

Use your newly-acquired weapons to break through the rock that blocks the back route to Mt. Fear, then talk to the Witch. Go to the Waterfall of Kegon and pass the simple training to gain Yae's Mermaid magic power. Now hit the underwater switch at the Matsu Shoreline and you are ready to raid the underwater base.

UNDERWATER BASE





2ND LARGE BOSS



Use the same type of tactics as you did for the first large boss. You might want to guard a little more in order to hold off until he submerges; the battle becomes a bit easier when underwater. He becomes more predictable and therefore easier to hook with the chain pipe.

Now go to Benkei in Zazen to find out about the final miracle item. He sends you to Kihachi at center pond. Here is where your final series of tasks begins before you embark on your trip to outer space:

Kihachi asks you to get him his favorite food, the cucumber, from the priest's son at Mt. Nyuigatake. Talk to the priest at the Golden Temple to get the key to the training room in Bizen. Take Sasuke to the training room to acquire his Flying magic power. Make sure you have at least 800 ryo before you head back to Mt. Nyaigatake. Next, purchase the "Quality Cucumber" from the priest's son and take it back to Kihachi.

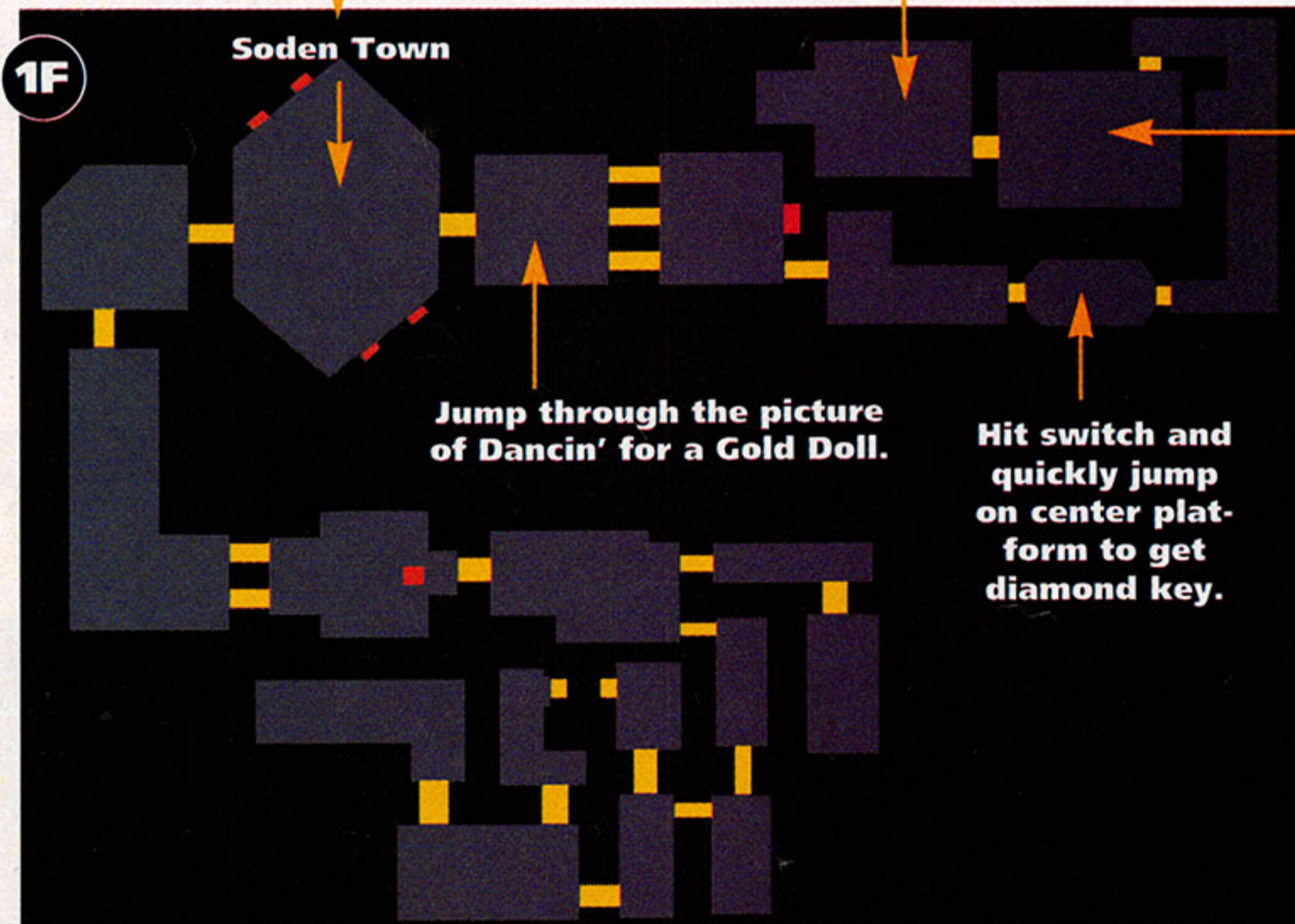
Kihachi rewards you with the final miracle item; now you're ready to go to Stone Circle. Once there, you will be transported to the Gorgeous Musical Castle in outer space.



GORGEOUS MUSICAL CASTLE

Talk to Omitsu and the old man at the restaurant to get your weapons upgraded to Level 3

Hit red switch to make platform appear in front of door. Use Sasuke to get to it with flying magic.



1F

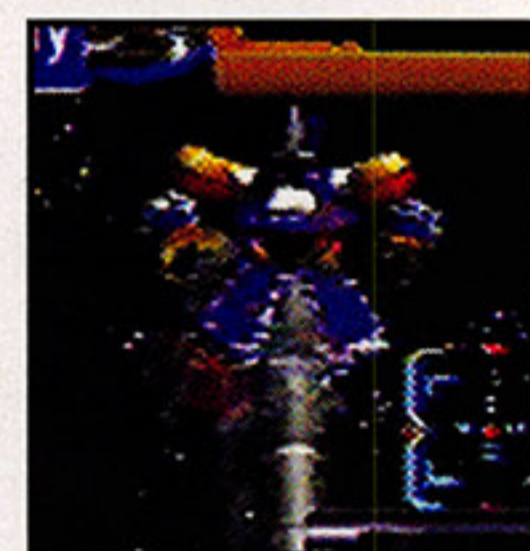
Soden Town

Jump through the picture of Dancin' for a Gold Doll.

Hit switch and quickly jump on center platform to get diamond key.

Use Goemon to move metal boxes

Go through the castle till you reach Soden town. Speak to Omitsu at the shop, then to the Wise Old Man at the restaurant. He will upgrade your weapons to Level 3, allowing you to break through the rigid doors leading to the final part of the castle.



3RD LARGE BOSS



Shoot the six cannons in the front, then blast the leafy thingies that fire the little peaches at you. Next, shoot the base of the giant ship. The center will open up, making it vulnerable to attack while it launches more little peaches at you. When it closes, the little peaches will come and attack you. You can shoot them, but it's better if you blow them up with your left punch in order to get the necessary ryo you'll need to finish this boss.

Do not—I repeat—do not be frightened by this menacing giant peach. Just keep shooting at its center and it will eventually blow up.

Final Boss Strategy

Dancin' may sound like a silly name for a final character, but if you are not careful, Dancin' will teach you a notable lesson. Attack cautiously with Goemon's chain pipe to set up for a devastating combo, watching the movements and pattern-like formations to understand when not to attack. Constant shots to counter hurled fruits, and well-timed right fists should help you defeat Dancin' without trouble. Do this, and you'll be treated to the wackiest ending ever seen in any video game, cartoon, comic, anime or movie...ever. Really.



BACK ISSUES

1996

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

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

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

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

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

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

1997

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

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

March - Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

April - Turok: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

June - Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July - Tekken 3: Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

August - House of the Dead: Star Fox 64, Ace Combat 2, Vampire Savior—Plus FREE House of the Dead Pinup

September - Final Fantasy VII: Dark Rift, Parappa the Rapper, Maximum Force

October - Castlevania Symphony of the Night: Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Odyssey, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Qube—Plus FREE removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

November - Fighting Force: Resident Evil 2 Trial Edition, Street Fighter EX Plus, Mass Destruction, Clay Fighter 63 1/3, Bushido Blade, Colony Wars, Last Bronx, Treasures of the Deep, Clock Tower, Courier Crisis

December - Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

January - Mortal Kombat 4: Cool Boarders 2, Quake, Aerofighters Assault, Armored Core, Crash Bandicoot 2, Tomb Raider II (part 1), Bomberman 64, Star Wars: Masters of Teräs Käsi

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup



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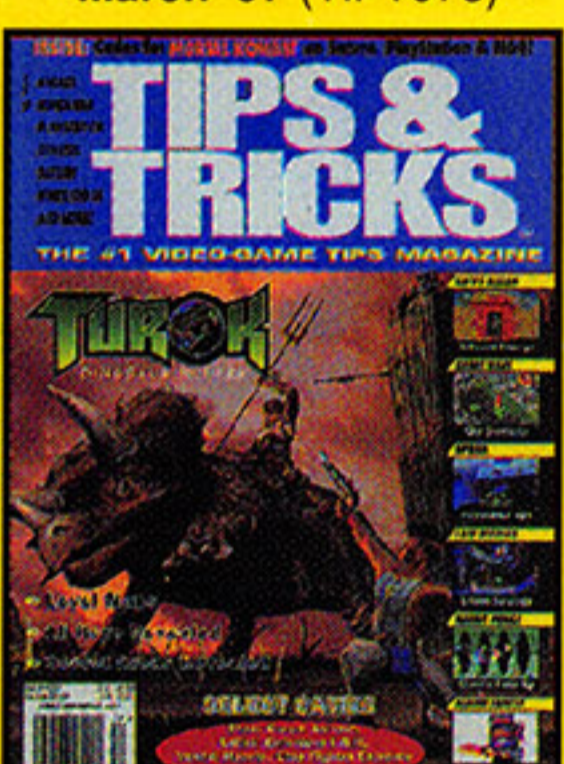
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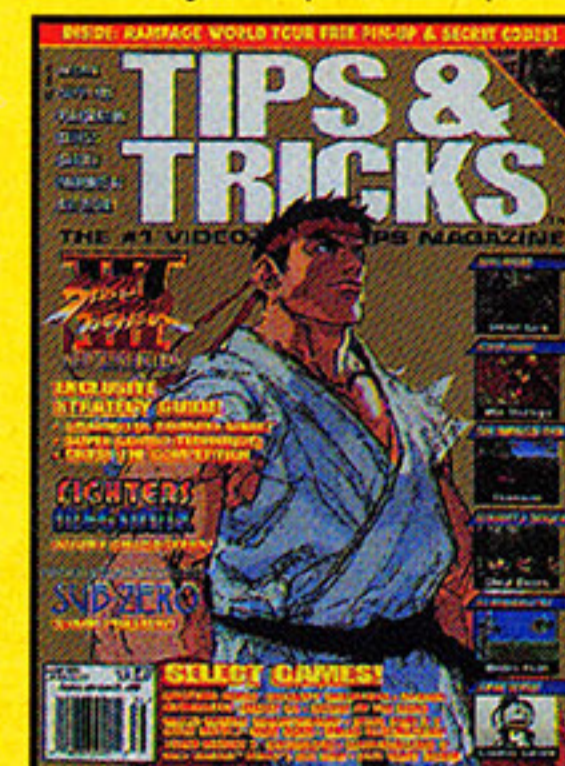
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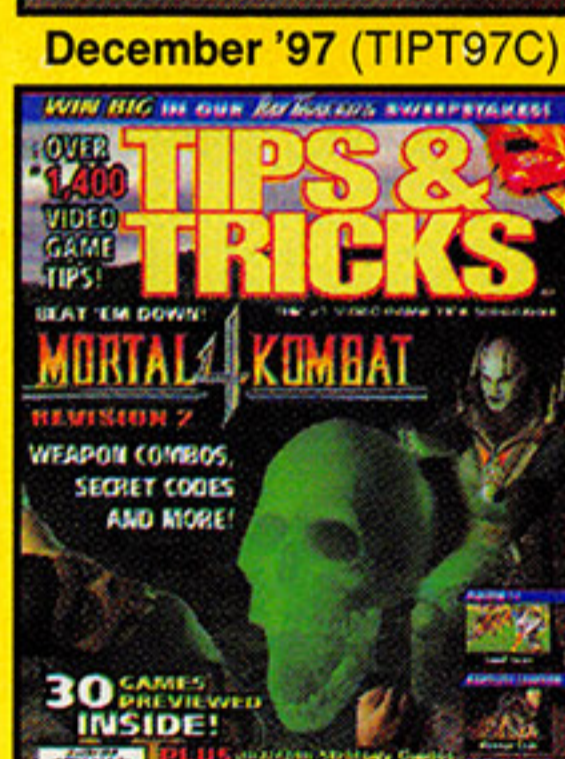
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COOL ZONE

Cool Zone

COOL ZONE

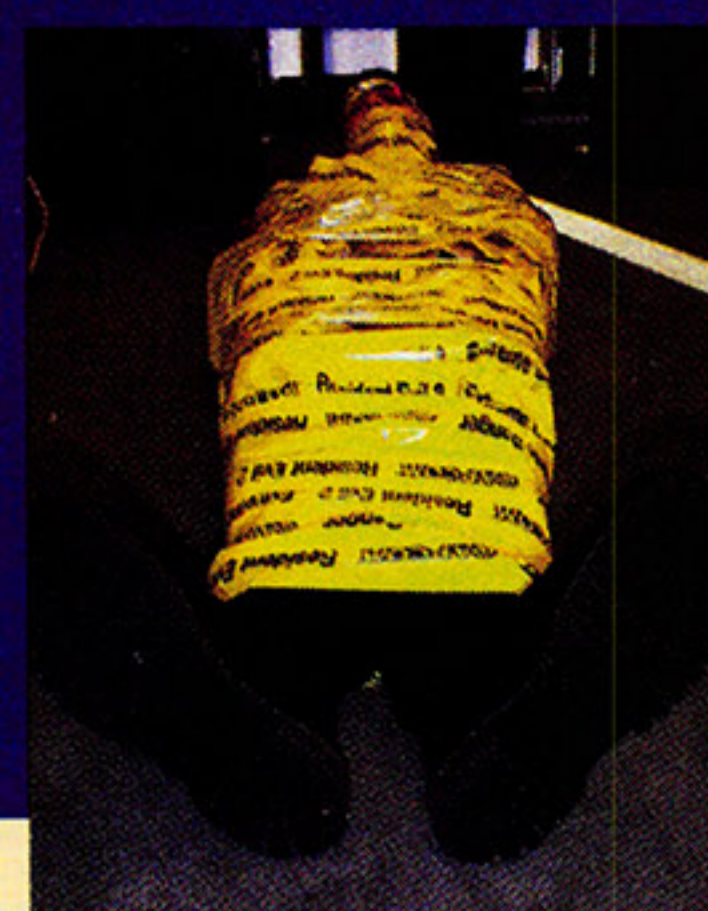
COOL ZONE

Welcome to the Cool Zone... the place to check out all of the wildest, wackiest, flat-out coolest gadgets this side of heaven! This month, we've got so many neat goodies, we almost don't know where to begin! Enjoy...



WHEEE!

How many feet of Resident Evil 2 police tape does it take to make Tyrone behave? We're not sure, but we'd guess around thirty or forty.



Okay... for this one, a little explaining is in order. You see, Capcom mailed us several rolls of bright yellow "police tape" as a Resident Evil 2 promotional gimmick. One day, Tyrone was acting all nutty and stuff (oh, that's new), so the T&T staff cornered him and wrapped him up tight! That outta teach him not to hit people with a light saber!

NINTENDO'S MONSTER STRATEGY

Nintendo's Space World show in Japan last November may have had plenty of games on display, but the thing that really got everyone's attention was the Big N's strategy to regain lost market-share in Japan. Even though much of the focus was on new add-ons for the Game Boy and Nintendo 64 systems, it was obvious that all roads now lead to the same thing: *Pocket Monsters*.

64DD OR BUST?

At the show, Nintendo president Hiroshi Yamauchi laid out plans for the company's much-delayed, but supposedly on-the-way-soon 64DD device for the N64 (for a transcript of Yamauchi's Space World address, see page 70). Heavy amounts of R&D have been allocated to creating games which take full advantage of the add-on's read/write storage capabilities. To make their peripheral truly successful, Nintendo is betting the farm on *Pocket Monsters*.

The animated show is huge in Japan, with over a million viewers each week, and Nintendo plans to exploit it to the fullest with the 64DD. To coincide with the Japan launch of the add-on in July of this year, Nintendo will release *Pikachu* (star of *Pocket Monsters*) and *Pocket Monsters Stadium*, both on 64DD. Other titles include *Earthbound 2*, *Sim City* and three creative programs (see right). The 64DD is also able to share data with the Game Boy. This will enable *Pocket Monsters* players to take their monsters on the road, then visit friends to engage in battle on their N64s. The 64DD is indeed coming to the U.S., but don't expect it until 1999, at the earliest.

POCKET CAMERA

The Game Boy Pocket Camera plugs into the Game Boy's cartridge slot and lets you take pictures using the screen as a viewfinder. Photos can be digitized, then edited in a variety of programs. One piece of software even lets players become a "DJ" on-screen! The camera was released in Japan in February for \$50. A future U.S. release is a distinct possibility.



There are three pieces of creative software perfectly-suited for use with the 64DD and the new mouse device: Talent Maker, Picture Maker, and Polygon Maker (Polygon Maker shown).



The Pocket Printer connects to the Game Boy with a cable. Even though the resolution is low, and it only prints black and white, it's still a very neat peripheral. You can even print stickers!



These flannel PlayStation boxer shorts are nice and comfy; perfect for that late night game fest.



The Duke Nukem action figure by ReSaurus is "manly", just like it should be. The figure has muscles on top of muscles and comes complete with an assortment of butt-kicking weapons. Here, we see Duke admiring his work—he just "stabbed" one of those gloppy, stick-to-the-wall space alien thingies!



Bandai's tiny Pocket Monster figures (based on the popular Nintendo license) are really charming. They come packaged in faux "Game Boy" boxes. Each figure comes with a trading card—complete with character stats—and a packet of tasty pellet candy!





▲ Todd McFarlane's *Spawn* is huge in America, but it has also enjoyed a bit of a cult following in Japan. To fulfill the growing need for "Manga"-style *Spawn* merchandise, McFarlane Toys has produced a series of killer Manga *Spawn* action figures, which are available here in the U.S. These things have quality written all over 'em. In fact, collector response has been so positive, there's already a second series in the works. Look for Series 2 sometime this April.



◀ Chris bought these two-inch *Mortal Kombat* figures from a street vendor on Olvera Street in Los Angeles. They're good for a laugh. When is somebody gonna produce some serious MK action figures?

▶ This smart-looking Nintendo 64 watch comes in an aluminum storage case. Now you can tell when it's time to play *Yoshi's Story*! Actually, if you're like us, any time's a good time to play *Yoshi's Story*!



◀ This is, by far, the coolest freakin' toy we've seen in weeks. This three-inch, super-deformed *Virtual On* toy by Sega actually comes with its own little Saturn system! The Saturn hooks onto the figure's back, and the lid opens up to reveal a tiny game CD! Holy crap!—who says great things don't come in small packages?

▶ Acclaim's *Turok* and *Extreme G* remix CDs really pump. If you're into house or techno music, you may want to seek them out; some of the tracks are as solid, if not better than some of what's being played on the radio these days.

▶ This *Godzilla* egg toy is pretty cool. Wind it up, set it on the counter, and watch it "hatch" a miniature version of the "King of Monsters"—the egg pops open and lil' *Godzilla* shuffles right on out! Neat!



▶ The air sickness bag sent to us by *Psygnosis* (a promotional item for its mega-intense PlayStation game, *Colony Wars*) came in very handy recently. Our friend (and fellow co-worker) Eric used the barf sack to bail out his Burger King after checking out the latest issue of a competing video-game tip magazine.



▶ Tiger's electronic *Grip Games* are designed for one-handed game-play operation. They feature a thumb-controlled four-way directional button and jet-style trigger. There are plenty of nifty *Grip Games* to choose from, including *Twisted Metal*, *Duke Nukem*, *Men in Black* and *Warhawk*.



Our hopes and dreams were at last fulfilled back in December when Toy Biz released its incredible collection of eight-inch *Marvel Comics* action figures. Fact is, Jim is so nutty about these things, he went out and bought three complete sets (what a wacko, huh?). Series Number 2—*Famous First Appearances*—is scheduled to go on sale sometime this March or April at a suggested retail price of a mere \$19.95 a pop. This second Mego-inspired assortment consists of (from left to right) *Captain America*, *Thor*, *Dark Phoenix* and *Doctor Doom*. Next month, we'll bring you a look at Series Number 3, which could very well be the finest set to date; *Daredevil*, *Black Widow*, *Mister Sinister* and *The Falcon* are included!



Cool Zone



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 82 and 83? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

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



Watch for it!

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

Select Games
Select Games
Select Games



TEKKEN 3

Namco • 3rd Quarter 1998 • 1-2 Players

Gun Jack and the rest of the Tekken 3 crew make the tremendous leap home.

You played the hell out of it in arcades and soon, you'll be able to pull the very same high-flying attacks and counters from the arcade game right in the comfort of your own living room. Namco hits us hard with the official word on their upcoming PlayStation conversion of *Tekken 3*. Forget all the rumors you've heard; *Tekken 3* does not require any sort of chip installation or add-on to existing PlayStation hardware. Engineers at Namco have pulled off a near-miracle without sacrificing much of what made the quarter-muncher so hypnotizing; all 18 fighters are slated to make the trip home. Inside sources tell us that gameplay is identical, combo for combo. There is little doubt that the PlayStation is being pushed to it's breaking point with this one. As you read this, the date draws ever-closer for the Japanese release. A U.S. release has yet to be nailed down, but it is official: We will see *Tekken 3* in '98. Each of the first two *Tekken* games were released in the Spring in Japan, then in the U.S. in the Fall, and we suspect Namco will continue the tradition with T3. You'd better believe we'll clue you in every step of the way as more details surface.



While Namco has yet to release a playable version of the game as of press time, the screen shots they have provided us with are tantalizing, indeed.



There were very few compromises made in porting the game over to the PlayStation. While making comparisons between these shots and ones from the coin-op version, we noticed that—with the exception of some slight modifications to background graphics (they are definitely less complex)—things look mighty nice.



HOUSE OF THE DEAD

Sega • March 1998 • 1-2 Players

House of the Dead had quite the hot streak last year. Taking top honors at many arcades across the country, the game relentlessly attacked Top Ten charts with its monstrous gameplay and quasi-linear pathways. Although gameplay and graphics for the Saturn conversion are nearly finished, members from both AM1 and AM2 programming teams have been called in to help come up with solutions to some very serious problems. Apparently, since the coin-op is a third-generation Model 2 game, re-creating the stunning polygonal environments and their inhabitants—and getting it all to load properly is a much bigger task than originally anticipated. Conversion teams are having one hell of a time keeping loading times to a minimum. The seamless level design which made the arcade version so fast-paced is the Saturn's bane. Sega of Japan is agonizing over whether or not to modify gameplay or find a way around the slow-loading CD drive. While we hope that gameplay will remain true to the arcade original, it's difficult to say whether we'll be playing the identical floor plans found in the coin-op. If *Last Bronx* is any indication of what the

Saturn can do, then we could end up with a great home version. If not, we're sure Tyrone will call Sega and scream bloody murder.



How about coming face-to-really-ugly-face with one of Dr. Curien's grotesque creatures? That'll wake you up real fast! Just pray your aim is good.



NEED FOR SPEED III

Electronic Arts • March 1998 • 1-2 Players

Need For Speed is back, and this time, it's unfreaking-believable! After last year's less-than-perfect sequel, *Need For Speed II*, many fans of the original felt a bit disappointed. And while *V-Rally* was a perfectly fine game in its own

right, it never had any real ties to the *NFS* franchise (the game was developed by Infogrames, after which EA applied their *Need For Speed* logo). Now, the good news! Much of what made the first game so riveting has been resurrected for *NFS III*; most notably, slick graphics, detail-oriented courses, and lots of high-speed pursuits. First, the graphics: They are an absolute step up from the choppy, half-baked ones in part two. The frame rate has also been improved, back to the level it should be for a first-rate driving/racing sim. Real time light-sourcing is hard at work, too. As in *V-Rally*, *NFS III* fits cars with working headlights for night driving. For particularly dark stretches of pavement, a car's high beams can be kicked on to improve visibility. With regard to gameplay, there are ten tracks, eight brand new licensed exotics, intensified AI, and a 2-Player, split-screen option. That's not all; traffic can once again be toggled on or off in the options menu (something lacking in *NFS II*). What really got our attention, though, is the game's spectacular new "Pursuit" mode, which lets players go head-to-head with the police. Run-ins with the cops are nothing short of adrenaline-packed. If you're a lead foot (and hey, who's not, these days?), law enforcement will attempt to force you off of the highway, sirens wailing, red and blue lights flashing (the lights look excellent, by the way). The cops even use their P.A. systems during pursuits to spout off a multitude of static-laden commands like "This is the police; pull the vehicle over... now!" (the voice acting is so deadly authentic, it's almost frightening). The authorities will even set up entire road blocks in an effort to nail players. What else can we possibly say at this point? It's only 40% complete, yet *NFS III* is already so hot, it almost melted one of our PlayStations here at the office! Watch for it!



A-C: When you're moving at 165 M.P.H. and see red and blue lights flashing up ahead, you just know it's gonna be one of those nights! Do we smell bacon?



D: If you don't do as the nice man says, he'll try to force you off of the road. And if he calls for backup, multiple patrol cars will eventually join in on the action and attempt to "box in" your vehicle to slow it down. Pretty darn realistic!

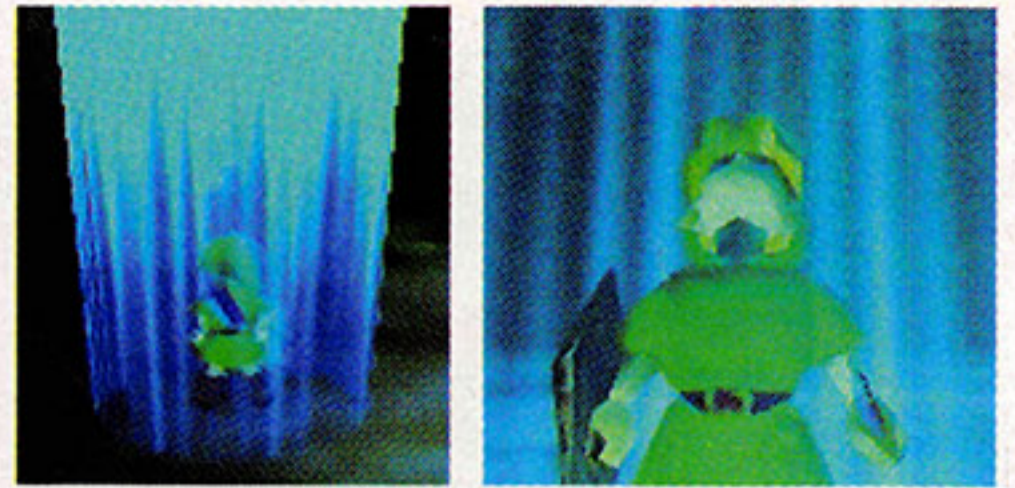




THE LEGEND OF ZELDA: THE OCARINA OF TIME

Nintendo • 2nd Quarter 1998 • 1 Player

When this game finally hits store shelves later this year, it will move Nintendo 64 systems like no other game has since *Super Mario 64*. *Zelda 64* was partially playable at Nintendo's Space World trade show back in November, and we



▲ A cylinder of bright light envelopes our hero as he transports to a new area.

can't stop thinking about it. The land of Hyrule is rendered so beautifully and so intricately, it practically gave us chills as we played. A few examples of the immeasurable ingenuity behind this epic adventure include huge bosses, detailed villages, the ability to ride on horseback and time travel. Of these, the most intriguing aspect is—without question—traveling through time. To complete certain tasks, Link must move back and forth through time. Much more advanced than the time traveling feature found in *Zelda: A Link to the Past* (for the Super NES), this

new *Zelda* game lets players travel ten years back to control Link as a young boy or jump forward to become older. Link carries with him special abilities depending on his age, so careful choices need to be made while looking for solutions to puzzles. Shockingly, not only does Link's age change according to each time period he's in, but the ages of other characters in the game alter as well. Obviously, this aspect alone makes for a potentially mind-blowing adventure. Other plans for the game include Rumble Pak support. Miyamoto is kicking around the way-cool concept of linking vibrations from the add-on to locations of hidden items and secret passageways in the game. This means that—for the first time ever in an N64 game—the Rumble Pak will actually play a vital role in gameplay! For those who have yet to go out and purchase an N64, start saving right now; this game will be worth the price of admission. We're not kidding.

The Screen & What it Means:

- HEALTH INDICATOR**
The old standby of hearts represents life status.
- MODE SELECTION**
Check, jump and navigate.
- CURRENT WEAPON**
Slash and hack your way to victory.
- ITEMS & MAGIC**
Use the C Buttons on the controller to cycle through items. A crossbow, bombs, slingshots, and Links beloved ocarina are just some of the many items to be discovered in the game.
- RUPEES**
Currency in the land of Hyrule. This number represents the current amount of "cash" you are carrying.
- MAP**
Use this handy, auto-tracking map to keep from getting lost.



▲ The scenery will take your breath away. Mr. Miyamoto has vowed to deliver the most epic *Zelda* adventure of all time.



▲ Saddle up and venture into unexplored territory. The horse's energy is represented on-screen in "carrots". You must also smack the horse's backside to increase speed.



▲ Here, Link comes face-to-face with a spider-type enemy. Once the creature is targeted, Link takes out his bow and arrow, aims, and BOOM—instant spider goo!



▲ In this series of screen shots, Link and his sidekick fairy, Navie (whatever happened to Sprite?) come to a deep, dark pit. The pair then leap into the unknown!



▲ In his quest to locate the hidden Triforce, Link will face many dangerous foes. Here, we see Link confronted by an evil, metallic horseman. Should Link run or fight?

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SIM CITY

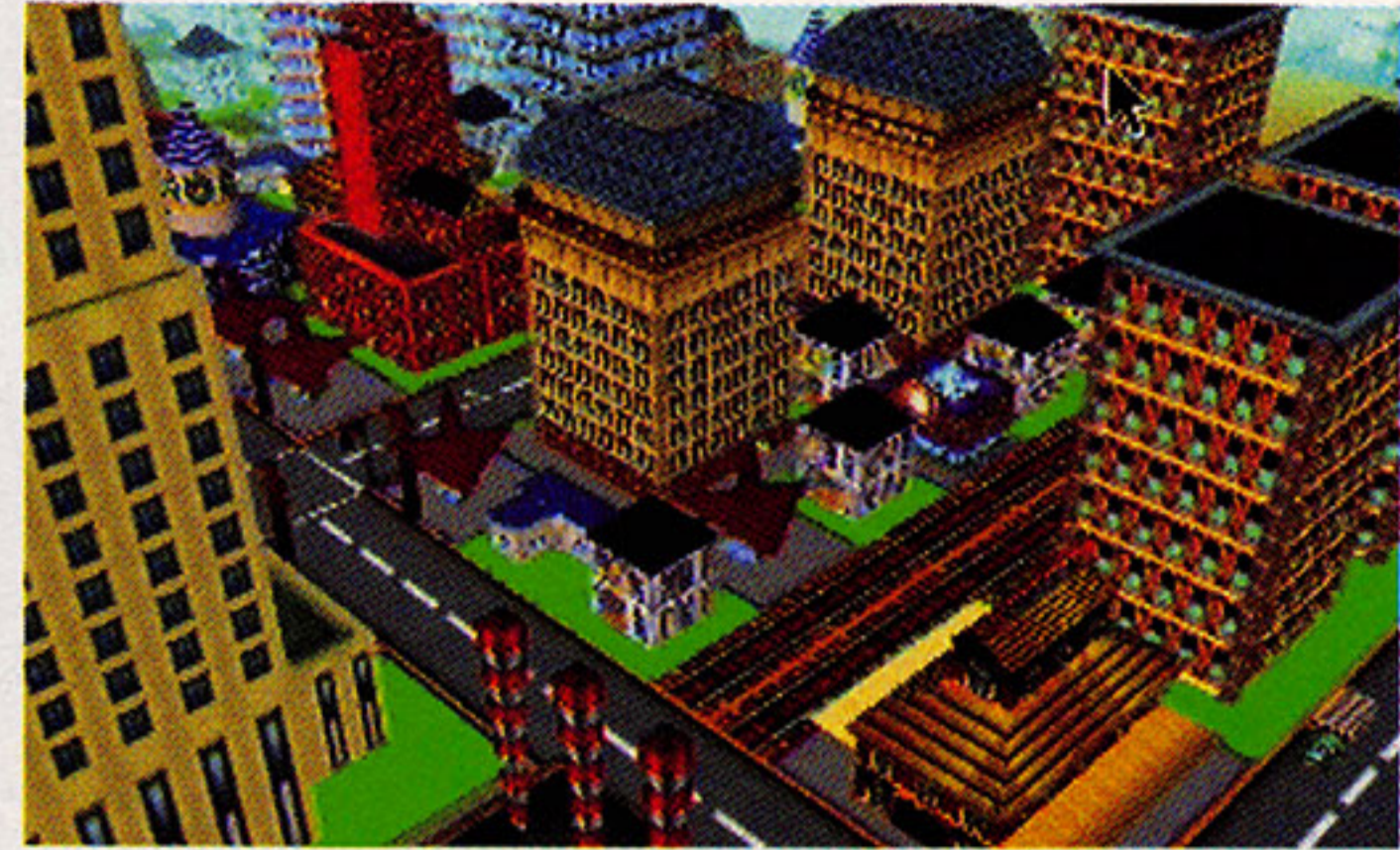
Nintendo • 1st Quarter 1998 • 1 Player

The *Sim City* franchise has long been a staple in the PC community. An advanced version of the game—*Sim City 2000*—was ported over to both PlayStation and Saturn consoles back in late 1995; now N64 owners finally get their shot at controlling life in the big city. *Sim City* for the Nintendo 64 is by no means a simplified, watered-down version of the game, either; in order to maintain a thriving community, you'll need to keep tabs on volumes of information. Build and run your very own metropolis while controlling crime and pollution—all in an effort to protect taxpaying citizens from certain disaster. As one might expect from the N64, the graphics are much advanced over previous incarnations of the game, too. Players are able to closely monitor their progress by doing "walk-throughs" of entire areas in glorious 3-D. Very cool!

Dive into 3-D mode and get a closer look at day-to-day goings-on.



A: Need to expand roads? First select a connecting point.
B: Next, pave away, one portion at a time.
C: Before you know it, your city will be bustling!



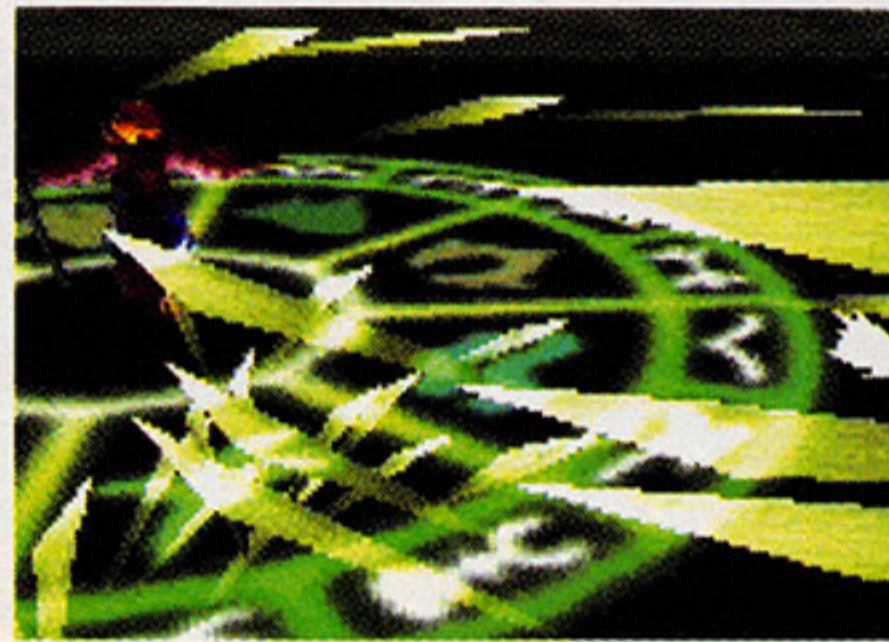
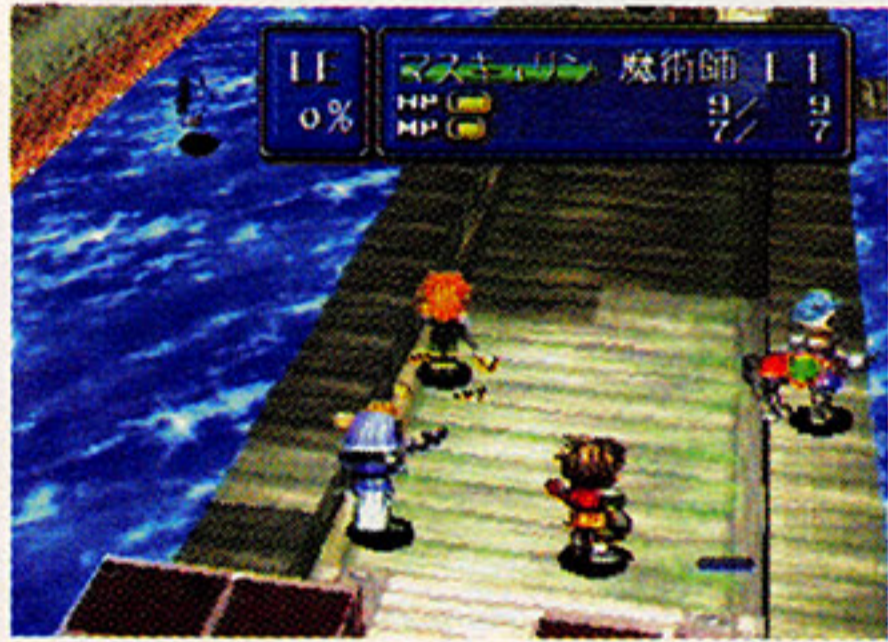
SHINING FORCE III

Sega • 1st Quarter 1998 • 1 Player

UPDATE!

Sega's in-house developers have quite a deck of cards in the form of their upcoming hits. The way we see it, Saturn support may be extremely slim these days, but the number of great first-party Sega titles coming our way is enormous. *Burning Rangers*, *House of the Dead*, *Panzer Saga* and *Shining Force III* are all great third-generation pieces of software. *Shining Force III* is a revolutionary step for the series. Overworld characters were done in SoftImage, the same software used to create the characters featured in *Shining Wisdom*. During battles, the game goes almost seamlessly from map mode directly to cinematic-style battle. Check it out; you'll be glad you did!

Now that's intense!



XENOGears

Square • Possible in 1998 • 1 Player

UPDATE!

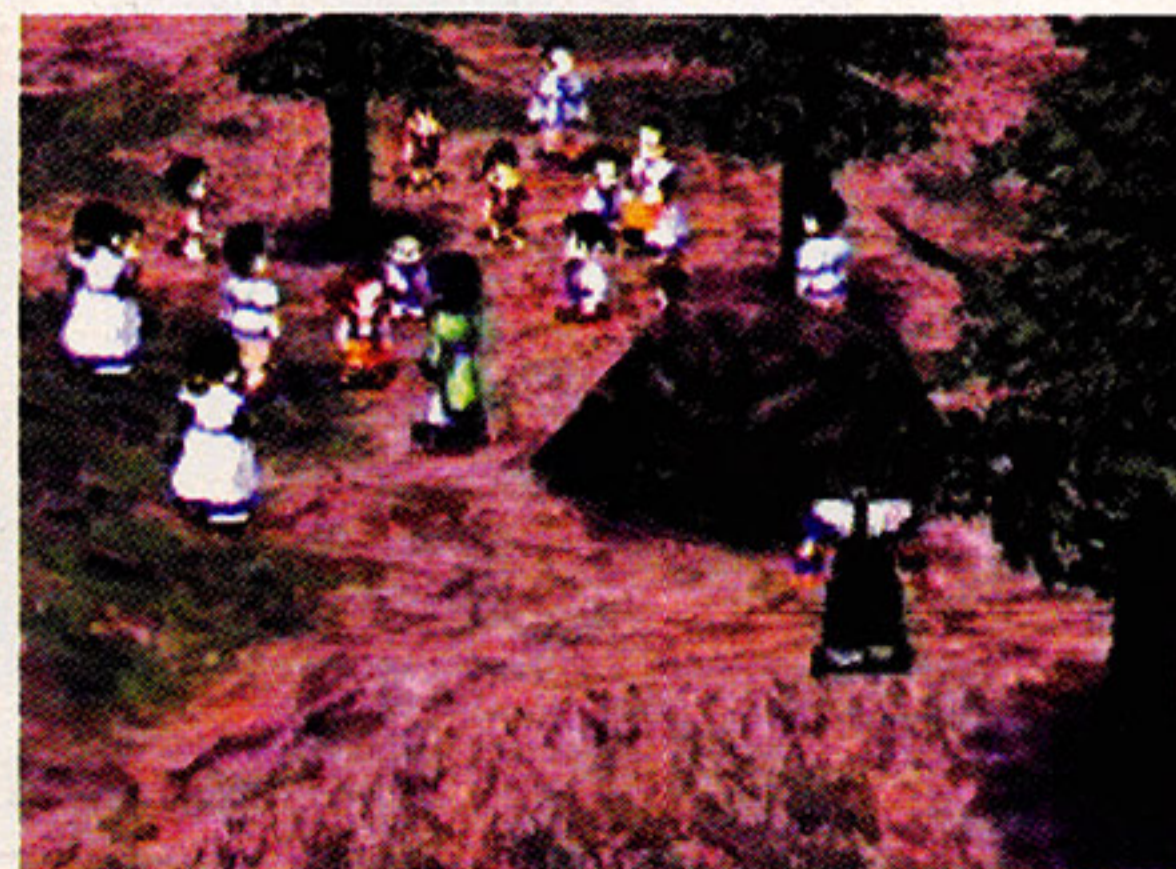
Square's most anticipated title since *Final Fantasy VII* looks to be another masterpiece. *Xenogears* features 3-D rendered characters moving through polygonal environments. This allows players to choose their own viewing angle by moving the entire map on a 360° axis. Battle scenes are divided into two separate systems; gear battles are represented in 3-D, while character battles are two-dimensional. This is the first time that Square has used traditional "cel" animation so extensively; the designers have high hopes that *Xenogears* will be viewed as a significant departure from previous efforts. Expect another cast of cool characters like Fei, the reluctant hero who's pushed into the quest after a mysterious vision. (Sound a bit like Cloud?) There's been a lot of talk about this one coming to the U.S., so keep your fingers crossed!

There are literally hundreds of characters to interact with in *Xenogears*.



Battles are filled to capacity with intense lighting effects. Hey, wait a minute...what in th-? My eyes! My EYE-EEES!

スーパー 輸入 IMPORT!



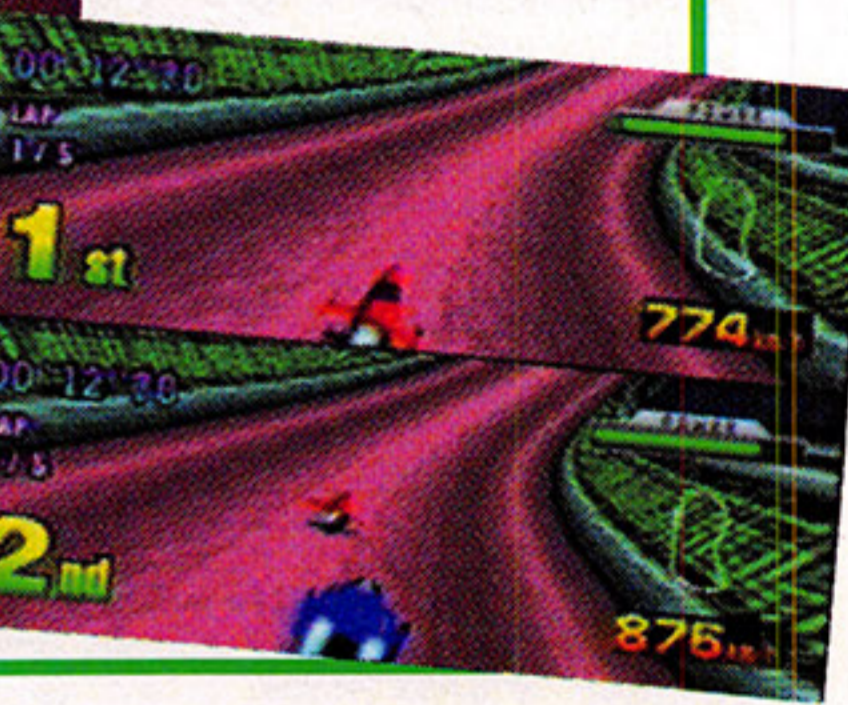


F-ZERO X

UPDATE!

Nintendo • 2nd Quarter 1998 • 1-4 Players

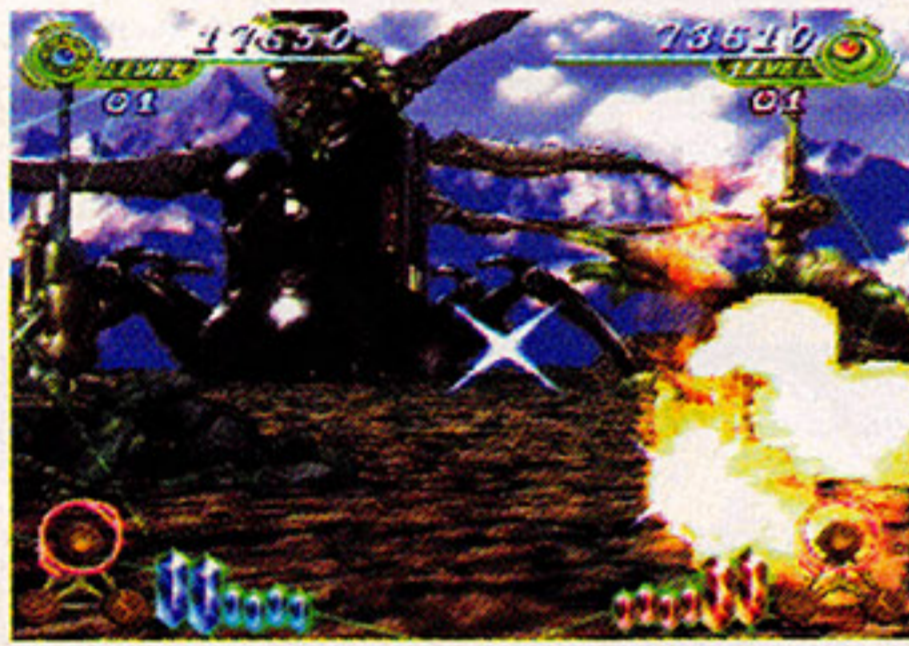
Shown as one of the initial N64 games at Shoshinkai a couple of years back, *F-Zero X* has been a long time in coming. It's been re-worked several times; in fact, the game at one point in time ended up as *WaveRace 64*. *F-Zero X* as a final product holds promise, though. These screen shots just don't do the game justice—you'll have to watch it in motion to see where all the development time was spent. The speed and animation quality are a sight to behold. Even when jam-packed with tons of vehicles, there is no sign of slow-down or polygon drop-out. Level designs are dazzling with more loops than an Iraqi fighter pilot could handle.



ELEMENTAL GEARBOLT

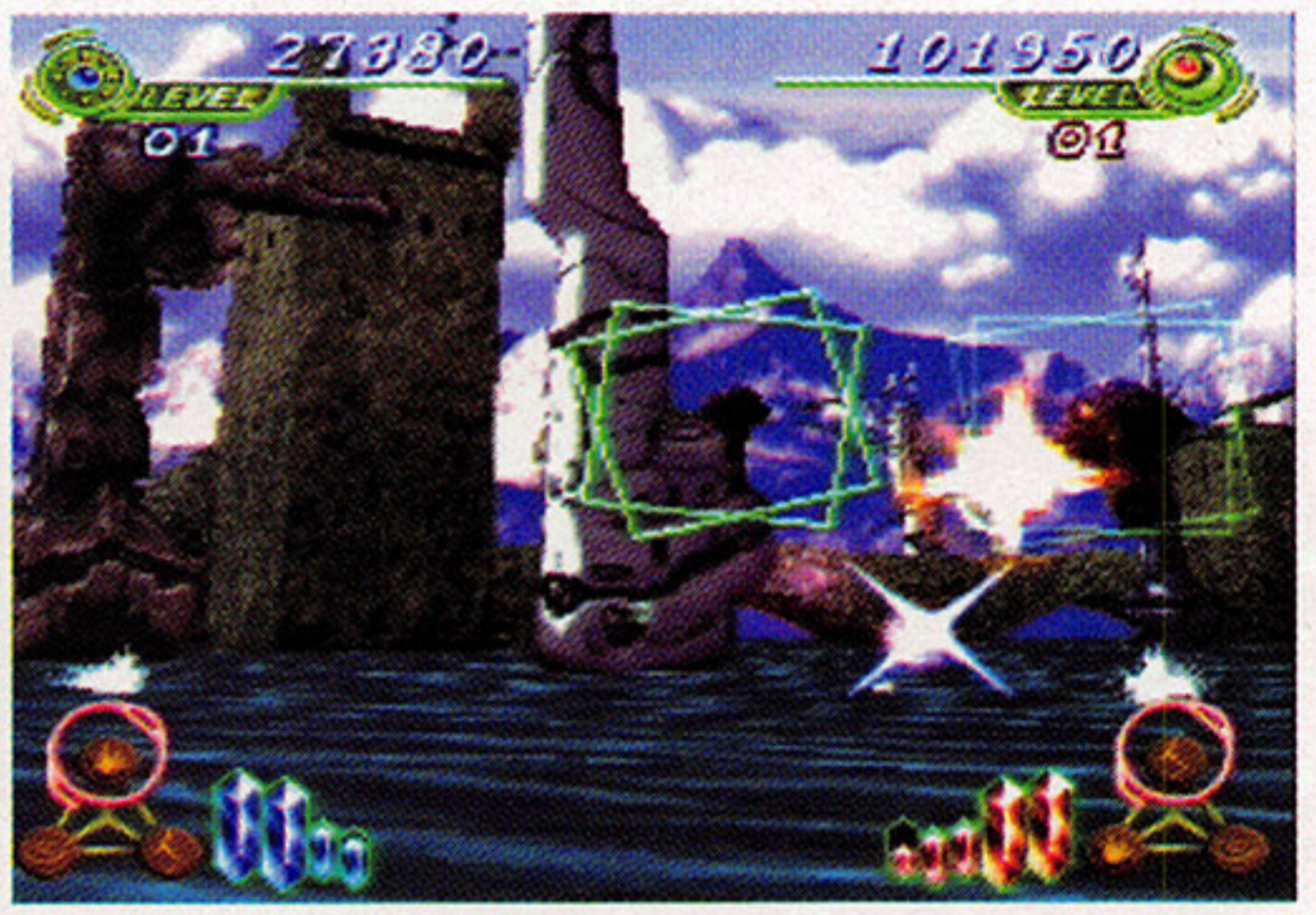
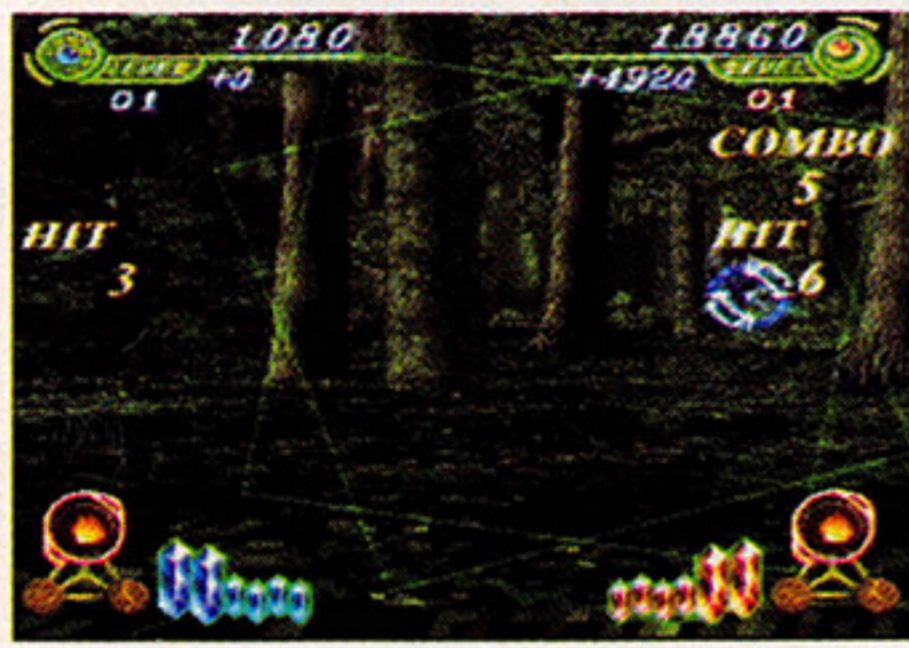
Working Designs • 1st Quarter 1998 • 1-2 Players

Need more games for your Guncon? Look no further than *Elemental Gearbolt*—it's the very first non-Namco title made specifically for the Guncon. Soar across beautiful *Panzer Dragoon*-style environments while blasting a huge assortment of flying critters and dragons. Find power-ups and scroll through an array of weapons from an ever-increasing arsenal. Nope, this is definitely not your ordinary shooter; *Elemental Gearbolt* combines an RPG storyline with lots of in-game animations. Each level raises your experience points as you increase your score. The player also has the option of adjusting the scoring system which allows beginners to get a good head start. With a unique combination of many different genres, this game should satisfy both shooter and RPG fans alike. Thanks to Working Designs' "Spaz" label, american gamers are in for a real treat.



SUPER 輸入 IMPORT!

Once an enemy moves into firing range, it becomes highlighted for easy targeting.



SOKAIGI

Square • 1st Quarter 1998 • 1 Player

Sokaigi looks to be another visual masterpiece from Square. The story revolves around Hifumi, a normal high-school girl who gets sucked into a grand mission to save Japan. In December of 1997, the country is ripped apart as Mt. Fuji erupts from its deep slumber. Strange supernatural forces permeate the land with mutated beasts and flying creatures. Play as Hifumi and watch her slowly mature as she learns to use spells and special attacks. Do well and become the hero of the land. Tremendous graphics and cool real-time action has got us waiting on the edge of our seats, hoping for a U.S. release.



Make no mistake about it: Hifumi is not just another Lara Croft clone! Sure, she looks good, but man, does she got da moves!

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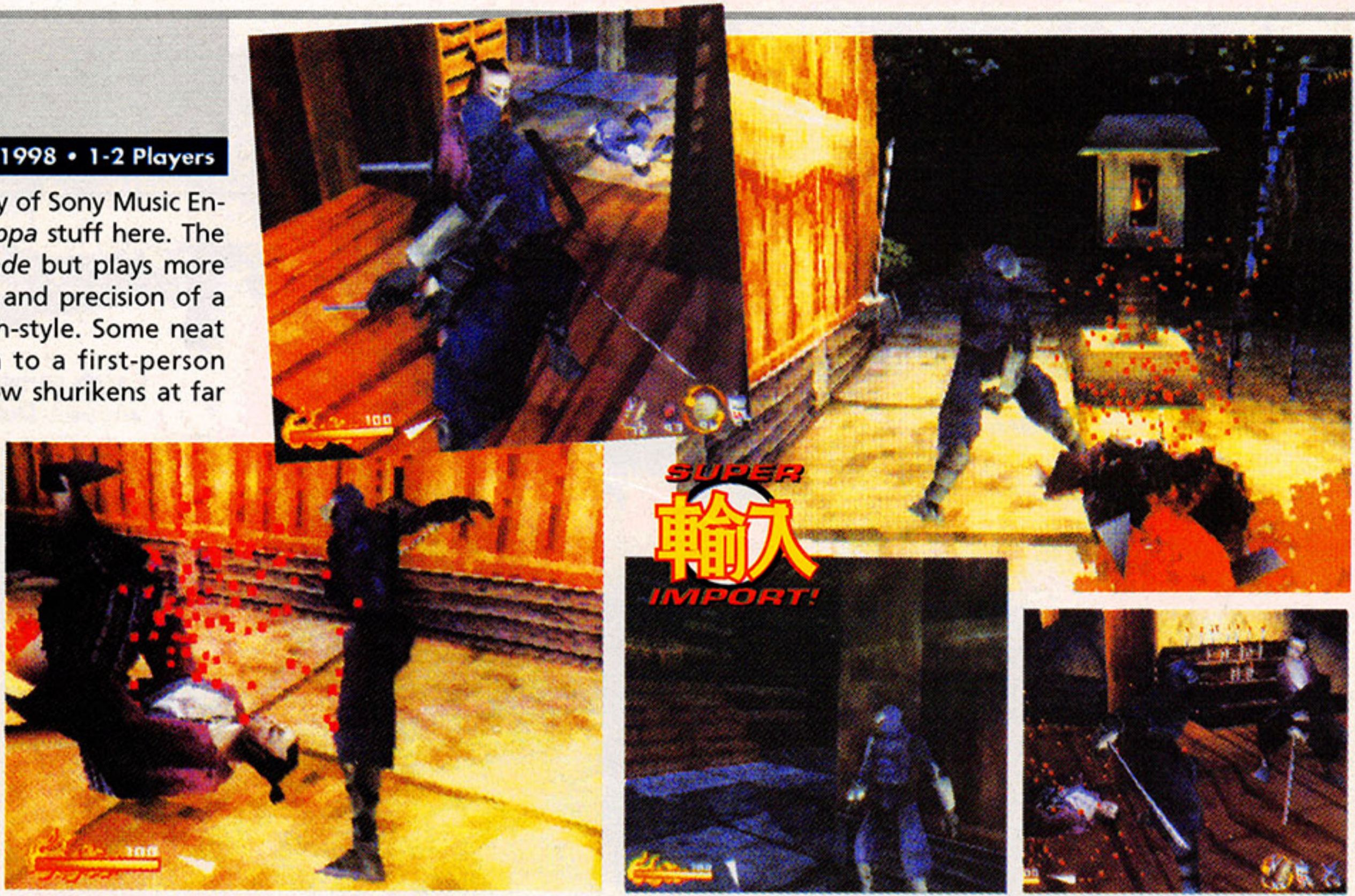


TENCHU

Sony Music Ent. • 1st Quarter 1998 • 1-2 Players

Even though *Tenchu* comes to us courtesy of Sony Music Entertainment, don't expect any cute *Parappa* stuff here. The game looks deceptively like *Bushido Blade* but plays more like *Metal Gear Solid*. Using the stealth and precision of a ninja, you assault your enemies ambush-style. Some neat features include being able to switch to a first-person *Doom*-style perspective in order to throw shurikens at far away opponents. There's also a hookshot cable that allows you to reel yourself up to roof tops. *Tenchu* also boasts impressive enemy AI; if you're careless, bad guys will detect your shadow and target you for death. If and when this game is released here in the U.S., it will be an absolute must-have for anyone who's ever dreamed of sneaking around in the dark dressed as a ninja.

Tenchu is rendered in gruesome 3-D and comes complete with a huge assortment of bloody attack moves like this one.



TAMAGOTCHI WORLD

Nintendo • 3rd Quarter 1998 • 1-4 Players

A perfect game to play at parties, *Tamagotchi World* is set up as a board game for up to four players. The game takes place in a huge Tamagotchi House where all the creatures live. Choose your pet and see who can raise the best one by scoring the most points. Watch your Tamagotchis waddle from marker to marker as it travels around the board. There are also ten incredibly wacky mini-games to be enjoyed; "dieting" and "turd-throwing" contests, to name just two! Each Tamagotchi changes its appearance as the game progresses, and whichever player raises his or her pet to the highest maturity level is the winner. *Tamagotchi World* is perfect for Tamagotchi owners wishing to step up to the next level, gameplay-wise. After all, let's face it—the "look left, look right" thing only goes so far!

The result of a player's move is displayed in this window at the top of the screen.



BUST A MOVE: DANCE AND RHYTHM ACTION

Enix • 2nd Quarter • 1-2 Players



You can really show off your moves in 2-Player mode!

Will break-dancing make a comeback like disco did? We have no idea, but this new PlayStation effort is essentially a collection of dance moves, some of which we thought we'd never see again. In preparation for putting this game together, the developers behind *Bust A Move* studied hundreds of dance videos. Focusing on simplicity, the game plays much like *Parappa*, in that players must properly time button presses to the rhythm of music. Correct button presses result in on-screen characters "dancing" like lunatics. Most interesting is the option to tear it up against a buddy in simultaneous, 2-Player mode. Not only can players bust out serious "dance combos", they can also disrupt an opponent's combo and take away their points. *Bust A Move* went on sale in Japan in January, but since it's one of those special off-beat games defying any sort of genre classification, we'll have to sit tight and hope for an American release.



This funky diva is just one of nearly a dozen selectable characters.



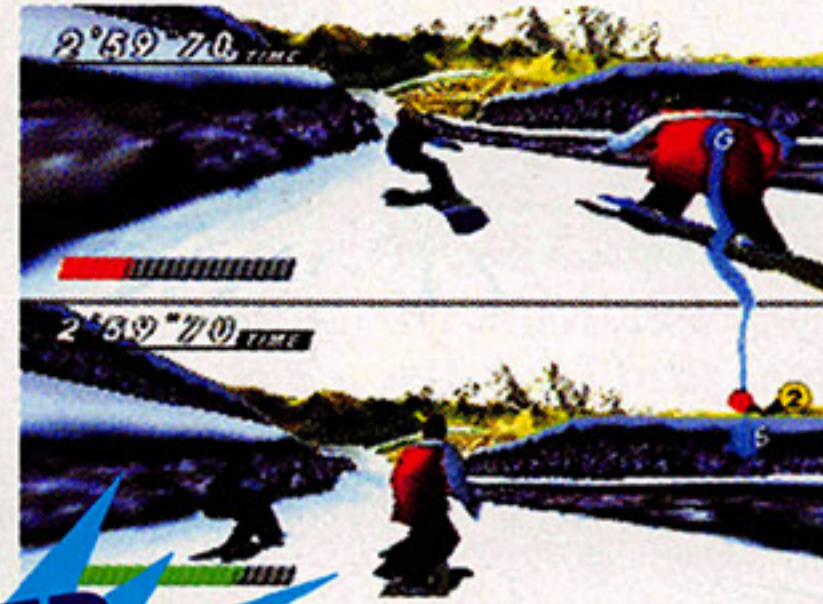


1080°

Nintendo • 1st Quarter 1998 • 1-2 Players

The popularity of snowboarding is at an all-time high. You want proof? How about three soon-to-be released shred fests? *1080°* is the third snowboarding game to see the light of day on the Nintendo 64; the first and second being *Snowboard Kids* and *Twisted Edge*, developed by Atlus and Boss Game Studios, respectively. Nintendo hopes to cash in on the snowboarding craze and they're definitely in the running. Grind together tight control, high speed runs, beautiful settings, realistic polygon modeling and true-to-life board physics, and the result is impressive. Here's to a great season of video game snowboarding!

The 2-Player, split-screen mode is kickin'.



SHRED THE RAD!

Catch some big air while you pull some wicked moves. Don't let the stoolies bring you down!



SILHOUETTE MIRAGE

Publisher T.B.A. • Possible in 1998 • 1-2 Players



Silhouette Mirage has all the markings of a fine Treasure game: Bright, cutesy graphics, tight control and loads of power-ups.

輸入
IMPORT!

After nearly ten years of 2-D action platform games, the genre's once-ubiquitous presence in the video game world has been reduced to mere drops in the bucket. Legendary developer Treasure has once again managed to breathe new life into the genre. *Silhouette Mirage* is based on a strange left/right style of gameplay.

Your character attacks differently depending on which direction he's facing. Standing in one direction, you use silhouette-type attacks and a silhouette-type blocking/reflecting maneuver. Facing the other direction, all your moves are of a 'Mirage' type. Every enemy and projectile in the game is of a "Mirage" (red), "Silhouette" (blue), or "Normal" (green) type. For example, Mirage type enemies shoot out the same type projectiles, which can only be reflected if you're facing the proper side. Additionally, each character, including yourself, has two energy meters: Physical energy (like HP) & Spirit energy (attack power). Taking damage from enemies (or attacking them) will deplete one or the other meters, again depending on which side you face. You can switch sides without having to turn around, but not without rapidly depleting your Spirit energy. A wide variety of hold attacks are also at your disposal. There's a good deal of gameplay subtlety, making *Silhouette Mirage* almost mind-blowingly sophisticated. While the game has been available for several months in Japan, the prospect of a US release is quite dismal.

WILD CHOPPERS

Seta • 2nd Quarter 1998 • 1 Player

This new helicopter sim will be the first N64 game to use both direction controls at once: Your left hand works the D-Pad while your right hand works the analog stick. Choose between 6 different types of anti-terrorist choppers to tackle mission-based levels. There are seven levels in normal mode that you must clear in order to see the real identity of your enemy. However, if you play in expert mode, you will be able to gain access to the eighth and final level, the UFO boss. There are other features that allow you to adjust the game to your play level; for example, decoy dummies can be used by novices to confuse enemies. This could very well be the best helicopter sim on any system.



輸入
IMPORT!

Find power-ups throughout each level and rock your enemy's world!



RASCAL

PlayStation
Psygnosis • March 1998 • 1 Player

Poised to hit store shelves any minute, *Rascal* is a serious collaborative effort. Rascal, the misbehaving main character in the game, was custom-created by Henson's Creature Workshop in London. Travelers Tales—highly-regarded for its work on such greats as *Mickey Mania*, *Toy Story* and *Sonic R*—took the character and developed an entire 3-D game around

him. Besides containing six individual zones, the game also features an altering space/time continuum. For example, the pirate ship "of the past" is a functional vessel caught in the middle of fierce battle, while the very same ship "of the present" is a sunken wreck at the bottom of the sea. Shift to the future and the ship is half-buried in the desert. Innovative and fun!



ASTRONOKA

PlayStation
Publisher T.B.A. • Possible in 1998 • 1 Player

Test your green thumb with *Astronoka*, a crazy new farming sim developed by Enix. The name translates to "Space Agriculture". Controlling a space alien, your job is to tend to a large garden. Plant lots of strange vegetables like dancing peas and glowing carrots, then set traps to keep nocturnal predators from eating your hard-earned crops. With strong enemy

intelligence, the player must use clever strategy when positioning traps. When a trap is triggered by a hungry enemy, the results are often humorous and should keep players laughing for a long time. The aim? Why, to be the best gardener in the whole universe, of course! We're rooting for this game to make it's way to these shores, but only time will tell...



CONKER'S QUEST

Nintendo
Rare • March 1998 • 1 Player

Don't let the childish exterior of this game mislead you; *Conker's Quest* has real depth. A 60-70% version of the game was shown back in November at Nintendo of Japan's Space World show (an annual event formerly known as Shoshinkai), and it's coming right along. Control the game as one of two separate characters. Select Conker the squirrel or go berserk as his chubby little pal, Berri the

chipmunk. Four massive 3-D worlds containing over a hundred items are yours for the, ahem...conkering (sorry). The game's artificial intelligence is so sophisticated that characters actually become "aware" of changes in their environment. Rare has also outfitted each controllable character with several different "looks". Conker and Berri wear everything from cowboy hats to mining gear.



AERO GAUGE

Nintendo
Ascii • March 1998 • 1-2 Players

Ascii took one part *F-Zero*, one part *Wipeout XL*, mixed vigorously with a dash of *Hyper Zone* (remember that one?) and came up with *Aero Gauge*. Choose your vehicle, then hover, slide and fly through all sorts of different terrain. Races are like nothing you've experienced before. The sensation of speed and freedom of movement might have you reaching for

an air sickness bag (some of the T&T staff members had to take time out in order to regain their composure). Locales range from the surreal to stunning, and some of the water effects in the game actually rival those seen in *Wave-Race 64*. Advanced courses in *Aero Gauge* come equipped with an even larger assortment of wicked special effects. Nice game!

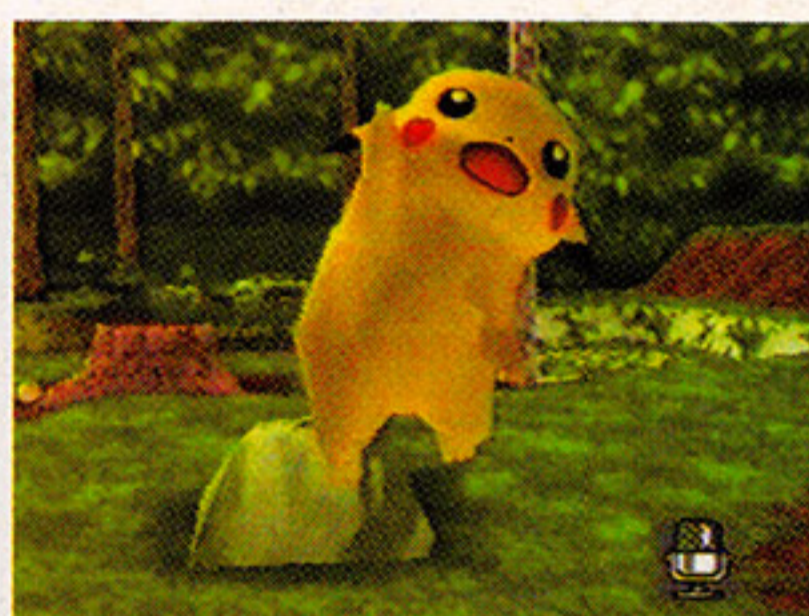


PIKACHU

Nintendo
Nintendo • Possible in 1998 • 1 Player

Pikachu of *Pocket Monster* fame now has his own game. Interact with Pikachu using Nintendo's new headset/microphone controller. This is the first game where players are actually able to speak directly to their virtual pet! Pikachu reacts to a huge menu of commands; shout out an order and watch him get sad, happy or even angry, depending on his "mood". Use the

regular N64 controller to toss the ball and play catch, or better yet, don't do anything and just watch Pikachu go about his daily routine. Nintendo has officially announced plans for *Pikachu* and a host of other *Pocket Monster*-related games to be released in the U.S. later this year. An absolute must for anyone who wants to experience the future of virtual petting!



CRITICAL BLOW

PlayStation
Publisher T.B.A. • Possible in 1998 • 1-2 Players

Banpresto (of *Gundam* fame) takes a stab at the 3-D fighting genre with its own *Critical Blow*. Imagine the visual style of THQ's *Vs.* coupled with the type of attacks and super moves displayed in the *Street Fighter* series and you'll have a good idea of what the designers of *Critical Blow* are attempting to pull off. At press time, the game is still at a very

early stage in its development, but *Critical Blow* should warrant further investigation by hardcore 3-D fighting game fanatics in the coming months. The game's backgrounds are quite diverse and the majority of characters are unique in design. Special attacks—which can be performed once a player has charged his "Ki"—are also pretty dynamic.



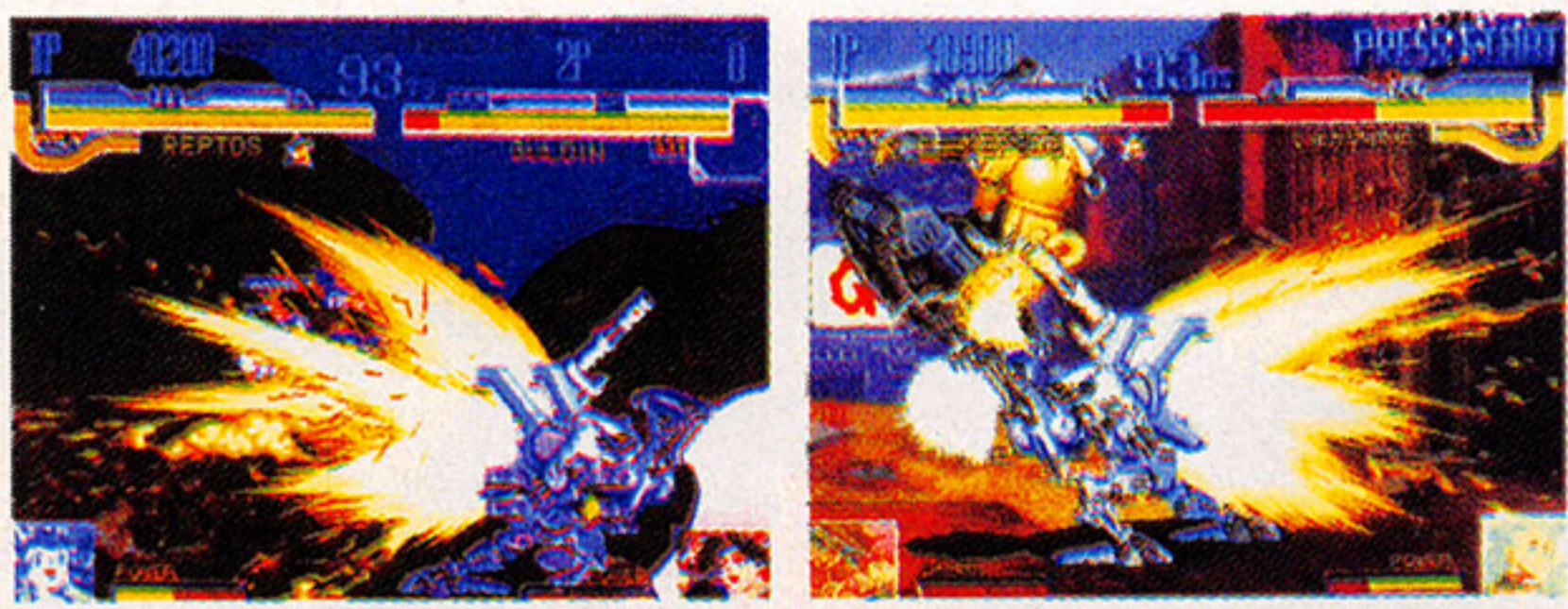


CYBERBOTS

PlayStation
Capcom • Possible 1998 • 1-2 Players

TIPS & TRICKS PICK **SUPER 輸入**

With the fate of the U.S. Saturn version of *Cyberbots* still hanging in the balance (It's been complete for over a year), Capcom recently began coding *Cyberbots* for PlayStation. This mech fighter takes the Capcom fighting game formula we hold in such high regard, and gives it a bit of a futuristic edge. Choose your pilot and your mech, then it's on to huge over-sized battles. While the final conversion has yet to be seen as of press time, a faithful reproduction is expected. The real question is this: Will it live up to the excellent Saturn version? Given Capcom's track record with porting killer fighting games to the Sony machine, this is a valid question. Keep your fingers crossed...

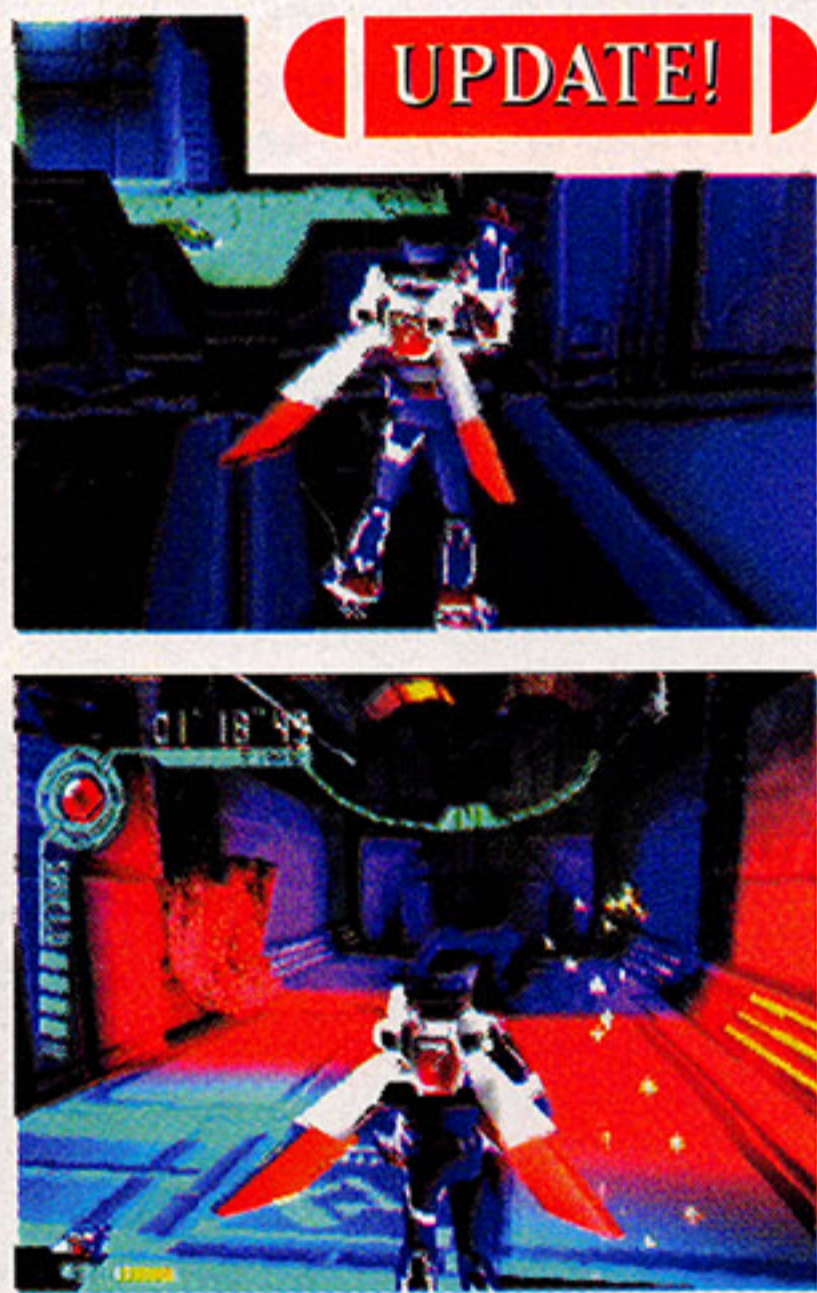


BURNING RANGERS

SEGA SATURN
Sega • June 1998 • 1 Player

TIPS & TRICKS PICK

Sega has decided to push back the release of *Burning Rangers*. This extension buys Yuji Naka and his development team additional time to fine-tune the game to an even higher degree of greatness. We couldn't resist showing you a few more screen shots of this futuristic fire-fighting title. Be patient Saturn fans; you'll be seeing it soon enough!



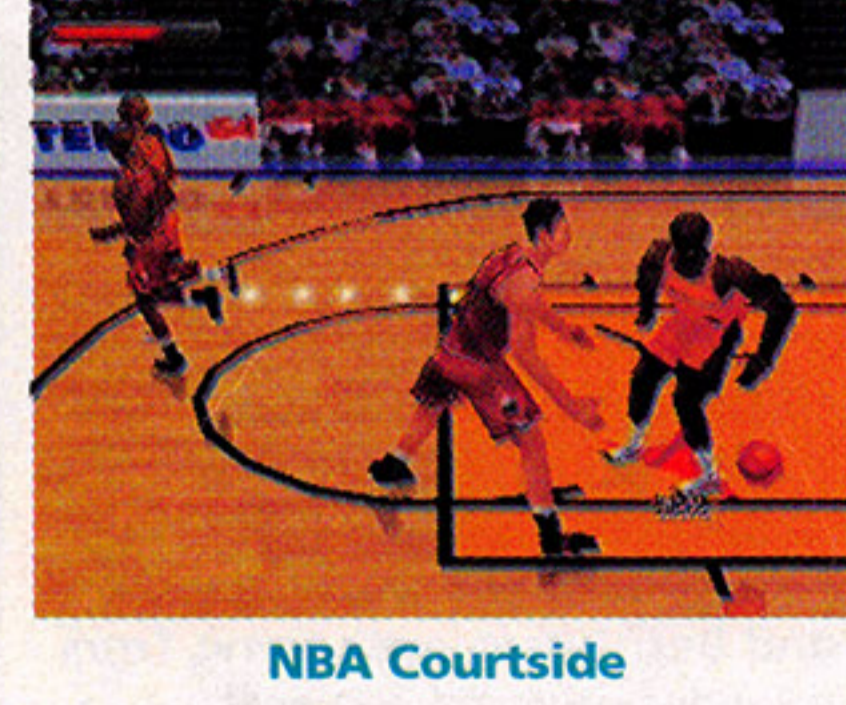
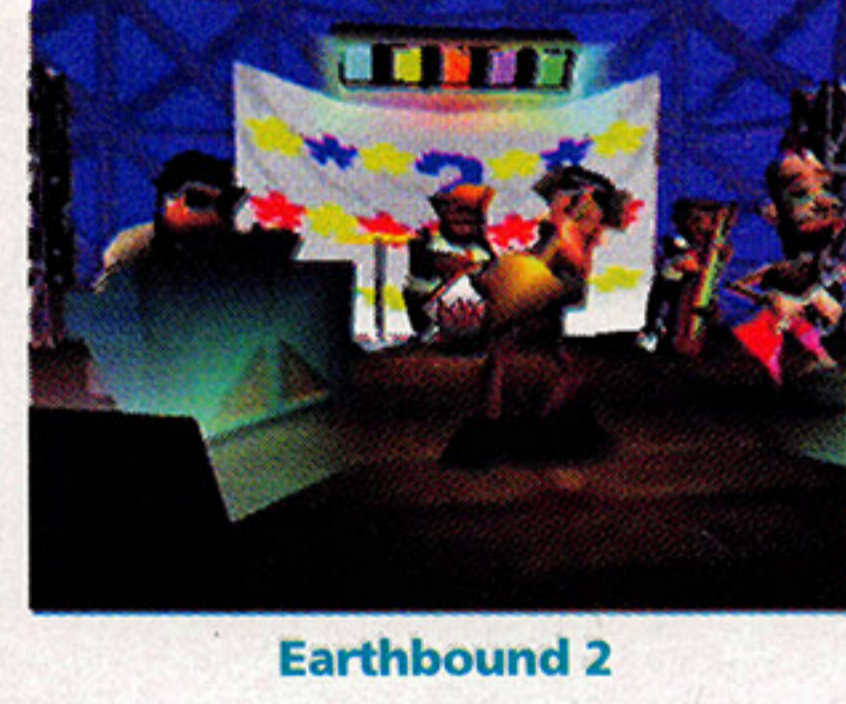
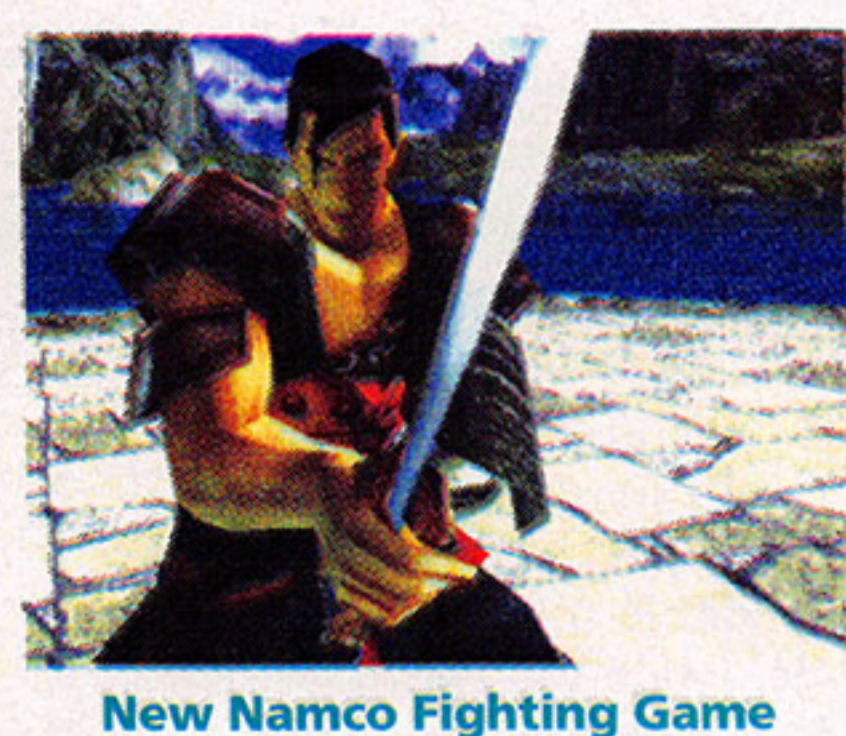
REBOOT

PlayStation
Electronic Arts • March 1998 • 1 Player

UPDATE!

Reboot fans hoping for a "Grade-A" video game representation of the show can rest easy; the latest revision sent to us by EA is awesome! There are 18 3-D levels which allow total freedom of movement throughout seven sectors of Mainframe. Control is swift, even at this early stage, and the development team in Canada has informed us that tweaking control to perfection is their top priority.

Control Bob by using his trusty zip-board. The story: Megabyte has ordered his viral army to stop Bob from mending "Tears"—destructive balls of energy that detonate if left unattended. If Bob fails, the Tears will eventually take control of Mainframe. This is good stuff, people; expect a *Reboot* strategy guide soon!



LAST MINUTE GAMING INFORMATION...

- Big trouble in Saturnville: **Sega of America** "rang in the New Year" by "ringing out" the employees. The axe fell big time during the first week of January, as SoA **laid off 30% of its U.S. work force**. The cutbacks follow those made in early 1997, which transformed the American division into a near-skeleton crew. In an official statement handed down from Sega, the decision was made in order to "remain financially responsible" while preparing for the launch of its upcoming console (code-named Katana; for more info, see below). A total of 100 employees were let go, with forty people immediately re-hired to work on Katana projects. Bernard Stolar, chief operating officer, Sega of America, had this to say: "To be fiscally responsible and competitive tomorrow, we have to make some difficult decisions today that will put us on the right path for long-term success.". Even though Sega emphasized that it will continue to support the Saturn in the U.S. throughout 1998 with hot properties like **Burning Rangers**, **Panzer Saga** and **House of the Dead**, don't count on text-heavy Japanese titles like **Grandia** to make it over any time soon, if at all; the costs involved in translating them are substantial. It's a tough reality to swallow, but the road ahead for American Saturn owners is now bleaker than ever before.
- Square's **Einhander** is coming! Sony Computer Entertainment America has "seen the light" on the incredible-looking PlayStation shooter and has signed a deal with Square to release it in the U.S. in 1998. For those who may have missed our preview last month, **Einhander** is a blend of 2-D and 3-D shooting action, and has impressed more than a few T&T staff members with its stunning graphics and addictive gameplay. Watch for a release soon!
- A **brand new Namco fighting game coin-op** is in the works. According to the company, the game has yet to be named. It is not a sequel to **Soul Edge**, but rather, a completely new fight fest. It is weapons-based, and does feature a couple of returning characters from **Soul Edge**, but Namco assures us that the similarities end there. Look for a big n' tasty preview next issue!
- In case you blinked, **Bio FREAKS**, the arcade game, has officially been put to death. As we reported last issue, the coin-op was making the rounds at various test sites throughout the country and was poised to go into full distribution sometime during the first quarter. Strangely enough, now that the suits have decided to kill it, plans are still "go" for N64 and PlayStation versions; in fact, both home editions of the game were developed side-by-side with the now-axed coin-muncher. Look for first quarter releases.
- It pays to have friends in all the right places. Through a reliable source, **TIPS & TRICKS** has been told that not only have **Katana** development kits been in the hands of third parties for some time, but that one of the main people behind Sega's new console is none other than Bill Gates himself! Apparently, Sega has allied itself with both Microsoft and NEC to pull out all the stops in 1999 with a Katana debut. This alliance would make sense; Sega of America could use a serious boost among consumers, and what better way to do it than to join forces with the world's richest pocket-protector buyer. In addition, NEC—which has already openly positioned itself with Sega—is a major client of Microsoft. Bernard Stolar of Sega of America recently went on record admitting that his company has begun briefing third party developers on Katana and that they are working with retailers to insure a smooth system launch. We've also learned that the first in-house Katana game has been up and running in Japan since late last year: **Scud Race**. Known as **Super GT** here in the U.S., **Scud Race** is reported to look almost mirror-perfect to the Model 3 coin-op original, and—at this point—it's slated to be the system's pack-in game (this could, of course, change). Other Katana titles rumored to be in development by Sega include arcade-perfect conversions of **VF3** (tentatively called **Virtua Fighter 3.5**), **Lost World**, **House of the Dead** and a new **Virtua Cop** game. Although Sega has yet to release them, specs on Katana could include a next generation PowerVR chipset, 8-16 Megs of RAM, and a \$199 price point. Believe us when we tell you we'll be back with more details as they surface...
- We've been informed that **Enix** may be setting up shop once again in the U.S.! Many of you might recall that the company—responsible for some of the best games of the 16-bit era, including the **Actraiser** series—had a distribution office in Redmond, Washington several years ago. If Enix does indeed set up camp again in the U.S., American gamers can look forward to a string of innovative new PlayStation games like **Bust A Move: Dance & Rhythm Action** and **Astro Noka**.
- As of December, 1997, **Resident Evil** sales have totaled in excess of \$200 million worldwide. More than four million copies of **Resident Evil** have sold throughout the world; one million of those sold here in the U.S. alone. Indeed, with a killer Toy Biz action figure line (see our contest on page 11), Wildstorm comic book series and feature film set for release sometime next year, Capcom has definitely set the world ablaze with evil.
- New Sega coin-ops in the works! First off: AM2 is hard at work on **Fighting Vipers 2**. The coin-op sequel is, at press time, "extremely early" (there are placeholder backgrounds and only a handful of characters). While the development team is still pitching the game to head honchos at Sega of Japan, ideally, they would like the final product to contain more combos, better counter moves and a completely different throwing system. There is also a "bonus" game being penciled-in, which would become available to players who display good fighting skills. Although AM2 has made it clear they want to rebuild the game from scratch, there will be new characters as well as returning ones. A representative from SoJ commented, "Honey will be very scantily dressed. The game at this point is not planned for players under the age of eighteen." Wow—and we thought Honey was a hottie before! **FV2** is being built around new architecture; AM2 is not going with Titan (as used for the original), Model 2 or Model 3. Whether the new architecture will match or even approach Model 3 caliber, visually, we're not sure. **Virtual On: Oratorio Tangram** was on display at the AM Show in Japan. Among the new features were six playable robots, new levers which are similar to the Saturn's Twin Stick, and a new guarding system. Characters are also now able to dash in mid-air. Unfortunately, we may never see this Model 3 beauty in the U.S.; the machines are very, very expensive, and Japanese arcade operators are refusing to purchase them. In fact, they're so expensive, that there are currently only three cabinets in existence! The price of each arcade game is estimated to be in the neighborhood of \$30-50,000 (considering that the price tag of a deluxe **VF3** was some \$24,000 at its debut).
- **Bushido Blade 2** is coming right along. Sources indicate that the sequel to last year's popular PlayStation fighting game will make its predecessor pale by comparison. The game goes on sale in Japan in March, and it's a safe bet that it'll make it's way over some time during the summer.
- **Tekken 3** update! According to Namco, the game may be released simultaneously in Japan and the U.S. as early as this spring! The PlayStation game will feature a brand new, exclusive character: Gon, a miniature dinosaur with tremendous strength. While he may be unknown in the States, Gon is a famous Japanese comic book character, and now he gets to make his video game debut.
- **Marvel vs. Capcom** news! The scrump-dilly-icious list of playable characters has been nailed down. On the Marvel side: Wolverine, Hulk, Captain America, Spider-Man, Venom, Gambit, and War-Machine. On the Capcom side: Zangief, Ryu, Chun-Li, Morrigan, Strider, Mega Man, Captain Commando and Jin (from **Cyberbots**). Characters like Thor also show up to lend a hand for "tag-team"-style brawling (similar to SNK's **King of Fighters** series). With a cast of characters this cool, the game can't help but be hot!
- For those interested N64 owners, we've just obtained new screen shots of **Pocket Monsters Stadium** and **Earthbound 2** (known as **Mother 3** in Japan), both for Nintendo's 64DD add-on. Nintendo tells us that the 64DD will be released in Japan in June or July of this year, with a U.S. launch sometime in early- to mid-1999. We truly hope the 64DD makes it over!
- Contrary to what an existing game magazine reported in its February issue, **Super Mario RPG 2** is being developed for the Super NES, not the Nintendo 64. The game has a 2-D look, but plays pseudo-3-D at times, due to its **Pandemonium/Klonoa**-style level wraps. Check out the screen shot to the left! Coolness!
- Rare is working on a **new Nintendo 64 James Bond game** scheduled for an early 1999 release. Details are sketchy, but we do know that the game will not be solely based on the latest Bond film, **007: Tomorrow Never Dies**; that name has already been scooped up by MGM Interactive for its upcoming PlayStation game (developed by the boys at Black Ops, natch). More info as it becomes available.
- From the "S-Files" Dept: A source close to **TIPS & TRICKS** has uncovered what could be a major, mind-blowing conspiracy! Rumor has it that the lead programmer of **Virtua Fighter 3** and **Super GT** jumped off a hi-rise building and committed suicide in Japan last November, and that senior officials at SoJ have been trying to cover up the news ever since! The programmer's name has yet to be released, but we're on the case...
- Look for killer new previews next month! For the N64: **Cruis'n World**, **NBA In The Zone '98**, **Bio FREAKS**, **Zelda: The Ocarina of Time**, **Pocket Monsters Stadium** and **NBA Courtside**. For the PlayStation: **Road Rash 3-D**, **Ninja**, **Rebus**, **Tekken 3**, **Newman/Haas Racing** and **Vigilante 8**. For the Arcade: **California Speed**, **Surf Planet** and **Marvel vs. Capcom**. For the Saturn: **House of the Dead**, **Burning Rangers** and, um... a few other surprises, we're sure. All this, next issue—plus, Katana updates and much, much more (hey, we didn't make the magazine bigger for *nothing*, ya know!). Until next time...peace and happy gaming, everyone!



GAME TRACK!

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

Select Games
Select Games
Select Games

NINTENDO 64 MARCH

- 1 Banjo-Kazooie Nintendo
- 2 Conker's Quest Nintendo
- 3 MLB Featuring Ken Griffey, Jr. Nintendo
- 4 Mystical Ninja Starring Goemon • Konami
- 5 Twisted Edge Snowboarding Midway
- 6 Quake Midway

APRIL

- 7 Forsaken Acclaim
- 8 G.A.S.P!! Konami
- 9 San Francisco Rush: The Rock Midway
- 10 Mortal Kombat 4 Midway
- 11 Silicon Valley T.B.A.
- 12 Space Circus T.B.A.
- 13 Ultra Lode Runner T.B.A.
- 14 Unreal GT Interactive
- 15 WWF Warzone Acclaim

MAY

- 16 Mission: Impossible Ocean
- 17 Quest 64 THQ

1st QUARTER

- 18 All-Star Baseball '98 Acclaim
- 19 Bio FREAKS Midway
- 20 Body Harvest Nintendo
- 21 Dual Heroes • Hudson
- 22 Earthworm Jim 3 Interplay
- 23 F-Zero X Nintendo
- 24 Gex II: Enter the Gecko Midway
- 25 Last Legion UX • Hudson
- 26 Off Road Challenge Midway
- 27 Rev Limit • Seta
- 28 Sumo 64 T.B.A.
- 29 Tonic Trouble Ubi Soft

2nd QUARTER

- 30 Blitz Midway
- 31 Wetrix Ocean
- 32 Wild Choppers • Seta

3rd QUARTER

- 33 Andretti Racing Nintendo
- 34 Dragon Storm MGM Interactive
- 35 Dracula 3-D Konami

- 36 Freak Boy Virgin
- 37 Hybrid Heaven Konami
- 38 Knife Edge T.B.A.
- 39 Lego Racers T.B.A.
- 40 Looney Tunes Ocean
- 41 Madden '99 Electronic Arts
- 42 Nascar Racing Electronic Arts
- 43 Need For Speed Electronic Arts
- 44 Return Fire II MGM Interactive
- 45 Superman 64 Titus
- 46 Turok 2 Acclaim
- 47 Virtual Chess II Titus
- 48 Zelda: The Ocarina of Time Nintendo

4th QUARTER

- 49 Earthbound 2 (64DD) Nintendo
- 50 Pikachu (64DD) Nintendo
- 51 Pocket Monsters Stadium (64DD) Nintendo
- 52 Sim City (64DD) Nintendo
- 53 Super Mario 64 2 Nintendo

POSSIBLE IN '98

- 54 Tamagotchi World Nintendo

PLAYSTATION MARCH

- 1 Blasto Sony CE
- 2 C Konami
- 3 Diablo Electronic Arts
- 4 Hardball 6 Accolade
- 5 Jack Nicklaus Golf Accolade
- 6 Klonoa • Namco
- 7 Mega Man Neo • Capcom
- 8 Mortal Kombat 4 Midway
- 9 NBA Shootout 98 Sony CE
- 10 Need For Speed 3 Electronic Arts
- 11 Newman/Haas Racing Psygnosis
- 12 Rascal Psygnosis
- 13 Road Rash 3-D Electronic Arts
- 14 Running Wild Universal Int.
- 15 Sentinel 2 Psygnosis
- 16 TNN Motorsports Hardcore 2 ASC Games
- 17 Vigilante 8 Activision
- 18 Wreckin' Crew Sir Tech
- 19 WWF Warzone Acclaim

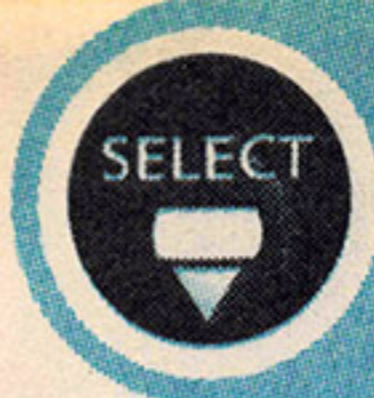
APRIL

- 20 Batman & Robin Acclaim
- 21 Point Blank • Namco

1st QUARTER

- 22 Alien Resurrection Fox Interactive
- 23 Alien Vs. Predator Fox Interactive
- 24 Bass Masters Classic: TE THQ
- 25 Battleship Hasbro Interactive
- 26 Bio FREAKS Midway
- 27 Bomberman World • T.B.A.
- 28 Boxing Electronic Arts
- 29 Crime Killer Interplay
- 30 Einhander • Sony CE
- 31 Elric Psygnosis
- 32 Exodus Sony CE
- 33 Fighter's Impact • T.B.A.
- 34 Freak Boy Virgin
- 35 Kowloon's Gate • Sony CE
- 36 Lucky Luke Ocean
- 37 Marvel Super Heroes Vs. Street Fighter Capcom
- 38 Master of Monsters • Ascii
- 39 Medievil Sony CE
- 40 Messiah Interplay
- 41 Midnight Run • Konami
- 42 Monkey Hero T.B.A.
- 43 Moon • Ascii
- 44 Ninja Eidos
- 45 Off Road Challenge Midway
- 46 Other Life, Azure Dreams • Konami
- 47 Powerslide T.B.A.
- 48 Psybadek Psygnosis
- 49 Quake GT Interactive
- 50 Rapid Racer • Sony CE
- 51 Reboot Electronic Arts
- 52 Rosco McQueen • Sony CE
- 53 Rugrats THQ
- 54 Salamander Deluxe Pack • Konami
- 55 Shadow Madness Psygnosis
- 56 Snow Break Atlas
- 57 Speed Tribes THQ
- 58 Suikoden 2 • Konami
- 59 Total Drivin' Ocean

* Publishers, please contact us with updates and/or corrections.
• Denotes that the game is available on import as of press time.



60	Viper	Ocean
3rd QUARTER		
61	Brunswick World Tour. of Champions	THQ
62	Bushido Blade 2	Sony CE
63	Dead Unity	THQ
64	Metal Gear Solid	Konami
65	Tekken 3	Namco
4th QUARTER		
66	007: Tomorrow Never Dies	MGM Interactive
67	Crash Bandicoot 3	Sony CE
68	Fighting Force II	Eidos
69	Rugrats	THQ
70	Tomb Raider 3	Eidos
POSSIBLE IN '98		
71	Arkanoid Returns ●	T.B.A.
72	Astronoka ●	Enix
73	Burger Burger ●	T.B.A.
74	Bust a Move ●	Enix
75	Chocobo's Mysterious Dungeon ●	T.B.A.
76	Clock Tower Ghost Head ●	T.B.A.
77	Critical Blow ●	T.B.A.
78	Cyberbots ●	Capcom
79	Dam Dam Stompland ●	Sony Music Ent.
80	Elemental Gearbolt ●	Working Designs
81	Enigma	Koei
82	Escaper	T.B.A.
83	Front Mission 2 ●	T.B.A.
84	Front Mission Alternative ●	T.B.A.
85	Gradius Gaiden ●	Konami
86	Kula Quest ●	T.B.A.
87	Nectaris ●	T.B.A.
88	Overblood 2 ●	T.B.A.
89	Parasite Eve ●	Square
90	Powerslave 2	T.B.A.
91	Ragnacoeur ●	Sony CE
92	Respect Inc.	Psygnosis
93	Saga Frontier ●	T.B.A.
94	Silhouette Mirage ●	T.B.A.
95	Sokaigi	T.B.A.
96	SpecOps	T.B.A.
97	Speed Power Gunbike	Sony CE
98	Tales of Destiny	Namco
99	Tenchu ●	Sony Music Ent.
100	TOCA Touring Car Championship	T.B.A.
101	Total Vice	Konami
102	X2 ●	T.B.A.
103	Xenogears	T.B.A.

SATURN MARCH

1	House of the Dead	Sega
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APRIL

2	Panzer Dragoon Saga	Sega
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JUNE

3	Burning Rangers	Sega
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1st QUARTER

4	Alien Resurrection	Fox Interactive
5	Dead or Alive ●	T.B.A.
6	Grandia ●	Sega
7	King of Fighters '96 ●	SNK
8	Madden NFL '98	Electronic Arts
9	NBA Live '98	Electronic Arts
10	Shining Force III ●	Sega

POSSIBLE IN '98

11	All Japan Pro Wrestling ●	Sega
12	DJ Wars	T.B.A.
13	Dragon Force II	Sega
14	Fighter's History ●	SNK
15	Formula Grand Prix ●	T.B.A.
16	Funky Head Boxers ●	Sega
17	Gaia Breeder ●	T.B.A.
18	Gunblade N.Y.	Sega
19	Layer Section II ●	T.B.A.
20	Real Bout Special ●	SNK
21	Riven: The Sequel to Myst ●	T.B.A.
22	Sega Ages: Phantasy Star Collection ●	Sega
23	Sega Ages: Memorial Selection Vol. 2 ●	Sega
24	Sega Ages: Columns Arcade Collection ●	Sega
25	Soul Hackers ●	T.B.A.
26	Tamagotchi Park ●	T.B.A.
27	Thunderforce Gold Pack 1 ●	T.B.A.
28	Thunderforce Gold Pack 2 ●	T.B.A.
29	Thunderforce V ●	T.B.A.
30	Top Skater	Sega
31	Vampire Savior 2 ●	Capcom
32	Warcraft II: The Dark Saga ●	Electronic Arts
33	WipeOut XL ●	T.B.A.
34	X-Men Vs. Street Fighter ●	Capcom
35	Zap! Snowboarding Trix '98 ●	T.B.A.
36	Zero Divide: The Final Conflict ●	T.B.A.

ARCADE 1st QUARTER

1	Beastorizer ●	Namco
2	Beat Mania ●	Konami
3	California Speed	Atari Games

4	Ehrgeiz	Namco
5	Get Bass ●	Sega
6	Harley Davidson & L.A. Riders ●	Sega
7	Hummer ●	Sega
8	Lost World Deluxe ●	Sega
9	Marvel Vs. Capcom ●	Capcom
10	Mortal Kombat 4 Rev. 3	Midway
11	Motocross Go! ●	Konami
12	Power Sled ●	Sega
13	Road's Edge	SNK
14	Samurai Shodown 64	SNK
15	Solar Assault ●	Konami

2nd QUARTER

16	Juko Thread	Atari Games
17	Racing Jam	Konami
18	Street Fighter Alpha 3	Capcom
19	Ski Champ	Sega

3rd QUARTER

20	Time Crisis 2	Namco
21	Virtua Cop 3	Sega

4th QUARTER

22	Fighting Vipers 2	Sega
23	Virtual On Cyber Troopers	Sega

POSSIBLE IN '98

24	Enemy Lines ●	Sega
25	Star Gladiator 2	Capcom
26	Rival Schools ●	Capcom
27	Vampire Savior 2 ●	Capcom
28	Virtua Fighter 3: Team Battle ●	Sega

GAME.COM MARCH

1	Fighters Megamix	Tiger Electronics
2	Jeopardy!	Tiger Electronics
3	Name That Tune	Tiger Electronics

APRIL

4	Sonic Jam	Tiger Electronics
5	Tiger Casino	Tiger Electronics

GAME BOY 1st QUARTER

1	Bust-A-Move II	Taito
2	FIFA Soccer '98	Electronic Arts
3	The Fidgetts	Nintendo
4	Game & Watch Gallery II	Nintendo
5	James Bond 007	T.B.A.
6	Hero's Fishing Adventure	T.B.A.
7	Turok	Acclaim
8	Wario Land 2	Nintendo



- Invincibility On/Off—Press the R button seven times, then press **Left**
- Monsters On/Off—Press **L, C, Left, R, C, Right, Left, Left**
- All Items On/Off—Press **R, C, Right, L, C, Left, C, Right**
- Level Select—Press **L, L, C, Right, Left, Left, C**

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

EXTREME-G

Cheat Codes

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RA50—A very powerful code. With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed

XGTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include **ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE** and **OMRI**). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

HEXEN

Cheat Menu

During the game, press **START** to pause. When the "Paused" menu appears, quickly press **C, C, C, C**. A new option called "Cheat" will appear. Highlight this option and press **A** to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes *quickly* at the "Cheats" menu:

God Mode (invincibility)—**C, C, C**

Clipping (walk through walls)—Press **C** 20 times, then **C**

Visit (stage select)—**C, C, C, C, C, C, C**

Butcher (kill all enemies in the area)—**C, C, C, C**

Health (refill health)—**C, C, C, C**

Collect All Keys—**C, C, C, C**

Collect All Artifacts—**C, C, C, C**

Collect All Weapons—**C, C, C, C**

Collect Puzzle Items—**C, C, C, C, C, C, C**

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, C, C, B, A**, then hold the **Z** button and press **START**; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.)

Wait for the words "Press Start" to begin flashing on the title screen, then press **Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A**,

then hold the **Z** button and press **START**; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

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**

Gladius 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**, press **C**

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

Kim Tune—Hold **Down** and press **A**

Spinal Tune—Hold **Down**, press **C**

Secret Stage

In two-player mode, have both characters choose their fighters by holding **Down** and pressing **C**; you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground.

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:

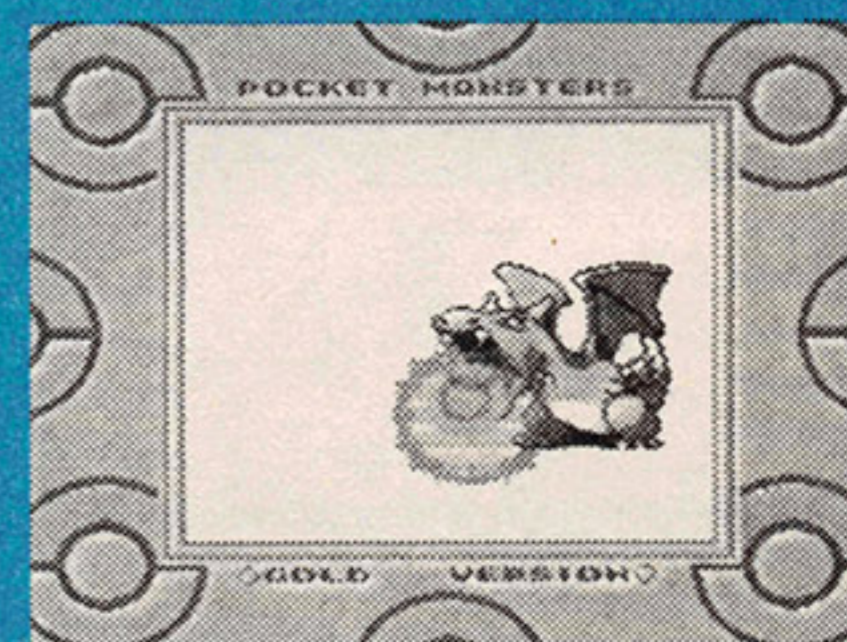
will continue to be flooded the next two days. [Editor's Note: Mr. Yamauchi is referring to a very rare monster type in the Pocket Monster Game Boy game; players who brought a Pocket Monster game to the Space World expo were invited to copy the data for the 151st monster and save it on their own cartridge.]

The recent console game market is losing momentum. Naturally, it's because of the too-boring and sophisticated software. Ordinary users can't enjoy playing. Such new products are flooding the market. It seems as though one console game hardware

vendor decided to restore software from the market. Although the quantity was said to be small. This is just a drop in the bucket and wouldn't make an impact in the market. There is a lot of trash in the software market. There is a big need to change the quality of the software. When the N64 was launched two years ago, I was asserting the quality change needed by bringing that product. But we haven't had a lot of good software. Once that is enhanced, we will have fewer and better games—reducing the number to a tenth of what we have out there now. As I told you before, some are

pointing out that there's a limited number of games for the N64, especially RPGs.

The future of the gaming market will be quite different—we've seen how a lot of things have changed this year. Take the *Pocket Monster* and *Tamagotchi* for example; they dominated and saved the [Japanese] toy market. These two products have contributed to a great extent—*Tamagotchi* and *Pocket Monster* are still popular. It's the interaction, training and collection that makes it popular. It will be vital for the market. I can't tell what will happen in the future,



Nintendo's *Pocket Monsters Gold Version* for Game Boy, as seen on the Super Famicom with Super Game Boy adapter.



- 1) Highlight Al-Rashid and press **START**.
 - 2) Highlight Takeshi and press **START**.
 - 3) Highlight Mordos Kull and press **START**.
 - 4) Highlight Xiao Long and press **START**.
 - 5) Highlight Namira and press **START**.
- Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADDEN FOOTBALL 64

Secret Team

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with the name "TIBURON" (the player stats don't matter). Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team called "Tiburon"; every player on this team stands 8'4" and is rated at 100 in all skill categories.

See the Ending

When the EA Sports logo appears, hold **L + R + Z**; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MARIO KART 64

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts

- Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press **R** at the title screen to show off your best time on the Mario Raceway course.
- Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.
- Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you

return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

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 "G T T B H R" for infinite lives
- Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
- Enter "C R V D T S" to see the credits from the end of the game

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 his 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

Stage Passwords

Wind Stage—T H W M S B

Earth Stage—C N S Z D G

Prison Stage—R G T K C S

Water Stage—Z U R K D M

Fire Stage—J Y P P H D

Bridge of Immortality—Q F T L W N

Qhan Chi's Fortress—Z C H R R Y

MORTAL KOMBAT TRILOGY

Play as Kameleon

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, "Kameleon." Now Kameleon 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 on the screen, 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 Kameleon and Motaro—followed by a whopping *eight* endurance matches.

Free Play

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

Secret "More Kombat" Menu

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

two secret characters, Human Smoke and Kameleon.

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press **High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch** (that's **C, C, C, A, B, B, B, A, A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

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.

NBA HANGTIME

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup"



The *Pocket Monsters* franchise has been important in Japan; it has spawned a popular TV show as well as new N64 and N64 DD games.

but I see a variety of hit products and training characters such as *Pocket Monster*...

Now I would like to discuss the training, collecting and raising of a character in a video game. Now there are more games available than just Tamagotchi, which started it all. It's the type of game that asks the player to nurture and raise the chicken. Raise, feed, take care and get pleasure out of the game. It's a new type of game for users. Its portability made it very popular in the market quickly.

Pocket Monsters, on the other hand, use a different way of nurturing

and raising than Tamagotchi. The characters grow stronger by fighting each other. You can grow monsters by yourself then exchange them with your friends by a cable.

There are new types of nurturing games that are being conceived. One game being developed, as far as I know, is called *Cabbage*. It is also a nurturing game, but it is different from *Pocket Monster* or Tamagotchi.

There are imitation games appearing on the market, one after another. They try to apply these games into the TV format, but it may not work. Game consoles are not suitable

for nurturing games on TV. Such interesting games cannot be created with the current game consoles.

From the point of view of software developers: If they keep making these, they won't be successful. Let me move on to the other key words—exchanging or collecting/trading.

It's what has emerged for the first time with *Pocket Monsters*. Among all the joys and pleasures—the popular thing is the trading of monsters with friends. The communication cable is used for trading. By exchanging monsters by the use of cable, you can play against each other.

Nintendo 64 tips



screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off—Hold **Right**, press **Pass**, **Pass**
Big Head—Hold **Up**, press **Turbo** + **Pass** simultaneously

Rooftop Court—Hold **Left**, press **Turbo**, **Turbo**

ABA Ball—Hold **Right**, press **Shoot**, **Turbo**, **Pass**

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

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

Baby Sized Players—025

No Music—048

Tournament Mode—111

Fast Passing—120

Stealth Turbo—273

Max. Speed—284

No Pushing—390

Unlimited Turbo—461

Hyper Speed—552

Max. Blocking—616

Quick Hands—709

Max. Power—802

Goaltending Allowed—937

Secret Characters

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

Hardaway—AHRDWHY 0000

Amrich—AMRICH 2020

Bardo—BARDO 6000

Pesina—CARLOS 1010

C. Robinson—CLIFFR 0000

Thompson—DANIEL 0604

Roan—DANR 0000

D. Robinson—DAVIDR 0000

DiVita—DIVITA 0201

Olajuwon—DREAM 0000

Ferrier—EDDIE 6213

Elliot—ELLIOT 0000

Geer—EUGENE 6767

Ewing—EWING 0000

Hill—GHILL 0000

G. Robinson—GLENNR 0000

Grant—HGRANT 0000

Rivett—JAMIE 1000 or MUNDAY 5432

Japple—JAPPLE 6660

Skiles—JASON 0729

Carlton—JC 0000

Hedrick—JFER 0503

Hey—JONHEY 6000

Johnson—JOHNSN 0000

Kemp—KEMP 0000

Kidd—KIDD 0000

Boon—KOMBAT 0004

Malone—MALONE 0000

Martinez—MARTY 1010

Mednick—MEDNIK 6000

Miller—MILLER 0000

Minifee—MINIFE 6000

Morris—MORRIS 6000

Tobias—MORTAL 0004

Mutombo—MOTUMB 0000

Muresan—MURSAN 0000

Vinikour—MXV 1014

Ehrlich—NICK 7000

Fitzgerald—PATF 2000

Perry—PERRY 3500

Pippen—PIPPEN 0000

Quinn—QUIN 0330

Rice—RICE 0000

Rodman—RODMAN 0000

Root—ROOT 6000

Liptak—SHAWN 0123

Smits—SMITS 0000

Oursler—SNO 0103

Stackhouse—STACKH 0000

Starks—STARKS 0000

Turmell—TURMEL 0322

Webb—WEBB 0000

Webber—WEBBER 0000

Funk—NFUNK 0101

Mourning—MOURNG 0000

NFL QUARTERBACK CLUB 98

Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:

GLYTHMD—Giant players

SMLMDGT—Tiny players

BBMNTBL—Players are tall and thin

JPNMSWR—Players are short and fat

TRNTDLFR—Passing accuracy is at zero for all quarterbacks

BRDWNMTH—Passing accuracy is at maximum for all quarterbacks

CRLLWYS—Acceleration attribute is at maximum for all players

WLTRPYTN—Agility attribute is at maximum for all players

STYCKYHND S—Hands attribute is at maximum for all players

MCHLJNSN—Speed attribute is at maximum for all players

RNLDSWZNGR—Strength attribute is at maximum for all players

YNSTYNS—Discipline and Awareness attributes are at maximum for all players

BGBFYDF—All attributes are at maximum for all defensive players

BGBFYFF—All attributes are at maximum for all offensive players

LLDFSK—All attributes are at zero for all defensive players

LLFFSK—All attributes are at zero for all offensive players

SPRTMM D—All players' attributes are at maximum

PWHYRMN—All players' attributes are at zero

SPRBGRMS—Quarterbacks can throw the ball 100 yards, kickers can

kick the ball 100 yards, punters can punt the ball 100 yards

SPRT R B M D—Super turbo mode

F R M B Y F R M—Slow motion mode

D W N D R V—Eight downs instead of four

N B C T C K L S—Computer-controlled players don't try to tackle

S P R D P R T C K L—Super-duper tackles

T G H T G R P—No turnovers

G T N H N D S—Nearly every hit causes a fumble

S P R S L Y D—Slippery field

B G S P R D V—Dive distance is greater

L D S T R T R K—Passes appear instantly in receivers' hands

L W Y S T P S S—Passes are always tipped

B G T W S T R S—Ball carrier spins and spins until he's tackled

M N F L D M D—All players do the "up and over" dive every few seconds during gameplay

P B Y B Y M D—All players crawl like babies

Y L C T R C F B—Players move around like the old "electric football" games

S N W S L D L—Players slide around on their butts

S T N T X T M—Access Acclaim, Iguana, NFC and AFC teams

PILOTWINGS 64

Wario Cameo

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

SAN FRANCISCO RUSH

"Setup" Screen Cheats

Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio"):

• To disable the in-game timer, hold **Z** and enter the following code: Hold **C**, press **C**, release both, hold **C**, press **C**.

• To disable the automatic abort feature, press the **C** button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.

• To disable vehicle collisions (you can drive right through the other cars) press **Left**, then hold **Right** on the D-pad and press **C**, then release both and press **C**, **C**, **C**, **Z**.

• To change the game's detailed polygon textures into flat shades of color, hold **C**, press **L**, release both, press **Z**, hold **C**, press **L**, release both, press **Z**.

• When your car crashes, you will return to the closest possible spot near

the crash if you hold the **Z** button at the Setup menu and enter the following code: Hold **C**, press **C**, release both, hold **C**, press **C**.

• To turn all of the traffic cones in the game into mines, press **L**, **R**, **L**, **R**, **L**, **R**.

• To turn the courses upside-down, press **Up**, **Right**, **Down**, **Left**, **Down**, **Right**, **Up**, **Left**.

• To change the game's gravity, hold **Z**, press **Up**, **Down**, then release **Z** and press **Up**, **Down**, **Up**, **Down**. Repeat the code up to three times for three different gravity settings.

"Select Car" Screen Cheats

Each of the following codes works at the "Select Car" menu:

• To change the height of your car, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat up to four times for different heights.

• To change the size of your vehicle's front tires, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat the code for different tire sizes.

• To change the size of your vehicle's front tires, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat the code for different tire sizes.

• To start your vehicle on fire, hold **C** and press **Z** four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.

• To change your car into a mine, press **C**, **C**, **Z**, **C**, **C**, **Z**, **C**, **C**.

• To change the color of the fog in the game, hold **Z** and press **C** three times; repeat the code to get different colors.

Extra Camera Angles

While driving with one of the two "external" camera angles, hold the **L** button and press **Up** or **Down** on the D-pad to change the distance between the camera and your vehicle.

Drive at Night

During the game, press **START** to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing **Left** or **Right**. If you hold all four **C** buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

STAR WARS

SHADOWS OF THE EMPIRE

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press **START** to pause, then hold **Left** + **L** + **R** + **Z** + **C** + **C** + **C**; with all of those buttons held



Will the 64DD be released in the U.S., or will it be a Japan exclusive, like the disk-drive attachment for the original Famicom (a.k.a. the NES)?

To tell the truth, the cables were originally created for fighting games. We can't see the other person's face though.

In the development stage, we nurtured the *Pocket Monster* concept. They worked hard to see the cables be used for trading monsters. This can appeal to a lot of users. This is why the trading is so popular. Exchanging and trading allows you to collect the ones you don't have. Collecting is closely related to trading. The simple collection concepts seen in other console games are not interesting.

Nintendo 64DD is being shown.

But due to the delay in software development, we unfortunately have to delay the launch three months later than our original schedule. This is too bad.

Addition of a character is another concept. Mu is a good example of addition. Users bring the cartridge and the new monster is added. The Monster of the Dream, Mu, is added.

The majority of the Mu products are all sold. That means the software is what everyone's talking about and it will sell fast. The other useless software in the market won't sell. The hits sell and get sold out fast. Even when

using critical data, prospects on how much volume can be expected cannot be made easily. That's another problem. We must deal with inventories and distribution. The console games are not making profit and are at risk. It's a critical situation. Simultaneously, most software makers are not profiting and are now in a severe situation. The image isn't bright.

Vending machines are for users to get additional functions. You can get additional joy for a game with the DD. Such a system is being searched for. If the conventional console game tries to offer additional pleasures, the



down, press **Up** and **Down** on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles
Enter 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 press **START** to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

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

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

- Also in the "Escape from Echo Base" stage, hold **C** and press **Right** on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold **Down** to fire. Once the code is in place, press **C** to switch between Dash and the Snowtrooper.

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

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

- In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold **C** and

press **Right** on the D-pad to control one of Prince Xizor's armored guards.

See the Ending

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

Wampa Noises

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

SUPER MARIO 64

Cinema Camera Change

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

TETRISPHERE

Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the **RESET** button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the **RESET** button down.

Secret Game Mode

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

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C** + **C** and press the **L** button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocket-

ship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or "Puzzle" game modes; you'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C** + **C** and press the **L** button as above to change the numbers on the menu to different characters. Enter the name "GAMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

See the Credits

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

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—**A, Left, Left, C, A, Right, Z**. Note that this cheat does not give you access to the "bonus" vehicles.

- Access All Tracks—**A, Left, Left, Right, Down, Z**. Note that this cheat does not activate the "Mirror" tracks.

- 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**.

- Non-Blur Mode—**B, Left, Right, Up, Left, Z, Right**. This code turns off the N64's "anti-aliasing" and "mip-mapping" effects, making the graphics appear to be more "pixelated."

- ZBuffer Mode—**C, Z, B, Up, Up, Right**. The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess of colors on the screen. Enter the code again to turn ZBuffer Mode off.

See the Credits

Choose "Options" from the main menu, then highlight "the Load Configuration" option and press **C**,

Right, Down, Z. You'll see the full credit sequence from the end of the game—not the abbreviated version that can be called up from the Options menu at any time.

TUROK: DINOSAUR HUNTER

Cheat Codes

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

R B N S M T H—Invincibility

T H S S L K S C L—Spirit Mode

C M G T S M M G G T S—All Weapons *

B L L T S R R F R N D—Unlimited Ammo *

F R T H S T H T T R L S C K—Infinite Lives

G R G C H N—Big Head Mode **

D N C H N—Tiny Enemy Mode

D L K T D R—Pen and Ink Mode

L L T H C L R S F T H R N B—Purdy Colors

S N F F R R—Disco Mode (enemies don't attack)

C L L T H T N M T N—Quack Mode

T H B S T—Gallery (view the characters)

F D T H M G S—Show Credits ***

N S T H M N D N T—Show Enemies (on the map)

(* This cheat is also activated by the "RBNSMTH" and "GRGCHN" codes.)

(** This cheat is also activated by the "RBNSMTH" code.)

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

"The Big Cheat"

At the "Enter Cheat" menu, enter "N T H G T H D G D C R T D T R K". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

WAR GODS

Fatalities

Ahua Kin—In close, 3-D, **↑ ↓ ↑ +** High Kick

Anubis—3-D, **→ ↘ ↓ ↙ ← +** High Punch + Low Kick

Pagan—From 1/2 screen distance, **← → +** Low Punch

Tak—**← ↙ ↓ ↘ → +** Low Punch + High Kick

Maximus—Hold 3-D, press **→ → +** High Punch + Low Punch

whole console's capabilities will be required, since there's no writeable capability for it. The current console game style would destroy the market—we can't keep our hope with current console games. This is the time we need to make dramatic changes in [the] quality in console games. That is the effort we are putting into when we launch our disc drive. We need to pour in new ideas into software and we need to do it soon and at a good price.

It's hard to make good software. There are more software developers than there are good games.

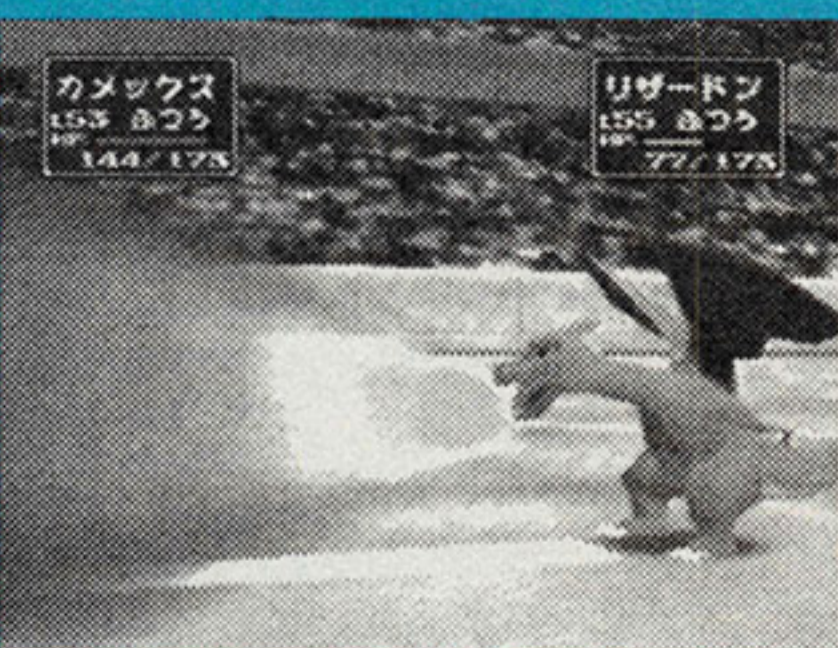
Distributors knew when *Pocket Monsters* were launched in February of 1996, and the popularity still continues. Yet other games sell fast but for only a short time—like 32-bit games.

Role-playing games have been changed, too. We are planning to concurrently release the N64DD and *Pocket Monster Stadium*. *Pocket Monster Stadium* will also utilize the Game Boy. This...isn't another game that obliges you to sit in front of the TV. You play it outside and everywhere with your friends, then come inside and update it on your DD.

Derby Stadium is coming for the console. The launch time will be later than *Pocket Monster Stadium*. By adding a new function to it...

Console games are starting to change. We are facing a transient period. If we don't act now, we can't retain the present state of console games. The market won't support it. From this point of view, the market in Japan must change. At this show, we see guests from overseas. Their business is going steady when compared to ours.

Next year, *Pocket Monster* software will make its way to the U.S.



Getting blasted by dragon breath in *Pocket Monster Stadium*; Yamauchi hopes to build *Pocket Monster* into a global phenomenon.



CY-5—From 1/2 screen away, ← ← + High Punch
 Warhead—Far away, 3-D, → ↘ ↓ ↙ ← + High Kick
 Voodoo—From 1/2 screen away, ← → + Low Punch
 Vallah—In close, → → + Low Kick
 Kabuki Jo—At sweep distance, ← ↙ ↓ ↘ → + Low Kick + High Kick

Play as Grox

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

Play as Exor

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

Infinite Continues

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

Cheat Menu

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

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. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold **Up** on the D-pad while holding **Down** on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GRETZKY'S 3D HOCKEY

Invisible Players

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

Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the **A** button at the title screen, then have Player 1

highlight "Practice" and press **A**. If you do this, all of the other players who were holding **A** will get to play in practice mode with you.

Instant Start

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

Select Opposing Team

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

Player Size Tricks

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

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

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

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

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

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

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

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

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

Forfeit Game

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

Trade Players

At the Options screen, hold the **L** button and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**; the eighth digit of the "Specials" option will be changed

to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the **C** button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press **A**. The roster of the first team appears on the left; press **B** to change the team on the right. Use **Up** or **Down** to highlight the name of the player you want to replace, use **Left** or **Right** to highlight the name of the player you want to replace him with. Press **A** to make the substitution. Press **START** to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press **START** to return to the "Team Stats" screen.

Frequent Fight Mode

At the Options screen, hold the **L** button and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have fights breaking out approximately every 20 seconds—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

Access Super Teams

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

See Company Logos

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

WAYNE GRETZKY'S 3D HOCKEY '98

Secret Codes

All of the codes listed above for the original *Wayne Gretzky's 3D Hockey* will work in *Wayne Gretzky's 3D Hockey '98* except for the "Invisible Players" code, and the "Trade Players" code. (The ability to trade players is a standard option in the '98 edition, not a hidden feature.) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams—the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeg Jets—instead of the "super" teams from the original game.

market. U.S. and Japanese players have different tastes. There is no guarantee that *Pocket Monster* will find the same success in the U.S. and other overseas markets. Therefore, Nintendo believes the U.S. version of *Pocket Monster* should be launched so people can experience this new form of software. We're working hard to prepare for this.

Console game players are mostly kids. The kids who play don't like complicated games that discourage them. We must keep developing new games so we'll find the hit games and characters—like the comic book characters

that are in games now. If it remains this way, the future won't be bright.

If someone can sell new ideas, then there's hope for change. In this way, the entertainment market is guaranteed to change. I'm sure. Now is the time for Nintendo to analyze the success of *Pocket Monster* and understand it. When we think about the users, most are children. Thus, *Pocket Monster* for the console is the answer. The volume of sales has been excellent. The cards and other *Pocket Monster* paraphernalia are not just popular with young kids, but also with high school and university students.

As far as Nintendo is concerned, from now on and at all costs, new effects must be created in new games and must be presented widely to users. This is why Nintendo is taking it seriously—like *Pocket Monsters*, for example.

In February, Pocket printer and camera will go on sale [in Japan]. There is a common element amongst these new products: uniqueness. We need to make sure our products have this. Nintendo is the only company that can meet the challenge. Nintendo will work hard to continue to seek your advice and support in this market.



8-bit and 64-bit *Pocket Monster* games can coexist with the help of this special Game Boy adapter for the Nintendo 64 controller.



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 un-pause, 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.

Stage Warp

With the numbers on the screen as described above, hold **L1** and press **□** to make Lomax fly. Use the D-pad to move him anywhere in the current stage, even through obstacles. When you're ready to land, hold **L1** and press **□** again.

AGILE WARRIOR F-111X

Invincibility

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

ALIEN TRILOGY

Cheat Mode

Enter "1G0TP1NK8C1DB00T50N" as your password, highlight "Accept" and press the **X** button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

ANDRETTI RACING

Secret Cars

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

Secret Options Menu

At the Pause menu, highlight "Race Statistics", hold the **○** button and press **X**. You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and the speed of your opponents' cars.

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"

□□××××
□□□□××
□□□□□□
××□□××
□□□□□□

BASES LOADED '96: DOUBLE HEADER

Automatic Home Runs

During the game, press **START** to pause, then grab Controller 2 and press **△, □, ×, ○, ○, ○**. You'll hear a piano sound. Next, press **L1** (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt.

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.

Maximum Fuel & Ammo

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

Acquire Wingman

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

Maximum Weapons

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

Upgrade Gun

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

Upgrade Current Weapon

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

Complete Current Mission

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

BLAST CHAMBER

Infinite Lives

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

BLOOD OMEN: LEGACY OF KAIN

Refill Energy

At any time during the game—not while paused—enter any of the following codes as needed:

• Refill Energy—Press **Up, Right, □, ○, Up, Down, Right, Left**.

• View All FMV Scenes—Press **Left, Right, □, ○, Up, Down, Right, Left**. (Access the "Dark Diary" from the Options menu and you'll be able to watch all of the video scenes from the game.)

BOGEY DEAD 6

Secret Camera Angle

Choose your fighter at the plane select screen; then, when the "Now Loading..." message appears, press and hold **L1 + L2 + R1 + R2**. When the game starts, press **SELECT** to cycle

through the different camera angles; you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face.

Access All Fighters

At the Fighter Select screen, press **Left, Left, Right, Down, Up, Down, Right, 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.

BUSTER BROS. COLLECTION

Super Buster Bros. Stage Select

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

Buster Buddies Stage Select

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

Buster Buddies Bonus Stages

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

CARNAGE HEART

Manual Control

During a battle, press the **SELECT** button to bring up the display menu, then press the **SELECT** button 11 more times. You'll see the last option on the menu change from "Camera" to "Action". Highlight this new option and press **X** to change the setting from "Automatic" to "Manual"; now you can control your OKE as follows:

Up, Down—Move forward, backward

Left, Right—Turn left, right

L1 + Left—Move left

L1 + Right—Move right

L1 + Up—Change altitude up

L1 + Down—Change altitude down

□—Grapple

△—Jump up

△ + D-pad—Jump forward, backward, left or right

×—Fire Main Weapon

○—Duck

R2 + △—Fire Sub Weapon

R2 + ×—Fire Sub Weapon twice

R2 + ○—Fire Sub Weapon three times

R2 + □—Fire Sub Weapon four times

If you're in battle with one or more allies and you use the **L2** button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed **L2** will revert to automatic control.

CART WORLD SERIES

Cheat Codes

At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects:

BANZAI—No collisions with other cars

EPILEPTI or SPACERID—Race on *Tron*-style tracks

FAT TIRE—Fat rear tires

PUSHBUTT—With this name in place, start the game in analog control mode; when you push in the left analog controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of your car; push in the right analog controller to activate the clutch.

CODENAME: TENKA

Access All Weapons

Press **START** at any time during the game to pause, then enter the following code at the pause menu: Hold **L1**, then press **△, R1, △, □, R1, ○, □, □**. Release **L1** and a new option called "All Weapons" will appear on the pause menu; choose it and you will be equipped with maximum firepower.

Stage Select

Press **START** at any time during the game to pause, then enter the following code at the pause menu: Hold **L2**, then press **○, ○, □, △, R1, □, △, ○**. Release **L2** and a new option called "Level Warp" will appear on the pause menu; choose it and you will be able to warp to any stage.

COLONY WARS

Cheat Passwords

Choose "Options" from the main menu, then select "Password" and enter any 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.

COMMAND & CONQUER

Japanese Mode

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

Power-Up Codes

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

Ion Cannon—**Right, Down, Left, Left, Down, Right, Right, Down, Left, ×, □, △**

Air Strike—**Right, Down, Left, Left, Down, Right, Right, Down, Left, ×, □, ○**

Extra \$5,000—**Right, Down, Down, Left, L1, Left, Right, Down, Left**

Reveal Entire Map—**○, ○, ○, Up, ○, □, R1, ○, ○, ○**

Access Covert Operations

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

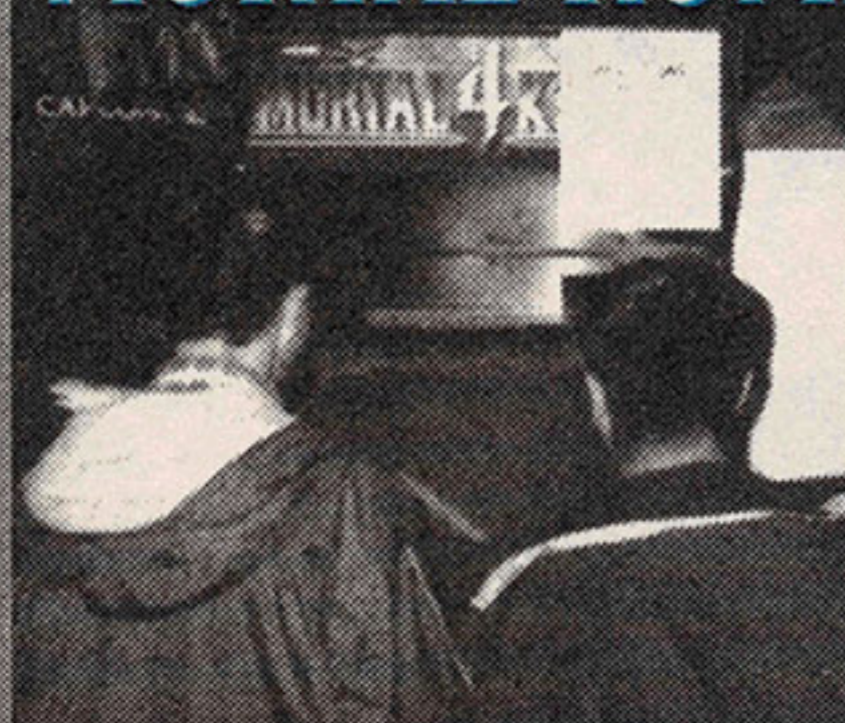
CONTRA: LEGACY OF WAR

Cheat Codes

Each of the following codes works at the main menu with the title screen in the background:

Infinite Continues—**L2, R2, L1, R1, Left, Right, Right, Left** (Your continues will still count down, but when you get past zero they'll go into negative numbers)

MORTAL KOMBAT MIDWEST EXTRAVAGANZA!



Just prior to accepting a position as *TIPS & TRICKS*' newest Associate Editor and relocating to the West Coast, Jason Wilson bade farewell to Chicago-area arcade players by helping to organize a large tournament for fans of Midway's flagship fighting-game franchise. The *Mortal Kombat* Midwest Extravaganza was held at Super Just Games in Northbrook, Illinois on December 19 and 20. Three different versions of the popular game series were featured: *Mortal*

Kombat II, *Ultimate Mortal Kombat 3* and a *Mortal Kombat 4* machine which was specially outfitted with a beta version of the Revision 3 upgrade, courtesy of Midway's testers. The competition was fierce from day one. *Ultimate Mortal Kombat 3* provided the setting for the most surprising of upsets, with three of Midway's own testers being eliminated in the first round of the three-out-of-five, double-elimination tourney. Local players from Diversions Game

Room in Chicago took the top two spots. *Mortal Kombat II*, the later event, turned out to be a massacre for anyone who dared to step in the path of Jason; his ultra-annoying Jax lost only one round on the way to a first-place victory. Thirty-two competitors set the stage for Saturday's *Mortal Kombat 4* festivities, which included the best players from around the Chicagoland area. Also participating was the number-one *Mortal Kombat* player from Atlanta, Georgia, Jon Long, who drove over 700 miles to compete for the cash and prizes that would await



Access All Weapons—L2, R2, L1, R1, Up, Down, Down, Up (During the game, hold the Lie Down button and press the Weapon Select button to change weapons)
 Stage Select—L2, R1, L1, R2, Left, Right, O, □, R2, L2
 Sound Test—R2, R1, L1, L2, Up, Right, Down, Left (Press Up or Down to change the sound number and press START to hear it)
 Movie Test—L2, L1, R1, R2, Up, Left, Down, Right (Press Up or Down to change the movie and press START to watch it)
 Hidden "Gyruus" Game—L2, L1, Left, Right, R1, R2
 Hidden "Pac-Tank" Game—R2, R1, Right, Left, L1, L2

COURIER CRISIS

Secret Characters
 Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAV-AGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.
Passwords
 Level 1—EFLCFCGKJ
 Level 2—IFLCIFCKI
 Level 3—MFLCFCOKJ
 Level 4—AFLCFCCKJ
 Level 5—FHCLFICJL
 Level 6—FLCLFICCL
 Level 7—FPCLFIOCJL
 Level 8—FDCLFIKCLJ
 Level 9—KFLCFCGII
 Level 10—OFLCIFCCI
 Level 11—CFLCIFCOIJ
 Level 12—GFLCIFCKIJ
 Level 13—FFCLFICJJ
 Level 14—FJCLFICCIJ
 Level 15—FNCLFIOCJJ

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.

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:
 LLLDRRLDRDLUR

THE CROW: CITY OF ANGELS

Cheat Passwords
 Choose "Continue" from the main menu and enter one of the following codes:
 ○×△×△○△○×□—Start at Ship stage with invincibility
 ×○△○□□△○×○—Giraffe Mode
 △△×□○□□×△△—Stickman Mode
 △△○○○○○○○△△—Watch All Video Scenes
 □×□○△△○□×□—Debug Mode
Stage Passwords
 △×△△○□△□×○—Pier
 ××××△□×××○—Ship

△○△○□△△○×○—Tomb
 ×△×△□××△□○—Graveyard
 △△△△○□△□□○—Church
 ×△×△□□○×□○—Day of the Dead
 △○△○△○△×○□○—Second Coming Club
 ××○×□□×△△○—Judah's Tower
 △××○□□△□△○—Borderlands
 ×××○□□×△△○—Finale

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—△, ×, □, ○, △, ×, □, ×, ○, ×, △, ○
 Robots Move Fast, but Fire Slow—△, ×, □, □, △, ○, □, ×, ○, □, △, ○
 All Keys and Open All Levels—△, □, ○, ×, △, □, △, ×, △, □, ×, ○
 All Accessories—□, △, ○, ×, ×, △, □, ×, ○, □, ○, ×

DESTRUCTION DERBY

Hidden Photo
 At the "piracy" warning screen at the beginning of the game, press and hold L1 + Left + O. After the Psynosis owl appears, the Reflections logo will be replaced by a photo of the game's design team.
Hidden Track
 Choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "REFLECT!". Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Race Practice".) Now choose a track; you'll find a new course called "Ruined Monastery".
Opponent Select

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course; after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track.
Invincibility
 As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "IDAM-AGE!". Next, return to the main menu and choose any game mode. Notice that your car will no longer take any damage; you're completely invincible.

DESTRUCTION DERBY 2

Access All Tracks
 Choose the "Championship" option in the "Wreckin' Racing" or "Stock Car" mode and enter your name as "MACSRPOO" (that's a small "r"). Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example,

"Wreckin' Racing/Practice".) Now choose a track; you'll find that you can access the Black Sail Valley, Liberty City and SCA Ultimate Destruction Speedway courses even if you haven't unlocked Divisions 1, 2 or 3.
See the Credits
 As above, choose a "Championship" mode and enter your name as "ToNyPaRk" (Make sure that only the "T", "N", "P" and "R" are capitalized.) You'll get to see the ending credits from the game. If you enter the name "CREDIT!" instead, you'll see an alternate credit sequence.

DIE HARD TRILOGY

Die Hard Cheats
 Each of the following codes works in the "Die Hard" portion of the game:
 Invincibility—Press START to pause, then hold the R2 button and press Left, Right, Up, Down, □
 Stick-Man Mode—Press START to pause, then hold the R2 button and press △ ten times, then Right four times
 Silly Mode—Press START to pause, then hold the R2 button and press Down, ○, Down, △, Down
Die Harder Cheats
 Each of the following codes works in the "Die Harder" portion of the game:
 Invincibility—Press START to pause, then hold the R2 button and press Down, △, Right, □. Your health will go down, but you won't die when it's gone.
 Fergus Mode—Press START to pause, then hold the R2 button and press ○, Down, Down, □, ×, □. Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.
Die Hard With a Vengeance Cheats
 Each of the following codes works in the "Die Hard With a Vengeance" portion of the game:
 Big Cars—Press START to pause, then hold the R2 button and press Left, △, Right, Down.
 Chase View—Press START to pause, then hold the R2 button and press Down, ○, Down, ○. This adds a new camera angle to the available options.

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.)

DYNASTY WARRIORS

Secret Character: Sun Shang Xiang
 At the main menu—the one that says "1P Battle, Versus," etc.—press Left, Left, Up, Down, △, □, L1, R1; you'll hear a sound to confirm the code. Now start the game; you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character-select menu. Note: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character-select screen, just press any L or R button when the character select screen appears and Sun Shang Xiang will appear on the row of faces.

FANTASTIC FOUR

Cheat Mode
 At the Options menu, press Down until the "Training" option is highlighted. Next, press L1 + L2 + R1 + R2 at the exact same instant. If you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press L1 + L2 + R1 + R2 during gameplay to access a stage-select menu. Press Up or Down and use the △ and × buttons to choose a stage, then press START to warp there.

FIGHTING FORCE

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

FINAL DOOM

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

FORMULA 1

Cheat Codes
 Each of the following codes can be entered at the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a code correctly.
 Gibberish Mode—Hold SELECT and press Left, ○, Up, Down, Down, Right, ○, □, □
 Buggy Mode—Hold SELECT and press Right, Up, △, Left, Up, □, △
 Bike Mode—Hold SELECT and press Down, Up, ○, △, Right, Up, □, △
 Lava Mode—Hold SELECT and press □, ○, Up, Right, Right, ○, ×
 Spanish Commentary—Hold SELECT and press △, ○, Right, ○, △, ○, Right, ○
 German Commentary—Hold SELECT and press Down, Up, Left, Left, □, ○, ×
 Bonus Track—Hold SELECT and press Left, ○, ○, △, △, ○, Up, Right. With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track.

FORMULA 1 CHAMPIONSHIP EDITION

Secret Codes
 To enter any of the following tricks, select Grand Prix mode, choose "Driver Select" and use the "Edit Driver" option to change the name of any driver to one of the following names:
 BILLY BONUS—With this name in place, access the "Circuit Select" menu and you'll find four bonus tracks to choose from: Adia, Edialeda, Sunob and the top-secret "Sixties" circuit.
 BLOOMIN ARD—Makes the game harder.
 BOX CHATTER—Enter this name and you'll see Muppet-like representations of the game's announcers on the screen as they talk.
 CATS DOGS—Enter this name, then open the "Game Mode" menu and change the "Weather" option to "Rainy". When the race starts, you'll see frogs falling from the sky instead of rain.
 LITTLE WEELS—Actually, entering this as your name will give your vehicle gigantic wheels.
 PI MAN—With this name in place, you'll be playing in WipeOut mode as a hovercraft.
 SWAP SHOP—Entering this name will change

the winners. Surprising everyone with his prowess and unique display of skill, Long upended one of the local favorites, Midway tester Eddie Ferrier, in a semifinal match. Unfortunately, Long's weakness—a lack of experience against players who constantly use weapons—finally caught up to him. Paulo Garcia won with ease, setting him up with fellow tester Eddie Ferrier, who defeated Jason Wilson to land in the finals. The top three finishers in each tournament received cash and giant-sized Capcom video game marquee, courtesy of Super Just Games!



Winners of the Super Just Games Ultimate Mortal Kombat 3 Tournament
 1st Place—Ted Calcitta, Chicago, IL
 2nd Place—Anh Lu, Chicago, IL
 3rd Place—Jason Wilson, TIPS & TRICKS



Winners of the Super Just Games Mortal Kombat II Tournament
 1st Place—Jason Wilson, TIPS & TRICKS
 2nd Place—Eddie Ferrier, Chicago, IL
 3rd Place—Ted Calcitta, Chicago, IL



Winners of the Super Just Games Mortal Kombat 4 Tournament
 1st Place—Paulo Garcia, Chicago, IL
 2nd Place—Eddie Ferrier, Chicago, IL
 3rd Place—Jon Long, Decatur, GA
 4th Place—Jason Wilson, TIPS & TRICKS



some of the game's sounds; check out the collision sound effects!

TOO EASY—Makes the game easier.

VIRTUALLY VIRTUAL—Entering this name will change the graphic elements to flat-shaded polygons, which makes the game resemble Sega's *Virtua Racing*.

ZOOM LENSE—Enter this name to access an overhead helicopter-style camera angle.

Championship Warp

To warp ahead in Championship mode, access the "Edit Driver" option as above and simply change the first letter of Jean Alesi's name to "N", "O", "P" or "Q". Now enter Championship Mode; you'll start at Round 16.

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**, **□**, **△**, **□**, **△**, **X**.

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.

GOAL STORM

Easter Island Heads

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

Invisible Players

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

IN THE HUNT

Stage Select

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

Infinite Continues

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

INDEPENDENCE DAY

Cheat Mode

Choose "Options" from the main menu, then select "Player Name" and enter your name as

"GREG FM" (be sure to enter a space between the second "G" and the "F".) Now return to the main menu (the one that says "Single Player/Multiplayer/Options") and press **Left, Right**, **□**, **○**, **△**, **△**, **Down**. A "Cheater" menu will appear with 12 different cheat options that you can use as follows:

- **City**—Use this to warp to any stage.
- **Plane**—Choose any craft; "BAC" is the alien spaceship.
- **Invincible**—Turn this option on and you'll take no damage.
- **Kill Civil**—You can lock on to non-enemy objects and blow them up.
- **Kill Wing**—You can lock on to your wingmen and shoot them down.
- **Damage Bonus**—You can kill enemies with just one missile.
- **Tourist**—Turn this option on to remove all aliens.
- **Weapons**—Turning this option on will give you infinite missiles.
- **Fast Reload**—This allows you to fire missiles more quickly.
- **Demo Cam**—You can't play the game with this option turned on, but you can use the D-pad and buttons to explore each stage at your own pace.
- **No Time**—Turn this on to disable the timer.

INTERNATIONAL TRACK & FIELD

Secret Surprises

- In the Long Jump or Triple Jump, if all three digits of your jump distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a mole will appear from the ground.
 - In the Shot Put, if all three digits of your throw distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a dinosaur will appear behind the crowd.
 - In the Hammer Throw, if the number before the decimal point in your throw distance matches the number after the decimal (e.g. 1.01 meters, 21.21 meters, etc.) a balloon will appear from the crowd.
 - In the Discus Throw, if the number before the decimal point in your throw distance matches the number after the decimal (e.g. 1.01 meters, 21.21 meters, etc.) a flock of pigeons will appear in the sky.
 - In the Javelin Throw, if you throw with maximum power at an angle of over 60 degrees, you'll hit a U.F.O., which will fall into the stadium.
 - In the High Jump, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a blimp will appear during your third jump.
 - In the Pole Vault, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a space shuttle will appear during your third jump.
- Skimpier Swimsuits**
- At the Game Select menu, highlight "100m Free Style" and press **Up, Up, Down, Down, Left, Right, Left, Right**, **○**, **X**. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis.

JET MOTO

Cheat Codes

Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press **START**. At the title screen, press **○**, **○**, **○**, **□**, **△**, **△**, **□**, **△**. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects:

2 Player vs. CPU—**○**, **□**, **R2**, **○**, **△**, **L2**, **Right**, **Up**

Double Stunt Points—**Right**, **Up**, **○**, **L2**, **△**, **○**, **R1**, **R2**

Unlimited Turbos—**△**, **○**, **Right**, **R2**, **Up**, **□**, **Up**, **△**

Rocket Racer—**△**, **Up**, **Up**, **L2**, **L2**, **Up**, **Up**, **Up**, **Up**, **Multiple Camera Angles**—**△**, **Down**, **□**, **△**, **L1**, **L1**, **R1**, **R1**

No Resistance—**□**, **L1**, **△**, **Right**, **L1**, **Down**, **R2**, **△**

Super Ability—**Down**, **○**, **Left**, **L1**, **Left**, **Right**, **Left**, **Right**

Air Brakes—**R1**, **R2**, **Right**, **L2**, **Up**, **○**, **Up**, **○**

Ice Racing—**Up**, **R2**, **R1**, **Right**, **L1**, **□**, **Right**, **Right**

Access All Tracks

At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**; when the yellow highlight appears on the menu at the bottom of the title screen, press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**. Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again; when the main menu reappears, press **Up**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master" at the Options menu.

JUMPING FLASH!

Stage Select

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

K-1 THE ARENA FIGHTERS

Secret Character

Choose "Team Battle" from the main menu, then—when the character-select screen appears—press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **START**. You'll hear the crowd cheer and Master Ishii will appear as a selectable character on the right side of the screen.

Infinite Stamina

At the title screen, wait for the words "Push Start" to begin flashing, then quickly press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **SELECT**. You should hear a small explosion to confirm the code; if you don't hear it, keep trying. Once the code is in place, start a match in any game mode and you'll find that your stamina will never go down—but neither will your opponents'.

Strength Adjust

During a match, press **START** to pause, then press **L2**, **R1**, **L1**, **R1**, **L2**, **R1** while paused. A number "5" will appear above each fighter's name. This number represents your fighter's attack power; press **Up** or **Down** to change it to any number from 1 (weak) to 9 (very powerful.) Use Controller 2 to change your opponent's attack power.

Alternate Costumes

At the title screen, hold **L1 + R1** and listen carefully until you hear three chimes followed by a higher-pitched chime. Now three of the game's fighters have different costumes: Musashi and Andy Hug have martial arts Gi outfits and Sam Greco has long pants.

See the Ending

Turn the PlayStation on with the K-1 disc in-

side and hold **L1 + L2 + △ + ○ + Left** on both controllers while the game loads. Continue to hold all of the buttons down until the demo begins; instead of the normal introduction, you'll see the video from the game's ending, complete with credits.

KRAZY IVAN

Stage Select

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

LOADED

Cheat Codes

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

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

HEALTH: **Right**, **Right**, **Left**, **Down**, **Down**, **Up**, **△**, **○**. Use this option to refill your energy meter.

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

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

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

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

THE LOST WORLD: JURASSIC PARK

Cheat Passwords (All DNA, 99 Lives)

Compy—**X** **X** **○** **△** **□** **X** **○** **X** **○** **△** **□** **□**
Human Hunter—**□** **△** **○** **X** **○** **□** **□** **○** **X** **○** **△**
Raptor—**X** **X** **○** **△** **□** **X** **○** **X** **○** **△** **□** **□**
T-Rex—**X** **X** **○** **△** **□** **□** **X** **○** **△** **□** **□**
Human Prey—**□** **□** **△** **○** **X** **○** **X** **○** **△** **□** **□** **○**

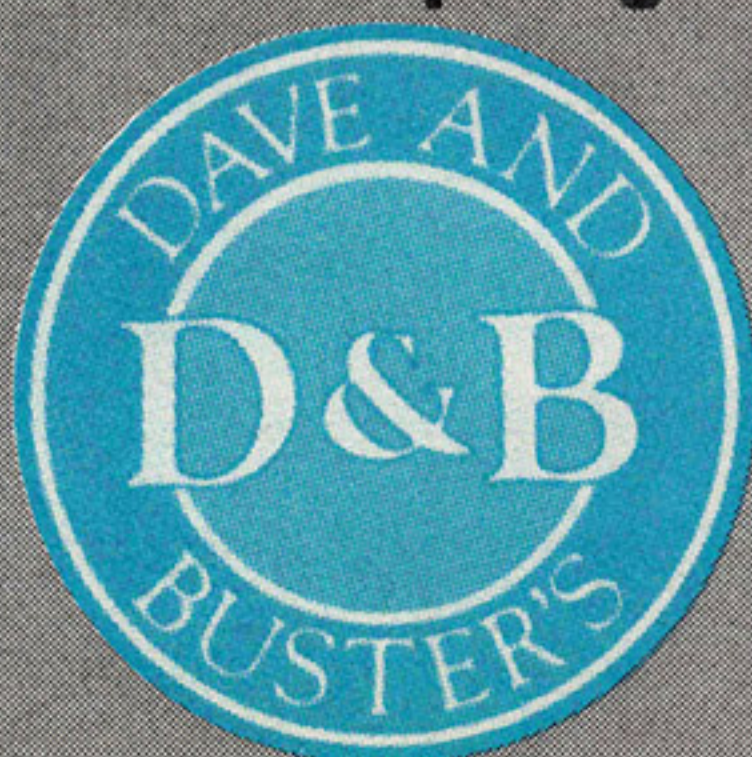
Gallery Passwords

Compy—**□** **□** **△** **○** **X** **○** **△** **○** **△** **X** **X**
Hunter—**X** **X** **○** **△** **□** **△** **△** **X** **○** **□** **○**
Raptor—**□** **□** **○** **X** **○** **△** **○** **X** **△** **X** **△**
T-Rex—**△** **△** **□** **X** **○** **□** **○** **X** **○** **△** **□**
Prey—**△** **△** **□** **X** **○** **□** **△** **X** **○** **□** **○**

Stage Select

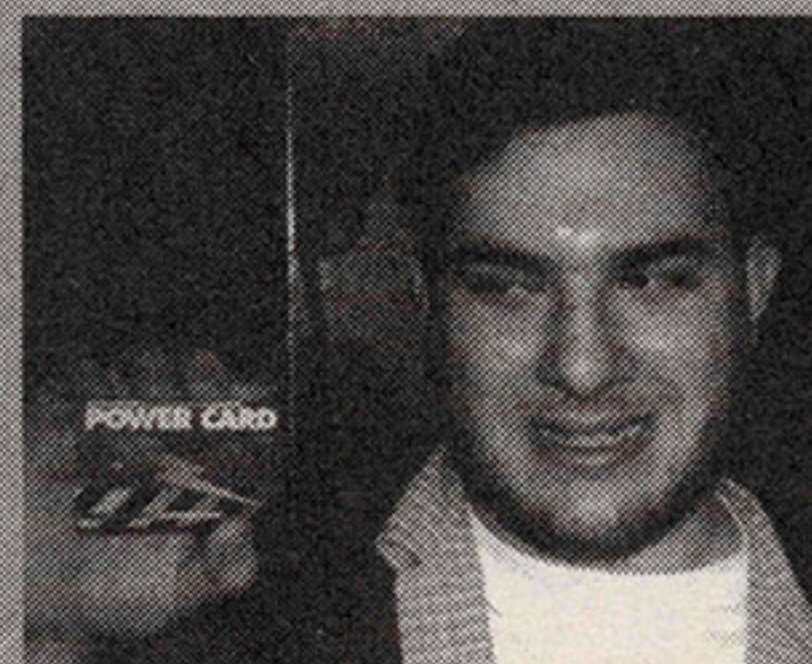
Access the password screen and enter the following password: **□**, **X**, **○**, **△**, **△**, **X**, **□**, **○**, **△**, **○**, **X**, **□**. You'll hear a beep as if you've entered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time, you'll access a top-secret stage select menu that allows

Arcade Spotlight



In 1982, the first Dave & Buster's opened in Dallas, Texas. Combining a video arcade with a bar, it was advertised as a place where adults could play video games without fear of getting their butts whipped by the younger crowd or otherwise feeling out of place among the masses of kids who usually swamp arcades. The "get drunk and play games" motif proved to be successful; sixteen years later, D&B has spawned twelve locations across the country with more on the way.

While it's not quite as huge as similar venues like Sega's GameWorks, there's certainly no shortage of stuff



Armed with his D&B debit card, *TIPS & TRICKS* contributor Ara Shirinian prepares for combat!

to do. The Bethesda, Maryland location (pictured here) boasts a restaurant, two bars, an Iwerks Turbo Ride Theatre, a huge *Galaxian 3* installation, a set of *Virtuality* machines (definitely showing their age), shuffleboard and pool tables and lots of coin-action redemption games where you can win tickets to trade in for prizes.

Unfortunately, if you're under 21, you'll have to either come in with a parent or face the wrath of the bouncers. After 9:00 PM it's strictly "adults only." What's more, every weekday at midnight all of the video games are put into "free play" mode for twelve



you to start at any sub-stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu.

MACHINE HEAD

Infinite Energy

At the main menu, press O, L1, L1, L1, O, L1, O, O, L1, O, O, O, L1, L1, L1, L1, O, O, L1.

Infinite Ammunition

At the main menu, press O, O, O, O, L1, O, L1, L1, O, L1, O, L1, O, L1, L1, L1, L1.

Level Select

At the main menu, press L1, O, L1, L1, L1, O, O, O, L1, L1, O, O, L1, O, L1, O, O, O. 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.

MADDEN NFL 97

Secret Teams

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

Cinematics Menu

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

MADDEN NFL 98

Secret Teams

Choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new teams will appear at the game setup menu:

- PAC ATTACK—All '60s team
- STEELCURTAIN—All '70s team
- GOLD RUSH—All '80s team
- COACH—All-Time All-Madden team
- LEADERS—All-Time Stats Leaders team
- ORRS HEROES—EA Sports team
- LOIN CLOTH—Tiburion Entertainment team
- ALOHA—NFC All-Pro team
- LUAU—AFC All-Pro team

Secret Stadiums

As above, choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new stadiums will appear at the game setup menu:

- SNAKE—Oakland Alameda County Coliseum, Oakland, California
- DANDAMAN—Joe Robbie Stadium, Miami, Florida
- DAWGPOUND—Municipal Stadium, Cleveland, Ohio
- JETSONS—Astrodome, Houston, Texas
- SHARKSFIN—Tiburion Sports Complex, Longwood, Florida
- OLDDC—RFK Stadium, Washington, D.C.
- BIG SOMBRERO—Tampa Stadium, Tampa Bay, Florida
- GHOST TOWN—"Old West" Stadium, Irving, Texas

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

• For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold Up on the D-pad for three seconds and press an action button before releasing Up.

• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold Down on the D-pad for three seconds and press an action button before releasing Down.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

• Dr. Doom—Press Down, Down, then press and continue to hold X, then O, then R1 (you should still be holding X and O when you press R1)

• Thanos—Press Up, Up, then press and continue to hold L1, then Δ, then □ (you should still be holding L1 and Δ when you press □)

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

• Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold X, then O, then R1 (you should still be holding Down + X + O when you press R1)

• Thanos—Press Up, Up and continue to hold Up on the second press; wait three seconds, then press and continue to hold L1, then Δ, then □ (you should still be holding Up + L1 + Δ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MECHWARRIOR 2

Cheat Passwords

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

- Access All Missions—T < X O / A X A < =
- Extra Weapon Variants—T # X O / A X < < <
- Slow Heat Build-Up—# X X O / A 4 > Y +
- Access "Elemental" Mech Chassis—T / X O / A Z < # *
- Access "Tarantula" Mech Chassis—# / X O / A 4 < L Y
- "Cruise Control" Throttle—# A X O / A 4 Y Y A
- Invincibility—# # X O / A > > U Z
- Infinite Ammunition—T O X O / A X > T U
- Use Any Mech—# O X O / A > > O /
- Jump Jets for All Mechs—# Y X O / A > Y O L

MEGA MAN 8

ANNIVERSARY COLLECTOR'S EDITION

Boss Tips

- To defeat Grenade Man, use the Thunder Claw.
- To defeat Frost Man, use the Flash Bomb.
- To defeat Tengu Man, use the Ice Wave.
- To defeat Clown Man, use the Tornado Hold.
- To defeat Aqua Man, use the Astro Crush.

- To defeat Sword Man, use the Water Balloon.
- To defeat Search Man, use the Flame Sword.
- To defeat Astro Man, use the Homing Sniper.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the O 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 O and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

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, □, O, Left, Right, □, O

Slow down computer cars—O, Δ, □, X, O, Δ, □, X

Super speed—X, O, □, Δ, X, X, X, X

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, □, O, O, Δ, X. With the Debug code in place, the following options become available:

- Press □ + O + Δ + X 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 X 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 "CATLIVES" to start with nine lives instead of three.
- 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.

MONSTER RANCHER

Secret Monsters

There are over 40 special monster types hidden in *Monster Rancher* that can only be found by using ONE specific CD in the Shrine. The following list tells you the names of some of the CDs you can use to get these special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to

work with *Monster Rancher* the way they should. Occasionally an audio CD will be remastered or re-released with slightly different track listings; if there are several different "pressings" of a particular CD, it may happen that your copy of the CD in question will not be recognized by the game and will not give you the monster you're expecting. Also, some monster types are so rare that you will not be allowed to leave the shrine with them unless you have "committee permission" from FIMBA. If you get a message like this one, you must continue to play the game until you improve your grade as a breeder.

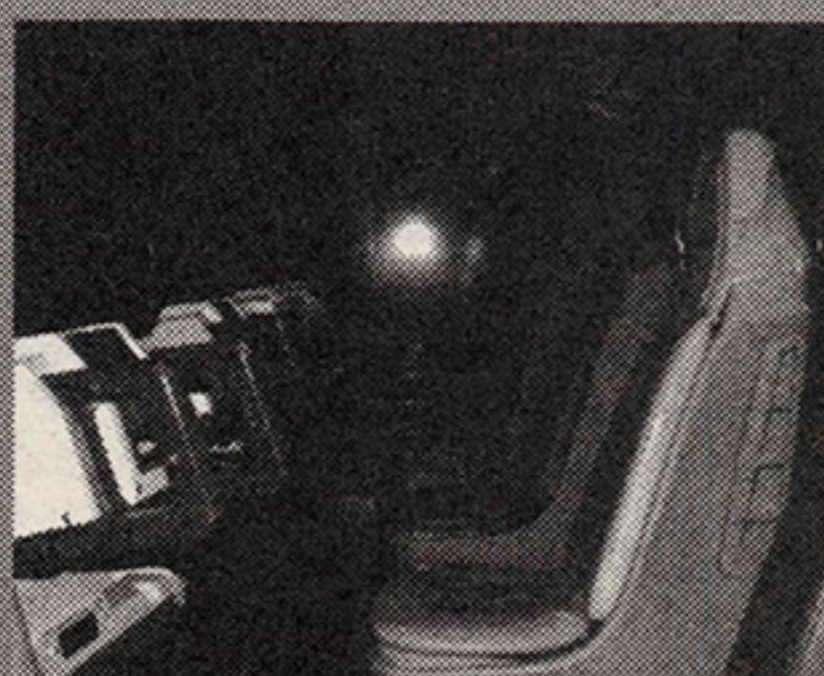
- Homogenic* by Bjork—"Geisha"
- Horses* by Patti Smith—"Gallop"
- The *Abbey Road* E.P. by Red Hot Chili Peppers—"Bikini"
- Forrest Gump* (Disc 1) Original Movie Soundtrack—"Smiley"
- Bridges to Babylon* by The Rolling Stones—"Gray Wolf"
- Something About the Way You Look Tonight* by Elton John—"Angel"
- The *Ultimate Collection* by Jackson 5—"Bunny"
- Like a Virgin* by Madonna—"Platinum"
- 1984 by Van Halen—"Eve"
- Beach Boys Concert* by The Beach Boys—"Stripe"
- Paris, Texas* Original Movie Soundtrack—"Sam"
- Monster* by R.E.M.—"Apoclipis"
- The Best of Earth, Wind & Fire, Vol. II* by Earth, Wind & Fire—"Planet"
- Love Deluxe* by Sade—"Looker"
- Middle of Nowhere* by Hanson—"Sleeves"
- Christmas with the Chipmunks* by The Chipmunks—"Santa"
- also: *Merry Christmas* by Mariah Carey—"Santa"
- Metal Health* by Quiet Riot—"Gamer"
- Greatest by Kiss*—"Kuma"
- Nevermind* by Nirvana—"Karaoke"
- Demo disc from *Next Generation* magazine, December 1997—"Milky Way"
- Demo disc from *Ultra Game Players* magazine, December 1997—"Two Tone"
- On Air* (Disc 1) by Alan Parsons—"Sky"
- The Fat of the Land* by Prodigy—"Naga"
- Destiny* by Gloria Estefan—"Cari"
- The *Best of the Village People* by The Village People—"Anguish"
- Bringing Down the Horse* by The Wallflowers—"Neon"
- Spawn: The Album* Original Movie Soundtrack—"Zombie"
- Combat Rock* by The Clash—"Tank"
- Kerplunk* by Green Day—"Bonsai"
- Kick* by INXS—"Gooaall!"
- Grand Prix* by Teenage Fanclub—"Radial"
- No Way Out* by Puff Daddy & the Family—"Jerod"
- Mellow Gold* by Beck—"Magnet"
- Major League 2* by Original Movie Soundtrack—"Player"
- History of the Grateful Dead, Vol. 1* by The Grateful Dead—"Teddy"
- Floored* by Sugar Ray—"Jaques"
- Greatest Hits, Volume 3* by Billy Joel—"Shades"
- Spice* by Spice Girls—"Cutey"
- Live at the Apollo* by James Brown—"Hot Foot"
- Salsa No Tiene Frontera* by Orquesta de la Luz—"Mage"
- Damned Damned Damned* by The Damned—"Doodle"
- Yourself or Someone Like You* by Matchbox 20—"Sketch"

minutes.

Most all of the machines operate on a debit card system, so you don't have to deal with lugging around scads of tokens. Of course, it also makes it much easier to unknowingly spend lots of money too...especially if you're feeling a bit tipsy. As an incentive to burn an even deeper hole in your wallet, when you spend around \$300 you'll be rewarded with a gold card which gives you a 10% savings on your further arcade expenses. To find out if there's a Dave & Buster's near you, call (214) 357-9588 and tell 'em you read about it in *TIPS & TRICKS*.



Ara's Friday-night stomping grounds are concealed within this innocent white building.



These padded chairs can be found within Dave & Buster's giant *Galaxian* "simulator."



Ara spends his hard-earned credits by swiping his card through Sega's *Top Skater*.



Truth and Soul by Fishbone—"Beamer"
Men in Black: The Album Original Movie
 Soundtrack—"Disrupt"
Tecmo's Deception (PlayStation game) by
 Tecmo—"Ardebaren"
More Secrets

• The average monster will not live long enough for you to take it from the "E" ranking all the way up to "S" rank. There is a special food item in the game which will automatically increase your monster's lifespan by one year; otherwise, you should try not to push your monster too hard if it is tired, sick or injured. If your monster lives to be 10 years old, you will be rewarded with a special birthday song!

• Some special monster types can be created by combining two monsters in the Lab with the right item. For example, if your monster goes out exploring with Karn and finds a Magic Banana, take it to the Lab and use it when you combine two very lazy monsters; both should have a "style" rating of "Spoil." The result will be a rare Ape monster style.

• If you continue to play the game for many "years" of game time, new items will appear for sale in the item shop which will allow you to create rare monsters by using them when you combine monsters at the Lab.

• When your monster dies and you go to the shrine to create a new monster, there is a 1-in-16 chance that the new monster will be imbued with the spirit of the monster who died. A monster who is "possessed" in this way will not live long, but if you take it to the Lab and combine it with another monster, you may be rewarded with a rare "Ghost" monster type.

• To earn the rare "Doodle" monster type, breed a monster of the "Monolith" type until its "Fame" level rises above 80. Once you're there, allow the monster to lose battles until its Fame drops below 65; if this happens, the monster will become vandalized and change into the "Scribble" type. Combine the "Scribble" monster with another monster in the lab to get the "Doodle" type.

• To earn the extremely rare "Disc" monster, you must freeze a monster of the "Gooaal!" type and another of the "Radial" type and combine them in the Lab.

MORTAL KOMBAT 3

Secret Cheat Mode

During the opening demo, quickly press X, O, Δ, 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.

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 "N X C V S Z" to start with 10 Urns of Vitality in your inventory

- Enter "G T T B H R" for infinite lives
- Enter "C R V D T S" to see the credits from the end of the game

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 his 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

Stage Passwords

- Wind Stage—T H W M S B
- Earth Stage—C N S Z D G
- Prison Stage—R G T K C S
- Water Stage—Z U R K D M
- Fire Stage—J Y P P H D
- Bridge of Immortality—Q F T L W N
- Qhan Chi's Fortress—Z C H R R Y

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 Δ when "Finish Him/Her" appears.
- Fatality 2—Press O when "Finish Him/Her" appears.
- Animality—Press L2 when "Finish Him/Her" appears.
- Friendship—Press R1 when "Finish Him/Her" appears.
- Brutality—Press □ when "Finish Him/Her" appears.

MOTOR TOON GRAND PRIX

Extra Options

At the main menu, highlight "Options", hold L1 + L2 + R1 + R2 and press X. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

NAMCO MUSEUM VOLUME 2

Mappy Stage Skip

Load the game *Mappy* and press the Δ button to access the dipswitch screen. Highlight

switch #5 in the "SW3" box and press X to turn it "on." Now start the game; you can skip stages at any time by holding L1 + R1 and pressing the X button.

Super Pac-Man Stage Skip

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

Gaplus Stage Select

Load the game *Gaplus* and press the Δ button to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press X to turn it "on." Now start the game. When the words "Parsec 1" appear on the screen, hold L1 + R1 + O and press START; a stage-select number will appear at the left side of the screen. Press Up or Down to change the number of the stage you'd like to warp to, then press START to begin at the stage you chose.

Dragon Buster Stage Skip

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

NAMCO MUSEUM VOLUME 3

Pole Position II Secret Courses

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

Galaxian Turbo Mode

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

Galaxian Hard Mode

Play *Galaxian* until you clear Round 9. After you've done this, press the Δ button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank". This allows you to change the game to "Hard" mode.

Galaxian Psychedelic Mode

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

The Tower of Druaga Secret Area

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

NAMCO MUSEUM VOLUME 4

Secret Video Scene

Turn on the PlayStation and hold L1 + R1 on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on *Genpei Tourmaden* (a.k.a. *The Genji and the Heike Clans*).

Secret Pac-Land Scene

Enter the Pac-Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chase him away, then press X at each of the following locations to earn a special ability:

- Find the ghost behind the left side of the wall.
- Find the ghost on top of the wall (press Δ to look up).
- Find the ghost talking to the fairy.
- Find the power pellet (press Δ to look up at the tops of the trees).
- Give the pellet to Pac-Man.

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press X to jump.

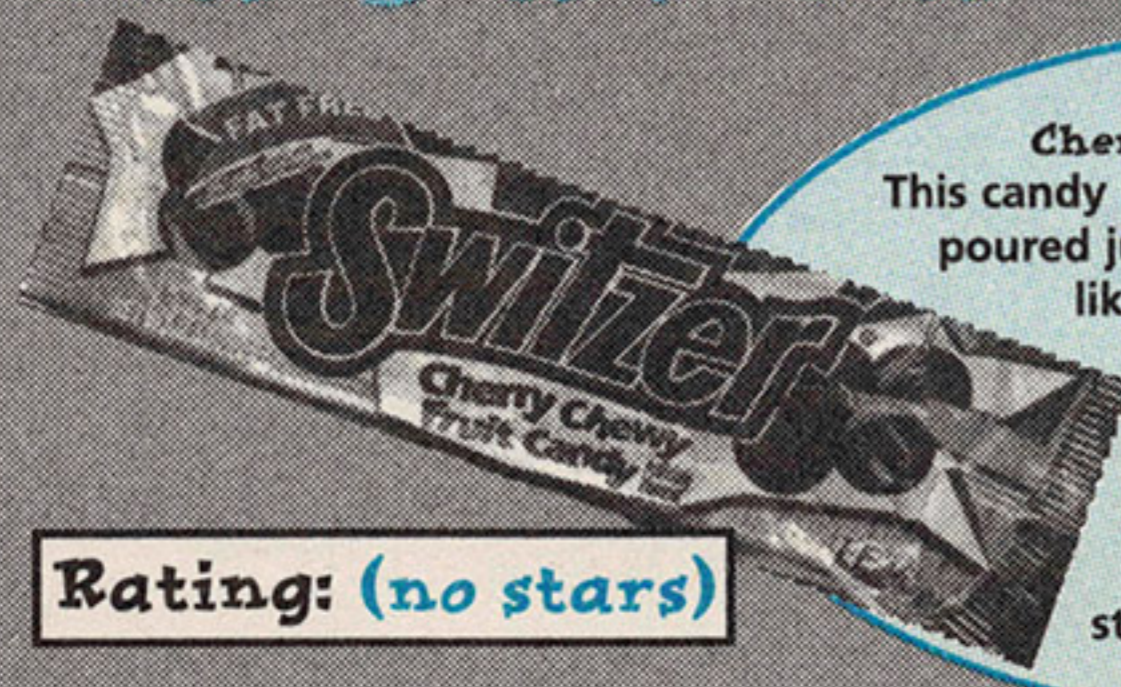
Secret Game

Enter the museum and go up the stairs, then enter the first door on the left, the one that says "X-Room." Once inside, hold L1 + R1 + Δ and press Up on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room; it's an *Assault Plus* machine.

The Genji and the Heike Clans Stage Select

Load the game *The Genji and the Heike Clans* and press the Δ button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press Δ to open the test screen options window. Highlight "DipSw" and press X, press Right twelve times, then press Up to turn on switch #5 in the right box. Press X to confirm, then highlight "Game" and press the X button. Start the game; after Andaba tells you that "you shall have the protection of the priest Shokoku," a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to

Marcia's Random Reviewz by Marcia Armon



Switzer

Cherry Chewy Fruit Candy

This candy is so sticky. It feels like someone poured juice over it and let it dry on. It tastes like licorice, but not half as good in taste. It almost tastes like strawberry. It's not very good; it sits like paste in your stomach. I never would recommend this. Aftertaste, tastes like cough syrup. It also feels like it in your stomach. I think I'm going to be sick!

Rating: (no stars)

Josta

Drink with Guarana and other natural flavors

There's a legend behind Guarana: "Guarana grows deep within the jungle. For centuries, ancient tribes believed that GUARANA released RAW, PRIMAL POWER! Now the legend of GUARANA has been captured in the potent flavor of Josta. UNLEASH it!" Well, that's what it says on the back of the can, anyways. In a way it tastes like cough syrup a little at first sip. It sort of has a cherry taste to it. It also has a cherry color. It also almost tastes like it has a little prune juice in it. Good taste & aftertaste.

Rating: ★★★



the first stage.) Once you've chosen a number from 1 to 58, press \square to warp there.

NBA IN THE ZONE 2

Secret Teams

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

NBA JAM EXTREME

Cheat Passwords

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

- Start at Game 1 of the playoffs—Enter P, L, \blacktriangleleft , \blacktriangleleft , A, Y, \blacktriangleleft , \blacktriangleleft , O, F, \blacktriangleleft , \blacktriangleleft , F, S, \blacktriangleleft , \blacktriangleleft , then enter any initials and date.
- Start at Game 4 of the playoffs—Enter C, H, \blacktriangleleft , \blacktriangleleft , E, E, \blacktriangleleft , \blacktriangleleft , S, Y, \blacktriangleleft , \blacktriangleleft , then enter any initials and date.
- Start at Game 1 of the finals—Enter F, I, \blacktriangleleft , \blacktriangleleft , N, A, \blacktriangleleft , \blacktriangleleft , L, S, \blacktriangleleft , \blacktriangleleft , then enter any initials and date.
- Start at Game 5 of the finals—Enter N, O, \blacktriangleleft , \blacktriangleleft , V, I, \blacktriangleleft , \blacktriangleleft , C, E, \blacktriangleleft , \blacktriangleleft , then enter any initials and date.

* Play the Shootout after the next game (even if you lose)—Enter S, H, \blacktriangleleft , \blacktriangleleft , O, O, \blacktriangleleft , \blacktriangleleft , T, O, \blacktriangleleft , \blacktriangleleft , U, T, \blacktriangleleft , \blacktriangleleft , then enter any initials and date.

NBA LIVE 97

Secret Menu

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

- Press START to activate Outdoor Court (SELECT to cancel.)
- Press L1 or L2 to change the height of your player, from 18 inches to 12 feet. (You can only change the rest of the team if you're playing with a multitap.)
- Press Up or Down to toggle "Chameleon Mode" for your player. Once you've activated any of the tricks, press \triangle + X to start the game.

NBA LIVE 98

Cheat Mode

At the "User Setup" screen, move the controller icon under the team you wish to play as and press Up or Down until you see the words "Start New." Press X, then enter the word "Secrets" (only the first "S" should be capitalized). A new option called "Secrets" will appear; press \square to access it. Now you can enter any of the following cheat passwords; each code opens up a new option at the Secrets menu which can then be turned on or off. These new options can also be saved to the memory card.

- Aqua court—Enter "Seaweed"
- Chameleon Team (Home)—Enter "Lizard"
- Chameleon Team (Away)—Enter "Reptile"
- Hallowe'en Team (Home)—Enter "Scary"
- Hallowe'en Team (Away)—Enter "Freaky"
- Player Cloaking Home (selected player is invisible)—Enter "Cloak home"

Player Cloaking Away (selected player is invisible)—Enter "Cloak away"

Create Player (with) Eyepatch—Enter "Eyepatch"

Create Player (with) Monocle—Enter "Monocle"

Create Player (with) EA Toque—Enter "Toque"

NCAA GAMEBREAKER 98

Easter Egg Codes

At the main menu, highlight "mem card" and press Down; a secret "Easter Egg" option will appear. At the Easter Egg menu, enter any of the passwords shown below for different effects. The codes must be entered exactly as shown; including the capital letters:

- SC—Play in all games in Simulator mode
- BOOST—Gives season team a boost in Simulator mode
- BEAT DOWN—Gives season team a 99 rating in all attributes
- JUMP—Allows you to change teams during a season
- GIMME—Activates over 30 secret teams, including the GameBreaker 98 All-Stars
- BUILDER—Gives a player high attributes in the "Create Walk-On" option
- CREDITS—Show credits

NEED FOR SPEED II

Extra Camera Angles

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

Cheat Passwords

Enter any of the following passwords from the options menu to activate different features:

Access Ford Indigo car—L I L Z I P

Access Monolithic Studios track—S H O T M E

Upgrade all cars to Pioneer engines—P O W R U P

Secret Vehicles

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

- Army Truck—A R M Y M E
- Volkswagon Beetle—B E E T M E
- BMW—B M R M E
- Mercedes-Benz—B N Z M E
- Volkswagon Bug—B U G M E
- School Bus—B U S M E
- Citroen—C I T M E
- Shipping Crate—C R A T M E
- Pick-up Truck—J E P M E
- Landcruiser—L C M E
- Stretch Limousine—L I M O M E
- Log—L O G M E
- Mazda Miata—M A Z M E
- Outhouse—O U T H M E
- Luxury Sedan—Q U A T M E
- Semi Truck—S E M I M E
- Army Truck II—S N O W M E
- Newsstand—S T D A M E
- Covered Newsstand—S T D B M E
- Souvenir Stand—S T D C M E

Monolithic Studios Tram—T R A M M E

Tyrannosaurus Rex—T R E X M E

Van—V A N M E

Volvo Station Wagon—V O V M E

Covered Wagon—W A G O M E

Jeep Wrangler—Y J M E

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

NEED FOR SPEED V-RALLY

Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the \triangle button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the \triangle and O buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears:

• Hold L1 and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.

• Hold L2 and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.

• Press Left, then press and continue to hold R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.

• Press Left, then Right; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NFL GAMEDAY '98

Easter Eggs Passwords

Go to the options menu and select "Easter Eggs". Choose "Add Entry" and press X, then use the O button to enter the passwords below for the desired effect. The codes must be entered exactly as shown; including the spaces:

- BIG FOOT—The kicker's legs are stronger
- BLIND REF—Less penalty calls
- BUSY REF—More penalty calls
- CREDITS—View credits
- EQUAL TEAMS—Both teams have the same stats
- FIRE DRILL—Players are faster
- FLEA CIRCUS—Players are tiny
- GD CHALLENGE—Increased difficulty
- GLOVES—Receivers have better hands
- HORSEMEN—Players have no heads
- HUMONGOUS—Giant players with monstrous voices
- JUICE—Speed bursts are better
- LEECH—Defensive backs have better coverage
- LOOK MA—Players have no hands
- LOUD MOUTH—Commentator is louder
- MCMAHON—All players are Jim McMahon?
- NYSE—Swim moves are better
- QUIET CROWD—Crowd noise is softer
- STRETCH—Receivers stretch out more for catches

THIN AIR—Ball travels higher when kicked

TOAST—Burning defensive backs is easier

VIRTUAL POLYGONS—Players are flat

WATERY AI—Computer opponent's intelligence is reduced

NHL 98

Secret Codes

Choose "Options" from the main menu, then use the "Password" option to enter any of the following cheat codes:

- BIGBIG—Big players
- BRAINY—Big Heads
- NHLKIDS—Small players
- STANLEY—See the Stanley Cup video sequence

NHL OPEN ICE

Secret Character

Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: \blacktriangleleft \blacktriangleup \blacktriangle \blacktriangledown \blacktriangle \blacktriangle \blacktriangledown . 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.

NUCLEAR STRIKE

Stage Passwords

- Level 1: Delta—J U N G L E W A R
- Level 2: Island—C U T T H R O A T S
- Level 3: Peace 1—C O U N T D O W N
- Level 4: Peace 2—P L U T O N I U M
- Level 5: DMZ—P U S A N
- Level 6: Fortress—A R M A G E D D O N
- Bonus Level: Lightning—L I G H T N I N G

OGRE BATTLE

Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

Sound Test

Enter your name as "MUSICON" and you'll be able to access a sound test menu.

PARAPPA THE RAPPER

Rapping Tips

• If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3: While holding the \triangle button, press and release the O button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the \triangle ("Kick") button more than once. This trick also doubles your speed; instead of getting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool!" for lots of extra words and bonus points.

• One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the X button. If

It's a Candy Bar

Chocolatey covered caramel & nougat with peanuts. Also on the package it says, "A man is free the moment he chooses to be" (Voltaire) and "If there is no struggle there is no progress" (Frederick Douglas). It tastes like a Milky Way bar. It has a nutty flavor to it. It tastes like it has peanut butter in it. It's very sweet & rich. It's not really soft. It tastes like a chocolate chew almost. It's very sweet & chocolatey. The chocolate is very creamy.



Rating: ★★

GoGoo Cluster

"Milk chocolate, peanuts, caramel & marshmallow. An American tradition since 1912."

This cluster is so good. I couldn't put it down. Very peanutty, sweet, but not really a lot of marshmallow. It almost tastes like "Big Hunk" or "Abba Zabba." Plenty of caramel, chocolate & peanuts. I was surprised it tasted so sweet. I thought it would taste old & nasty like "U-no." Good taste & after-taste.



Rating: ★★★★★



you hold **Left** on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold **Right** on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release **Right**, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick; not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

PO'ED

Refill Health / Ammo

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

Access All Weapons

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

Invincibility

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

Stage Select

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

PROJECT: OVERKILL

Secret Cheats

Note: To enter a cheat code, press **START** to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.

- "Cloak" Stealth Mode—Hold **△**, tap **□, O, O, □**, release **△**, hold **X**, tap **△, △**, release **X**.
- Extra Speed—Hold **Up**, tap **△, △, △**, release **Up**, hold **Down**, tap **X, □, O**, release **Down**.
- Shield—Hold **Right**, tap **O, □, △**, release **Right**, hold **Left**, tap **□, O, X**, release **Left**.
- Refill Health—Hold **□**, tap **O, X, △**, release **□**, hold **O**, tap **□, X, △**, release **O**.
- Refill Ammo—Hold **O**, tap **□**, release **O**, hold **△**, tap **X**, release **△**, hold **O**, tap **X**, release **O**, hold **X**, tap **□**, release **X**.
- Skip to end of current level—Tap **X, Up, Down, Up**, hold **□**, tap **O**, release **□**, hold **X**, tap **△**, release **X**.

RAGE RACER

Mirror Mode

At the Car Select menu, highlight "Race Start," hold **L1 + R1** and press **START** and con-

tinue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

Custom Logo Colors

At the Team Logo design screen, highlight any color on the color palette, hold **L1 + L2 + R1 + R2** and press **SELECT**; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the palette, highlight it, press **Up** or **Down** to highlight the red, green or blue pigment box, then hold the **R1** or **R2** button and press **Up** or **Down** to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press **SELECT** repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

RALLY CROSS

Cheat Codes

Choose "Season" mode and select "New Season". When the "Enter Name for Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the **△** button and use the codes in any race mode:

- Access "Veteran" mode—vet_me
- Access "Pro" mode—im_a_pro
- Access all cars, trucks and tracks—weewoo
- No viscous friction (mud, water, etc. don't slow the car down)—noviscous
- No collisions with other vehicles—banzai
- Double the normal gravity—stone
- 1/2 normal gravity—float
- 3/4 normal gravity—feather
- Realistic gravity—radbrad
- Car wheels can turn 90 degrees—spinner
- Cars with no wheels—no_wheels
- Wheels with no cars—wheels
- Fat tires—fat_tires

RAYMAN

Full Power-Up + 99 Lives

Press the **START** button to pause the game, then enter the following code carefully: Press and continue to hold **L2, R1, L1**, then **R2**, then release the buttons in this order: **L1, L2, R2, R1**. Next, press and release **O**, then press and continue to hold **Left, O, □**, then **△**. Finally, release the buttons in the following order: **Left, △, □, O**.

RELOADED

Cheat Codes

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

- Ammo—**△, Left, Left, Left, O, △, Down**. Select this option to boost your ammo.
- Health—**Down, Right, Left, △, Right, Down**. Use this option to refill your energy meter.
- Power—**Left, Up, X, O**. This option will power-up your weapon.
- Skip Level—**Left, △, X, Right, O, △, Down**. Use this option to skip the current level and start on the next stage.
- Secret Character

At the character-select screen, press **L1, O, R1**,

Down, Down, R1, O, L1, L1. You'll hear a fanfare and an evil red balloon will appear over Sister Maggie. Now you can play as Fwank from the original *Loaded* game.

RESIDENT EVIL

Rocket Launcher

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

Special Key

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

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

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

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

"Rookie" Mode

Highlight "New Game" at the main menu and hold **Right** on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

RIDGE RACER REVOLUTION

Extra Cars

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Buggy Mode

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the *Galaga '88* game, press and hold **Down + L1 + SELECT + △ + R1**; all of the enemy ships will be automatically destroyed with exactly one shot each.

Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the Time Trial mode as follows:

- Novice—13th Racing Car
- Intermediate—13th Racing Kid
- Expert—White Angel

If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

Spinning Mode

Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn

where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

RISE 2: RESURRECTION

Boss Codes

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

Vitriol—**Right, Right, Right, Up, Up, Down, Left, Left, Down, Down**.

Supervisor—**Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up**.

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

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

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

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, **O** is Fire Right and **X** is Fire Down.

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

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:

- Hidden Cars—**Up, Left, Right, X, O, □**
- Bonus Track—**X, Up, △, Down, R1, L1**
- Reverse Tracks—**Left, △, R1, O, L1, Down**
- Super Championship Race—**Right, □, Left, O, Up, X**

SKELETON WARRIORS

Invincibility

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

SLAMSCAPE

Invincibility

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

Weapon Power-Up

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

Level Passwords

- Uraniomania—**△ X □ O △ X △**
- Repsychler—**X O O △ □ O X**

Marcia's Random Reviewz continued...



Lindt Lindor Truffles

"White confectionery bar with a smooth filling."

This bar was so surprisingly good. This bar was very sweet and good. The filling tastes like creamy vanilla filling. I was right; it is vanilla. The outside is a creamy white chocolate. If you eat this chocolate I have a suggestion: Leave the chocolate on top of the micro for half an hour. Ingredients: Sugar, cocoa butter, fractionated veggie oil (coconut, palm kernel), milk, whey powder, soya lethicin (emulsifier), vanillin (artificial flavoring), carmel flavoring.

Rating: ★★★★★

Lindt Chocoletti

"Swiss Milk Chocolate."

This chocolate is a sweet, sweet mix of swiss chocolate & I think there's mocha cocoa butter. It tastes more like pudding.



This chocolate is the best yet. I definitely recommend this for a tasty treat. It's very sweet, it's very creamy & good. It tastes like chocolate syrup hardened like chocolate. Good taste & aftertaste.

Rating: ★★★★★



Endless Bummer—X Δ X O Δ □ O X
Viva Los Vagantes—O Δ X Δ X □ □ Δ

SOVIET STRIKE

Stage Passwords

Campaign #1: Crimea—W O R S T C A S E
Campaign #2: Black Sea—G R A N D T H E F T
Campaign #3: Caspian—G R O Z N E Y
Campaign #4: Dracula—C H E R N O B Y L
Campaign #5: Kremlin—C I V I L W A R

Cheat Password

Enter the password T H E B I G B O Y S to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

SPIDER: THE VIDEO GAME

Cheat Codes

Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:

- Refill Energy + Weapon Power-Up—Press Δ, X, X, X, O, X, □, Δ, X, Δ, O. Repeat whenever necessary.
- Change into a Flea—Press Δ, □, O, Δ. Repeat the same code to change back into the spider.

SPOT GOES TO HOLLYWOOD

Cheat Mode

At the title screen, press Δ, Up, Right, Down, Left, Δ, Left, Down, Right, Up, Δ. A new option called "Cool" will appear on the main menu. Select it to find an option called "Open Levels". Press X to open the levels, return to the main menu and choose "Start" and "Continue Game", then press X 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.

Watch Video Scenes

With the cheat mode activated as described above, go to the stage select screen, hold the □ button and press **START**. The game's video scenes will begin to play, one after another. Press X to skip to the next video at any time.

STAR WARS: DARK FORCES

Cheat Menu

At any time during gameplay—not while paused—carefully press Left, O, X, Right, O, X, Down, O, X. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

STAR WARS: MASTERS OF TERAS KASI

Secret Characters

To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu:

- To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.
- To access Jodo Kast, play in "Survival" mode and defeat seven or more characters.
- To access Mara Jade, set the game's difficulty to "Jedi" and hold L1 + L2 + R1 while

entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.

Arena Select

Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STAR WARS: REBEL ASSAULT II

Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:

Easy Difficulty Level—X O X O X Δ
Medium Difficulty Level—X X Δ O X Δ
Hard Difficulty Level—Δ □ □ O X Δ

STARBLADE ALPHA

Rapid Fire

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

STREET FIGHTER ALPHA

Secret Characters

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

M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then □+Δ simultaneously.

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

To choose the alternate-color Bison, end the code by pressing X+O simultaneously instead of □+Δ.

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

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

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

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

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

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

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

Play as "Shin" (True) Akuma

At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the

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

Fight Against "Shin" (True) Akuma

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

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

Super Street Fighter II Turbo: Play Against Akuma

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.

Super Street Fighter II Turbo: Remove Super Meter

At the character-select screen, choose your fighter with the □ (Jab) button, then release □ and quickly enter one of the following codes before the airplane flies across the map: For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press Left and Right repeatedly on the D-pad while repeatedly tapping □

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press Up and Down repeatedly on the D-pad while repeatedly tapping □

If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.

Street Fighter Alpha 2 Gold: Play as Cammy

To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the **START** button twice.

Street Fighter Alpha 2 Gold: Alternate Characters

• To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.

• If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.

• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press **START** five times.

STREET FIGHTER EX PLUS α

Hidden Characters

At the Mode Select Screen, highlight "Practice" and press **SELECT**, Up, Right, Down, Right, **SELECT**. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.

Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press **SELECT**, Up, Up, Right, Up, Right, Up, **SELECT**. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II*.

STREET FIGHTER: THE MOVIE

Play as Akuma

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

SUPER PUZZLE FIGHTER II TURBO

Play Against Devilot

To play against Devilot in a one-player game, you must accomplish five different things:

1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.

Play Against Dan

To play against Dan in a one-player game, you must accomplish five different things:

1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

Secret Characters

Each of the following codes works at the character-select screen in all modes except Street puzzle mode.

Akuma (Player 1)—Highlight Morrigan, hold **SELECT**, press Down, Down, Down, Left, Left, Left, O

Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press Down, Down, Down, Right, Right, Right, O

Dan (Player 1)—Highlight Morrigan, hold **SELECT**, press Left, Left, Left, Down, Down, Down, O

Dan (Player 2)—Highlight Felicia, hold **SELECT**, press Right, Right, Right, Down, Down, Down, O

FIGHT!

Q: What do the *TIPS & TRICKS* editors do in their spare time?

A: Why, they act out special moves from their favorite fighting games, of course!

Q: Really?

A: No, but we needed some pictures on this page, so here they are...



Anatole's Super Uppercut:
→ ↓ ↘ + FIERCE



Ara's Hadoken:
↓ ↘ → + any Punch



Tyrone's Uppercut Kick:
← ← ↓ + HIGH KICK



Jason's Bicycle Kick:
Hold HIGH KICK for three seconds, release.

PlayStation tips
PlayStation tips
PlayStation tips



Devilot (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, O (same as Dan code, but you must press O at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, O (same as Dan code, but you must press O at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, O

Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold SELECT, press Left, Left, O

Anita (Player 1)—Highlight Morrigan, hold SELECT, press Right, Right, O

Anita (Player 2)—Highlight Felicia, hold SELECT, press Left, O

Stage Select

In Vs. Mode, choose your character, then hold L2 + R2 + SELECT and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage:

Donovan's stage—Press O

Hsien-Ko's stage—Press X

Sakura's stage—Press Δ

Felicia's stage—Press □

Akuma's stage—Press L1

Devilot's stage—Press R1

Morrigan's stage—Press Up

Chun-Li's stage—Press Down

Ryu's stage—Press Left

Ken's stage—Press Right

Dan's stage—Don't press any button

TEKKEN

Galaga Secrets

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

Double Ships

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

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

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

Secret Character: Devil Kazuya

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

TEKKEN 2

Hidden Characters

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

• Kazuya's Purple Suit

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

• Super-Deformed Characters

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

• Punch-Out!! Mode

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

• Super Juggle Mode

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

TEMPEST X3

Power-Up Swarm

At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power-up reaches the top of the playfield; do not collect this first power-up. Now play normally and you will receive power-up items from nearly every enemy you shoot.

Cheat Codes

At any time during the game—at the title screen, menus or during the game—hold L1, R1, Δ, O, START, SELECT and Up/Left on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game:

• Level Skip—Hold R1 and tap L1, then fire your superzapper. The screen will be cleared and you will advance to the next stage immediately.

• Trippy Mode—Hold L2 + R1 + Δ + X and press Up. The graphics will leave freaky trails of light on the screen; perfect for those mind-altering experiments at your next party.

• .MOD Music—Hold L2 + R1 + Δ + X and press Right. The music will change to the .MOD music when you start the next stage.

• Remix Music—Hold L2 + R1 + Δ + X and press Left. The music will change to the remix music when you start the next stage.

• A.I. Droid—Hold L2 + R1 + Δ + X and press Down. You'll hear the A.I. droid say "Attack!". Now if you can make it to through the current stage without losing a life or using the Level Skip cheat, the first power-up that appears in the next stage will give you the A.I. Droid.

Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S"; those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press Down, Down, Right, Up, Up, Right, Up, Up, Right, then repeat that same sequence of buttons again. Now press the X button; when the game starts, a stage-select menu will appear.

THEME PARK

Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press □ + X + O simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the game.

TIME COMMANDO

Refill Energy

At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press X, Δ, Δ, O, X, Δ, Δ, O, □, □, X. Now return to the game and you'll find that your energy meter has been refilled.

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").

TNN MOTOR SPORTS HARDCORE 4X4

Secret Truck

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as MAINLINE, then return to the setup menu and select "Choose Truck". You'll find a powerful new vehicle called "Mother". This code also unlocks the "Pro" and "Extreme" difficulty levels.

Raining Frogs

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as RAINFROG, then return to the setup menu and set the weather conditions to "Severe". Start the race and you'll see frogs falling from the sky instead of rain.

Hidden Game

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options", then select "Credits" to play a hidden game called Roids. It's a funny version of Asteroids in which all of the asteroids have been replaced by the heads of the game's creators.

TOKYO HIGHWAY BATTLE

9,999,999 Points

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

Scenario Mode Tricks

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

• Car Color Change—At the car select screen, press R2 on Controller 1 to change the car's color or add racing stripes.

• Race the Drift King—Enter the "Vs. CPU" mode and you'll be able to race against the Drift King.

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

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

TOMB RAIDER

Stage Skip

During the game, press SELECT to access the inventory screen, then press L2, R2, L1, O, Δ, 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, Δ, R2, L2, L2, R2, O, 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 2

Exploding Lara

Using the R1 button, walk forward, then backwards. Turn completely around three

times, then jump backwards. Lara will explode!

All Weapons & Items

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (O 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 (O 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.

TOTAL ECLIPSE TURBO

Full Power-Up

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

Stage Select

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

TREASURES OF THE DEEP

Complete Code Collection

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

• Refill air & health—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, Up, Down, Left, Right, X, X

• Infinite air—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, Δ, O, X, □, Up, Right, Down, Left

• Infinite health—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, Δ, Δ, X, X

• Max continues—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, R2, R2, R2, L2, L2, L2

• Turbo speed—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, R1, R2, R1, R2, R1, R2

• All equipment—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, L1, L1, L1, L1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2

• All weapons—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, L2, L2, L2, L2

• Reveal entire map—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, □, X, O, X, □

• No fines for killing endangered species—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, R2, R1, L2, L1

• Open all doors—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, X, O, Δ, □

• Disable currents—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, R1, L1, L2, R2, X

• Extra \$2,000,000 gold—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, R1, R2, L1, L2, R1, R2, L1, L2

• Unlimited payload—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, Δ, Up, X, Down

• Get Atlantis tablet piece for current stage—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, L1, L2, L1, L2, □, O

• Complete current mission—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, Δ, Δ, Δ, Down, Down, Down

• Access all missions—Down, X, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, Down, Right, Up, Left, Δ, X



- All missions complete—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, X, X, X, □, △, △, △, □, X, X, X
- Overhead Camera Angle—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, X, □
- Super Spear Gun—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, X, Up, △, Down
- Pass Through Objects—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, ○, ○
- Extra time in Shark Attack bonus stage—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, L2, L2, L2, R1, R1, R1, R2, L1

TRIPLE PLAY '97

Secret Stadium
Choose the "Pick Stadium" option at the Pre-Game set-up menu, then—when the list of stadiums appears—press L1, R1, L1, R1, START. Now you can choose to play in the EA Sports "Mystery Stadium".

TRIPLE PLAY '98

Commentary/Crowd Codes
Enter any of the following codes during actual gameplay to control the announcers and the crowd:

- Game Commentary—Hold L1 + L2 + R1 + R2 and press □, ○, □
- Weather Commentary—Hold L1 + L2 + R1 + R2 and press ○, X, ○
- Commercials—Hold L1 + L2 + R1 + R2 and press △, ○, △
- Cheering Crowd—Hold L1 + L2 + R1 + R2 and press Down, X, Down, X, △
- Booing Crowd—Hold L1 + L2 + R1 + R2 and press Down, X, Down, X, X
- Secret Team**
At the team-select menu, press L2, R2, L2, R2, ○. Now cycle through the available teams until you find the EA Sports "Dream Team."
- Secret Stadiums**
Choose the "Stadium Select" option after picking your teams, then—when the list of stadiums appears—press L1, R1, L1, R1, □. Now press Right until you see three "Mystery" stadiums: "The Cornfield," "Ebbetts Field" and "Polo Grounds."

TWISTED METAL

- Cheat Passwords**
To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding START and pressing Up or Down until you see the helicopter view.
- △□○○—Warehouse District Warfare
 - X□□○○△—Freeway Free For All
 - X△□□□—River Park Rumble
 - X□△△△—Assault on Cyburbia
 - △X○X—Rooftop Combat—The Final Battle
 - △X○□□—Battle with Minion
 - △○□□—Secret Level: The Fight of Your Life
 - △_□○○—Infinite Weapons
 - △X_○—Invincibility
 - △X_—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, 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

VIEWPOINT

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

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

VR BASEBALL '97

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

WARCRAFT II: THE DARK SAGA

- Cheat Passwords**
Press START to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.
- N T T C L N S—Instant mission victory
 - Y P T F L W R M—Instant mission loss
 - T S G D D Y T D—Enable "god mode"
 - G L T T R N G—Extra gold
 - H T C H T X N S—Extra lumber
 - V L D Z—Extra oil
 - V R Y L T T L—Extra magic Mana
 - D C K M T—Upgrades
 - N S C R N—Show entire map
 - M K T S—Fast building
 - T H R C N B N L—Instant scenario victory
 - N V R W N N R—Game never ends
 - Tides of Darkness: Human Passwords*
 - H L L B R D—Mission 1
 - M B S H T M—Mission 2
 - H S T H S H—Mission 3
 - T T C K N Z—Mission 4

- H T L B R D—Mission 5
- D N L G Z—Mission 6
- G R M B T L—Mission 7
- T Y R H N D—Mission 8
- B T T L T D—Mission 9
- P R S N R S—Mission 10
- B T R Y L N—Mission 11
- B T T L T C—Mission 12
- S S L T N B—Mission 13
- G R T P R T—Mission 14
- Tides of Darkness: Orc Passwords*
- Z L D R—Mission 1
- R D T H L L—Mission 2
- R C S T H S—Mission 3
- S S L T N H—Mission 4
- R C T L B R—Mission 5
- B D L N D S—Mission 6
- F L L F S T—Mission 7
- R N S T N T—Mission 8
- R Z N G F T—Mission 9
- D S T R C T—Mission 10
- D D R S S Q—Mission 11
- T M B F S R—Mission 12
- S G F D L R—Mission 13
- F L L F L R—Mission 14
- The Dark Portal: Human Passwords*
- L L R S J R—Mission 1
- B T T L F R—Mission 2
- N C M R N T—Mission 3
- B Y N D T H—Mission 4
- S H D W S S—Mission 5
- F L L F C H—Mission 6
- D T H W N G—Mission 7
- C S T F B N—Mission 8
- H R T F V L—Mission 9
- B T T L F H—Mission 10
- D N C F T H—Mission 11
- B T T R T S—Mission 12
- The Dark Portal: Orc Passwords*
- S L Y R F T—Mission 1
- S K L L F G—Mission 2
- T H N D R L—Mission 3
- R F T W K N—Mission 4
- D R G N S F—Mission 5
- N W S T R M—Mission 6
- S S F Z R T—Mission 7
- S S L T N K—Mission 8
- D P T M B F—Mission 9
- L T R C—Mission 10
- Y F D L R N—Mission 11
- D P D R K P—Mission 12

WARHAWK

- Special Access Codes**
Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.
- CHEAT CODES**
- _○□X□□—Preview the Epilogues
 - _○□△X□□—Check the Special Upgrades
 - △X_○□X□□—Preview the Movies
 - X○□□X△○△—Kali Mode (Powered-Up Weapons)
 - △X△△—Thor Mode (9999 Flash Bombs)
 - △○△□□△△X—Infinite Weapons
 - _X△X△—Warhawk A-La-Mode (Infinite Weapons + Invincibility)
 - STAGE CODES**
 - △□X△X□□□—Desert Level
 - △□X△○□□□—Pyramid Has Risen
 - △○X△○□□□—Desert is All But Done
 - △△X○□□□—Canyon Level
 - X○○△—In the Canyon with Amber
 - △X□○□○△△—In the Canyon with Belle
 - △□△△△□—In the Canyon with Crystal
 - △△□△—Approaching Uma
 - X△X□□△□△—Airship Level
 - X○△△○□○X—Post-Transformation Airship
 - X□○□X△□□—Airship Rear Hanger is Open
 - △X△X△○□□—Volcano Level
 - X○△○□□—Volcano Boss is Active
 - △○△○△X□□□—Gauntlet Level
 - △○X△○X△□□—East Gauntlet Boss
 - △○□□△○□□—West Gauntlet Boss
 - △○□△△X□□—In with the Gatekeeper
 - △X△□□X○□□—Stormland
 - △X△□□□○X—Above 1st Force Field
 - △X△△X○□□—Above 2nd Force Field
 - △X□○△X△□□—Above 3rd Force Field
 - △X□△○□X△—Kreel's Door is Open
 - △X△□□□X△—Face-to-Face with Kreel

WILLIAMS ARCADE'S GREATEST HITS

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

WIPEOUT

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

Rapier Class
If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R2, L2, Left, START and SELECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WIPEOUT XL

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

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

Infinite Energy
During the game, press START to pause, then hold L1 + R1 + SELECT and press △, X, □, ○, △, X, □, ○.

Infinite Time
During the game, press START to pause, then hold L1 + R1 + SELECT and press △, □, ○, X, △, □, ○, X.

Infinite Weapons
During the game, press START to pause, then hold L1 + R1 + SELECT and press X, X, □, □, ○, ○, △.

Mini-Gun
During the game, press START to pause, then hold L1 + R1 + SELECT and press □, ○, X, □, ○, X, △.

Passwords
Enter the following passwords to access two new Race Type options:

- Challenge I—□○□□△○△○□□□□X□
- Challenge II—□○□□△○△X□X△△X○

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

WWF IN YOUR HOUSE

Cheat Codes
At any time during the game, press the START button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

- Invincibility—R2, L1, R2, L2, R1
- Charge Combo meter with one hit—R1, L2, R2, L2, Right
- Increase damage of each attack—Up, Up, L1, L2, Down
- Decrease damage of each attack—Down, Up, L2, Right, Left
- Turn off computer control of opponents—Left, Left, Up, Down, R2
- Automatic Superpins—Down, Down, Down, Down, L1 (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)

Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above cheats, just enter the same code again.



ALBERT ODYSSEY

Secret Side Quests

• After you defeat Valerian the vampire—but before you go to the cave to get Gryzz—head southwest of Solace and go around to the other side of the mountain. You'll find a cave south of Gadel; inside is a woman with a witch's hat who will tell you about her long-lost husband. Next, go back to Gigarl. Inside one of the houses, you'll find an old man who talks about the pendant he's wearing; keep talking to him until he repeats himself, then return to the woman in the cave and talk to her. Finally, head back to the man in Gigarl; when you talk to him, you'll be sent back to the cave where he will be reunited with his wife.

• After the King of Gadel tells you to go to Chestoria and Agnus, go to Mycent instead and head north, past the Graveyard of Ages. Explore the area beyond the graveyard and you'll find what appears to be an abandoned town; it won't be visible from the outside. In the north end of the town, you'll meet Olivia, but you must fight a huge robot called Iron Giant. Once you defeat him, take Olivia back to Mycent for a valuable prize: You'll be given a Quest Pass which gives you a 20% discount at all of the shops for the rest of the game.

• After you complete the four towers—but before you enter Fargasta Tower—go to the town of Solace and enter the temple there. Speak to Leos and she will ask you to spend the night; you should agree. During the night, you'll find everyone frantically searching for Eka; you'll find her at the entrance to the town.

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "FLYT0" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "FLYT034". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and choose the "Press Start Button" option to start at the level you chose. If you enter the password "FLYT035", you'll see the video sequence from the end of the game.

Cheat Codes

Go to the password screen and enter one of the following passwords, then highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game and you'll have the benefits of the cheat codes as follows:

- Enter the password "FVNKYG1BB0N"; you'll be invincible.
- Enter the password "F1SH1NGF0RGVNS"; you'll have all of the game's weapons in your inventory.
- Enter the password "F1LLMYP0CK1TS"; you'll have infinite ammo for all of your weapons.

AMOK

Cheat Passwords

Choose "Options" from the title menu, then enter any of the following passwords:
 Z Z Z C Y X—An option called "Level Select" will appear at the top of the Options menu, allowing you to choose a starting stage
 X B A B Y X—Invincibility; your energy meter will go down when you get hit, but you'll still be able to play after it runs out
 Y A Y A Y A—Super Rapid-Fire for your Miniguns (never runs out)

ANDRETTI RACING

Secret Cars

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

AREA 51

Alien Mode

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

ASTAL

Restore Energy

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

Invincibility

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

Sudden Death

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

Secret Mode + 99 Lives

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

Stage Select

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

BAKU BAKU ANIMAL

League Mode

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

- Game Start: Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If

you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".

- Name Entry: Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says "backspace" and the one in the lower right corner means "done".

- Delete Name: Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say "Yes".

- View Records: Use this option to check your stats. The first screen shows your winning percentage; highlight your name and press A or C to view your win/loss records against each player.

- View Records / Return to Main Menu: The next-to-last menu item brings up a quick description of how the League Mode works; there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

BATTLE ARENA TOSHINDEN REMIX

Select Gaia, Sho and Cupido

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

Big Heads

Hold the L and R buttons at the main menu when choosing any game mode. When the fight begins, both characters will have big heads.

Custom Camera

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

- L—Rotate the playfield clockwise
- R—Rotate the playfield counter-clockwise
- D-pad—Pan the camera up, down, left or right
- Y—Zoom in
- X—Zoom out

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

BATTLE ARENA TOSHINDEN URA

ULTIMATE REVENGE ATTACK

Boss Code #1

At the title screen—while the words "Press Start Button" are flashing—press A, B, Z, X, Y, C; you'll hear a chime to confirm the code.

Now the bosses Wolf and Repli are playable characters in the one-player and Vs. modes.

Easy Super Attacks

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

Boss Code #2

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

Secret "Option 2" Menu

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

"URA" Mode

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

BATTLE MONSTERS

Battlefield Select

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

BLACKFIRE

FMV Fiesta

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

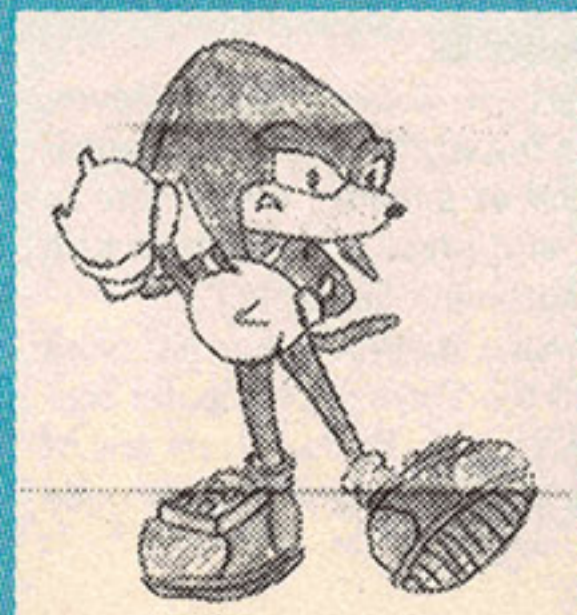
Infinite Weapons + Fuel

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

Invincibility

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

TIPS & TRICKS

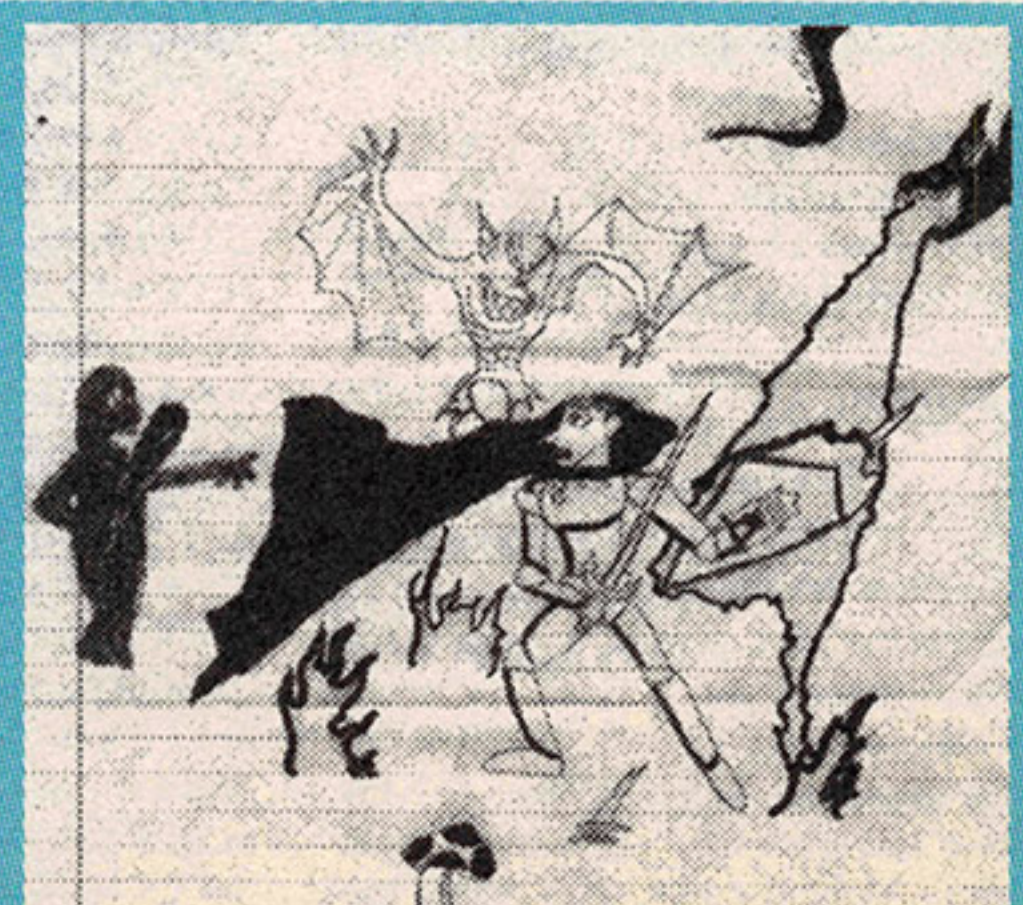


by Jalal Williams, Bellwood, IL

Reader Art Gallery



by Steve Holloway, Acton, Ontario



by Dennis Keim, Quathiaski Cove, B.C.



Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then B, then A, then Up, then L. Next, release A, then C, then L, then Up. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following codes to skip to different levels: Skip ahead one level: Hold A, B, C and Up and press L. Skip back one level: Hold X, Y, Z and Up and press L.

BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS

Stage Skip

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press Down, Up, Down, Up, Right, Down, Left, Down, Up, Down. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the R button; press L to go back through the levels.

Secret Stages

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

BUG!

Stage Skip

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

BUG TOO!

Flying Mode

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

Invincibility

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

Stage Select

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

CHRISTMAS NIGHTS

Date and Time Codes

The *Christmas NiGHTS* limited-edition sampler disk uses the Saturn's internal clock to change the game depending on the date and time you play the game. To force any of these changes whenever you want to, access the Saturn's System Settings menu and change the date and time to get different effects. Note: It's a little known feature of the

Saturn that if you load a game, then hold the L and R buttons and press RESET on the machine, the System Settings menu will appear without having to load the CD menu; when you exit, you'll go right back into the game. This comes in handy when testing out some of the *Christmas NiGHTS* features as follows:

- Enter dates in December or January to play in the snow with a Christmas theme.
- Enter dates from other times of the year to play with the standard *NiGHTS* settings. You'll also see Claris and Elliot's clothes change depending on the season.
- Enter the date April 1 to play as Reala; this will also add a new option to the Presents menu that will allow you to play as Reala whenever you want. Additionally, the time of day changes the way the game appears. Set the clock for daytime and it will be daytime in the game; set the clock for nighttime and in the game it will be night. Also, if you've got the date set for a time of year when there's snow in the game, you can change the snow to different items as follows:
 - At 9:00 AM the snow changes to crescent moon shapes.
 - At 12:00 PM the snow changes to purple gems.
 - At 3:00 PM the snow changes to falling candy.
 - At 6:00 PM the snow changes to sparkles.
 - At 9:00 PM the snow changes to star shapes.
 - At 12:00 AM the snow changes to red hearts.

CLOCKWORK KNIGHT

999 Lives

At the title screen, press Up, then Right nine times, Down six times, Left seven times, Z, X, Y, Y, Y, Z.

Stage Select

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

CLOCKWORK KNIGHT 2

Boss Select

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

Hidden Mini-Games

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

999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down. The words "Player 999" will ap-

pear on the screen, indicating that you will be playing the game with 999 lives in reserve.

Stage Select

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

See the Ending

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

Secret Screens

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

Control the Level 1 Boss

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

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

Z, C—Move the boss up or down

A, B, Y, L, R—Make boss noises

X—Toggle the room light on or off

If you press the START button on Controller 2, the computer will take over and go after Pepperouchau again.

Control the Level 2 Boss

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

D-pad Left, Right—Make the boss face left or right

A—Make the monkey beat his chest

B—Pick up Pepperouchau and slam him to the ground (if you're close enough)

C—Jump into the air and land on Pepperouchau

COLLEGE SLAM

Secret Teams

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

new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

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

Quick Hands—Left, C, B, B, Up

Max. Power—C, Down, C, Right

Power-Up Goaltending—Down, Down, Down, Up, Up, Up

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

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

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

Power-Up 3-Pointers—Up, Up, Up, C, C, C

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

Power-Up Push—Up, C, Up, B, Up, Up

Push an opponent and both fall—Up, Left, Left

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

Teleport Pass—Right, Right, Right, Up, Up, Up

High Shots—Up, Up, Up, Up, Up, Down

Speed-Up—Right, Right, Right, Right, Right, Right, Left

Display shot percentage—Up, Up, B, B, B

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

COMMAND & CONQUER

Power-Up Codes

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

Nuclear Strike—A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A

Ion Cannon—A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B

Air Strike—A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C

Extra \$5,000—Right, Left, A, B, C, Z, Y, X, Right, Left

Reveal Entire Map—Up, Down, Right, Left, A, Up, Down, Right, Left, A

CRIME WAVE

Stage Select

When the "Identify Player" screen comes up at the start of the game, choose "New Player" and enter "JAW" as your initials. When the "Select Zone" menu appears, you'll be able to choose any stage.

Vertical Screen

At any time during game play, hold L + Y and press X to rotate the screen 90° from its standard horizontal position, or hold L + Y and press Z to go clockwise. Now you can play the game if you turn your TV set on its side—which is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold L + Y and press B.

THE CROW: CITY OF ANGELS

Passwords

Ship—Y X Y X A B Y Y X A

Graveyard—Y Y Y A A Y B X A

Church—B Y B Y X A B A X A

Day of the Dead—Y X Y X A B Y Y Y A

Second Coming Club—B B B X X B X Y A

Judah's Tower—Y B Y B A X Y B Y A

Borderlands—B B B X X B A Y A

Finale—Y X Y X A B Y Y A B



These cool envelope drawings are just two of the dozens of pieces of artwork that have been sent in by Los Angeles, CA's LaRue Binder over the past few weeks. Hey, LaRue, take it easy, willya?



CRUSADER: NO REMORSE

Cheat Mode

Choose "Teleport to Mission" from the "Load Game" menu and use the L and R buttons to enter the password "L O S R" (the second character is a zero.) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, press A + B + C to refill your health and energy or X + Y + Z for 2,000 extra credits, all of the items and all of the weapons with ammo.

"Mama's Boy" Passwords

Mission 5—T D 5 S
Mission 10—X 5 G Z
Mission 15—J F M 4
Secret "Realtime" Mission—L R T N
"Weekend Warrior" Passwords

Mission 5—V D 5 S
Mission 10—Z 5 G Z
Mission 15—K F M 4
Secret "Realtime" Mission—M R T N
"Loose Cannon" Passwords
Mission 5—W D 5 S
Mission 10—0 5 G Z
Mission 15—L F M 4
Secret "Realtime" Mission—N R T N
"No Remorse" Passwords
Mission 5—X D 5 S
Mission 10—1 5 G Z
Mission 15—M F M 4
Secret "Realtime" Mission—P R T N

DARIUS GAIDEN

Extra Credits

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

Mega Fire

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

Extra Difficulty Settings

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

DAYTONA USA

Extra Time

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

Jeffrey's Dance

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

Mirror Mode

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

Time Trial

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

Karaoke Mode

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

Extra Cars

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

Secret Horse Trick

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

Easier Horse Trick

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

Baby Horses

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

DECATHLETE

Tumble Racing

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

Hop On One Leg

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

DIE HARD ARCADE

Hyper Deep Scan

At the main title menu, highlight "Deep Scan", hold X + Y + Z and press START. When you enter the *Deep Scan* mini-game, you'll see that the logo now reads "Hyper Deep Scan". This makes the game much more difficult, with dozens of enemy submarines appearing on the screen at the same time. You can't earn extra credits to play *Die Hard Arcade* in this mode, either.

DOOM

Cheat Codes

Press START during the game to pause, then enter any of the following cheat codes:

- All Powerful Mode—Down, Y, X, R, Right, L, Left, B
- Lots of Goodies (weapons & ammo)—B, Y, X, L, R, C, X, Z
- Map All Lines On—B, B, C, Left, B, B, C, Right
- Map All Things On—B, B, C, Right, B, B, C, Left
- Level Warp—Right, Left, Z, R, Z, L, Z, C (when the Level Warp menu appears, choose any stage and press C to warp there.)

DUKE NUKEM 3D

Invincibility

During the game, press START to pause, then press X, Z, Z, X, Y, X, Y, Z, Y. You'll see the words "God Mode: On" at the top of the screen; now you're invincible. To turn "God Mode" off, enter the same code again.

All Weapons + Items

During the game, press START to pause, then

press Z, X, X, Z, Y, Z, Y, X, Y. All of the game's weapons and items will appear in your inventory.

Secret Control Scheme

During the game, press START to pause, then press Y, Y, Z, Z, X, X, Y, X, Z. You'll see the words "Jevons Control: On" at the top of the screen; this changes the controls as follows:

- Analog Pad—Look around
- D-pad Left/Right—Change weapons
- Z—Walk forward
- B—Walk backward
- Y—Strafe left
- C—Strafe right
- A—Action
- L—Fire weapon
- R—Jump

Note: If you don't own an analog controller, this code is useless because it will assign two different functions to the D-pad; the result is that you'll be accidentally changing weapons whenever you want to turn left or right. To return to the standard control scheme, just enter the code again.

Stage Select

At the main menu—the one that says "New Game/Load Game" etc.—press X, Y, Z, Z, Y, Z, Y, X, Y; this code must be entered quickly. You'll see the words "Choose Stage Cheat On" appear at the bottom of the screen. Choose "New Game"; the stage-select menu will appear after you choose a difficulty level.

No Monsters

At the "select Skill" menu, press Z, Z, X, X, Y, X, Y, X, Z; this code must be entered quickly. A new difficulty level called "No Monsters" will appear; can you guess what happens when you choose it?

EARTHWORM JIM 2

Cheat Codes

Press START to pause the game at any time during play, then enter one of the following codes and unpause to activate the cheat:

- Refill Energy—Left, A, Z, Y, Down, A, Y, Down
- Refill Ammo—A, Up, Down, Right, Right, Left, X, C
- Nine Extra Lives—Y, A, Right, Down, Down, A, Left, Right
- Mega Plasma Gun—C, A, Right, Right, Up, Down, Up, Left
- 3-Finger Gun—Down, A, Up, B, Right, Right, C, Right
- Barn Blaster—Y, A, X, Up, Right, Right, Left, Up
- Homing Missile Gun—Y, A, Up, X, C, Left, Y, Up

F1 CHALLENGE

Change Starting Position

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

- First Place—Hold L + X + Y + Z and press START
 - 4th Place—Hold L + X + Y and press START
 - 7th Place—Hold L + X + Z and press START
 - 10th Place—Hold L + X and press START
 - 13th Place—Hold L + Y + Z and press START
 - 16th Place—Hold L + Y and press START
 - 19th Place—Hold L + Z and press START
 - 22nd Place—Hold L and press START
- Change the Number of Laps**
As above, when the "Select Course" menu appears, highlight the course you want, then

choose it by entering one of the following codes. When the race starts, the number of laps will be set to the number you chose as follows:

- 1 Lap—Hold R + X + Y and press START
- 2 Laps—Hold R + X + Z and press START
- 3 Laps—Hold R + X and press START
- 4 Laps—Hold R + Y + Z and press START
- 5 Laps—Hold R + Y and press START
- 6 Laps—Hold R + Z and press START
- 7 Laps—Hold R and press START
- 9 Laps—Hold R + X + Y + Z and press START

FIGHTERS MEGAMIX

Access Hyper Mode

Fight your way through Survival Mode, winning at least two fights in the two-minute trial, at least six fights in the seven-minute trial and at least 11 fights in the 15-minute trial. Now go to the Options Plus menu and you'll find the Hyper Mode option.

Infinite Health & Stage Select

After playing 500 games, go into the Options Plus menu and you'll see three more options; you can choose a caged or non-caged arena and you'll be able to give either player infinite health.

Play as the AM Palm Tree

Method 1: Clear all of the single-player courses with five different characters. Play 1,000 games and then choose course I; you'll be playing as the palm tree.

Method 2: Play the game for 84 hours. Then, choose Kuma with the Z button and you'll fight as the tree.

Play as a Slab of Meat

Simply turn the Saturn on with *Fighters Megamix* inside 29 times (or reset the game and reload it 29 times). Then start a game, highlight Kuma at the character-select screen and press X. The meat's moves are almost identical to Sanman's.

Afterburner Cameo

When fighting in two-player mode, if the B. Mahler stage comes up, quickly hold the X button on both controllers before the words "Round 1" appear. If you do this correctly, the F-14 jet fighter from Sega's *Afterburner* games should fly over the ring.

GALAXY FIGHT

Boss Code

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

Taunt Select

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

GAME SHARK

Play Japanese Discs

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

TIPS & TRICKS

Reader Art Gallery



by Steven Walton, Clinton, IN



by Jeremy Carr, Commerce, GA



by Dan Dwyer, Shelton, WA



by Avi Manullang, Redlands, CA



GEX

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

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

Cheat Codes

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

99 Lives—Hold **R** and press **Up, Up, Down, Right, A, Down**

Invincibility—Hold **R** and press **B, A, Down, A, Down, Down, Down, Up, Down, Right**

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

High Jump—Hold **R** and press **Down, Up, START, Right, Right, Down, L, Right, START**

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

Ice Shots—Hold **R** and press **Right, Y, Right, Down, Right, Right, B, Left, Up, Right**

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

GHEN WAR

Cheat Mode

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

GOLDEN AXE: THE DUEL

Vs. Mode Shortcut

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

Magic Attacks

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

Kain's "Firestorm": **→ ↓ ↘ ↗ + X, Y** or **Z**

Milan Flare's "Bloody Tempest": Hold **↓**, then **↘ ↗ + A, B** or **C**. Press **↓ + X, Y** or **Z** on the way down.

Gillius Rockhead's "Jaw Break": **→ ↘ ↓ ↗ + X, Y** or **Z**

Zoma's "Dark Carnival": **↓ ↘ ↗ + X, Y** or **Z**

Jamm's "Spirit Summons": Hold **←**, then **→ ↓ ↘ + X, Y** or **Z**

Doc's "Shockwave": **→ ↘ ↓ ↗ ← → + X, Y** or **Z**

Panchos' "Blast Wave": **← ↗ ↓ ↘ → ↗ + any Kick button**

Green's "Mammoth Slam": **→ ↘ ↓ + Z** (while jumping in)

Keel's "Insanity Winds": **↓ ↗ ← ↘ ↗ ← + X, Y** or **Z**

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

GRID RUNNER

"All Flags" Mode

Choose "Restore Game" from the main menu, then access the "Enter Password" screen. If there is already a password entered, press **R** to clear it first; otherwise, enter the password **↓ Y → A → ↑ → B A ↓** and press **START** to confirm. Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual designated number.

"Free-For-All" Mode

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

Grid Racing Mode

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

See the Ending Credits

Access the "Enter Password" screen, enter the password **A Y A → ↓ Y ↑ → → A** and press **START**

GUARDIAN HEROES

Cheat Mode

To access a Debug feature, choose "Option Mode" from the title screen. When the Options menu appears, highlight "EXIT" and hold the **X, B** and **Z** buttons. Here's the tricky part: While holding those buttons down, press and continue to hold **Down** on the D-pad, then quickly tap the **A** button while the "DIP Switch" option is highlighted. Note that you must tap the **A** button before the cursor starts to move down again—remember that you're still holding **X+B+Z+Down**—and you must release the **A** button immediately after you press it, before the DIP Switch menu appears.

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

• A "Test Mode" option will appear at the Options menu; this allows you to see any of

the game's seven different endings.

• In Story Mode, when the character set-up menu appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings.

• In Story Mode, a stage-select menu will appear after you choose your character.

• In Story Mode, you can refill your life points at any time by holding **X+Y+Z** and pressing **Up**. (If you hold **X+Y+Z** and press **Down**, you'll die instantly.)

• In Story Mode, you can skip to different scenes using the following commands:

Hold **R** and press **START** to skip ahead one event

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

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

Hold **R+C** and press **START** to skip ahead four events

Hold **L+R** and press **START** to skip back one event

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

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

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

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

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

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

GUNGRIFON

Cheat Codes

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

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

Stage Select—**Y, Y, A, Y, Y, START**. With this code in place, you'll be able to choose any stage in the Main Game.

Infinite Jumping Ability—**Up, Right, Down, Left, Z, START**. This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like.

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

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

Tackle Attack—**Right, Right, B, C, A, START**.

This cheat code allows you to attack your enemies by running into them. However, your mech will also take damage if you use this attack.

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

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

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

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

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

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

Silly Controller 2 Codes

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

HANG-ON GP

Access All Courses

Access the Option menu and highlight any icon. Next, press **B** to return to the main menu, then press **R, R, L, R, R** on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three.

HEXEN

Cheat Menu

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

HIGH VELOCITY

Secret Vehicle (The Hard Way)

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

Secret Vehicles (The Easy Way)

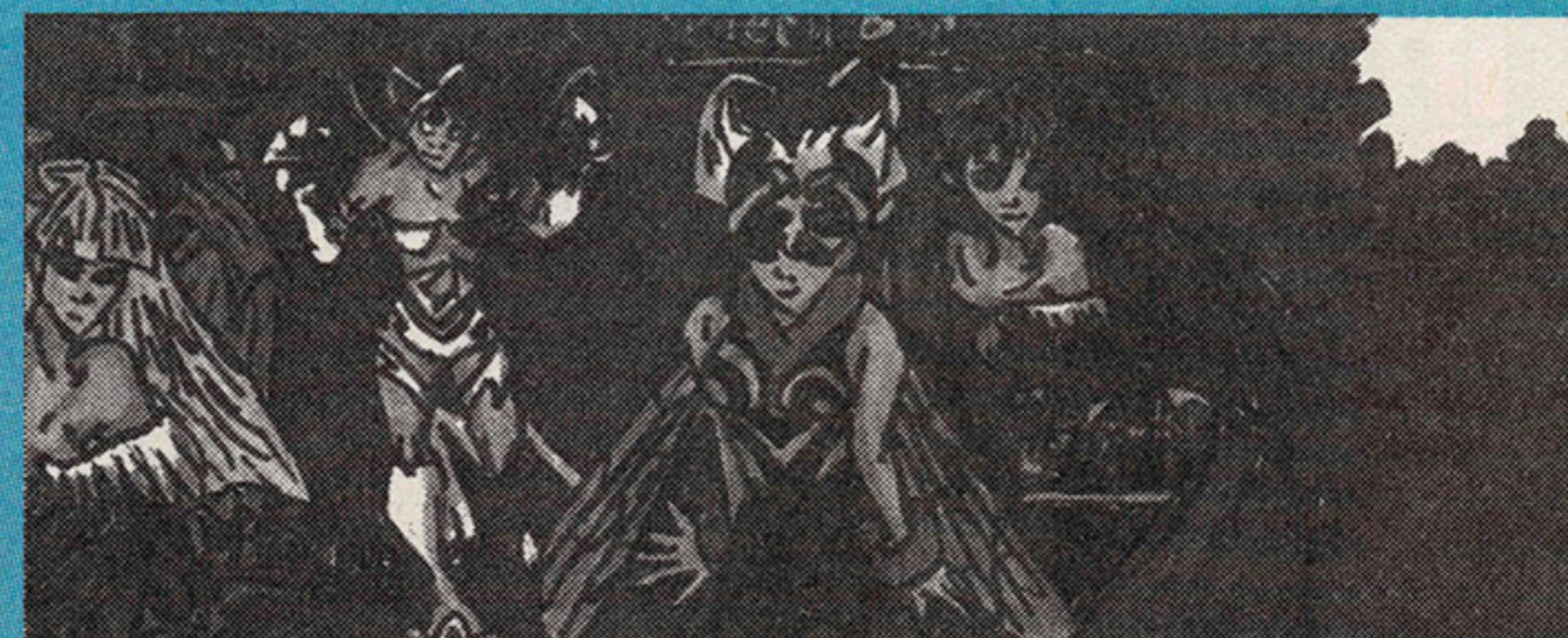
Go to the car select screen and highlight car type "F", then hold the **L, R** and **Y** buttons and press **Right**. The Porsche is now available without all the hard work. With the Porsche highlighted, hold **L, R** and **Y** again and press



by Peter Carter, Yerington, NV



by Julio Ortega, Miami, FL



by Katie "Spiffy" Hilton, Covington, KY



Saturn tips

Right to find yet another secret vehicle, a diesel truck.

Secret Course

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

THE HORDE

Cheat Codes

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

- Invincibility—**B, Up, Right, Down, A, Down, A, Right**
- Double speed—**B, Right, A, B**
- Infinite continues—**A, Down, Right, A, Down**
- Show entire map—**Left, A, Up, Down, B, A, A, B**
- 30,000 Crowns (money)—**Left, A, A, B, Left, A, Right, Down**
- All Items available—**B, Right, A, Left, Left, Down, Right, A, A, Left**
- Game does not end when village is destroyed—**A, Down, Down, Right, A, Down**
- Skip to Next Level—**Down, A, Left, Left, Down, A, A, Right**
- Watch all video scenes—**Right, A, Left, Left, A, Up, B**

IMPACT RACING

Cheat Passwords

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

- I.AM.IMORTAL—Infinite shields
- ALL.TOOLEDDUP—Access all weapons
- LOADSOFSTUFF—Infinite weapons
- BONUS.LEVELS—Play all of the bonus stages in succession
- RABBITBADGER—Adds a "Skip Level" option to the "Pause" menu
- ENDGAMELEVEL—Warp to the game's final stage
- JOURNEYS.END—See the end sequence and credits

INDEPENDENCE DAY

Cheat Mode

Choose "Options" from the main menu, then select "Player Name" and enter your name as "RADARMY". Now return to the main menu (the one that says "Single Player/Multiplayer/Options") and press **Left, Right, Up, Down, X, Z, Y, A**. A "Cheater" menu will appear with 12 different cheat options that you can use as follows:

- City—Use this to warp to any stage.
- Plane—Choose any craft; "BAC" is the alien spaceship.
- Invincible—Turn this option on and you'll take no damage.
- Kill Civil—You can lock on to non-enemy objects and blow them up.
- Kill Wing—You can lock on to your wingmen and shoot them down.
- Damage Bonus—You can kill enemies with just one missile.
- Tourist—Turn this option on to remove all aliens.

- Weapons—Turning this option on will give you infinite missiles.
- Fast Reload—This allows you to fire missiles more quickly.
- Demo Cam—You can't play the game with this option turned on, but you can use the D-pad and buttons to explore each stage at your own pace.
- No Time—Turn this option on to disable the timer.

**IRON MAN/X-O MANOWAR
IN HEAVY METAL**

Passwords

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

- One-Player Mode—**C04A7707777777777777777777**
- Two-Player Mode—**C02A77X7777777777777777777**

IRON STORM

Cheat Code

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

Multiplayer Campaign Mode

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

Secret Attack Configuration Menu

When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the A button on Controller 2 immediately as this statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks. Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumori" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle.) Still don't know what "Ruisseki" means...

LAST BRONX

Portraits

To access all of the character portraits, you must play through the Arcade Mode without losing a single round or continuing; do this at the "Normal," "Hard" and "Arcade" difficulty settings to get all three portraits for each character.

Alternate Weapons

To access alternate weapons, you must first earn the third set of "Portraits" by beating the game in Arcade mode at the "Arcade" difficulty setting without continuing or losing a single round (as described above). Once you have access to the third set of portraits, enter one of the following simple codes at the character-select screen:

- For Yusaku, Nagi, Zaimoku, Lisa or Red Eye, highlight the character, hold **Left** on the D-pad and press **A** or **C**.
- For Joe, Tommy, Yoko, Kurosawa or Red Eye, highlight the character, hold **Right** on the D-pad and press **A** or **C**.

When the match starts, your character will be holding a funny weapon. (Zaimoku has a fish, Yusaku has a toy train, etc.)

Extra Difficulty Settings

Last Bronx uses the Saturn's internal memory to keep track of how many times you've turned the Saturn on with the *Last Bronx* disc inside. Once you've loaded the game 15 times, you'll find three new difficulty settings at the Options menu: Defense (in which the computer blocks a lot), Berserk (the computer goes crazy) and Judo (the computer throws a lot).

LAST GLADIATORS DIGITAL PINBALL

Hidden "Victors" Table

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

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

Debug Menu

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

Cheat Mode

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

- 00—Multiball
- 01—Roman Triumph
- 02—Retarius
- 03—Bloody Arena (Two-Ball)
- 04—Chariot Races (Three-Ball)
- 05—Extra Ball Lit

- 06—Senator Mystery Lit
- 07—SPQR
- 08—Thracians
- 09—Empire
- 10—Gladiator Show

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

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

Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

THE LEGEND OF OASIS

Two-Player Mode

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

LOADED

Cheat Menu

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

THE LOST WORLD: JURASSIC PARK

Passwords

- Enter the password "XAXYYYYYZXY Y", then access the "Options" menu; you'll be able to start at any level with the "Stage Select" option.
- Enter the password "XZXYYZZXY Y" to view the "Raptor Gallery."
- Enter "AYXXZXZZYY" to view the "Compy Gallery."

MACHINE HEAD

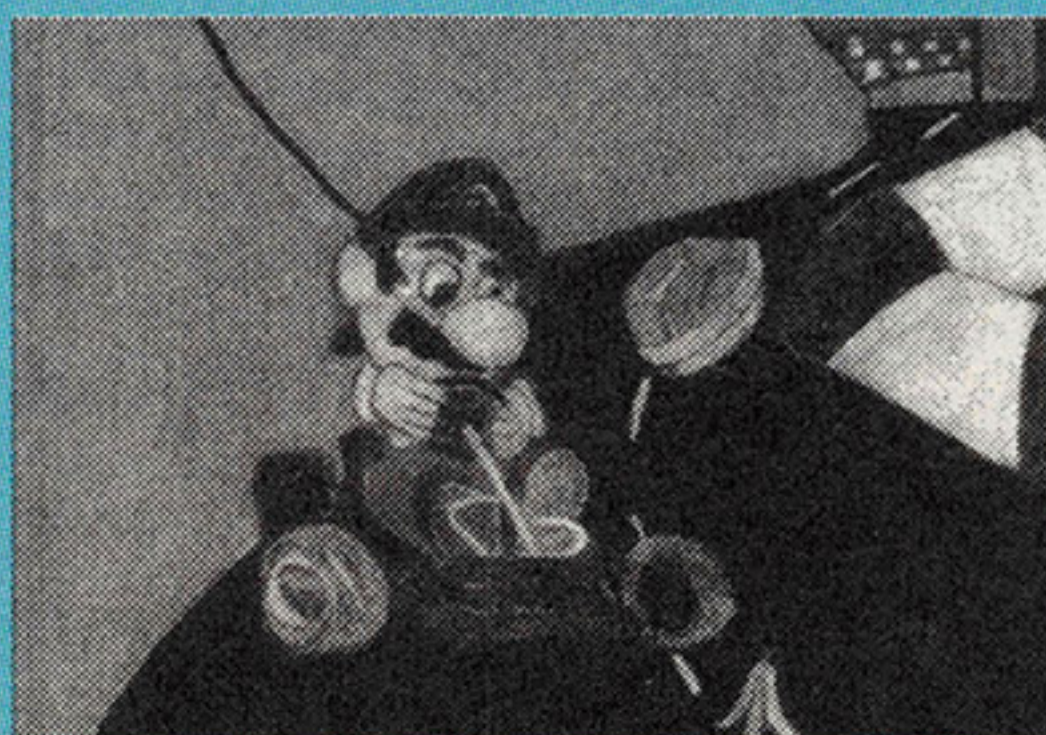
Cheat Passwords

Choose "Restore Game" from the main menu and select the "Enter Password" option. Now enter any of the following passwords to activate different cheats:
HMEHM HSD9D MDQFX—Infinite Energy
HMEHM HSDVD -ONMR—Infinite Weapons
KDUDK 9RDKD BSHNM—Level Select

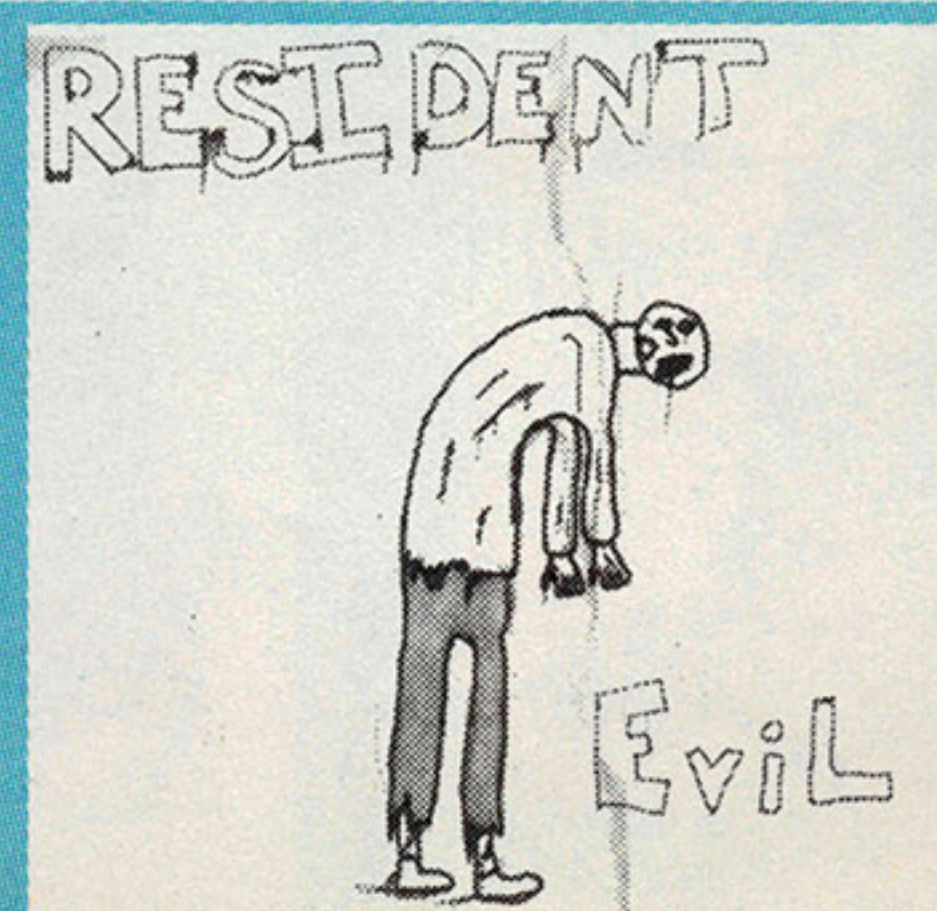
TIPS & TRICKS Reader Art Gallery



by Mike Pytko, Springfield, MA



by Lee Farrell, Rich, CA



by Austin Giese, Valpo, IN



-- G H O S T M O D E O N -- Ghost Mode
R D S - K K S G D B G D - S R - Activate all of the above cheats
A B C D E F G H I J K L M N O - Deactivate all active cheats

MADDEN NFL 97

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

Cinematics Menu

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

MADDEN NFL 98

Secret Teams
Choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new teams will appear at the game setup menu:
PAC ATTACK—All '60s team
STEELCURTAIN—All '70s team
GOLD RUSH—All '80s team
COACH—All-Time All-Madden team
LEADERS—All-Time Stats Leaders team
ORRS HEROES—EA Sports team
LOIN CLOTH—Tiburion Entertainment team

Secret Stadiums

As above, choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new stadiums will appear at the game setup menu:
SNAKE—Oakland Alameda County Coliseum, Oakland, California
DANDAMAN—Joe Robbie Stadium, Miami, Florida
DAWGPOUND—Municipal Stadium, Cleveland, Ohio
JETSONS—Astrodome, Houston, Texas
SHARKSFIN—Tiburion Sports Complex, Longwood, Florida
OLDDC—RFK Stadium, Washington, D.C.
BIG SOMBRERO—Tampa Stadium, Tampa Bay, Florida
GHOST TOWN—"Old West" Stadium, Irving, Texas

MAGIC CARPET

Cheat Mode
Choose "Options" from the main menu, then highlight the "Sound Test" option and use the A or C button to listen to the following sounds in order: 11, 31, 15, 5, 26 and 22. The word "Cheat!" will appear at the top of the screen and a "Level Number" option will become available. Choose a starting stage, then return to the main menu and select "Continue Game" to warp to the stage you chose. With the cheat code in place, you can also access the following features during the game:
Access All Spells—Pause the game and press X
Clear Current Level—Pause the game and press Y

More Mana—Pause the game and press Z
Kill All Creatures—Pause the game and press A
Destroy All Players—Pause the game and press B
Heal—Pause the game and press C

MANX TT SUPERBIKE

Secret Bike
Choose Arcade Mode from the main menu. When the Transmission Select screen appears, highlight Automatic or Manual, then press the Y button and wait for the timer to run out. When the race starts, your racer will be wearing different clothes and riding a gray bike.

Access Superbike Mode

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

Sheep Mode

Choose any game mode. When you are asked to select your transmission type, press Up, Up, Down, Down, Left, Right, Z, Y; you'll hear a sheep say, "Baaa!" (Note: When playing in Arcade mode, you must enter the code quickly because there's a five-second timer on the transmission select screen.) Now start the race and you'll find that your bike—and all of your opponents—have turned into sheep, and the background music will play a deranged version of "Mary Had a Little Lamb."

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

- For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold Up on the D-pad for three seconds and press an action button before releasing Up.
- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold Down on the D-pad for three seconds and press an action button before releasing Down.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

- Dr. Doom—Press Down, Down, then press and continue to hold A, then B, then C (you should still be holding A and B when you press C)
 - Thanos—Press Up, Up, then press and continue to hold Z, then Y, then X (you should still be holding Z and Y when you press X)
- To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:
- Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold A, then B, then C (you should still be holding Down + A + B when you press C)
 - Thanos—Press Up, Up and continue to hold Up on the second press; wait three seconds,

then press and continue to hold Z, then Y, then X (you should still be holding Up + Z + Y when you press X)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu.

No Gem Mode

To play without the use of the Infinity Gems in two-player mode, both players should press L + R after choosing their characters and continue to hold them down until the fight begins; the message "No Gems" will appear at the bottom of the screen.

MEGA MAN 8

ANNIVERSARY COLLECTOR'S EDITION

View Animation

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

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the B button twice, press Left six times, then hold L + R 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 R button, press Right six times, release R, hold B and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MORTAL KOMBAT II

Cheat Menu

When the "story" screens appear during the introduction sequence, press Down, Up, Left, Left, A, Right, Down, B, Y, C. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.

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;

when the options menu appears, hold L + R + 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 Z when "Finish Him/Her" appears.
- Fatality 2—Press C when "Finish Him/Her" appears.
- Animality—Press B when "Finish Him/Her" appears.
- Friendship—Press Y when "Finish Him/Her" appears.
- Brutality—Press X when "Finish Him/Her" appears.
- Babality—Press A when "Finish Him/Her" appears.

MR. BONES

Stage Select

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

NBA JAM EXTREME

Secret Teams

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

Random Select

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

Stealth Select

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

NFL QUARTERBACK CLUB '97

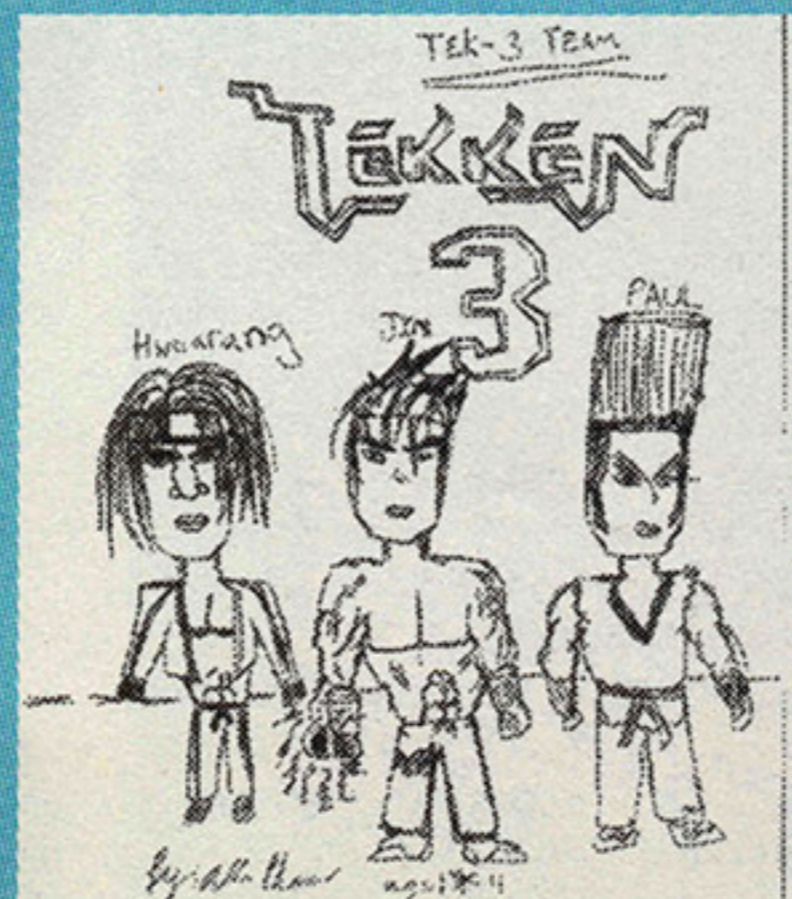
Cheat Codes

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

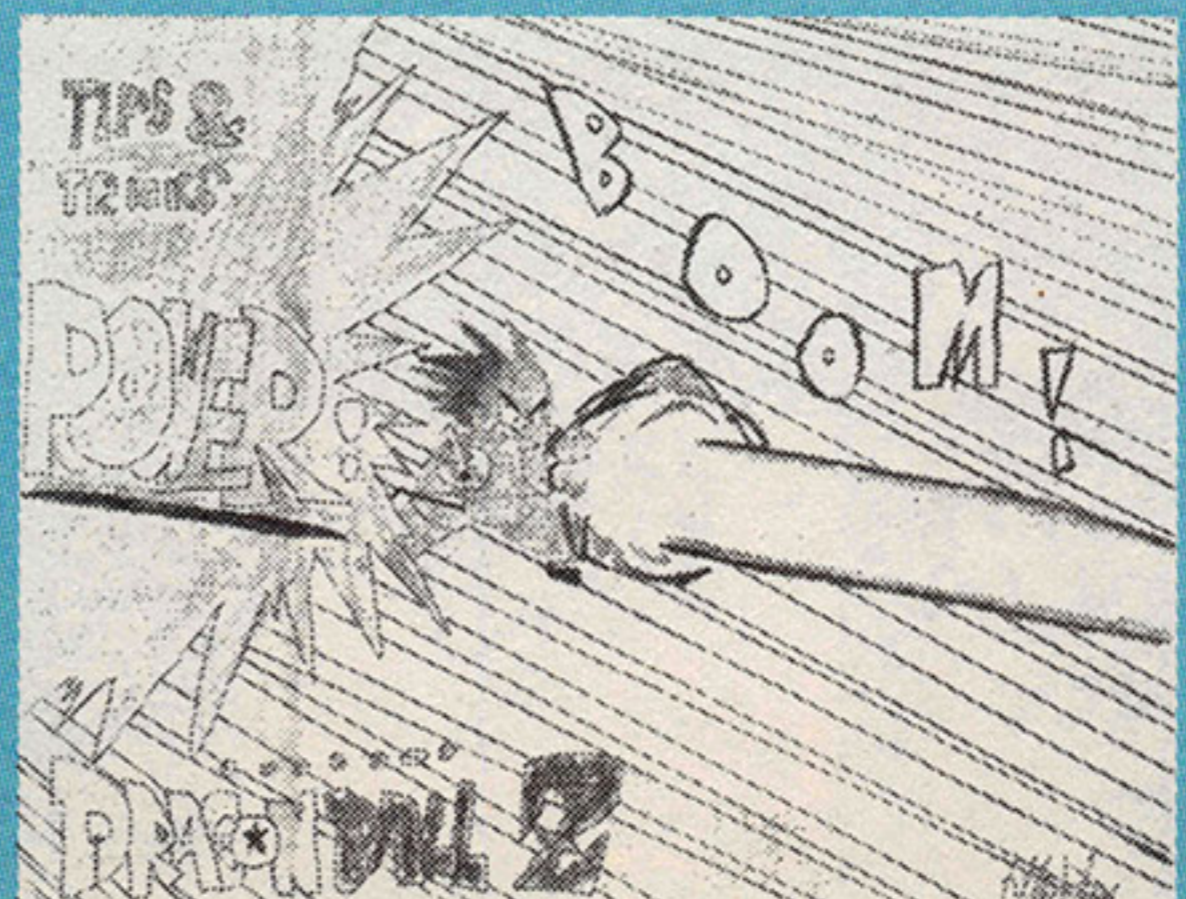
- Landmine Mode—X, X, X, Z, X, X
 - Fumbles—X, X, X, L, X, X
 - No Fumbles—X, X, X, R, X, X
 - Constant Turbo—X, X, Y, Y, X, Y
 - Crappy Team—X, X, Y, R, X, Y
 - Big Players—X, X, Z, Y, X, Z
 - Small Players—X, X, Z, Z, X, Z
 - Shadow Players—X, X, Z, L, X, Z
 - Long Range (allow 100-yard throws and kicks)—X, X, Z, R, X, Z
 - Super Slow Motion—X, X, L, Z, X, L
 - Super Fast Game—X, X, L, L, X, L
 - Super Team—X, X, R, Y, X, R
 - Super Slippery—X, X, R, Z, X, R
 - Short, Fat Players—X, Y, Z, Y, X, Z
 - Tall, Skinny Players—X, Y, Z, Z, X, Z
 - Eight Downs per Series—X, Y, L, Y, X, L
 - Activate All Possible In-Game Cheats—X, X, R, R, X, R
- Secret Teams**
At the team select menu, press L, Y, R, R, L, R.



by Jesse Floirendo, Las Vegas, NV



by Jesse Floirendo, Las Vegas, NV



by Allen Pham, Lincolnwood, IL



This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All-Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams.

NHL ALL-STAR HOCKEY

Crazy Codes

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

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

Player Power-Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down and press Up; you'll see the total in the "Point Pool" jump to 600. Use the extra points to give your new player a perfect rating of 100 in every category; you can create a whole team of superhuman players.

NHL POWERPLAY '96

Secret Team

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

NIGHT WARRIORS DARKSTALKERS' REVENGE

Extra Turbo Speed

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

Secret "Appendix" Menu

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

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

"Pause" Code

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

OFF-WORLD INTERCEPTOR EXTREME

Extra Money

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

PANZER DRAGOON

Space Harrier Mode

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

Infinite Continues

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

Invincibility

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

Stage Select

Press START at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will then appear; use it to choose your starting stage.

Suicide Maneuver

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

Level 0

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

New Weapons

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

Dragon-Only Mode

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

Sega Logo Man

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

- Right—Rotate screen clockwise
- Left—Rotate screen counter-clockwise
- A+Right—Rotate image clockwise
- A+Left—Rotate image counter-clockwise
- Down—Zoom in
- Up—Zoom out
- A+Down—Tilt backward
- A+Up—Tilt forward
- X or Y—Hold either of these buttons to change the character's shading
- A+B+C—Reset to the initial position and shading

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

PANZER DRAGOON II ZWEI

Radar Change

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

PEBBLE BEACH GOLF LINKS

Secret Video Menu

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

Gallery Code

Start a game, hold Down and B button and press RESET on the Saturn console. When the game restarts, the gallery of spectators will

always be there to watch you play, even if you're just practicing.

RAYMAN

Infinite Continues

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

Infinite Lives

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

RESIDENT EVIL

Battle Mode

When you beat the game, a new option called "Battle Mode" will appear at the main menu; it's a timed challenge mode in which you must make your way through the house and kill all of the monsters as quickly as possible. To access this option without having finished the game, hold X + Y + Z and press START on Controller 2 while the words "PRESS START BUTTON" are flashing on the title screen; the "Battle Mode" will be added to the main menu options. Note: You must have a saved game to play in Battle Mode.

Alternate Uniforms

Choose "New Game" from the main menu, then select a character. When the full-motion video scene begins—the one that starts with the words "1998, July"—hold the L and R buttons on Controller 2 until the game starts. Now your character will appear with a modified costume; Chris appears in dark blue and Jill has a shorter shirt that shows off her belly button.

REVOLUTION X

Find All Aerosmith Members

Tom Hamilton—On the roof of Club X, watch to see if the screen scrolls to the right or left. Once inside, after the ticket window you can choose to go right or left; choose the direction the screen scrolled on the roof. Now shoot the bathroom sign to go into the bathroom; you'll find Tom Hamilton in the last bathroom stall.

Steven Tyler—Go into Club X and use CDs to shoot the two swordfish above the mirror. Next, shoot the mirror; you'll go through the mirror to a secret room. Shoot the light switch and the two bad guys that appear; you'll go up the ladder to find Steven Tyler.

Joe Perry—In the Amazon Jungle, after you reach the first green skull, kill it by shooting it repeatedly in the eye and mouth sockets. Continuing down the hallway, shoot the elevator button; once inside, shoot the button for floor three. You'll see a bunch of girls tied up; use CDs to shoot the two halves of the circular grate behind them. You'll head outside and see Joe Perry flying by.

Joey Kramer—In the Middle East, shoot the noses of the first three sphinxes that appear and get the gold CD that comes out of the sphinx's mouth. You will then stop to pick up Joey Kramer.

T&T Anime



Poltergeist Report: YuYu Hakusho

Based on the *YuYu Hakusho* comics by Yoshihiro Togashi, *Poltergeist Report* from U.S. Manga Corps is a supernatural action/adventure in which five mystical warriors team up to do battle against the minions of Yakumo, King of the Netherworld where human souls are judged. Fans of the 3DO video game platform may remember the Japan-only *YuYu Hakusho* 3DO game, which was a popular item at some import game shops.



Directed by Masakatsu Iijima, *Poltergeist Report: YuYu Hakusho* is available with English language dialogue (dubbed) or in an English subtitled version with the original Japanese dialogue. For more information, contact Central Park Media at (800) 833-7456.





Brad Whitford—When you reach the area with the crates in the Pacific Rim, notice that the gates are numbered. Go through Gate 1 (by shooting a CD at it) then go right and go through Gate 3. You'll go through and move to the right, past Gate 6. You'll see three boxes stacked to the right of Gate 7; shoot the top box and quickly shoot the Arrow icon that appears. You'll keep going right, then down a corner where you're attacked by forklifts. You'll find Brad Whitford on a forklift at the end of the hall.

RISE 2: RESURRECTION

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

Vitriol—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.

Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.

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

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

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

SATURN BOMBERMAN

Stage Select

To start at any stage in "Normal" mode with all power-ups, enter any of the following codes when the words "PRESS START BUTTON" are flashing on the title screen:

Stage 1-1—Hold L + R + A and point the D-pad in the Up/Left position

Stage 2-1—Hold L + R + B and point the D-pad in the Up/Left position

Stage 3-1—Hold L + R + C and point the D-pad in the Up/Right position

Stage 4-1—Hold L + R + X and point the D-pad in the Up/Left position

Stage 5-1—Hold L + R + Y and point the D-pad Up

Ending sequence—Hold L + R + Z and point the D-pad Down

To cancel any of the above codes while you're still at the title screen, just press X + Y + Z.

Extra Lives

If you play in "Normal" mode between the hours of 10:00 AM and 11:00 AM, you'll start with six lives instead of three. To get the extra lives at any other time of day, just access the Saturn's "System Settings" menu and set the clock to 10:00 AM.

Secret Characters + Extra Difficulty Level

Choose "Battle Game" from the Game Mode menu; when the "Which Mode?" prompt appears, hold L + R until you hear a signal. When you reach the Rules menu, you'll find that the "Com Level" can now be set to "4", and when you reach the character-select menu, you'll find two new bombers: Manto starts each battle equipped with the Power Glove and Yuna starts each battle equipped with the Roller Skates.

Change the Time of Day

Choose "Stage" from the Battle Game set-up screen; when the stage-select screen appears, hold X + Y + Z until you hear a signal. Now you can press Up or Down on the D-pad to change the time of day to morning, noon, dusk or night.

SCUD: THE DISPOSABLE ASSASSIN

Stage Skip

At the title screen, hold the D-pad in the Down/Right position, hold Y and press

START; you should hear a series of answering machine messages at the next screen. Now start the game; to skip to the next stage, press **START** to pause and enter the appropriate code as follows:

D-Pad mode—Press L + R simultaneously
Gun Mode—Press the trigger to highlight "Quit", press **START**, press the trigger to highlight "Yes", press **START**.

SEGA AGES VOL. 1

After Burner II Arcade Mode

Choose *After Burner II* from the main menu, then—while the game is loading—grab Controller 2 and wait for the Sega logo to appear. When it does, quickly hold A + C and press **START** on Controller 2 before the *Sega Ages* logo disappears; you should hear a voice say, "Get ready." Now you're playing in Arcade mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Use the L button to add credits when the "Insert Coin!" message is flashing.

After Burner II Arcade Operators' Menu

After entering the "Arcade Mode" code above, hold X + Y + Z and press **START** while the "Insert Coin!" message is flashing on the screen. A diagnostic menu will appear that's identical to the original arcade game's operator adjustment screen. From here, you can view the game's bookkeeping stats, check DIP switch assignments and even access a sound test.

After Burner II Bonus Options

Choose "Options" from the main menu, then press the R button three times at the Options screen; a bonus options menu will appear, giving you the ability to record your performance in the game and save it to the Saturn's internal memory. If you want to watch an *After Burner II* champ kicking butt in a near-perfect game, use the "Trace Load" option to load the recorded game called "Demo," then set the "Trace" option to "Play", start the game and watch it go. This demo also includes all of the messages from the game's "Story" mode (see below).

After Burner II "Story" Mode

During a game of *After Burner II*, players can call up special messages and bonuses that give you the basic elements of a storyline involving a kidnapped princess. This only works at the start of certain stages; to see the messages, you must hold specific buttons down at the very beginning of the stages indicated below; if you have an idea of when each stage is about to end, it's easier to enter the codes because you can hold the buttons down before the game switches from one stage to the next. Here's a listing of the stages and the buttons you need to press; remember to hold the buttons as close to the start of the stage as possible and keep holding them down until the message appears:

Stage 1—Hold A + B + C

Stage 3—Hold A + Z

Stage 5—Hold A + B + C

Stage 9—Hold A + B + Right

Stage 11—Hold B + Left

Stage 13—Hold A + B + C

Stage 16—Hold A + B + L + Down/Right

Stage 19—Hold A + L

Stage 21—Hold A + B + C + X + Y + Z + L

Stage 23—Hold A + B + C

In addition to seeing the secret messages, some of these codes will also reward you with 100 missiles (Stages 3, 5, 9 and 11) or bonus points (Stages 11 and 21). Note: If you are using an analog controller in analog

mode, use the following chart instead of the above codes:

Stage 1—Hold A + C

Stage 3—Hold A + C + Z

Stage 5—Hold A + C

Stage 9—Hold A + C + Down/Right

Stage 11—Hold A + C + Left

Stage 13—Hold A + C

Stage 16—Hold A + C + Down/Left

Stage 19—Hold A + C + L

Stage 21—Hold A + C + L

Stage 23—Hold A + C

Out Run Bonus Options

At the main *Out Run* menu, put the cursor next to "Options", hold A + C and press **START**. You'll find a new option called "Cornering" near the bottom of the options menu; this allows you to adjust how well your car's tires grip the road.

Also at the Options menu, put the cursor next to "Game Mode", hold A + C and press **Left** or **Right** until you see two new settings called "Overseas (Smooth)" and "Japan (Smooth)." If you choose one of the "Smooth" settings, you can play the game at a super-smooth 60 frames-per-second, a screen-refresh rate that's twice as high as the original game's 30 fps.

SEGA RALLY CHAMPIONSHIP

Secret Course

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

Secret Car

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

SHELLSHOCK

Cheat Menu

Press **START** at the main menu, then—when the hangar appears—press **Down, Up, Down, Up, Up, Up, Up, Up, Up, Up, Down, Down, A, A, A**. A cheat menu will appear with three options:

- **LEVEL**: Press C to change the level number to any of the game's 25 stages. When you press B to exit the cheat menu, enter the briefing room to start at the level you chose.

- **"INVUNERABILITY"**: Yes, it's a whopper of a spelling error, but this option will also make you invincible during the game if you turn it on with the C button.

- **FULL UPGRADES**: Press C to activate this option, then go to the workshop area and access the status computer. Surprise! Your tank's been fully equipped with all of the upgrades in the game—plus you've got an extra \$50,000 to spend on power-ups and special equipment.

SHINOBI LEGIONS

999 Shurikens

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

99 Lives

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

Expert Mode

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

Stage Select

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

SKELETON WARRIORS

Invincibility

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

Infinite Lives

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

Infinite Crystals

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

Stage Select

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

SLAM 'N JAM '96

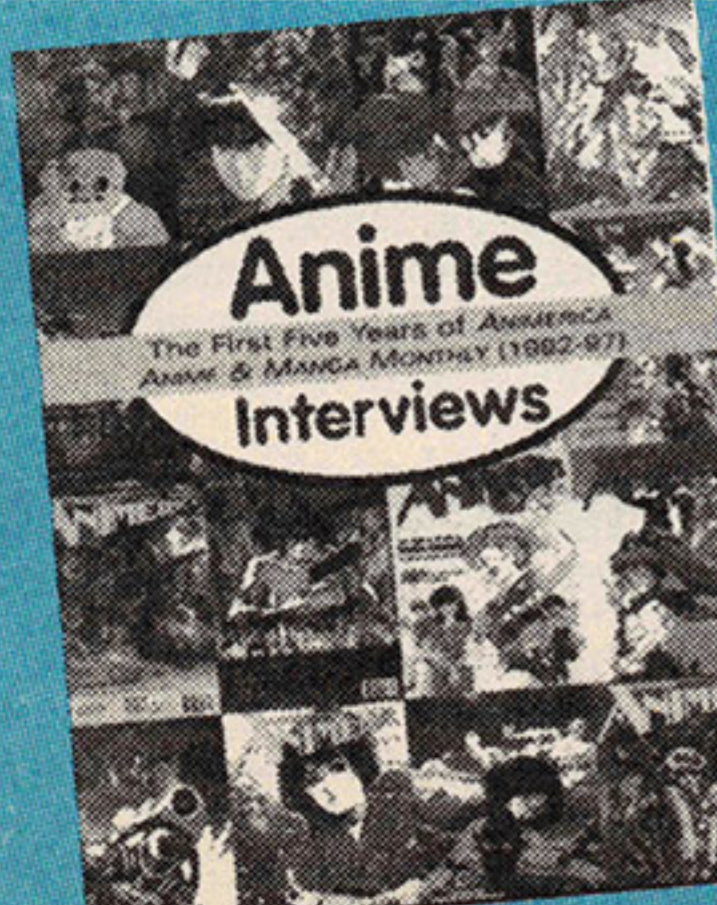
FEATURING MAGIC & KAREEM

Secret Teams

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

Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Con-



Anime Interviews

Having trouble finding out information about your favorite video-game anime? Don't know the difference between Rumiko Takahashi and Akira Takasaki? *TIPS & TRICKS* strongly recommends that you pick up a copy of *Anime Interviews: The First Five Years of Animerica, Anime & Manga Monthly (1992-97)*, a new book from the editors of *Animerica* magazine. In this valuable tome, you'll find interviews with some of the most talented Japanese anime and manga creators, including Hayao Miyazaki, Rumiko Takahashi and Leiji Matsumoto (responsible for *My Neighbor Totoro*, *Ranma 1/2* and *Captain Harlock, Space Pirate*, respectively). The book is loaded with information about video-game related anime, including *Ghost in the Shell*, *Fist of the North Star* and *Space Adventure Cobra*. Published by Cadence Books; the suggested retail price is \$19.95 USA (\$28.00 in Canada).



Gisaburo Sugii (the man behind *Street Fighter II: The Animated Movie* and the *Street Fighter II V* series) is one of 20 Japanese anime and manga creators you'll meet in *Anime Interviews*.



tinue" and press C or START; as soon as the screen starts to fade to black, immediately enter one of the following codes:

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

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

Shot Percentage Indicator: Press the L button and hold it down until the tip-off.

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

SOLAR ECLIPSE

Cheat Codes

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

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

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

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

Energy Sponge: Right, Down, Down, Left, B, Up, START, Y

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

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

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

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

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

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

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

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

SONIC 3D BLAST

Cheat Mode

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

A—Skip ahead one stage

B—Skip ahead three stages

C—Skip to Panic Puppet Zone, Act 3

X—Add one extra life

Y—Add one extra medal

Z—Earn all Chaos Emeralds

SONIC JAM

Automatic Movie Playback

Choose "Sonic World" from the main menu, then enter the Movie Theater. When the movie menu appears, highlight any of the available movies, hold X, Y or Z and press A or C. After the movie you chose is finished, you'll see all of the other movie scenes from the Movie Theater menu, one after another, without returning to the menu after each one. Press START to exit.

STEEP SLOPE SLIDERS

Secret Characters

To unlock four secret characters, you must perform specific tasks as follows. Once you've done any of these tasks, press L or R at the character-select screen to call up a second menu with the secret character(s):

• To unlock "Boy," finish with the best time on "Extreme 2."

• To unlock "Racer," finish with the best time on "Alpine."

• To unlock "Alien," finish with the best stunt score on "Snowboard Park."

• To unlock "Baldy," finish with the best stunt score on "Half Pipe."

More Secret Characters

To unlock seven additional secret characters, you must first accomplish two things:

1) Unlock the first four secret characters as described above

2) Pick any course and finish that same course with all eight characters, one at a time

Once you've done this, follow the instruc-

tions below to find the extra characters:

• To play as a girl with glasses, hold L and select "Boy" with the A button.

• To play as a dog, hold L and select "Baldy" with the A button.

• To play as a Mech, hold L and select "Racer" with the A button.

• To play as a UFO, hold R and select "Alien" with the A button.

• To play as an Anime girl, hold R and select "Boy" with the A button.

• To play as a penguin, hold R and select "Baldy" with the A button.

• To play as "Steep Slope Shooter Man," hold R and select "Racer" with the A button.

Secret Courses

To unlock four secret courses, you must first accomplish two things:

1) Unlock the first four secret characters as described above

2) Pick any course and finish that same course with all eight characters, one at a time

Once you've done this, follow the instructions below to find the extra courses:

Asteroid—Hold L + R while selecting the "Extreme 00" course.

Artificial Valley—Hold L + R while selecting the "Extreme 01" course.

South Pole—Hold L + R while selecting the "Extreme 02" course.

Astro Pipe—Hold L + R while selecting the "Extreme 03" course.

Alternate Costumes

When selecting a character, hold the Z button and press A; each of the game's 15 characters has an alternate outfit that can be chosen this way.

Hidden Bonus Game

At the main menu, highlight "Options" and hold L + R + X + Y + Z + B + C; when the Option menu appears, continue to hold those buttons down and choose "Exit" with the A button. You'll access a secret mini-game called "Steep Slope Shooters," complete with storyline and introductory demo.

STREET FIGHTER ALPHA

Dramatic Battle

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

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

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

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

Fight Akuma First

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

Secret Characters

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

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

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

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

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

Akuma (Player 2)—Hold the L button and press Right, Right, Right, Down, Down,

Down, then X+Y simultaneously.

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

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

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

STREET FIGHTER ALPHA 2

Extra Sakura Colors

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

Play as "Classic" Chun-Li

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

Play as "Classic" Zangief

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

Play as "Classic" Dhalsim

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

Play as "Evil" Ryu

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

Play as "Shin" (True) Akuma

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

Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play

through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.

Mid-Level Bosses

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

Choose a Victory Pose

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

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three PUNCH buttons and the START button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

Super Street Fighter II Turbo: Play Against Akuma

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.

Super Street Fighter II Turbo: Remove Super Meter

At the character-select screen, choose your fighter with the X (Jab) button, then release X and quickly enter one of the following codes before the airplane flies across the map:

For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press Left and Right repeatedly on the D-pad while repeatedly tapping X

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press Up and Down repeatedly on the D-pad while repeatedly tapping X

If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.

Street Fighter Alpha 2 Gold: Play as Cammy

To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy in "Versus" or "Training" mode by highlighting M. Bison at the character-select screen and pressing the START button twice.

Street Fighter Alpha 2 Gold: Alternate Characters

• To play as special versions of certain characters with no "Super" meters, simply press START while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.

• If you press START twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the Street Fighter II Champion Edition version of Chun-Li, respectively.

• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five times.

STREET FIGHTER: THE MOVIE

Play as Akuma

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

Saturn tips



image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

SUPER PUZZLE FIGHTER II TURBO

Play Against Devilot

To play against Devilot in a one-player game, you must accomplish five different things:

1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.

Play Against Dan

To play against Dan in a one-player game, you must accomplish five different things:

1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

Secret Characters

Each of the following codes works at the character-select screen in all modes except Street Puzzle mode.

Akuma (Player 1)—Highlight Morrigan, hold **START**, press **Down, Down, Down, Left, Left, Left**, then **A** or **B**

Akuma (Player 2)—Highlight Felicia, hold **START**, press **Down, Down, Down, Right, Right, Right**, then **A** or **B**

Dan (Player 1)—Highlight Morrigan, hold **START**, press **Left, Left, Left, Down, Down, Down**, then **A** or **B**

Dan (Player 2)—Highlight Felicia, hold **START**, press **Right, Right, Right, Down, Down, Down**, then **A** or **B**

Devilot (Player 1)—Highlight Morrigan, hold **START**, press **Left, Left, Left, Down, Down, Down**, then **A** or **B** (same as Dan code, but you must press the last button at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold **START**, press **Right, Right, Right, Down, Down, Down**, then **A** or **B** (same as Dan code, but you must press the last button at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **START**, press **Right**, then **A** or **B**

Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **START**, press **Left, Left**, then **A** or **B**

Anita (Player 1)—Highlight Morrigan, hold **START**, press **Right, Right**, then **A** or **B**

Anita (Player 2)—Highlight Felicia, hold **START**, press **Left**, then **A** or **B**

Stage Select
In Vs. Mode, choose your character, then hold **L + R + START** and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage:

Donovan's stage—Press **B**
Hsien-Ko's stage—Press **A**
Sakura's stage—Press **X**
Felicia's stage—Press **C**
Akuma's stage—Press **Z**
Devilot's stage—Press **Y**
Morrigan's stage—Press **Up**
Chun-Li's stage—Press **Down**
Ryu's stage—Press **Left**
Ken's stage—Press **Right**
Dan's stage—Don't press any button

TEMPEST 2000

Stage Skip
Play the game until you've beaten the top score of 500,017, then enter the initials "D R L" in the top spot at the high score screen. With this code in place, you can skip stages at any time during the game by pressing the **L** and **R** buttons.

THEME PARK

Cheat Code
Choose "Start New Theme Park" from the main menu and enter your nickname as "DEAD". Now start the game; when your park appears, press and hold **A + B + C** at any time to make your money increase and to add extra rides and shops to the available choices.

THREE DIRTY DWARVES

Stage Select
Choose "Options" from the title screen; then,

when the option menu appears, press **L + R** simultaneously to access a password screen. Enter the password "MOSHOLU"; the words "Cheat Mode" will appear and you'll be able to choose any stage from the option menu.

TNN MOTOR SPORTS HARDCORE 4x4

Extra Nitro Power-Ups

During the game, press **START** to pause, then press **C, Right, A, Z, Y, C, A, Right**. This gives you three extra Nitro boost power-ups. Note: This code will not work unless you have used up all of your nitros.

Secret Truck

During the game, press **START** to pause, then press **B, Left, A, C, C, A, Right**. When you unpause, you'll be driving the secret black "Mother" truck.

Secret Camera Setting

During the game, press **START** to pause, then press **Right, A, Left, Left, Y, Down, Up, Left, Left**. When you unpause, the default viewpoint will have been changed to a TV-style, multi-camera setting.

Tank Mode

When playing in the "Devil's Kitchen" stage, press **START** to pause, then press **A, B, Right, A, C, A, Down, A, B, Right, A**. When you unpause, all of the trucks—including yours—will have been changed to tanks.

TOMB RAIDER

Stage Skip

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

ULTIMATE MORTAL KOMBAT 3

Ultimate Kombat Kodes

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

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

Ermac (964-240): Press **X** nine times, **Y** six times, **Z** four times, **A** twice and **B** four times.

Classic Sub-Zero (760-520): Press **X** seven times, **Y** six times, **A** five times and **B** twice.

When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control; you'll find them in the middle of the character-select screen.

Free Play

To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press **Up, Up, Right, Right, Left, Left, Down, Down**. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing one-player game as many times as you wish.

Cheat Menu

When the main title screen appears (with the purple skulls in the background) quickly press **C, R, A, Z, Y, C, Y, R, A, X**. You'll hear Shao Khan laugh to confirm the code; make sure you hear him laugh twice, because he usually laughs once at this screen anyway. Now when the stone-turning menu appears, highlight, "Kombat" and press **Up**; a secret "?" option will appear. Press any button to find the secret "Cheats" menu; turn on the "Free Play", "Ermac", "Mileena" and "Classic Sub-Zero" options to get exactly the same results you'd get from Ultimate Kombat Kodes and Free Play code above; turn off "Fatality Time" to be able to take your time when trying to perform fatalities and use "1 Round Match" to start each battle with one round won for each player.

VIRTUA COP

Secret Cheat Code

During the opening demo, wait for the Sega logo to appear on a white background, then hold the **C** button on Controller 1 and press **Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Right**. You should hear two sep-

arate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons. (If you're using a light gun, just pause, then aim outside of the screen and shoot to change weapons.) Available guns include a "Special" auto-fire weapon that never runs out of ammo. Note: If the Gun Select feature does not work, you must access the Saturn's System Settings menu and delete the *Virtua Cop* saved game file from the system memory. Once you've done this, reboot the game and reenter the code exactly as described above.

See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the **X, Z** and **B** buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence.

Extra Name Entry Time

At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

VIRTUA COP 2

Warp to File 4

When the Stage Select menu appears, shoot repeatedly at the red arrow that's pointing down from the bottom of the "Beginner" box. Keep shooting until the timer runs down and you'll warp to the game's final stage, "Stop the Airship Bomb!"

Character Select

When the name of the file appears at the beginning of a stage, hold the **X, Y** or **Z** button until the game begins to play as your favorite character according to the following legend:

- Hold **X** to play as Rage
- Hold **Y** to play as Smarty
- Hold **Z** to play as Janet

Secret Cheat Code

Note: This trick will only work if you have a light gun controller such as Sega's "Stunner" gun. Plug the gun in as Controller 1 and plug a standard controller into the Controller 2 port. Now load the game; when the title screen appears with the words "Press Start Button" flashing, press **Up, Down, Up, Down, A, X, B, Y, C, Z** on Controller 2; you should hear a gunshot to confirm the code. Now you have access to a "Free Play" continue setting at the main Option menu. You'll also find a secret third option screen with Mirror Mode, Bookkeeping and Big Head Mode options.

VIRTUA FIGHTER

Boss Code

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

Stage Select/Adjustable Ring Size

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

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

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

Watch the Credits
Hold the **A** button down during the opening demos to see the names of the makers of *Virtua Fighter*.

VIRTUA FIGHTER 2

Gold and Silver Dural

To play as the silver Dural, highlight Akira and press **Down, Up, Right**, then **A + Left** simultaneously. To select gold Dural, highlight Lion and press **Down, Up, Left**, then **A + Right** simultaneously. Both of these codes can be used by both Player 1 and Player 2.

VIRTUA FIGHTER KIDS

Gold and Silver Dural

See the instructions under *Virtua Fighter 2* above.

Punch-Out!! Mode

First, beat the game with the difficulty set at "Hard". Once you've done this, start a game in Arcade mode. At the character-select screen, hold the **L** and **R** buttons when choosing your fighter. When the fight starts, you'll be battling in a first-person wireframe mode, similar to Nintendo's *Punch-Out!!* game.

VIRTUA FIGHTER REMIX

Tips and Codes

All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.

VIRTUAL ON

Boss Code

At the title screen—while the words "Press Start Button" are flashing—hold **Down** on the D-pad and press **L + R** simultaneously. You'll hear an explosion to confirm the code. Now you can choose Jaguarandi at the Machine Select screen, just to the right of Raiden.

Alternate Colors

At the main menu, highlight the game mode you wish to play and choose it by pressing the **L** button. Now the Mechs have different colors.

Secret Colors

At the title screen—while the words "Press Start Button" are flashing—hold **Up** on the D-pad and press **L + R** simultaneously. You'll hear an explosion to confirm the code. This changes both Raiden and Temjin to a secret, alternate color scheme.

Change Camera Angle

During the game, press **X + Y + Z** simultaneously to switch to a different view.

WORMS

New Weapons

At the Weapon Options screen, move the cursor so it is not pointing to the word "Exit", then press **C, Z, Z, C, Z, Z, C, Z, Z**. The Cluster Bomb, Uzi and Mines options will be replaced with Banana Bombs, the Minigun and Exploding Sheep; now you can use these special weapons without waiting for them to appear in weapon crates during the game.

X-MEN: CHILDREN OF THE ATOM

Hidden Character (Player 1 Side)

At the character select screen, highlight Spiral, wait for three seconds, then highlight the following characters in order for one second each: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai. (The movements for this sequence are as follows: **Left, Left, Left, Right, Up, Right, Right, Down**.) When you stop on Silver Samurai, wait for three seconds, then press **Light Kick + Hard Kick + Hard Punch** simultaneously. (In the default control configuration, that's **A + C + Z**.) If you've done this properly—the trick is to count slowly and deliberately—the announcer will say "Silver Samurai", but Akuma will drop down from the top of the screen to take his place as your character.

Hidden Character (Player 2 Side)

To do the Akuma code on the Player 2 side, highlight Storm, wait for three seconds, then highlight the following characters in order for one second each: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral. (The movements for this sequence are as follows: **Right, Down, Left, Left, Left, Down, Right, Right**.) When you stop on Spiral, wait for three seconds, then press **Light Kick + Hard Kick + Hard Punch** simultaneously as above.

Screen Width Option

At the Option Mode menu, highlight "Difficulty" and press **Up, Down** ten times. A new option called "Screen Width" will appear. Change it to "Arcade" mode and your character will be able to move a little bit further past the edges of the screen during battle.



ALPINE SURFER

Secret Character

Insert your tokens or quarters. (Some machines may send you to the Mode Select screen automatically; if not, press **START**.) Next, press and hold the Left and Right **SELECT** buttons and press **START** seven times. You should hear a chirp; now you're playing as the hidden penguin character.

AQUA JET

Penguin Code

When the screen says "Press Start Button", press the **START** button while squeezing the accelerator. At the "Course Selection" screen, enter the following code:

- 1) Hold the steering column **Up**, press **START**, then release.
- 2) Hold the steering column **Down**, press **START**, then release.
- 3) Hold the steering column **Down**, press **START**, then release.
- 4) Hold the steering column **Up**, press **START** and squeeze the accelerator simultaneously. You should hear a yell; now you're playing as a penguin.

Mirror Mode

When the screen says "Press Start Button", press the **START** button while squeezing the accelerator. At the "Course Selection" screen, select a course by leaning **Left** (Novice) or **right** (Expert). Now enter the following code:

- 1) Hold the steering column **Up**, press **START**, then release.
- 2) Hold the steering column **Up**, press **START**, then release.
- 3) Hold the steering column **Down**, press **START**, then release.
- 4) Hold the steering column **Down**, press **START** and squeeze the accelerator simultaneously.

Now the course is a mirror image of its original. The course map appearing in the upper left corner of the screen is also mirrored and a "M" mark is lit. If your time is good enough to be entered into the ranking table, the "M" will be displayed beside your name.

Penguin's World

Follow the instructions for the "Mirror Mode" code (above) but instead of the Up, Up, Down, Down sequence, use **Up, Down, Down, Up**. Now all waterbikes (including yours) will be ridden by penguins. A special music track for the Penguin's World will play and the course map will have a lit "P" mark. If your time is good enough to be entered into the ranking table, the "P" will be displayed beside your name. Also, if your time is the best, a replay will be shown. One penguin will appear for the Novice course and two penguins will appear for the Expert course.

Penguin's Mirror Mode

Penguin's World

Follow the instructions for the "Mirror Mode" code (above) but instead of the Up, Up, Down, Down sequence, use **Down, Up, Up, Down**. This combines the "Mirror Mode" code with the "Penguin's World" code.

CRUISIN' USA

Extra Cars

In the garage where you can choose your car, press the **Cruisin' View 2** button. You'll find that you can now choose three new vehicles to drive: a School Bus, a Police Car and a Jeep.

CRUISIN' WORLD

Extra Vehicles

When choosing your car, press **View 2** or **View 3** to find extra vehicles.

DAYTONA USA

Reverse Tracks

All courses can be run in reverse. If you score high enough in this mode to earn a place on the ranking table, your name will appear with the letter "R" next to it.

Time Attack Mode

At the Transmission Selection screen, hold the **START** button and step on the accelerator. In Time Attack mode, only the cars controlled by players are shown in the action. If you score high enough to rank in this mode, the letters "T.A." are shown next to your record in the ranking table.

Hidden Music

If you play well enough to make the high score table, you can enter special initials at the Name Entry screen to hear music of some of Sega's classic games. Enter "H.O" to hear music from *Hang-On* or "V.R" for the music of *Virtua Racing*.

Special Ending

To view a special ending scene, you must finish in third place or better in every course. On the "Twin Type" machines, this scene can only be viewed if just one player is racing.

Change Background Music

Press the View Change buttons while the game starts to access different music tracks.

Secret View

To get an overall view of the race condition during gameplay, hold the **START** button and simultaneously press View Change buttons 2, 3 and 4.

Beginner Course Tip

A slot machine hangs over the Beginner course. When driving near it, press the **START** button three times to stop the slots from turning. If you score all "7"s you will earn seven extra seconds of game time. If you score three "BAR"s you will earn five extra seconds of time. This only works once per game and does not work on the "Twin Type" machines.

Intermediate Course Tip

If you drive into the elevated path just before the Pit Road, a billboard will appear with a message that says "You Just Lost Your Sponsors."

Expert Course Tips

- If you stop on the last corner, the sea gulls will get closer to your car.
- If you drive in the reverse mode on the second lap, the statue of Jeffry will be standing on its hands.
- If you stop completely near the Jeffry statue, you can make it spin by pressing the **START** button repeatedly.
- When the game starts, press the **START** button repeatedly to make the sea gulls become bigger and bigger, up to four times the normal size.

Special "Twin Type" Options

The "Twin Type" *Daytona USA* machines have two secret modes which can only be activated by the arcade owner or operator through the game's test menus. Ask your arcade operator to activate the "Grand Prix" or "Endurance" modes to make the races longer! In Grand Prix mode, the Beginner course is 20 laps, Intermediate is 10 laps and Expert is five laps; In Endurance mode, the Beginner course is 80 laps, Intermediate is 40 laps and Expert is 20 laps.

No Handicap Mode

Daytona USA keeps races close by increasing the top speed of any car that is not in first place, which gives all players a chance to catch up. To disable this option (on "Twin Type" machines only), press all four View Change buttons at the Course Select screen; a small white point will appear in the upper left

corner of the screen. In multi-player races, No Handicap mode will only be activated if more than half of the players enter this code. If the machine is configured for Grand Prix mode or Endurance mode as described above, entering the No Handicap mode will have the added effect of wearing away your tires during the game, which will force you to pit in for fresh tires. The amount of tire wear depends on your mileage and speed.

FIGHTING VIPERS

Secret Surprise

Play the game as Candy (a.k.a. Honey) in two-player mode until the "win" counter above your energy bar reads 100 or more. Once Candy has a streak of 100 wins or more, have your opponent knock off Candy's lower-body armor; instead of just losing her leg armor, her skirt will disappear, too. If you play Candy vs. Candy, both players can lose their armor this way.

Play as B. Mahler

Note: This trick will only work on *Fighting Vipers* machines that have had 15,000 matches played on them; the only way to find out if your machine meets this criteria is to access the bookkeeping screens from the operator audit menu. At the character-select screen, wait for the clock to count down to the 9-second mark, then quickly press and hold **START** and **Up** on the joystick. While continuing to hold **START** and **Up**, nudge the joystick to the upper-right or upper-left to move the cursor to the opposite side of the screen, one character at a time. (On the Player 1 side, start with Grace and move to the right; if you're Player 2, start with Picky and move left.) The joystick movement for Player 1 should look like this: **↑↑↑↑↑↑↑↑** etc.—remember to keep holding the **START** button and keep the joystick **Up** as you're moving the cursor. When you pass the last character on the opposite side, the cursor should go off the screen and the character portrait should show the boss, B. Mahler.

GUNBLADE N.Y.

Special Attacks

- During the third and fourth stages of the Difficult course, shoot the androids' feet to knock them in the water; they will blow up on contact.
- After you defeat the boss character in the third stage of the Difficult course, he will run away. While he's retreating, shoot the oil drums and explosive boxes around him; if you do this, the boss at the end of the fourth stage will be partially destroyed when he appears.

Multiple Endings

- If you don't destroy the Missile Carrier truck at the end of the second stage in the Difficult course, your superior officer will hit you.
- If you finish either course without continuing, a group of butterflies will fly by.
- If you pull on the machine gun levers during the ending scene on the Easy course, a giant dragonfly will fly by. If you do this during the Difficult course ending scene, a submarine or a large shark will follow the ship.

HOUSE OF THE DEAD

Special Endings

- If you save all of the innocent bystanders in the game from being killed, you'll enter a secret power-up room just after the limestone cave in the final stage.
- If you finish the game with a score of 62,000 or higher, you'll see the "good" ending.
- If you finish the game with a score of under

62,000 and the last digit of your score is "0", you'll see the "bad" ending.

- If you finish the game with a score of under 62,000 and the last digit of your score is not "0", you'll see the "normal" ending.

Secret Codes

Each of the following codes can be entered at the title screen which appears immediately after you insert your currency and the machine registers at least one credit. The codes must be entered very quickly using the triggers on both players' guns; "Left" refers to the trigger of the gun on the Player 1 side and "Right" refers to the trigger on Player 2's gun:

- Player 1 plays as Super G—Left, Left, Right, Left, Left, **START**
- Player 2 plays as Super G—Right, Right, Left, Right, Right, **START**
- Both players play as Super G—Left, Right, Left, Right, Left, Right, **START**
- Player 1 plays as Sophie—Right, Left, Right, Right, Left, Left, **START**
- Player 2 plays as Sophie—Left, Right, Left, Left, Right, Right, **START**
- Both players play as Sophie—Left, Right, Right, Left, Left, Right, **START**
- To display your score on the screen during the game—Left, Left, Left, Right, Right, **START**

INDY 500

Fifth View

To access a secret fifth camera view, switch to the fourth view during the race, then press any two **View Change** buttons simultaneously.

Mirror Mode

Hold the red **Zoom In** button while pressing **START** to begin your game. All of the track graphics and text will be flopped horizontally.

Mirror Mode + Power Steering

Hold both **Zoom** buttons while pressing **START** to begin your game. You'll be playing in "Mirror mode" and the steering wheel will turn more freely.

Note: The following tricks will only work on the "Twin Type" *Indy 500* machines, not on the deluxe "DX" models.

Backwards Tracks

Hold the shift lever **Down** while starting a game. You'll be driving on the track in the opposite direction. Note that in a multiplayer game, the direction of the track is determined by the majority rule; that is, if you try this code in a multiplayer game, it won't work unless the majority of the players hold the shift lever **Down**.

Drive the Pace Car

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

Vs. Pace Cars

After choosing a course—but before the race starts—step on the **Brake** and simultaneously push the shift lever **Up**. This will change your opponents' cars to pace cars. Note that in a multiplayer game, this will only change the appearance of the cars which are controlled by your game board.

Front View

To see your car from front to back, switch to the third or fourth views during the race, then press the **START** and both **View Change** buttons simultaneously.

Position Markers

Hold the **START** button when changing views to make the cars' position numbers appear above the cars.

Trailer Tricks

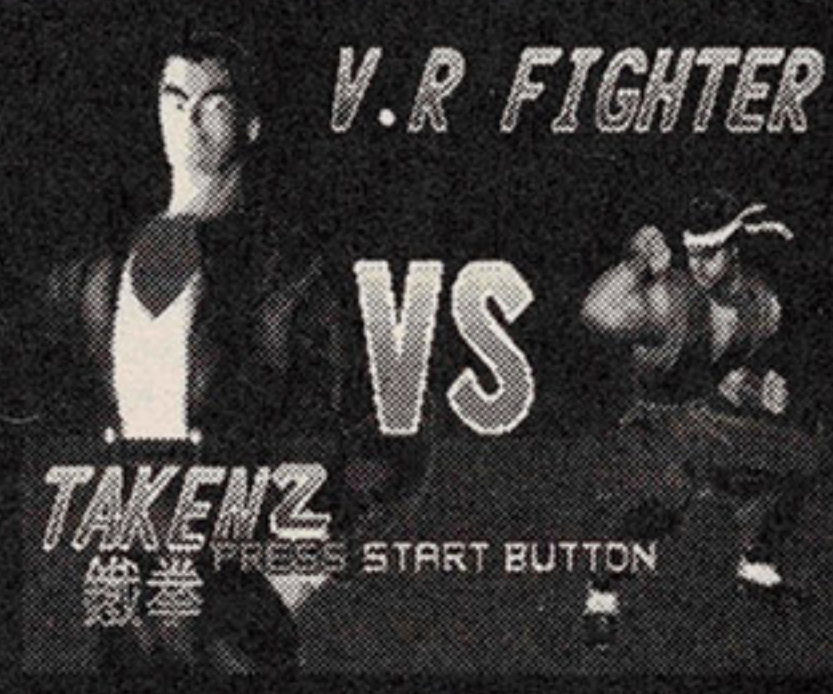
At the Transmission Select screen, step on the

PIRATE

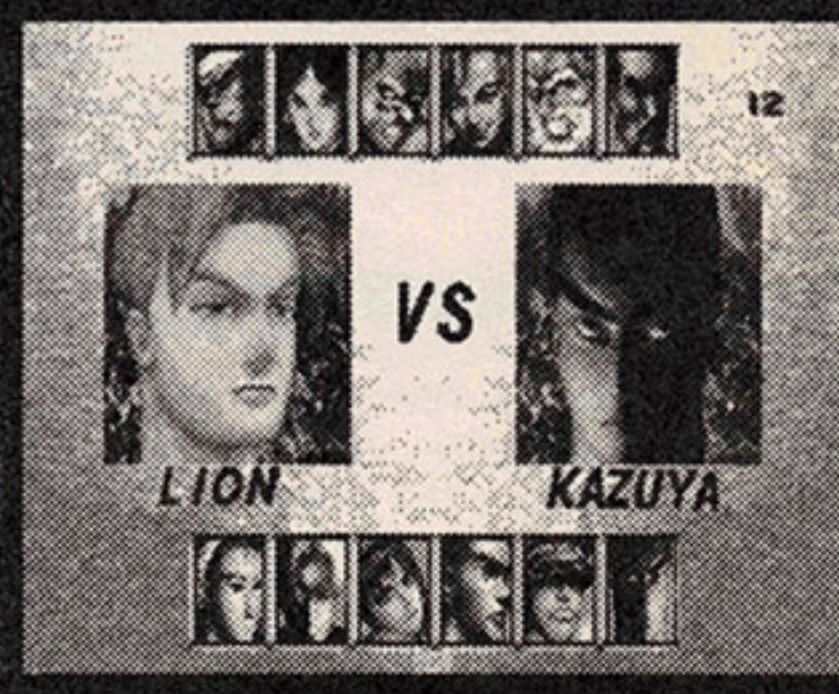


PLUNDER

We thought we'd seen it all, but the world of video games is far more twisted and deranged than ever. As proof, check out these photos of *V.R Fighter vs. Taken 2* from one of our underground correspondents in Taiwan. Incredibly, this is a bootleg game for the Sega Genesis; some creative hacker took the Genesis version of *Virtua Fighter 2* and altered the graphics to include characters from the *Tekken* series and even *Fighting Vipers*! We have no idea who is responsible for this crazy game, but if the creator is ever found, he or she could easily be sued by both Sega and Namco!



Kazuya meets Akira on the title screen of this crazy, totally illegal Genesis game.



The character-select screen is similar to that of the original *Virtua Fighter 2*, but look who's on it!

Brake to close the door of the trailer that carries your car, or hit the **Gas** to watch the car come out of the trailer

Bird Trick

When driving on the "Highland Raceway" track in "Backwards Track" mode (see above), a flock of birds will cling to your car. If you immediately make a U-turn and drive in the opposite direction, the birds will stick with you for the rest of the game.

THE KING OF FIGHTERS '97

Secret Characters

Each of the following codes works at the character select screen; enter them after you've chosen the "Extra" or "Advanced" mode, as soon as the "1P" cursor starts to flash (or "2P" if you're on the right). If you've entered a code correctly, the screen will fade to black, then reappear with the additional character(s) at the bottom of the screen.

- **Evil Iori**—Hold the **START** button and quickly press **Left, Right, Left, Right, Left, Right**, then **A + C** simultaneously.
- **Evil Leona**—Hold the **START** button and quickly press **Up, Down, Up, Down, Up, Down**, then **B + D** simultaneously.
- **Orochi Team**—First, enter the Evil Iori and Evil Leona codes shown above, then hold the **START** button and quickly press **Up, Left, Down, Right, Up, Down**, then **B + C** simultaneously.

LAST BRONX

Weird Weapons

At the character-select screen, press the **START** button 13 times, then choose your character. This gives your fighter a special "funny" weapon: Zaimoku fights with a frozen tuna, Yusaku gets a toy train, Joe has corn, Lisa gets a soup spoon and spatula, Tommy fights with a cleaning brush, Yoko gets a folding umbrella, Kurosawa has a fan and Nagi gets a spoon and fork.

MANX TT SUPER BIKE

Sheep Mode

At the Transmission Select screen, press **SHIFT UP, SHIFT UP, SHIFT DOWN, SHIFT DOWN**, lean the bike full **Left**, lean full **Right**, squeeze the **Brake** and **Accelerate**. If you've entered this sequence correctly, you'll be riding a sheep instead of a bike, and all of the other racers will be sheep, too.

Time Trial Mode

At the Course Select screen, hold the **Brake** while choosing your course. You'll be racing in Time Trial mode, competing for the fastest lap time.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

Each of the following codes works at the character-select screen:

- **Shadow**—Highlight Dhalsim, press and hold **START**, hold the joystick **Up** for five seconds. While holding **START** and **Up**, press **Jab Punch** and **Fierce Punch** simultaneously.
- **Mega Zangief**—Highlight BlackHeart, press and hold **START**, hold the joystick **Left** for five seconds. While holding **START** and **Left**, press **Jab Punch** and **Fierce Punch** simultaneously.
- **Dark Sakura**—Highlight the Hulk, press and hold **START**, hold the joystick **Right** for five seconds. While holding **START** and **Right**, press **Jab Punch** and **Fierce Punch** simultaneously.
- **Mephisto**—Highlight Omega Red, press and hold **START**, hold the joystick **Down** for five seconds, press **Jab Punch** and **Fierce Punch** simultaneously.

U.S. Agent—Highlight M. Bison, press and hold **START**, hold the joystick **Up** for five seconds. While holding **START** and **Up**, press **Jab Punch** and **Fierce Punch** simultaneously.

Armored Spider-Man—Highlight Ryu, press and hold **START**, hold the joystick **Down** for five seconds. While holding **START** and **Down**, press **Jab** and **Fierce** simultaneously.

POCKET FIGHTER

Secret Characters

Both of the following codes work at the character-select screen:

- **Akuma**—Highlight Ryu and press **Left** on the joystick. Akuma will appear to Ryu's right.
- **Dan**—Highlight Ken and press **Right** on the joystick. Dan will appear to Ken's right.

RAMPAGE WORLD TOUR

Secret Codes

Each of the following codes must be entered when the name of the city is displayed at the beginning of a stage. The effect of each code lasts while the monsters are in that city only. A brief message will appear on the screen to confirm if a code has been entered correctly.

Fatty Foods

This code enables an individual monster to digest fatty foods better. All people eaten by this monster award three times their normal health increase. This code only works at the end of any Jumbo Jet ride, just prior to the start of a World Tour.

- **George**—Hold the joystick **Up**, press **Jump, Jump, Jump**
- **Lizzie**—Hold the joystick **Up**, press **Punch, Punch, Punch**
- **Ralph**—Hold the joystick **Up**, press **Kick, Kick, Kick**

Iron Guts

This code enables an individual monster to avoid stomach upset. The "bad stuff" that would normally make you puke now builds up a player's health. This code only works when you return to a U.S. city after taking a World Tour.

- **George**—Hold the joystick **Down**, press **Jump, Jump, Jump**
- **Lizzie**—Hold the joystick **Down**, press **Punch, Punch, Punch**
- **Ralph**—Hold the joystick **Down**, press **Kick, Kick, Kick**

Food-o-Rama

This code fills all buildings with "good stuff" to eat. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Washington, D.C., Moab, Nashville and Kodiak, as well as every fourth city in the World Tours that consist of more than three racks: London, Kiev, Casablanca and Rio.

- **George**—Press **Jump**
- **Lizzie**—Press **Punch**
- **Ralph**—Press **Kick**

Load Up Power-Ups

This code loads the city with every possible Special Power. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Philadelphia, Carbondale, Santa Fe and Honolulu.

- **George**—Press **Jump, Jump**
- **Lizzie**—Press **Punch, Punch**
- **Ralph**—Press **Kick, Kick**

Secret Stages

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works when the name of the city appears before the start of four specific stages:

1) Enter the code when "Atlanta" appears to warp to the food-rich world of "Suburbia".

2) Enter the code when "Louisville" appears and you'll end up in the top-secret "SCUMLAB Bioweapon Warehouse" rack.

3) Enter the code when "Fairbanks" appears to discover the steamy secret of Eustas Demonic's Underworld Connection".

4) Enter the code when "Phoenix" appears to learn what's hidden at the secret military base known only as "Area 69".

- **George**—Press **Jump, Jump, Jump**
- **Lizzie**—Press **Punch, Punch, Punch**
- **Ralph**—Press **Kick, Kick, Kick**

Skip Ahead 10 Stages

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Cleveland, Oklahoma City, Fargo and Reno...

- **George**—Press **Jump, Punch, Kick**
- **Lizzie**—Press **Punch, Kick, Jump**
- **Ralph**—Press **Kick, Jump, Punch**

REAL BOUT FATAL FURY SPECIAL

Secret "EX" Characters

At the character-select screen, highlight Andy Bogard, Tung Fu Rue, Billy Kane or Blue Mary. Press and hold the **START** button, press **B, B, C, C**, then press and hold **B**, wait for one second, then press **A** or **D** to select the character. (You should still be holding **START + B + C** when you press **A** or **D** to finish the code.) Now you're playing as the alternate "EX" version of the character you chose.

Fight the Hidden Boss

When playing in one-player mode, you can fight the hidden boss character, Geese Howard, in a special "Nightmare" match if you meet all of the following criteria:

- You must not lose a single round.
- You cannot score a ranking of "C" or less in any battle.
- Your score must be 750,000 or more before you reach the battle with Wolfgang Krauser.

SAMURAI SHODOWN IV

AMAKUSA'S REVENGE

Honorable Death

At any time during any round, press **← → ↓ ↓ + START** to commit suicide. You will begin the next round with your POW meter maxed out.

Initial Tricks

When entering your initials for the high score screen, input "AAA" to make your fighter fall down. If you input the initials "KEN", your character will be blasted.

SAN FRANCISCO RUSH

Different Racers

At the vehicle select screen, hold the **Music** button and press **View 1 + Gas**.

Time Trial Mode

At the vehicle select screen, hold the **Music** button and press **View 2 + Gas**.

Increase Force-Feedback

At the vehicle select screen, hold the **Music** button and press **View 3**.

STREET FIGHTER III: SECOND IMPACT

Play as Akuma

Highlight Ryu at the character select screen. Press **Down, Down, Up** on the joystick. Press **Left** to highlight Ken and press **Up, Up, Down**. Go **Right** to highlight Ryu and press **Up**. Go **Left** again to highlight Ken and press **Down**. Now go **Left** until you reach Sean. At Sean press **Down, Down, Up, Down, Up, Up, Up**. Akuma will appear as a selectable character above Sean.

TOP SKATER

Note: In each of the following codes, the words "Left" and "Right" refer to the **Left** and **Right** select buttons on the machine, not directions on the skateboard.

Secret Character: Alex (Surfer)

Choose your course; then, when the character select screen appears, press the **Left** select button three times, **Right** three times and **Left** 13 times.

Secret Character: P-Nut (Body Boarder)

At the course select screen, press and hold the **START** button; then, at the character select screen, press the **Right** select button six times, **Left** six times, **Right** three times, **Left** three times, **Right** four times, then release the **START** button.

Super-Deformed Mode

At the stage select screen, press the **Left** select button nine times, **Right** nine times, **Left** four times, **Right** four times and **Left** five times. Next, lean the board forward (step on the front of the board) and press both the **Left** and **Right** select buttons simultaneously three times. When you get to the character select screen each character should appear to be in Super Deformed mode.

VAMPIRE SAVIOR

Alternate Character

Highlight Jon Talbain at the character select screen, then press **START + all three Punch** buttons simultaneously. This gives you an alternate version of Talbain as he appeared in *Night Warriors*, with different colors and slightly different animation.

Soul Stealer

At the character select screen, highlight the random-select box and enter the following code: Press **START** five times and hold it down at the fifth press; then, while you're still holding **START**, press **Strong Punch** (also known as **Medium Punch**). If you've entered the code correctly, the Soul Stealer will appear behind your character. Now you will assume the persona of each character you defeat; e.g. if you defeat Raptor, you become Raptor for the next battle.

VIRTUA FIGHTER 3

Ranking Mode

Insert your coins, then press and hold all four buttons (**A + B + C + D**) and press **START**. When the game begins, your attacks will be illustrated on the screen and your rank will be displayed when the game is over.

Alternate Costume Select

At the character-select screen, highlight the character you wish to select, hold **START** and press any button to choose that character's alternate costume.

Winning Pose Select

When you win a match, you can select a specific winning pose by holding down the hold **PUNCH, KICK, GUARD** or **DODGE** button; each one corresponds to a different pose. Some characters—like Pai—have more than four victory poses, and each fighter has a special pose and saying which only appear after a "perfect" victory.

X-MEN VS. STREET FIGHTER

Play as Akuma

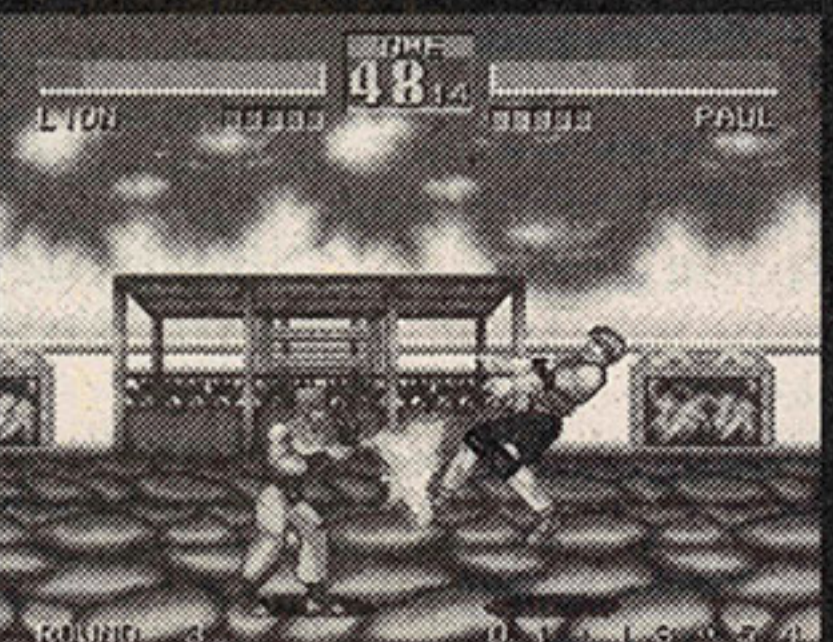
At the character-select screen, highlight Magneto, Juggernaut, Dhalsim or M. Bison and press **Up**; Akuma's picture box will appear.

Play as Alpha Chun-Li

At the character-select screen, highlight Chun-Li, hold the **START** button and press any action button to choose Chun-Li in her *Street Fighter Alpha* costume.



The worlds of Namco and Sega collide as Heihachi takes on Honey from *Fighting Vipers*!



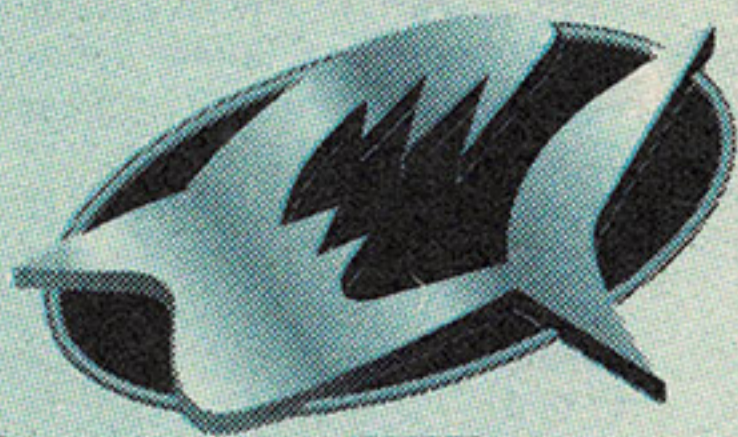
Lion didn't make it into the official Genesis version of *Virtua Fighter 2*, but he's here...fighting Paul Phoenix!



Lee faces off against Bahn. The gameplay is two-dimensional, but all of the characters are from 3-D games.



And here's the ending screen you get when you beat the game. What, no credits?



GAMESHARK

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

PlayStation

Castlevania: Symphony of the Night

80097BF0-FFFF—Infinite gold
80097BA8-0063—Infinite hearts
80097BA0-03E7—Infinite HP
80097BB0-03E7—Infinite MP
80097BEC-FFFF—Quick level gain

Cool Boarders 2

80057104-0001—Mirror mode
800570FC-000A—Extra tracks
80057102-0007—Extra boards
80057100-FFFF—Enable extra characters

Duke Nukem: Total Meltdown

800EC93C-00C8—Infinite pistol ammo
800EC93E-0032—Infinite shotgun shells
800EC940-00C8—Infinite chaingun ammo
800EC942-0032—Infinite RPG rockets
800EC944-0032—Infinite pipe bombs
800EC946-0032—Infinite shrink ray ammo
800EC948-0063—Infinite devastator ammo
800EC94C-0063—Infinite freezer ammo
8015FCEA-03E7—Infinite health
800ECA1A-0101—Shotgun
800ECA1C-0101—Have chaingun/RPG
800ECA1E-0101—Have pipe bombs/shrink ray
800ECA20-0101—Have devastator/freezer

Jet Moto 2

8016BDEE-0006—Infinite turbo for Li'l Dave
8016CD56-0006—Infinite turbo for Wild Ride
8016DCBE-0006—Infinite turbo for Blade
8016EC26-0006—Infinite turbo for Technician
8016FB8E-0006—Infinite turbo for The Max
80170AF6-0006—Infinite turbo for Vampeera
80171A5E-0006—Infinite turbo for Gadget
801729C6-0006—Infinite turbo for Steele
8017392E-0006—Infinite turbo for The Hun
80174896-0006—Infinite turbo for Bomber

Mass Destruction

800AC370-1F40—Infinite armor
800790D4-0001—Infinite time

MDK

800CB740-03E7—Infinite health

NCAA Football 98

8009B790-FFFF + 8009B792-FFFF +
8009B794-03FF—All extra teams and stadiums

Pandemonium 2

800ABD78-01F8—Coins
800ABD76-0010—Infinite health
800ABD74-0010—Infinite lives

Poy Poy

800DCB68-00C8 + 800DCB6A-00C8—Infinite health, Player 1

Resident Evil

D00C867C-0010 + 800C8778-FF08—Start with acid bazooka in chest
D00C867C-0010 + 800C8772-FF02—Start with baretta in chest
D00C867C-0010 + 800C877A-FF07—Start with bazooka in chest
D00C867C-0010 + 800C877E-FF05—Start with colt in chest
D00C867C-0010 + 800C8776-FF09—Start with flame bazooka in chest
D00C867C-0010 + 800C877C-FF06—Start with flamethrower in chest
D00C867C-0010 + 800C8774-FF0A—Start with rocket launcher in chest
D00C867C-0010 + 800C8782-FF03—Start with shotgun in chest

Street Fighter EX Plus α

801D63B4-C8C8—Infinite health, Player 1
801D63B4-0000—Low health, Player 1

Street Fighter: The Movie

801B759A-0070—Infinite health, Player 1

Time Crisis

800B20C0-0005—Infinite health
800B1D64-1000—Infinite time
800B1D5C-0009—Infinite credits
800B1DDC-0006—Auto-reload

Tomb Raider II

8008C4FE-0708—Infinite air
80088AA0-000B + 80088ADC-80C8 +
80088AE0-8020 + 80088AE4-8218 + 80088AE8-
850C + 80088AEC-8560 + 80088AF0-811C +
80088AF4-8074 + 80088AF8-8170 + 80088AFC-
826C + 80088B00-81C4—All items
8008C5C0-03E8—Infinite M-16 ammo
8008C5AC-03E8—Infinite auto pistol ammo
8008C5B4-03E8—Infinite shotgun shells
8008C5B0-03E8—Infinite Uzi ammo
8008C5BC-03E8—Infinite grenades
8008C5B8-03E8—Infinite harpoons

Saturn

Croc

F6000914-C305 + B6002800-0000—Master code
16052E3E-0063—Infinite crystals
1605D112-000A—Infinite lives
16052E46-0006—Six Gobbos saved

NASCAR 98

F6000914-C305 + B6002800-0000—Master code
102B8556-006B—Low lap time

Sega Touring Car Championship

F6000924-FFFF—Master code
16006664-0000 + 1600666C-0000—Low course time
1600669A-0244—Infinite time

Nintendo 64

AeroFighters Assault

8027E017-000A—Infinite chaffs
8027E4D2-0002—Infinite special weapons

Bomberman 64

802AC61F-0006 + 802AC703-0006—Battle mode "In the Gutter" stage

802AC61F-0007 + 802AC703-0007—Battle mode "Sea Sick" stage
802AC61F-0008 + 802AC703-0008—Battle mode "Blizzard Battle" stage
802AC61F-0009 + 802AC703-0009—Battle mode "Lost at Sea" stage

Chameleon Twist

80251767-0015—Extra crowns
8020850E-00FF + 80208510-00FF—Access all levels

Clay Fighter 63½

801A2B41-000F—Extra characters + secret options

Dark Rift

80049DF4-0001—Enable Demitron
80049DF0-0001—Enable Sonork

Duke Nukem 64

801012D8-0001 + 801012DC-0001 +
801012E0-0001 + 801012E4-0001 +
801012E8-0001—Cheat menu
812A5AC0-0101—Expander/missile launcher
802A5A47-000F—Have all keys

FIFA Soccer 64

80119047-0000—Home team scores 0
80119043-0000—Away team scores 0
80119047-0009—Home team scores 9
80119043-0009—Away team scores 9

MACE: The Dark Age

8007F9F8-0001—Extra characters

Pilotwings 64

80362750-0001—Low timer

San Francisco Rush

800F4078-0001—Disable "auto-abort" feature
800F3DA0-0001—Change textures
800F3F88-0001—Change cones into mines
800F4050-0001—No collisions
800F4080-0001—Resurrect in place
800F4061-0001—Upside-down mode

Star Fox 64

Note: There are two versions of Star Fox 64. If the "A" codes don't work, use the "B" codes.
80157911-0040—Infinite lives, Player 1 (version A)
8016DC13-0004—Infinite smart bombs, Player 1 (version A)
80161AA1-0003—Infinite lives, Player 1 (version B)
80177DA3-0004—Infinite smart bombs, Player 1 (version B)

Mortal Kombat Mythologies: Sub-Zero

8010BCFF-0005—Infinite lives

WCW vs. NWO World Tour

800F16EF-0000—Infinite time
80060665-00FF—Extra characters
800F0801-0064—Maximum spirit, Player 1
800F0801-0000—No spirit, Player 1
800F0BA1-0064—Maximum spirit, Player 2
800F0BA1-0000—No spirit, Player 2

Wheel of Fortune

810B9992-FFFF—Extra cash, Player 1

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日本 JAPAN REPORT!

by Anatole Brown

Pocket Monster Cartoon Causes Seizures



In December of 1997, hundreds of children in Japan experienced nausea and mild seizures after watching an episode of *Pokemon*, an extremely popular cartoon show based on Nintendo's *Pocket Monster* characters. In a scene that lasted approximately five seconds, Pikachu, the main character, started flashing his red eyes immediately following a huge, on-screen explosion. The strange combination of flashing lights and bright colors caused more than 700 children to be rushed to hospitals and treated for various epilepsy-related symptoms. Amazingly, a second wave of people got sick after watching video tapes and news reports of the offending scene. The episode was called "Computer

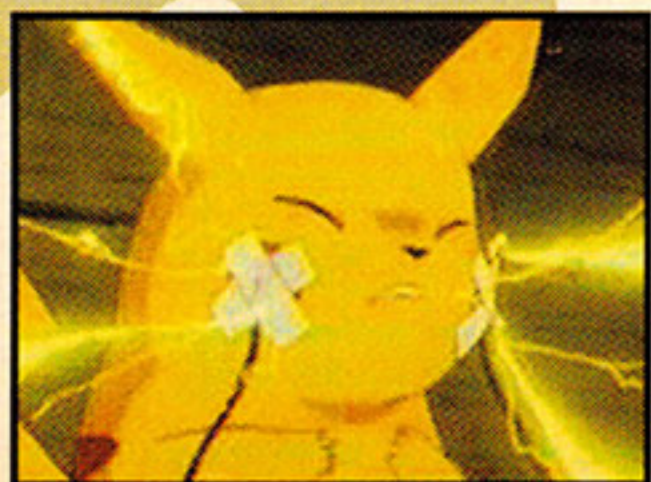
Warrior Polygon" and featured characters battling inside a computer. The explosion occurred twenty minutes into the show, when the heroes set off a bomb to destroy a computer virus. TV Tokyo and the National Fire Agency were flooded with emergency calls from concerned parents while the show aired. *Pokemon* was cancelled immediately following the incident and plans to remain off the air until the exact cause of the illnesses is determined. The Japanese government will most likely set up new guidelines for TV production and presentation styles in the future. A Nintendo spokesperson went on record stating that the company is not responsible since Nintendo is only linked to the TV show through the *Pocket Monster* characters. This seems to be a very rare incident and shouldn't affect how people perceive animated cartoons and video games with regard to health. If you ever start feeling strange or queasy while playing a game or watching a cartoon, just take a little break and give your eyes a rest!



Above: Four frames taken from the scene in *Pokemon* which made people sick. The blue and red flash was simply too much for some people to handle.
Below: Pikachu flashes!



Pokemon was all the news the following morning.



Dating Otaku Style

A video game genre that we never see over here is the Dating Simulator. In Japan, Dating Sims top the retail charts all year long. One of Japan's most popular PlayStation titles of all time is Konami's *Tokimeki Memorial: Forever With You*. It was first released as a PC CD-ROM game, but gained an incredible following when it was released as one of PlayStation's earlier titles back in 1995. In the game, you play as a teenage boy in Kirameki high school and your main objective is... well, to get a date, of course! One of the characters, Shiori, is the girl of your dreams, but if things don't go well with her, you can always go for one of her twelve friends! Your attributes are measured similar to those in an RPG game, with stats for science, arts, athletics, stress, humanity, knowledge, etc. If, for example, you spend too much time playing sports, your studying stats will decrease and all the girls will think you're a dunce. The key to success is to keep your popularity high without getting a "bad rep" amongst the girls. A girl's feelings toward you can be gauged by her expression when she faces you. She can either be sad, indifferent, happy or

just plain "sparkling"! With help and advice from your buddy, Yoshio, you strive to reach your ultimate goal: Love. There are also mini-games that goof on the *Final Fantasy* series. A slew of *Tokimeki*-related toys and spin-off games have been released over the years, demonstrating how influential this title has become in Japanese gaming circles.



1. So many girls, so little time!
2. Battle the school bully in this *Final Fantasy* spoof!



Kenji Eno is repulsed by games like *Tokimeki*.



Eno not only does all the designing and programming for his games, he also writes the music.

Enemy Eno: Japan's Gaming Rebel

Kenji Eno is, without question, the most high-profile game developer in Japan. He appears on TV shows and radio programs and also hosts a number of video game seminars. His outspoken nature against the main-stream gaming market has gained him a lot of notoriety as well as a large following in Japan. As the president of Warp, Inc., Eno has produced some innovative, if not obscure, titles for the Sega Saturn. With games like *D*, *Enemy Zero* and *Real Sound*, Eno has made several attempts at pushing the boundaries of conventional gaming. *Real Sound*, for instance, displays no graphics. The whole adventure is built on audio tracks and the player is taken through the story by means of dialogue and sound effects. Eno has also created his own "virtual actress" named Laura who plays the main role in many of his sci-fi games (*D* and *Enemy Zero*, to name two). Eno's exposure is so high that a recent poll indicated that he was the most popular figure in the video game industry among Japanese women! Why is this man so popular? Perhaps because compared to all the standard fare of fighting, action and shooter games out there, Eno has created unique games that reflect his own personality.



Eno's next project, *D2*, has been announced for the Sega Saturn (he grew tired of waiting for Matsushita's now-defunct M2 console).



D2 will also star Laura.

RESIDENT
EVIL 2
HAS RISEN.



“THE GAMING
EVENT OF 1998.
NOTHING ELSE EVEN
COMES CLOSE.”

- GAMEFAN



RESIDENT EVIL™
CAPCOM
2

The most anticipated gaming event of 1998 has arrived. Resident Evil™2, the shocking sequel to the *Consumer's Choice: Best PlayStation Game Overall*, plunges horror fans into the most intense, the most terrifying game experience ever crafted. You see evil. You hear evil. You're overwhelmed by evil. **IF THE SUSPENSE DOESN'T KILL YOU, SOMETHING ELSE WILL.**

Play the online Resident Evil 2 game
at www.residentevil2.com



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