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NOVEMBER
No. 69
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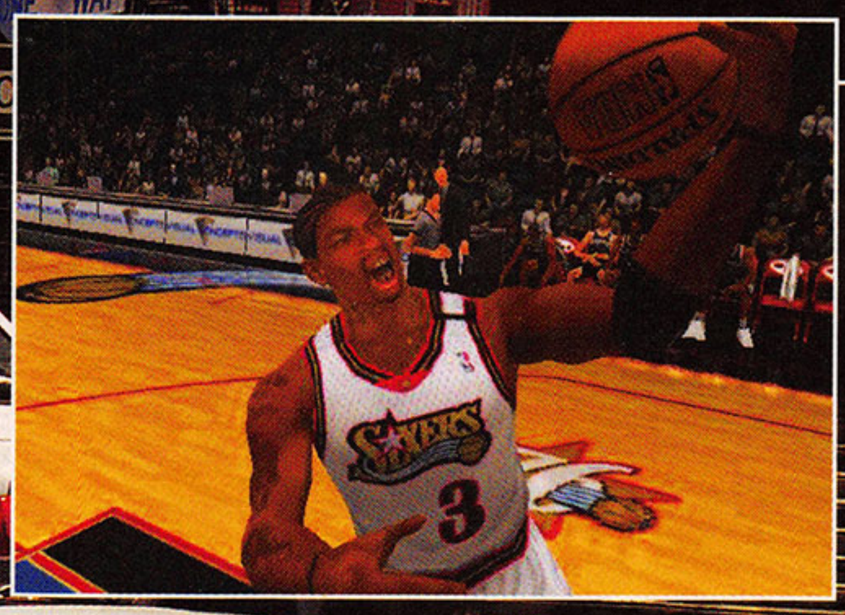

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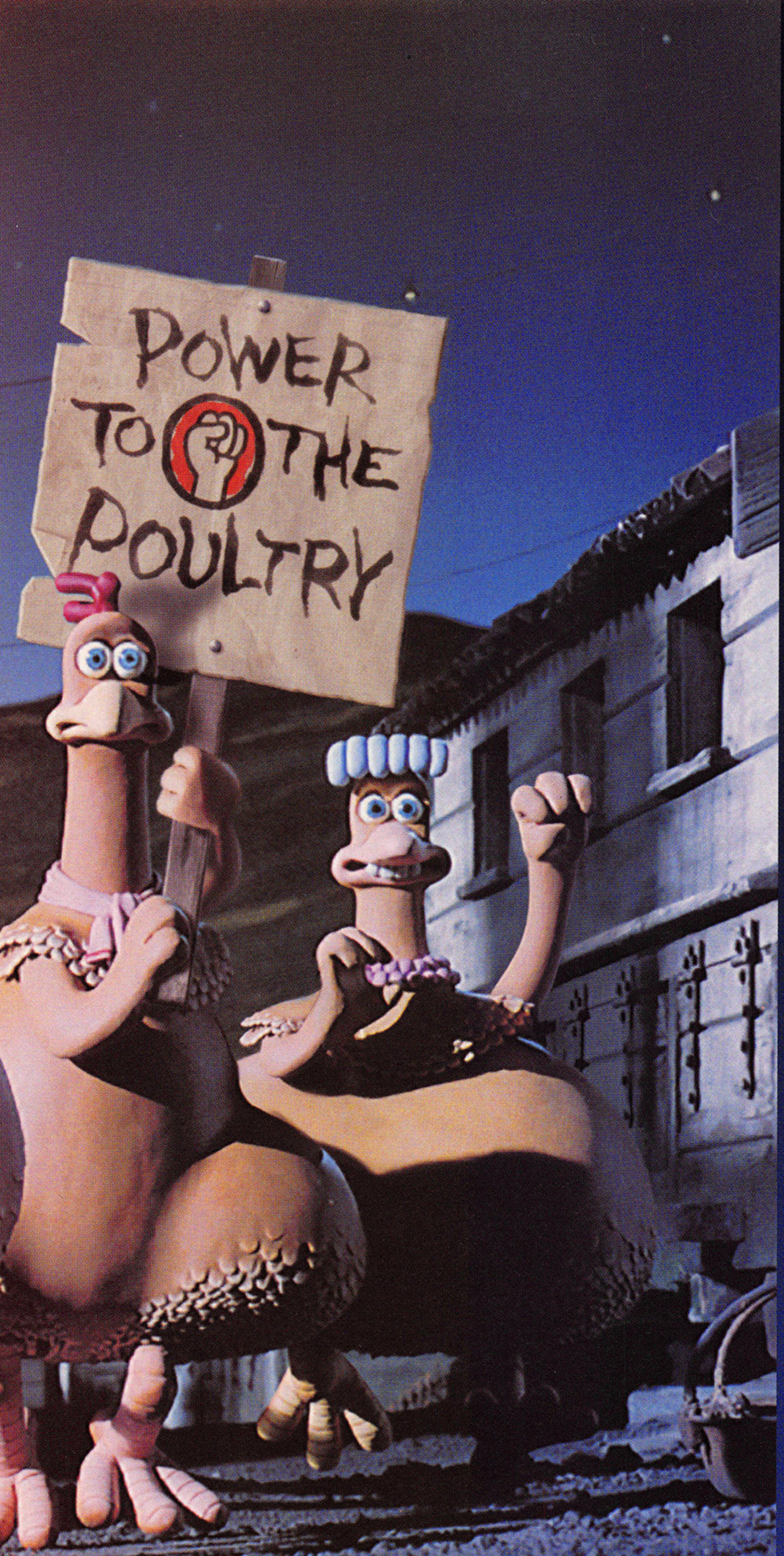

In this 3D action adventure, it's up to you to lead Ginger, Rocky and their feathered comrades in an attempt to escape Farmer Tweedy's deadly pie-making operation. Using stealthy, strategic moves rather than pure firepower, you'll sneak around the farm collecting your tools of escape while avoiding the evil farmers and their bloodthirsty dogs. What are you, chicken?

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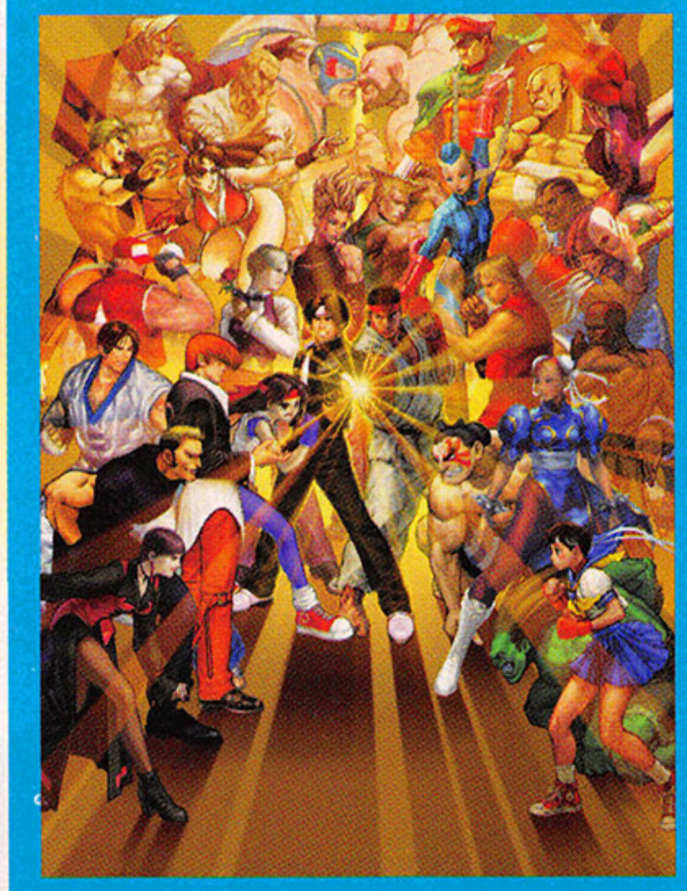

NOVEMBER 2000

ON THE COVER

Watch out! It's the Clash of the Titans! The ultimate fighting game showdown begins with the long-awaited *Capcom vs. SNK: Millennium Battle*. May the strongest survive!

28

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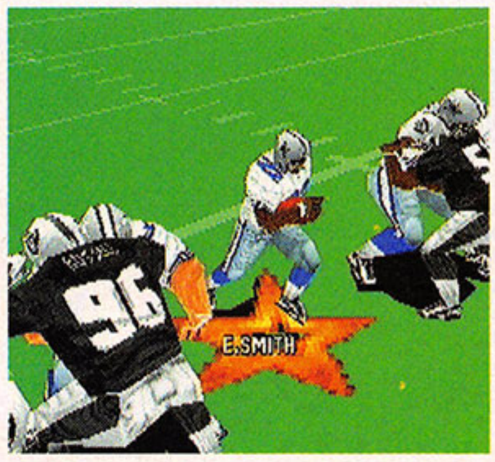

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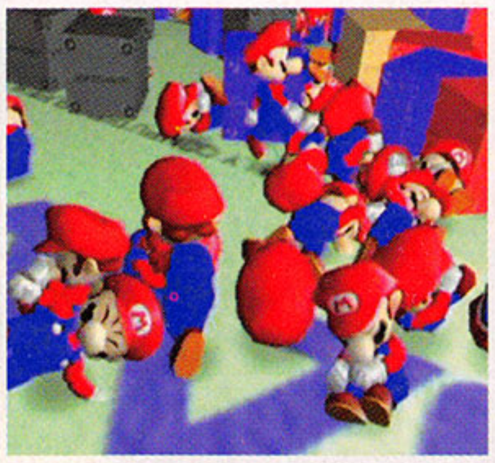

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Power Up!

Now that **Chris Bieniek** has assembled his "dream team" of editors whose last names end with "n", his next project is to move all of his free-lance writers into one big house. "I don't know if Pat's wife would dig it," he muses, "but think how much money we'd save on postage. It'd be like an episode of *The Real World*, but with a lot more video games."
Current Favorite Games: Mario Tennis, XTreme Sports, Madden NFL 2001, Spider-Man

Anatole Brown would be happier if working at *TIPS & TRICKS* was more like *Road Rules*; imagine if the staff wrote, photographed, edited and laid out an entire issue while traveling in a big Winnebago on its way to the east coast. We'd eat Wetzel's Pretzels every day and liberate all of the NES games from Funcoland stores from coast to coast.
Current Favorite Games: Madden NFL 2001, The Legend of Zelda: Majora's Mask, Jet Grind Radio, The World is Not Enough

Art Director **Lisa Beattie** was unhappy with the mini-biography that was written in this space for this issue, so she sneakily changed it to this paragraph while the editors were busy playing *Madden NFL 2001*. Hi, Mom! She also thinks that Chris and Anatole have been watching too much MTV, and that she deserves some kind of salary increase.
Current Favorite Games: Jet Grind Radio, Chrono Cross, Ms. Pac-Man Maze Madness, Ultimate Fighting Championship

Having *Sabrina the Teenage Witch* join the WB line-up this fall was enough to fill Associate Editor **Jason Wilson** with glee. But when he found out that this season's cast was going to include Soleil Moon Frye—whom Jason has been enamored with since the *Punky Brewster* days—well, let's just say that his new nickname is "Mr. Happypants."
Current Favorite Games: Capcom vs. SNK: Millennium Fight 2000, Donkey Kong, The Grid, NFL 2K1

During a recent lunch at Tony Roma's restaurant, **Ara Shirinian** could be heard loudly extolling the virtues of Mr. T, whom he described as one of the most underrated actors of his generation. Each phrase that came out of Mr. T's mouth, says Ara, was every bit as quotable as the "I pity the fool" tagline that most people remember.
Current Favorite Games: Keyboardmania, Keyboardmania, Keyboardmania, Keyboardmania

Though photogenic as can be, Associate Editor **Charlotte Chen** recently declined to appear in the *TIPS & TRICKS* "Tip of the Week" segments of the *Electric Playground* TV show this season. "I'd rather die than be on TV," she stated flatly. Charlotte's favorite DVD features all three *Wallace & Gromit* short subjects on the same disc.
Current Favorite Games: Final Fantasy IX, Shenmue, Oddworld: Munch's Oddysee, Alone in the Dark: The New Nightmare

As Contributing Editor **Pat Reynolds**' obsession with the *Armored Core* series of games continues to grow, so does the real-life core that Pat has been secretly building in his garage. He plans to walk down St. Joe Highway with it and scare the crap out whoever is unfortunate enough to have the early evening shift at the local Dairy Queen.
Current Favorite Games: Mario Tennis, Armored Core 2, Tony Hawk Pro Skater 2, Capcom vs. SNK: Millennium Battle 2000

Contributor **Geoff Arnold** would win the award for having the deepest voice of any current member of the *TIPS & TRICKS* staff, if there were such a thing. Frankly, it takes so long to write these stupid biographies every month that there's no way we'll ever waste our time giving out trophies to the staff for winning contests that they didn't even enter.
Current Favorite Games: Street Fighter III: 3rd Strike, Capcom vs. SNK: Millennium Battle 2000, Secret of Mana, Phantasy Star II

Rich Krupa (a.k.a. "Loopy Pottyhead") is a fan of Dav Pilkey's *Captain Underpants* books. Rich believes that the books' main characters—George Beard and Harold Hutchins—are named after "Stymie" Beard and "Wheezer" Hutchins from *Our Gang*...and that Jerome Horwitz Elementary School is named after Curly from the Three Stooges.
Current Favorite Games: Front Mission III, Marvel vs. Capcom 2, Capcom vs. SNK, Ghosts 'N Goblins

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Use of Tobacco and Alcohol

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Readers' tips

Are the pipes in your walls leaking and smelling up your entire living space? Does every plumber you call scream in horror and run away? If so, just write to:

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We won't be able to help you out, but at least it will give you something to do.

SPOILER ALERT!

You are not the best magazine in the world, let me say that first and foremost. Want the reasons? Well, how about just one? You spoil games, that's reason enough. I got your September issue in the mail and opened it straight to the *Chrono Cross* strategy guide. I already own the game and the official guide, but I thought your guide would help give me better insight. As I read through, Ara Shirinian casually tells people that Serge becomes Lynx in the game. I, unfortunately, did not know this at the point I read your magazine. Considering I was looking forward to an intricate story (as well as finding out the connection between Lynx and Serge ON MY OWN) and enjoying all the twists myself, you can understand how I became quite upset. Upset doesn't even begin to describe it, I was ticked off. I was ticked off royally. People had said that *Chrono Cross* was the greatest RPG ever and now, you had blown one of the biggest secrets of the game for me. Thank you for almost completely ruining the experience. There are other values you have left unspoiled but still, what you did was inexcusable. I did not see any warning at all prior to reading through the guide and that is why I'm upset. There just wasn't any warning.

You say that you welcome constructive criticism so I'm calling your bluff right here. All I ask is that you have some kind of warning for readers to see clearly before they start reading your guides. You could take an example from other magazines and have a gigantic "Spoiler Alert" symbol plastered in bright colors next to or nearby the game's logo so it's one of the first things people see when they open up to the guides within. Because of your blunder, I had to call everyone I knew who wanted to enjoy this game and tell them not to pick up your September issue. I myself have not even touched it since I dropped it four days ago; I consider it bad karma now. It's fermenting on my bedroom floor. I myself am going so far as to cancel my subscription. I know this doesn't make much difference to you but I also know that I cannot possibly be the only one who had the game spoiled for them. I'm hoping that others may follow my example so as to teach you a lesson. I also know that I cannot blame Ara alone, the editors and people who proofread the guide are responsible as well. So to all of you responsible I say, "You should be beaten with a Whacking Stick until your skin is peeled from your back." Well, maybe that's a bit extreme but you get my point. So, if you hold true to your ideals, you will print this letter so I may be heard by more. Good day, good riddance.

—Lee Clark
Byron, MN

Ara Shirinian responds: I'm sorry you feel that way, Lee. You should know that in general, we're always conscious of giving away major plot points in games, and we always try to avoid it whenever possible. However, this was a special case. We could have neglected to tell you that Serge becomes Lynx, but we told you that when that event occurs, you would lose every single character that you've had in your party, and you wouldn't be able to get any of them back until you turn back to Serge (which is a long time later). It's always a shock when you're happily playing the game, collecting and building your party, and after some event you pass a point of no return where you lose almost everything. We did not reveal anything about why Serge turns into Lynx, or how it happens, and we certainly did not reveal the relationship between the two characters! We could use the term "Spoiler Alert," but—given the content of this magazine—we'd have to say it on practically every page! If you put your hand in the lion's mouth, do not be surprised if it gets bit! This is akin to the "Caution: Hot" labels that appear on coffee cups; frankly, we would rather not insult our readers' intelligence. They know what they're getting into when they read T&T*...and as a subscriber, we're surprised that you don't. If you read a tips magazine that blows open all of the secrets in the games it covers, you run the risk of coming across information that's more than what you need to know.*

Lynx has a mysterious past in *Chrono Cross*.

If you're so sensitive that your enjoyment of Chrono Cross *will be utterly destroyed by knowing that Serge turns into Lynx, you shouldn't be reading strategy guides or books about it in the first place. The bottom line is this: If we gave away something you didn't want to know about, we apologize. Surely other readers would have not wanted that information revealed to them. However, just as surely, other readers will have wanted to know if and when your party all but disappears halfway through the game. We err on the side of providing too much information, rather than too little. Do we dare deprive our readers of certain information just because a few people don't want to know about it? We would rather not spend our time agonizing over the possibility that somebody may get upset at the sight of some ostensibly taboo information that he or she seeks out himself.*

TOKEN OF THE MONTH

This month's token is from Atlantis Casino & Resort in Reno, NV. It was sent in by Marcellino of Weed, CA. Thanks, Marcellino!

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

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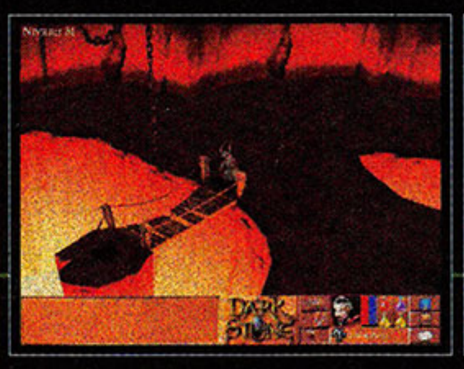

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Featuring music by Rob Zombie, Jurassic 5 and Mix Master Mike.

Capcom vs. SNK

by Jason Wilson

The long-awaited crossover has finally arrived! By the time you read this, tournaments for this game are probably reaching your neighborhood, leaving you in desperate need of the latest tips and tactics on how to annihilate your opponent! This strategy guide will help you understand the concept of a game that combines both Capcom and SNK characters and transforms them into a setting that rivals any fighting game to date. Borrowing aspects from a multitude of fighting games—including (but not limited to) the *King of Fighters* series, *Super Street Fighter II, Street Fighter Alpha, Fatal Fury* and *Art of Fighting*—*Capcom vs. SNK* successfully uses old-school brawl tactics as its main focus without straying away from tried-and-true *Street Fighter* gameplay.

For the trivia fans among you, here's a breakdown of each company's characters and the games where they first appeared:

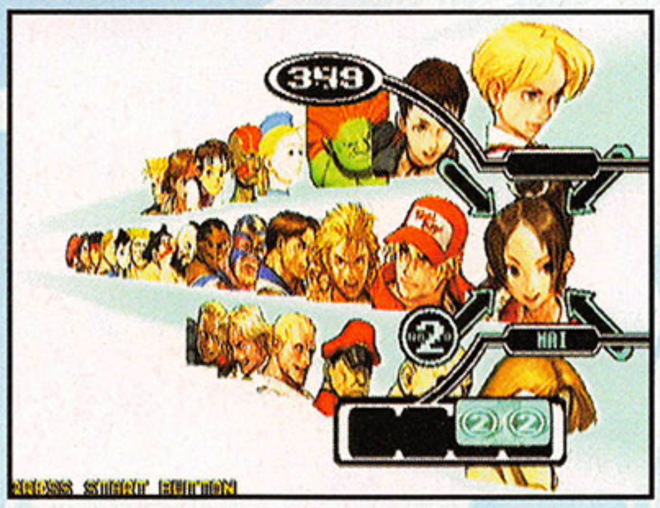
SNK Characters' first in-game appearances:

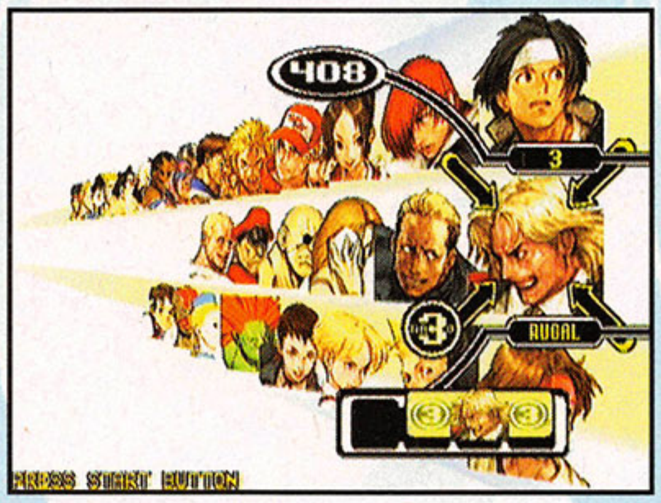
- *Fatal Fury*—Terry Bogard, Raiden (boss, not selectable), Geese (boss, not selectable)
- *Fatal Fury 2*—Kim, Mai, Raiden
- *Fatal Fury Special*—Geese
- *Real Bout Fatal Fury*—Yamazaki
- *Art of Fighting*—Ryo, King
- *Art of Fighting 2*—Yuri
- *The King of Fighters '94*—Kyo, Benimaru, Rugal (boss, not selectable)
- *The King of Fighters '95*—Iori, Rugal (secret character), Vice (background character only)
- *The King of Fighters '96*—Vice

Capcom Characters' first in-game appearances:

- *Street Fighter II*—Ryu, Ken, E. Honda, Balrog (boss, not selectable), Vega (boss, not selectable), M. Bison (boss, not selectable) Sagat (boss, not selectable), Guile, Dhalsim, Chun-Li, Zangief, Blanka
- *Street Fighter II: Champion Edition*—Balrog, Vega, Sagat, M. Bison
- *Super Street Fighter II: The New Challengers*—Cammy
- *Street Fighter Alpha 2*—Sakura

RATIO SYSTEM





The most complex part of the game is the ratio system. Each time you play the game, you will be allowed four "points;" each represents the level of power of each character chosen. With this, you can choose a multitude of characters: four Ratio 1 characters, a Ratio 3 and a Ratio 1, two Ratio 2 characters, or one Ratio 2 and two Ratio 1 characters. When the time-release characters become available, you can also pick one ratio 4 character. Depending on what type of player you are, you will need to practice with as many characters as possible to be efficient in designing a well balanced team. You are only allowed one life bar for each character you choose, which greatly inhibits the player from dominating with just one character (as has been the case with previous *Street Fighter* games).

RATIOS

1 Weak Offense, Weak Defense
2 Average Offense, Average Defense
3 Strong Offense, Strong Defense
4 Strongest Offense, Strongest Defense

CAPCOM VS. SNK GROOVE

Before each match, after choosing your selection of team members, you will be asked what "groove" best suits your fighting style. The Capcom groove is similar to the *Street Fighter Alpha* series of games, with up to three levels of Super Meter for use with each of your chosen characters' various Super Moves. The Super Meter in Capcom groove is increased by performing various special moves. However, when your Super Meter gauge increases, the damage that each regular or special move done increases, up to 15% more damage if the Super Meter gauge is at its maximum level of 3. This is essentially the same amount of damage done in SNK groove at its maximum level, but with the Capcom Super Meter increasing at a much slower pace. The SNK groove is a faster, more intense style of gameplay that is similar to Extra Mode in the *King of Fighters* series of games. By holding down the Hard Punch and Hard Kick buttons, your Super Meter increases quickly, allowing you to fill up your meter in a matter of seconds. You have a limited time to perform your Super Move after it is at its maximum level, and the damage done from this is minimal. However, each special move and standard move that connects on your opponent will actually do about 15% more damage than it would normally. Also, when your character's life bar is down to 25% of its capacity, you will have unlimited Super Moves at your disposal for the rest of the match. If you fill your Super Meter to its maximum level and connect with a Super Move under these conditions, you can initiate damage of up to 70% with one Super Move. SNK Groove is most dangerous when one of your team members has unlimited Supers at his disposal; this can greatly change the outcome of the match. Ultimately, to define the two grooves in simplistic terms: Capcom groove is for offensive minded players who are in the hunt for large combos, while SNK groove is for defensive players who tend to rely on comeback maneuvers as their main forté.

CAPCOM GROOVE

SNK GROOVE

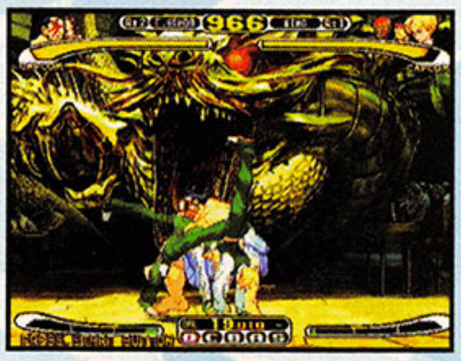
THROWS AND TECH THROWS

Throwing your opponent is easier than ever! Back to the old-school days: throwing is done by pressing ← or → + Hard Punch or Hard Kick when close to your opponent. To tech out of a throw, perform the same maneuver to your opponent when you are about to be thrown.

SUPER MOVE LEVELS (CAPCOM GROOVE ONLY)

To activate various levels of your Super Meter up to its maximum level of 3, perform each character's specific Super Move and press Light Punch or Light Kick for level one, Hard Punch or Hard Kick for level two and both punches or both kick buttons simultaneously for level three.

ROLLING

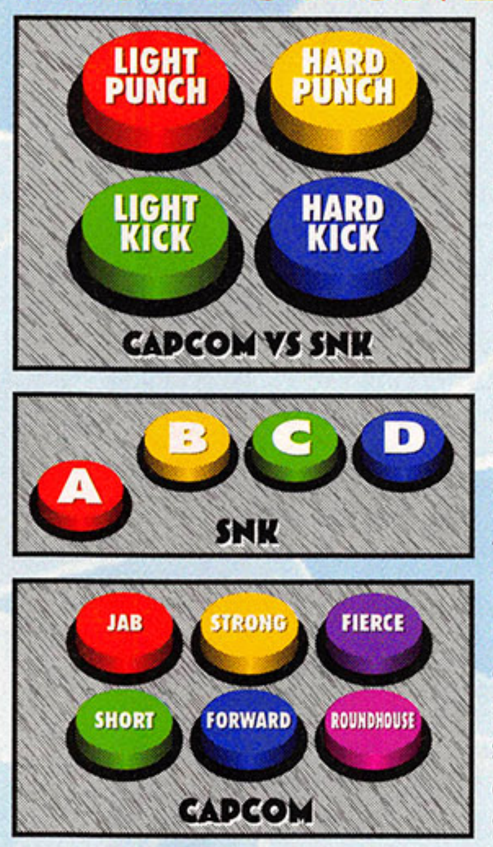


When I first played *Capcom vs. SNK* and noticed that the characters can "roll"(as in the *King of Fighters* series), I was not too happy at first. But then I noticed that the roll (or dash move with some characters) that is done by pressing Light Punch and Short Kick simultaneously is *invincible* the moment the move is initiated. The roll goes through ALL special moves, Super Moves and projectiles! A rolling character is weakest near the end of a roll, where he or she can be victimized by a sweep or nailed by repeated flurries of crouching Light Punches or Light Kicks. A rule of thumb: Roll when you see your opponent roll! You will be safely transported to the other side of your opponent, which may help you avoid a series of attacks that will eventually lead to a Super Move. Another technique that can be executed involves rolling when your opponent is about to cross you up. This does not always work since certain characters do not have the ability to recover as quickly as others. Regardless, the roll allows you to move at your opponent in close quarters...and it increases the speed of gameplay somewhat, since the slow character speed can turn the game into a turtle's paradise. The characters with the fastest rolls are Sakura and Raiden. It is VERY difficult to effectively determine where the two rolls begin and end, allowing Sakura to perform her combo of choice and Raiden to perform a Power Bomb. Also, if your opponent tends to roll out of control, you can perform a throw maneuver by mashing ← or → + Fierce Punch upon seeing your opponent "roll."

BASIC MOVES

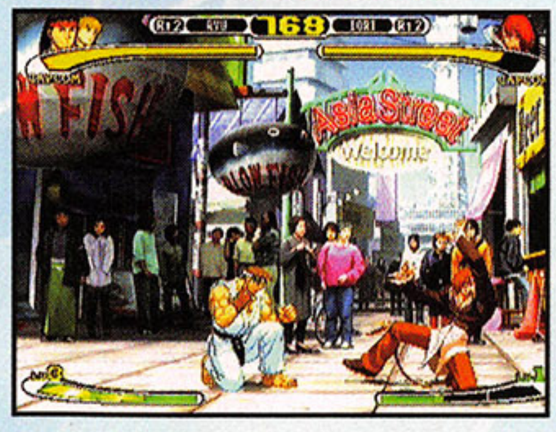
Roll—Light Punch + Light Kick simultaneously
Super Meter Charge (SNK Groove only)—Hard Punch + Hard Kick simultaneously
Throw—← or → + Fierce Punch or Hard Kick when close to your opponent
Tech Throw—← or → + Fierce Punch or Hard Kick when your opponent attempts to throw you.
Quick Jump—↓ ↗ or ↓ ↖
Dashing—← ← or → →

FOUR-BUTTON LAYOUT



Unlike all previous 2-D *Street Fighter* games, Capcom has implemented a four-button layout, with some of the missing Forward and Roundhouse Kick and Strong and Fierce Punch moves done by holding the joystick in either the neutral, defensive crouch, or offensive crouch positions. This may seem beneficial to players who have been using the traditional four-button control scheme in SNK fighting games for years, but it's not quite the same. It is not necessary to press both Light and Heavy buttons of either punch or kick to enable to strongest basic move for each character. Both Capcom and SNK fighting game veterans will have to get used to the new configuration in order to effectively use each character.

GUARD BREAK

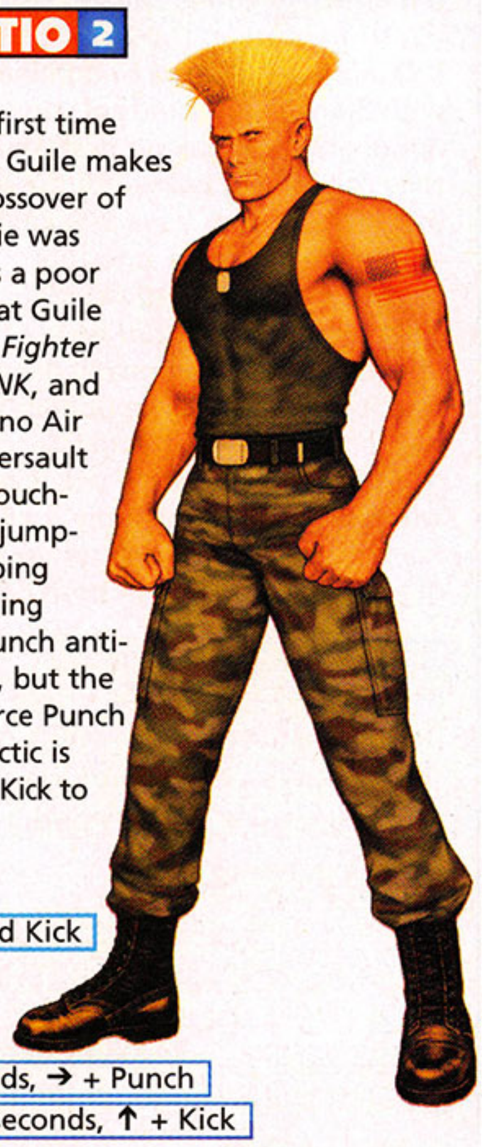


Though there is no meter to display it properly, the Guard Break is similar to that of previous SNK games, most recently *Garou: Mark of the Wolves*. After a certain number of kicks and punches have been blocked by the opponent with no offense generated in return, the opponent's life bar will flash red, meaning that their "guard" will be broken soon and a free hit or combo is inevitable.

CHARACTERS

Listed on the following pages are special moves and techniques used with the Capcom characters (14 of the 28 selectable fighters). The SNK characters and mysterious hidden characters will be discussed in our next issue!

GUILE RATIO 2



Good 'ol Guile! This marks the first time since *Super Street Fighter II Turbo* that Guile makes an appearance in a non-"vs."-series crossover of *Street Fighter* in the arcade. Yes, Charlie was selectable in the *Alpha* series, but he is a poor rendition of the original Guile and what Guile players had been used to in the *Street Fighter* series. Guile flourishes in *Capcom vs. SNK*, and the results are dramatic. Since there is no Air Blocking option, obviously Guile's Somersault Kick is his weapon of choice. Even a crouching Hard Punch stops opponents from jumping in at you! Guile's old double-sweeping Roundhouse Kick is now done by pressing ↘ + Hard Kick. His crouching Strong Punch anti-air move has been completely omitted, but the addition of his powerful crouching Fierce Punch (Hard Punch) as a secondary anti-air tactic is golden, along with crouching Forward Kick to play footsie with your opponent.

Extended Normal Moves
Double Roundhouse Sweep—↘ + Hard Kick
Rolling Sobat—→ + Light Kick

Special Moves
Sonic Boom—Charge ← for two seconds, → + Punch
Somersault Kick— Charge ↓ for two seconds, ↑ + Kick

Super Moves
Total Wipe Out—Charge ← for two seconds, → ← → + Punch
Somersault Strike— Charge ↙ for two seconds, ↘, ↙, ↗ + Kick

RYU RATIO 2

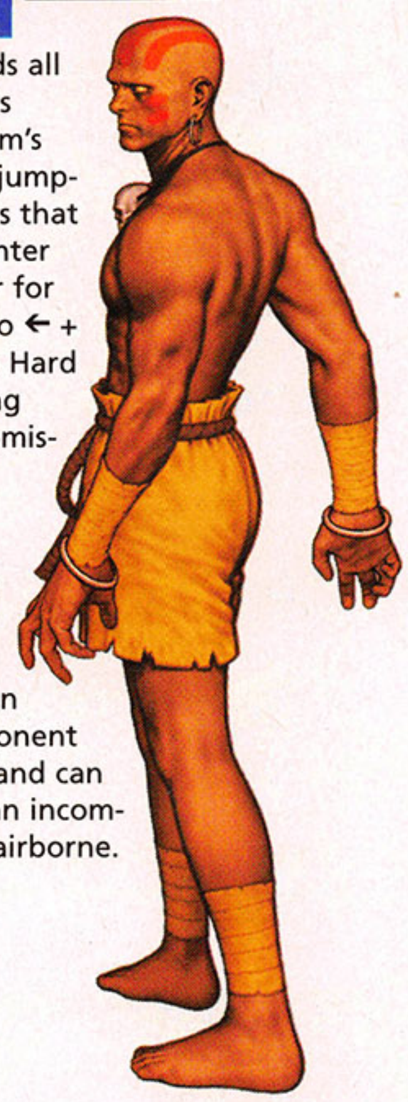
Because of the new rolling system, Ryu only suffers when throwing close projectiles at an opponent, since one can easily roll under a projectile upon sight. However, *Street Fighter II Turbo Hyper Fighting* fans can rejoice: Ryu's uppercut is semi-invincible again, his Hurricane Kick is still capable of high priority damage and it can easily fly over Sonic Booms from Guile upon reaction. Overall, Ryu is still one of the top characters in the game, as he has been in every *Street Fighter* game in existence. Ryu's best cross up move is Cross up Hard Kick, crouching Light Punch, crouching Light Kick, Hurricane Kick with Hard Kick. After this is successfully performed, you are in position to successfully perform the same combo once again; your opponent will have to learn to roll out of the way or block. Ryu's Roundhouse Sweep can be used in a chain combo after a jump-in hard kick and two crouching Light Kicks. Ryu can chain an air Tatsumaki Senpu Kyaku (hurricane kick) from a deep jump-in Light Kick. Use Ryu's Hop Kick to leap over Sagat's Low Tiger Shots as well.

Extended Normal Moves
Overhead—→ + Light Punch
Hop Kick—→ + Light Kick
Roundhouse Sweep—↘ + Hard Kick

Special Moves
Hadouken—↓ ↘ → + Punch
Shouryuken—→ ↓ ↘ + Punch
Tatsumaki Senpu Kyaku (can also be done in air)— ↓ ↙ ← + Kick

Super Moves
Shin Shouryuken—↓ ↘ → ↓ ↘ → + Kick
Shin Hadouken—↓ ↘ → ↓ ↘ → + Punch
Shin Tatsumaki Senpu Kyaku—↓ ↙ ← ↓ ↙ ← + Kick

DHALSIM — RATIO 1



As a ratio 1 character, Dhalsim needs all the strength he can get. The removal of his Strong and Forward attacks inhibits Dhalsim's ability to effectively stop opponents from jumping in at certain angles. The normal attacks that Dhalsim was able to keep are his only counter against air attacks, either for a clean hit or for trading purposes. Strong Punch turned into ← + Hard Punch, Forward Kick turned into ← + Hard Kick and Dhalsim's original anti-air standing Jab Punch is a standing Light Punch. The omission of Dhalsim's Yoga Flame Super Move hurts him slightly, but he can still remove most of an opponent's life bar, setting up his remaining team members for an easier time than before. Dhalsim has only two "drill moves" left, but because the game engine disregards Air Blocking, Dhalsim can sweep his opponent with a slide if an opponent attempts to jump at him from a distance, and can use his Hard Punch Air Drill to knock out an incoming air move if Dhalsim himself is already airborne.

Extended Normal Moves

- Slide—↘ + Hard Kick
- Fierce Drill—↓ + Hard Punch (in air)
- Angle Drill—↓ + Hard Kick (in air)

Special Moves

- Yoga Fire—↓ ↘ → + Punch
- Yoga Flame—→ ↘ ↓ ↙ ← + Punch
- Yoga Blast—→ ↘ ↓ ↙ ← + Kick

Super Moves

- Yoga Stream—↓ ↘ → ↓ ↘ → + Punch
- Yoga Volcano—↓ ↘ → ↓ ↘ → + Kick

CHUN-LI — RATIO 2

Since Chun-Li was toned down from her hyper and maniacal ways in *Street Fighter Alpha 2* to *Alpha 3*, some players have abandoned her. She still maintains a quick, aggressive style, but many of her moves from the *Alpha* series have been omitted here and her Kikoken is slower than molasses oozing from a bottle. It's best to use this move in a combo only. Her Spinning Bird Kick—which only made an appearance as an X Mode Specialty Move in *Street Fighter Alpha 3*—can go through projectiles, but is not as effective as it was in previous incarnations of *Street Fighter*. Her standing Hard Kick can be somewhat effective as an anti-air move; it works from a distance, but it's even better when it changes to its old format of a close Roundhouse Kick from *Street Fighter Alpha 2*. The problem is that it can only be done from a certain distance when your opponent is close enough to you, making it difficult to judge the spacing correctly without getting pummeled.

Extended Normal Moves

- Roundhouse Sweep—↘ + Hard Kick
- Heel Kick (in air)—↓ + Hard Kick
- Flip Kick—↘ + Light Kick

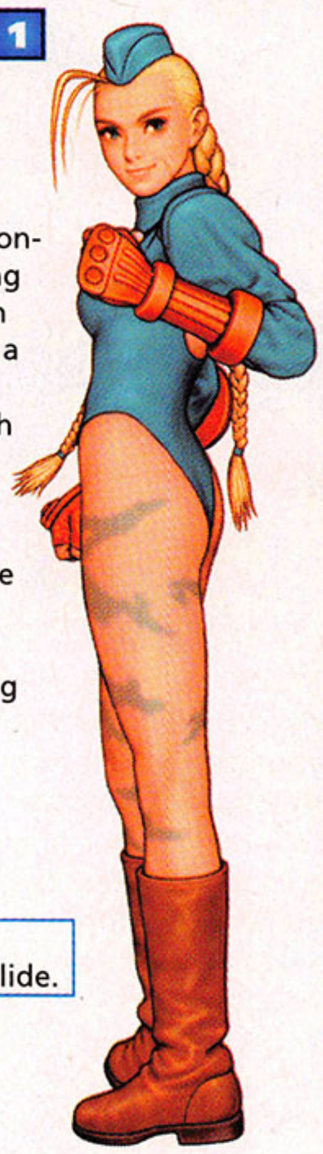
Special Moves

- Lightning Kick—Press any Kick button repeatedly
- Spinning Bird Kick—Charge ← for two seconds, → + Kick
- Tenshou Kyaku—Charge ↓ for two seconds, ↑ + Kick
- Kikouken—← ↙ ↓ ↘ → + Punch

Super Moves

- Senretsukyaku—Charge ← for two seconds, → ← → + Kick
- Hazan Tenshokyaku— Charge ↙ for two seconds, ↘, ↙, ↗ + Kick
- Kikosho—↓ ↘ → ↓ ↘ → + Punch

CAMMY — RATIO 1



Normally a poking type of character, Cammy has been promoted to something of a cross-up queen as well! Her jumping Light Kick crosses up the opponent with ease, and can be connected with a standing Light Punch and crouching Short Kick two-in-one into a Cannon Spike for an easy four-hit combo! Cammy's Cannon Spike has a longer delay, making it difficult to determine when to knock your opponent out of the air with it from an attempted jump-in. Her standing Hard Kick still has great range up close, and Cammy can finally two-in-one her crouching Forward Kick (Hard Kick) into a Cannon Drill once again. Cammy is down to one Super Move—the Spindrive Smasher—but it can be comboed from almost any move in the game, even her crouching Roundhouse Kick! (↘ + Hard Kick)

Extended Normal Moves

- Roundhouse Sweep—↘ + Hard Kick

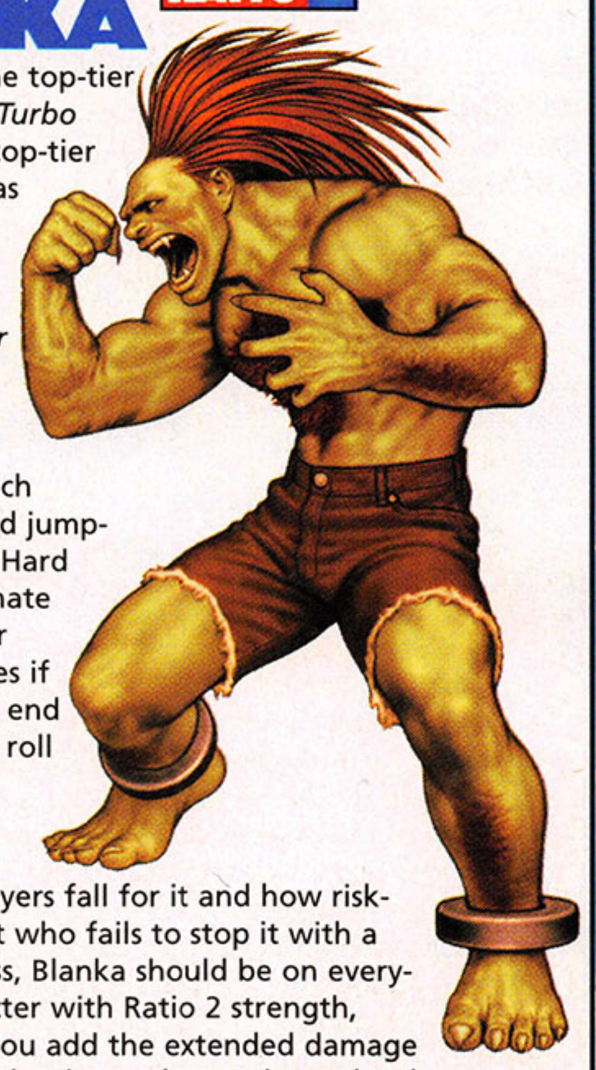
Special Moves

- Hooligan Combination—↓ ↘ → ↗ + Punch, any Punch button for Air Grab, any Kick button for Slide.
- Axel Spinning Knuckle—→ ↘ ↓ ↙ ← + Punch
- Cannon Spike—→ ↓ ↘ + Kick
- Cannon Drill—↓ ↘ → + Kick

Super Moves

- Spindrive Smasher—↓ ↘ → ↓ ↘ → + Kick

BLANKA — RATIO 1



Blanka, easily one of the top-tier characters in *Street Fighter II Turbo Hyper Fighting*, is back to his top-tier ways in *Capcom vs. SNK*. He has the deceiving looks of his *Street Fighter Alpha 3* alter ego, but plays like a combination of the Blankas from *Super Street Fighter II Turbo* and *Hyper Fighting*. His strongest moves are his basic moves, literally. The standing Fierce Punch (an effective anti-air move) and jumping straight up in the air with Hard Kick are all you need to dominate with Blanka. You can fool your opponent into making mistakes if they roll at you; wait until the end of their roll, then have Blanka roll and immediately go into the motion for his Rolling Attack. I can't begin to tell you how effective this is, how many players fall for it and how risk-free it is against any opponent who fails to stop it with a standing Jab Punch! Regardless, Blanka should be on everyone's team. He is a free character with Ratio 2 strength, which is even more deadly if you add the extended damage feature that each character maintains at the maximum levels of your Super Gauge in both Capcom and SNK groove.

Extended Normal Moves

- Roundhouse Sweep—↘ + Hard Kick
- Double Head Butt—← + Hard Punch
- Double Knee—← + Light Kick
- Slide Attack—↘ + Hard Punch

Special Moves

- Rolling Attack—Charge ← for two seconds, → + Punch
- Back Step Rolling—Charge ← for two seconds, → + Kick
- Vertical Rolling— Charge ↓ for two seconds, ↑ + Kick
- Electric Thunder—Press any Punch button repeatedly
- Forward or Back Dash—← or → + both Kick buttons simultaneously

Super Moves

- Direct Lightning—Charge ← for two seconds, → ← → + Punch
- Shout of Earth—Charge ↙ for two seconds, ↘, ↙, ↗ + Punch

KEN RATIO 2

Ken benefits as well from the return to the old-school style of gameplay. He's similar to his *Street Fighter Alpha* (fast rolls) and *Street Fighter Alpha 2* (new kick maneuvers) counterparts. Ken's new Ryusen Kyaku kick has good priority, but cannot be done in a combo at all. Now with two different types of rolls, Ken can put on the pressure more than ever with his quick moves and random uppercut with no delay. Ken's Hadouken/Shouryuken trap only works at the end of the screen due to the game engine inhibiting projectile-heavy gameplay.

Extended Normal Moves

- Overhead Kick—→ + Light Kick
- Roundhouse Sweep—↘ + Hard Kick

Special Moves

- Hadouken—↓ ↘ → + Punch
- Shouryuken—→ ↓ ↘ + Punch
- Tatsumaki Senpu Kyaku (can also be done in air)—↓ ↙ ← + Kick
- Ryusen Kyaku—→ ↓ ↘ + Kick

Super Moves

- Shouryureppa—↓ ↘ → ↓ ↘ + Punch
- Shinryuken—↓ ↘ → ↓ ↘ + Kick
- Shitsupujinraikyaku—↓ ↙ ← ↓ ↙ ← + Kick

BALROG RATIO 2

The strongest of the Ratio 2 characters—yes, that includes Zangief and Raiden—Balrog is another character along with Blanka that should be up for consideration on every person's team, just because of his strength and overall effectiveness. Balrog plays much better than he did in *Street Fighter Alpha 3*, more so like his *Super Street Fighter II Turbo* counterpart. The Buffalo Headbutt returns, but it does not go through projectiles anymore. His roll is actually a forward dash that goes through projectiles and other various moves, but looks like a dodging maneuver instead. Balrog players can sneakily perform a Buffalo Headbutt immediately following this, because it looks as though Balrog is not charging for this move. Normally, most players can see that Balrog must duck in order to "charge" for this move, but since Balrog's roll is actually a dash, it looks like he is moving freely at the opponent without a charge. Balrog can easily combine numerous crouching Light punches into a Dash Straight, or Dash Ground Straight, then shift toward the opponent and try again. There's a trick that will allow you to get the Dash Ground Straight to appear instantly and catch your opponent off-guard, making him or her think that you're not charging for any particular move. In essence, you are not; the "charge" will automatically be registered when Balrog rolls to the other side of an opponent. Now you can easily perform the Dash Ground Straight just by holding the joystick in the offensive or defensive crouch position (depending on where your opponent is at the moment of intended impact). To make matters worse, Balrog's Super Dashing Straight has such high priority that he will almost always get a free hit in after it's blocked. Clearly one of the most complete characters in the game, and well-adjusted to the gameplay engine.

Extended Normal Moves

- Roundhouse Sweep—↘ + Hard Kick
- Anti Air Fierce Punch—↘ + Hard Punch

Special Moves

- Dash Straight—Charge ← for two seconds, → + Punch
- Buffalo Headbutt— Charge ↓ for two seconds, ↑ + Punch
- Dash Ground Straight—Charge ← for two seconds, ↘ + Punch
- Dash Uppercut—Charge ← for two seconds, → + Kick
- Turn Punch—Hold both Punch or Kick Buttons, release.

Super Moves

- Crazy Buffalo—Charge ← for two seconds, → ← → + Punch
- Gigaton Blow (Level 3 Capcom groove or SNK groove MAX)—Charge ← for two seconds, → ← → + Kick

E. HONDA RATIO 2

E. Honda can still two-in-one from his crouching Light Kick and play a game of cross-up confusion with his flying sumo drop (Super Hyakken Otoshi)! Mix up these tactics by performing this maneuver with a Light Kick, then a Hard Kick. E. Honda's splash (jump in with Hard Kick) has high priority and his Super Zutsuki headbutt still maintains somewhat of an advantage as an effective anti-air counter. E. Honda plays much like his *Alpha 3* counterpart, but adds his overall technique from Super Street Fighter II Turbo in terms of effectiveness, only because of the omitted Air Blocking technique.

Extended Normal Moves

- Splash (in air)—↓ + Hard Kick

Special Moves

- Super Zutsuki—Charge ← for two seconds, → + Punch
- Super Hyakken Otoshi— Charge ↓ for two seconds, ↑ + Kick
- Oicho Slam—Rotate the joystick or D-pad 360° + any Punch button
- Hundred Hand Slap—Press any Punch button repeatedly

Super Moves

- Oni Muso—Charge ← for two seconds, → ← → + Punch
- Orochi Crush—(Level 3 Capcom groove or SNK groove MAX)—Rotate the joystick or D-pad 720° + Punch

ZANGIEF RATIO 2

Zangief suffers the most of any of the *Street Fighter* characters because he is missing not only his crouching Strong Punch anti-air move, but he is also lacking the ability to effectively get in close to an opponent and grab them without being knocked out of the air with some type of anti-air move. His crouching Hard Punch has no priority against players that rely on sweeps or other various low attacks; it can be easily countered. Zangief's main anti-air move is his Double Lariat with both Kick buttons...but getting close to an opponent is another story. Your main offensive strategy is to perform a Screw Piledriver on your opponent after using the rolling technique. Zangief's Vanishing Flat has lost its luster since rolls can go through projectiles, have no lag and are much more effective in setting up an offensive scheme anyway.

Special Moves

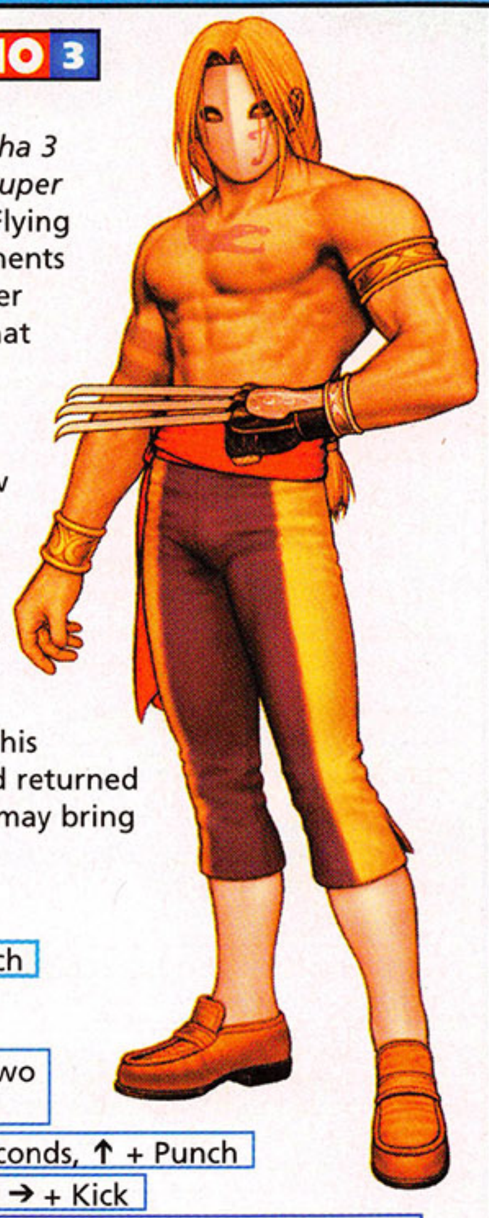
- Vanishing Flat—→ ↓ ↘ + Punch
- Screw Piledriver—Rotate the joystick or D-pad 360° + any Punch button
- Atomic Suplex—Rotate the joystick or D-pad 360° + any Kick button
- Power Bomb (far)—Rotate the joystick or D-pad 360° + Kick button
- Double Lariat (high)—Press both Punch buttons simultaneously
- Double Lariat (low)—Press both Kick buttons simultaneously

Super Moves

- Aerial Russian Slam—↓ ↘ → ↓ ↘ → + Kick
- Final Atomic Buster—Rotate the joystick or D-pad 720° + any Punch button

Capcom vs. SNK

VEGA RATIO 3



Vega looks exactly like his *Alpha 3* counterpart, but plays similar to his *Super Street Fighter II Turbo* alter ego. His Flying Barcelona Attack knocks down opponents once again, setting him up for another attempted Flying Barcelona Attack that can be used to cross up the opponent...or a flying Izuna Drop, Vega's most damaging special move. Vega's anti-air crouching Fierce Punch is now ↘ + Hard Punch, and his crouching Strong Punch is now just a crouching Hard Punch. Use Vega's Flip Kick if an opponent is deep, and two-in-one the Rolling Crystal Flash from a crouching Light Kick if you are close enough. Vega may have lost most of his *Alpha 3* priority, but his potential and returned *Super Street Fighter II Turbo* priority may bring him back to the top of the rankings.

Extended Normal Moves

Anti-Air Fierce Claw—↘ + Fierce Punch

Special Moves

Rolling Crystal Flash—Charge ← for two seconds, → + Punch

Sky High Claw—Charge ↓ for two seconds, ↑ + Punch

Flip Kick—Charge ↙ for two seconds, → + Kick

Flying Barcelona Attack—Charge ↓ for two seconds, ↑ + Kick, any Punch button

Izuna Drop—Charge ↓ for two seconds, ↑ + Kick, ↓ + Punch

Backwards Flip—Both Punch or Kick Buttons simultaneously

Super Moves

Red Impact—Charge ← for two seconds, → ← → + Punch

Scarlet Mirage—Charge ← for two seconds, → ← → + Kick

Rolling Inuza Drop— Charge ↙ for two seconds, ↘, ↙, ↗ + Kick, ↓ + Punch

SAGAT RATIO 3

The strongest of the boss characters, Sagat can easily perform his old *Super Street Fighter II*-style fast fireballs with almost no lag...and don't forget his immensely overpowered one-hit Tiger Uppercuts. Sagat's Tiger Genocide Super Move can easily go through most moves, and his standing Hard Punch still has remnants of old-school written all over it. Sagat likes to play keep-away and various mind games. Use his crouching Hard Kick two-in-one into a low Tiger shot to push your opponent away if they try to play too many games of footsie. Mix up your tactics with crouching Light Punch, crouching Light Kick, crouching Light Punch, two-in-one into low Tiger Shot to surprise an opponent as well. It does not connect as a combo attack, but it is a great push-away tactic if an opponent gets a little too close for comfort.

Extended Normal Moves

Roundhouse Sweep—↘ + Hard Kick

Special Moves

Tiger Shot—↓ ↘ → + Punch

Low Tiger Shot—↓ ↘ → + Kick

Tiger Knee—→ ↓ ↘ + Kick

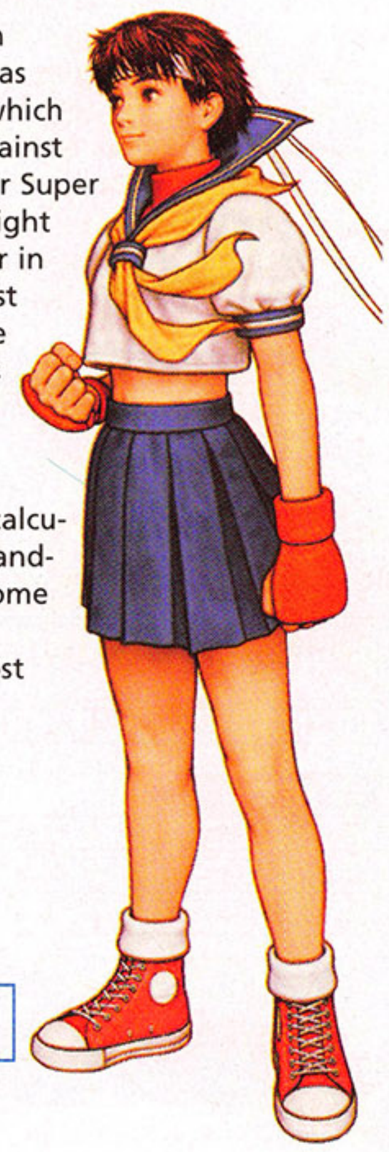
Tiger Uppercut—→ ↓ ↘ + Punch

Super Moves

Tiger Genocide—↓ ↘ → ↓ ↘ → + Punch

Tiger Raid—↓ ↙ ← ↓ ↙ ← + Kick

SAKURA RATIO 1



One of the best Ratio 1 characters in the game, Sakura looks weak at first, but has increased priority on her cross-up combo (which caused nightmares for everyone playing against her in *Street Fighter Alpha 2*) and has easier Super Moves from crouching Light Punches and Light Kicks that will annoy you to oblivion. Factor in Sakura's roll—which has some of the highest priority in the game—and you have an elite character in the making once again. What's that you say? You can't be crossed up because you will just roll out of the way when you see it being attempted? Sakura's jump is much quicker and much harder to calculate if you are on the defensive. Yes, her standing Hard Kick (Roundhouse Kick) has lost some momentum, but her crouching Hard Punch (Fierce Punch) has taken its place as her most effective anti-air move.

Extended Normal Moves

Overhead—→ + Light Kick

Special Moves

Hadoushou—↓ ↘ → + Punch

Shoukakyaku—↓ ↙ ← + Kick

Shinpurenkyaku (after Shoukakyaku)—↓ ↙ ← + Kick, ↓ ↙ ← + Kick,

Kououken—→ ↓ ↘ + Punch

Super Moves

Spring One Round—↓ ↘ → ↓ ↘ → + Punch

Shun Issen—↓ ↙ ← ↓ ↙ ← + Kick

M. BISON RATIO 3

The fearless dictator looks impressive; gone is the "chunky" M. Bison we have grown accustomed to from the *Street Fighter Alpha* series, and back from the guts of *Super Street Fighter II* is a sleeker version of what M. Bison should have looked like all along. Bison's most powerful move is his Head Press, which eats up a large portion of damage—as befits a Ratio 3 character—but is very slow and is telegraphed quite easily anyway. Bison's Somersault Skull Diver is the X Mode *Street Fighter Alpha 3* version. It can still be faked as if you are actually performing that move (or an upcoming Head Press), but you can land next to your opponent and end up throwing them quite easily. Bison's new Psycho Impact can only be two-in-oned into a combo off of a crouching Light Punch or two, and his new Psycho Vanish is worthless. This is what took the place of the Psycho Crusher and projectile that he used to rely on extensively? The Psycho Crusher is now only available as a Super Move; fortunately, each Double Knee Press—when successfully connected—will knock down your opponent, setting them up for another combo attack from crouching Light Punch or Light Kick. Use a standing Hard Punch as an effective anti-air maneuver.

Extended Normal Moves

Anti-Air Fierce Punch—Standing hard Punch

Special Moves

Psycho Impact—Charge ← for two seconds, → + Punch

Psycho Vanish—→ ↓ ↘ + Punch

Double Knee Press—Charge ← for two seconds, → + Kick

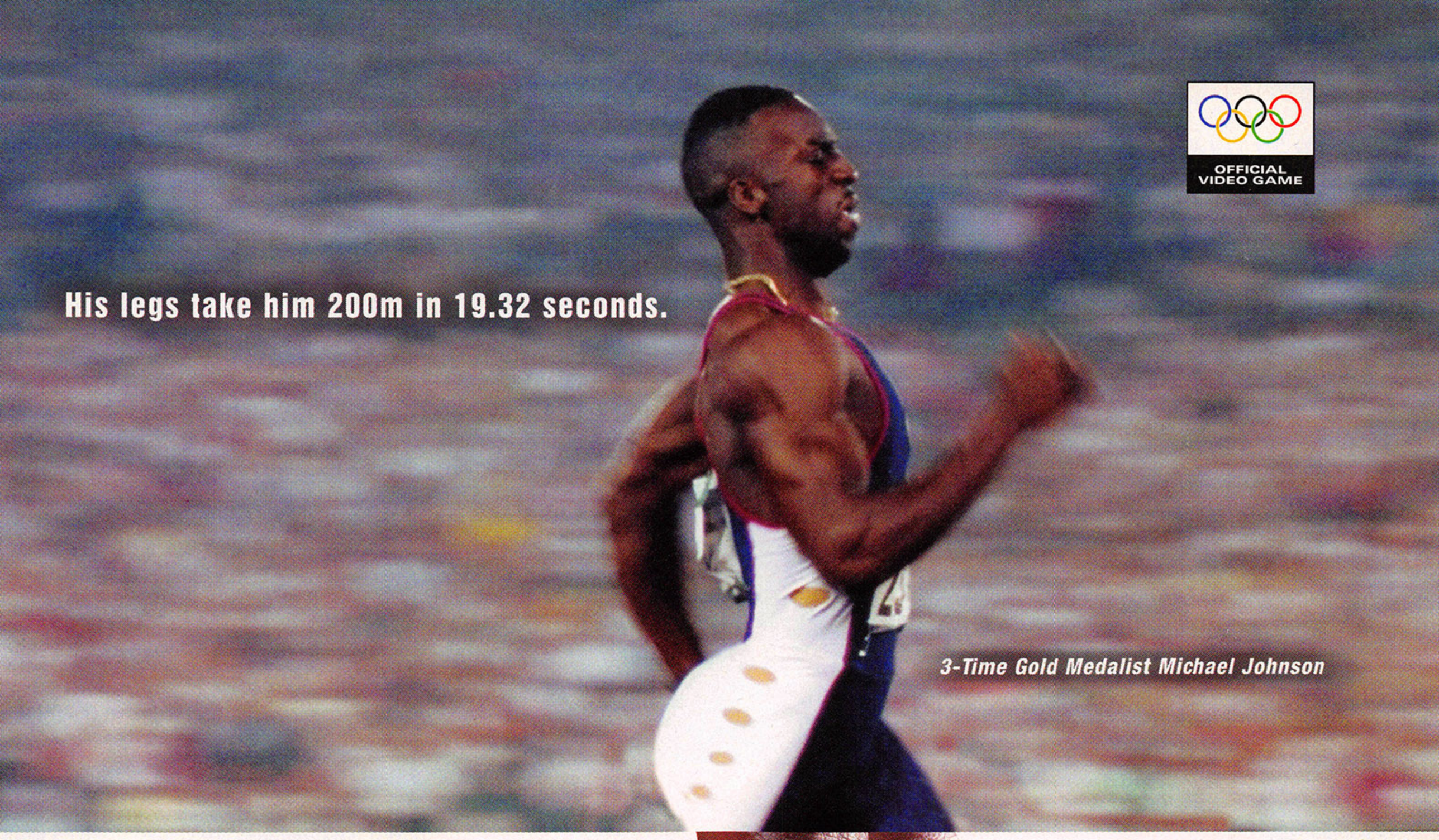
Somersault Skull Diver—Charge ↓ for two seconds, ↑ + Punch

Head Press—Charge ↓ for two seconds, ↑ + Kick

Super Moves

Psycho Crusher—Charge ← for two seconds, → ← → + Punch

Knee Press Nightmare—Charge ← for two seconds, → ← → + Kick



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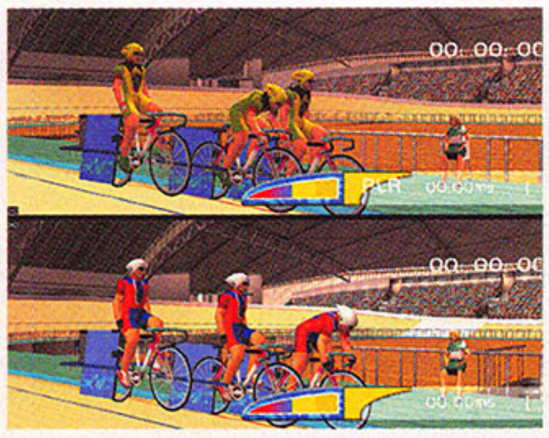

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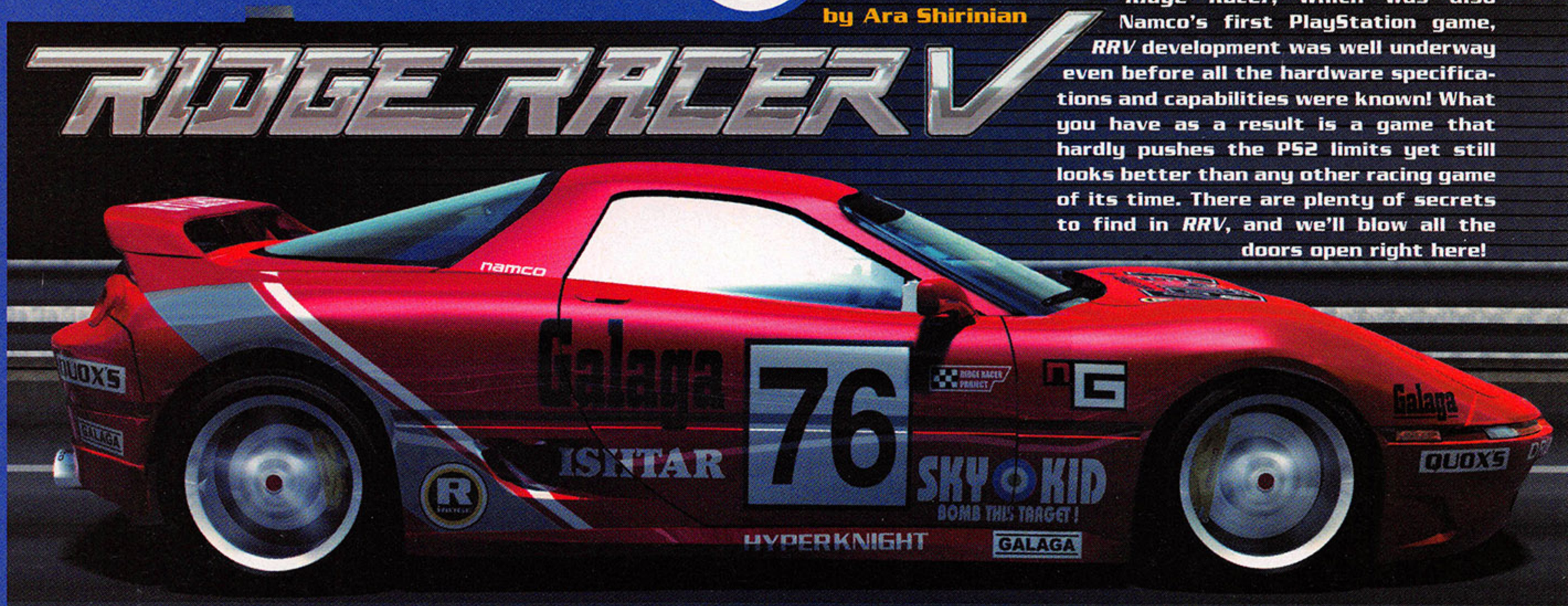
Ridge Racer V

by Ara Shirinian



Ridge Racer V **is one of Namco's first PlayStation 2 games. Much like the original** ***Ridge Racer***, **which was also Namco's first PlayStation game,** ***RRV*** **development was well underway even before all the hardware specifications and capabilities were known! What you have as a result is a game that hardly pushes the PS2 limits yet still looks better than any other racing game of its time. There are plenty of secrets to find in** ***RRV***, **and we'll blow all the doors open right here!**

HOW TO UNLOCK EVERYTHING!

This table details every single item that can be acquired or unlocked in the game. Most of these build on top of the previous ones, so you'll be forced to complete many of these in the order they're listed.

Do This...	For This Result...
Clear Standard class GP	Acquire the Standard car + engine you just used. Acquire Standard class GP trophy. Unlock new design mode features. Unlock Extra class GP 1.
Clear Extra class GP 1	Acquire the Extra car + engine you just used. Acquire Extra class GP 1 trophy. Unlock Sunny Beach in Time Attack & Free Run modes. Unlock Extra class GP 2.
Clear Extra class GP 2	Acquire Extra class GP 2 trophy. Unlock Green Field in Time Attack & Free Run modes. Unlock Extra class GP 3.
Clear Extra class GP 3	Acquire Extra class GP 3 trophy. Unlock all normal courses except Airport Oval in Time Attack & Free Run modes Unlock Extra class GP 4.
Clear Extra class GP 4	Acquire the Oval engine for the car you just used. Acquire Extra class GP 4 trophy. Unlock Airport Oval in Time Attack & Free Run modes. Unlock Maximum class GP (Hard difficulty only). Unlock more new design mode features.
Clear Maximum class GP	Acquire Maximum class trophy.
Beat all of one Rival's times in Time Attack	Unlock Duel mode vs. that Rival.
Clear any Duel	Acquire that Rival's car + engine. Acquire that Rival's Medal.
Clear all four Duels	Unlock Battle Royal in Duel mode.
Clear Battle Royal	Acquire Battle Royal Medal. Unlock 99 Trial.
Clear 99 Trial	Acquire 99 Trial trophy.
Accumulate 250 miles	Acquire three new music selections.
Accumulate 1,500 miles	Acquire one new music selection. Acquire Pac-Man's car + engine. Unlock Pac-Man GP
Clear Pac-Man GP	Acquire the four ghost cars + engines.

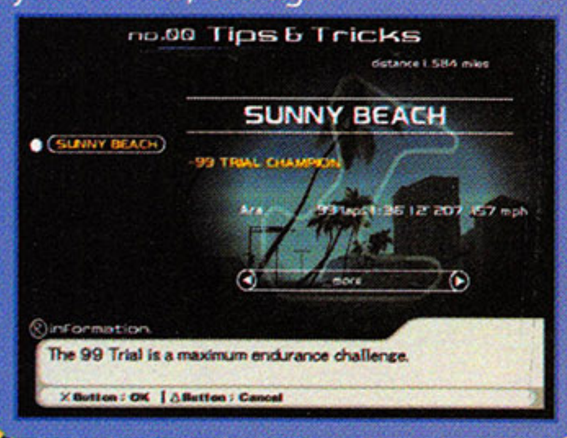
DUEL MODE

After you finish all four Extra GPs, beat these times in Time Attack to challenge your rivals and unlock Duel mode! One duel will be unlocked for each rival whose times you beat in both Standard Time Attack and Extra Time Attack. In the table below you'll find all of the rivals' times:

Course	Time to beat	Rival
Sunny Beach (Standard)	3'24"765	Devil
Green Field (Standard)	4'44"765	Angel
Park Town (Standard)	2'47"765	Spirit
Outer Pass (Standard)	3'43"765	Pluto
Green Field (Extra)	4'13"765	Devil
Sunny Beach (Extra)	3'03"765	Angel
Bayside Line (Extra)	5'49"765	Spirit
Above The City (Extra)	3'43"765	Pluto

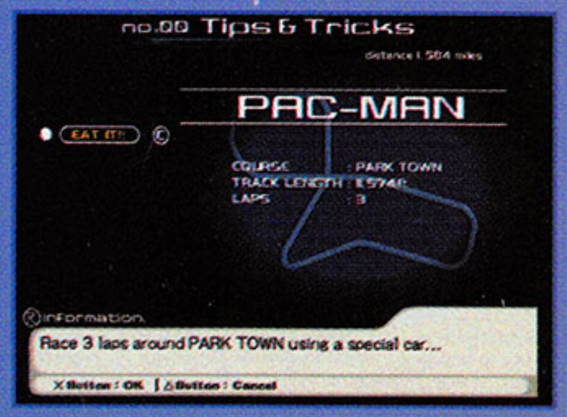
99 TRIAL MODE

This endurance challenge appears in your race menu after you've cleared the Battle Royal. You must race 99 laps on Sunny Beach! It's not really hard, but it will take you at least an hour and a half, probably more. Because the distance of the race is so long, the opponent cars will be spaced further apart and they'll be more difficult to overtake. Don't be surprised if it takes you 20 laps just to pass one car! Because of this, drafting is crucial. Get directly behind an opponent when you approach from behind for a small speed boost. Don't forget to get out of the way before you collide, though!



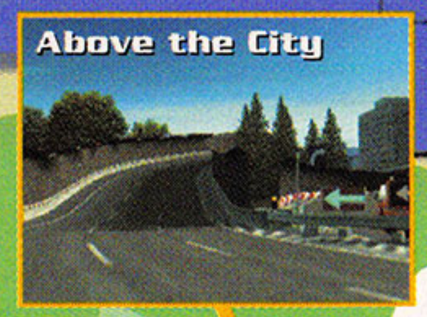
PAC-MAN MODE

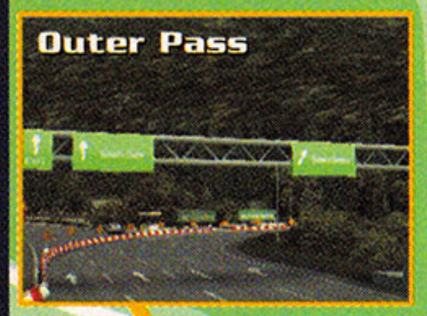
If you have the patience to accumulate over 1,500 miles on your odometer, Pac-Man will appear in your race menu. 1,500 miles is a long, long distance. The best way to fulfill this requirement is to take the Kamata Angelus out on the Airport Oval in Free Run. With the fastest car on the fastest course, you'll be able to average over 275 miles per hour.

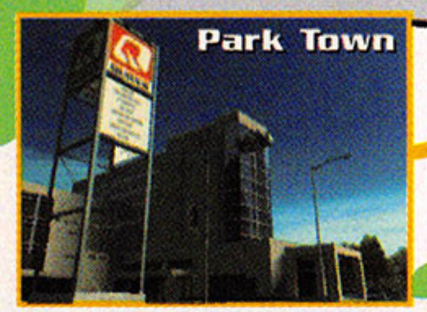


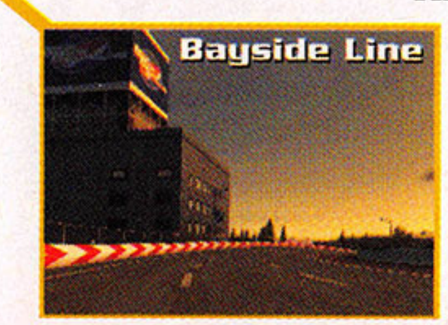
RIDGE CITY MAP

Here is a map of all the courses in Ridge City. Many of them intersect and overlap, which is why it doesn't really look like there are seven separate ones.









NEW RIDGE AIRPORT

SUNNY BEACH

MOUNT VALLEY

RIDGE CITY BAY

NORTH RIVER

SOUTH GATE

BUSINESS PARK

ROCK GARDENS

RIVERSIDE VILLAGE

RADIO RAMP

CENTAL ARCADE

TRADING SQUARE

START/FINISH

BROADCAST AREA

RIDGE COUNTY BELT

RIDGE COUNTY BELT

UPTOWN

DOWNTOWN

CITY PARK

EAST ZONE

LEGEND

- Park Town
- Sunny Beach
- Outer Pass
- Above The City
- Bayside Line
- Green Field
- Airport Oval

PlayStation 2 strategy

Ridge Racer V

SECRET CAR CATALOG

Here are the details on all the secret cars in the game!
All of these are considered to be "Duel" category cars.

Danver SPECTRA (Pluto's car)

Type:	Drift
Length:	225 in.
Width:	85 in.
Height:	45 in.
Weight:	4,409 lbs.
Top Speed:	249 mph
Max RPM:	10,500
Max Power:	3,221 ps @ 9,000 rpm
Max Torque:	340 kg-m @ 5,300 rpm
Engine Name:	16D-GZTE
Engine Type:	V8-SOHC Super Charger
Displacement:	10,000 cc
Transmission:	6AT/6MT
Drivetrain:	FR

Rivelta CRINALE (Devil's car)

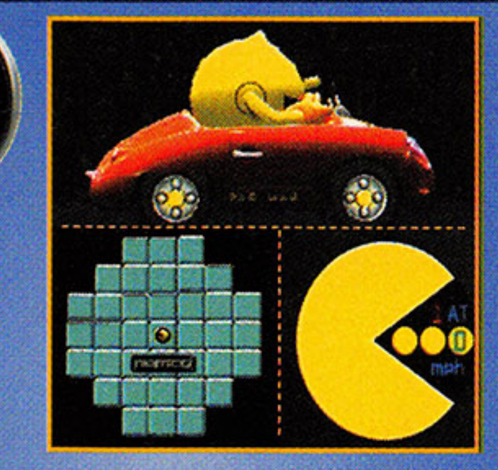
Type:	Drift
Length:	193 in.
Width:	86 in.
Height:	44 in.
Weight:	2,557 lbs.
Top Speed:	284 mph
Max RPM:	12,000
Max Power:	2,205 ps @ 10,500 rpm
Max Torque:	100 kg-m @ 9,750 rpm
Engine Name:	R765DV
Engine Type:	V12-DOHC4 Turbo
Displacement:	6,000 cc
Transmission:	7AT/7MT
Drivetrain:	MR

Soldat RUMEUR (Spirit's car)

Type:	Grip
Length:	138 in.
Width:	65 in.
Height:	49 in.
Weight:	1,279 lbs.
Top Speed:	233 mph
Max RPM:	7,500
Max Power:	521 ps @ 6,000 rpm
Max Torque:	61 kg-m @ 6,000 rpm
Engine Name:	GC118SLM
Engine Type:	V6-DOHC
Displacement:	3,600 cc
Transmission:	5AT/5MT
Drivetrain:	RR

Kamata ANGELUS (Angel's car)

Type:	Grip
Length:	175 in.
Width:	83 in.
Height:	42 in.
Weight:	2,314 lbs.
Top Speed:	368 mph
Max RPM:	12,500
Max Power:	1,454 ps @ 11,250 rpm
Max Torque:	110 kg-m @ 6,250 rpm
Engine Name:	KA-CLMX
Engine Type:	CRAYMEL W18
Displacement:	6,400 cc
Transmission:	7AT/7MT
Drivetrain:	MR



PAC-MAN

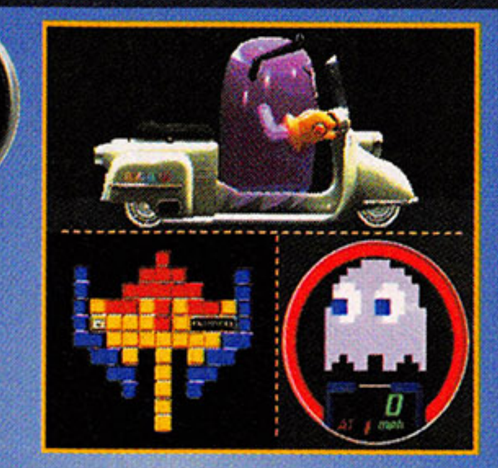
Type:	Drift
Length:	80 in.
Width:	39 in.
Height:	44 in.
Weight:	209 lbs.
Top Speed:	184 mph
Engine Name:	PWD1980
Engine Type:	Power Pellet
Transmission:	4AT/4MT

BLINKY

Type:	Grip
Length:	78 in.
Width:	31 in.
Height:	46 in.
Weight:	154 lbs.
Top Speed:	196 mph
Engine Name:	PM-CHR1
Engine Type:	Cherry
Transmission:	4AT/4MT

INKY

Type:	Drift
Length:	78 in.
Width:	31 in.
Height:	46 in.
Weight:	154 lbs.
Top Speed:	235 mph
Engine Name:	PM-CHR2
Engine Type:	Strawberry
Transmission:	5AT/5MT



PINKY

Type:	Grip
Length:	78 in.
Width:	31 in.
Height:	46 in.
Weight:	154 lbs.
Top Speed:	195 mph
Engine Name:	PM-CHR3
Engine Type:	Galaxian
Transmission:	1AT/1MT

CLYDE

Type:	Drift
Length:	78 in.
Width:	31 in.
Height:	46 in.
Weight:	154 lbs.
Top Speed:	193 mph
Engine Name:	PM-CHR4
Engine Type:	Key
Transmission:	3AT/3MT

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by Ara Shirinian

ETERNAL RING

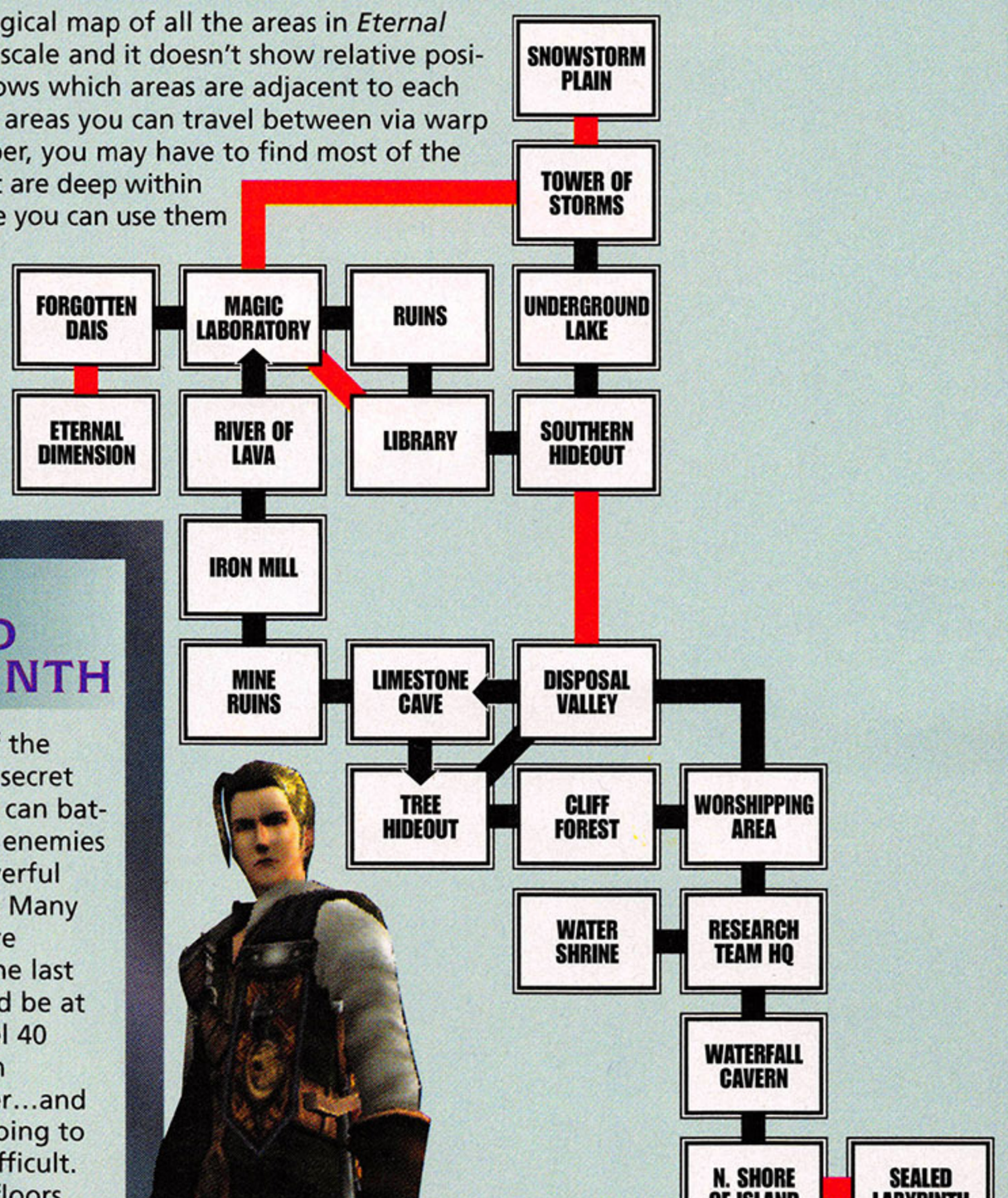
Developed by From Software, *Eternal Ring* can best be described as *King's Field* for the PlayStation 2. The original series had lots of slowdown, dark graphics and a horizon line that was too close, making it difficult or impossible to see faraway objects. Although the engine is similar, *Eternal Ring* never slows down, the graphics are bright and smooth and in some places in the game you can see way off into the distance. It's everything that *King's Field* was supposed to be. One of the gameplay differences between *Eternal Ring* and *King's Field* is that *Eternal Ring* is all about magic and spells (represented as rings in the game). Weapons and other equipment are only marginally important to your success. In this strategy, we'll concentrate on showing you how to obtain all 100 rings!

GENERAL STRATEGY

To progress in *Eternal Ring*, there are two important things to keep in mind. First, magic is the key. There are many enemies that will take forever to kill with your sword, but you'll be able to defeat them with only a few hits of the right magic. Second, experience points are crucial. When you enter a new area in the game, you might be overwhelmed by the strength of the new enemies you encounter. Take it easy and defeat weaker ones to build up your strength first. Be patient!

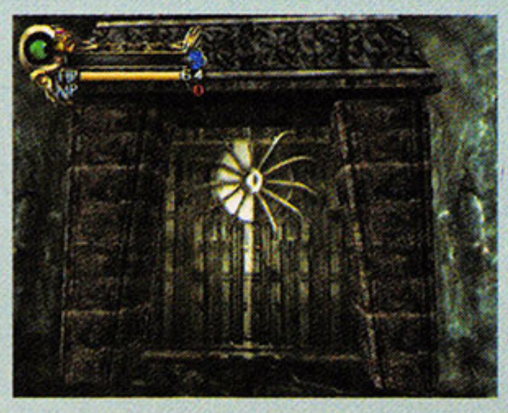
ISLAND MAP

Here is a topological map of all the areas in *Eternal Ring*. It's not to scale and it doesn't show relative positions; it only shows which areas are adjacent to each other and what areas you can travel between via warp points. Remember, you may have to find most of the warp points that are deep within the island before you can use them in both directions. Black lines denote adjacent areas and red lines denote areas connected by warp points.



THE SEALED LABYRINTH

Near the end of the game, there's a secret area where you can battle super-tough enemies and obtain powerful items and rings. Many enemies here are stronger than the last boss! You should be at least above level 40 before you even attempt to enter...and even then it's going to be extremely difficult. There are four floors here and no save points. There are only two exits, one at the beginning and one at the very end of the 4th floor. You can find the labyrinth by walking along the west shoreline at the North Shore of the island, where you begin the game. It looks like you'll drown, but if you walk next to the cliffs you'll have enough room. The entrance is guarded by a door; you'll need a Light or Dark spell (like Divine) to open it.



USING MAGIC

Magic is so important that you should really stock up on MP-healing items when you have the chance. If you can buy about 80 Magic Stones, that will be enough to last you through the whole game. You don't have to buy them all right away, but it's nice to have a stock of about 20 on hand for emergencies. Instead of buying healing items, just create a healing ring like Earth Heal and replenish your MP as necessary.

RINGS

The main focus of the game is centered around creating rings that give you special powers and abilities. All of the weapons in the game are only useful for close, hand-to-hand combat, and most of them are too weak to be effective. For the first part of the game, you'll be heavily dependent on your weapons...but as you progress, you'll have to resort to using magic as your primary attack. The only way to get most magic is to make rings! Once you get the Water Key and reach the save point just before the Worshipping Area, you'll be able to enter the special area called "Forgotten Dais" where you can create new rings. There are three major categories of rings: Magic, Attribution and Extra. Extra rings cannot be created; they must be found in different places throughout the island. To create a Magic ring, you must first find a Ring of Magic. You can then combine gems with the plain Ring of Magic to create a new Magic ring. Creating an Attribution ring is similar to a Magic ring, but you don't need a Ring of Magic.

- Attack Magic Rings
- Assist Magic Rings
- Special Magic Rings
- Single Attribution Rings
- Dual Attribution Rings
- Extra Rings

GEMS

On the island, you'll find all kinds of gems. These are essential for creating rings. Each gem has an element (color) and a level associated with it. The table below shows the correspondence of gem names with their level and element:

Element	Level				
	1	2	3	4	5
Fire (red)	Glowing	Flame	Lava	Phoenix	Fire Dragon
Earth (yellow or orange)	Leaf	Tree	Forest	Mountain	Earth Dragon
Wind (green)	Feather	Winged	Cloudy	Tornado	Wind Dragon
Water (blue)	Watery	Waterfall	Sea	Iceberg	Water Dragon
Light (white)	—	—	Sunbeam	Divine	Light Dragon
Dark (black or purple)	—	—	Dead	Ritual	Dark Dragon

For the remainder of this strategy, I'll only refer to gems by their level and element, e.g. Level 5 Fire gem.

MAGIC RING CREATION RULES

When you create a magic ring, you must combine up to six gems in different positions with a Ring of Magic. There are a lot of random elements involved when you do this. However, if you use only certain combinations of gems, you'll be able to predictably create any ring you want! Just follow the steps below:

1. Ring Element
All gems on the three spaces on the left side must be of the same element, or color. This determines the element of the ring you want to create.

2. Ring Subtype
There are three subtypes of Magic rings. These rules determine what subtype of ring you'll create:

- If you want to create a Special ring, you must use six of the exact same level 4 or 5 gem.
- If you want to create an Attack ring, all gems on the three spaces on the right side must be either Fire, Wind or Light.
- If you want to create an Assist ring, all gems on the three spaces on the the right side must be either Water, Earth or Dark.

3. Ring Level
Most rings have a "Level" associated with them. As illustrated in the Magic Ring List, each ring can be uniquely identified by a combination of Element, Subtype and Level. The rules below will determine what level your ring will be:

If you're creating a ring of element Fire, Earth, Wind or Water, use this table to determine the level of your ring. The "Gem Total Lv." is the sum of all the levels of the gems you combine.

Gem Total Lv.	Ring level
2-7	1
8-13	2
14-19	3
20-30	4

If you're creating a ring of element Light or Dark, use these tables instead:

For Light or Dark Attack Rings:

Gem Total Lv.	Ring level
4-13	1
14-19	2
20-29	3

For Light or Dark Assist Rings:

Gem Total Lv.	Ring level
4-19	1
20-30	2

EXAMPLE

To see how all this works, let's suppose we want to create the "Floating Bomb" ring. Looking at the Magic Ring List, we see that this ring has the Fire elemental, it's of the Attack subtype and its level is 3. First, in order to make a Fire ring, all of the gems on the left side must be Fire (red). Next, since we want an Attack ring, we know that all the gems on the right side must be either Fire, Wind or Light. Finally, to create a Level 3 ring, we must make sure that the sum of all the levels of the gems must add up to some number between 14 and 19. One combination that would work is to put two Level 3 Fire gems on the left side and two Level 3 Wind gems plus one Level 2 Wind gem on the right side. If this sounds confusing, with each entry in the Magic Ring List there's an example combination that will result in the ring in its row. These examples use an abbreviated notation:

Abbreviation	Meaning
L( )	Gems in parentheses to be placed on the left side
R( )	Gems in parentheses to be placed on the right side
Fi	Fire gem
Wa	Water gem
Ea	Earth gem
Wi	Wind gem
Li	Light gem
Da	Dark gem
Fi1	Fire gem, level 1
Da4	Dark gem, level 4
etc.	

So, the notation L(Ea3,Ea3,Ea3), R(Ea3,Ea3) means three Level 3 Earth gems on the left, two Level 3 Earth gems on the right.

Eternal Ring

MAGIC RING LIST

	Ring Element	Subtype	Level	Ring Name	Example Combination Gems Required & Positions	Attribute Effects							Total Attrib. Value	MP Used	Comments
						Fire	Earth	Wind	Water	Light	Dark	Str.			
1	FIRE	Attack	1	Fire Ball	L(Fi1), R(Fi1)	+15	—	—	—	—	—	—	15	2	Weak but fast.
2			2	Fire Wall	L(Fi2), R(Fi3,Fi3)	+30	+2	—	-2	—	—	—	30	4	Ground projectile.
3			3	Floating Bomb	L(Fi3,Fi3,Fi3), R(Fi3,Fi2)	+50	—	+3	-4	—	—	—	49	8	Explodes upon contact.
4			4	Bomber	L(Fi3,Fi3,Fi3), R(Fi3,Fi4,Fi4)	+75	—	—	-5	—	—	—	70	16	Powerful but slow.
5		Assist	1	Silence	L(Fi1), R(Wa1)	+15	—	—	—	—	—	—	15	8	Inflicts "Seal" status on enemy.
6			2	Weaken	L(Fi2), R(Wa3,Wa3)	+30	—	—	-2	—	+3	—	31	8	Weakens target's physical attacking strength.
7			3	Alter Fire	L(Fi3), R(Wa3,Wa4,Wa4)	+50	—	—	-3	—	—	—	47	10	Changes target's type and lowers Fire resistance.
8			4	Deplete	L(Fi4,Fi4), R(Wa4,Wa4,Wa4)	+75	+2	+2	-6	+2	+2	+2	83	12	Drains target's MP.
9		Special	1	Fiery Avenger	Fi4 x6	+80	—	—	-10	—	—	+40	110	48	Summon magic.
10			2	Fire Dragon	Fi5 x6	+120	+10	+10	-15	+10	+10	+20	165	96	The most powerful Fire magic.

	Ring Element	Subtype	Level	Ring Name	Example Combination Gems Required & Positions	Attribute Effects							Total Attrib. Value	MP Used	Comments
						Fire	Earth	Wind	Water	Light	Dark	Str.			
11	EARTH	Attack	1	Material Arrow	L(Ea1), R(Wi1)	—	+15	—	—	—	—	+3	18	3	Weak but fast.
12			2	Upheaval	L(Ea2), R(Fi3,Fi3)	—	+30	-2	—	—	—	+6	36	6	Ground projectile.
13			3	Poison	L(Ea3,Ea3,Ea3), R(Wi3,Wi2)	—	+50	-4	—	—	—	—	46	10	Inflicts "Poison" status on enemy.
14			4	Mist	L(Ea3,Ea3,Ea3), R(Fi3,Fi4,Fi4)	—	+75	-7	—	—	—	—	68	16	Inflicts "Poison" status on enemy. Wider range.
15		Assist	1	Earth Heal	L(Ea1), R(Wa1)	—	+15	—	—	—	—	—	15	10	Recovers some HP.
16			2	Protect	L(Ea2), R(Wa3,Wa3)	—	+30	-2	—	—	—	—	28	12	Provides protection against all bad status effects.
17			3	Imprisonment	L(Ea3,Ea3,Ea3), R(Ea3,Ea2)	—	+50	-2	—	—	—	—	48	16	Inflicts "Paralyze" status on enemy.
18			4	Orbiter	L(Ea4,Ea4), R(Wa4,Wa4,Wa4)	—	+75	-5	—	—	—	—	70	16	Used for defense.
19		Special	1	Earthy Axe	Ea4 x6	—	+75	-10	—	—	—	+45	110	48	Summon magic.
20			2	Earth Dragon	Ea5 x6	+14	+140	-15	+14	+14	+14	+14	195	96	The most powerful Earth magic.

	Ring Element	Subtype	Level	Ring Name	Example Combination Gems Required & Positions	Attribute Effects							Total Attrib. Value	MP Used	Comments
						Fire	Earth	Wind	Water	Light	Dark	Str.			
21	WIND	Attack	1	Wind Cutter	L(Wi1), R(Fi1)	—	—	+15	—	—	—	—	15	3	Weak but very fast.
22			2	Sonic	L(Wi2), R(Wi3,Wi3)	—	-1	+30	—	—	—	—	29	8	Ground projectile.
23			3	Tornado	L(Wi3,Wi3,Wi3), R(Wi3,Wi2)	—	-3	+50	—	—	—	—	47	16	Affects both ground & air enemies.
24			4	Vortex	L(Wi3,Wi3,Wi3), R(Fi3,Fi4,Fi4)	+2	-5	+75	—	—	—	—	72	20	Fast and powerful.
25		Assist	1	Turbulence	L(Wi1), R(Ea1)	—	—	+15	—	—	—	—	15	8	Makes enemies unstable.
26			2	Confusion	L(Wi2), R(Wa3,Wa3)	—	-2	+30	—	—	—	—	28	12	Confuses enemies for 10 seconds.
27			3	Invisible	L(Wi3,Wi3,Wi3), R(Ea3,Ea2)	-5	-5	+50	-5	-5	-5	-5	20	72	Makes you invisible.
28			4	Bind	L(Wi4,Wi4), R(Wa4,Wa4,Wa4)	—	-6	+75	—	—	+2	—	70	24	Inflicts "Paralyze" status on enemy.
29		Special	1	Spear	Wi4 x6	—	-8	+85	—	—	—	+18	95	48	Summon magic.
30			2	Wind Dragon	Wi5 x6	+11	-16	+121	+11	+11	+11	+11	160	96	The most powerful Wind magic.

	Ring Element	Subtype	Level	Ring Name	Example Combination Gems Required & Positions	Attribute Effects							Total Attrib. Value	MP Used	Comments
						Fire	Earth	Wind	Water	Light	Dark	Str.			
31	WATER	Attack	1	Ice Needle	L(Wa1), R(Wi1)	—	—	—	+15	—	—	+1	16	4	Projectile freezes enemy briefly.
32			2	Ice Wall	L(Wa2), R(Wi3,Wi3)	-2	—	—	+30	—	—	+2	30	8	Ground projectile.
33			3	Ice Trap	L(Wa3,Wa3,Wa3), R(Wi3,Wi2)	-4	—	—	+50	—	—	+3	49	8	Ground trap, only activates if an enemy walks over it.
34			4	Blizzard	L(Wa3,Wa3,Wa3), R(Fi3,Fi4,Fi4)	-6	—	—	+75	—	—	—	69	32	Short range.
35		Assist	1	Healing Water	L(Wa1), R(Ea1)	—	—	—	+15	—	—	—	15	5	Recovers a little HP.
36			2	Curing Water	L(Wa2), R(Wa3,Wa3)	-2	—	—	+30	—	—	—	28	15	Recovers more HP.
37			3	Unpoison	L(Wa3,Wa3,Wa3), R(Ea3,Ea2)	-4	-1	—	+50	—	-1	—	44	2	Recovers from "Poison" status.
38			4	Purify	L(Wa4,Wa4), R(Wa4,Wa4,Wa4)	-5	—	—	+75	—	—	—	70	16	Recovers from all bad status effects.
39		Special	1	Projectile	Wa4 x6	-15	—	—	+90	—	—	+30	105	48	Summon magic.
40			2	Water Dragon	Wa5 x6	-12	+8	+8	+124	+8	+8	+16	160	96	The most powerful Water magic.

	Ring Element	Subtype	Level	Ring Name	Example Combination Gems Required & Positions	Attribute Effects							Total Attrib. Value	MP Used	Comments
						Fire	Earth	Wind	Water	Light	Dark	Str.			
41	LIGHT	Attack	1	Divine	L(Li3), R(Wi1)	—	—	—	—	+40	-4	—	36	16	Instantly kills enemies with no resistance to Light.
42			2	Thunder	L(Li4), R(Wi4,Wi4,Wi2)	—	—	+8	—	+62	-8	—	62	24	Lightning appears in front of you.
43			3	Holy Flash	L(Li4,Li3,Li3), R(Wi4,Wi4,Wi2)	—	—	+2	—	+85	-12	+2	77	32	Powerful splitting projectile.
44		Assist	1	Absorb	L(Li3), R(Wa1)	—	—	—	—	+50	-2	—	48	16	Makes you deflect weak magic.
45			2	Bless	L(Li5), R(Wa5,Wa5,Wa5)	—	—	—	—	+75	-3	—	72	64	Nullifies enemy attacks for 10 seconds.
46		Special	—	Light Dragon	Li5 x6	+20	+20	+20	+20	+168	-17	+20	251	96	The most powerful Light magic.
47	DARK	Attack	1	Banishment	L(Da3), R(Wi1)	—	—	+1	—	-4	+40	—	37	16	Instantly kills enemies with no resistance to Dark.
48			2	Dark Thunder	L(Da4), R(Wi4,Wi4,Wi2)	—	—	—	—	-7	+62	+3	58	24	Creates a ball of lightning to fire at enemies.
49			3	Dark Flash	L(Da4,Da3,Da3), R(Fi4,Fi4,Fi2)	—	—	—	—	-18	+85	—	67	32	Powerful splitting projectile.
50		Assist	1	Guardian	L(Da3), R(Wa1)	—	—	—	—	-1	+50	—	49	16	Makes you absorb weak magic.
51			2	Dark Stop	L(Da5), R(Da5,Da5,Da5)	—	—	—	—	-5	+75	—	70	64	Inflicts "Paralyze" status on enemy.
52		Special	—	Dark Dragon	Da5 x6	+17	+17	+17	+17	-15	+133	+17	203	96	The most powerful Dark magic.

ATTRIBUTION RING CREATION RULES

When you're making an Attribution ring, it doesn't matter where you place each gem. Only the element and level of the gems matter. There are two subtypes of Attribution rings: Single and Dual. If you want to create a Single ring, you must use only gems of the same element. If you mix elements, you'll get random results. Use this table to determine what level your Single Attribution ring will be:

Gem Total Lv.	Ring level
1-8	1
9-14	2
15-30	3

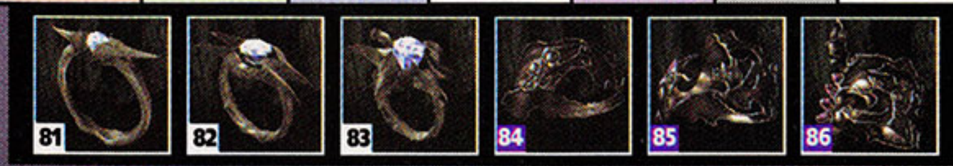
It's harder to create a Dual ring, since the results will always be random; just mix gems of different elements together and hope for the best. When you mix gems of different elements, you'll get a Dual ring only about 25% of the time. However, none of the Dual rings are really worth having, since they only marginally increase your attributes.

ATTRIBUTION RING LIST

	Ring Element	Subtype	Level	Ring Name	Example Combination Gems Required	Attribute Effects							Total Attrib. Value
						Fire	Earth	Wind	Water	Light	Dark	Str.	
53	FIRE	Single	1	Ring of Heat	Fi1	+20	—	—	-1	—	—	—	19
54			2	Ring of Flame	Fi2,Fi2,Fi2,Fi2,Fi1	+40	—	—	-2	—	—	—	38
55			3	Ring of Inferno	Fi3,Fi3,Fi3,Fi2,Fi2,Fi2	+80	—	—	-4	—	—	—	76
56		Dual	—	Wind Heat	Fire + Wind	+30	—	+10	—	-5	-5	—	30
57			—	Earth Heat	Fire + Earth	+30	+10	—	—	-5	-5	—	30
58			—	Sword Heat	Fire + Light or Dark	+30	—	—	—	-5	-5	+10	30
59			—	Water Heat	Fire + Water	+30	—	—	+10	-5	-5	—	30
60	EARTH	Single	1	Ring of Stone	Ea1	—	+20	-1	—	—	—	—	19
61			2	Ring of Rock	Ea2,Ea2,Ea2,Ea2,Ea1	—	+40	-2	—	—	—	—	38
62			3	Ring of Nature	Ea3,Ea3,Ea3,Ea2,Ea2,Ea2	—	+80	-3	—	—	—	—	77
63		Dual	—	Fire Stone	Earth + Fire	+10	+30	—	—	-5	-5	—	30
64.			—	Water Stone	Earth + Water	—	+30	—	+10	-5	-5	—	30
65			—	Sword Stone	Earth + Light or Dark	—	+30	—	—	-5	-5	+10	30
66			—	Wind Stone	Earth + Wind	—	+30	+10	—	-5	-5	—	30

67	WIND	Single	1	Ring of Breeze	Wi1	—	-1	+20	—	—	—	—	19
68			2	Ring of Gust	Wi2,Wi2,Wi2,Wi2,Wi1	—	-3	+40	—	—	—	—	37
69			3	Ring of Storm	Wi3,Wi3,Wi3,Wi2,Wi2,Wi2	—	-6	+80	—	—	—	—	74
70		Dual	—	Fire Breeze	Wind + Fire	+10	—	+30	—	-5	-5	—	30
71			—	Water Breeze	Wind + Water	—	—	+30	+10	-5	-5	—	30
72			—	Sword Breeze	Wind + Light or Dark	—	—	+30	—	-5	-5	+10	30
73			—	Earth Breeze	Wind + Earth	—	+10	+30	—	-5	-5	—	30
74	WATER	Single	1	Ring of Rain	Wa1	-1	—	—	+20	—	—	—	19
75			2	Ring of Sea	Wa2,Wa2,Wa2,Wa2,Wa1	-2	—	—	+40	—	—	—	38
76			3	Ring of Abyss	Wa3,Wa3,Wa3,Wa2,Wa2,Wa2	-3	—	—	+80	—	—	—	77
77		Dual	—	Wind Rain	Water + Wind	—	—	+10	+30	-5	-5	—	30
78			—	Earth Rain	Water + Earth	—	+10	—	+30	-5	-5	—	30
79			—	Sword Rain	Water + Light or Dark	—	—	—	+30	-5	-5	+10	30
80			—	Fire Rain	Water + Fire	+10	—	—	+30	-5	-5	—	30

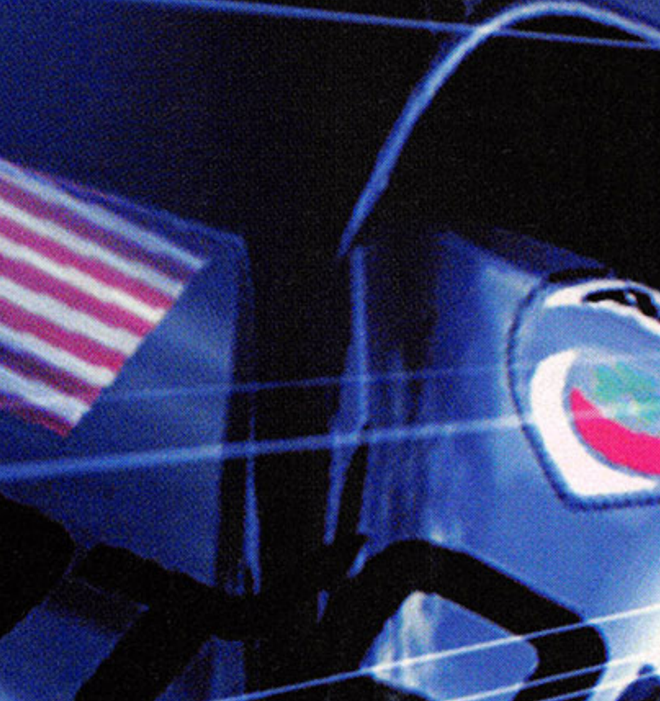
81	LIGHT	Single	1	Ring of Light	Li5	—	—	—	—	+20	-1	—	19
82			2	Ring of Shine	Li5, Li5	—	—	—	—	+40	-2	—	38
83			3	Ring of Glare	Li5, Li5, Li5	—	—	—	—	+80	-3	—	77
84	DARK	Single	1	Ring of Shadow	Da5	—	—	—	—	-1	+20	—	19
85			2	Ring of Night	Da5, Da5	—	—	—	—	-2	+40	—	38
86			3	Ring of Chaos	Da5, Da5, Da5	—	—	—	—	-5	+80	—	75



EXTRA RING LIST

	Ring Element	Ring Name	Found in...	Attribute Effects							Total Attrib. Value	Comments
				Fire	Earth	Wind	Water	Light	Dark	Str.		
87	FIRE	Animated Sword	Sealed Labyrinth, 4th Floor	+8	—	—	—	—	—	+3	11	Attack four times rapidly instead of once.
88		Power of Branch	Limestone Cave	+6	—	—	—	—	—	—	6	Modifies magic to fire two shots simultaneously.
89		Burn Edge	Sealed Labyrinth, 3rd Floor	+4	—	—	—	—	—	+4	8	Engulfs your sword in fire.
90	EARTH	Ring of Insight	Water Shrine	—	+2	—	—	—	—	—	2	Increases experience gained from defeating enemies.
91		Power of Growth	Cliff Forest	—	+8	—	—	—	—	+8	16	Gain experience slowly as you walk.
92		True Sight	Southern Hideout	—	+1	—	—	—	—	—	1	Lets you see things that you can't see normally.
93	WIND	Power of Seek	Library	-2	-2	+6	-2	-2	-2	-2	-6	Modifies magic to home in on enemies.
94		Clarity	Iron Mill	—	—	+10	—	—	—	—	10	Speeds up magic gauge recovery by 20%.
95		Power of Time	Cliff Forest	—	—	+1	—	—	—	—	1	Slows down passage of time.
96	WATER	Fortune	Sealed Labyrinth, 1st Floor	—	—	—	+4	+5	-5	—	4	Doubles frequency of items dropped by enemies.
97		Enlightenment	Snowstorm Plain	+1	+1	+1	+5	+1	+1	—	10	Decreases MP used for magic by 30%.
98		Sacrifice	Magic Laboratory, Library	—	—	—	+2	—	—	—	2	Restores life upon death. Disappears after one use.
99	LIGHT	Create Life	Sealed Labyrinth, 2nd Floor	-4	-4	-4	-4	+4	-4	-4	-20	Continuously gain HP at a slow rate.
100	DARK	Dark Pact	Sealed Labyrinth, 2nd Floor	-3	-3	-3	-3	-3	+5	-3	-13	Continuously gain MP at a slow rate.

ZCNT
ZCN


LAP
1 3
POS
3
BEST LAP
Castrol
64
1
V411

HELIX
Visteon
11

4 pm - OUT THE STARTING LINE IN 58th POSITION.

5:44PM - NEW REAR WING 20th POSITION.

8:57 pm - GEAR BOX PROBLEM. DROP TO 22nd POSITION.

11:40 pm - WHEELS CHANGED. 17th POSITION.

2:18 am - SPUN INTO GUARD RAIL. 15th POSITION.

4:00 am - TWELVE HOURS DOWN AND TWELVE TO GO. 200 MILES PER HOUR ZERO MARGIN FOR ERROR.

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Armored Core 2

By Pat Reynolds

Armored Core fanatics have been eagerly awaiting this, the first "true" sequel to the original *Armored Core*, ever since From Software announced its development for PlayStation 2. I am happy to say that—while *Armored Core 2* doesn't stray too far from the path of the earlier *AC* titles—fans will not be disappointed. This guide concentrates on the different parts in the game, including a complete listing of every single part along with important stats and info about how to find all of the hidden parts in the missions and arena. We'll also uncover the all-important "Human Plus" trick and reveal how it's done. And don't forget to check out the "Hard Core" column on page 122 to see how some of these parts fit together to create awesome Cores.

HEAD UNITS

The computer systems of your Core are stored in its head; these include the variόus sensors, mapping and radar functions. *AC 2* head units include hacking functions, which allow you to open certain locked doors throughout the game. The head unit also provides a small amount of the total Armor Points.

	Name	Price	Weight	Energy Drain	Armor Point	Defense Point	Computer Ability	Map Type	Radar Range	Radar Type
	ZHD-GE/OHR	25700	114	350	745	155	360	None	N/A	N/A
	EHD-GN-92	33800	378	702	1012	495	712	None	N/A	N/A
	EHD-NIGHTEYE	49700	197	680	840	332	498	Area & Place Name	300	Standard
	EHD-GARD19300	156	405	597	276	1094	None	N/A	N/A	
	ZHD-06/RW	30500	253	480	945	254	337	Area Memory	270	Standard
	EHD-ONE-NT	52400	188	982	720	349	398	Area Memory	340	Standard
	ZHD-8008/5	41500	179	431	922	274	347	Area & Place Name	475	Standard
	ZHD-AG/TURRET	44700	197	538	1000	359	780	None	N/A	N/A
	ZHD-MO/EGRET	89000	204	308	898	322	510	Area & Place Name	398	Standard
	ZHD-2000/SV	38400	131	1045	784	297	376	Area Memory	280	Standard
	EHD-DOME	52100	294	457	966	400	312	No Memory	N/A	N/A
	EHD-WACS	73300	145	611	698	222	348	Area & Place Name	570	Standard

CORE UNITS

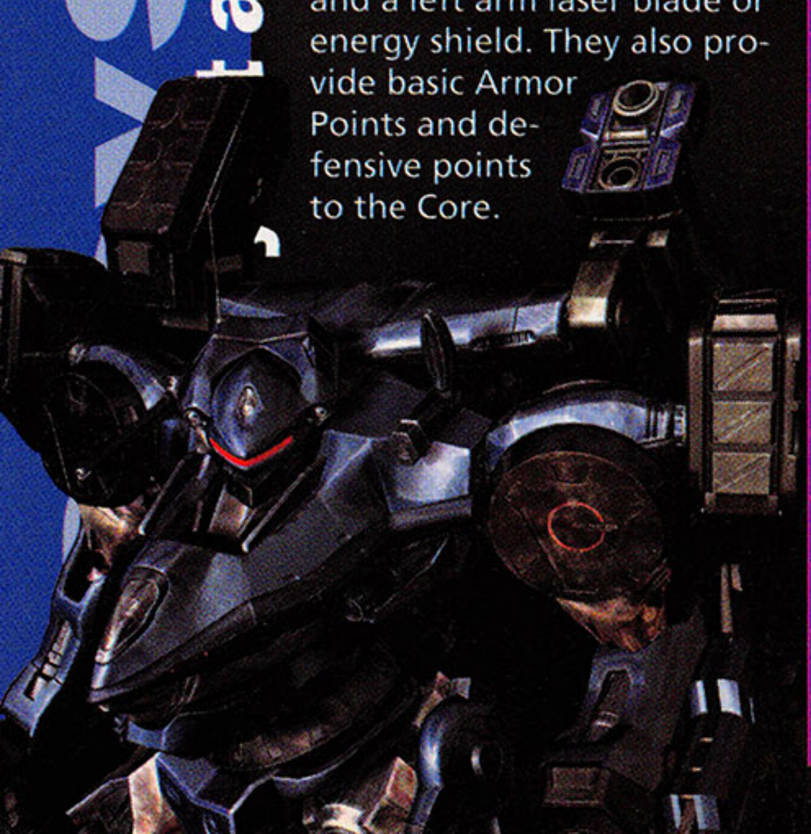
Core units provide a large bulk of the total Armor Points; they also determine how many Option Parts your can equip onto your Core.

	Name	Price	Weight	Energy Drain	Armor Point	Def-Shell	Def-Energy	Max. Weight	VS-MG-Response	VS-MG-Angle	Option Slots
	ZCX-F/ROOK	99800	1016	1083	2870	542	548	3170	0	0	16
	ECM-XR00 62200	1100	1055	2640	504	465	33	22	48	64	11
	ECL-ONE	89000	754	1320	2320	442	418	2915	42	48	16
	ZCL-XA/2	110000	889	1773	2180	471	484	2832	0	0	21
	ZCH-GR/1	74000	1322	973	3164	588	577	3690	0	0	10
	ECH-D4	105000	1516	884	3008	664	603	3842	38	50	8

STANDARD ARM UNITS

These arm units are capable of carrying both a right arm conventional weapon unit and a left arm laser blade or energy shield. They also provide basic Armor Points and defensive points to the Core.

	Name	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability
	ZAN-414/5LA	23800	1400	1510	1702	615	110	280
	EAN-50	14800	1056	881	1630	625	80	256
	EAN-CEX	19500	1238	1396	1684	691	100	279
	ZAN-616/AUR	3700	1347	1204	1594	742	105	276
	EAN-2112	24200	1243	920	1733	662	100	288
	ZAN-202/TEM	21200	854	684	1777	503	100	276
	EAN-02-BG	57000	887	855	1654	572	90	264
	ZAN-303/S	36500	698	793	1570	393	135	276
	EAN-1111	48800	906	932	1490	620	90	284
	ZAN-707/E	44000	1684	1278	1930	850	100	288
	EAN-MWZ	30500	1527	1100	1870	757	96	276
	ZAN-004/B	62600	2020	1420	1990	833	110	300
	ZAN-AX/VISE	34700	1490	1694	1587	653	130	282
	EAN-MHKS	57000	1790	1373	1720	819	84	330



WEAPON ARM UNITS

Weapon arms are dual weapons that replace standard arm units. These arms cannot equip normal right or left arm weapons, but are typically more powerful than standard weapons.

Note: Only one arm unit, the ZAW-2/SAMURAI, does not allow for Extension parts.

	Name	Price	Weight	Energy Drain	Armor Point	Attack Power	Range	Number of Ammo	Ammo Type	Ammo Price	Max. Lock	Reload Time
	ZAW-2/SAMURAI	128000	1418	86	1399	999	7	N/A	N/A	N/A	N/A	N/A
	EAW-MG-03	58500	1530	85	1182	211	440	300	Solid	47	1	10
	EAW-BZD	67700	1325	109	1550	1660	465	40	Solid	230	1	55
	EAW-DC10	127800	1733	240	1114	2777	699	20	Solid	1210	1	90
	ZAW-XP/T9	82100	1900	491	975	820	680	48	Energy	N/A	1	24
	ZAW-SPALSH	76400	1960	675	1310	150	350	64	Energy	N/A	1	28
	ZAW-LC/NPM	94000	1830	820	1200	1611	415	36	Energy	N/A	1	74
	EAW-X801	116000	2148	420	1176	1025	450	48	Solid	830	1	46
	EAW-S604	99000	1275	377	1310	780	450	80	Solid	140	4	41

LEGS

Legs determine the overall movement ability of the Core. They also add a considerable amount of Armor Points and help determine how much weight the Core can carry. There are different types of leg units, from average humanoid types to the heavily-armored but slow caterpillar treads. Experiment with different types to find the one that works best for you.

	Name	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Moving Ability	Speed	Stability	Jump Function
	ZLN-XXO/TP	25000	1888	1844	3050	966	4954	384	274	1077	Provided
	ZLN-XAI/FA	53700	2655	2350	3473	1141	5442	379	266	1425	Provided
	ELN-2002AT	35000	2113	1313	3628	1046	4970	378	272	1106	Provided
	ELN-02A	39000	1975	1782	3215	1076	5205	387	275	1213	Provided
	ZLN-XA2/FF	45600	2310	1899	3380	1115	5312	388	273	1570	Provided
	ZLN-EKI/SRRT	46700	1429	2398	2646	982	4010	577	452	570	Provided
	ELN-701	68000	1990	3824	2464	879	4770	554	436	665	Provided
	ZLN-WAO2/SS	72000	1675	2840	2939	1038	4400	568	445	932	Provided
	ZLN-2/GR	45600	3070	2313	3763	1318	6518	253	146	2520	Provided
	ELN-STVM	65000	3428	2414	3828	1410	7630	271	162	2998	Provided
	ZLN-9001/A	54200	2850	2220	3682	1274	7020	259	153	3799	Provided
	ELB-A1001	18000	2490	1412	2895	954	4756	445	320	2078	Provided
	ZLB-3322/OP	32200	2649	1489	3123	1003	5240	452	322	2360	Provided
	ELB-5005B	30200	2074	1285	2740	797	4965	470	328	1974	Provided
	ZLB-7744/VAT	41000	2877	1715	3602	1260	6500	338	223	3015	Provided
	ELB-XXE-LAPIN	46000	2920	1568	3478	1163	6010	331	214	3378	Provided
	ZLF-TRO5/INTS	63000	2493	3310	2629	974	4140	608	487	1572	Provided
	ZLF-A3/CARM	37000	2450	2996	3050	1082	5120	572	453	1733	Provided
	ELF-DEX-2F	42000	2573	3225	2733	1144	4592	540	425	1840	Provided
	ELF-SOC61	84200	2890	4005	3220	1180	5358	555	445	2950	Provided
	ELF-XX33	78700	2650	3570	3722	1108	5820	473	360	1960	Provided
	ZLC-M2/PIKE	36000	3027	3116	2938	1048	5480	440	300	1630	None
	ELC-MLK0303	15000	4178	978	3640	1323	6950	364	255	3810	None
	ELC-DISI	59000	3636	2625	3833	1483	8600	396	269	5040	None
	ELC-HTT0808	25700	2972	2922	3688	1281	7842	396	285	1741	None
	ZLC-CO4T/CYOR	74000	3120	3085	3624	1346	7200	395	274	4455	None
	ZLR-KI96/RJ	31000	2188	2425	2660	942	4530	537	433	997	None
	ZLR-EE/STOL	49000	2584	3664	2940	1045	4940	554	444	1106	None
	ZLR-MOC200/FG	67000	1900	3572	2720	833	5440	515	421	1007	None
	ZLR-TII/BUD	84000	2650	2871	2580	851	3660	630	510	980	None
	ZLR-ZIO/MATRIX	125000	2675	3122	3122	1133	5370	594	476	1424	None

PlayStation 2 strategy

Armored Core 2

BOOSTERS

Boosters consume energy and allow your Core to zip along the ground and fly into the air for limited distances. The better the booster unit, the longer your Core will be able to maintain its boosted speed and flight.

	Name	Price	Weight	Energy Drain	Boost Power	Charge Drain
	EBT-GE	11000	204	27	9800	4350
	EBT-GE2100	13500	164	33	13050	4400
	ZBT-H4/T	75000	235	38	17200	4600
	EBT-V55	31700	150	30	14700	3870
	ZBT-ZI/ARTERE	44000	312	41	21000	7000
	ZBT-GEX/3000	62800	255	35	19300	5040
	EBT-GR4300	52700	186	35	8800	2500

FCS

These units determine the lock-on ability and range finding of your standard weapons. They are especially useful for missile units, as the better FCS units allow for multiple lock-ons. They also set the targeting window, from Wide & Shallow (a large window but a short range) to Narrow & Deep (a smaller window but with longer range targeting). Note that certain weapons have their own targeting windows regardless of the FCS you choose.

	Name	Price	Weight	Energy Drain	Maximum Lock	Lock Speed	Weapon Sight	Sight Ability
	DOX-105	11000	16	24	5	40	Standard	210
	DOX-125	22800	18	24	2	29	Standard	224
	DOX-PG2	16600	16	24	12	46	Standard	196
	LODD-8	20300	8	12	2	33	Wide & Shallow	266
	DOX-ALM 36000	10	16	4	33		Wide & Shallow	280
	VERTEX-750/W	47800	12	19	6	41	Lengthway	238
	LODD-BLAZER	62000	18	38	12	40	Sideway	214
	VERTEX-124/EE	97000	27	55	8	26	Narrow & Deep	182
	LODD-QHT110000	37	65	12	29		Sideway	188
	DOX-ELENA	92000	18	75	2	34	Narrow & Deep	126

GENERATORS

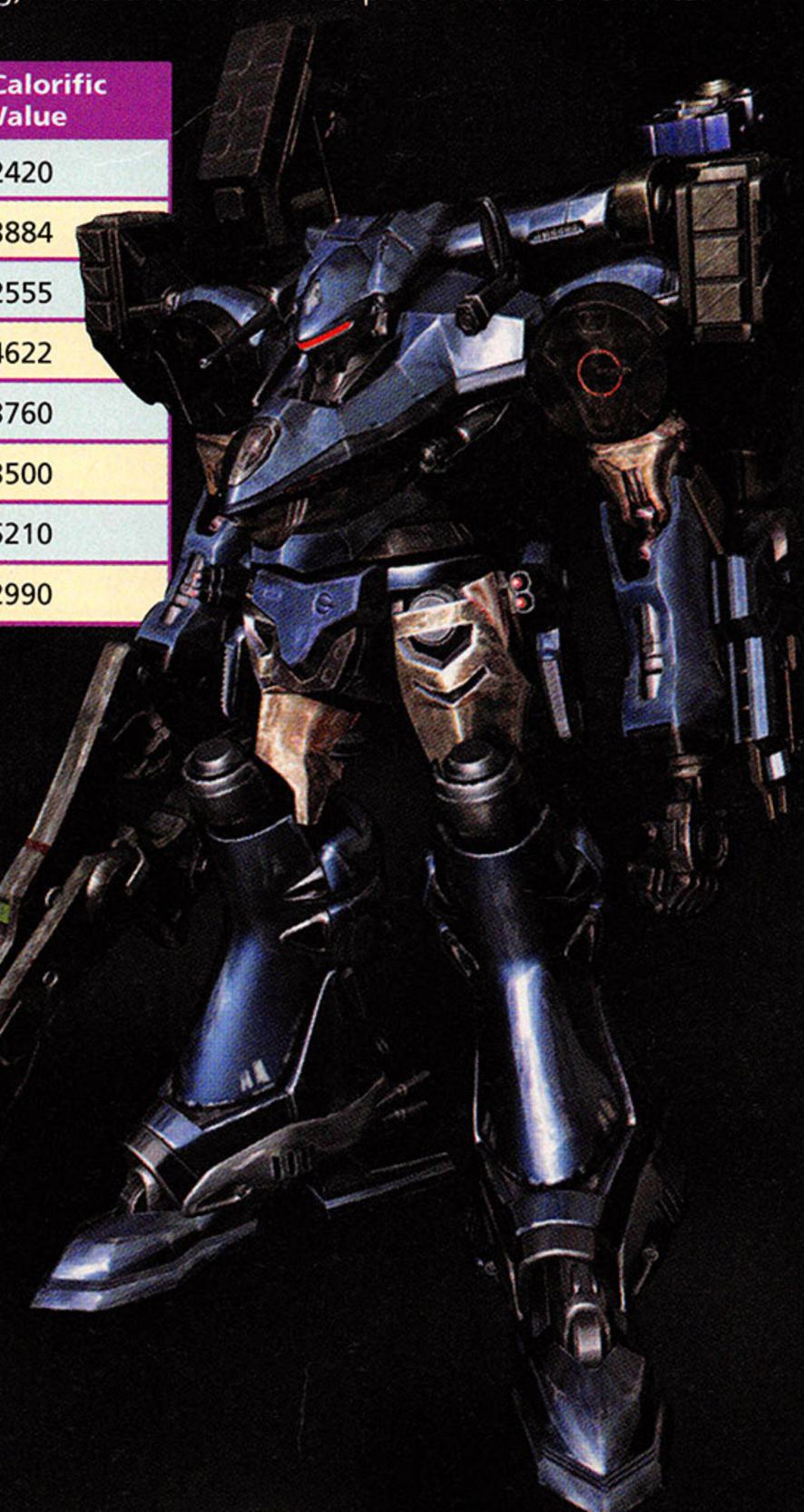
These units determine the lock-on ability and range finding of your standard weapons. They are especially useful for missile units, as the better FCS units allow for multiple lock-ons. They also set the targeting window, from Wide & Shallow (a large window but a short range) to Narrow & Deep (a smaller window but with longer range targeting). Note that certain weapons have their own targeting windows regardless of the FCS you choose.

	Name	Price	Weight	Energy Output	Maximum Charge	Redzone	Calorific Value
	GPS-VA	20500	305	5782	28000	5800	2420
	GPS-VN2	33400	360	5782	43000	4000	3884
	GR-XR/15000	23700	228	6560	38000	4000	2555
	GR-XR/SEED	28000	238	7640	33000	4000	4622
	HOY-B999	48000	348	9947	34000	4500	3760
	HOY-B1000	45000	398	13000	34000	2500	3500
	GPS-BVX/10	57000	650	8900	48000	3500	5210
	HOY-BV2500	38000	980	9210	53000	3000	2990

RADIATORS

These units keep your Core cooled and help deflect some of the damage from solid ammunition-type weapons.

	Name	Price	Weight	Energy Drain	Cooling	Forced Cooling
	RPS-MER/SA	18700	125	124	4988	4988
	RRX-COT-1000	24000	297	135	6700	4988
	RBG-CM6	29800	153	201	6672	5976
	RPS-MP/MKD	37500	376	329	6980	9260
	RPS-MER/A3	65000	325	354	8218	8700
	RRX-COT-1550	56000	288	1060	7640	10200
	RRX-COT-GK10	74900	482	580	9877	9848
	RBG-CLX5000	49000	775	925	11866	11214



Mr. Takahiro is personally accountable for programming fun code. If you and your friends aren't completely freaked out with fun, then he will be fired. This will dishonor his family, which he can restore only by taking his own life with a sword.

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Armored Core 2

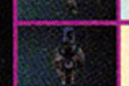
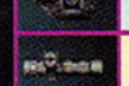
INSIDE PARTS

An additional third weapon can be attached inside of your Core. These weapons include a wide variety of things like bomb and plasma dispensers as well as dummy and decoy dispensers.

	Name	Price	Type	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Range
	INW-DEC-OOA	12700	Decoy Dispenser	101	110	N/A	12	Solid	140	20
	INW-DEC-MQ2	25900	Decoy Dispenser	162	180	N/A	20	Solid	140	20
	INW-EM-RRD	44000	ECM Maker	295	240	N/A	15	Solid	435	20
	INW-DM-PUPPET	38000	Dummy Maker	143	210	N/A	32	Solid	210	20
	INW-BD-X22	15400	Bomb Dispenser	133	85	680	20	Solid	240	0
	INW-BD-XVX	19800	Plasma Dispenser	158	105	740	60	Energy	N/A	0
	INW-DM/R11	52800	Mine Dispenser	298	190	1475	80	Solid	400	25

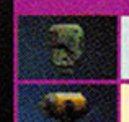
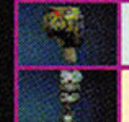
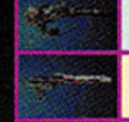
EXTENSION PARTS

Automated units which include booster enhancements and anti-missile defenses.

	Name	Price	Type	Weight	Energy Drain	Boost Power	Charge Drain	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Range
	BEX-BB210	17900	Back Booster	140	243	18000	5700	N/A	N/A	N/A	N/A	N/A
	BEX-BD150	14500	Dive Booster	165	267	16000	4920	N/A	N/A	N/A	N/A	N/A
	BEX-BRM-04	130000	Relation Missile	390	252	N/A	N/A	780	20	Solid	628	330
	BEX-BRM-02	65000	Relation Missile	289	128	N/A	N/A	462	20	Solid	448	500
	EEX-AM45	27700	Anti-Missile	174	130	N/A	N/A	N/A	40	Solid	102	200
	ZEX-RS/HOUND	40900	Anti-Missile	231	181	N/A	N/A	N/A	40	Solid	136	230
	BEX-BAMS-287	57000	Anti-Missile	285	117	N/A	N/A	N/A	50	Solid	160	250
	ZEX-AL/REX	34000	Anti-Missile	270	148	N/A	N/A	N/A	40	Energy	N/A	100

BACK WEAPON UNITS

A Core can carry two back-mounted weapons. Some of the larger back weapons require humanoid-legged Cores to kneel and fire from a stationary position.

	Name	Price	Type	Weight	Energy	Attack Drain	Number Power	Weapon of Ammo	Ammo Sight	Ammo Type	Range Price	Maximum Lock	Reload Time
	EWM-5602	18500	Small Missile	245	245	780	24	Standard	Solid	140	450	2	56
	EWM-5608	34000	Small Missile	337	320	780	48	Standard	Solid	140	450	8	70
	EWM-5612	58800	Small Missile	543	549	780	60	Standard	Solid	140	450	12	48
	ZWM-M24/IMU	69000	Multi-Missile	710	353	980	14	Standard	Solid	1125	600	1	52
	EWM-M444	76000	Vertical Missile	655	290	1060	24	Standard	Solid	415	450	4	57
	ZWM-M24/IMI	87300	Middle Missile	285	285	1110	24	Standard	Solid	364	400	1	62
	ZWM-LD2/IDA	43500	Dual Missile	715	313	830	36	Standard	Solid	130	450	1	44
	EWM-FIN-B00	196500	Large Missile	1700	634	6800	4	Standard	Solid	9500	290	1	255
	WR-S/60	22200	Small Rocket	305	8	1050	40	Narrow & Deep	Solid	98	770	0	36
	EWR-M60	46000	Triple Rocket	625	15	840	60	Narrow & Deep	Solid	100	900	0	48
	EWR-L24	27800	Large Rocket	830	12	3100	24	Narrow & Deep	Solid	342	885	0	48
	ZWR-R/OCTOPUS	54000	ECM Rocket	790	41	210	18	Narrow & Deep	Solid	720	775	0	60
	EWC-CNG4000	38500	Chain Gun	1080	11	175	300	Special	Solid	55	500	1	6
	ZWC-LQ/2552	78500	Laser Cannon	955	405	1770	25	Narrow & Deep	Energy	N/A	750	1	60
	EWC-GN44-AC	86200	Grenade Launcher	1033	8	3350	15	Narrow & Deep	Solid	950	880	1	95
	ZWC-IR/FLUX	114200	Plasma Cannon	1180	804	2805	20	Narrow & Deep	Energy	N/A	478	1	120
	ZWC-LNT/250	58000	Linear Gun	1310	6	201	32	Special	Solid	160	750	1	143
	EWC-XP0808	82200	Pulse Cannon	812	618	1050	44	Narrow & Deep	Energy	N/A	600	1	26
	EM-AAT110	84000	General Magazine	570	10	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	EM-SD120	67000	Solid Magazine	544	0	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	EWX-BAL4	122000	Multi-Missile	1430	320	880	24	Standard	Solid	825	550	1	47
	EWX-VLS241	94500	Vertical Missile	1180	606	1060	16	Standard	Solid	920	450	1	49
	ZWX-IV/PURSUIT	155000	Pursuit Missile	1550	680	680	4	Standard	Solid	1620	600	0	200
	ZWX-FO4/ORBIT	138000	Orbit Cannon	1317	145	145	18	Special	Energy	N/A	500	3	240
	EWX-GCN77-4	77700	Chain Gun	1756	205	205	140	Special	Solid	70	450	1	8
	ZWX-E90/MAC	90000	Plasma Cannon	1630	965	3850	10	Narrow & Deep	Energy	N/A	800	1	124
	ZXR-S/STEALTH	71000	Stealth	1413	999	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

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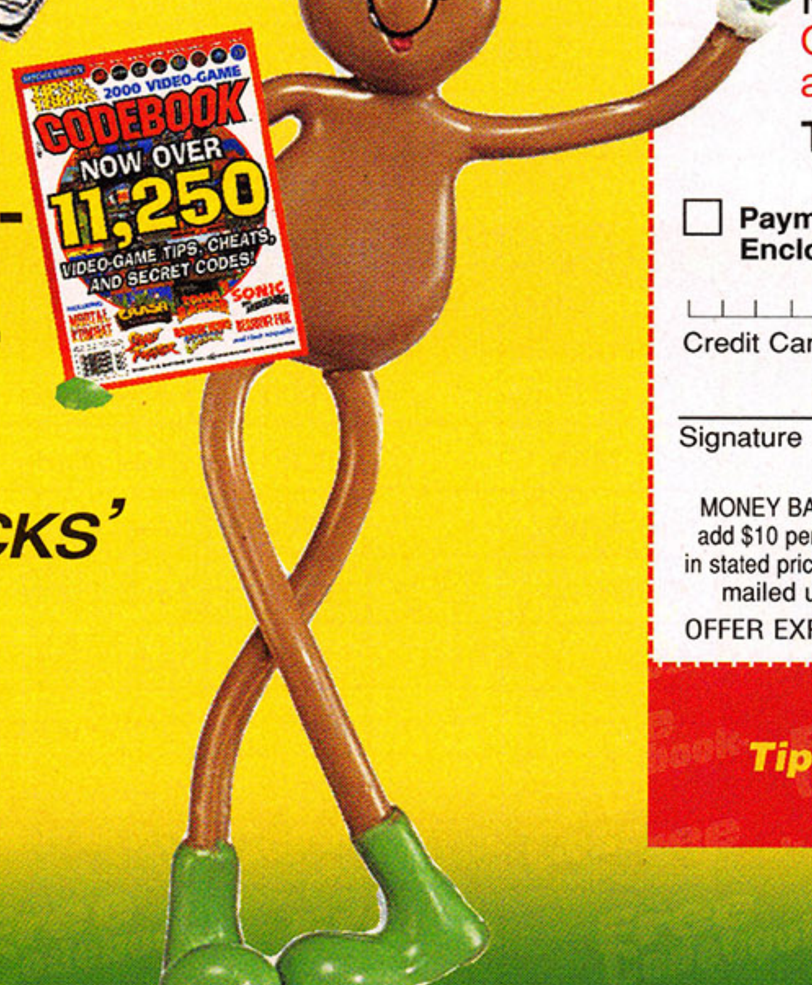

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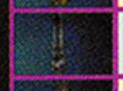
Armored Core 2

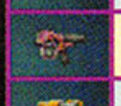
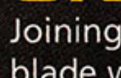
BACK RADAR UNITS

As an alternative to a head with a radar function, you can use one of the back positions to mount a radar unit. This reduces the total number of weapons the Core can carry but allows for better radar range with some of the units available.

	Name	Price	Weight	Energy Drain	Radar Type	Radar Range	Sensors
	ZRS-554/BW	12100	188	199	Circle	470	Biosensor
	ERM-TE3000	16900	175	247	Standard	630	None
	ZRL-774/WH*	21000	223	393	Octagon	780	Biosensor
	BRLT-B10000	28000	254	456	Octagon	890	Biosensor, Stealth Sensor
	BRS-B-OSPREY	34000	300	542	Circle	1160	Noise Counter, Biosensor, Stealth Sensor

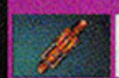
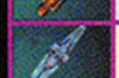
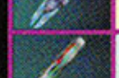
RIGHT ARM UNITS

These units include everything from rifles, machine guns and plasma cannons to shotguns, sniper rifles and bazookas. This will be your main weapon during battle.

	Name	Price	Type	Weight	Energy Drain	Weapon Sight	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Range	Maximum Lock	Reload Time
	ZWG-RF/37	11100	Rifle	405	6	Wide & Shallow	203	180	Solid	20	467	1	33
	EWG-RF-M15	28500	Rifle	325	10	Wide & Shallow	277	150	Solid	50	600	1	30
	EWG-RF-M35	47300	Rifle	520	8	Special	225	200	Solid	45	520	1	28
	ZWG-SRF/8	41000	Sniper Rifle	610	4	Special	521	80	Solid	90	1000	1	44
	ZWF-S/NIGHT	74000	Sniper Rifle	428	146	Special	1228	20	Energy	N/A	770	1	65
	EWG-SRF-9	56000	Sniper Rifle	505	6	Special	608	60	Solid	100	910	1	52
	EWG-MGA2	38900	Machine Gun	706	4	Special	105	450	Solid	18	315	1	5
	ZWG-AR/K	51100	Machine Gun	400	70	Special	97	300	Solid	15	300	1	3
	EWG-MGSAW	44500	Machine Gun	590	4	Wide & Shallow	65	1000	Solid	10	350	1	5
	EWG-HG-51	17000	Handgun	198	36	Wide & Shallow	175	100	Solid	66	280	1	20
	EWG-HG-ART	31000	Handgun	146	52	Wide & Shallow	193	75	Solid	85	248	1	25
	ZWG-HG/111	36000	Handgun	240	64	Wide & Shallow	270	100	Solid	74	315	1	22
	EWG-BZ-B1100	43300	Bazooka	1180	71	Special	1430	40	Solid	164	470	1	65
	ZWG-BZ/555	50000	Bazooka	1010	38	Narrow & Deep	2040	30	Solid	185	435	1	75
	ZWG-BZ/HYDRA	81000	Spread Bazooka	1230	36	Special	560	22	Solid	370	400	1	58
	EWG-GS970	32000	Shotgun	680	37	Standard	142	48	Solid	118	405	1	48
	EWG-GSH8	73000	Shotgun	533	54	Standard	188	36	Solid	142	380	1	55
	EWG-XP1500	45000	Pulse Rifle	125	256	Special	248	120	Energy	N/A	395	1	18
	ZWG-XP/400	68000	Pulse Rifle	159	288	Special	313	150	Energy	N/A	480	1	36
	KARASAWA-MK2	99000	Laser Rifle	1120	442	Special	1580	50	Energy	N/A	500	1	53
	ZWG-MG/ENE	77200	Energy Machine Gun	950	160	Special	122	300	Energy	N/A	340	1	5
	ZWG-HC-IR/K99	120000	Plasma Rifle	777	604	Special	2515	12	Energy	N/A	620	1	92
	EWG-HC-GN210	85500	Grenade Rifle	1062	44	Special	2900	20	Solid	820	825	1	120
	EWG-HC-RAW	45000	Hand Rocket	990	27	Narrow & Deep	1445	36	Solid	140	900	0	43
	EWG-FTG500	68500	Flamethrower	1250	9	Standard	235	800	Solid	10	48	0	3

LEFT ARM UNITS

Joining the traditional laser blade weapons in *Armored Core 2* are the new energy shields. These defensive units consume energy continually while activated, but reduce damage taken from attacks.

	Name	Price	Type	Weight	Energy Drain	Attack Power	Shield Defense
	ELS-2772	11000	Laser Blade	122	26	748	N/A
	ELS-3443	30000	Laser Blade	180	42	950	N/A
	ZLS-400/SL	68000	Laser Blade	233	66	1420	N/A
	ZLS-T/100	38200	Laser Blade	204	41	1220	N/A
	LS-MOONLIGHT	57700	Laser Blade	612	95	2070	N/A
	EES-2555	13800	Energy Shield	123	18	N/A	418
	EES-777LAR	34800	Energy Shield	172	45	N/A	606
	ZES-500/SU	45360	Energy Shield	224	126	N/A	695
	ZES-99/MIRROR	54000	Energy Shield	330	78	N/A	905

Who Said Fantasies Had To Be Final?

"Wonderful visuals of an expansive new environment teeming with fanciful magic and fascinating monsters."

– Gamer's Republic

A young magician is sent by his King to investigate the strange happenings on the Island of No Return. Armed with his sword and his natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive. Legend has it that magical powers are at rest on this island. It is inhabited by numerous beasts, enormous dragons, and magical items that were supposed to be buried long ago. As Cain, the player must solve several baffling scenarios whilst keeping his hide intact in his search for the ultimate magic ring.

Terrifying monsters inhabit the island of No Return

Gather magic rings to cast devastating spells

First-person view requires precise combat skills

- Enhanced polygon graphics of giant dragons and enemies in a completely 3D world.
- Real time atmospheric effects include time of day and weather FX.
- Collect multiple magic rings to build an arsenal of offensive and defensive spells.
- First-person perspective in an RPG adventure where your combat skills will rely more on magic than swordplay.

ETERNAL RING™

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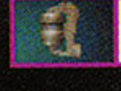
Armored Core 2

OPTION PARTS

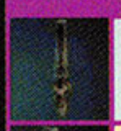
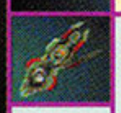
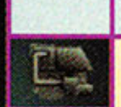
Attached to the Core, these units have varying effects, from stronger defense to increased energy output. These are the secret weapons that give your Core the advantage over the opponent.

	Name	Price	Used Slot
	SP-S/SCR	24200	2
	SP-ENE-SCR	26000	1
	SP-BCNDR	32900	4
	SP-B51-LE	19600	2
	SP-SAB/J	18800	1
	SP-CIR-K	41000	5
	SP-BE++	58000	6
	SP-BMALAD	9800	1

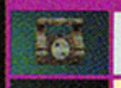
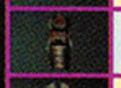
	Name	Price	Used Slot
	SP-BF5/LOSP	38500	2
	SP-ENE-ACC	45000	1
	SP-E/SAVER	45000	5
	SP-ECM-JAM	84000	5
	SP-M/AUTO	18000	1
	SP-BLS	74000	6
	SP-CBRK	37000	2
	SP-VIECH	89000	6

THE HIDDEN PARTS

Remember that not all of the parts in the game will be available to you at the beginning. Some are automatically unlocked as you progress through the Scenario Mode, while others must be won in the Arena. Some require a certain amount of Corporate Points with specific Corporations to unlock. The most challenging parts to find, though, are the hidden parts scattered throughout the missions. Here's how to find all of them.

	Part	Mission Number	Mission Name	How to get it
	ZRL-774/WH	N/A	AC Test	Shoot at the small gray circle in the middle of the ceiling until it is destroyed, then boost up into the secret room.
	BEX-BB210	12	Escort Train	Wait for the train to arrive and destroy the second-to-last car.
	DOX-ALM	13	Safeguard Secret Information	Just before the room with the freight elevator, open the door on the left (you'll need a head unit with a hacking function of more than 4). Destroy the crates in the next room and then blast the panel on the floor to get into the secret area with the part.
	EHD-GN-92	14	Ground Based Assault	Follow the bridge to the far end, then head underneath it. You'll find the part on a ledge there.
	LS-MOONLIGHT	17	Rescue Research Team	In the area with the floating platforms, look for a floor panel that is colored differently than the rest. Destroy it and drop down into a secret area with the hidden part.
	ZBT-GEX-/3000	19	Infiltrate Radar Base	Outside the base are three buildings. Blast open the doors to find the part.
	EWM-S612	20	Destroy Radar Base	It's in the exact same location as the hidden part in Mission 19.
	KARASAWA-MK2	21	Stop the Surface Weapon	Head forward from the starting location, past the target, and you'll find it on the ground near some rocks.
	SP-BLS	24	Destroy Transport Containers	Look for a section of the ravine wall that is colored differently than the rest (past the wreckage of the plane) and shoot it to open up a cavern with the hidden part.
	ZES-99/MIRROR	28	Underground Railway	Follow the right branch of the tunnel to the end; you'll find a panel in the wall that you must destroy in order to continue the mission. Search the wall above the panel and you'll find another one in the ceiling. Destroy it and boost up into a secret area with the part.
	ZWX-F04/ORBIT	31	Zio City Suppression	Head to the right of the building directly in front of the star locations. Search the streets of the urban area and you'll find it sitting right out in the open.
	HOY-BV2500	34	Eliminate Leos Klein	In the area just before the battle with Leos Klein, open the left door (you'll need a head unit with a hacking function of more than 4).

ARENA HIDDEN PARTS

	Part	Arena Rank Needed to Obtain
	SP-CBRK	40
	DOX-ELENA	30
	ZEX-RS/HOUND	20
	INW-EM-RRD	10
	ZXR-S/STEALTH	1
	ZAW-SPLASH	Defeat the Animal
	EWR-M60	Obtain more than 10 Emeraude Corporate Points, defeat Grenstone
	ZXW-E90/MAC	Obtain more than 6 Zio Matrix Corporate Points, defeat Divine Bloom

"PLUS" ENHANCEMENTS

Armored Core 2 has the same "Easter egg"—Human Plus enhancements—as the earlier *AC* titles. Start a new game and let your credits fall below -50000; you'll see a cutscene, then restart with one of several enhancements added to your Core. These include the ability to walk while firing heavy back-mounted weapons, the ability to fire a projectile from your Laser Blade, improved radar or boost and reduced energy consumption. (Note: After falling below -50000 credits, you'll restart at the beginning of the game with a zero balance in your account. The fastest way to build up a huge negative credit rating is to take only weapons that fire solid ammunition (bazookas, grenade launchers, rockets), use all of your ammo up, then get your Core destroyed. You'll incur a huge repair and refit bill that will send your funding down to the –50000 mark in just a few missions).

As a member of a ruthless gang of smugglers, it's your job to evade the U.S. Border Patrol, CIA, and cutthroat rivals to deliver illegal cargo. It'll take complete mastery of your off-road vehicle to make it across unforgiving terrain and stay one step ahead of the forces out to destroy you.

DELIVER AT ALL COSTS

SMUGGLER'S RUN

- Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.
- Choose from 35 different vehicles, each with unique modifications and strengths.
- Compete head-to-head or run "pick up and deliver" missions against AI opponents or in full multiplayer mode.
- Maneuver your way through arid desert, icy tundra, or rocky mountain forest.
- Real Time Damage Models allow you to watch the parts fly as you pay the price for punishing collisions!

PlayStation.2

RELEASE DATE: PLAYSTATION 2 LAUNCH
WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN

SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS

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This title is not yet approved by Sony Computer Entertainment America.

RATING PENDING
RP
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to split up to get the job done.

Army Men: Sarge's Heroes 2

by Rich Krupa

ARMY MEN® SARGE'S HEROES™ 2

The Sarge is back for another round of plastic mayhem! General Plastro has returned from his last defeat and has joined forces with super spy Brigitte Bleu to destroy the Green forces. In *Sarge's Heroes 2* you will team up with Vikki, the Colonel's daughter and Bravo Company to restore peace to the world of plastic. For anyone who has played the first game, getting into *Sarge's Heroes 2* should be a breeze. You will have to guide Sarge and Vikki through 17 missions as they battle their way across areas such as a dinner table or a pinball machine. In this guide I will list each mission objective and tell you what you will need to do to accomplish them. So grab your flamethrower and get ready to melt some plastic!

★DINNER

OBJECTIVES
1. Assemble Bravo team
2. Secure portal

★ In this first level, simply follow Riff around the table to find all of the members of Bravo Team.

★ Once all of your teammates are located, head for the portal. As you approach the portal, be careful of the tan soldiers that appear to block your way. Dispose of all the tan soldiers to finish the level.

★BRIDGE

OBJECTIVES
1. Secure the tunnel
2. Secure the portal
3. Keep Vikki alive
4. Escape through the portal

★ On your way down the path, be careful of the soldier with a machine gun waiting to ambush you in a little alcove on the left. Make sure to pick up the grenades behind him.

★ Use the grenades to blow up the fort at the end of the path and collect the tech vest that's hiding inside. Kill all the soldiers in this area to secure the tunnel.

★ Quickly cross the bridge to clear the other side of all the tan soldiers.

★ Once all the soldiers are cleared, you will be attacked by a helicopter. The helicopter can easily be destroyed with one shot from your bazooka. With the helicopter out of the way, step into the portal.

★FRIDGE

OBJECTIVES
1. Search for Dr. Madd's serum

★ This is a pretty quick level! Make your way to the top of the fridge until you reach the thermostat. When you find the thermostat, climb onto the loaf of bread and jump towards it to end the level.

★FREEZER

OBJECTIVES
1. Discover secret serum
2. Destroy Dr. Madd's secret serum
3. Wipe out all enemies

★ Before you do anything else, grab the high tech armor on top of the ice trays to the right of the starting point. Now that you have the protection of a little extra armor, take out the super robot in the center of the freezer.

★ Dr. Madd's secret serum is hidden inside the soda cans. Destroy all the cans to successfully eliminate Madd's serum.

★ When you destroy the last soda, quickly climb the frozen spaghetti dinners in the middle of the freezer. Face the hole where you entered this level and you will be able to easily pick off all the soldiers as they drop down.

★INSIDE THE WALL

★ This one is short! Follow the pipe into the next room until you see the electrical box. Jump onto the electrical box to make your escape.

OBJECTIVES
1. Reach the power box to escape

★CASTLE

OBJECTIVES
1. Rescue Vikki
2. Secure the serum

★ Make your way to the first gate where you will need a key. As soon as Sarge says that you need a key to pass, turn around and head back down the hall you just came from. You will now have to fight two tan soldiers that where not there a second ago. Defeat these two soldiers to receive the first key.

★ Pass through the first gate; be careful of the tan soldier with the machine gun on the other side. Continue on to the next gate where Sarge will tell you once again that you will need a key. Turn around again to find two tan soldiers guarding another key. Grab the key and pass through this gate to rescue Vikki.

★ Once you rescue Vikki she will lead you to Madd's secret serum. Vikki will take you to the third and final gate. The tan soldier down the hall on the left guards the key for this gate.

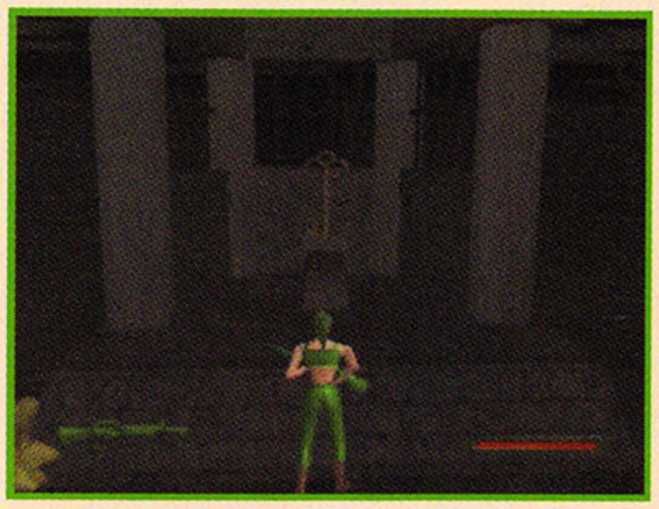
★ Past this gate you will find the secret serum. Do not get too comfortable because you are about to be ambushed by an army of tan soldiers. Turn around and kill all of the tan soldiers that come rushing in to finish off this area.

★GRAVEYARD

★ When you reach the top of the ramp, make your way to the left in the graveyard to find Hoover. After a brief conversation, Hoover will lead the way to the castle key. Stay as close to Hoover as you can! If you stray too far from his path, you will probably step on a mine and the game is over!

OBJECTIVES
1. Reach Dr. Madd's Castle

★ Instead of trying to find your way back through the minefield, jump down from where you just grabbed the key and make your way to the giant black gate leading to the castle.



★TAN BASE

★ This is your basic run-and-shoot-everything-in-sight level! Try to stay ahead of Thick and kill all of the tan soldiers that appear. Thick will hide in one of the destroyed bunkers, letting you concentrate on Tannenberg.

OBJECTIVES
1. Capture Tannenberg
2. Keep Thick alive

★ Continue on through the streets until you reach a tan helicopter about to take off. Do not go rushing into this area; the helicopter is about to explode, which will inflict a lot of damage if you get too close. Once the helicopter explodes, you will find Tannenberg waiting to surrender in the corner.

Army Men: Sarge's Heroes 2

★REVENGE

OBJECTIVES
1. Get Grimm to the helipad

★ Don't worry about killing every single soldier in this stage. Stay close to Grimm because he will lead you straight to the helipad.

★ Grimm will lead you to a giant locked door and tell you to cover him. You will have to keep Grimm alive for 60 seconds at all costs, or the game is over. Once Grimm opens the door, it's smooth sailing to the end of this level.

★DESK

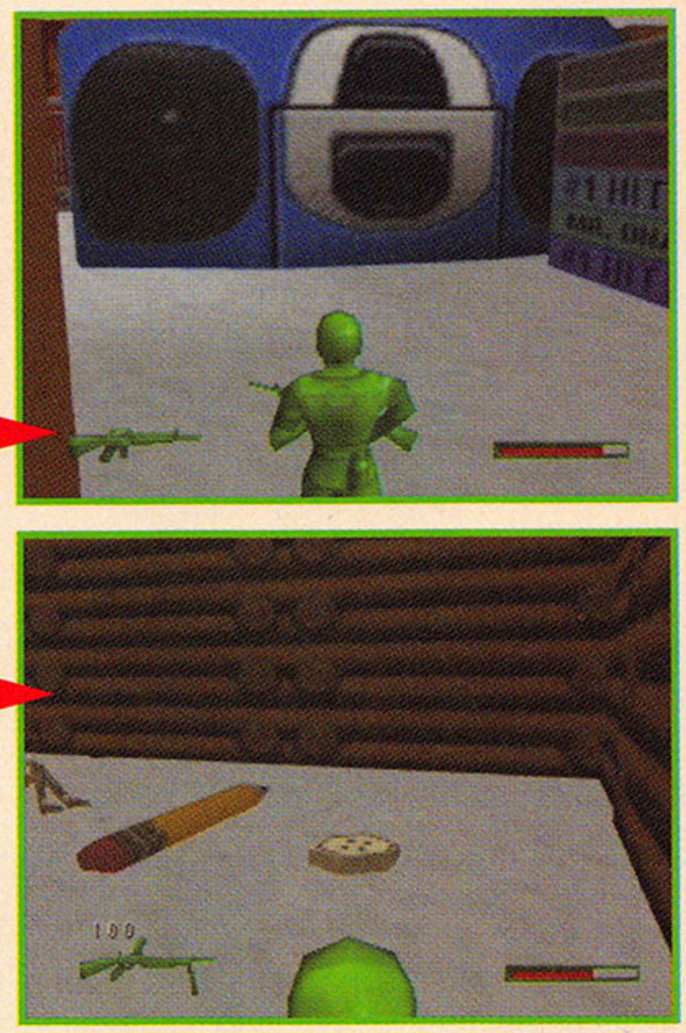
OBJECTIVES
1. Recon the bedroom
2. Locate Tan HQ
3. Meet Scorch at the Rendezvous
4. Keep Scorch alive

★ Work your way down the bookshelves until you reach two giant books blocking your path. Sarge will tell you that you need to make some noise!

★ Directly behind you is a giant radio that will help you to fulfill this order. Climb on top of the giant radio to turn it on.

★ As you continue on, make sure you step on the buttons on the floor to open the next two doors leading to the rendezvous point.

★ Once you reach the rendezvous point, you will find Scorch melting all the tan soldiers. Kill any of the soldiers that Scorch missed to clear this level.

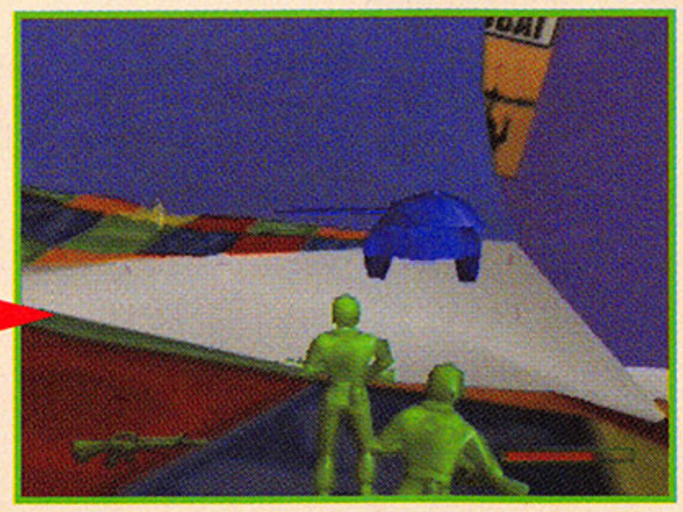


★BED

OBJECTIVES
1. Find Brigitte Bleu
2. Secure the landing zone
3. Capture Brigitte Bleu
4. Keep Thick alive

★ As soon as this level starts, help Thick destroy the two tan helicopters and all the surrounding soldiers. The easiest way to keep Thick alive is to stay ahead of him and kill every tan soldier that you see.

★ Keep on moving until you reach the area where Brigitte and her blue tank are waiting to ambush you. Two shots from your bazooka and this stage is over!



★TOWN

OBJECTIVES
1. Save Brigitte's town
2. Keep Riff alive
3. Keep Brigitte alive

Using your radar is a must for this level because the enemy comes at you from all angles (press **L** to turn it on). Kill all the tan soldiers as fast as you can because Riff dies pretty quickly.

★ Follow Riff to the center of town where two giant robots are waiting for you. Use your bazooka from a distance to destroy them.

★ Once the robots are destroyed, meet with Brigitte and Riff in the corner of town to exit this level.

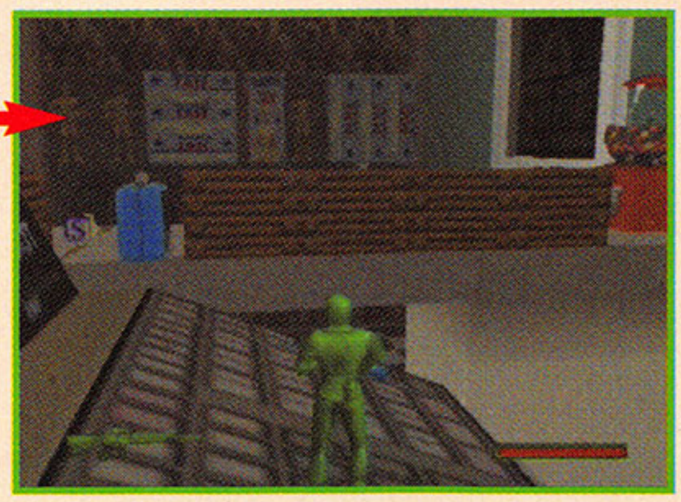
★CASHIER

OBJECTIVES
1. Secure gumball machine
2. Free Vikki from the gumball machine

★ Go right from your starting point and head toward the giant cash register. Climb on top of the register and Sarge will tell you that the ATM machine will open the drawer.

★ Jump off the register and take the path to the right of the giant radio. This will lead you to the ATM machine. Jump onto the ATM machine to open the cash register's drawer. Head back to the register and collect the coin from the now-open drawer.

★ With the giant coin in your little pocket, secure the area around the gumball machine by destroying all the robots. With the area secured, you can release Vikki from the gumball machine.



TO THE TRAIN

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The real bonus: Challenge your friends to beat a game *you* personally designed.

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"Ultimately, it's one of those 'If you only buy one game a year, make it this one' games..."
- GameFan

- **Be the DM of your dream RPG**
- **Use more than 400 dungeon components**
- **68 character choices; each present 16 special abilities**
- **Anime Maker tool lets players create & animate characters from scratch**

"All in all, this is one game that's both immersive and fun, making it a must-have for anyone creating their own games."
-PSM – 100% Independent PlayStation Magazine

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EVERYONE
CONTENT RATED BY ESRB
Mild Animated Violence

PlayStation

Army Men: Sarge's Heroes 2

★TRAIN

OBJECTIVES
1. Destroy all trains
2. Escort Vikki to portal

★ Do not worry about destroying the trains in the starting area. Quickly circle this area and pick up all the bazookas. Then go straight from the starting point into the next section where the portal is located.

★ Clear the area of the tan army and prepare to sit! Plant yourself in front of the portal and wait for each train to come to you. When a train appears from the tunnel, you will have a clear shot with your bazooka. Blow up all the trains and make your escape.

★POOL

OBJECTIVES
1. Deactivate two tesla coils
2. Rescue Brigitte Bleu
3. Keep Brigitte alive

★ The first generator is located in the far right corner from your starting position. Kill as many tan soldiers from a distance to make reaching this generator easy.

★ Once the generator has been destroyed, jump down into the hole behind the two poles where the electricity was.

★ Follow the tunnel to the left until you reach a stack of blue pool chalk with a hole above it. Climb up through this hole and get ready to take on a tan tank. A couple of shots from a bazooka will easily clear the way for you.

★ When the area is cleared, head through the break in the wall where you came in from.

★ Locate the corner pocket and jump down to find the second generator to the right.

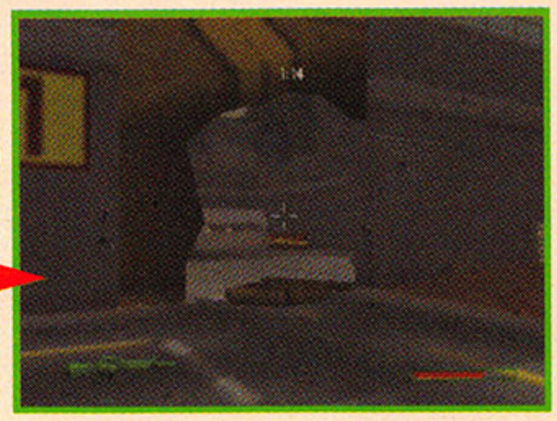
★ When you have successfully destroyed this generator, head back to the pair of electrified poles that you passed on your way here.

★ Drop into the side pocket and follow the tunnel until you arrive at another pile of blue chalk. Use the chalk to climb out of the hole; you'll find more blocks for you to climb. Climb these blocks to find Brigitte waiting for you at the top.

★ROCKETS

OBJECTIVES
1. Destroy all rockets

★ This is a timed stage where you play as Vikki, racing the clock to blow up a few rockets. From your starting point, hang a left to find the door to Silo 1. Use a grenade or dynamite to destroy the door. You can quickly clear out this area by shooting the red barrels just beyond the door. Once the area is clear of tan soldiers, blow up the missile with a little dynamite.



★ Now head right past the starting point to find Silo 2. Just like before, blow up the door to enter. Before entering the area, shoot the red barrels to make it a little easier. Enter the area and blow up the second missile.

★ Exit this area and head straight to the opposite side before hanging a left. Find the door on the right without any numbers on it. Fight the urge to enter Silo 5 on the left because you will run out of time! Destroy the unnumbered door and turn left to find Silo 3.

★ Once the third missile is destroyed, you will find the door to Silo 4 on the opposite side from where you entered. Blow up the door and missile number 4 will be right there for you to destroy.

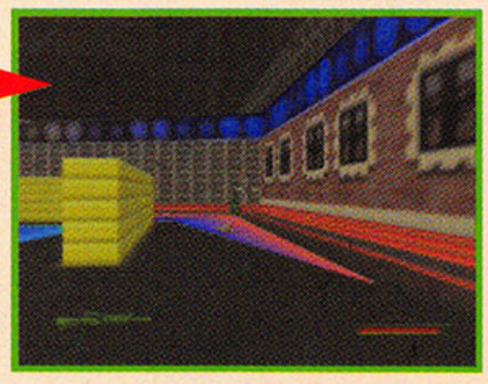
★ Head back to Silo 5 to take care of the last missile and save the day.

★PINBALL

OBJECTIVES
1. Save Bravo company commandos
2. Capture Plastro

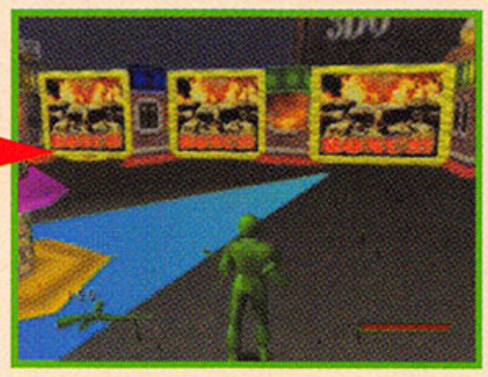
★ This is it, the final level! This one involves a lot of running back and forth. The first commando you will need to rescue is Scorch, who is located straight ahead and to the left from the starting position. Follow the team of tan soldiers to help you locate him. Follow Scorch to the exit to be sure that he escapes unharmed.

★ Back at the starting position, you will see three tan soldiers heading toward the left flipper. Follow them to find Thick hiding in the corner. Escort Thick to the exit and follow him through it.



★ You will land in the pinball lane ahead of three tan soldiers who are coming for Sharp. Kill the soldiers and lead Sharp to the exit.

★ Located straight ahead from the exit are three large yellow drop targets. The target to the left is now lowered, leading the way to Hoover. Kill the three tan soldiers who are about to attack Hoover and lead him to safety.



★ Once Hoover escapes, the right target will drop leading to Riff, the final commando.

★ When Riff is in the clear, the center target will drop. This is the way to the final battle. Head down this lane to find Plastro! Defeat all of Plastro's men to secure the area and capture Plastro himself. Congratulations...you have just saved the world of green!

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Mild Animated Violence

Tony Hawk's Pro Skater 2

by Pat Reynolds

Tony Hawk is at the top of his game this year, with another X-Games win (Vert Doubles event with partner Andy Macdonald and some truly amazing tricks) and a new book called *Tony Hawk: Occupation Skateboarder.* Oh yeah...and the sequel to the best skating game ever made is hitting multiple systems this fall! The original *Tony Hawk's Pro Skater* was not only a great skating game, but also one of the best PlayStation titles to date. *Pro Skater 2* carries on that tradition, retaining everything you loved about the original and adding much more. This strategy will help you get all of the level goals, plus offer trick suggestions and favorite trick combos for each level.

THE BASICS

Career Mode is broken into eight stages, each with ten goals to achieve. You earn cash for each goal you make, and you need a certain amount of cash to open the next stage. There are also three competition stages, in which you'll get three 1:00 runs to score as many points as possible and win a medal. You'll need only score any medal on these stages to open the next area. This guide will show you all of the goals on each of the non-competition stages and also offer tips on scoring high in the competitions. First, here's a quick look at some of the new stuff and some important trick tips.

SPIN CITY

As in the first *Tony Hawk* game, scores are based on multipliers and the number of tricks you can execute before landing with all four wheels on the ground. An excellent source of additional points is the spin. Tap **R2** or **L2** during tricks to make your character spin 180° for each press of the button. Because the spin happens simultaneously with the trick, it doesn't take any longer to pull off, and you'll score more points (just be sure to have a lot of air if you're going for anything more than a 360°). For an example, try riding along the ground and pulling a Boneless (↑↑ Jump) into a Kickflip. It's worth about 840 points. Throw in a 180° while you do the Kickflip and you've got 1260 points for very little extra effort. You can tack at least a 180° spin onto practically any trick, and big air tricks give you enough time to spin 360°, 540°, or 720°. Try to find the biggest jump possible and go for the 900!

THE MANUAL

Neversoft has added a new type of trick to this game; it's called a manual. Simply put, a manual involves riding on either the two front or the two back wheels of the board. (Think "wheelie.") There are two types of basic manual, plus a handful of special manuals. Nose manuals are done by tapping ↓↑ before hitting the ground after a jump or a trick, while tail manuals require tapping ↑↓. Manuals open up a whole new world of trick possibilities, because they keep a combo going after you've hit the ground, which would normally end your combo. When a manual is started, you'll see a balance meter and your character will begin to slow down. You can't hold a manual for very long, so they are best used to link together two nearby obstacles or for landing from a big jump trick and riding over to a rail or ramp.

SWITCH STANCE

Another new addition in *Tony Hawk 2* is the ability to ride switch stance (tail forward) at will, changing between normal and switch with the press of a button. You'll get different trick variations when riding switch stance than normal. You'll also be able to jump Fakie or Nollie depending on which way you're riding. Experiment with the different jumps and tricks in both stances and try to find the best scoring tricks for each one.

HUGE GRINDS

Never grind a long rail from start to finish with just one trick. The longer the rail, edge or lip, the more tricks you can pull in one run. Try starting a grind, then jumping into a kick trick with a spin, landing back on the rail with a different grind, then repeating that three or four times with a final jump into a trick off the rail. You'll see huge scores pop up after landing a giant string of grind tricks because of the multipliers you're getting for all of the tricks and spins you throw into the combo.

THE HANGAR, MULLET FALLS, MONTANA

Score Tips & Favorite Line

This is a great level for building insane combos; you shouldn't have a problem getting all three of the score goals here. Pulling tricks while jumping over the half-pipe is a good way to get big combo points, as are multiple grinds along the lip of the pipe that runs the length of the hangar wall. Try this trick combo that combines both of those elements: From the starting ramp, head straight, then pull a Boneless jump at the lip of the half-pipe. Break into a couple of quick kick tricks with a 360° spin thrown in as you fly over the pipe. Before you hit the ground, tap ↑↓ or ↓↑ to land into a Manual. Ride the Manual up the ramp along the wall, angling to the left. Ollie into a grind on the lip of the ramp, then pull two or three 180° jumps into different types of grinds, for as long as you think you can hold the balance. I've bagged over 50,000 points for this one combo alone! Getting the Sick Score of 75,000 is as easy as pulling a couple of these combos (with different tricks for maximum scores).

Nosegrind over the Pipe & Collect S-K-A-T-E

Okay, nailing the nosegrind over the pipe is super easy—you're lined up with it from the start. Just be sure that when you hit the rail you're holding **Up** on the controller along with the Grind button to get the nosegrind. You'll also nab the "S" from the Collect S-K-A-T-E goal and be lined up for the "K".

Jump off the quarter-pipe to grab the "K", then head toward the plane, where you'll be able to jump off the wing and secure the "A."

Once past the plane, use the quarter-pipe to jump through the window to the right and snag the "T" on your way down into the second room of the hangar. Pop up the ramp on the left wall to grab the "E."

Barrel Hunt

This is another easy goal. The first three barrels are in the main room—one's in the half-pipe and the other two are on the ground (one on the other side of the pipe and one near the plane). Smash through the glass into the helicopter room and you'll find another barrel on the ground near the copter; the final one is on top of the ramp in front of the door to the secret area.

Tony Hawk's Pro Skater 2

Collect 5 Pilot Wings

This is another easy one. These are all out in the open, and none of them are in the secret areas. There are two above pipes, one on the propeller in the half-pipe, one on a rail near the plane and the hardest one to get is above the starting ramp. You need to hit the quarter-pipe on either side of the ramp with enough speed to jump across to the other side and nab the Pilot Wing en route.

Hit 3 Hangtime Gaps

The three Hangtime Gaps are as follows: jumping completely over the half-pipe, jumping over the plane using its wing as a ramp and jumping over the parked helicopter.

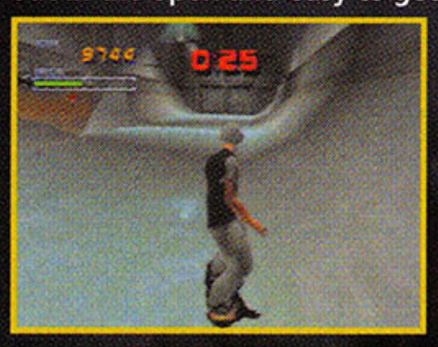
Find the Secret Tape

Hit the ramp in front of the helicopter and grind along one of its blades. This causes the chopper to take off, opening the door to a new area. Transfer from the ramp along the wall into the new area and hit the quarter-pipe to grab the Secret Tape.

100% Cash Tips

Most of the cash in this level is out in the open and easy to get, but there are a few bills that require some tricky maneuvers to grab.

There is a second hidden area in the level; this one is opened by grinding the propeller blades that hang on the wall to the right of the half-pipe. This opens the way into a huge half-pipe area with a giant fan at the far end. This is a cash-rich area, with three $50s and a $100 waiting to be grabbed out of the air above the pipe.



Build up speed and jump the half-pipe from the starting ramp, then jump up the wall pipe to grind the high rail attached to the far wall. Ride the rail to the left and jump off at the very end to get the bill.

This last $100 is the hardest bill to get in the level. You'll need to pop up off of the fuselage of the plane using the wing as a ramp, and then grind the light fixture above it to the right (toward the half-pipe) until you get to the cash. The jump to the fixture in the toughest part, since it's hard to get enough height and easy to simply fly over the plane to land on the other side.

SCHOOL II, SOUTHERN CALIFORNIA

Score Tips & Favorite Line

This is a street skater's dream course. There are rails, benches, planters and edges to grind everywhere, with no half-pipes or pools to be found for the vertically inclined. With that in mind, there are some excellent grind lines. Use the tips for big grind tricks detailed earlier on any of the long rails and planters in the level. Try this one out: Line up with the bike rack facing toward the staircase at the far end. Pull a Boneless jump into a 180° kick trick into a grind, then pull another 180° jump into a different grind onto the second rack. Jump before the end of the rack, pull a final quick trick with a spin and land into a Manual, riding toward the staircase. Jump out of the Manual into a grind going up the rail (you'll be able to ride it all the way because of the speed you gained on the bike racks). Finally, jump from the rail at the top with another spin trick to end the run. This line can get you over 30,000 points easily. For an even higher score, have your special meter filled before starting the trick and pull a special grind up the final rail (or a special manual to the rail, or both).

Collect S-K-A-T-E

From the start, take the sharp right turn down the hallway and grind the rail for the "S". This brings you into the courtyard, where you'll find the "K" waiting for you above a quarter-pipe up on the platform.

Next, head out through the hallway in the far wall and grind the long staircase rail for the "A". Veer right at the bottom and you'll see the "T" waiting for you above a quarter-pipe along the far wall.

Finally, head past the trailers to find the "E" above another ramp.

Wallride 5 Bells

Wallriding successfully may take a bit of practice, but at least the Bells are easy to find. Remember to angle toward the wall at about 45° before jumping into the wallride. The first Bell is just past the start point to the right. Head straight and hug the right walls to find the second Bell. Now go left and you'll find the third in the far corner of the stage. The fourth is on the left wall at the top of the bike rack incline. Go past the bike racks and up the ramp into the area with the Secret Tape (it's hanging in midair well out of reach) and you'll see the final Bell in the far corner.

Kickflip TC's Roof Gap

TC's Roof Gap is between these two outdoor trailer classrooms. There are kicker ramps on both sides, so use one to pop up onto the roof (it's not a hard jump at all) and then be sure to pull a Kickflip as you jump between the trailer roofs. Oh, yeah...landing upright is important, too.

Collect 5 Hall Passes

The Hall Passes are also easy targets. From the start, veer right and take the hallway that runs parallel to the big staircase to grab the first Pass. Head straight on and you'll see the second Pass near the picnic tables. The easiest way to grab this one is to skate past it and turn around, using the incline as a ramp to jump up and nab the Pass. Continue on and you'll see the third Pass in the air near the main school entrance. Grind the first rail and catch the Hall Pass as you jump to the second rail. Immediately turn left around the corner and catch some air off the quarter-pipe to reach the fourth Pass. Finally, head to the right and you'll see the fifth Hall Pass atop a raised planter.

Tony Hawk's Pro Skater 2

Grind 3 Roll Call Rails

The three long rails in the level are the "Roll Call Rails;" you'll need to grind them for almost their entire lengths to get the goal. The first one is straight ahead from the start point. Hit it as close to the top as you can and ride it to the bottom. Angle left and follow the pavement around the trailers to find the second rail. You'll need to ollie over two sets of steps to get to the top. Turn around and ride the rail back to the ground. Head to the right, up the incline with the bike racks and to the right. The final rail sits in the middle of a half-stairs/half-ramp incline. Take the ramp to the top, then ride the rail back down.

Find the Secret Tape

The Secret Tape on this level requires a lot more skill to reach than the one in the hangar. From the start, hit the hallway immediately to the right of the first bell. Follow it into the open courtyard and turn left at the far corner. You're in position for a run at the planter ramp that you need to hit in order to reach the awning. The best way to do this is to approach it at an angle (as shown in the first picture) and wallride the wall to gain height. Jump off the wall onto the awning. The next step is the trickiest. Follow the awning toward the far wall, which it intersects at a 90° angle. You need to wallride the wall to the left and jump off at the height of the ride to catch the edge of the low rooftop. Be sure to pull a Boneless jump from the awning and wait until the peak of the wallride to jump off, holding the Grind button down after you jump so you don't miss the edge. It'll take a few tries, but you'll get up there eventually. You'll see two ramps, but don't bother with those yet. Instead, head straight between them and jump off the roof toward the Secret Tape—it's plainly visible.

100% Cash Tips

This level really puts your wallriding skills to the test. Between the Secret Tape, the hidden area, riding the Bells and getting all the cash, you'll have to ride almost every wall in the level! This bill is off a ramp to the left of the start point. Ride the wall just before the railing, jumping off to the left so you land on the overhang, then jump off the ramp to grab the bill.

Here's a run that'll net you three bills, but requires some serious skill to pull off. At the start, wallride up over the Bell to the right and jump at the height of the ride. Hold the Grind button and you'll catch the ledge above you if you got enough height. Ride the edge until you get the $50, then jump to the right and you'll be in a school hallway. Jump through the window at the end of the hall onto the opposite rooftop. You'll see a small building ahead with a ramp in front of it. There's a rail leading from the building to the opposite roof that you need to ride, but you can't see it! You need to aim for the middle of the small building, hit the ramp and pray that you're lined up with the rail. There's another bill on the rail...and after you jump across to yet another rooftop, you'll see a third bill hanging in the air to the left. You need to build up speed and throw yourself at it from the left rooftop corner.

In the courtyard where you wallride to the awning, look for this low1 wall just as you enter. Wallride it and jump to the awning (this is the awning opposite the one you used to get the Secret Tape). There's a $100 bill up top waiting for you.

The rest of the "hard money" in the level requires you to get back up on the rooftop from which you grabbed the Secret Tape. Use the same technique to get back up there, then turn around and look back toward the open courtyard. You'll see this $50 hanging just off the edge; you need to jump from the roof to get it.

There's a hidden area across the gap where you grabbed the Secret Tape. Hit one of the ramps, angling toward either of the flagpoles and grind over to the far rooftop. From there you can drop down into a new area, with an easy $50 and $100 waiting for you. To get back to the main area, use a ramp to jump over the gray stone wall.

MARSEILLE, FRANCE

The first competition stage offers up plenty of opportunities for both vert and street skaters. Vert skaters can catch some big air from the bowls and ramps that comprise a large portion of the area, while street skaters will find loads of rails and one especially long planter rail that runs parallel with a metal rail. This is a great opportunity for huge grind chains; you can hop back and forth between the two rails while pulling tricks. Jump into a Manual and either continue the grind action on the picnic table or the curved rail nearby, or jump into the bowl and pull a 360° trick on the way down. There's one tough $100 in the level; it's above the banner right in the middle of the stage. You'll need to get some mighty air off one of the bumps down below to reach it. Ascore of 20,000 will usually earn you a medal, while 30,000 or better will give you a good shot at the gold.

NY City, New York

Score Tips & Favorite Line

The Subway rails are far and away the best scoring obstacles in this stage. By jumping between them and using a variety of grinds, you can pull off 70,000+ combos fairly easily. Each time you successfully jump from rail to rail you'll earn a gap bonus on top of whatever tricks you pull off. You'll want to have your rail balance stat maxed out to take full advantage of this, though. My personal best combo on the Subway Rails was 96,000 points! It was no problem to tack on the extra 56,000 by heading back and hitting the rails a second time to make the Sick Score of 150,000 with just two combos!

Collect S-K-A-T-E

The "S" is up on the wall to the left of your start position. Turn left at the corner and you'll see the "K". Jump over the wall and then use the ramp below to get enough air to grab the letter.

You're in position to quickly grab the last three letters now. The "A" is in the plaza with you; make a run at it and use the small bump leading up to the statue as a ramp to get the height necessary to reach it. Leave plaza through the arch and you'll see the "T" waiting for you near the rail; the "E" is just beyond it above a conveniently-placed quarter-pipe.

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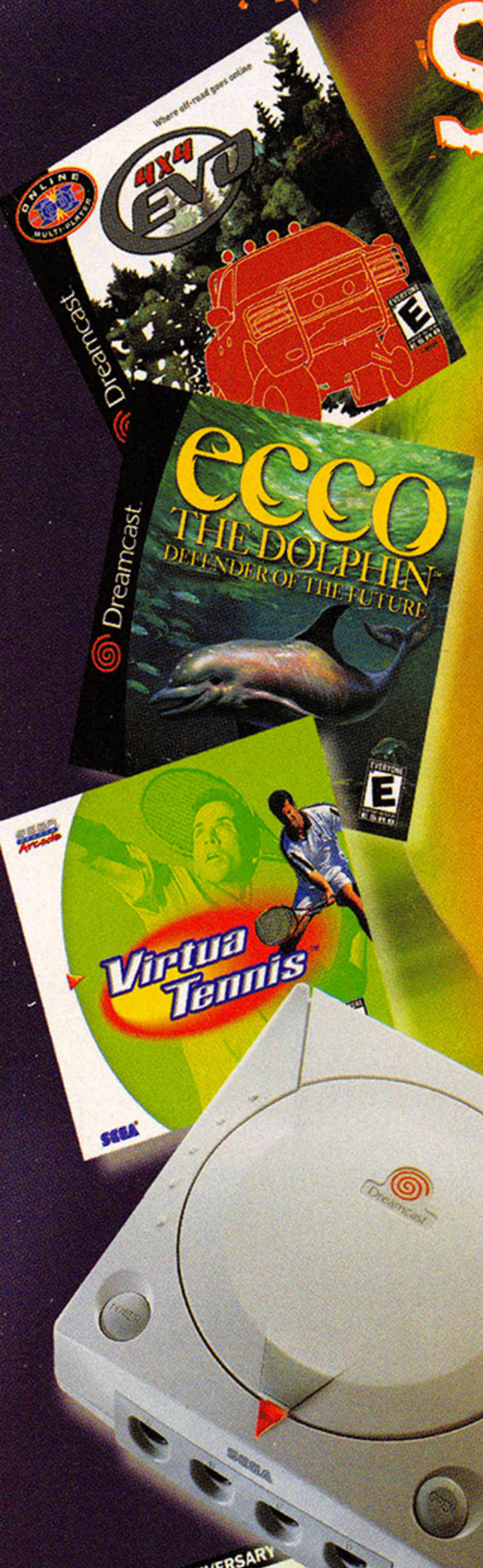

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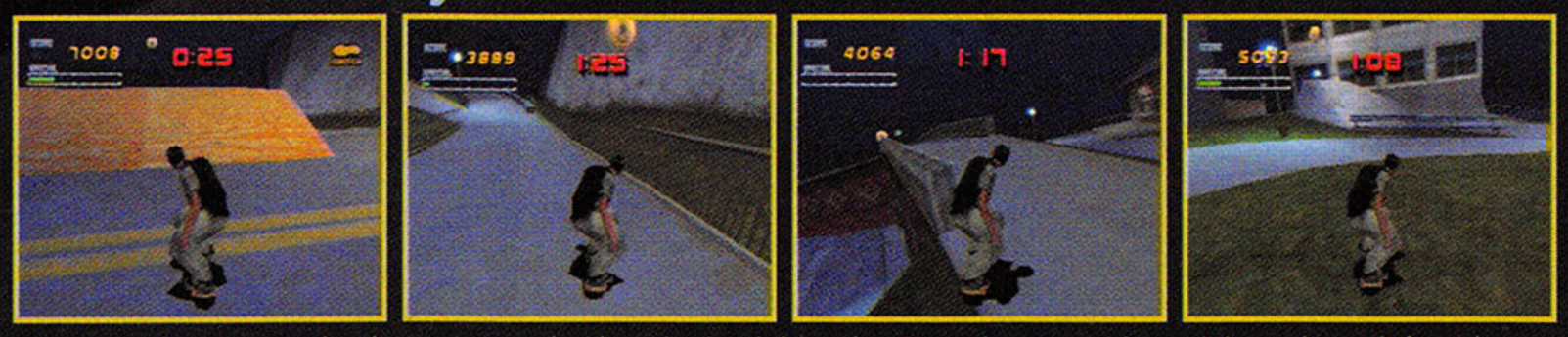
Ollie the Hydrants

There are three hydrants, and they're all near the streets. From the start, turn around and follow the road to the dead end to find the first hydrant. Return to the start point and continue up the road. At the "T" junction, you'll find the other hydrants by following the crossroad to each end.

Collect 5 Subway Tokens

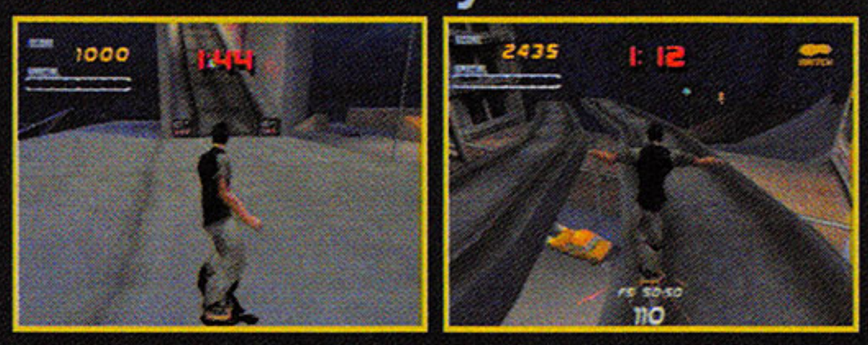


This is another easy goal as long as you take them in the right order. From the start, ride straight and turn left at the corner. Jump the ramp along the right wall for the first Token, then jump off the ramp directly opposite—angling slightly to the left—to grab the second Token. Immediately turn around and grind the rail off to the left (heading back toward the street) for the third. Now turn around again and hit the rail on the bridge to the left for the fourth Token. Continue on into the park area. You'll see the final Token suspended in the air near a large rock. You need to jump from the rock to get this Token. Collecting all of the Subway Tokens opens the Subway ramp, which is normally blocked with a chained gate.

Joey's Sculpture

You might think that Joey's Sculpture is the neoclassical piece in the plaza where you found the "A" in SKATE, and that'd make sense, but you'd be wrong. Joey's Sculpture is this sharp-edged triangle that juts upward from the small storefront-ringed courtyard below. In order to 50-50 grind the sculpture, you should approach it head-on and ollie over the rail, then simply hold the Grind button as you hit the top of the sculpture.

Grind the Subway Rails



The Subway entrance is just ahead and to the right of the start point. Ride up the escalator and you'll find the platform above with the rails leading out over the streets below. Get some speed on the platform and jump to the rails. Switch between rails by jumping left and right and continue the grind as the tracks lead toward the tunnel. You'll need to grind almost the entire distance to the tunnel to get the goal. Be sure to jump between rails as you ride for a good score as well. At the bottom, jump off the rails to the right and you'll find yourself in a hidden area. Note: You can also access this hidden area via the metal pole that's propped up against the outer wall along the road.

Find the Secret Tape

You'll need to head to the hidden area you found by riding the Subway Rail in order to get the Secret Tape. Look for the expressway ramp and start riding it as it slopes upwards. It's unfinished; you'll see some metal rods sticking out at the end. Grind the rod on the far right and you'll see a concrete support up ahead...and just beyond it, the Secret Tape! This part is tricky, though. You'll need to transition to the metal rod on the far left that starts just before the support. You can jump to the support and then—very quickly—jump to the rod and grind it. Finally, jump off of the rod at the end to grab the Tape.

VENICE BEACH, CALIFORNIA

Score Tips & Favorite Line

This level is all about the miles of low walls, fences and other edges. There are great monster grind combo possibilities everywhere, but my favorite is the one right near the start, where you can grind from fence to wall to fence, back to another wall and then manual over to the quarter-pipe and pull a handplant or trick. This is usually good for 30,000 to 40,000 points, which is useful if you want to nail the first score goal in a single trick and have loads of time left to build it into a Pro Score or Sick Score.

Collect S-K-A-T-E

All of the letters are on the rooftops, and there's a way to grab them all without ever leaving the roofs in under a minute.

Turn right from the start point and angle toward the left fence. Jump up on the fence and grind it as you approach the rooftop. Jump from the fence to the roof and hit the "S". Immediately turn left and follow the roof until you see the "K" hanging in the gap between two roofs. Pop over to the next roof, grabbing the "K" on the way and stay near the left edge of the roof. You'll see a narrow wall jutting out from the end of the roof. Grind it and jump at the end across to the next rooftop.

The "A" is waiting for you near the skylight. Next, hit the ramp at the far end to clear the gap up to the next rooftop. The "T" is above an odd-shaped ramp in the far corner. Finally, drop down to the lower roof (with the ropes) and you'll find the "E" above a ramp that runs along the far edge of the roof.

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Tony Hawk's Pro Skater 2

Ollie the Magic Bum 5x

The Magic Bum "teleports" to a different location each time you ollie over him. So, unlike the other collection goals, you must complete this one in a set order.

You'll first encounter the Bum by skating straight from the start and heading through the opening near the middle of the far wall.

Next, return to the main courtyard and head to the right, into the opening in the far corner. Ride down the ramp and you'll find the Bum near the wall by the quarter-pipe. (Note: This is the same area you'll use to reach the Venice Ledge later on.)

The third appearance of the Bum is back near the start point. Head back there and turn left just past the fence to find him a bit farther down near the wall, still sleeping soundly.

Continue on in the same direction and turn left at the far end. Look for the Bum in a niche along the left wall, just past the quarter-pipes.

Finally, return to the start point and you'll find the old codger directly behind where you begin the stage.

Collect 5 Spray Cans

At the start, rotate left and you'll see the first Can in the air above the low quarter-pipe. Grab it, then head along the beachfront wall to the right of the start point.

At the far end you'll see the second Spray Can. Hit the quarter-pipe to grab it, then turn right and follow the path to the far end, where you'll see the third Can hanging in the air in the gap between two quarter-pipes. Hit either one, angling toward the Can and you'll be able to pluck it out of the air as you complete the transfer.

Now return to the central area with the tables. The fourth Can is on a rail near the starting point, while the final can is above another quarter-pipe, this time in the area where the Magic Bum appeared for the second time.

Tailside the Venice Ledge

There are a lot of ledges in this level...which one is the Venice Ledge? It's kind of tricky to find, but once you know where it is, it's not hard to reach. Head into the main area (with all of the tables) and enter the opening in the far left corner. Ride down the stairs, then jump over the wall behind the quarter-pipe. The Venice Ledge is on the other side (look for the low wall with red graffiti). Start your run from the very back of the ledge.

Hit 4 VB Transfers

Two of the four VB transfers can be achieved from these quarter-pipes near the first Magic Bum site. You'll need to transfer across the wall to the pipes on the other side. The "VB Skinny Transfer" is over the shorter section of wall, while the "VB Fatty Transfer" is harder, forcing you to clear a big section of wall.

This secluded half-pipe, found along the wall of the central area, can be used to hit the "VB Pit Transfer" by angling hard to the left as you jump from it.

Find the Secret Tape

The last VB Transfer links the two quarter-pipes on either side of the Venice Ledge. Note—any of these VB Transfers can be done from either of the two quarter-pipes that link each transfer together.

The Secret Tape isn't hard to spot at all—it's high above the central area, balanced precariously on a wire running between two poles. It seems like the way to get it is from the nearby rooftop; there's even a ramp placed on the roof's edge that'll help you jump in the direction of the tape. In fact, you are able to grab the Secret Tape from the roof if you can build up enough speed to bridge the distance from the ramp to the tape, but there's an easier way to get it done. First, build up speed by pulling a trick on this quarter-pipe along the wall, and then hit the table in the picture (it's the one below the Secret Tape, connected to other tables by railings) and pop up with a No Comply or a Boneless jump. If you're going fast enough, and execute the jump at the right time, you'll get enough air to boost almost straight up and grab the Secret Tape. You'll want to hold the Grind button down as you fly upward—if you miss the Tape with your jump there's still the possibility of grinding the cable and getting it that way.

100% Cash Tips

There's really only one tough piece of cash to get in this level, but there's another that might not be obvious. In the central area, there's a $250 bill above one of the big sculptures. You have to get up on the roof and use the ramp to launch yourself over the statue. Be sure to have a lot of speed when you hit the ramp or you'll fall short. The other bill—also $100—is on a banner hung across two rooftops. You might think that you need to jump for it, but you can actually grind the rope that the banner is hanging from (that's some seriously strong rope!) to make getting the cash easier. Look for the rest of the moolah in the level on top of fences and in big air gaps as well as lying out in the open.

SKATE STREET, VENTURA

Skate Street is the second of three competition stages in the game, and in my opinion it's the easiest of the them. With maxxed out Air, Ollie and Spin stats, you'll be able to session the large pool alone and take home gold after three heats. Likewise, if you boost your stats for rail balance, you can break out some monster grind combos on the miles of railings and edges here. Because each heat only gives you a minute to score big, I'd suggest finding one or two areas and sticking to them. As I mentioned, the pool is very reliable and safe, but there are also a couple of big half-pipes...and the snack bar area above the main floor has many rails for maximum grind combos.

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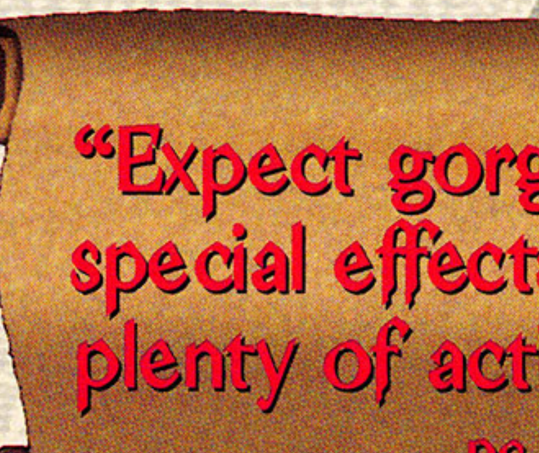

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Tony Hawk's Pro Skater 2

PHILADELPHIA, PENNSYLVANIA

Score Tips & Favorite Line

This stage is pretty heavily skewed toward street skating, with lots of rails, edges and low walls to practice your mega-grind combos. The hidden skate park does make up for this, with plenty of opportunity for big air tricks as well. My favorite line in this level is the high rail that runs along the street and around the corner. The opportunity for huge points on this obstacle is very good; you'll want to wallride just before the rail and jump onto it at the start, then start with the jump-trick-spin-grind-repeat combination machine until you near the end of the rail. Jump off, pull another trick into a manual and then ollie into another wallride, jump and pull off a final trick. If you're really daring, you can even repeat the manual-wallride-jump-trick a few times for an even higher score. Even mediocre combos on this rail can score 30,000+ points!

Collect S-K-A-T-E

Skate straight and hop up onto the grass. Keep riding forward and you'll see the "S" at the far end—jump and grab it.

The "K" and the "A" are close together. Jump onto the blue awning to get the "K", then drop down and pick up the "A" from the nearby curb.

The last two letters are also lined up nicely. Ride up the rail to the balcony just past the "A" and jump off for the "T". You'll see the "E" up ahead when you land; get up on the high ground and make a jump at the edge to snag it.

Drain the Fountain

You need to get to the balcony on this building in order to drain the fountain. The only way I was able to do this was by wall-riding and jumping at the peak of the ride to catch the railing with a grind and then hopping onto the balcony. (Note: You can also get the Secret Tape from this building if you wallride and jump up onto the high roof, then ride the cable as it slopes downward toward the fountain).

Collect 5 Bells

From the start, turn right and you'll spot the first Bell in the gap between the two ramps. Fire it up and pop off the first ramp to pick it up.

The next Bell looks like its up on the awning from a distance, but it's not. It's actually in the air between the two concrete ramps near the awning. The last two Bells are lined up nicely. Near the awning you'll find Bell number four waiting for you to wallride it near some stairs. The fifth Bell is past the stairs, sitting on a low wall.

Bluntside the Awning

The last two letters are also lined up nicely. Ride up the rail to the balcony just past the "A" and jump off for the "T". You'll see the "E" up ahead when you land; get up on the high ground and make a jump at the edge to snag it.

Liptrick 4 Skatepark Lips

The skatepark is blocked off by a fence when you play this stage. In order to access the park, you need to knock a pole onto the fence. To do this, head toward the awning and take a left. Ride up the ramp (with the blue railings) and look for the cable running upwards from the far corner. You have to grind this a pretty good distance (a little better than halfway to the pole usually does it) for the pole to fall. Now the fence is gone and you're right in front of the skatepark! Start busting your repertoire of liptricks (handplants and boardplants) on the lips of the quarter-pipes and half-pipes scattered around the park. Note: Once you open the skatepark, it stays open for successive runs through the level.

Find the Secret Tape

Line up as shown in the first photo, facing the cable that runs over the fountain. Build up some speed, then jump and grind the cable. Keep jumping and pulling tricks and different grinds and you'll actually build speed going up the cable until you reach the Secret Tape!

THE BULLRING, MEXICO

The final competition stage is also the toughest. The Bullring is set up around a giant half-pipe with a loop built into one end. This is the best area to score big points, as the rest of the area consists of assorted ramps and rails, with the only other really promising trick area being the edge of the low wall the encircles most of the ring. Of course, if you've mastered the Manual, you can link together several of these obstacles into big combos. Just be careful of the bull running around the periphery; even if you're on the wall it'll knock you off and end your combo the hard way. The loop itself is hard to work into a combo, but it gives you a nice 6,000-point score for simply riding through it the first time, so you'll probably want to work it into your run at least once.

Get distracted and Gabby Reece will hurt you with her dominant beach game.

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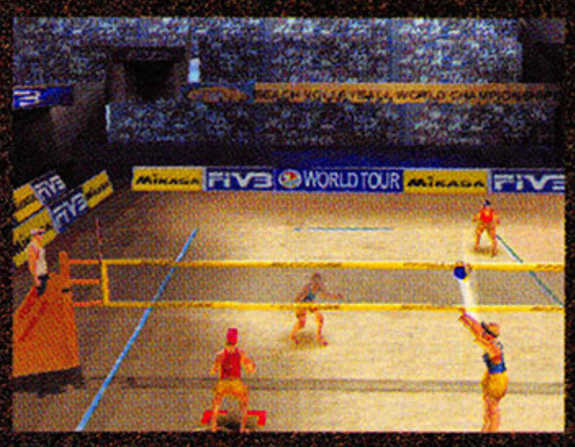

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The Grid

The latest game from Midway's *Mortal Kombat* design team combines apects of *Smash T.V.* and *Total Carnage*, mixes in a third-person *Doom* perspective to create a maniacal free-for-all where you can blow off your opponent's body parts and—naturally—perform *Mortal Kombat*-type maneuvers. *The Grid* is all this and so much more. Up to six cabinets can be aligned for intense multiplayer action, similar to previous arcade titles like *Spawn* and *War: Final Assault.* Here are a few pointers and secret codes to get you started!

by
Jason Wilson

CHARACTER PROFILES

April Reign
Super Move: The Gopher
Weapon: Zeus Gun

One of the CIA's top agents and computer hackers. Breaks bones and codes without breaking a sweat. *The Grid* is her favorite show.

Ike
Super Move: Da Back Bomb
Weapon: Trishot

Famed football superstar and 2075 MVP is happy to lend his virtual self to *The Grid*.

Chiller (Charlie Chillen)
Super Move: Rocket Jump
Weapon: The Mako

The extreme sports daredevil and shark wrestling madman from down under plays *The Grid* for a real challenge.

Karasu
Super Move: The Jet Kick
Weapon: Plasma Gun

A mysterious ninja from the Far East. His speed is almost inhuman. *The Grid*'s most recent addition to the player lineup.

Cyrus
Super Move: The Hammer
Weapon: Blaster

Ukranian weight lifter, considered the strongest man on Earth, has great pride in appearing in *The Grid*.

Trixi
Super Move: Invisibility
Weapon: Harpoon

Olympic gold medal gymnast and acrobat. Loves watching her virtual self in *The Grid*.

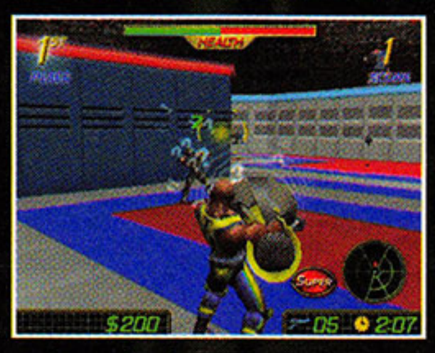
Flint
Super Move: Turbo Run
Weapon: The Maxim

A test pilot so obsessed with speed, he enhanced his own legs into bionics. Flint is *The Grid*'s most arrogant and vain celebrity persona.

Wes
Super Move: The Swipe
Weapon: Single Barrel Shotgun

America's combat hero turned big-screen star. Loves the publicity he receives on the world's favorite game show, *The Grid*.

GAMEPLAY TIPS



Using the horn is only good for stunning your opponent. This takes awhile to actually give you a "kill" in multiplayer mode.

Try to always keep your trackball set with the red blip on the radar at the top. This way you will always be ready to have a direct hit placed on your opponent, even from a great distance.

Grab all the money you can; you will need it to be able to unlock many of the hidden characters. Using the random-select feature to choose a character at the start will also increase the monetary values throughout the course of the game.

Many stages have levels that will require you to either jump up to a higher point, or to walk to a lower position. Be aware of the surrounding area before making any hasty decisions.

Health appears after you have knocked your opponent into oblivion. Grabbing a health box will increase your life meter, changing half of it to the color green, which represents one and a half times the power of the regular life bar.

The Grid

Long-range weapons have the best chance of annihilating your opponent. Keep an eye on the radar and aim carefully.

Don't listen to the announcer. Shooting the audience members will earn you "the bomb." Knocking your opponent out with "the bomb" earns you two kills.

Use the trigger button to carefully jump over various weapons and incoming Super Moves. Each opponent can only use a Super Move once before making a "kill." Keep track of whether or not your opponent has used it, or is setting you up for a big fall.

It is difficult to reach opponents who are perched at higher locations. Try to shoot your opponent at level ground. If you attempt to knock them off their pedestal and miss, they will have a great opportunity to shoot you down from a standing position.

One of the hidden backgrounds in multiplayer mode. Get accustomed to the hidden areas located in the game by a playing a two-player game against yourself first to gain an edge.

Out of weapons? Run up to your opponent from behind and slam 'em!

Also: Nothing beats being able to effectively shoot from corners, turning and using your trackball to obliterate your opponent, hiding again and repeating! Use these tips wisely and you could be the king of *The Grid* at your local arcade!

Only in multiplayer mode will you be able to earn these babies. Each multiplayer win means the next game is free! Grab all your friends and head to your nearest local arcade with *The Grid*!

SECRET CODES

Each of the following codes can be entered on the numeric keypad when the character selection screen appears; you can enter up to five codes at one time. Important: You must remember to press the # key to complete each code!

1-2-3-#—Booya!
2-2-0-#—All players have Bazookas (All participants must enter this code)
2-2-6-#—All players have Cannons (All participants must enter this code)
7-2-4-#—All players have Flash Cannons (All participants must enter this code)
9-3-0-#—Hidden Background: GRIDWORLD (All participants must enter this code)
9-0-8-#—Hidden Background: VINYARD (All participants must enter this code)
3-2-7-#—Fast return to gameplay after you're killed
9-3-7-#—Start with your character's basic weapon
4-4-1-#—Handicap Kode 1 (disables Golden Shotgun)
4-4-2-#—Handicap Kode 2
4-4-3-#—Handicap Kode 3
4-4-4-#—Handicap Kode 4
3-7-3-#—Free Look On (Allows players to look up and down as well as left and right)
2-4-4-#—Big Head On
2-4-5-#—Big Hands On
5-4-3-#—Grid Kids
7-6-3-#—Random Character Select (also increases value of money)

SECRET CHARACTERS

Secret characters can also be unlocked by entering codes on the numeric keypad at the character-select screen; however, the Blue Ninja code is the only one that will work until you have earned a certain amount of money or kills in multiplayer mode. Here's a list of the codes and the amount of money or kill points that you need in order for them to work:

2-6-5-#—Blue Ninja
2-5-3-#—Cleo (cheerleader) (must have at least $100,000)
7-2-6-#—Scorpion (must have at least $250,000)
4-7-4-#—Gridman (must have at least $500,000)
8-7-6-#—Trom (must have at least $750,000)
5-7-4-#—Kristy (cheerleader) (must have at least 500 points)
4-6-7-#—Host (must have at least 1,000 points)
3-7-5-#—Darla (must have at least 2,000 points)
7-8-2-#—Sub-Zero (must have at least 3,000 points)
5-2-9-#—Lawyer (audience member) (must have at least 5,000 points)
2-2-6-#—Cameraman (must have at least 7,500 points)

MNEMONIC DEVICES

If you're having trouble memorizing some of the codes, just remember that the keypad buttons also have letters on them, just like on a telephone. Many of the codes have patterns that are easier to remember this way. For example, to get "Big Head Mode" you can just spell "BIG" on the keypad, these letters correspond to the numbers 2, 4 and 4, which as you can see is the "Big Head" code in numeric form. Other examples: "FAS" for "Fast Return," "WEP" to start with a weapon, "FRE" for "Free Look Mode," "KID" for "Grid Kids Mode," "RND" for random select, "BAZ" for Bazookas and "CNN" for Cannons. Also note that most of the secret character codes are the same as the first three letters of the character's name (e.g. "SCO" for Scorpion). The only exceptions to this rule are Darla ("DRL") and the Blue Ninja ("BNJ").

OTHER SECRETS

You won't find them in *The Grid's* original production run of 200 cabinets (unless some kind of upgrade chip is made available), but the newer machines have two additional hidden characters. Noob Saibot can be accessed by going through all 10 towers in the single-player game! If you go through all 10 towers a second time, you'll receive a secret code; go through a third time to unlock the final hidden mystery character!

Scorpion

Host

Sub-Zero

Lawyer

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!

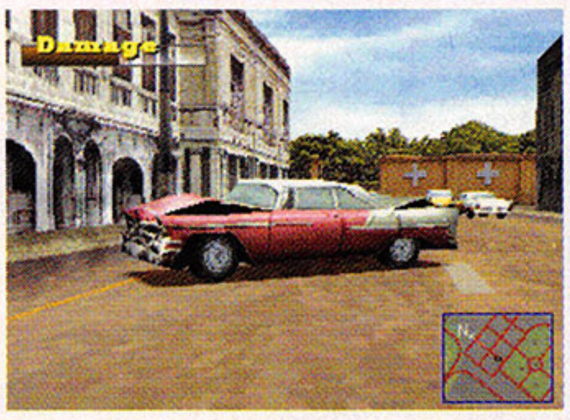
The elite "*Tips & Tricks* Pick" is given to those select few games that are highly recommended by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished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

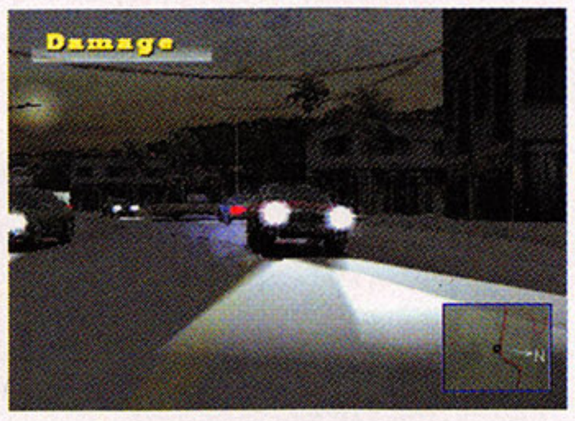
Watch for it!

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!

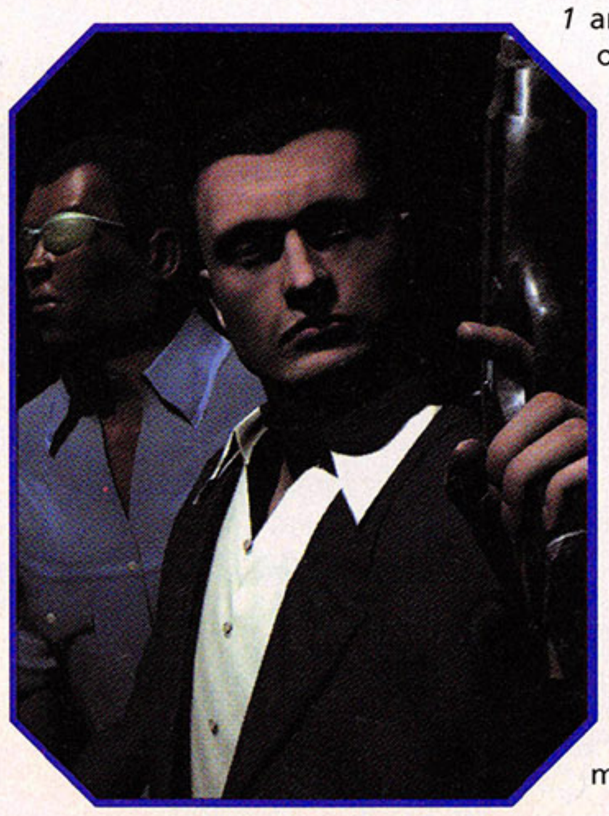
DRIVER 2

Infogrames • 4th Quarter • 1-2 Players





Tanner, the smooth-talking, weathered driver, is back behind the wheel in *Driver 2*. Once again, Tanner enters the ugly underbelly of urban crime as he goes undercover as a point man for a powerful crimelord who is impressed by his superior driving skills. Violence threatens the city of Chicago when a shady deal between U.S. and Brazilian gangsters turns sour. Tanner's job is to defuse the situation as he travels between the streets of Chicago, Las Vegas, Havana and Rio. Reflections, the developer of the *Driver* series along with *Destruction Derby 1* and *2*, is focusing on a stronger sense of realism in *Driver 2*. In the first *Driver*, pedestrians merely walked or sat. This time, the city folk will walk in and out of buildings, lounge at the café, shoot the breeze with neighbors and even chill at the beach. With this enhanced game engine for walking characters, *Driver 2* will also allow Tanner to get out of his car and move around freely. With a bigger variety of vehicles—including trucks, buses and vans—Tanner can now jump out on foot and carjack a better ride that suits his needs as in *Grand Theft Auto*. Tanner will also be required to walk into buildings, giving some missions a more satisfying ending than just simply pulling up to the area in your car. The main focus of the game, of course, is driving, with about 85% taking place in the car and 15% on foot. Greater attention is being given to the layout of the roads in the four new cities. In the first *Driver*, much of the landscape was flat with occasional hills. In *Driver 2*, the roads will bend around on top and underneath other roads, creating overpasses and underpasses. Freeways will be more realistic with proper merge and exit ramps, forcing drivers to actually use an exit lane while getting off. The overall city will also have more curved roads rather than the brutal 90° sharp corners in the first game. A new split-screen two-player mode will be added with destruction, chase and checkpoint-style racing games. If you played *Driver*, then you definitely know what you're in for; *Driver 2* seeks to top an already amazing PlayStation game. If you're sitting around thinking that *Driver* is merely for racing fanatics, then you're missing out on a true gem of a game. Shame on you!



MICKEY'S SPEEDWAY U.S.A.

TIPS & TRICKS PICK!

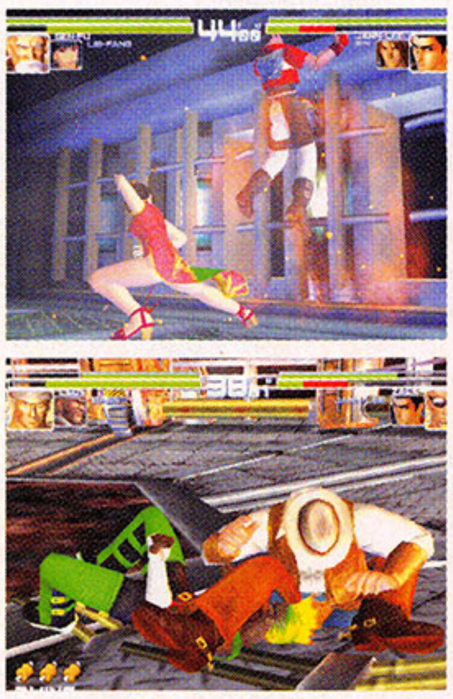
Nintendo • November • 1-4 Players

At the recent Nintendo Gamers' Summit—an annual event held for the press up in Seattle—we got an early look at *Mickey's Speedway U.S.A.* and tore around a couple of laps with our favorite Disney characters. Don't let the cute and cuddly Disney license fool you, this is one of the most finely-tuned kart racing games since Nintendo's own *Mario Kart 64*. Choose between Mickey Mouse, Donald Duck, Minnie Mouse, Daisy Duck, Goofy and others. Each racer has his or her own strengths and weaknesses with Mickey being the most "balanced" character. Mickey and friends get to race around famous American sites like Yellowstone Park, the Grand Canyon, New York City and Las Vegas. Like many kart racing games, there are tons of power-ups and weapons to keep the races even. The game contains plenty of speech and taunts from every character and actually features the authentic voice actors from Disney's animation studios. Each speech or taunt reflects the type of interaction each character has for each other. For example, when Mickey blasts a missile at Donald Duck, he'll laugh at his follies. If he makes Minnie slip on an oil slick on the other hand, he'll apologize while getting a good tongue-lashing from his girlfriend. *Mickey's Speedway U.S.A.* is another solid game from Nintendo's favorite developer, Rare. The only downside we can see is the outrageous suggested retail price of $69.95!

DEAD OR ALIVE 2: HARDCORE

Tecmo • November • 1-2 Players

Originally, Tecmo planned to have *Dead or Alive 2* come out only for the Dreamcast in the U.S. while releasing *Dead or Alive 2* only for the PlayStation 2 in Japan. That has all changed, however, as Tecmo obviously can't pass up on the massive anticipation for the U.S. launch of the PlayStation 2! Bring in *Dead or Alive 2: Hardcore* for the PlayStation 2, an amped-up version of the *Dead or Alive 2* that was released in Japan. *DOA 2: Hardcore* will feature a better graphics engine plus new costumes, stages and even more unlockable secrets. Another cool feature will be the option to hear either the new American voice-overs or the original Japanese taunts with English subtitles. There isn't much more information from Tecmo yet on this title, but you can bet it will give Namco's *Tekken Tag Tournament* a run for its money when both games hit the stores alongside the PlayStation 2.



X SQUAD

Electronic Arts • November • 1 Player

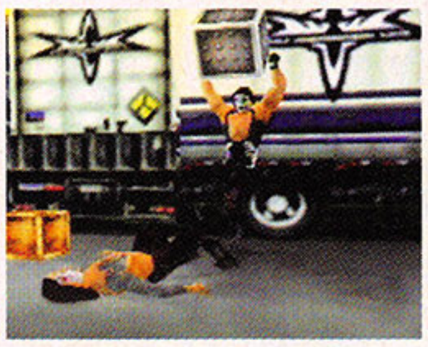
Originally called *X Fire* in Japan, *X Squad* is the first original title developed by EA's Japan studio, which for years just translated EA's North American titles for the Japanese market. *X Squad* puts you in the shoes of the leader Ash in the year 2037. A nasty plague has spread throughout the city, and you and your squad's job is to defeat the bioterrorists who started all this mess. *X Squad*'s main gameplay focus is pretty straightforward: Walk around the halls and rooms and shoot everything in sight, much like *One* or *Fighting Force*. You will be in charge of up to four other squad members who you can peripherally control by issuing them various commands. Each squad member has a special skill like hacking, demolitions or sniping. Using a squad member's particular skill and giving the right orders will allow you to successfully complete each mission. Ash can collect all kinds of weapons and power-ups as he marches through the levels. *X Squad* is not a very complicated endeavor, but even a high-end console like the PlayStation 2 deserves its share of simple, arcade fun.

Select Games

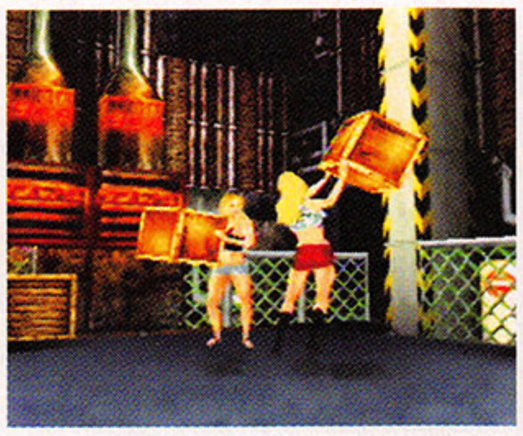
WCW BACKSTAGE ASSAULT

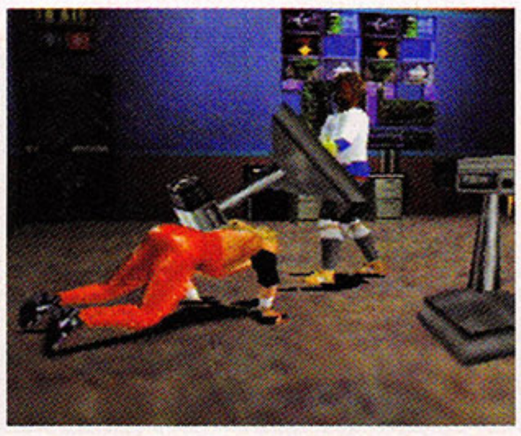
Electronic Arts • 4th Quarter • 1-2 Players

TIPS & PICK! TRICKS



Any wrestling fan knows that there's more activity backstage than in the ring these days, whether it be in the locker rooms, the garage or even in the bathroom. After the positive response behind *WCW Mayhem*'s locker room brawls, the folks at EA decided to bring all of the action backstage and away from the ring. *WCW Backstage Assault* features all the WCW stars and even includes the female wrestlers who were missing from *WCW Mayhem*. All the standard wrestling moves are intact, but what really separates this game from other wrestling games is the sheer number of objects you can pick up and use against your opponents. In the bathroom, for example, you can pick up the sink, the urinal or the hand dryer and slam them over each other's heads. In the garage, you can pick up a two-by-four, run over to the burning torch, light the wood and set the other guy on fire! Wrestlers can throw each other into other rooms as they rumble through a large map of unique areas with their own unique objects. *WCW Backstage Assault* will also be available for the PlayStation this winter.

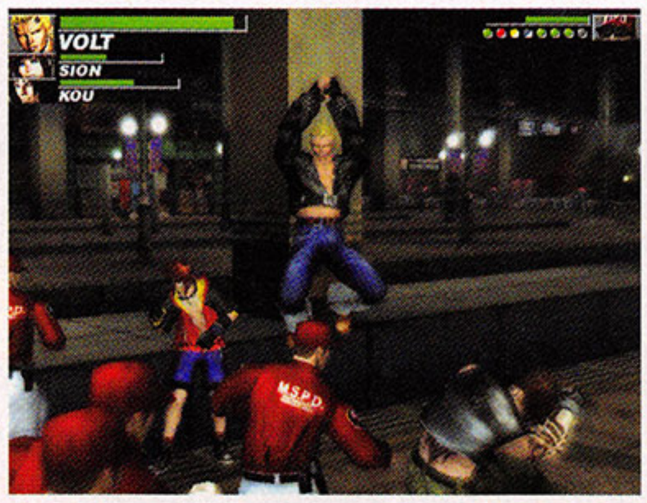




THE BOUNCER

Square/EA • 4th Quarter • 1 Player

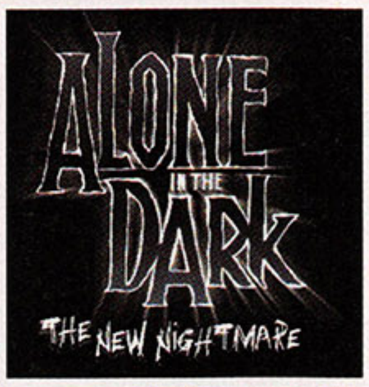
Some details have come to light regarding the much-anticipated PlayStation 2 title from Square, *The Bouncer*. The game begins with Sion Barzahd, a nineteen year-old bouncer, relaxing as he waits for his shift to begin at a bar called Fate. He is startled by his girlfriend, Dominique, when she tugs on his headphones to say, "Good Morning!" Sion, Dominique and fellow bouncers, Volt Krueger and Kou Leifou, enjoy a quiet morning when suddenly the sound of shattering glass kills the tranquil moment. As soon as Scion is able to gather his senses, he finds himself surrounded by a group of intruders and a brawl ensues. As Sion, Volt and Kreuger fight for their lives over broken tables and chairs, Dominique is captured and the intruders flee. Surveying the damage in the bar, the three bouncers determine that a group called Mikado is responsible for Dominique's abduction. And so the adventure begins. Square is calling *The Bouncer* a role-playing action title and it will be in DVD format. The DVD format's large capacity will allow all in-game dialogue to be done in voiceovers. Gameplay details are still very vague, but *The Bouncer* could end up being the most impressive title in the PlayStation 2's early line-up.

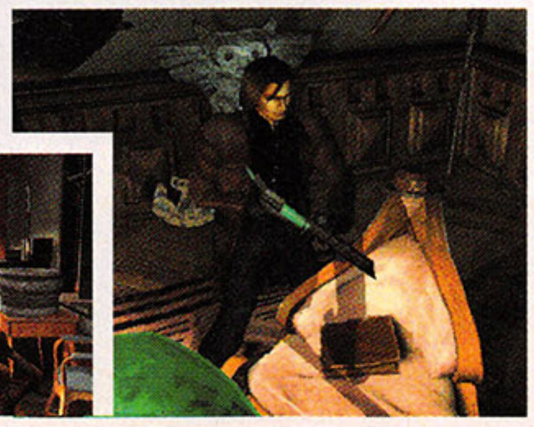


ALONE IN THE DARK: THE NEW NIGHTMARE

Infogrames • 4th Quarter • 1 Player

TIPS & PICK! TRICKS



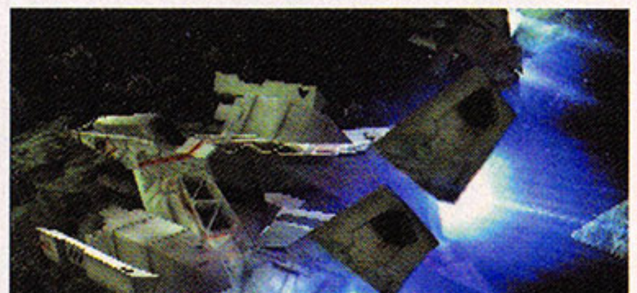


Alone in the Dark, quite possibly the most disturbingly named franchise in the survival-horror genre, was chilling spines back when "the master of unlocking" was still cutting her teeth. The latest installment, subtitled *The New Nightmare*, thrusts supernatural private detective Edward Carnby deep into the bowels of a world reminiscent of H.P. Lovecraft's worst nightmare. The intrepid Carnby seeks to avenge the death of his best friend, Charles Fiske, and bullheadedly proceeds to retrace the steps that led to Fiske's untimely demise on the ominously-named Shadow Island. Ancient terrors and unholy creatures lurk around corners and wait on ceilings as Carnby navigates the twisted landscape, fending for his life, his sanity and his soul while searching for the artifacts that contain the answers to his questions about his friend's death. Complicating the equation is Aline Cedrac, a young archaeologist who is on a quest to discover those same artifacts for reasons that may not be entirely selfless. Players can choose to control Carnby or Cedrac and have an entire arsenal of supernatural weapons and tools to aid their quest. Trial and error will determine the best application for the tools; for example, a flashlight is vital to progress in the game, but its light will attract one type of enemy while repelling another. Puzzle-solving is also a key element to progress, and the flashlight will help illuminate items that may be hidden in the shadows. Filled with intrigue, suspense, barely-glimpsed snatches of *what-the-heck-was-that* trepidation and gorgeously macabre Dreamcast environs, *Alone in the Dark: The New Nightmare* seeks to plunge its icy tendrils deep into your chest and rip out your still-beating heart as you exult in the adrenaline rush of pure terror.

SILPHEED: THE LOST PLANET

Working Designs • November • 1 Player

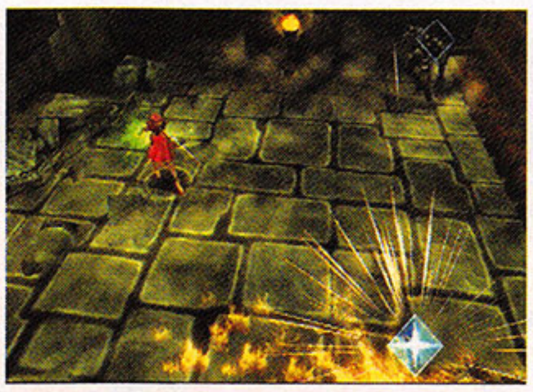
From the famous developer known as Treasure comes this latest incarnation of *Silpheed* for the PS2. Originating in the 1980s as a computer game by Game Arts, *Silpheed* is like a cockroach that never goes away; it appeared again in 1994 as a Sega CD game. Just when you thought it was safe to go outside again, back it comes for a third time. This new remake boasts incredible graphics and fantastic visual effects—as did the Sega CD version in its time—but the game mechanics have not changed one bit since the original version. You can only change weapons between stages, there are no power-ups and none of the new weapons you obtain seem to be quite as effective as the ones you start out with. Aside from the improved graphics, the best things about this new version of *Silpheed* are the occasional sparks of interesting gameplay interactions that Treasure (the developer of *Gunstar Heroes*, *Guardian Heroes* and *Mischief Makers*) is known for.

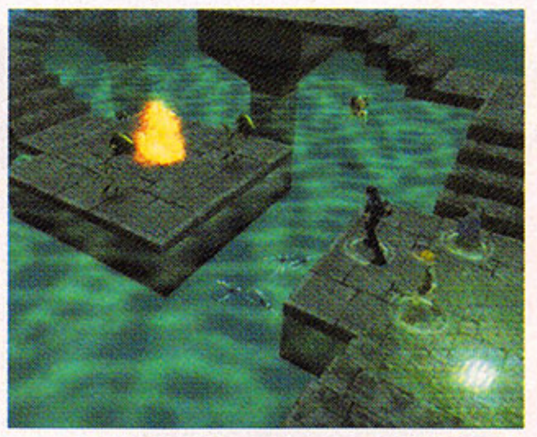


ORPHEN: SCION OF SORCERY

Activision • November • 1 Player

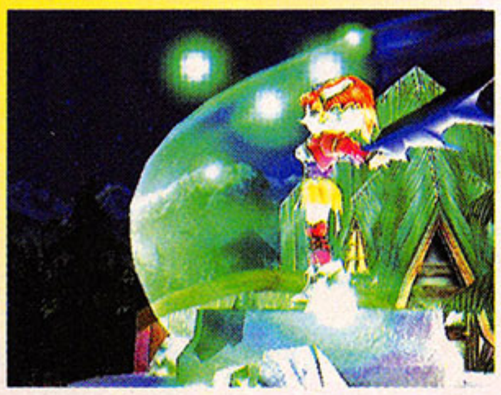
Activision's latest PS2 game is a translation of the Japanese game *Sorcerous Stabber Orphen*, also known as *Majutsushi Orphen*, which roughly translates to "Magic Arts Soldier Orphen." While it's fairly unknown in America (this explains the bizarre new title), *Majutsushi Orphen* was originally a Japanese comic which later became an animated series. One little-known fact is that the developer of this game, Shade, also programmed *The Granstream Saga*! This is Shade's first post-PlayStation console effort, and even as an action/RPG many of its elements are more focused on the RPG side and less so on the action. For example, even through there are action sequences where you must dodge obstacles, jump over pits and battle enemies, whenever you fight a boss you can't move around at all—you can only cast different spells! Boss battles are not turn-based, but since you're relegated to just pressing different attack/defense buttons at different time intervals, it really makes you feel like you're not really directly controlling your character's actions. This huge change of focus in gameplay style is certainly unique, although most gamers who aren't rabid anime otaku may find it awkward. On the other hand, the anime sequences are some of the sharpest and cleanest animation we've seen, even for a DVD.





GRANDIA II

Ubi Soft • December • 1 Player

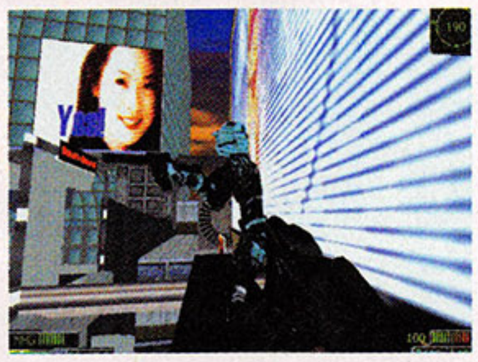


Grandia II is the follow-up to the extremely popular role-playing game *Grandia*, which came out for the PlayStation last year. In Japan, *Grandia* was originally released for the Sega Saturn back in 1997. The *Grandia* series thus makes its return to the Sega fold as *Grandia II* is exclusive only to the Dreamcast. The main character, Ryudo, is a vagrant sword-for-hire who begrudgingly takes on a job to escort Elena, a priestess of Granas, to participate in a secret ceremony. During the mysterious ceremony, something goes horribly wrong and Ryudo jumps in to save Elena from the clutches of an evil force. A simple escort assignment soon turns into a full-scale war between good and evil as Ryudo finds himself destined to save humanity. Much of the same features found in *Grandia* return in *Grandia II*, like the ability to rotate the camera angle a full 360°. Also making its return is the Initiative Point gauge system which combines turn-based and real-time battle sequences to create a unique approach to gameplay. The graphics in *Grandia II* really show how a traditional RPG can graduate to a stunning and immersing 3-D world. *Grandia II* is a very special game for Dreamcast owners who are looking for more traditional elements in an RPG game, including complex characters and a deep, involving storyline.

Select Games

SHRAPNEL: URBAN WARFARE 2025

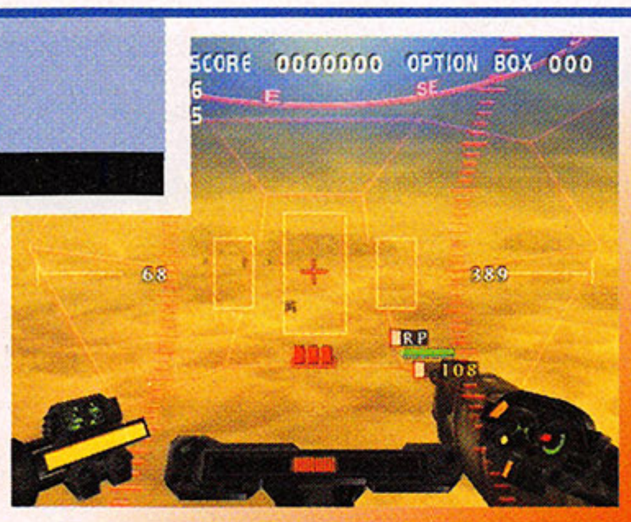
Ripcord • November • 1-4 Players



Ripcord Games prides itself in making games that simulate actual wartime scenarios and weaponry. You won't find fancy laser guns or plasma rifles in many of the company's first-person shooters, like the *Spec Ops* series. In *Shrapnel: Urban Warfare 2025*, however, Ripcord bends some of those rules by featuring futuristic weapons, albeit based on formerly-classified munitions designs. *Shrapnel: Urban Warfare 2025* was originally called *M.O.U.T. 2025* and was planned as a continuation of the *Spec Ops* series, but its theme warranted its own series. The game focuses on the confusion of urban warfare, one of the most difficult tactical operations during a war. The combat is based on true-to-life classified infantry strategy for infiltrating city dwellings. The environments all have an industrial metropolis look with plenty of neon lights and projection screen billboards. *Shrapnel: Urban Warfare 2025* will be part of the SegaNet lineup and will feature multiple online gameplay modes for up to eight players, including deathmatch, cooperative team play and objective-based missions.

GUNGRIFFON BLAZE

Working Designs • November • 1 Player



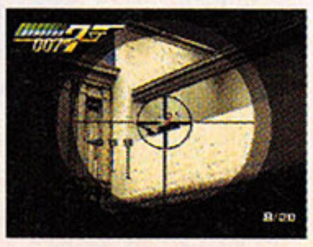
Here's another game series that's enjoying a makeover on the PS2. The original *Gungriffon* was released here in 1996 for the Sega Saturn, designed and developed by Game Arts. It was lauded for its fast action and responsive gameplay, a feature that always seemed necessary for a mech game, despite the fact that most games of that genre contained interfaces that were complex, slow and clunky. *Gungriffon Blaze* is perhaps everything that the originals were supposed to be, had the proper resources been available. The format of this new installment is true to the original, it just looks a great deal better. The only drawback is that the control scheme may be a little too complex for beginners. Those gamers who are experienced in other mech games like *Armored Core* may also be initially frustrated since the button configuration is so different. Let's hope the Working Designs will add a much-needed custom button configuration mode instead of forcing the player to choose from a number of presets.

THE WORLD IS NOT ENOUGH UPDATE!

TIPS & PICK! TRICKS

EA • November • 1-2 Player

Another look at the PlayStation version of *The World is Not Enough* had us blown away! This is definitely what PlayStation owners have been looking for: a fast-paced first-person shooter with fluid controls. Many first-person shooter games for the PlayStation have horrible aiming controls (but we won't name any names). *The World Is Not Enough* has an auto-targeting system that keeps you from squinting and adjusting tiny crosshairs. The most impressive feature, without a doubt, is the graphics. The folks at Black Ops—developer of the PlayStation version of *The World Is Not Enough*—have really outdone themselves with the beautiful textures, colors and character models. It is one of the best-looking PlayStation games to date. The game follows the movie's plot very closely and utilizes cut-scenes from the film to create a seamless presentation. It's not all lead-pumping action for Bond; you must make good use of Q's gadgets to fulfill your missions. There's even a small mini-game where you have to make money playing Blackjack at the casino! The game also has plenty of humor; you'll have to check everything out because you'll never know what the developers stuck in for a few laughs. *The World is Not Enough* is one sleek and polished title, just like the Man himself.

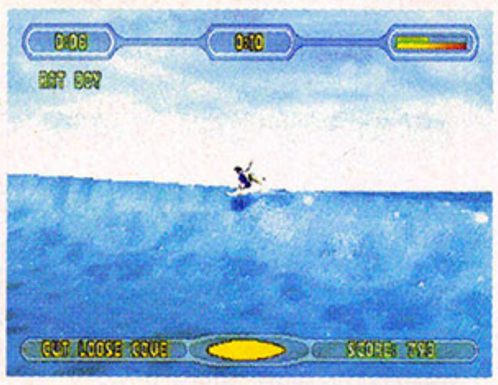


The World is Not Enough 007

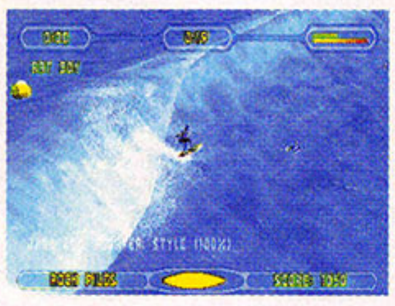
CHAMPIONSHIP SURFER

TIPS & TRICKS PICK!

Mattel • November • 1 Player

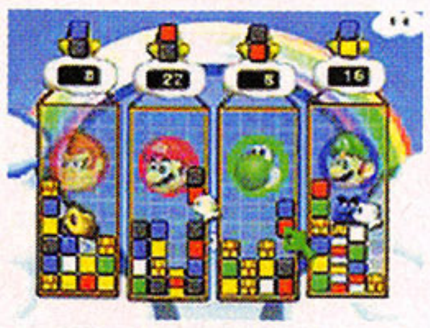


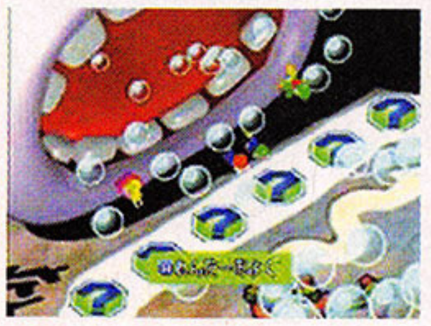
Championship Surfer is being created by Krome Studios, an Australian developer made up of surfer dudes who want to make the ultimate surfing game. The game will feature eight members of the O'Neill World Championship team, including Cory Lopez, Jason "Rat Boy" Collins and Rochelle Ballard, to name a few. The action takes place on a fictional South Pacific island with ten selectable beach locations, each with its own unique wave formations and varying weather conditions. There's something relaxing about this game, possibly because of the island climate and the lazy "vacation" feel. *Championship Surfer* is a good pick-up-and-play game, but it also offers more challenging modes if you really get into it.



MARIO PARTY 3

Nintendo • Possible 2001 • 1-4 Players





More multiplayer fun is on the way for the N64 with *Mario Party 3*! The game is being released in Japan this December and should be making its way to the U.S. by early next year. This party will feature ten board maps and a whopping 70 all new mini-games. A new mode will be introduced in *Mario Party 3* called, Dual Map system. It will allow you to bring along a "help" character that you can call on at anytime during a one-on-one match against a friend. This means that you can still enjoy a one-on-one match-up with several characters without having to play against the annoying computer-controlled players, which some people have claimed to be cheating in *Mario Party 1* and *2*!

TONY HAWK'S PRO SKATER 2

TIPS & TRICKS PICK!

Activision • November • 1-2 Players

Tony Hawk's Pro Skater 2 is going to be another monster title for Activision this holiday season after the huge success of the first game. Many developers have since hopped on the skateboarding bandwagon with attempts to imitate *Tony Hawk*, but no one has come close. The secret to the *Tony Hawk* series is probably its perfect balance between simulating real-life skating moves contrasted with all-out arcade fun. Players earn money as they skate and complete various objectives laid out for each course. The money can buy different trick sets, clothing or the ability to increase various player attributes to improve the skater.

The Dreamcast version of *Tony Hawk's Pro Skater 2* is a direct port of the PlayStation version, offering the exact same gameplay modes. We're sure you don't need to hear it from us to demand this game for Christmas!

COOL BOARDERS 2001

Sony • November • 1-2 Players

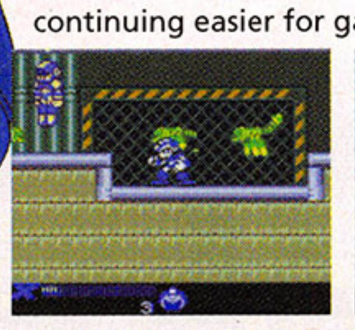
The *Cool Boarders* franchise continues into the new millennium! *Cool Boarders 2001* is a little more hardcore compared to the rest of the series. The difficulty level is pretty challenging right from the start, so you will need to be a little familiar with the controls if you're a beginner. The game features a new fighting mode that can be turned on or off. You can punch your fellow boarders as you plow down the hill, much in the same spirit as *Road Rash*. You can select various snowboarding gear from a a huge line of top manufacturers, including Nike, Billabong, Vans, Burton, Forum, M3 and more! Featuring 300 all-new motion captured animation sequences from various pro snowboarders, *Cool Boarders 2001* should be the most realistic snowboarding game this winter.

MEGA MAN XTREME

GAME BOY COLOR

Capcom • November • 1-2 Players

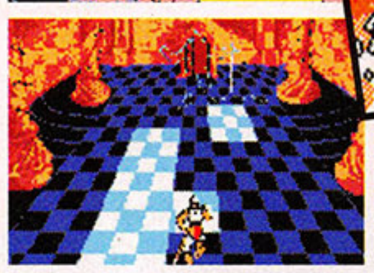
Fans of the blue bomber may be pleased to see him running rampant in his first Game Boy Color cart...but as the title suggests, this game has more in common with the *Mega Man X* series, which includes games that are known to be more difficult and more serious in tone than the standard *Mega Man* games. An all-new adventure, its story revolves around a new ally named Midi, a new enemy named Techno and two brand new "boss" characters. Players who clear the first set of stages should not be surprised to find a different set of levels available in the second round. *Mega Man Xtreme* is also compatible with the original monochrome Game Boy and features a convenient "auto save" feature that makes continuing easier for gamers on the go.



DRAGON'S LAIR

GAME BOY COLOR

Capcom • November • 1 Player

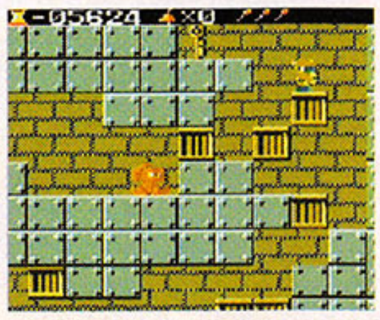
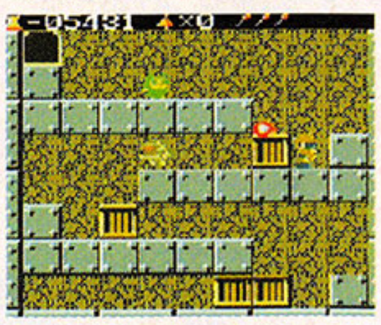
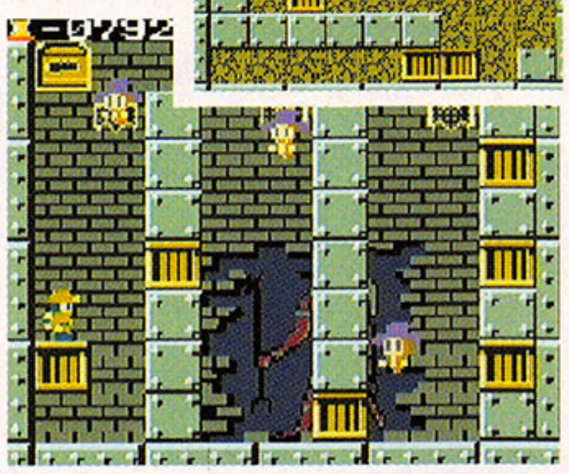


Capcom scored big when it acquired the rights to this vintage arcade conversion. This isn't the first cartridge-based version of the classic laserdisc game, but it is the first one to actually duplicate the coin-op experience through the use of full-motion video sequences stored directly on a ROM chip. This technique has been used sparingly on the Game Boy Color—most notably in the introduction sequences of *Disney's Tarzan* and *Star Wars Episode I Racer*—but developer Digital Eclipse must have some super-heavy-duty compression technology, 'cause this is the first time that anyone has attempted to make an entire full-motion video game without the use of a laserdisc or CD-ROM drive. Not only does it look awesome, but we've been assured that all of the game's sequences—including the "mirror image" scenes—will appear in the proper order as in the coin-op original.

MONSTER RANCHER EXPLORER

GAME BOY COLOR

Tecmo • Available Now • 1 Player

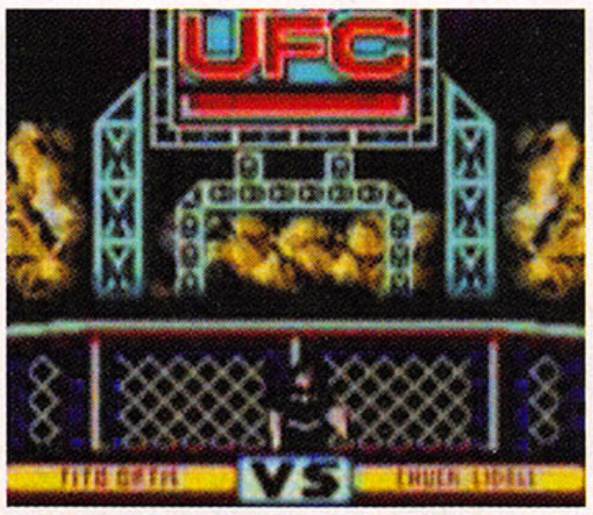
It took us a minute to figure out why this game looked so familiar; it's actually an upgraded version of Tecmo's old NES game *Solomon's Key* (or *Solomon's Club* if you played it on the original monochrome Game Boy) with monsters from the *Monster Rancher* series added to the mix. You play as Cox, a young anthropologist who must work his way through dozens of stages and climb to the top of a tower by finding keys and solving puzzles. As in *Solomon's Key*, Cox use his hammer to create boxes out of thin air or smash them to bits. Trapped in the tower are "Good Guy" and "Bad Guy" monsters who can be sealed in saucer stones and regenerated at the shrine, where they will join your quest and provide you with special abilities. Finding our old pal Suezo, for example, will allow Cox to see all of the hidden items on any stage. You can even create your own stages and share them with friends by using the Link Cable.

ULTIMATE FIGHTING CHAMPIONSHIP

GAME BOY COLOR

Crave • November • 1-2 Players

Like the award-winning Dreamcast title of the same name, the Game Boy Color version of *Ultimate Fighting Championship* will attempt to recreate all aspects of a UFC presentation on TV, complete with real-life fighters, logos, theme music and more. Naturally, the UFC's official announcer and head referee—Bruce Buffer and Big John McCarthy, respectively—will also be on hand for the festivities. In addition to three fighting modes—Championship, Versus and Survival—the game will also feature a training mode in which you can help your favorite fighter to learn special moves from McCarthy himself.



GAME TRACK!

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

NINTENDO 64 NOVEMBER

1	Banjo-Tooie	Rare
2	Batman Beyond	Ubi Soft
3	Blues Brothers 2000	Titus
4	Carnivale	Vatical
5	Hercules: The Legendary Journeys	Titus
6	Hey You, Pikachu! •	Nintendo
7	Indiana Jones and the Infernal Machine	LucasArts
8	Mia Hamm 64 Soccer	SouthPeak
9	Mickey's Speedway USA	Nintendo
10	Midway's Greatest Arcade Hits V. 1	Midway
11	Ready 2 Rumble Boxing: Round 2	Midway
12	Roswell Conspiracies	Redstorm
13	Rugrats In Paris: The Movie	THQ
14	Scooby Doo! Classic Creep Capers	THQ
15	Spider-Man	Activision
16	Star Wars: Battle for Naboo	LucasArts
17	Tom & Jerry	Mattel
18	Transformers Beast Wars •	Bam
19	WCW Backstage Assault	EA
20	The World is Not Enough	EA
21	WWF: No Mercy	THQ

DECEMBER

22	Aidyn Chronicles: The First Mage	THQ
23	Disney's Donald Duck	Ubi Soft
24	Ms. Pac-Man Maze Madness	Namco
25	Paper Mario Story •	Nintendo

JANUARY

26	Conker's Bad Fur Day	Nintendo
27	Disney's Dinosaur Planet	Nintendo
28	Eternal Darkness	Nintendo
29	Mega Man 64	Capcom

POSSIBLE IN 2001

30	Airboardin' USA	Agetec
31	Animal Forest	Nintendo
32	Custom Robo •	Nintendo
33	Custom Robo V.2	Nintendo
34	Dance Dance Revolution: Disney Dancing Museum	Nintendo
35	Detective Barbie: The Mystery Cruise	Mattel
36	Doubutsu Bancho	Nintendo
37	Echo Delta	Nintendo
38	F-1 Grand Prix 2000	Eidos
39	Mario Party 3	Nintendo
40	Mini Racers	Nintendo
41	Pokémon Stadium Gold , Silver & Crystal	Nintendo
42	Mysterious Dungeon: Shiren the Wanderer 2 •	Chunsoft
43	Riqa	Nintendo
44	Sin & Punishment	Nintendo
45	Viewpoint 2064	T.B.A.

PLAYSTATION NOVEMBER

1	007 Racing	EA
2	102 Dalmations: Puppies to the Rescue	Eidos
3	Alone In the Dark: The New Nightmare	Infogrames
4	Army Men Air Attack 2	3DO
5	Army Men Arcade Blasts	3DO
6	Army Men Kids Action	3DO
7	Army Men World War Land, Sea and Air	3DO
8	Arthur! Ready to Race	Mattel
9	Batman Racing	Ubi Soft
10	Blade	Activision
11	Buffy the Vampire Slayer	Fox
12	Bugs Bunny & Taz: Time Busters	Infogrames
13	Carmageddon 2	Interplay
14	Championship Motocross	THQ
15	Championship Surfer	Mattel
16	Chicken Run	Activision
17	Colin McRae 2 Rally •	Codemasters
18	Cool Boarders 2001	Sony
19	Crash Bash	Sony
20	Disney's Donald Duck	Ubi Soft
21	Disney's The Emperor's New Groove	Sony
22	Driver 2	Infogrames
23	Duke's of Hazzard 2	Southpeak
24	Evil Dead: Hail to the King	THQ
25	F-1 World Grand Prix 2000	Eidos
26	Final Fantasy IX •	Square/EA
27	Formula 1 2000	Midway
28	Goofy's Fun House	Mattel
29	The Grinch	Konami
30	HBO Boxing	Acclaim
31	Hidden and Dangerous	Take 2
32	Hot Wheels Extreme XTR Racing	Mattel
33	Inspector Gadget	Ubi Soft
34	Knockout Kings 2001	EASports
35	Loony Tunes Racing	Infogrames
36	The Lion King: Simba's Mighty Adventure	Activision
37	Lunar 2: Eternal Blue •	Working Designs
38	Mat Hoffman's Pro BMX	Activision
39	March Madness 2001	EA
40	Mega Man X5 •	Capcom
41	Monster Force	Konami
42	Moto Racer World Tour	Infogrames
43	The Mummy	Konami
44	NASCAR Racers	Hasbro
45	NBA Shootout 2001	Sony
46	NCAA Final Four 2001	Sony
47	Nicktoons Racing	Hasbro
48	Obi Wan	THQ
49	Persona 2 •	Atlus
50	Power Spike Pro Beach Volley	Infogrames
51	Rainbow Six: Rogue Spear	Red Storm
52	Ready 2 Rumble Boxing: Round 2	Midway
53	Rescue Heroes Molten Menace	Mattel
54	Rock 'em Sock 'em Robots Arena	Mattel
55	Sabrina the Teenage Witch	Berkeley Systems
56	Scooby Doo! Classic Creep Capers	THQ
57	Spyro: Year of the Dragon	Sony
58	Star Wars: Demolition	LucasArts
59	Tiger Woods PGA Tour 2001	EASports
60	Tomb Raider Chronicles	Eidos
61	Torneko: The Last Hope •	Enix
62	V.I.P.	Ubi Soft
63	Warriors of Might & Magic	3DO
64	Woody Woodpecker Racing	Hasbro
65	World Destruction League Thunder Tanks	3DO
66	The World is Not Enough	EA
67	WWF Smackdown! 2	THQ
68	X-Men: Mutant Wars	Activision

DECEMBER

69	BladeArts •	Enix
70	Deuce	Midway
71	Martian Gothic	Take 2
72	Super Cross 2001	EA

1ST QUARTER 2001

73	Arc the Lad Collection •	Working Designs
74	Disney's Aladdin	Sony
75	Lego Stunt Rally	Lego
76	The Road to El Dorado	Ubi Soft
77	Roswell Conspiracies	Red Storm

POSSIBLE IN 2001

78	Acocangua •	Sony
79	Dance Dance Revolution •	Konami
80	Digimon World 2 •	Bandai
81	Dragon Warriors VII •	Enix
82	Fear Effect: Retro Helix	Eidos
83	Fist of the North Star •	Bandai
84	Legacy of Kain: Soul Reaver 2	Eidos
85	Metal Slug X •	Agetec
86	Mr. Driller 2	Namco
87	Simpsons Wrestling	Fox
88	Tales of Eternia	Namco
89	Time Crisis: Project Titan	Namco

PLAYSTATION 2 NOVEMBER

1	Age of Empires 2	Konami
2	Armored Core 2 •	Agetec
3	Army Men Air Attack 2	3DO
4	ATV Off-Road	Sony

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

Select Games

GAME TRACK!

5	**Big SSX Snowboarding** •	EA
6	**Billiards**	Infogrames
7	**Carrier**	Jaleco
8	**Cool Pool Billiards Master**	Take 2
9	**Disney's Jungle Book**	Ubi Soft
10	**Donald Duck**	Ubi Soft
11	**ESPN: NBA 2Night**	Konami
12	**ESPN: NFL Prime Time**	Konami
13	**ESPN: X Games Snowboarding**	Konami
14	**Eternal Ring** •	Agetec
15	**EverGrace** •	Agetec
16	**F-1 2001**	EA
17	**F-1 Championship '99**	Ubi Soft
18	**FIFA 2001 Major League Soccer** •	EA
19	**Gradius III & IV** •	Konami
20	**Gundam Wing**	Bandai
21	**Kengo: Master of the Bushido**	Crave
22	**The Lost**	Crave
23	**Midnight Club: Street Racing**	Rockstar
24	**NHL 2001**	EA
25	**Off-Road Thunder**	Midway
26	**Onimusha Warlords**	Capcom
27	**Rayman 2**	Ubi Soft
28	**RC Revenge Pro**	Acclaim
29	**Real Pool**	Infogrames
30	**Revolt 2**	Acclaim
31	**Roadsters Trophy**	Interplay
32	**Shadow of Destiny**	Konami
33	**Star Wars Episode 1: Starfighter**	LucasArts
34	**Super Bust-A-Move**	Acclaim
35	**Theme Park World**	EA
36	**Tiger Woods PGA Tour 2001**	EASports
37	**Top Gear Dare Devil**	Kemco
38	**Unreal Tournament**	Infogrames
39	**Wipeout Fusion**	Sony
40	**World Destruction League Thunder Tanks**	3DO

DECEMBER

41	**Army Men Sarge's Heroes 2**	3DO
42	**Cool Boarders: Code Alien**	Sony
43	**Disney's Dinosaur**	Ubi Soft
44	**Fury**	Midway
45	**Galleon**	Interplay
46	**Ground Control**	Berkeley Systems
47	**MDK 2 Armageddon**	Interplay
48	**NASCAR 2001**	EASports
49	**Orphen** •	Activision
50	**Off-Road Outlaws**	Interplay

1ST QUARTER 2001

51	**The Bouncer**	Square/EA
52	**Dark Cloud**	Sony
53	**Ephemeral Fantasia** •	Konami
54	**F-1 Championship Season**	EASports
55	**Gauntlet Dark Legacy**	Midway
56	**Gran Turismo 2001**	Sony
57	**GuitarMan**	Konami
58	**Gunslinger**	Activision
59	**ICO**	Sony
60	**Knockout Kings 2001**	EASports
61	**Moto GP**	Namco
62	**Navy Seals**	Jaleco
63	**NBA Live 2001**	EASports
64	**NBA Showtime**	Midway
65	**Oddworld: Munch's Oddysee**	Infogrames
66	**Oni**	Rockstar
67	**Project Eden**	Eidos
68	**Seven Blades**	Konami
69	**The Sky Odyssey**	Sony
70	**Sled Storm 2**	EA
71	**Star Wars: Super Bombad Racing**	LucasArts
72	**Street Lethal**	Activision
73	**Stunt GP**	Interplay
74	**Warriors of Might & Magic**	3DO
75	**The World Is Not Enough**	EA

POSSIBLE IN 2001

76	**All Star Baseball 2002**	Acclaim
77	**Baldur's Gate**	Interplay
78	**Beast Wars**	BAM
79	**Bloody Roar 3**	Hudson
80	**C-12**	Sony
81	**Championship F-1 Racing**	BAM
82	**Dance Summit 2001**	Enix
83	**Dropship**	Sony
84	**Extermination**	Sony
85	**Final Fantasy X**	Square/EA
86	**Final Fantasy XI**	Square/EA
87	**Galerians 2**	Crave
88	**The Getaway**	Sony
89	**Jade Cocoon 2**	Crave
90	**Kessen 2**	EA
91	**Klonoa 2**	Namco
92	**Legacy of Kain: Soul Reaver 2**	Eidos
93	**Legion**	Midway
94	**Metal Gear Solid 2: Sons of Liberty**	Konami
95	**MTV Music Generator**	Codemasters
96	**NBA Shootout 2001**	Sony
97	**NCAA Final Four 2001**	Sony
98	**NCAA GameBreaker 2001**	Sony
99	**NHL FaceOff 2001**	Sony
100	**One Force**	Agetec
101	**Red Faction**	THQ
102	**Ring of Red** •	Konami
103	**Robocop**	Titus
104	**Run Like Hell**	Interplay
105	**Seven**	Namco
106	**Shadowman: Second Coming**	Acclaim
107	**Silent Hill 2**	Konami
108	**Spy Hunter**	Midway
109	**Star Ocean 3**	Enix
110	**Tony Hawk's Pro Skater 2**	Activision
111	**TVDJ** •	Sony
112	**Unison**	Tecmo
113	**V'Room**	Interplay
114	**Wetrix 2**	T.B.A.
115	**Zone of the Enders**	Konami

DREAMCAST NOVEMBER

1	**102 Dalmations: Puppies to the Rescue**	Eidos
2	**Alone In the Dark: The New Nightmare**	Infogrames
3	**Arcaterra**	Ubi Soft
4	**Army Men: Sarge's Heroes**	Midway
5	**Ball Breakers**	Take 2
6	**Bang! Gunship Elite**	Red Storm
7	**Capcom vs. SNK: Millennium Fight 2000** •	Capcom
8	**Championship Surfer**	Mattel
9	**Dave Mirra Freestyle BMX**	Acclaim
10	**Deer Avenger**	Berkeley Systems
11	**Dragon Rider**	Ubi Soft
12	**ECW: Anarchy Rulz**	Acclaim
13	**ESPN: Baseball 2Night**	Konami
14	**ESPN: Links Golf**	Konami
15	**Evil Dead: Hail to the King**	THQ
16	**Freestyle Motocross: McGrath vs. Pastrana**	Acclaim
17	**Gorka Morka**	Ripcord
18	**The Grinch**	Konami
19	**Half-Life**	Berkeley Systems
20	**Heroes of Might & Magic**	3DO
21	**Hoyle Casino**	Berkeley Systems
22	**Jet Grind Radio** •	Sega
23	**Legend of the Blade Master**	Ripcord
24	**Looney Tunes Space Race**	Infogrames
25	**Mat Hoffman's Pro BMX**	Activision
26	**Metropolis Street Racer**	Sega
27	**Midway's Greatest Arcade Hits V. II**	Midway
28	**Midway's Greatest Arcade Hits V. III**	Midway
29	**Monster Breeder**	Tommo
30	**Ms. Pac-Man Maze Madness**	Namco
31	**The Mummy**	Konami
32	**Outrigger**	Sega
33	**P.O.D. II**	Ubi Soft
34	**Polaris Snocross**	Vatical
35	**Prince of Persia**	Mattel
36	**Project Justice**	Capcom
37	**Quest of the Blade Master**	Ripcord
38	**Ready 2 Rumble Boxing: Round 2**	Midwayft
39	**Roswell Conspiracies**	Red Storm
40	**Sega Marine Fishing** •	Sega
41	**Shenmue** •	Sega
42	**Shrapnel: Urban Warfare 2025**	Ripcord
43	**Sierra Sports Game Room**	Berkeley Systems
44	**Skies of Arcadia** •	Sega
45	**Sno-Cross Championship Racing**	Crave
46	**Soldier of Fortune**	Crave
47	**Sonic Shuffle**	Sega
48	**Speed Devils 2**	Ubi Soft
49	**Star Wars: Demolition**	LucasArts
50	**Stunt GP**	Infogrames
51	**S.W.A.T. 3D**	Berkeley Systems
52	**System Shock 2**	Vatical

Select Games

53	**Test Drive Le Mans**	Infogrames
54	**Tony Hawk's Pro Skater 2**	Crave
55	**Tomb Raider Chronicles**	Eidos
56	**Unreal Tournament**	Infogrames
57	**Who Wants to Beat Up a Millionaire?**	Berkeley Systems

DECEMBER

58	**Armada 2**	Metro 3D
59	**Daytona U.S.A.**	Sega
60	**Disney's Dinosaur**	Ubi Soft
61	**Grandia 2** •	Ubi Soft
62	**Stupid Invaders**	Ubi Soft

1ST QUARTER 2001

63	**Age of Empires II**	Konami
64	**Max Steel**	Mattel
65	**Microsoft Combat Flight Simulator**	Konami
66	**Playmobil Hype**	Ubi Soft

POSSIBLE IN 2001

67	**18 Wheeler Pro Trucker**	Sega
68	**Alien Front Online**	Sega
69	**Black & White**	Sega
70	**Dee Dee Planet**	Sega
71	**Dino Crisis** •	Capcom
72	**Evil Twin**	Ubi Soft
73	**Floigan Brothers**	Sega
74	**Guilty Gear X**	T.B.D.
75	**Gun Valkyrie**	Sega
76	**IllBleed**	Sega
77	**King of Fighters 2000**	Agetec
78	**Legacy of Kain: Soul Reaver 2**	Eidos
79	**L.O.L.**	Agetec
80	**Mr. Driller 2**	Namco
81	**NappleTale** •	Sega
82	**Phantasy Star Online**	Sega
83	**Planet Harrier**	Sega
84	**Planet of the Apes**	Fox
85	**Rent A Hero No. 1** •	Sega
86	**Resident Evil 3: Nemesis**	Capcom
87	**Seaman 2001 Edition** •	Sega
88	**Sega Tetris** •	Sega
89	**The Seven Secret Mansions**	Koei
90	**Shenmue Chapter 2**	Sega
91	**Sonic Adventure 2**	Sega
92	**Toy Racer**	Sega
93	**The Typing of the Dead** •	Sega
94	**Vampire Chronicles** •	Capcom
95	**Virtua Cop 2** •	Sega

GAME BOY COLOR
NOVEMBER

1	**3-D Ultra Pinball: Thrill Ride**	Sierra
2	**Action Man**	THQ
3	**Airforce Delta**	Konami
4	**Army Men: Air Combat**	3DO
5	**Army Men: Arcade Blasts**	3DO
6	**Army Men: Sarge's Heroes 2**	3DO
7	**Barbie Magic Genie**	Mattel
8	**Barbie Pet Rescue**	Mattel
9	**Batman Racing**	Ubi Soft
10	**Blade**	Activision
11	**Blue's Clues**	Mattel
12	**Buzz Lightyear of Star Command**	Activision
13	**Cannon Fodder**	Codemasters
14	**Carnivale**	Vatical
15	**Chicken Run**	THQ
16	**Cruis'n Exotica**	Midway
17	**Dave Mirra Freestyle BMX**	Accclaim
18	**Disney's Aladdin**	Ubi Soft
19	**Disney's Jungle Book**	Ubi Soft
20	**Donkey Kong Country** •	Nintendo
21	**Dragon's Lair**	Capcom
22	**Dukes of Hazzard**	Southpeak
23	**ESPN: NBA 2Night**	Konami
24	**FIFA 2001**	EASports
25	**Flintstone's Burgertime in Bedrock**	Electro Source
26	**Force 21**	Red Storm
27	**Gauntlet Legends**	Midway
28	**Godzilla 2**	Crave
29	**The Grinch**	Konami
30	**Harvest Moon 2**	Crave
31	**Harley Davidson: Race Across America**	Infogrames
32	**Hercules: The Legendary Journeys**	Titus
33	**Inspector Gadget**	Ubi Soft
34	**Lemmings Revolution**	Take2
35	**Lego Alpha Team**	Lego
36	**Lego Racers**	Lego
37	**Lego Stunt Rally**	Lego
38	**The Lion King: Simba's Mighty Adventure**	Activision
39	**Little Nicky**	Ubi Soft
40	**Madden NFL 2001**	EA
41	**Mega Man Xtreme**	Capcom
42	**Metal Walker**	Capcom
43	**Mia Hamm Soccer**	South Peak
44	**Microsoft Entertainment Pack**	Electro Source
45	**Microsoft Pinball Arcade**	Electro Source
46	**Monster Rancher Explorer**	Tecmo
47	**The Mummy**	Konami
48	**MTV Sports: Pure Ride**	THQ
49	**MTV Sports: Ultimate BMX**	THQ
50	**Obi Wan**	THQ
51	**Playmobil Hype**	Ubi Soft
52	**Playmobil Laura**	Ubi Soft
53	**Pokémon Puzzle League**	Nintendo
54	**Powerpuff Girls Bad Mojo**	BAM
55	**Powerspike Pro Beach Volley**	Infogrames
56	**Racin' Rats**	Mattel
57	**Ready 2 Rumble Boxing: Round 2**	Midway
58	**Rescue Heroes Fire Frenzy**	Mattel
59	**Road Rash**	EA
60	**Robopon**	Atlus
61	**Roswell Conspiracies**	South Peak
62	**Rugrats In Paris: The Movie**	THQ
63	**Sabrina**	Havas
64	**Sargent Rock**	BAM
65	**Surfing**	Ubi Soft
66	**Tech Deck Skateboarding**	Activision
67	**TOCA Touring Championship**	South Peak
68	**Tony Hawk's Pro Skater 2**	Activision
69	**Ultimate Fighting Championship**	Crave
70	**V.I.P.**	Ubi Soft
71	**Warriors of Might & Magic**	3DO
72	**Woody Woodpecker Racing**	Konami
73	**World Destruction League**	3DO
74	**The World Is Not Enough**	EA
75	**X-Men Mutant Wars**	Activision

DECEMBER

76	**Alice in Wonderland**	Nintendo
77	**Aliens: Thenatos Encounter**	THQ
78	**Buffy The Vampire Slayer**	THQ
79	**Kirby's Tilt 'n Tumble** •	Nintendo
80	**Lufia** •	Crave
81	**Powerpuff Girls Paint**	BAM
82	**Scooby Doo! Classic Creep Capers**	THQ
83	**The Simpsons**	THQ
84	**WWF No Mercy**	THQ

1ST QUARTER 2001

85	**Croc 2**	THQ
86	**Matchbox Emergency Patrol**	Mattel
87	**Mission Bravo**	Mattel
88	**NBA Live 2000**	EA Sports
89	**Pocket Racers**	Interplay
90	**Powerpuff Girls Battle Him**	BAM
91	**Ronaldo V Soccer**	Infogrames

POSSIBLE IN 2001

92	**Alone In the Dark: The New Nightmare**	Infogrames
93	**Card Heroes** •	Nintendo
94	**Castlevania II**	Konami
95	**Command Master**	Enix
96	**Crusaders of Might & Magic**	3DO
97	**Dino Crisis**	Capcom
98	**Grandia: Parallel Trippers**	Hudson
99	**Legend of the River King 2**	Natsume
100	**The Legend of Starfie**	Nintendo
101	**Mat Hoffman's Pro BMX**	Activision
102	**Mario Tennis**	Nintendo
103	**Mat Hoffman's Pro BMX**	Activision
104	**Merlin**	EA
105	**Monster Tactics**	Nintendo
106	**Phantom Zona**	Nintendo
107	**Pocket King**	Namco
108	**Pokémon Crystal**	Nintendo
109	**Robin Hood**	EA
110	**Star Ocean: Blue Sphere**	Enix
111	**Tales of Fantasia**	Namco
112	**Tennis GBC**	Nintendo
113	**The World Is Not Enough**	EA
114	**Wizardry**	Agetec
115	**Wizardry 2**	Agetec
116	**Wizardry 3**	Agetec
117	**The Legend of Zelda: Mysterious Seed of Power**	Nintendo

Nintendo 64 tips

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C▲ and press the **R** button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

ALL-STAR BASEBALL 2001

Secret Codes

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A text message will appear after you enter a correct code.

Aluminum bats—H O L L O W B A T S
Ball trail mode—W L D W L D W S T
Big ball mode—B C H B L K T P T Y
Dark stadium—W T O T L
Foggy stadium—M Y E Y E S
Tiny players—T O M T H U M B
Players fly back to the dugout when they're out—F L Y A W A Y

ARMORINES: PROJECT S.W.A.R.M.

Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.

Invincibility—G O D L Y
All weapons—L O A D E D
Unlimited ammo—S O R T E D
Fast run—S O N I C
Pen and ink mode—S K E T C H Y
All missions—S K I P P Y
Female Trooper (Multiplayer only)—G O D D E S S
All above cheats—G O L D E N P I E
Hive Guard Bug (Multiplayer only)—L E G G Y
Volcano Guard Bug (Multiplayer only)—R U B B E R
Egypt Worker Bug (Multiplayer only)—C L A W
Hive Worker Bug (Multiplayer only)—U G L Y

ARMY MEN: AIR COMBAT

Unlock All Missions & Helicopters

At the main menu, select "Password." Then, press **R**, C◀, **Right**, **Up**, **A**. When you start a campaign, all of the missions and helicopters will be available to you.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

M M L V S R M—Max. Ammo
N S R L S—All weapons
D R V L L V S M M—Mini mode
T H D T S T—Display programmers' debug info on screen
P L S T R L V S V G—Play as Plastro
G R N G R L R X—Play as Vikki
T N S L D R S—Play as Tin Soldier

Level Passwords

Spy Blue—T R G H T R
Bathroom—T D B W L
Riff Mission—M S T R M N
Forest—T L L T R S
Hoover Mission—S C R D C T
Thick Mission—S T P D M N
Snow Mission—B L Z Z R D
Shrap Mission—S R F P N K
Fort Plastro—G N R L M N
Scorch Mission—H T T T R T
Showdowm—Z B T S R L
Sandbox—H T K T T N
Kitchen—P T S P N S
Living Room—H X M S T R
The Way Home—V R C L N

ASTEROIDS HYPER 64

Unlock Classic Asteroids, Credits, Relentless Mode

At the main menu, hold **L** and press C◀, C▶, C▲, C▼, **A**, C▲, C▼, C◀, C▶, **START**. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game."

Unlock Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L** and press C◀, C◀, C▶, C▶, **B**, **A**, C▲, C▲, C▼, C▼, **START**. Extra options will become immediately available in the pause menu.

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

• Enter "C H E A T L O T S O F G O E S W I T H M A N Y B A N J O S" to earn infinite lives.
• Enter "C H E A T A N E N E R G Y B A R T O G E T Y O U F A R" to max out the capacity of your energy bar at eight honeycomb pieces.
• Enter "C H E A T D O N T B E A D U M B O G O S E E M U M B O" to earn infinite Mumbo Tokens.
• Enter "C H E A T N O W Y O U C A N F L Y H I G H I N T H E S K Y" to earn infinite red feathers.
• Enter "C H E A T A G O L D E N G L O W T O P R O T E C T B A N J O" to earn infinite gold feathers.
• Enter "C H E A T G I V E T H E B E A R L O T S O F A I R" to have infinite air when underwater.
• Enter "C H E A T B A N J O B E G S F O R P L E N T Y O F E G G S" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C▲ button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

• Enter "B O T T L E S B O N U S O N E" to give Banjo a big head.
• Enter "B O T T L E S B O N U S T W O" to give Banjo big hands and feet.
• Enter "B O T T L E S B O N U S T H R E E" to make Kazooie big.
• Enter "B O T T L E S B O N U S F O U R" to make Banjo tall and thin.
• Enter "B O T T L E S B O N U S F I V E" to get a tall, thin Banjo with big hands and feet.
• Enter "B I G B O T T L E S B O N U S" to activate all of the above codes at once.
• Enter "W I S H Y W A S H Y B A N J O" to change Banjo into a washing machine.
• Enter "N O B O N U S" to deactivate all active codes.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

A L L D L A K E S—All lakes available
A L L D C A S H—Extra money
A L L D F I S H—Extra fish in live well
B A G D S N A G S—No snags while fishing
H E A D A D B I G A—Fisherman has a big head
H Y P E R B O A T—Faster boat
W H A T A D R A G—Slower boat
R U B A D U B D U B—Boat becomes a bathtub
I W I N I W I N—Win tournament
N O P E N A L T Y—No penalty for changing lures during tournament
S U P E R S T R I N G—Unbreakable line
H A P P Y F I S H—More active fish
M O N D O F I S H—Bigger fish
F I S H M A N—All fish have Al Lindner's head
W H E R E D F I S H—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed
S U P E R L U R E—Adds the "Super Lure" to your inventory
S I L L Y S O U N D—Silly sound effects

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup" screen:

All Weapons—R C K T S R D G L R
Invulnerability—H P P Y H P P Y
Custom Gang Unlocked—T R D D Y B R R K S
Brandon Gang Unlocked—N N K N H C K S
Secret Level Unlocked—W R D R B
Level Select—8 0 D Y S

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes

Enter any of the following codes as the Options Menu.You should hear a sound indicating the code was entered successfully.

Free buildings—Hold **Z**, press **A**, **B**, **A**, **B**
Free satellite—Hold **Z**, press **B**, C◀, C▼, **A**
Infinite ammo—Hold **Z**, press **L**, **R**, **L**, **R**
Infinite armor—Hold **Z**, press **Up**, **Right**, **Down**, **Left**
Unlock all missions in Single Player Pilot or Commander Mode—Hold **Z**, press C▲, C▶, C▼, C◀, **START**

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—**A**, C▲, C▲, C▲, **Left**
Restore health—**Down**, **Up**, **Right**, **A**, **B**, **Left**, C▶
All artifacts—**Up**, C▼, C▶, **Z**, **Up**, **Left**
Dancing Adam—**Down**, **Up**, C▲, **Down**, C▶, C▶
Bad Adam—C◀, C▶, **A**, C▼, C▶, **Left**
Tall Adam—**B**, **A**, C▲, **A**, C▲, **A**
Short Adam—**Down**, C◀, **A**, **Right**, **Z**
Kill Adam—**B**, **Left**, C▶, C▶, **Down**
Blouse cheat—**Z**, C▶, C▶, **B**, **Left**, C▶
Access all weapons—**A**, **Right**, C▼, C▶, C▲, **A**, **Left**
More powerful weapons—C▼, C▲, **Up**, **Z**, **Z**, **Left**, C▶
Surreal Mode—C▼, **Up**, **Right**, **Right**, C▶, **A**, **Left**
Change Nearest Harvester into Mutant—C▼, **Up**, **Z**, **Z**, C▶, **Right**
Fat Legged Aliens—**Left**, **A**, **Right**, **Down**

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press **START** Button" are flashing—hold the **Z** button and press **Right**, **Left**, **Up**, **Down**, **A**, **B**, **START** (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (in Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

COMMAND & CONQUER

Select Any Mission

At the title screen, press **B**, **A**, **R**, **R**, **A**, C▶, **Up**, **Down**, **A** quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press **L**; a list of all the missions in the game will appear.

CYBERTIGER

Unlock Characters & Courses

From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press **A** to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.

Unlock alternate Liltiger—P r o d i g y
Unlock Marvin the alien—U f o
Unlock Kimmi—R a p p e r
Unlock Starr—R e t r o
Unlock Festus—G o l d d g r
Unlock Delvis—D e l v i s
Unlock Cindy—I n s t y l e
Unlock Bobby—B r a t
Unlock Twfan—C y b e r t w
Unlock Eagamer—W i l l i
Unlock Robert—I c e
Unlock Bengal—T i g e r r r r
Unlock Traci—S a f a r i
Unlock Volcano course—S t h e l e n s

DEADLY ARTS

Secret Characters

At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:

Gouriki—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**
Reiji—**A**, **B**, **Right**, **Left**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up**

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

THE HISTORY CHANNEL PRESENTS: MODERN MARVELS

When your story makes it into The History Channel, you know you've entered into the prestigious world of academia. Believe it or not, on October 9th, The History Channel aired a special on video games in its *Modern Marvels* series called "Video Games: Just For Fun." The show covered everything from the early days of *Pong* all the way up to the modern onslaught of Dreamcast and PlayStation 2. The people behind the games were also featured, including early pioneers like Steve Russell, the M.I.T. student who created *Space War* on a giant, barbaric computer back in 1962, and Ralph Baer, a military defense contractor who got the idea of the home video game console while staring at a bank of TV sets at an airport in 1966. Big names in the video game industry were also interviewed such as Trip Hawkins, CEO of The 3DO Company, Eugene Jarvis, creator of *Defender*, Richard "Lord British" Garriot, creator of the *Ultima* series and many others! The show not only talked about the history of games but also took you behind the scenes to show how modern video games are made. The amount of game footage shown was absolutely obscene, including everything from *Syphon Filter*, *Ready 2 Rumble*, *Final Fantasy VIII*, *GoldenEye* and even *Shenmue*! The History Channel often reruns its shows several times over the course of a year, so keep an eye out for future show times because this is must-see-TV!

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*
WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smart opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

?TJL BDFW BFGV JVVB

With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press a **C** button to warp there.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left, Left, L, L, Right, Right, Left, Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

• 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, 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.

DUKE NUKEM: ZERO HOUR

Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.

First Person Mode—**Down, Down, A, Z, Z, Left, A**
Action Nukem Mode—**Down, Down, A, Z, Z, Left, A**
Start with infinite ammo .30-30—**C▲, C▼, C◀, C▶, L, R**
Start with infinite ammo Freezer—**Down, Up, A, L, R, Z**
Extra Multiplayer Characters Group 1—**A, L, R, Left, B, Down, Up**
Extra Multiplayer Characters Group 2—**B, A, A, R, L**
Extra Multiplayer Characters Group 3—**L, L, Up, Down, R, B, A**
Extra Multiplayer Characters Group 4—**B, B, B, R, Left, A**
Extra Multiplayer Characters Group 5—**Right, B, Left, L, A, Z**
Extra Multiplayer Characters Group 6—**Up, Down, B, A, A, Left**

EXCITEBIKE 64

Cheat Codes

From the main menu, hold **L + C▼ + C▶** and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:

All stunts unlocked—TRICKSTER
Big head mode—BLAHBLAH
Invisible riders—INVISRIDER
Mirror mode—YADAYADA
Night mode—MIDNIGHT
Stunt bonuses—SHOWOFF
Pinhead mode—PINHEAD
"Beat This!" enabled—PATWELLS
See team photo during "Credits" sequence—UGLYMUGS

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:

• Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".
• Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".
• Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
• Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
• Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".
• Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code

At the "Select Mode" screen, press **L, Z, R, C▲, C▼, C◀, C▶, START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press **L + R + C◀ + C▼**; all of the available vehicles will shrink.

FORSAKEN 64

Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

• Turbo Crazy Mode—**B, B, R, Up, Left, Down, C▲, C◀**
• Psychidelic Mode—**A, R, Left, Right, Down, C▲, C◀, C▼**
• Wireframe Mode—**L, L, R, Z, Left, Right, C▲, C▶**
• Gore Mode—**Z, Down, C▲, C◀, C◀, C◀, C◀, C▼**
• Stealth Mode—**Up, Up, Up, Up, Right, Down, C◀, C◀**
• Infinite Primary Weapon—**A, R, Z, Right, C▲, C▶, C▼, C▼**
• Infinite Secondary Weapon—**B, B, Z, Left, Left, C▲, C◀, C▶**
• Infinite Weapon Energy—**L, Z, Left, Right, Down, Down, C▼, C▼**
• Infinite Titans—**A, B, L, Up, Up, C▲, C▲, C▶**
• Infinite Solaris—**B, L, L, Z, Up, Down, C▲, C▲**
• Kill Enemies with One Shot—**B, B, B, L, R, Left, Down, Down**
• Freeze Enemies—**R, Z, Right, Right, C▲, C◀, C▶, C▼**

GOLDENEYE 007

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick

In-Game Codes

Enter the following codes at any time during gameplay. A message will appear in the lower left corner of the screen after entering a correct code.

• Invincibility———————
1) Hold **L** and press **Down**
2) Hold **R** and press **C▶**
3) Hold **R** and press **C▲**
4) Hold **L** and press **Right**
5) Hold **L** and press **C▼**
6) Hold **R** and press **C▲**
7) Hold **L** and press **Right**
8) Hold **R** and press **Down**
9) Hold **L** and press **Left**
10) Hold **L + R** and press **C▶**

• All Guns———————
1) Hold **L + R** and press **Down**
2) Hold **L** and press **C◀**
3) Hold **L** and press **C▶**
4) Hold **L + R** and press **C◀**
5) Hold **L** and press **Down**
6) Hold **L** and press **C▼**
7) Hold **R** and press **C◀**
8) Hold **L + R** and press **C▶**
9) Hold **R** and press **Up**
10) Hold **L** and press **C◀**

• Maximum Ammo———————
1) Hold **L + R** and press **C▶**
2) Hold **R** and press **Up**
3) Hold **R** and press **Down**
4) Hold **R** and press **Down**
5) Hold **L + R** and press **C▶**
6) Hold **L + R** and press **Left**
7) Hold **R** and press **Down**
8) Hold **R** and press **Up**
9) Hold **L + R** and press **C▶**
10) Hold **R** and press **Left**

• Line Mode———————
1) Hold **R** and press **C▼**
2) Hold **L + R** and press **Down**
3) Hold **L** and press **Right**
4) Hold **R** and press **C▲**
5) Hold **L + R** and press **C▶**
6) Hold **R** and press **Up**
7) Hold **L** and press **Down**
8) Hold **L** and press **Right**
9) Hold **R** and press **C◀**
10) Hold **R** and press **C▲**

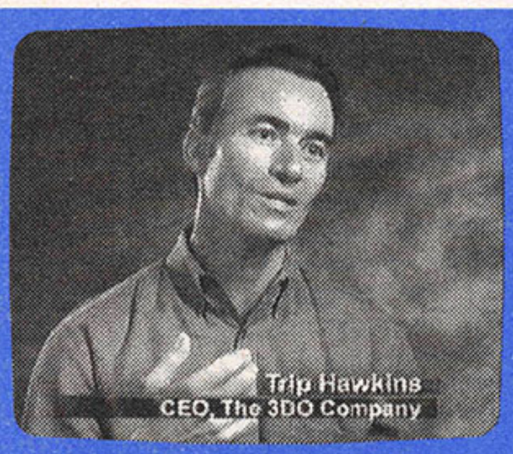
• Invisibility———————
1) Hold **R** and press **C◀**
2) Hold **L + R** and press **C▲**
3) Hold **L + R** and press **Left**
4) Hold **L + R** and press **Up**
5) Hold **R** and press **Up**
6) Hold **L** and press **C◀**
7) Hold **R** and press **C▲**
8) Hold **L** and press **C▼**
9) Hold **L + R** and press **Left**
10) Hold **R** and press **Right**

• Invisibility (Multiplayer Only)———
1) Hold **L** and press **C▲**
2) Hold **L + R** and press **C◀**
3) Hold **R** and press **Up**
4) Hold **L** and press **C▶**
5) Hold **R** and press **C◀**
6) Hold **L** and press **Right**
7) Hold **L + R** and press **C◀**
8) Hold **L** and press **C▶**
9) Hold **L** and press **Up**
10) Hold **L + R** and press **C▼**

Stage Select Codes

From the main menu, enter these codes at the "Stage Select" screen. You'll hear a special sound effect after entering a correct code. Note that each of the following codes will only work if all the previous missions are already unlocked. For example, in order to unlock all the missions from a new game, all the codes must be entered in the order they appear.

• Unlock Facility———————
1) Hold **L + R** and press **C▲**
2) Hold **R** and press **C◀**



Electronic Arts co-founder Trip Hawkins discusses the mass appeal of video games.

These dudes may look like they're playing *Breakout* in the '70s, but they're really Y2K retro-gamers!

Back in the '60s, the first games were played on circular oscilloscope screens like this one.

The show's highlight: this brief, out-of-context clip of rock legend Ronnie James Dio playing *Asteroids*!

3) Hold L and press **Left**
4) Hold R and press C▲
5) Hold L and press **Left**
6) Hold R and press C▼
7) Hold L and press C▶
8) Hold R and press **Right**
9) Hold L + R and press C▲
10) Hold L and press **Right**

• Unlock Runway
1) Hold L + R and press **Left**
2) Hold R and press **Left**
3) Hold L and press C▲
4) Hold L and press **Left**
5) Hold R and press C▲
6) Hold R and press C▼
7) Hold R and press C▶
8) Hold R and press **Right**
9) Hold L and press **Down**
10) Hold R and press C◀

• Unlock Surface
1) Hold R and press C◀
2) Hold L + R and press C▲
3) Hold L and press **Left**
4) Hold R and press **Up7**
5) Hold R and press **Left**
6) Hold L and press **Up**
7) Hold R and press C▼
8) Hold L and press **Right**
9) Hold L and press C▶
10) Hold L + R and press **Down**

• Unlock Bunker
1) Hold L and press C▼
2) Hold R and press **Right**
3) Hold L and press C▶
4) Hold R and press C◀
5) Hold L and press C▼
6) Hold L + R and press **Left**
7) Hold L and press C▶
8) Hold L + R and press **Up**
9) Hold R and press C▶
10) Hold L and press **Up**

• Unlock Silo
1) Hold L and press **Up**
2) Hold R and press C▼
3) Hold L and press **Left**
4) Hold R and press **Down**
5) Hold L and press C◀
6) Hold L + R and press C▶
7) Hold L and press C▲
8) Hold R and press **Right**
9) Hold R and press **Right**
10) Hold R and press C▶

• Unlock Frigate
1) Hold R and press C▲
2) Hold L and press **Down**
3) Hold R and press C▶
4) Hold L and press **Left**
5) Hold L + R and press **Up**
6) Hold L + R and press C▼
7) Hold R and press C▶
8) Hold R and press **Up**
9) Hold L + R and press C▼
10) Hold R and press **Up**

• Unlock Surface II
1) Hold L and press C▼
2) Hold L + R and press C▶
3) Hold R and press C▶
4) Hold R and press C▲
5) Hold R and press C◀
6) Hold L and press **Right**
7) Hold L + R and press C▲
8) Hold L and press C▲
9) Hold L + R and press **Down**
10) Hold L and press C▶

• Unlock Bunker II
1) Hold L and press **Down**
2) Hold R and press **Down**
3) Hold L + R and press C▲
4) Hold L and press **Left**
5) Hold L + R and press **Right**
6) Hold L and press C◀
7) Hold R and press **Right**
8) Hold L and press C▲
9) Hold L and press **Left**
10) Hold L and press C▼

• Unlock Statue
1) Hold L + R and press C▼
2) Hold L + R and press C▼
3) Hold L and press **Right**
4) Hold L + R and press **Left**
5) Hold R and press **Left**
6) Hold R and press C▶
7) Hold L + R and press **Left**
8) Hold R and press C▲
9) Hold R and press C▼
10) Hold R and press **Right**

• Unlock Archives
1) Hold R and press **Left**
2) Hold L + R and press **Up**
3) Hold L + R and press C▼
4) Hold R and press **Left**
5) Hold L + R and press C▶
6) Hold L and press **Left**
7) Hold L + R and press **Right**
8) Hold L + R and press C▼
9) Hold L and press **Up**
10) Hold R and press C▼

• Unlock Streets
1) Hold L + R and press C◀
2) Hold L and press C▶
3) Hold L and press **Up**
4) Hold L + R and press C▼
5) Hold R and press C▶
6) Hold R and press C▼
7) Hold R and press **Left**
8) Hold R and press C▼
9) Hold R and press C▲
10) Hold L and press **Down**

• Unlock Depot
1) Hold L and press **Down**
2) Hold L and press **Down**
3) Hold R and press C▼
4) Hold L and press C▶
5) Hold L + R and press **Right**
6) Hold R and press C◀
7) Hold L and press **Down**
8) Hold L and press C◀
9) Hold L and press C▶
10) Hold L and press **Up**

• Unlock Train
1) Hold R and press **Left**
2) Hold R and press C▼
3) Hold R and press C▶
4) Hold L + R and press **Left**
5) Hold L and press **Right**
6) Hold R and press C▼
7) Hold L and press **Left**
8) Hold L + R and press C◀
9) Hold L and press **Up**
10) Hold L and press C▲

• Unlock Jungle
1) Hold R and press C▼
2) Hold R and press **Left**
3) Hold L + R and press **Up**
4) Hold R and press **Right**
5) Hold R and press **Down**
6) Hold R and press **Down**
7) Hold R and press **Up**
8) Hold R and press C◀
9) Hold R and press C▲
10) Hold L + R and press **Left**

• Unlock Control
1) Hold L and press C▼
2) Hold R and press **Down**
3) Hold L and press **Right**
4) Hold R and press C▶
5) Hold R and press C▼
6) Hold R and press **Left**
7) Hold R and press **Left**
8) Hold R and press C▲
9) Hold R and press **Left**
10) Hold L + R and press C▲

• Unlock Caverns
1) Hold L and press **Down**
2) Hold R and press C▼
3) Hold L + R and press **Up**
4) Hold L and press **Right**
5) Hold R and press C▲
6) Hold R and press C◀
7) Hold R and press **Up**
8) Hold L and press C◀
9) Hold L and press **Up**
10) Hold R and press C◀

• Unlock Cradle
1) Hold L + R and press C▲
2) Hold L and press **Left**
3) Hold R and press **Down**
4) Hold L and press **Down**
5) Hold L and press C▲
6) Hold L and press **Down**
7) Hold R and press **Right**
8) Hold R and press C▲
9) Hold L and press C◀
10) Hold R and press **Right**

• Unlock Magnum
1) Hold R and press C▼
2) Hold R and press **Left**
3) Hold L and press **Right**
4) Hold L + R and press C▶
5) Hold L and press **Down**
6) Hold L + R and press C▲
7) Hold L and press **Left**
8) Hold L + R and press C▲
9) Hold L + R and press **Right**
10) Hold L and press C◀

• Unlock Aztec
1) Hold L + R and press **Up**
2) Hold L + R and press C▶
3) Hold L and press **Down**
4) Hold R and press **Right**
5) Hold R and press **Up**
6) Hold L and press **Down**
7) Hold L and press **Left**
8) Hold L and press C▶
9) Hold L + R and press C▶
10) Hold L and press **Left**

Easy Cheat Options

Choose a game file, then enter any of the following cheat codes at the "Select Mission/Multiplayer" menu screen. If you have not previously earned any of these cheat functions through normal gameplay, a new menu item called "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you back out to the previous screen, then go back into Cheat Options.

• Paintball
1) Hold L and press **Up**
2) Press C▲
3) Hold R and press **Right**
4) Hold L + R and press C◀
5) Hold L and press **Up**
6) Hold R and press C▼
7) Hold L and press C▼
8) Hold L + R and press C▼
9) Hold L + R and press **Up**
10) Hold L and press C▼

• Invincibility
1) Hold R and press **Left**
2) Hold L and press **Down**
3) Press **Left**
4) Press **Up**
5) Press **Down**
6) Hold R and press C◀
7) Hold L and press C◀
8) Hold L + R and press **Left**
9) Hold L + R and press **Right**
10) Hold L and press C◀

• DK Mode
1) Hold L + R and press **Up**
2) Press C▶
3) Hold R and press **Left**
4) Hold R and press **Up**
5) Press **Up**
6) Hold R and press **Right**
7) Press **Up**
8) Hold L + R and press C▼
9) Hold L + R and press **Down**
10) Hold L + R and press C◀

• 2x Grenade Launcher
1) Hold R and press **Down**
2) Hold R and press **Up**
3) Press **Right**
4) Hold L + R and press C▼
5) Hold L and press **Right**
6) Hold R and press **Left**
7) Press **Left**
8) Press **Down**
9) Press **Up**
10) Hold R and press C▼

• 2x Rocket Launcher
1) Hold R and press **Right**
2) Hold L and press **Up**
3) Press **Down**
4) Press **Down**
5) Hold R and press C▼
6) Hold L and press **Left**
7) Hold L and press C◀
8) Hold R and press **Up**
9) Hold R and press **Down**
10) Hold R and press C◀

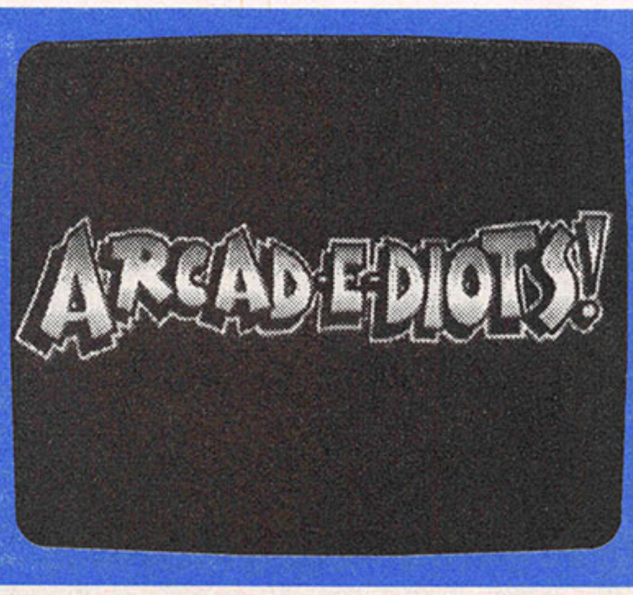
• Turbo Mode
1) Hold L and press **Down**
2) Hold L and press C▼
3) Hold L + R and press **Up**
4) Hold R and press C▼
5) Press **Left**
6) Hold R and press **Down**
7) Hold L and press C▼
8) Press **Up**
9) Hold R and press **Down**
10) Hold L and press **Right**

• No Radar [Multi]
1) Hold R and press **Up**
2) Press C▼
3) Press C◀
4) Press C▲
5) Hold L and press **Down**
6) Hold R and press **Up**
7) Press C◀
8) Press **Right**
9) Hold R and press **Left**
10) Hold R and press **Right**

• Tiny Bond
1) Hold L + R and press **Down**
2) Hold R and press **Down**
3) Hold L and press C▼
4) Press **Left**
5) Hold R and press C◀
6) Hold L + R and press C▼
7) Press **Right**
8) Press **Down**
9) Hold R and press C▼
10) Hold R and press **Right**

• 2x Throwing Knife
1) Hold R and press C◀
2) Hold L and press **Left**
3) Press **Up**
4) Hold L + R and press **Right**
5) Press **Right**
6) Hold L + R and press C◀
7) Hold L + R and press C◀
8) Hold R and press **Down**
9) Hold R and press **Left**
10) Hold R and press C◀

• Fast Animation
1) Hold L and press C▼
2) Hold L and press C◀
3) Press C▼



We've written about a lot of wacky things in *Tips & Tricks* over the years, but this is the first time we've ventured into the realm of independent film. Of course, we wouldn't be talking about it unless it was video game-related, and *Arcad-e-diots!* definitely fits that description. A half-hour short by New York-based filmmaker Richard D'Angelo, *Arcad-e-diots!* tells the tale of a legendary tournament-level video game champion who must face the showdown of a lifetime when his ownership of the King Vidiot trophy is challenged at the biggest video-game tournament of the year. Though the storyline goes off the rails a few dozen times (mostly due to a zillion subplots involving such dubious hangers-on as "Snapper Mike," "Dr. Bondo" and "Joe V."), we were fascinated by *Arcad-e-diots!* for one reason; namely, the aforementioned champion is played by James "MK" Fink, a real-life *Mortal Kombat* expert who also happens to be an old friend of *Tips & Tricks*. Fink is perhaps best known as the author of several different strategy guide books published by Brady over the last few years; in fact, those to bother to look at the writing credits of those books will also see D'Angelo's name listed as a contributor to some of them. Those who have met Fink at industry trade shows will definitely get a kick out of watching his thug-like, chain-smoking antics in the film, which is also recommended for anyone who ever spent too much time hanging out in their local arcade. For more information on the film, contact D'Angelo at P.O. Box 360, Oyster Bay, NY 11771 or look up *Arcad-e-diots!* on the Internet at www.arcad-e-diots.cc.

4) Press C▶
5) Press C◀
6) Hold L + R and press **Right**
7) Press C▶
8) Hold L + R and press **Up**
9) Hold R and press C◀
10) Hold L and press **Left**

• Bond Invisible
1) Hold L + R and press C◀
2) Hold L + R and press C▼
3) Hold L and press C◀
4) Hold R and press C◀
5) Hold R and press **Right**
6) Hold L + R and press **Left**
7) Hold L and press **Right**
8) Press **Left**
9) Hold L + R and press C◀
10) Hold L and press **Down**

• Enemy Rockets
1) Hold L + R and press C▼
2) Press C◀
3) Hold R and press C▼
4) Press C▼
5) Press C▼
6) Hold L + R and press C▼
7) Hold L + R and press **Up**
8) Press C▼
9) Hold R and press **Up**
10) Hold L and press **Up**

• Slow Animation
1) Hold L + R and press **Left**
2) Hold L + R and press **Left**
3) Hold L + R and press **Down**
4) Hold L + R and press **Left**
5) Press C▶
6) Hold L + R and press **Down**
7) Hold L + R and press **Down**
8) Hold L and press **Down**
9) Press C◀
10) Press C▲

• Silver PP7
1) Hold L and press **Left**
2) Hold L + R and press **Up**
3) Hold L and press **Right**
4) Hold L + R and press **Up**
5) Hold L + R and press C◀
6) Hold L + R and press **Left**
7) Hold L + R and press **Down**
8) Press C▼
9) Hold L + R and press **Right**
10) Hold L + R and press **Left**

• Activate 2x Hunting Knife
1) Hold R and press C▼
2) Hold L and press **Right**
3) Hold R and press C◀
4) Hold R and press **Right**
5) Hold L + R and press **Right**
6) Hold L + R and press **Up**
7) Hold L and press **Down**
8) Hold R and press **Left**
9) Hold L and press **Right**
10) Hold L and press C◀

• Infinite Ammo
1) Hold L and press C◀
2) Hold L + R and press **Right**
3) Press C▶
4) Press C◀
5) Hold R and press **Left**
6) Hold L and press C▼
7) Hold L + R and press **Left**
8) Hold L + R and press C▼
9) Hold L and press **Up**
10) Press C▶

• 2x RC-P90
1) Press **Up**
2) Press **Right**
3) Hold L and press **Left**
4) Hold R and press **Down**
5) Hold L and press **Up**
6) Hold L and press C◀
7) Hold L and press **Left**
8) Press C▶
9) Press C▲
10) Hold L + R and press **Down**

• Gold PP7
1) Hold L + R and press **Right**
2) Hold L + R and press **Down**
3) Hold L and press **Up**
4) Hold L + R and press **Down**
5) Press C▲
6) Hold R and press **Up**
7) Hold L + R and press **Right**
8) Hold L and press **Left**
9) Press **Down**
10) Hold L and press C▼

• 2x Laser
1) Hold L and press **Right**
2) Hold L + R and press C◀
3) Hold L and press **Down**
4) Hold R and press **Left**
5) Hold R and press **Down**
6) Hold L and press **Right**
7) Press C▲
8) Press **Right**
9) Hold R and press **Right**
10) Hold L + R and press **Up**

• All Guns
1) Press **Down**
2) Press **Left**
3) Press C▲
4) Press **Right**
5) Hold L and press **Down**
6) Hold L and press **Left**
7) Hold L and press **Up**
8) Press C◀
9) Press **Left**
10) Press C▼

Extra Characters in Multiplayer Mode
Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:
1) Hold L + R and press C◀
2) Hold L and press C▲
3) Hold L + R and press **Left**
4) Hold L and press **Right**
5) Hold R and press **Down**
6) Hold L + R and press C◀
7) Hold L and press C▲
8) Hold L + R and press **Right**
9) Hold L + R and press C▼
10) Hold L and press **Down**

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

HOT WHEELS TURBO RACING

Secret Codes
Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes active at any time:
Race at night—C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶
Mirror mode—Z, R, Z, Z, R, Z, Z, Z
Unlimited Turbos—C▶, Z, C▲, C▼, R, C◀, Z, C▶
Transparent vehicles—C◀, Z, Z, C▲, C◀, R, C▼, C▲
Transparent scenery—C▲, Z, C▼, C◀, C▲, Z, C▼, C◀
Passwords
Highlight "Sign In" at the main menu and press **Left** or **Right** to access the Password option. Enter any of the following passwords to unlock different features:
P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes
At the title screen menu, press **R + Z** to access a cheat menu. Use the D-pad or joystick and the **A** button to enter any of the following codes; you should hear a signal when you press **START** to confirm each code. Once a code is in place, you can turn its effects on or off by pressing **START** during the game; you'll find a "Cheat Menu" option at the "Paused" menu.
THEUNIVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)
GOBABY—Gives you a maxed-out turbo meter
2TIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)
ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

JEREMY MCGRATH SUPERCROSS 2000

Cheats Menu
At the main menu, press L, C▲, L, C▲, L, C▼, C▲, C▼. If you input the code correctly, a cheats menu will immediately appear.

KEN GRIFFEY JR.'S SLUGFEST

Secret Codes
Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main menu after you've entered the last name in each of the following examples:
• For thin players, enter the name "CODE TOOTHPICK".
• For flat, paper-thin players, enter the name "CODE STEAMROLLED".
• For thin players with huge arms and chests, enter the name "CODE THETICK".
• For thin players with huge heads and legs, enter the name "CODE WEEBLEMAN".
• For tiny players, enter the name "CODE LIDDLELEAGUE".
• For invisible players, enter the name "CODE INVISIBLEMAN".
• For players with large bats, enter the name "CODE PHATTBATT".
• For players with big feet, enter the name "CODE BIGFOOT".
• For players with big heads, enter the name "CODE BIGGHEDZ".
• To have the computer control both teams, enter the name "CODE CPUVSCPU".

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

KNOCKOUT KINGS 2000

Big Gloves Mode
In the middle of a game, press **START** to pause and press C▲, C▼, C▲, C▲, C▼. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' gloves will be bigger.
Big Head Mode
In the middle of a game, press **START** to pause and press C◀, C▶, C◀, C◀, C▶. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' heads will be bigger.

LEGO RACERS

Cheat Codes
From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press **Down** on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active.
Only red power-ups available—P G L L R D
Only yellow power-ups available—P G L L Y L L
Only green power-ups available—P G L L G R N
Only grappling hook power-ups available—R P C R N L Y
Highest power-up level always active—M X P M X
Faster game—F S T F R W R D
Car doesn't slow down on rough terrain—N S L W J

The legendary Jim "MK" Fink, sitting on a throne. The way it oughtta be in real life.

The mysterious China Lee gets out of the arcade for some fresh air and ends up kicking a little butt.

Jimmy knows where you live, and he knows where your mother and father live, so keep your cool.

Young Fink dreams of growing up, working for Acclaim and throwing people around the office.

Nintendo 64 tips

Flying turbo boost always active—
F L Y S K Y H I G H
Remove wheels from car—N W H L S
Remove chassis from car—N C H S S S
Remove driver from car—N D R V R
Open mirror version of Rocket City Run—
L N F R R R M
Disable all cheats—N M R C H T S

LODE RUNNER 3-D

Unlock Worlds
While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold **Z** and press **R**, **B**, **A**, **B**, **A**, **C▲**, **C▼**, **C◀**, **C▶**, **C▲**, **C▼**, **C◀**, **C▶**. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold **Z** and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MADDEN NFL 2000

Secret Codes
Choose "Secret Codes" from the System Options menu, then enter any of the following codes to unlock secret features:
D R B E N W A Y—Weird scoring rules
P I G S K I N S F L Y—100 yard passes
F I R S T I S 2 0—20 yards to first down
B E T H E B A L L—Ball Camera
C H A I N S M O K E R—Players Fatigue Quickly
M O O N B A L L—Super Jump
E M C 2—Curved space-time
G U I L L O T I N E—Floating heads
P A I N F U L—More injuries
Q B I N T H E C L U B—The QB is in the club
P I C K E D O F F—Frequent interceptions
R O L L E R J A M—Frequent fumbles
R E F I S B L I N D—Blind referee
M I C E A N D M E N—David vs. Goliath
M O J O—All 60s team
S I D E B U R N S—All 70s team
R E A G A N O M I C S—All 80s team
T E A M M A D D E N—All-Madden team
W E A R E T H E G A M E—EA Sports team
S H A R K A T T A C K—Tiburon team
T E T A N U S—Fantasy Team: Junkyard Dogs
S C A R Y C L O W N—Fantasy Team: Clowns
I N T H E F U T U R E—Fantasy Team: Industrials
C O W B O Y S—Fantasy Team:Marshalls
X M A S G I F T—Xmas Rush stadium
3 R I N G—Tib. Bros stadium
W I L D W E S T—Dodge City:Old West stadium
M A D D E N S T E I N—Maddenstein Stadium
W E P U T I T T H E R E—Tiburon Stadium
I T S I N T H E G A M E—EA Sports stadium

MARIO GOLF

Code Entry Screen
At the main menu, hold **L** + **R** (or **Z** + **R**) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:
0 E Q 5 6 1 G 2—1st Camp, Hyrule Cup
5 V W 6 8 9 0 6—2nd Camp, Hyrule Cup
K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

MARIO 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.

MARIO PARTY

Cheat the Computer
When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.
Earn Extra Stars + Coins
You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MARIO TENNIS

Secret Ring Tournaments
From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to participate in a secret cup:
Blockbuster Cup—A R M 6 J Q A R U
Bowser Cup—N 2 4 K 8 Q N 2 P
Donkey Kong Cup—M M 5 5 M Q M M J
Luigi Cup—M 1 C 2 Y Q M 1 W
Peach Cup—O F 9 X F Q O F R
Mario Cup—A 3 W 5 K Q A 3 C
MarioTennis.com Cup—4 8 H W O R 4 8 2
Nintendo Power Cup—J 6 M 9 P Q J 6 U
Waluigi Cup—L A 9 8 J R L A R
Wario Cup—U O U F M P U O M

MICRO MACHINES 64 TURBO

Cheat Codes
Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:
Slow down computer cars—**C▶**, **C▲**, **C◀**, **C▼**, **C▶**, **C▲**, **C◀**, **C▼**
Super speed—**C▼**, **C▶**, **C◀**, **C▲**, **C▼**, **C▼**, **C▼**, **C▼**
Super jumping ability—**Right**, **Right**, **Down**, **Up**, **Down**, **Left**, **Down**, **Down**
Change vehicles—**Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up**, **Down**, **Down**, **C◀**, **C▶**, **C▶**, **C▲**, **C▼**. With the Debug code in place, the following options become available:
• Press all four **C** buttons simultaneously to make all of the vehicles on the track explode
• Hold **Z** and move the D-pad to tilt or rotate the camera angle
• Hold **Z** and press **L** or **R** to zoom in or out
• Hold **Z** and press **C◀** to have the computer control your car
• Hold **Z** and press **C▼** to end the race with you in first place!
"Name" Cheats
When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.
• Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.
• Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISCHIEF MAKERS

Sound Test
At the title screen—when the words "Press Start" are flashing—hold **L** + **A** + **C◀** + **C▶** and press **START** to access a secret sound test menu.

MISSION: IMPOSSIBLE

Secret Codes
Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:
• Turbo Mode—**C▲**, **Z**, **C▲**, **Z**, **C▲**
• Big Feet Mode—**C▼**, **R**, **Z**, **C▶**, **C◀**
• Kids Mode—**C▼**, **C▲**, **R**, **L**, **Z**
• Start with Uzi Sub Machine Gun—**C▶**, **C◀**, **C▶**, **C▼**, **R**
• Start with Mini Rocket Launcher—**R**, **L**, **C◀**, **C▶**, **C▼**
• Start with 9mm High Power Gun—**R**, **L**, **C▼**, **C▲**, **C▲**
• Start with 7.65 Silenced Pistol—**C▲**, **L**, **C▶**, **C◀**, **C▲**

MONSTER TRUCK MADNESS 64

Passwords
Enter the following passwords at the "codes" screen from the main menu:
B R P S—The Gut Bomb
C F F N Y N—Turbo mode
Y _ W N T _ T—Unlimited missiles
J M—Gound textures become replaced by "Jim's" face
Y R D R—All trucks become lowriders
4 0 4 5 6 4 P 8 M → ← D F C ↑ C V 3 2 K C—Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu
Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (**C◀** + **C▼** in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.
Secret Characters
To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:
• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
• Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

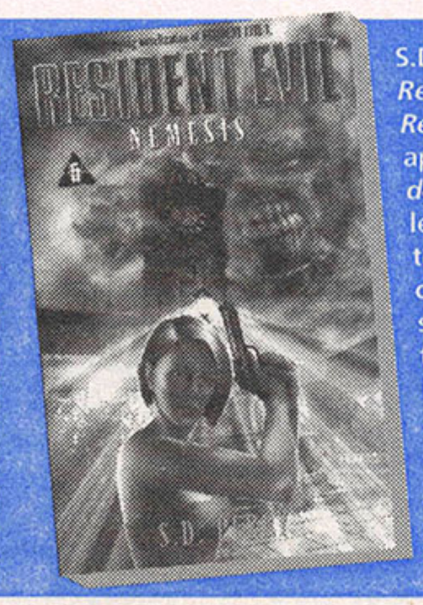
NBA COURTSIDE 2 FEATURING KOBE BRYANT

Secret Teams
At the main menu, highlight either Quick Play or Arcade Play, then, press **A** + **C▲** at exactly the same moment. At the Team Select Screen, three special teams will become selectable.
Secret Room Codes
At the main menu, press **C▲** and **C▼** simultaneously. A message will appear on the screen saying you have found the Secret Room. Now enter any of the following codes. You won't get any special confirmation after entering a correct code, but you will return to the main menu. You'll have to start a game to see the effects.
Big Heads (Away team only)—**C▲**, **C▲**, **C▼**, **C◀**, **C▶**, **A**
Big Heads (Home team only)—**C▲**, **C▲**, **C▼**, **A**
Big Heads (Both teams)—**C▲**, **C▲**, **C▼**, **C▶**, **C▼**, **A**
Long Necks (Both teams)—**C▲**, **C▲**, **C▼**, **C▲**, **C▼**, **A**
Small Players (Away team only)—**C▲**, **C▶**, **A**
Small Players (Home team only)—**C▲**, **C▼**, **A**
Small Players (Both teams)—**C▲**, **C▶**, **C▼**, **A**

NBA SHOWTIME: NBA ON NBC

Secret Codes
At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a driection on the D-pad or joystick. For example, to activate the "No Hotspots" code, (2-0-1-Up) press Turbo twice, Jump zero times, Pass once, then press **Up**. A message will appear to confirm each code. Note: Some codes will note work in a two-player game unless both players enter the code.
Show Shot %—0-0-1-Down
No Hotspots—2-0-1-Up
Show Hotspot—1-0-0-Down
ABA Ball—2-3-2-Right
Alternate Uniform—4-3-0-Right
Away Uniform—4-2-0-Right
Home Uniform—4-1-0-Right
Midway Uniform—4-0-1-Right
Team Uniform—4-0-0-Right
Big Heads—2-0-0-Right
Tiny Heads—4-4-0-Left
Tiny Players—3-4-5-Left

TIPS & TRICKS Book Review



S.D. Perry's novelizations of Capcom's *Resident Evil* series continues with *Resident Evil: Nemesis*, which closely approximates the conditions of *Resident Evil 3*. The book closely parallels the events that unfold within the game as Jill Valentine tries to escape Racoon City while being stalked by Nemesis. Although Perry takes some creative license, throwing in sexual tension between Jill and Carlos Oliviera, "She'd seen that look before, from other men—and she wasn't sure how she felt about it from Carlos," she also provides explanations for the behavior of Nicholai Ginovaef, the reasons for Jill's lockpicking prowess and the bizarre architecture and puzzles strewn throughout Raccoon City. There are also minor changes; for example, instead of unbelievably being able to mix up a T-virus antidote for Jill in the lab by following instructions on a sheet of paper, Carlos unbelieveably finds it dropped on the floor by a psycho right before a gigantic explosion. Gamers who played through *Resident Evil 3* will recognize various people, landmarks and puzzles mentioned throughout the book. Although its subject matter is horrifying—Umbrella is using Raccoon City as a testing ground for its pet projects—it's also so familiar and natural to anyone who's played the games that it's more like a campy romp through an old neighborhood, except everyone you know is a zombie. Although this is definitely not a novel for a serious horror enthusiast, it's light-reading that can wile away an afternoon. If you're interested in reading the books in sequence, start out with *Resident Evil: The Umbrella Conspiracy*, which lifted insane dialogue verbatim from the first *Resident Evil*, like "You almost became a Jill sandwich!" (Pocket Books, $6.50)

—Charlotte Chen

No Replays—3-3-1-Left
No Tip Off—4-4-4-Up
Tournament Mode—1-1-1-Down
Infinite Turbo—4-1-1-Up
No Player Arrows—3-2-1-Left
Choose Your Court
After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.
Left Team's Court—**Up** + Turbo
Right Team's Court—**Down** + Turbo
Street Court—**Left** + Turbo
Island Court—**Right** + Turbo
Midway Court—**Up** + Shoot + Pass
NBC Court—**Down** + Shoot + Pass

THE NEW TETRIS

Turbo CPU Opponent
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A I 2 E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.
Fast Mode
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A S T 4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NFL BLITZ 2000

Secret Codes
At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Fast Turbo" code, (0-3-2-Left) press Turbo zero times, Jump three times, Pass twice, then press **Left**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.
Always Receiver—2-2-2-Right
Always Quarterback—2-2-2-Left
Big Football—0-5-0-Right
Big Head—2-0-0-RIght
Display Field Goal %—0-0-1-Down
Display punt hang-time meter—0-0-1-Right
Fast Turbo—0-3-2-Left
Asphalt Field—3-0-1-Up
Astroturf Field—3-0-3-Up
Grass Field—3-0-0-Up
Snow Field—3-0-4-Up
Hide Receiver Name—1-0-2-Right
Hyper Blitz—5-5-5-Up
Infinite Turbo—5-1-4-Up
Late Hits—0-1-0-Up
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
Allow Stepping OB—2-1-1-Left
No Punting—1-5-1-Up
Team Playbook—1-0-0-Up
No Head—3-2-1-Left
Huge Head—0-4-0-Up
Invisible—4-3-3-Up
Power-up Blockers—3-1-2-Left
Power-up Defense—4-2-1-Up
Power-up Teammates—2-3-3-Up
Smarter CPU Opponent—3-1-4-Down
City Stadium—5-0-1-Left
Day Stadium—5-0-1-Down
Night Stadium—5-0-2-Down
Old Day Stadium—5-0-1-Up
Old Night Stadium—5-0-2-Up
Old Snow Stadium—5-0-3-Left
Roman Stadium—5-0-3-Left
Snow Stadium—5-0-3-Down
Dirt Stadium—3-0-2-Up
Super Blitzing—0-4-5-Up
Super Field Goals—1-2-3-Left
Super Passes—2-5-0-Left
Team Big Heads—2-0-3-Right
Team Tiny Players—3-1-0-Right
Night Game—0-2-2-Right
Tournament Mode—1-1-1-Down
Fast Turbo—0-3-2-Left
Fog—0-3-0-Down
Rain—5-5-5-Right
Snow—5-2-5-Down
Thick Fog—0-4-1-Down

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the code **Left**, **Up**, C▼, C◀, C▶, C▲, C◀, **Down**. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks
Enter any of the following codes at the "Choose a Track" screen:
• Flagstaff—Hold the **L** button and press **Left** on the D-pad, then highlight "Mojave," hold the **Z** button and press **A**.
• El Cajon—Hold the **L** and **R** buttons and press **Up** on the D-pad, then highlight "El Paso," hold the **Z** button and press **A**.
• Guadalupe—Hold the **R** button and press **Down** on the D-pad, then highlight "Vegas," hold the **Z** button and press **A**.

PAPERBOY

Secret Codes
Enter the following codes at the "Secret Codes" screen.
Hitting turbo gives Super-jump—A L L J U M P
Hitting turbo give s Turbo—G O F A S T
Throw papers backward—B A C K W A R D
Throw papers straight ahead—F R O N T S
Throw papers at random angles—R A N D O M
Throw papers at 90° angles—S I D E S
Jumbled sounds—J U M B L E
View all newspaper headlines when you start training mode—H E A D L I N E
Unlimited health—I N V I N C
Unlimited papers—N O B U N D L E
Tiny paperboy—L I T T L E
Near-sighted paperboy—M A G O O
Unlock all levels—O B V I O U S
Speed up the game—R U S H
Slow down the game—W A K I N G
Moon gravity (jump higher)—M O O N
All non-animated objects scream—S C R E A M
Silly collision sounds—T H U N K
Huge newspapers—S U N D A Y
Time clock is ignored—U N T I M E D

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.

QUAKE

Debug Menu
Choose "Load" from the main menu; if you have a controller pak with *Quake* saves, press **B** to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes
Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects:
S3TC 00LC 0L0R S???—Changes the background colors
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAINBOW SIX

Level Select
From the main menu, select "Quick Start," then enter the password "F Z J F T M R 2 G 8 R Q" at the following screen and press **A**. If you entered it correctly a level select screen will appear.
255 Grenades
Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down **Z** to get ready to throw your last grenade. When the meter on the screen fills completely, let go of **Z** then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep **Z** held down and in a few seconds your grenade stock will be 255.

RAMPAGE WORLD TOUR

Stage Select
At the main menu or character-select screen, hold the **L** button and all four **C** buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the **A** button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RE-VOLT

Unlock All Cars & Tracks
At any time during a game, press **B**, **A**, **Z**, **Z**, **B**, **L**, **A**, C▲. You'll hear a special sound effect after entering it correctly.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.
B R O N Z E—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)
S I L V E R—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)
G O L D—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)
C H A M P—Champ Class (In Arcade Mode, all boxers are also unlocked)

RESIDENT EVIL 2

Cheat Codes
From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.
Invincibility—**Down**, **Down**, **Down**, **Down**, **Left**, **Left**, **Left**, **Left**, **L**, **R**, **R**, **L**, C▲, C▼
Infinite Ammo—**Up**, **Up**, **Up**, **Up**, **Right**, **Right**, **Right**, **Right**, **L**, **R**, **L**, **R**, C▶, C◀

RIDGE RACER 64

Secret Caddy Car
From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes
Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code:
Unlock all levels and fast bikes—C▲, C◀, C◀, C▶, **L**, **R**, C▼, **Z**
Unlock Scooter level—C▼, C▶, C▲, C◀, C◀, **L**, C◀
Unlock Cop Mode—**Z**, C◀, C▼, C◀, **Z**, **L**, **R**, C▼

ROADSTERS TROPHY

Secret Codes
At the Driver Select screen, press **Z** to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code.
Anyway—Race circuits in any direction.
Gimme ALL—Unlock all cars and circuits.
fastBUCKS—Start with $250,000.
EasyMoney—Start with $1,000,000.
Trophies—Start with Division 2 and 3 trophies. (Note the space before the "T")
Smurfing—All voices become high-pitched.
BigWheels—Cars have huge wheels.
Skywalker—Cars have lens flares instead of wheels.
Car Radio—Cars become tiny.
Chopper—Different camera angle.
Extra rez—High resolution setting becomes unlocked in the Options menu.

ROBOTRON 64

"Setup" Menu Cheats
Choose "Setup" from the main menu, then enter any of the following codes at the Setup

Fanzine Patrol

Fanzine editor Cory You has folded his previous fanzine (*Digital Storm*) and created *DSX* in its place. Like most game 'zines, inside you can find everything from the standard game reviews to a few things that have absolutely nothing to do with video games. *DSX* is heavy on the satire, with its central piece a parody of the "Hsu and Chan" comic (which is something of parody itself in the first place.) This first issue also features reports on the B4 *Street Fighter* Championship, Defcon 2000 and lots of reviews. A word of caution: There's some lewd language in this 'zine, so steer clear if you're offended by such things. For a sample, send $1 to Cory You c/o *DSX*, 3655 Sunset Blvd. #71, Rocklin, CA 95677

menu:
• 50 Lives—Press **Up, Up, Down, Down, Left, Right, Left, Right, C◀, C▶, C◀, C▶.**
• Level Select—Press **Down, Up, C◀, Down, C◀, C▶, Down, C▶**; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.
• "Game Boy Mode"—Press **Up, Down, Right, C◀, Down, Up, Left, C▶, Up, Down**
• Demo Mode—Press **Left, Right, Up, Down, C◀, C▶, C◀, C▶, Left, Right, Up, Down, C◀, C▶, C◀, C▶, Left, Right, Up, Down, C◀, C▶, C◀, C▶.**
Instant Power-Ups
At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.
Shield—**Down, Left, C◀, C▶**
Two-Way Weapon—**Up, C▲, Up, C▲**
Three-Way Weapon—**Right, Right, C◀, C▼**
Four-Way Weapon—**Down, Down, Up, C▶**
Radiation Spray—**Up, Down, C▶, C◀**
Speed Up—**Left, Left, Right, Right, C▲**
Flamethrower Weapon—**Down, Right, Down, Right, C▶**

ROCKET: ROBOT ON WHEELS

Secret Codes
During gameplay, press **START** to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.
All vehicles—**Up, Down, Z, R, Left, Up, Down, Left, Down, Down**
Heavier rocket—**Up, Right, Right, R, Right, R, Z, R, R, Up**
Low friction—**Up, R, R, Left, Z, Z, Down, Left, Up, Right**
Low gravity—**Z, R, Z, R, Down, R, R, Right, Right, R**
Super Grab Field—**Down, Left, Right, Z, Down, Right, Down, Down, Down, Left**
Super Speed—**Z, Right, Down, Up, Down, R, Up, Down, Left, Up**

SNOWBOARD KIDS

Cheat Code
At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down, Up** on the analog joystick, then **Down, Up** on the D-pad, then **C▼, C▲, L, R, Z**, then **Left** on the D-pad, **C▶, Up** on the analog joystick, **B, Right** on the D-pad, **C◀, START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code
At the title screen, carefully enter the following code: Press **Z, B, C▲, Down** on the D-pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the D-pad, **R, Z, A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu
Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions
When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.
Stage Select
At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.
Unlock all Euro Eden levels—**Up, Down, L, Z, Down, Up, Z, Down**
Unlock all Arctic Kingdom levels—**Up, Down, Z, L, Down, C▶, Z, Down**
Unlock all Jungle Safari levels—**Up, Down, L, Z, Down, C◀, Z, Down**
Unlock all Desert Adventure levels—**Up, Down, L, Z, Down, Left, Z, Down**
Unlock "Big Celebration Parade"—**Up, Down, L, Z, Down, Right, Z, Down**
Unlock secret shoot-'em-up level—**Down, Up, Z, L, Down, Left, Z, Down**

STAR WARS: EPISODE I RACER

Cheat Menu
Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:
• Hold **Up** on the D-pad to fast-forward
• Hold **Down** on the D-pad to reverse at high speed
• Press **Right** on the D-pad to self-destruct
• Hold **Left** on the D-pad to make your vehicle invisible
• Hold **Z + Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)
Special Control Scheme
Using the procedure described above under "Cheat Menu", enter the passcode "R R D U A L" at the "Please Enter Your Initials" screen and remember to choose "END" with the Z and L buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing **Up** on the joystick propels you forward, press **Down** to steer. The controller ports are assigned as follows:
Player 1, left pod: Controller 1
Player 1, right pod: Controller 3
Player 2, left pod: Controller 2
Player 2, right pod: Controller 4
Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. For best results, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on.

STAR WARS: ROGUE SQUADRON

Secret Passcodes
Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:
A C E—Higher difficulty
B L A M E U S—Group shot of developers
C H I C K E N—Access bonus level
C R E D I T S—See the game's credits
D E A D D A C K—Unlocks all stages at the Select Level screen
D I R E C T O R—Enables "Showroom" menu at the Options screen
F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into an automobile
M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
R A D A R—Alternate radar
T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor
Unlock Naboo Starfighter
Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "! Y N G W I E !" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.
See Developers' Heads
Choose "Passcodes" from the Options menu. Enter "H A R D R O C K", "B E R G L O W E" or "W U T Z I" and select "Enter Code." If you start a game and then return to the title screen, you'll see that Luke's head will be replaced by one of the developer's heads!

SUPERCROSS 2000

Secret Codes
At the Select Event screen, Press **C▲**. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."
N 0 C R 4 S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G 1 4 N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M 0 0 N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T 0—Pluto gravity
H 0 P—Add hop button
M 0 R 3 C 4 M S—Extra camera modes
N 0 R 1 D 3 R S—No riders on bikes
H 3 4 D L 3 S S—Headless riders
B L 0 C K M 3—Opponent riders get in your way
N 0 0 F F T R 4 C K—No more off track
S K 1 P P 1 N G 0 K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

SUPERMAN

Super Cheat Code
At the main menu—the one that says "New Game," "Load Game," etc.—press **C▲, C▼, C◀, C▶**; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:
• To skip the current level, press **START** to pause the game, then press **C▲, C▼**
• To refill your energy meter, press **START** to pause the game, then press **Z, R**
• To refill your super-speed ability, press **START** to pause the game, then press **R, Z**
• To refill your freezing breath ability, press **START** to pause the game, then press **Z, L**
• To refill your heat vision ability, press **START** to pause the game, then press **R, L**
• For super punching ability, press **START** to pause the game, then press **L, Z**

TARZAN

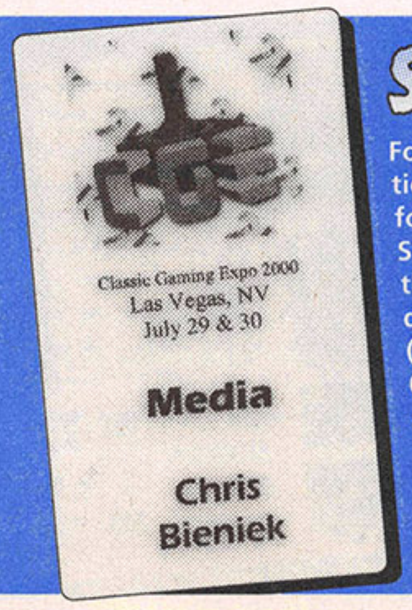
Stage Select
At the main menu, enter the following code using the D-pad (not the analog joystick): **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down.** A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

TONY HAWK'S PRO SKATER

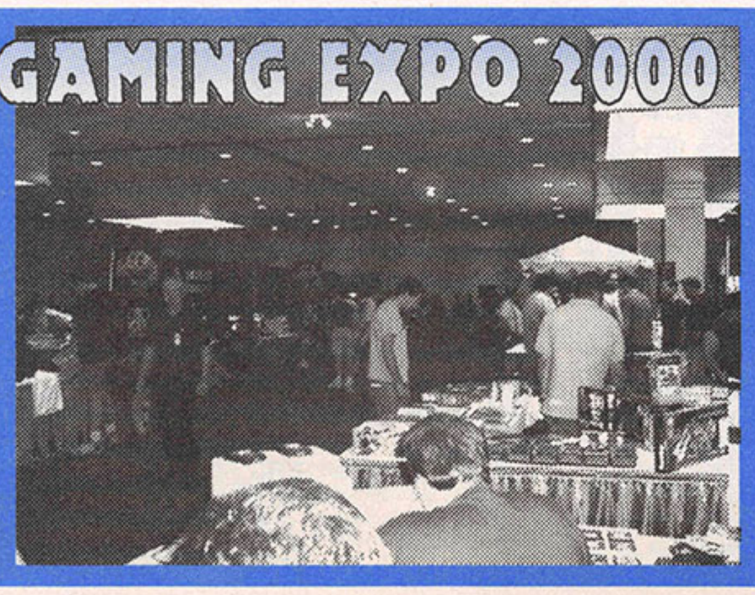
Cheat Codes
At any time during gameplay, press **START** to pause the game, then hold down **L** and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.
Slow motion—**Down, Down, C▲, C▶, Left**
Fast motion—**Right, Up, Down, Down, Up, Down**
High speed—**C▲, Left, C▼, C▼, Up, Down, Right**
Add "Skip to Restart" menu item—**C◀, C▶, C▼, Up, Down**
10 point stats—**C▲, C◀, Left, Up, C▼**
13 point stats—**C▲, C◀, Left, Up, Down**
Score x10—**Down, Right, Up, Right, Up, Left, C◀**
Obtain all tapes—**C▶, Left, Up, C▲, C▲, Right, Down, Up**
Perfect balance—**C▲, C▶, Left, C▶, Right, Up, Down**
Girl's picture—**C◀, C▼, C▶, C◀, C▼, C▶**

TOP GEAR RALLY 2

Secret Codes
Enter any of the codes below at the main menu. You may disable a code by entering it a second time. For the Hi Res Mode code, an expansion pak is required.
Hi Res Mode—**C◀, C◀, Left, L, L**
Chubby World View—**Z, C▶, L, Up, Right**
No Depth View—**Z, C▶, R, Up, Right**
Speed Warp View—**Z, C◀, R, Up, Right**
Speed Based Aspect Ratio—**Z, C◀, L, Up, Right**
Intoxicated AI Cars—**C▶, C▶, Right, Right, Down**



SPECIAL REPORT: CLASSIC GAMING EXPO 2000



For the third consecutive year, *Tips & Tricks* has traveled to Las Vegas to participate in a celebration of video game history. Classic Gaming Expo co-founder John Hardie recieved a ton of support this year from fellow collectors Sean Kelly, Clint Dyer and Joe Santulli...and it's worth mentioning that all of these guys are also writers and editors from *Digital Press*, our favorite biodegradable video-game publication. The focus of these shows is "classic" (e.g. pre-1985) video games, but there were small amounts of 16-, 32- and 64-bit games circulating on the dealer floor and being mentioned in keynote speeches by the vintage game creators who continue to make a living by designing games. Though there was a high number of industry "celebrities" returning from previous expos, this year's "first-timers" included John Sohl (creator of *Astrosmash*, the best-selling Intellivision game ever released) and video-game collector/historian Russ Perry Jr. Many vintage coin-op

No Damage or Failures—L, Z, START, Up, Up
Bouncy Cars—C▲, C◀, R, Up, Left
Award 100,000 Sponsor Credits in support van—L, Z, START, L, L
Award maximum Championship Points in support van—L, C▲, Left, L, L
Repair all car damage in support van—L, Z, R, L, START
Toxic Waste Dump—C▶, C▶, R, L, Up
Volcano Valley—C◀, Z, R, L, Down
Upside-Down World—C▲, Z, START, Up, Down
Spinning World—R, C▶, R, Up, Right
Real Hills—L, Z, Left, Up, START
Shadow Racer—C▲, Z, Right, Up, Z
Tall Car—C◀, Z, START, Left, Down
Long Car—C▶, C▶, Right, Left, Left
Giant Car—R, C▶, R, Left, Up
No Tires—R, C▶, R, Down, Down
Tires Only—C▼, Z, Right, Left, Right
Monster Tires—C▶, C▶, Right, Down, Up
Cylinder Tires—C▲, Z, Right, Down, Right
Wobble Tire—R, C▶, START, Down, Z

TOY STORY 2

Level Select

At the main menu, press **Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down**. You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

TRIPLE PLAY 2000

Cheat Codes

At any time during the game, enter any of the following codes to affect the score, the ball/strike count or the number of outs:

- Three ball count—Hold **L + R + Z** and press **Up, Down** during the game
- Three outs—Hold **L + R + Z** and press **Down, Up** during the game
- Add one run to home team's score—Hold **L + R + Z** and press **C◀, C◀**
- Add one run to the visiting team's score—Hold **L + R + Z** and press **C▶, C▶**

Special Sounds

After hitting a home run during a game, press **C▲, C▶** or **C▼** to hear the fans salute you with horns and whistles as you round the bases.

TUROK: DINOSAUR HUNTER

"The Big Cheat"

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

TUROK 2: SEEDS OF EVIL

Cheat Codes

Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.

H E E E R E S J U A N—"Juan's Cheat"
A A H G O O—"Zach Attack Cheat"
B E W A R E O B L I V I O N I S A T H A N D—Unlocks all cheats

TUROK 3: SHADOW OF OBLIVION

Secret Passwords

From the main menu, select "Secrets." Then, select "Enter New Secret" at the screen that follows. Here you may enter any of the passwords below. Because the password system uses only images, here are the words we'll use to describe each of the password characters are as follows, going left to right:

1st row: Elk (Green), Lizard (Blue), Dragonfly (Red), Frog (Yellow), Horse (Magenta), Bull (Teal)
2nd row: Bear (Orange), Bird (Magenta), Bug (Teal), Fish (Green), Bird (Purple), Wolf (Blue)
3rd row: Coyote (Light Purple), Owl (Yellow), Cougar (Pink), Snake (Red), Rabbit (White), Eagle (Green)
Invincibility—Bird (Purple), Fish (Green), Eagle (Green), Bear (Orange), Lizard (Blue), Rabbit (White)
All Weapons—Owl (Yellow), Bear (Orange), Owl (Yellow), Bug (Teal), Bird (Purple), Owl (Yellow)
Unlimited Ammo—Fish (Green), Elk (Green), Bull (Teal), Snake (Red), Eagle (Green), Fish (Green)
All Keys—Lizard (Blue), Dragonfly (Red), Bull (Teal), Bear (Orange), Wolf (Blue), Eagle (Green)
Play Chapter 1—Frog (Yellow), Elk (Green), Horse (Magenta), Dragonfly (Red), Wolf (Blue), Rabbit (White)
Play Chapter 2—Owl (Yellow), Owl (Yellow), Horse (Magenta), Elk (Green), Elk (Green), Elk (Green)
Play Chapter 3—Owl (Yellow), Rabbit (White), Bear (Orange), Bug (Teal), Frog (Yellow), Cougar (Pink)
Play Chapter 4—Bear (Orange), Horse (Magenta), Bird (Purple), Eagle (Green), Horse (Magenta), Coyote (Light Purple)
Play Chapter 5—Bear (Orange), Dragonfly (Red), Horse (Magenta), Bear (Orange), Frog (Yellow), Elk (Green)
Headless—Lizard (Blue), Elk (Green), Eagle (Green), Owl (Yellow), Fish (Green), Horse (Magenta)
Big Heads—Cougar (Pink), Wolf (Blue), Snake (Red), Rabbit (White), Lizard (Blue), Coyote (Light Purple)
Big Hands and Feet—Lizard (Blue), Lizard (Blue), Dragonfly (Red), Horse (Magenta), Lizard (Blue), Coyote (Light Purple)
Skinny—Horse (Magenta), Eagle (Green), Snake (Red), Cougar (Pink), Bug (Teal), Fish (Green)
Shorty—Frog (Yellow), Frog (Yellow), Fish (Green), Bug (Teal), Wolf (Blue), Cougar (Pink)
Deathmatch Mannequins—Snake (Red), Bull (Teal), Snake (Red), Frog (Yellow), Bear (Orange), Elk (Green)
Gasping—Dragonfly (Red), Bull (Teal), Rabbit (White), Fish (Green), Eagle (Green), Bird (Purple)
Gouraud—Lizard (Blue), Fish (Green), Bug (Teal), Fish (Green), Wolf (Blue), Dragonfly (Red)
Menu Madness—Rabbit (White), Owl (Yellow), Horse (Magenta), Bug (Teal), Bear (Orange), Bear (Orange)
Clean Screen—Rabbit (White), Owl (Yellow), Lizard (Blue), Elk (Green), Fish (Green), Rabbit (White)
Credits—Elk (Green), Elk (Green), Elk (Green), Elk (Green), Elk (Green), Elk (Green)
Pen And Ink—Cougar (Pink), Horse (Magenta), Elk (Green), Fish (Green), Cougar (Pink), Bird (Magenta)

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code. For the "Unlock Ultra rez" code, you can switch to the Ultra resolution via the menu that appears while the game is paused.

Unlock all characters—LLA_KCOLNU
Invincibility—ELBICNIVNI
Max. stats—LLA_DORTOH
Unlock Ultra rez (requires expansion pak)—GO_MAX_REZ
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
Hover higher—HI_CEILING
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS

WCW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen:

P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
y K h # J $ = J Q L m F s—World War III
@ K c X K F = W ? j ^ p F—Starrcade
r J P m B 6 l f M l k $ B—Superbrawl
t d ^ p K R m Z - < y L—Halloween Havoc
M S K D L T L R Y—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password first)
2 J J h K X d J F m 4 k B—Uncensored PPV Mode unlocked
@ J H k f y l B w f Q Q F—Spring Stampede

WINBACK

Codes

Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.

Unlock Trial mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, hold **C▼** and press **START**.
Unlock Max Power Mode—**L, C▶, C◀, C▶, C◀, C▼, C▲, C▼, C▲, L + START**.
Unlock all characters in Versus mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, hold **C▲** and press **START**.

WIPEOUT 64

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again:

Unlock Piranha II team—Hold **L + R + Z** and press **C▼, C▼, C▼, C▼, C▶, C▲, C◀**
Unlock Velocitar track—Hold **L + R + Z** and press **C◀, C▶, C▲, C▶, C◀**
Power-up weapons—Hold **L + R + Z** and press **C◀, C▶, C▼, C◀, C▶, C▼, C▲**

In-Game Codes

Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it again:

Race doesn't end when timer expires—Hold **L + R + Z** and press **C▲, C▶, C◀, C▼, C▲, C▶, C◀, C▼**
Infinite shield energy—Hold **L + R + Z** and press **C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶**
Unlimited weapons—Hold **L + R + Z** and press **C▼, C▼, C◀, C◀, C▶, C▶, C▲**

WORLD DRIVER CHAMPIONSHIP

Unlock All Teams & GT2 Cars

At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): **Z, Right, Z, Z, Z, B, C▼, A, Right, START**. Now all of the teams and their cars will be available.

Unlock All Sydney Tracks

From the main menu, select "Championship." Next, select "New Game." enter "FROZENSKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available.

Top View

During game play, press **Up, Up, Up, A, Left, A, A, A**. The camera view will immediately change after entering the code correctly.

XENA: WARRIOR PRINCESS

Secret Codes

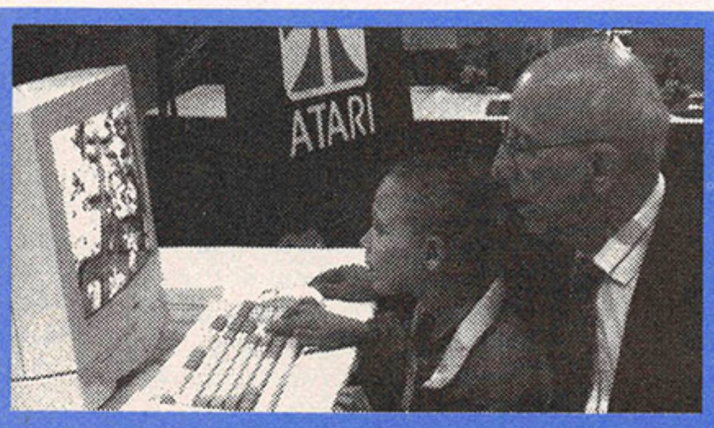
At the main menu, press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Unlock Despair—C◀, C▶, C◀, C▶
Unlock Bunny Despair—C◀, C▲, C▶, C▼
Let Xena battle Gabrielle in Quest mode—C◀, C◀, C◀, C◀
Unlock "Titan" difficulty level—C▲, C▼, C▲, C▼

Battle Codes

At any time during a battle, hold down the Target button (Usually **A**) and press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target
Ice Fighters—Strong Punch, Strong Punch, Target
Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump
Big Heads—Crouch
Big Feet—Jump
Snow Fighters—Strong Punch, Strong Punch, Crouch
Red Nose—Weak Punch, Weak Punch, Target
Purple Nose—Weak Punch, Weak Punch, Crouch
Green Nose—Weak Punch, Weak Punch, Jump
Icy Stage—Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target
Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Crouch



Talk about the ultimate endorsement! Ralph Baer—the man who invented video games—sat with his granddaughter at the Hasbro booth checking out the company's new versions of classics like *Frogger*.

arcade games were also set up for "free play"; those who earned the highest scores on several of them were awarded cash prizes as part of a large tournament ceremony sponsored by Walter Day and Twin Galaxies (see this issue's *Tournament Report* on page 118 for more details). We've had a great time at these expos for three years running—but since *Tips & Tricks* is not exactly what you'd call a classic gaming magazine, we usually attend the show as fans instead of journalists. However, we spent a lot of dough picking up classic gaming goodies this year, so we thought we'd share some of our finds with those readers who are interested in video-game history. Check out the following pages to see what kind of stuff we brought back with us...and visit www.cgexpo.com for more info on this and future shows.

At the end of the tournament awards ceremony, Twin Galaxies' Walter Day posed with the winners in his ubiquitous referee garb. Can you spot *Tips & Tricks* editors Jason and Ara in this photo?

PlayStation tips

3D LEMMINGS

Stage Select
Choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press ×; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game.

3XTREME

Cheat Codes
At the main menu, highlight "memory card" and press **Right** or **Left** to access the "codes" option. Now you can enter any of the following codes to access special features:
t r i x x y—Unlock all courses in Freestyle mode
v o u y e u r—Unlock all courses in Exhibition mode
a s t r o m e n—Unlock three alien characters
w h i t e l i n e—Unlock white car
r e d l i n e—Unlock red car
b l u e l i n e—Unlock blue car
l u g n u t—Unlock Lug Nut (like Frankenstein)
d o m i n i q u e—Unlock Dominique (like Bride of Frankenstein)
t p—Unlock TP (mummy)

ADVANCED DUNGEONS & DRAGONS IRON & BLOOD WARRIORS OF RAVENLOFT

Boss Codes
Enter any of the following codes at the character-select menu. If you've entered a code correctly, your cursor will appear on one of the four corners of the screen and the boss character's portrait will appear in the center. Note: The codes don't have to be entered extremely quickly, but if you're too slow they won't register, so try again.
The Minion of Chaos—Hold **L1 + L2 + R1 + R2 + Up** and press ×
The Lord of Chaos—Press **Up**, **Down**, then roll the D-pad from **Up** to the **Down/Left** position and press △ + × simultaneously. (The movement should look like this: ↑ ↓ ↑ ↖ ← ↙ △ + ×)
The Avatar of Order—Hold **Left** and press □, then press **Right** + ○ simultaneously
Count Strahd von Zarovich—Press **Up**, then roll the D-pad from **Right** to **Down**, then press **Left, R1, R2, L2, L1**

THE ADVENTURES OF LOMAX

Stage Select
During the game, hold **Down** on the D-pad and press **START** to pause. While paused, hold **Up** and press △, ○, ×, □. Two small numbers will appear on the left side of the screen. Press **START** to unpause, then hold **L1** and press **SELECT** repeatedly change the left number to the number of the stage you wish to go to. Once you've decided, hold **L1** and press **START** to warp there. To remove the numbers from the screen, just re-enter the same code.
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**, ×, △, △, △, □.
Maximum Fuel and Armor
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ○.
All Weapons=999
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.**
Toggle Minimum Speed
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ×. Now your minimum speed is zero; hold **L1** to hover.
Hidden Camera Angles
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Up**, **Down**, **Left, Right**. Enter this code repeatedly for new views.
Mission Complete
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, **Down, Down, Down.**

AKUJI THE HEARTLESS

Debug Menu
Pause the game, then hold **L2** or **R2** and press **Left, Up, Up**, △ , **Right**, □, **Left**, △, **Up, Down, Right, Right**. This gives you access to the level select menu.
Invincibility
Pause the game, then hold **L2** or **R2** and press **Right, Right, Left**, △, ×, **Up**, ○, **Left.**
Unlimited Voodoo Spells
After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left**, △, **Left, Left**, ○, **Left**, △, **Right**, ○, **Up, Up, Down**

ALEXI LALAS INTERNATIONAL SOCCER

Unlock Secret Teams
From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. You'll hear a special sound effect after entering a correct code. When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category.
Brazil 1970—**R1, R1, R1, Right, Right**
Die Mannschaft—**R2, R2, R2, Right, Right**
England 1966—**L1, L1, L1, Right, Right**
All Time—**L2, L2, L2, Right, Right**
Aus Asia Stars—**R1, Up, Up, Right, Right**
Africa Stars—**R2, Up, Up, Right, Right**
Oranje—**L1, Up, Up, Right, Right**
Azzuri—**L2, Up, Up, Right, Right**

ALIEN TRILOGY

Level Skip
Go to the password screen and enter the password "G0LVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "G0LVL34".) Highlight "Accept" and press ×; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "G0LVL35", you'll see the video sequence from the end of the game.
Cheat Mode
Enter "1G0TP1NK8C1DB00TS0N" as your password, highlight "Accept" and press the × button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

APOCALYPSE

Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes:
Invincibility—Hold **L1**, press **Down, Up, Left, Left**, △, **Up, Right, Down**
All Weapons—Hold **L1**, press □, ○, **Up, Down**, ×, □
Infinite Lives—Hold **L1**, press △, ○, ×, □
Restore Health—Hold **L1**, press ×, △, ○
See Programmers' Debug Info—Hold **L1**, press **Down, Down**, △
Stage Select—Hold **L1**, press △, **Up**, ×, **Down** (this code adds a stage-select option to the "Paused" menu as well as the main menu)

AREA 51

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

ARMY MEN: AIR ATTACK

Passwords
Unlock all Copilots—**Up, Down, Up, Down, Up, Down, Up, Down**
Unlock bonus ending cinematic—□, **Down**, ×, **Down, Right, Right, Up, Up**
Mission 2—×, **Down, Left, Left**, □, ○, ○, **Right**
Mission 4—**Down, Down**, □, □, **Left, Right**, ○, ×
Mission 5—**Right, Right**, ×, ○, **Down, Up, Down, Up**
Mission 7—□, ○, ×, □, △, **Left, Up, Right**
Mission 8—**Right, Down, Left, Up**, △, **Down, Up, Down**
Mission 9—○, ○, **Right, Up, Right, Up**, ×, ×
Mission 10—×, **Down, Down, Down, Down**, ×, **Left, Right**
Mission 11—△, **Up**, ○, **Down**, □, **Left**, ×, **Right**
Mission 12—**Up, Up**, △, △, **Left, Left**, ○, ○
Mission 14 (2-player)—**Left, Down, Left, Down**, □, ○, □, ○
Mission 15—□, **Right, Left**, ○, ○, **Up, Down**, □
Mission 16—**Down, Up, Down, Up**, △, ○, △, ○

ARMY MEN: SARGE'S HEROES

Unlock All Levels
At the main menu, hold **L1 + R1 +** □ and press **Up, Down, Left, Right**. After entering the code correctly, you'll hear a sound effect.
All Weapons & Infinite Ammo
At any time during gameplay, press **START** to pause, then press □, ○, **R1, L1**. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ASSAULT RIGS

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

ASTEROIDS

Cheat Codes
Enter any of the following codes at the title screen while the words "PRESS START" are flashing:
Unlock Secret Excalibur Ship—Hold **SELECT** and press △, ○, ○, △, □, ○, □
Stage Select/Invincibility—Hold **SELECT** and press □, △, ○, △, △, □, ○ (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)
Unlock "Classic Asteroids" Game—Hold **SELECT** and press ○, ○, ○, △, □, □, ○
"Classic Asteroids" Codes
While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:
One extra life—**Up, Down, Left, Right**, ○, □, ×, △
99 Lives—**Up**, ×, **Down**, △, **Left**, □, **Right**, ○
Invincibility—**Down, Down, Up, Up**, ○, □, △, △

BATTLETANX: GLOBAL ASSAULT

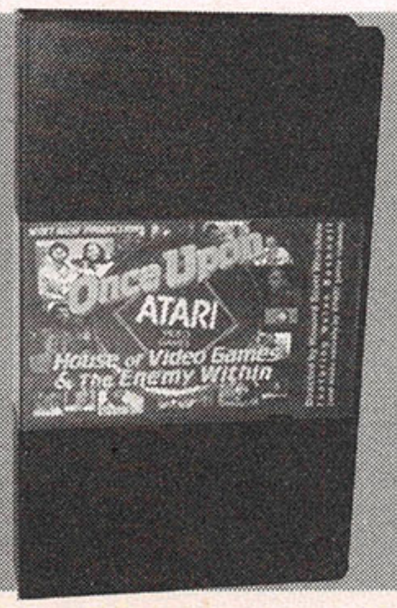
Secret Codes
Enter any of the following codes from the "Input Code" screen within the "Game Setup" menu:
All tanks on—T H R T N
All weapons on—S R T H M B
Level Select on—B C K D R
Lots of tank bucks on—D P P C K T S
Brandon gang on—S M S L G N G
Cassandra gang on—N S T Y G R L

BEAST WARS TRANSFORMERS

Weapon Power-Up
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right**, △, ×, □, **START**. Now your character's weapon will be more powerful than the standard weapon.
Stage Skip
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right**, △, ×, ×, △, **Right, Left, Down, Up, START.** The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

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 *Combat* game, complete w/ "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, L1, L1, R1, R1.**



SPECIAL REPORT: CLASSIC GAMING EXPO 2000

ONCE UPON ATARI VIDEO SERIES

One of the first items we picked up at the Classic Gaming Expo was this VHS video from Scott West Productions. It contains the first two chapters of a planned four-segment documentary called "Once Upon Atari." The series' host and director is Howard Scott Warshaw, arguably the most high-profile game creator to remain at Atari Corp. while many of his co-workers were leaving for the greener pastures of third-party developers like Activision and Imagic. Warshaw created *Yars' Revenge*, *Raiders of the Lost Ark* and the ill-fated *E.T.* for the Atari Video Computer System (a.k.a. 2600), and his memories of working at Atari are almost entirely positive ones. Introducing each segment with a stylish tarot card motif, Warshaw gives the viewer a behind-the-scenes look at the day-to-day workings of Atari's game creators through interviews with other ex-Atari employees, his own recollections and a small selection of still photos. Each interviewee is introduced by having his or her name superimposed on the screen along with at least one title of a game that he or she worked on...and if there is one criticism to be leveled at the Once Upon Atari series, it is that these brief bios do not give enough info about the games each person worked on. For example, several people are credited with having contributed to *Pac-Man*, but we're not told which versions of the game they were associated with (and there were quite a few, considering that Atari published several versions of popular games like *Pac-Man* for many different non-Atari hardware platforms under the Atarisoft label). But this is a VERY minor complaint; for fans of video-game history, this tape is

LECT, L2, SELECT, R2, △, △, △, Down, Down, Down.
Secret Video Scene
If you beat the game at the "Rockin" difficulty setting, you'll see a secret video scene with behind-the-scenes footage from Black Ops, the game's developer. You can find it easier if you set the difficulty to "Rockin", enter the "Access All Levels" code above, then go to Operation Hurricane and enter the "Complete Current Mission" code, also shown above.

BOMBERMAN WORLD

Secret Passwords
Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:
3 6 3 6—Unlocks two extra stages in Battle Game mode
1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed
6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BUGS BUNNY: LOST IN TIME

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

CENTIPEDE

Unlock All Stages
Choose "Adventure" from the main menu. When the stage select screen appears, press **R1, R1, R2, R1**; now you can choose any stage.
Extra Lives
Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1, L1, L2, L1**; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CHAMPIONSHIP BASS

Passwords
Level 8—Q S P % n ◎ j h f n W v
Level 9—Q S P % n ◎ j h f k m s
Level 10—C E d W 1 z x v t S H k

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

Secret Codes
From the main menu, select "Championship," then press × twice to reach the "Name Entry" screen. Enter any of the passwords below at this screen. Note the spaces between words.
Unlock all classes—ALL EVENTS
Unlock all tracks in Single Race mode—DIRT TRACKS
Big head—GROSSE TETE
Unlock Fox Movie in "Extras" screen—LIVE ACTION

CIRCUIT BREAKERS

Unlock All Tracks
At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press **L1 + L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.
Backwards Tracks
At the track selection screen, press **L2 + R2 +** × + **Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

COLIN MCRAE RALLY

Cheat Codes
From the main menu, select "Championship," "Rally," or "Time Trial." Then select your drive train and car and select "Continue." When the "Enter Your Name" screen appears, input any of the codes below as your name. You'll hear a voice say "Cheat code enabled" upon entering a correct code. The Jelly car code does not work in Championship mode.
Race at night—N I G H T R I D E R
Race in fog—P E A S O U P E R
60 fps mode—S I L K Y S M O O T H
Fast acceleration—B U T T O N B A S H
Double engine power—M O R E O O M P H
High-pitched co-driver—H E L I U M N I C K
Turbo boost—K I T C A R
Rear wheel steering—F O R K L I F T
Four wheel steering—T R O L L E Y
Low gravity—M O O N W A L K
Unlock all courses—O P E N R O A D S
Unlock all cars—S H O E B O X E S
Small cars—D I D D Y C A R S
Hovercraft cars—H O V E R C R A F T
Metallic cars—T I N F O I L E D
Jelly car—B L A N C M A N G E
Mirror tracks—W H I T E B U N N Y

COLONY WARS III: RED SUN

Secret Passwords
From the main menu, select "Logon." At the Logon menu, press **R2, R2, L2, L2, R1, R1, SELECT, SELECT**. After entering the code correctly, a new item called "Cheat" will appear in this menu. Within this screen you can enter any of the following passwords. After entering a correct password you must select "Accept Password." Also, note the uppercase characters and spaces in some of the passwords.
Enable "Complete Mission" and "Fail Mission" items in pause menu—Quickie
Enable "Hub Selection" item in the Logon menu—Move House
Weapons never overheat—ROCKWROK
Invincibility—Awrate
Infinite ammo for secondary weapons—Sly n Devious
Infinite afterburner—Jalferezi
All parts available for purchase—Armoury
All ships available for purchase—Greyam Beard
All parts and ships cost 0 CR—Break and Enter
Own all parts—Big Daddy

COOL BOARDERS 4

Secret Codes
From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."
Unlock all Mountains—I C H E A T
Unlock all Special Events—I M S P E C I A L

COURIER CRISIS

Secret Characters
Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.
Passwords
Level 1—E F L C I F C G K J
Level 2—I F L C I F C C K I
Level 3—M F L C I F C O K J
Level 4—A F L C I F C K K J
Level 5—F H C L F I G C J L
Level 6—F L C L F I C C I L
Level 7—F P C L F I O C J L
Level 8—F D C L F I K C J L
Level 9—K F L C I F C G I I
Level 10—O F L C I F C C I I
Level 11—C F L C I F C O I J
Level 12—G F L C I F C K I J
Level 13—F F C L F I G C J J
Level 14—F J C L F I C C I J
Level 15—F N C L F I O C J J

CRASH BANDICOOT

Password
Enter the following special password to gain access to any stage with all gems and keys collected:
△△△△×□△△
△△□×△○△△
△○□△××××

CRASH BANDICOOT 2 CORTEX STRIKES BACK

10 Extra Lives
See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.
Secret Levels
To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.
To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the ○ or **R1** button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.
Bring Back Bosses
If you've already defeated a boss but you want to fight him again just for fun, hold the △ button when using the platform to move between the different floors of the warp room.

CRASH BANDICOOT: WARPED

Secret Stages
In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.
In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

CRASH TEAM RACING

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."
Unlock Penta Penguin—Hold **L1 + R1** and press **Down, Right, △, Down, Left, △, Up**
Unlock Ripper Roo—Hold **L1 + R1** and press **Right, ○, ○, Down, Up, Down, Right**
Unlock Dr. N. Tropy—Hold **L1 + R1** and press **Down, Left, Right, Up, Down, Right, Right**
Unlock Papu Papu—Hold **L1 + R1** and press **Left, △, Right, Down, Right, ○, Left, Left, Down**
Unlock Komodo Joe—Hold **L1 + R1** and press **Down, ○, Left, Left, △, Right, Down**
Unlock Pinstripe—Hold **L1 + R1** and press **Left, Right, △, Down, Right, Down**
Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold **L1 + R1** and press **Right, Right, Left, △, Right, Down, Down**
Super Turbo Pads—Hold **L1 + R1** and press **△, Right, Right, ○, Left**
Infinite Bombs—Hold **L1 + R1** and press **△, Right, Down, Right, Up, △, Left**
Infinite Wumpa Fruit—Hold **L1 + R1** and press **Down, Right, Right, Down, Down**
Infinite Masks—Hold **L1 + R1** and press **Left, △, Right, Left, ○, Right, Down, Down**
Invisibility—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Up**
Unlock Scrapbook—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Left, Right, △, Right**

CROC: LEGEND OF THE GOBBOS

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

CROC 2

Cheat Menu
At the title screen, hold **L1** and press **△, Left, Left, Right, □, Up, Up, Left, ○**. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing **L2 + R2** simultaneously.
Infinite Crystals
At the title screen, hold **L1** and press **□, □, ○, Down, Left, Right, Left, Right**. You'll hear a sound effect to confirm the code. With this code in place, hold **R2** at any time during the game and press □ to add 100 crystals to your total, up to 9,999.

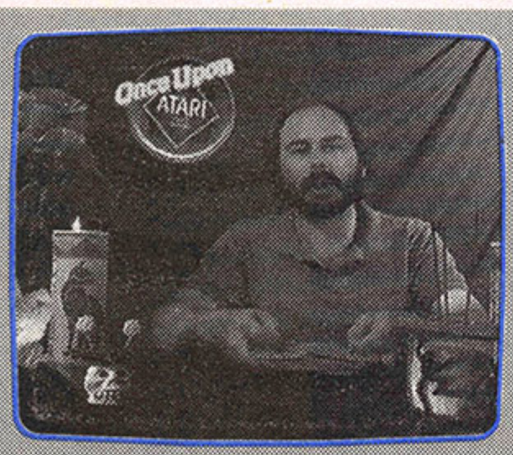
CYBER TIGER

Passcodes
To reach the Passcode screen, press ○ at the "Courses" screen.
Unlock Cyber Badlands—H A R E S O
Unlock Cyber Canyons—N A M O P I
Unlock Cyber Sawgrass—S E C A R E
Unlock Cyber Summerlin—P O R A S O
Unlock all courses—P O Q A K I

DARKSTALKERS 3

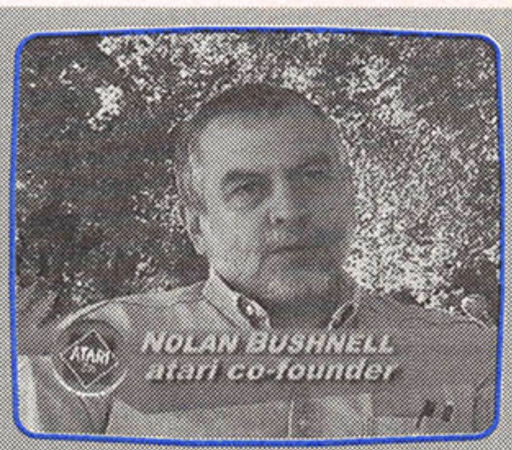
Play as Soul Stealer
In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.
Play as Soul Stealer 2
In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious fe-

a gold mine of pleasant memories and outrageous behind-the-scenes stories from an era—and a company—the likes of which will probably never be seen again. The footage is nicely shot and edited, a real professional package...and hey, we even got Warshaw himself to autograph the tape for us!
To order episodes of "Once Upon Atari", send $53.95 (for Episodes 1 and 2) or $33.95 (for Episode 4) to Scott West Productions, P.O. Box 610787, San Jose, CA 95161. You can also order with a credit card by calling 1(800)711-3627 or look them up on the Internet at www.scottw.com.



Your "Once Upon Atari" guide and host, producer/director \Howard Scott Warshaw.

A peek inside the game development labs at Atari in the early '80s; this is where it all happened.



The above caption says it all: Forget about Chuck E. Cheese, this is the big cheese that got the ball rolling.

male character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors *Talbain*

At the character-select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the **SELECT** button and press any button.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats

At any time during gameplay in one of the "third person" levels, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.

Skeleton mode—○, □, △, △, □, ○
Pop top mode—□, □, ○, ○, **R1, R1**
Big head mode—**R1, R1, L1, L1,** △, △
Electric mode—□, □, **L1, L1, R1, R1**
Invincibility—△, △, ○, ○, **L1, L2**
All weapons—**L1, L1, R1, R1,** ○, ○
Infinite ammo—□, □, ○, ○, **L1, L1**
Disable laser sight—**L1, L1,** △, △, **L1, L1**
Slow rockets—**L1, R1, R1, L1,** △, □
First Person View—○, ○, △, △, □

Gun Mode Cheats

At any time during gameplay in a Gun level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—△, △, ○, ○, **L1, L2**
All weapons—**L1, L1, R1, R1,** ○, ○
Infinite ammo—□, □, ○, ○, **L1, L1**
Auto reload—□, □, △, △, ○, ○
Slow motion—△, **L1,** △, **L1,** △, **L1**
Slow rockets—**L1, R1, R1,** L1, △, □

Driving Mode Cheats

At any time during gameplay in a Driving level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—△, △, ○, ○, **L1, L2**
Infinite Nitro—**L1, L1, R1, R1,** ○, ○
Infinite time—**L1, R1,** □, □, **R1, L1**
Rain mode—□, □, **L1, L1,** △, ○
Invisible car body—**L1, R1, R1, L1, L1, R1**

Debug Menu

At the main menu, press **L1, L1,** ○, ○, □, □. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DOOM

Cheat Codes

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

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

DRIVER

Cheat Codes

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

- Credits (Watch the ending credits)—**L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1**
- Invincibility—**L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1**
- Immunity (Police never chase you)—**L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2**
- Rear Wheel (Car has rear wheel drive)—**R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1**
- Minis (Cars appear much smaller)—**R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2**
- Stilts (Extremely long suspension)—**R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1**
- Antipodean (Screen appears upside-down)—**R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1**

DUKE NUKEM: TIME TO KILL

Cheat Codes

Press **START** during the game to pause, then enter any of the following codes at the pause screen:

Invincibility—**L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT**
Invisibility—**L1, R1, L1, R1, L1, R1, L1, R1, L1, R1**
Double Damage—**L2, R2, L2, R2, L2, R2, L2, R2, L2, R2**
Big Head—**R1, R1, R1, R1, R1, R1, R1, R1, R1, Up**
Tiny Head—**R1, R1, R1, R1, R1, R1, R1, R1, R1, Down**
Big Head Enemies—**R1, R1, R1, R1, R1, R1, R1, R1, R1, Left**
Tiny Head Enemies—**R1, R1, R1, R1, R1, R1, R1, R1, R1, Right**
Enable Level Select at main menu—**Down, Down, Down, Down, Down, Down, Down, Down, Up**
All Weapons—**L1, L2, Up, L1, L2, Down, R1, Right, R2, Left**
Unlimited Ammo—**Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT**
All Inventory—**R1, R1, R1, R1, R1, L2, L2, L2, L2, L2**
All Keys—**Up, Right, Up, Left, Down, Up, Right, Left, Right, Down**

DUNE 2000

Reveal Entire Map

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

EAGLE ONE HARRIER ATTACK

Secret Codes

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

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

FEAR EFFECT

Cheat Codes

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

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

FIGHTING FORCE 2

Cheat Mode

Hold **L1 + L2 + R1 +** △ **+ Left** and press × at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up.

FINAL DOOM

Cheat Codes

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

FISHERMAN'S BAIT

Total Count List

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

FROGGER

Stage Select

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

Infinite Lives

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

G•DARIUS

Unlock All Movies

Highlight "Movie" at the option screen, press **Left, Right, Left, Right,** then hold **L1 + L2 + R1 + R2** and press **START**. All of the movies will be unlocked, even if you haven't finished the game.

G-POLICE: WEAPONS OF JUSTICE

Passwords

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

GEKIDO: URBAN FIGHTERS

Cheats

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

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

GRAND THEFT AUTO 2

Secret Codes

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

Start with $1,000,000—B I G S C O R E
Start with all weapons and 99 ammo—N A V A R O N E
Start with x5 Multiplier—H I G H F I V E
No Police—L O S E F E D S
Display Coordinates—W U G G L E S
Area Select—I T S A L L U P
Start with unlimited health—L I V E L O N G
Start with maximum Wanted Level—D E S I R E S

GRIND SESSION

Unlock All Tricks

At any time during gameplay, press **START** to pause, then press **Down, Left, Up, Right, Down, Left, Up, Right**. If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

HOT SHOTS GOLF

All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1 + L2 + R1 + R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left** on Controller 2. You must continue to hold all four **L** and **R** buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

Mirror Courses

At the Course Select screen, highlight a course, hold **L1 + L2**, press × to lock in your selection and continue to hold **L1 + L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.

Mirror Characters

At the Character Select menu, highlight a golfer, hold **L1** and press ×. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

HOT WHEELS TURBO RACING

Secret Codes

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

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

Passwords

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

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

INVASION FROM BEYOND

Level Select

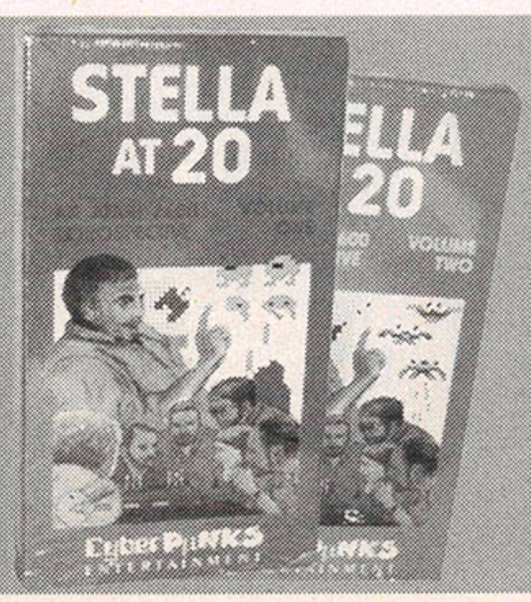
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, R1, L2, R2, △, ×, ○, □, □, ○, ×, △

All Ships & Weapons

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up



SPECIAL REPORT: CLASSIC GAMING EXPO 2000

STELLA AT 20 VIDEO SERIES

Like the "Once Upon Atari" series, these VHS videos from Cyperpunks Entertainment give an insider's look at Atari's history by inviting the viewer into what appears to be the home of Atari co-founder Nolan Bushnell during August of 1997 as he welcomes a living room full of ex-Atari employees to celebrate the 20th anniversary of the Atari 2600 (a.k.a. Video Computer System; "Stella" was the in-house code name for the machine's main processor). These two 90-minute videos are perhaps too dry and technical for the casual observer, but then, most Atari fans are rabid beasts whose interests in all things Atari are anything but casual! Plus, the series' producer Glenn Saunders knows when to cut the chatter, at one point producing a birthday cake in the shape of an old woodgrain 2600 machine! Given the warm and fuzzy nature of the reunion footage, there aren't too many shocking revelations or real surprises to be heard among these old friends' conversations. However, even those who would consider themselves fans of the works of David Crane (*Pitfall!*, *The Activision Decathlon*) may be amazed at the level of his accomplishments and the way he is singled out for praise by his peers. Listen as Larry Kaplan credits Crane with virtually all of the graphic design work on Kaplan's award-winning *Kaboom!* Watch as Carol Shaw points to the screen and identifies all of the elements of her hit game *River Raid* which were created and/or refined by Crane. Reknowned for speaking

IRRITATING STICK

Extra Lives

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

JACKIE CHAN STUNTMASTER

Unlock All Levels

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

All Dragons Collected

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

Secret Video

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

KAGERO: DECEPTION II

Sound Test

When the words "Press Start" appear at the title screen, press **R1** four times, then **R2** six times; you'll hear a scream. Now you can find a new option called "Sound Test" at the main menu.

KNOCKOUT KINGS 2000

Secret Boxers

From the main menu, select "Career" and enter any of the names below as your boxer's name. Note the spaces in some of the boxer names.

GARGOYLE
SHMACKO
ROSWELL
O
Q TIP
TIM DUNCAN
MARLON WAYANS
MARC ECKO
JERMAINE DUPRI
ED MAHONE

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game

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

View All FMV Scenes

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

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

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

- Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button
- U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button
- Shadow—Highlight Dhalsim, hold **SELECT** and press any action button
- Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
- Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button
- Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
- Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

EX Option Menu

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

MARVEL VS. CAPCOM

EX Options

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

MEDAL OF HONOR

Secret Codes

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

Secret Screen 1—C O O L C H I C K
Secret Screen 2—A J R U L E S
Secret Staff Photo Gallery—D W I G A L L E R Y
Secret Team Gallery—D W I M O H T E A M
Captain Dye Mode—C A P T A I N D Y E
Nifty Multiplayer Power-ups—DENNISMODE
American Movie Mode—S P R E C H E N
Temperamental Tocsin—B R A D A L A R M
Wireframe Mode—T R A C E R O N
4x Firing Rate—I C O S I D O D E C
Reflecting Shots—G O B L U E
Unlimited Ammo—B A D C O P S H O W
Audie Murphy Mode—M O S T M E D A L S
Unlock Mission 1 in the Gallery—I N V A S I O N
Unlock Mission 2 in the Gallery—B I G G R E T A
Unlock Mission 3 in the Gallery—D A S B O O T
Unlock Mission 4 in the Gallery—S T U K A
Unlock Mission 5 in the Gallery—K O M E T
Unlock Missions 6 and 7 in the Gallery—T W O S I X T W O
Unlock Victory! in the Gallery—VICTORYDAY
Unlock Mission 2—Z E R S T O R E N
Unlock Mission 3—B O O T S I N K T
Unlock Mission 4—S E N F G A S
Unlock Mission 5—S C H W E R E S
Unlock Mission 6—S I C H E R U N G
Unlock Mission 7—G E S A M T H E I T
Unlock Rosie in Multiplayer—W E C A N D O I T
Unlock Kurt in Multiplayer—E V I L K U R T
Unlock Jens in Multiplayer—I N T H E N A V Y
Unlock Johan in Multiplayer—TIREDJOHAN
Unlock Jürgen in Multiplayer—D A S B O O T Y
Unlock Manfred in Multiplayer—MANLYMAN
Unlock Karl in Multiplayer—S C A R Y K A R L
Unlock Felix in Multiplayer—H O O D D O W N
Unlock Von Braun in Multiplayer—R O C K E T M A N
Unlock Ernst in Multiplayer—A R T C R I T I C
Unlock Egon in Multiplayer—C O O L S H A D E S
Unlock Wolfgang in Multiplayer—H O O D U P
Unlock Müller in Multiplayer—B I G F A T M A N
Unlock Winston in Multiplayer—F I N E S T H O U R
Unlock Otto in Multiplayer—H E R R Z O M B I E
Unlock Noah in Multiplayer—B E A C H B A L L
Unlock Bismarck in Multiplayer—W O O F W O O F
Unlock Rizal in Multiplayer—I K E A N D K E N
Unlock Panzerknacker in Multiplayer—N U T C R A C K E R
Unlock Steven in Multiplayer—S S P I E L B E R G
Unlock Will in Multiplayer—P A Y B A C K
Unlock Game Werks Theater in Multiplayer—M A C O O C O O
Unlock Site Seeing Theater in Multiplayer—S P Y S C H O O L

MEDIEVIL II

Cheat Mode

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

MEGA MAN X4

Alternate MegaMan X

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

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R1** button, press **Right** six times, release **R1**, hold ○ and press **START**. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MISSION: IMPOSSIBLE

Secret Passwords

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

View secret message—T T O P F S E C R E T T
View any FMV sequence—S E E C O O L M O V I E
Slow-motion mode—I M T I R E D T O D A Y
Turbo mode—G O O U T T A M Y W A Y
Super jump—B I O N I C J U M P E R
All people move without animation—S C A R E D S T I F F F

Level Passwords

Submarine Pen Area—A B E M J Q L N V T P G
Russian Embassy—O G L I E S H V I R L L
Russian Embassy 2—I Q D S N J N T O M C I
KGB Warehouse—O Q R F F S I T J M N I
KGB Headquarters—E H N J H S U R W J M P
KGB Headquarters 2—I G C J M J M V M R B L
Security Hallway—G D P S I S J O W U A N
Security Hallway 2—G Q O F I S K T L M A I
Underground Sewage Plant—G G H I H S J V W R M L
IMF Headquarters—I J E N M U N H O N C J
IMF Headquarters 2—I M Q P N H N K O S C M
Infirmary—P B F R O U O P P W D B
CIA Rooftop—P M G K P U P K Q S D M
CIA Rooftop 2—K E J P P U P S R K E E
CIA Mainframe Computer—P J G N O U P H Q N D J
Waterloo Station—H D G G F P K Q M O B C
Train—I G I L G P M L M Y B O
Train 2—H D G O F T K Q M O B C
Train Roof—I G J D G T M L M Y B O
Lundkwist Base—N G H S M G Q T X M G I
Tunnel—M O E E O J G H V X J H
Mainland—M K E H T J S S V V J D
Gunboat—A F Q M O J G P V T P G

MONSTER RANCHER 2

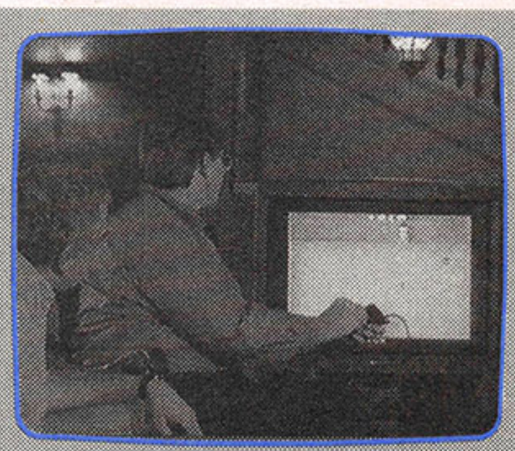
Secret Monsters

As in the original *Monster Rancher*, the best way to generate new and different monsters is by visiting the Monster Shrine and inserting different compact discs into your PlayStation; listen to the priest's instructions to find out how this is done. Any CD can be used, from your favorite music CDs to computer CD-ROM discs or even other PlayStation titles. The game reads some of the digital data from your CD and uses those numbers to generate a monster that you can raise on your farm. There are also many special monster types that can only be found by using ONE specific CD. For example, if you use Quiet Riot's *Metal Health* CD to create a monster, you'll get a creature called "Bloodshed" that you can't get from any other CD. The following is a list of these "special" CDs which can be used to create special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to work with *Monster Rancher 2* the way they should. Occasionally an audio CD or PlayStation game will be re-mastered 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. *Tips & Tricks* apologizes for any such discrepancies you may encounter.

The Matrix Original Soundtrack—"Poison"
Dead or Alive PlayStation game—"Kasumi
The Woman in Me by Shania Twain—"Mia"
Mellow Gold by Beck—"Moo"
Thoroughbred by Carol King—"Trotter"
Under the Table and Dreaming by Dave Matthews Band—"Blue Thunder"
Devil Dice PlayStation game—"Dice"
Downtown Train by Rod Stewart—"Tram"
Austin Powers: The Spy Who Shagged Me Original Soundtrack—"Eggplantern"
Fool... by The Vejtables—"Eggplantern"
Appetite for Destruction by Guns 'N Roses—"Skeleton"
Merry Christmas by Mariah Carey—"Satan Clause"
Christmas With the Chipmunks by The Chipmunks—"Satan Clause"
Tecmo Super Bowl PlayStation game—"Forward Golem"
Waste of Mind by Zebrahead—"Zebra Saurian"
Brave Fencer Musashi PlayStation game—"Shogun"
Third Eye Blind by Third Eye Blind—"Ruby Knight"
Disney's Mulan Original Soundtrack—"Kokushi Muso"
You've Come a Long Way, Baby by Fatboy Slim—"Sumopion"
Gangsstar Trippin' by Fatboy Slim—"Sumopion"
Dances With Wolves Original Soundtrack—"White Tiger"
Gex 3: Deep Cover Gecko PlayStation game—"Frog Hopper"
Greatest Hits by Al Green—"Frog Hopper"
Rush Hour Original Soundtrack—"Kung Fu Hare"
Homogenic by Bjork—"Shishi"
Millennium by Backstreet Boys—"Happy Mask"

to his co-workers not in English but in the language of the Atari 2600...truly, David Crane is the man! It's also a treat to hear the recollections of Steve DeFrisco, programmer of the last 2600 game to be officially commisioned by Atari (*Klax*). DeFrisco may be the only game creator of his era to have had an idea of the historical significance of his work while he was still doing it (unlike greats like Rob "Demon Attack" Fulop, who still doesn't seem to truly realize how much joy and entertainment his work has brought to the world). The informal atmosphere seems to bring out more personal anecdotes than the types of stories that are related in keynote speeches at the Classic Gaming Expo. The tapes also include semi-formal interviews with individual designers or groups who worked together after leaving Atari. To order your own copies of the "Stella at 20" video series, send a check or money order for $44.50 (or $26.50 for one volume) to Cyberpunks Entertainment, PMB 111, 2029 Verdugo Blvd., Montrose, CA 91020-1626 (California residents add 8.25% sales tax) or visit Cyberpunks on the internet at www.cyberpunks.uni.cc.

Volume 1 includes archival footage of the late Jay Miner, co-designer of the Atari 2600 hardware.



Activision co-founder Al Miller demonstrates his considerable *Kaboom!* skills. No rust here!

Tenchu: Stealth Assassins PlayStation game—"Ninja Kato"
Titanic Original Soundtrack—"Deluxe Liner"
Knockout Kings PlayStation game—"Boxer Bajarl"
The X Files: Songs in the Key of X Original Soundtrack—"Ultrarl"
Nevermind by Nirvana—"Swimmer"
Backdraft Original Soundtrack—"Cinder Bird"
Enema of the State by Blink 182—"Chef"
Men in Black Original Soundtrack—"Chinois"
Fanmail by TLC—"Silver Suezo"
Aenima by Tool—"Bronze Suezo"
Tiger Woods 99 PlayStation game—"Birdie"
Monster Rancher PlayStation game—"Sueki Suezo"
The Flintstones Original Soundtrack—"Pithecan"
Tecmo Stackers PlayStation game—"Caloriena"
Tecmo's Deception PlayStation game—"Mocchini"
Metal Health by Quiet Riot—"Bloodshed"
Metal Gear Solid PlayStation game—"Gaboo Soldier"
Terminator 2 Original Soundtrack—"Metal Jell"
Disney's The Little Mermaid Original Soundtrack—"Mermaid"
FIFA 99 PlayStation game—"Dribbler"
Rally Cross 2 PlayStation game—"Radial Niton"
Comparsa by Deep Forest—"White Birch"
Electric Warrior by T. Rex—"Pole Mock"
The Bearsville Collection by Bobby Charles—"Watermolony"
The Crow: City of Angels Original Soundtrack—"Cawken"
Legend by Bob Marley—"Raggae Plant"
Speak My Language by Inner Circle—"Raggae Plant"
Star Wars Episode I: The Phantom Menace Original Soundtrack—"Galaxy"
No One Can Stop Mr. Domino PlayStation game—"Dominos"
Andy Warhol by The Velvet Underground & Nico—"Gold Dust"
Licensed to Ill by The Beastie Boys—"Express Worm"
Kagero: Deception II PlayStation game—"Time Noise"

MORTAL KOMBAT 4

Secret Cheat Menu
Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:
• Player 1: Press Low Punch three times and Low Kick twice
• Player 2: Press Low Punch twice, Block once and Low Kick three times
After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.
Secret Characters
To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:
1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.
2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.
To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.
3) Continue to hold Block + Run until the fight starts.

NASCAR RUMBLE

All Tracks & More Cars
From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C 9 P 5 A U 8 N A A" to unlock lots of cars and every track.

NBA LIVE 2000

Unlock Legends Players
From the "Game Setup" screen, press ○ to open the menu. Move the cursor to "Players," then press **Right** and then × to enter the Create Player screen. Enter any of the names below as the new player's name. Each line lists the name of the real player followed by the first and last name that you must enter to unlock that player, separated by a comma. For example, to unlock Charles Barkley, you must enter your newly created player's first name as MOUND OF and his last name as REBOUND. Note the space between the two words in the first name. Immediately after entering a name correctly, you'll get a message telling you that you've unlocked that player. In order to use unlocked players, you must go to the "Unlock Legends" screen and change their status to "Active."
Bob Pettit—CRASH,BOARDS
Dolph Schayes—SET,SHOT
Paul Arizin—PITCHIN',PHILLI
Bill Sharman—CHARITY,STRIPE
Bob Cousy—B-BALLS,COOZ
Walt Frazier—COOL,CLYDE
Harry Gallatin—IRON,HORSE
Willis Reed—SOFT,TOUCH
Earl Monroe—MAGIC,PEARL
Richard Guerin—PLAY,MAKER
George Yardley—YARD,BIRD
Jerry Lucas—LUCAS,LAYUP
Billy Cunningham—LEAPING,KANGAROO
Cliff Hagen—HOOK,SHOT
Rick Barry—FOUL,SHOT
Shawn Kemp—POWER,DUNKER
Julius Erving—DOCTOR'S,IN
Dominique Wilkins—HIGH,LIGHT
Moses Malone—FREE,THROWS
Grant Hill—CLASS,ACT
Karl Malone—MAILMAN,DELIVERS
Charles Barkley—MOUND OF,REBOUND
John Stockton—JAZZ,MAN
Reggie Miller—OUTSIDE,THREAT
Lenny Wilkins—PLAYER,COACH
Oscar Robertson—BUCKS,BIG O
Dave Bing—THE,DUKE
Isiah Thomas—BAD BOY,ZEKE
Nate Archibald—BIG,TINY
Pete Maravich—PASSING,PATROL
Larry Bird—CELTICS,PRIDE
Robert Parish—CELTIC,CHIEF
Dave Cowens—RED,HEAD
Tommy Heinsohn—FLAT,SHOT
Sam Jones—BANK,SHOT
Larry Costello—CROSS,OVER
Hal Greer—JUMP,SHOT
Mitch Richmond—LIVE,COVERMAN
George Gervin—CHILLED,ICEMAN
Gary Payton—HUMAN,GLOVE
Bill Russell—ALL,DEFENSIVE
Bob Lanier—BIG,FOOT
Bill Walton—SHOT,BLOCKER
David Robinson—SUPRS,ANIMAL
Patrick Ewing—PLAYER,PRESIDENT
Jerry West—THE MR.,CLUTCH
Earvin Johnson—MAGICAL,GUARD
James Worthy—BIG,GAME
Shaquille O'Neal—LITTLE,WARRIOR
Elgin Baylor—OFFENSIVE,FORCE
Wilt Chamberlain—BIG,GOLIATH
John Havlicek—JOHN,HONDO
Kevin McHale—SIXTH,MAN
Scottie Pippen—COMPLETE,GAME
Andrew Phillip—WHIZ,KID
Michael Jordan—COME FLY,WITH ME
Carlo Braun—HARD,WOOD
Walt Bellamy—NO,COMMENT
Wes Unseld—GLASS,CLEANER
Hakeem Olajuwon—THE DREAM,MACHINE

NCAA FOOTBALL 2001

Secret Codes
From the main menu, select "Game Settings," then select "Secret Codes." At the screen that appears, enter any of the codes below:
View entire poll—P O P U L A R I T Y
Slow players—C E M E N T F E E T
Unlock all stadiums—O P E N S E S A M E
View CPU's plays—M I N D R E A D E R
Fast players—S C R A M B L E
Daytime passes quickly—D A Y N I G H T
Max. attribute points—B A L L E R
Max. recruiting points—H E A D C O A C H
Always catch the ball—H A N D S O F G L U E
Always intercept the ball—O S K I E
Max. wind—S A F E T Y
Change the date—Y 2 K
Juggernaut team—B U L L D O Z E R
EA Sports team—S A N M A T E O
Tiburon team—M A I T L A N D

NCAA GAMEBREAKER 2001

Easter Eggs
From the main menu, select "Customize," then select "Easter Eggs." At this screen, you may enter any of the passwords below. Note some of the spaces in the passwords. Also, you must enter small caps letters instead of lowercase letters in the game.
POWER HOUSE—Stronger season team in simulation
HAMMER—Season team with all 99 rating
motivate—Always get everyone in Blue Chip recruiting
FRANKENSTEIN—Super walk-ons
HOLLYWOOD—View credits
Vers—Display game's version date
GO DEEP—Great passing game
REAL ESTATE—Great running game
PHYSICAL—Great blocking, tackling game
twins—Select the same team
BIGandsmall—Big team vs. small team

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes
Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:
Empire City Bonus Track—M C I T Y Z
AutoCross Hidden Track—X C N T R Y
Caverns Hidden Track—X C A V 8
The Room Hidden Track—P L A Y T M
Scorpio-7 Hidden Track—G L D F S H
Space Race Hidden Track—M N B E A M
Activate Jaguar XJR-15—L J A G X
Activate Mercedes-Benz CLK-GTR—AMGMRC
Activate El Nino—R O C K E T
All cars and bonus tracks (not hidden tracks)—S P O I L T
All Camera Views—S E E A L L
Speed and Language Codes
First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the **START** button. Immediately after pressing **START**, let go and press the appropriate button combination (i.e. **Up + R1+ R2**). You must keep these buttons held down until the loading screen appears in order for the codes to work.
Slow the game down by 20%—**Up** + × + △
Cops Speak With Different Accent—**Up + R1 + L2**
Cops Speak in German—**Up + R2 + L1**
Cops Speak in Spanish—**Down + R2 + L1**
Cops Speak in Italian—**Left + R2 + L1**
Cops Speak in French—**Right + R2 + L1**

NFL GAMEDAY 2001

Easter Eggs
From the main menu, select "Options," then select "Easter Eggs." At this screen, you may enter any of the passwords below. Note the spaces in some of them.
Tiny players—TINY GUYS
Big players—GIANTS
Big football—BIG PIG
Secret field—GD FIELD
Loud volume on big hits—CRUNCH
Special moves—SPECIAL MOVE
All players of similar ability—ALL EVEN
Always catch the ball—STICKEM
Super hard difficulty—UNBEATABLE
Super stiff arm—JACK HAMMER
Super swim move—LINE BUSTER
Players never get tired—ENDURANCE
Super fast game speed—COFFEE BREAK

NGEN RACING

Cheats
Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct code.
400,000,000 credits—**R2, L2, R2, L1, R2, R1, R2, L1**
1st place in all races—**R1, L1, R1, R2, L2, R2, L2, L1**
Obtain all secret jets—**R1, R2, L1, L2, L2, L1, R2, R1**

NHL ROCK THE RINK

Secret Codes
After starting a new game, select "New User," then enter any of the items below as your name. You can toggle the unlocked cheats on and off at the "Rewards" screen under the main menu.
Unlock NHL teams—BAILEY
Unlock sound effects—NO CHANCE
Unlock boards—POWER SLAM

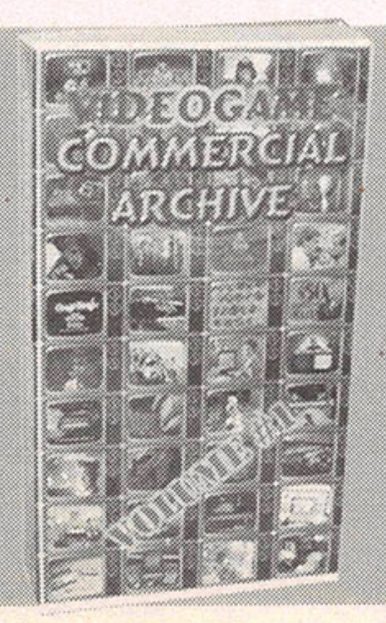
NIGHTMARE CREATURES

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

NIGHTMARE CREATURES II

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

SPECIAL REPORT: CLASSIC GAMING EXPO 2000



VIDEOGAME COMMERCIAL ARCHIVE VOL. 1

A "labor of love" assembled by super-collector/archivist Sean Kelly of *Digital Press*, this collection of vintage video-game TV commercials includes some true classics: George Plimpton hawking Mattel's sports titles over Atari, Billy Martin's rebuttal in the form of Realsports Baseball, Alan Alda's Atari computer spots...you'll even see a young Phil Hartman going berzerk over Activision's *Ice Hockey*! Kelly is said to have reviewed thousands of hours of early '80s television footage in order to find these gems...and as you can imagine, some of them are in pretty bad shape. Also, the tape's overall sound quality leaves a lot to be desired; it's practically impossible to understand the muffled voice that narrates the rare Odyssey 3 promotional footage. But hey; where else are you gonna find these classic TV ads? Only by sending $23 to Sean Kelly, 5789 N. Milwaukee, Chicago, IL 60646, or check out http://home.xnet.com/~skelly/video.htm.

Not only were Activision's designers credited in print; their names were also SPOKEN ALOUD in the commercials!

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

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

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip
At any point in the game, hold **R1** and press ○, ○, ×, ×, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."
Stage Select
At the main menu, hold the **R1** button and press **Down**, **Up**, **Left**, **Right**, △, □, ○, △, □, ○, **Down**, **Up**, **Left**, **Right**.
Video Scene Select
At the main menu, hold the **R1** button and press **Up**, **Down**, **Left**, **Right**, □, ○, △, ○, □, ○, **Up**, **Down**, **Left**, **Right**.

PITFALL 3D: BEYOND THE JUNGLE

Stage Passwords
Level 2—METROPOLIS
Level 3—DEEPDARK
Level 4—TEMPLEME
Level 5—HOTROCKS
Level 6—GOINGDOWN
Level 7—WOWTHATSHOT
Kryll Thular Boss—BIGWORMGUY
Level 8—JAILBREAK
Level 9—THUNDERDOMES
Level 10—MAGICGARDEN
Level 11—SPOOKY MESAS
Cheat Passwords
Floating Harry—ZEROGHARRY
Big Head Mode—BIGHEADHARRY
Skinny Harry—2DHARRY
See Credits—CREDITS
99 Lives—STEVECRANEME
See All Movies—PLAYMOVIES
See All Comics—PITFALLCOMIC
Disable Witty Banter—STOPTALKING
Get an extra 10 lives in the next game—GIVEMELIFE
Access Original *Pitfall!*—CRANESBABY
Note: Each of the following codes works during the original *Pitfall!* game:
• Programmer's Head—Press **R1** + **R2**
• Baby (Elvira) Head—Press ○ + **R1**
• Croc Talk—Press **R1** + △ when there are crocodiles on the screen; one of them will say, "Hi, mom!"
• Infinite Lives—Press **L1** + **L2**

POOL HUSTLER

Secret Game Mode
At the title screen—while the words "Press Start" are flashing—press **Up**, **Up**, **Down**, **Down**, △, △, ×, ×, **Left**, **Right**, □, ○; you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu; it's a billiards game that's scored like bowling.

PSYBADEK

Cheat Passwords
G O A N Y W H E R E—Enable level select
G R E A S E D D E K—Slippery board
J E L L Y J E L L Y—Jelly mode
T O P S Y T U R V Y—Upside down mode
W A L K O N M O O N—Low gravity
D O N D A C H A O S—Invincibility
D O N T D I O N M E—Nine lives
I N L I L L I P U T—Big characters
S I Z O F A N A N T—Small characters
D E K P O W E R U P—Faster Dek

R/C STUNT COPTER

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

R•TYPES

Level Select
Highlight either *R-Type* or *R-Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause; you can choose any stage with the stage-select option at the pause menu.
Increase Speed
Pause the game, hold **L2** and press **Right**, **Up**, **Right**, **Up**, **Down**, **Left**, **Down**, **Left**, ○.
Decrease Speed
Pause the game, hold **L2** and press **Right**, **Up**, **Right**, **Up**, **Down**, **Left**, **Down**, **Left**, ×.
Use Any Weapon
Pause the game, hold **L2** and press **Right**, **Up**, **Left**, **Right**, **Down**, **Left**, **Up**, **Right** and either △, □, ×, or ○ to equip yourself with a different weapon.

RAINBOW SIX

Main Menu Cheats
Enter the following codes at the main menu. A message will appear after entering a code correctly.
All levels—Hold **L1** and press ○, ×, ○, □, □, △, ×, ×
All items—Hold **L1** and press △, ×, ×, ○, □, ○, ×, △
Invincibility—Hold **L1** and press □, ×, △, △, ×, □, ○, ○
Invincible hostages—Hold **L1** and press ○, ○, □, △, ×, △, ×, ○
No terrorists—Hold **L1** and press △, ○, ○, △, □, ×, △, ○
All operatives revived—Hold **L1** and press △, △, ×, ○, ○, ×, □, □
Reveal map—Hold **L1** and press ×, ○, □, △, △, □, ○, ×
No locked doors—Hold **L1** and press △, □, □, △, ×, ○, □, △
Turn off Victory Conditions—Hold **L1** and press ○, △, △, ×, ○, □, ×, △
All attributes set to maximum—Hold **L1** and press ×, □, △, △, ○, □, ×, ×
Watch ending—Hold **L1** and press □, △, □, □, ○, ○, ×, △
In-Game Cheats
At any time during gameplay, press **START** to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game.
Restore ammo—Hold **L1** and press □, □, ○, △, ×, △, ×, △
Extra weapon—Hold **L1** and press ×, ○, ○, △, □, ×, □, ○
Extra pistol—Hold **L1** and press ×, △, □, ○, □, ×, △, □

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RAYSTORM

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

READY 2 RUMBLE BOXING

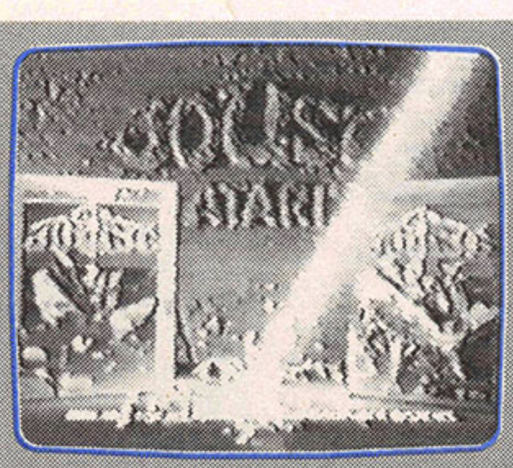
Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.
B R O N Z E—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked
S I L V E R—Silver Class. In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked.
G O L D—Gold Class. In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.
C H A M P—Champ Class. In Arcade Mode, all boxers are also unlocked.
Two-Player Ring Codes
In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations while both players select a boxer. Also, the buttons must be held down until the match starts.
R1—Championship arena
L1—Two-tier arena
R1 + **L1**—Gym
Change Costume Colors
At the boxer selection screen, press □ + ○ simultaneously to change the currently selected boxer's colors.
Change Cornerman's Voice
The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding □ and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.
□ + **Up**—Irish accent
□ + **Left**—New York accent
□ + **Right**—African-American accent
□ + **Down**—Hispanic accent
Also, to change the voice to a high-pitched version of the Irish accent, hold **L1** + **R1** + □ until you hear a special sound effect.

REBOOT

Secret Codes
Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.
• Free Shield with Every Glitch pick-up—**Down**, **R1**, **Left**, **Right**, **Down**, **L2**, **R2**, **Left**, **Right**, **Up**
• Full Glitch Energy—**Right**, **L1**, **Up**, **Right**, **Down**, **L1**, **R1**, **Up**, **Down**, **Left**
• Play as Enzo—**Up**, **Left**, **Down**, **Left**, **Down**, **L1**, **R1**, **Right**, **Down**, **Right**
• Play as Dot Matrix—**Left**, **R1**, **Right**, **Up**, **Down**, **R2**, **L1**, **Right**, **Up**, **Down**

RESIDENT EVIL 2

Secret Photo
In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.
Alternate Clothes
Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.
Bonus Weapons
If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.
Secret Character: Hunk
To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.
Secret Character: Tofu
To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of



Atari's *Joust* commercial had some way-cool special effects for an early '80s TV spot.

Hurry over to Toys 'R' Us before they're all gone! Oh, wait...it's the year 2000; they've been gone for years.

The Odyssey Wizard popped up during plenty of after-school specials to hawk Magnavox's wares.

There's even a rare TV commercial for the late, lamented Bally Arcade system on this video!

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

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

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

RUSHDOWN

Unlock All Tracks

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

SAMMY SOSA HIGH HEAT BASEBALL 2001

Secret Codes

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

3DO clouds—**L2, R2, L2, R2**, □, □

Flying objects in the sky—**R2, L2**, □, **L1, R1**, □

SAMMY SOSA SOFTBALL SLAM

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. Each code will take effect as soon as you press **START** again to unpause the game.

Big Softball—**R1, R2, R1, R2, R1, R2**

Ball Cannon—**L1, L2, L1, L2, L1, L2**

SAN FRANCISCO RUSH

Secret Vehicles

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

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

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

SMALL SOLDIERS

Cheat Passwords

○, ○, △, △, ○, ×, □, ×—Invincibility

△, △, ○, ○, ○, ×, □, ×—All Weapons

Stage Passwords

×, ×, △, □, □, ×, ○, ×—Gorgon

□, ×, △, □, □, □, ○, ×—Dimensional Temple

○, ×, △, □, □, ○, ○, ×—Floating Fortress

△, ×, △, □, □, △, ○, ×—Spirit Bog

×, □, △, □, □, ×, △, ×—Canyon Village

□, □, △, □, □, □, △, ×—Creepy Caverns

○, □, △, □, □, ○, △, ×—Space Ship

△, □, △, □, □, △, △, ×—Hall of Patriots

×, ○, △, □, □, ×, ×, □—Graveyard

□, ○, △, □, □, □, ×, □—Nuclear Mine

○, ○, △, □, □, ○, ×, □—Launch Center

△, ○, △, □, □, △, ×, □—Ulhaden Fier

×, △, △, □, □, ×, □, □—Garrison

□, △, △, □, □, □, □, □—Inner Sanctum

THE SMURFS

Level Select

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

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-MAN

Cheats

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

Unlock almost everything—EEL NATS

Symbiote Spidey costume—BLKSPIDR

Spidey 2099 costume—TWNTYNDN

Captain Universe costume—S COSMIC

Spidey Unlimited costume—PARALLEL

Scarlet Spider costume—LETTER S

Amazing Bag Man costume—AMZBGMAN

Ben Reilly costume—BNREILLY

Peter Parker costume—MJS STUD

Quick Change costume—ALMSTPKR

Storyboard viewer—CGOSSETT

All 6 game comic covers—ALLSIXCC

Level select—XCLSIOR

All 32 comic covers—CMC BUFF

Movie viewer—WATCH EM

Character viewer—CVIEW EM

What If contest—GBHSRSPM

Big head—DULUX

Joel Jewett as J. Jonah Jameson—RULUR

Invulnerable—RUSTCRST

Infinite webbing—STRUDL

Debug info on screen—LLADNEK

SPORTS CAR GT

Secret Codes

Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't work.

Down, Down, Left, Right, Up, Left, Circle, **R2**—Unlock all tracks and classes

Up, Left, Left, Right, Down, Right, L1, Square—Start with $1,500,000 in Season Mode

SPYRO THE DRAGON

99 Lives

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

SPYRO 2: RIPTO'S RAGE!

Cheat Codes

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately.

Learn all abilities—○, ○, ○, ○, □

Big head mode—**Up, Up, Up, Up, R1, R1, R1, R1**, ○

Parappa mode—**Left, Right, Left, Right, L2, R2, L2, R2**, □

View credits—□, ○, □, ○, □, ○, **Left, Right, Left, Right, Left, Right**

Find Gems

At any time during gameplay, press **L1 + R1 + R2**. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down.

Change Spyro's Color

At any time during gameplay, press **START** to pause the game, then press **Up, Right, Down, Left, Up**, □, **R1, R2, L1, L2, Up, Left, Down, Right, Up**. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to the corresponding color. The code's effects will take place as soon as you un-pause the game.

Red—○

Blue—×

Pink—□

Green—△

Light—**Up**

Dark—**Down**

STAR TREK: INVASION

Watch Credits Movie

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

Unlock Everything

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

STAR WARS EPISODE I THE PHANTOM MENACE

Debug Menu

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

STREET FIGHTER ALPHA 3

Dhalsim's Wife

Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ **+ R2**. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.

Unlock Guile

Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.

Unlock Evil Ryu

After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be selectable in any mode.

Unlock Shin Akuma

After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing **L2**.

Unlock Arcade Balrog

Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing **L2**.

Unlock Team Battle Mode

Clear the China course in World Tour Mode, or play the game for 16 hours.

Unlock Survival Mode

Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours.

Unlock Dramatic Battle and Final Battle

Clear Arcade mode on the hardest difficulty level.

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

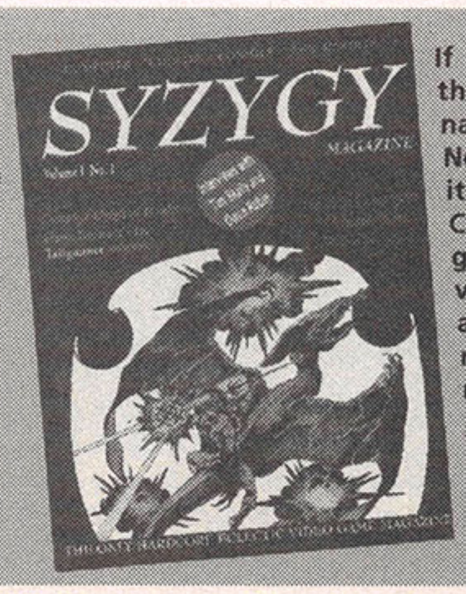
To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the **START** button twice.

Street Fighter Alpha 2 Gold: Alternate Characters

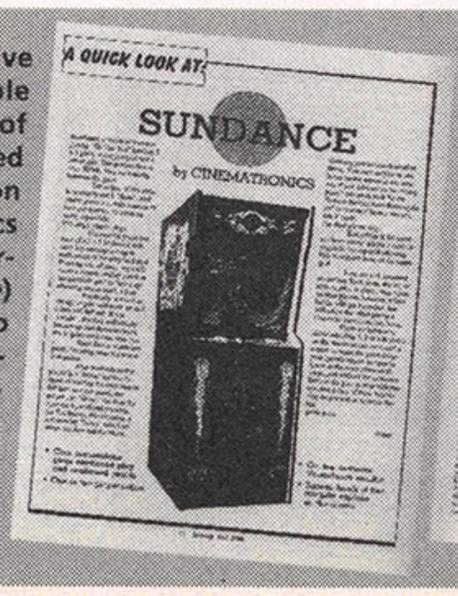
- To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.

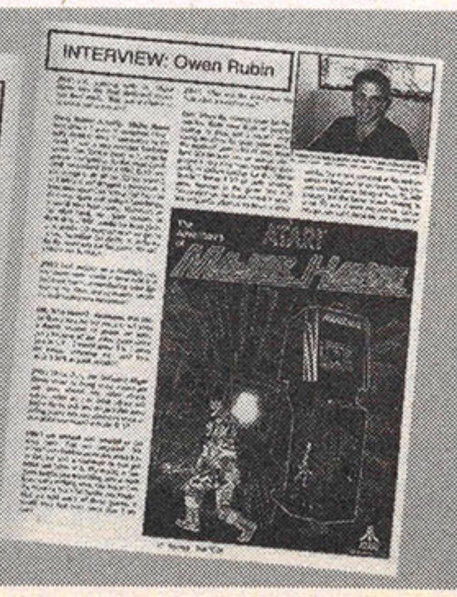
PlayStation Fanzine Patrol

SPECIAL REPORT: CLASSIC GAMING EXPO 2000



If you're wondering why anyone would give their publication such an unpronounceable name, it's because *Syzygy* was the name of Nolan Bushnell's company before he changed it to Atari. Publisher/Editor in Chief Jason Cody is a hardcore fan of vector graphics games, and he proves it by scoring interviews with Tim Skelly (*Rip-Off, Star Castle*) and Owen Rubin (*Major Havoc*). Issue 1 also reveals Marvel Comics artist Frank Brunner's long-lost cabinet artwork for the *Tailgunner* coin-op. For a sample, send $7 to Jason Cody c/o *Syzygy*, P.O. Box 512, Flagler Beach, FL 32136, or visit them on the Internet at www.syzygy-magazine.com.





• 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 ALPHA

Hidden Characters
At the Mode Select Screen, highlight "Practice" and press **SELECT, Up, Right, Down, Right, SELECT**. You will 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 EX2 PLUS

Unlock All Hidden Characters
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT**. A message will immediately appear after entering it correctly.
Unlock All Bonus Games
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT**. A message will immediately appear after entering it correctly.
Unlock Maniac Mode
At the "Mode Select" screen, move the cursor to "Practice" then press **SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT**. Maniac Mode will appear under Practice Mode/Trial Mode. A message will immediately appear after entering it correctly.
Unlock Sample Data
At the "Mode Select" screen, move the cursor to "Practice," then press **SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT**. The "Sample" option will appear in the pause screen only in Maniac Mode. A message will immediately appear after entering it correctly.

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.

STREET SK8ER

Secret Codes
Enter the following codes at the main menu. You'll hear a voice say "Yeah!" each time you enter a code correctly.
Right, ○, □, **Left**, □, ○, **R1, L1**—Unlock courses
Right, Right, R1, R2, Left, Left. L1, L2—Unlock all boards
Left, Left, □, **Right, Right**, ○, **R1, R1**—Unlock Sarah
Left, Right, ○, □, **R2, L1, L2, R1**—Unlock Mick
Right, ○, **Left, Left**, ○, ○, □, □—Unlock Bonobo

STREET SK8ER 2

Secret Codes
Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.
Unlock all skaters—**Left, Left**, ○, ○, **L2**, □, **Right, R2**
Unlock all boards—○, ○, □, ○, □, □, ○, **R1**
Unlock all courses—**Left, Right, Left, Right**, ○, ○, **R1**, □
Max Trick Level and Skill Points—**L1**, □, **Left, Left, R2, Left, R1, Left**
Unlock "Movie" item in main menu—**R2, R2, L1, L2, L1, R1, R1, R1**
Alternate Clothes
Hold **L1, L2, R1** as you select a character at the "Skater Select" screen.

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**, ○
Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press **Down, Down, Down, Right, Right, Right**, ○
Dan (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left, Left, Left, Down, Down, Down**, ○
Dan (Player 2)—Highlight Felicia, hold **SELECT**, press **Right, Right, Right, Down, Down, Down**, ○
Devilot (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left, Left, Left, Down, Down, Down**, ○ (same as Dan code, but you must press ○ 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**, ○ (same as Dan code, but you must press ○ 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**, ○
Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **SELECT**, press **Left, Left**, ○
Anita (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right, Right**, ○
Anita (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, ○
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 ○
Hsien-Ko's stage—Press ×
Sakura's stage—Press △
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

SUPERCROSS 2000

Secret Codes
At the Select Event screen, Press **R1**. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."
N 0 C R 4 S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G 1 4 N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M 0 0 N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T 0—Pluto gravity
H 0 P—Add hop button
M 0 R 3 C 4 M S—Extra camera modes
N 0 R 1 D 3 R S—No riders on bikes
H 3 4 D L 3 S S—Headless riders
B L 0 C K M 3—Opponent riders get in your way
N 0 0 F F T R 4 C K—No more off track
S K 1 P P 1 N G 0 K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

SUPERCROSS CIRCUIT

Secret Codes
From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below:
Big helmets—BIG_HELMETS
Headless riders—SLEEPYHOLLOW
Invisible bikes—FLOATING

SYPHON FILTER

All Weapons + Infinite Ammo
During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right + L2 + R2** + □ + ○ and press ×.
Stage Select
During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left + L1 + R1 + SELECT** + □ and press ×.
Movie Theater
In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right + L2 + R1** and press ×. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.
Hard Difficulty
At the title screen, highlight "New Game," hold **Left + L1 + R2 + SELECT** + □ + ○ and press ×.
Super Ammo
Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Hold **Left + L1 + R2 + SELECT** + □ + × (in that order). You'll hear a sound effect confirming input of the code.

SYPHON FILTER 2

Hard Difficulty
At the title screen, hold **Up + SELECT + L1 + R2** + □ + ○ and press × twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.
End Level
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Map." Next, hold **Right + L2 + R2** + ○ + □ and press ×. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu.
Super Agent
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold **L2 + SELECT** + ○ + □ and press ×. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu.
Watch All Movies
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold **Right + L1 + R2** + ○ and press ×. You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

TARZAN

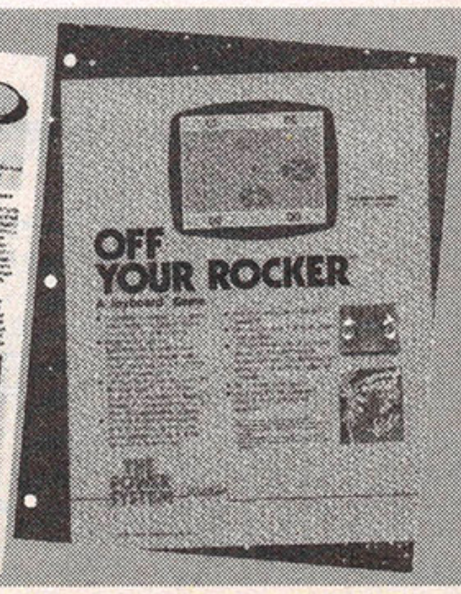
Stage Select
At the main menu, press **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.
In-Game Cheat Menu
To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press **L1, R1, L1, R1, L1, R1, L1, R1, L2, R2**. You'll hear a special sound effect after inputting it correctly. When you press **START** to pause during gameplay, a new menu item, "Cheat Menu" will appear.

TENCHU 2: BIRTH OF THE ASSASSINS

Unlock Missions
At the "Mission" screen, hold ○ + □ + **SELECT** and press **Right, Right, Right, Up, Left, Down, R2**.
Unlock Tatsumaru
At the "Mission" screen, hold ○ + □ and press **R1, R2, L2, L1, Up, Down, Left, Right**, SELECT. You must press **Right** or **Left** repeatedly to scroll the selected character to Tatsumaru.
Unlock Office in Mission Editor
From the main menu, select "Mission Editor." Then, select "Edit Mission." Next, at the "Edit Mission" screen, hold **L2** and press ○, □, **Left, Right**, ○, □. You'll hear a special sound effect if you entered the code correctly. Now, when you adjust your "Mission Settings," you'll be able to select the Office location instead of the Dojo.
Unlock Missions in Mission Editor.
At the "Edit Mission" screen, hold ○ and press **Up, Up, Down, Down, Left, Right**. To unlock additional missions, you may also hold ○ + **R2**

Fanzine Patrol

Joe Santulli's *Digital Press* has always been a great read that obviously takes a lot of time to assemble. However, issue #44 may have been one of the easiest issues to produce, because it mainly consists of reproductions of advertisements and promotional sales brochures for classic video game software and hardware that was never released, all from the archives of author Leonard Herman. How much of this stuff exists today, if it ever did? That's the question that keeps collectors up late at night and forces them out of bed early on weekends, in search of rare garage-sale and flea-market finds. Still the best video game fanzine out there; see for yourself by sending $2 for a sample issue to Joe Santulli c/o *Digital Press*, 44 Hunter Place, Pompton Lakes, NJ 07442, or visit them on the Internet at www.digitpress.com.



and press **Up, Down, Down, Right, Left, Left**. You'll hear a special sound effect if you entered either code correctly.

Unlock All Items

At the "Items" screen, press □, □, ○, □, ○, ○, **Left, Up, Down, Right, R2, R2**. All items will appear after entering the code correctly.

Increase Item Count

At the "items" screen, hold **R1** + □ and press **Right, Down, Left, Up**. The inventory of each of your items will increase by 1 after entering the code correctly. You may enter this code repeatedly to obtain up to 98 of every item.

Complete Map

At any time during gameplay, hold **SELECT** and press ○ five times. After entering this code correctly the entire mission's map will be revealed. You'll have to repeat this code every time you look at the map.

Restore Health

At any time during gameplay, press **START** to pause, then hold □ and press **Left, Right, Up, Down**. When you release □ the game will unpause automatically and you'll have all your health. Each time you use this code, it will count as being spotted once.

TEST DRIVE 6

Secret Codes

Enter these codes at the "Enter Your Name" screen under "Race Menu." You'll recieve no special confirmation from the game after entering each code, but each code you enter will be in effect even if you enter you name, then back out all the way to the main menu.

Unlock all tracks—E R E R T H
Unlock all cars—D F G Y
Freeze time limit—F F O E M I T
6,000,000 credits—A K J G Q
Unlock all Challenges—P O I O P
Unlock "Stop The Bomber"—R F G T R

TEST DRIVE LE MANS

Secret Codes

Change your name to any of the names below to get the corresponding effects:

Race as the Audi R 8R—M A Y O U
Race as the BMW V12 LMR—P O H L I N
Race as the Toyota GT-1—P I N O U
Race as the Spacecraft on a course in space—N A I M A R
Race as the Spacecraft—M M 1
Race as the Jet—M M 2
Race as the Mad car—M M 3
Race as the Taxi—M M 4
Race as the Bus—M M 5
Race as the Ice car—M M 6
Race as the Submarine—M M 7
Race as the Hot Dog—H O T D O G
Race as the Cheese—F R O M A G E
Race as the PorkPie—P I E
Race as the Pizza—P I Z Z A
Race as Team Baptiste—B U G G Y 2
Race as Team Ivanov—B U G G Y 3
Race as Team Lumiere—B U G G Y 4
Race as Team Morgen—B U G G Y 5
Race as Team Roberts—B U G G Y 6
Race as Team Rossi—B U G G Y 7
Race as Team Xu—B U G G Y 8
Alternate "Try Again" screen—J A C K P O T

TEST DRIVE OFF-ROAD 3

Cheat Codes

From the main menu, select "Arcade." At the "Name Entry" screen, enter any one of the codes below. You'll hear a bird chirp after entering a correct code. You may toggle each cheat code on and off in the "Cheat Menu" screen under the "Options" menu. Note the spaces in some of the codes.

Sumo-Style—YOKOZUNA
Stunt Mode—TURN TRICKS
All Upgrades—MAD HOOKUP
All Divisons—SAD CLOWN
All Tracks—LEAD TO ROME
All Cheats—ZAKARY X

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, Up, Right**, then repeat that same sequence of buttons again. Now press the × button; when the game starts, a stage-select menu will appear.

THEME HOSPITAL

Level Passcodes

Level 2—×○□△△○□×
Level 3—○○△□×△○△
Level 4—□△○□××△○
Level 5—○△□○×△○□
Level 6—□△□○×□×○
Level 7—□△△○×□△○
Level 8—×△□○△○□×
Level 9—△□×△○×△□
Level 10—○□×△□×○□
Level 11—△○□○△□○×
Level 12—○□××□○□△

THEME PARK

Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press □ + × + ○ 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.

THRASHER: SKATE AND DESTROY

Secret Character

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

Extra Points

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

TIGER WOODS 99 PGA TOUR GOLF

Blow Up Golf Cart

Select "Driving" at the Practice Facility. If you hit the golf cart three times, it will explode.

TIME CRISIS

Secret Cheat Menu

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

TINY TANK

Level Select

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

Cheat Codes

From the main menu, move the cursor to "Options," then hold down **L1 + L2 + R1 + R2** and press ×. You may enter any of the codes below at the "Cheat Codes" screen that appears.

Low gravity—F E A T H E R

TOCA CHAMPIONSHIP RACING

Secret Codes

Enter any of the following code names at the "Enter Name" screen to unlock different features; you'll hear a voice say, "Cheat mode enabled!" each time you enter a code. Note: Some of the codes may conflict with other codes; for example, the "starry sky" code seems to override the "cartoon background" code, among others. If you want to clear a code, just turn the PlayStation off and start over.

• Enter "J H A M M O" to unlock all tracks, including the bonus track
• Enter "P A T S C R E E M" to access "TOCA Showdown" mode from the Race Menu
• Enter "C M N O H I T S" to disable the game's collision detection (cars can drive right through one another)
• Enter "C M S T A R S" for a starry sky background
• Enter "C M T O O N" for a cartoon background
• Enter "C M D I S C O" to get multicolored fog when the weather is set to "Foggy"
• Enter "C M R A I N U P" to make the rain fall up when the weather is set to "Rain"
• Enter "C M C O P T E R" for a new helicopter camera angle (but not the kind you'd expect)
• Enter "C M G A R A G E" to unlock the secret vehicle, a tank (press ○ to fire its guns)
• Enter "C M M I C R O" to play in "*Micro Machines* mode" with an overhead view
• Enter "X B O O S T M E" to greatly increase the game's speed
• Enter "C M C H U N" to remove the dashboard and windshield from the in-car camera angle

TOMB RAIDER: THE LAST REVELATION

Skip Level

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

TOMORROW NEVER DIES

In-Game Codes

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

100% Health—**SELECT, SELECT**, ○, ○, **Up, Up, SELECT**
0% Health—**SELECT, SELECT**, ○, ○, **Down, Down, SELECT**
Invincible—**SELECT, SELECT**, ○, ○, △, △, △, △
Invulnerable to Enemy Bullets—**SELECT, SELECT**, ○, ○, △, **SELECT**
HUD Toggle—**SELECT, SELECT**, ○, ○, **Left, Right, SELECT**
Max. Weapons—**SELECT, SELECT**, ○, ○, **L1, L1, R1, R1**
Remove Floor—**SELECT, SELECT**, ○, ○, **SELECT, SELECT**, ○, ○
Complete Mission—**SELECT, SELECT**, ○, ○, **SELECT**, ○
Debug Info—**SELECT, SELECT**, ○, ○, **L2, R2**
Camera Cheat—**SELECT, SELECT**, ○, ○, **R2, R2**
Move all objects and enemies by walking—**SELECT, SELECT**, ○, ○, **SELECT, SELECT**, △, △
Remove all objects except enemies—**SELECT, SELECT**, ○, ○, **SELECT, SELECT**, □, □
Display movement boundaries—**SELECT, SELECT**, ○, ○, △, △, □, □
Run faster—**SELECT, SELECT**, ○, ○, □, □, ○, ○

Main Menu Codes

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

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

TONY HAWK'S PRO SKATER

Cheat Codes

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

Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press ○, **Right, Up, Down**, ○, **Right, Up**, □, △
All stats at 10—Hold **L1** and press □, △, **Up, Down**
All stats at 13—Hold **L1** and press ×, □, □, △, **Up, Down**
Unlock Levels—Hold **L1** and press △, **Right, Up**, □, △, **Left, Up**, □, △
Unlimited Special—Hold **L1** and press ×, △, ○, **Down, Up, Right**
Big Head Mode—Hold **L1** and press □, ○, **Up, Left, Left**
Unlock "Skip to Restart" in pause menu—Hold **L1** and press □, ○, ×, **Up, Down**
Slow Motion Mode—Hold **L1** and press □, **Left, Up**, □, **Left**

Unlock Private Carrera

First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press **START** to pause the game, then hold **L1** and press △, **Up**, △, **Up**, ○, **Up, Left**, △. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick.

TREASURES OF THE DEEP

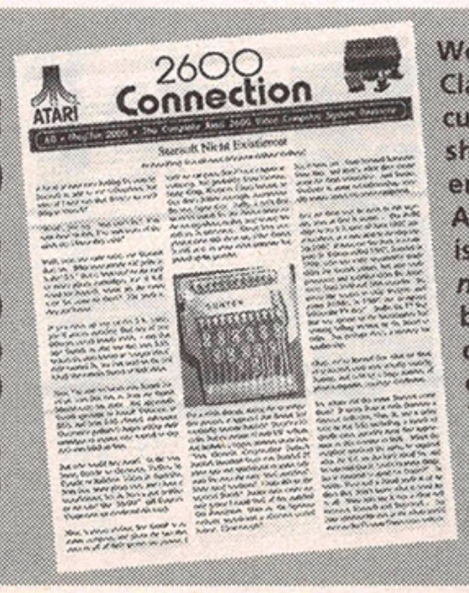
Complete Code Collection

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.

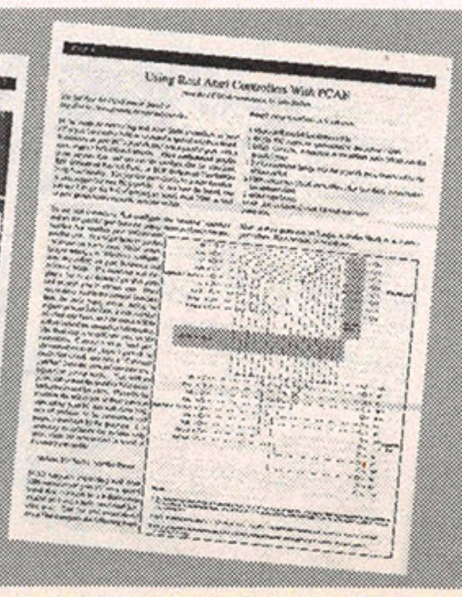
• Refill air & health—**Down, ×, Left**, □, **Up, Up**, △, △, **Right, Right**, ○, ○, **Up, Down, Left, Right**, ×, ×
• Infinite air—**Down, ×, Left**, □, **Up, Up**, △, △, **Right, Right**, ○, ○, △, ○, ×, □, **Up, Right, Down, Left**
• Infinite health—**Down, ×, Left**, □, **Up, Up**, △, △, **Right, Right**, ○, ○, △, △, ×, ×
• Max continues—**Down, ×, Left**, □, **Up, Up**, △, △, **Right, Right**, ○, ○, **R2, R2, R2, L2, L2, L2**
• Turbo speed—**Down, ×, Left**, □, **Up, Up**, △, △, **Right, Right**, ○, ○, **R1, R2, R1, R2, R1, R2**
• All equipment—**Down, ×, Left**, □, **Up, Up**, △, △, **Right, Right**, ○, ○, **L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2**

Fanzine Patrol

SPECIAL REPORT: CLASSIC GAMING EXPO 2000



We didn't actually pick up this 'zine at the Classic Gaming Expo, but we did run into its current Editor in Chief Russ Perry Jr. at the show, so we're sneaking it in at the tail end of our CGE2K coverage. Fans of the Atari 2600 console shouldn't miss an issue; even at eight pages, *The 2600 Connection* is always loaded with juicy tidbits and breaking news about newly-discovered prototype games. For a sample copy, send $1.50 to Russ Perry Jr. c/o The 2600 Connection, 2175 S. Tonne Dr. #105, Arlington Heights, IL 60005, or look them up on the Internet at http://2600connection.atari.org.



• All weapons—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, **R1**, **R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **L1**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**
• Reveal entire map—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, □, ×, ○, ×, □
• No fines for killing endangered species—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, **R2**, **R1**, **L2**, **L1**
• Open all doors—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, ×, ○, △, □
• Disable currents—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, **R1**, **L1**, **L2**, **R2**, ×
• Extra $2,000,000 gold—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, **R1**, **R2**, **L1**, **L2**, **R1**, **R2**, **L1**, **L2**
• Unlimited payload—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, △, **Up**, ×, **Down**
• Get Atlantis tablet piece for current stage—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, **L1**, **L2**, **L1**, **L2**, □, ○
• Complete current mission—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, △, △, △, **Down**, **Down**, **Down**
• Access all missions—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, **Down**, **Right**, **Up**, **Left**, △, ×
• All missions complete—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, □, ×, ×, ×, □, △, △, △, □, ×, ×, ×
• Overhead Camera Angle—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, △, □, ×, □
• Super Spear Gun—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, ×, **Up**, △, **Down**
• Pass Through Objects—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, □, □, ○, ○
• Extra time in Shark Attack bonus stage—**Down**, ×, **Left**, □, **Up**, **Up**, △, △, **Right**, **Right**, ○, ○, **L2**, **L2**, **L2**, **R1**, **R1**, **R1**, **R2**, **L1**

TRICK'N SNOWBOARDER

Resident Evil Snowboarders
At the title screen, press △, △, ×, ×, □, ○, □, ○. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press **L2** or **R2** to access Leon, Claire or a Zombie character from the *Resident Evil* series.

TRIPLE PLAY 2001

Triple Play Dream Team
From the main menu, select "Single Game." Then, when you reach the Team Select screen, press **Left**, **Right**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**. You'll hear a special sound effect, a voice will say "Triple Play Baseball!" and the currently selected team will change to the Triple Play Dream Team.

TURBO PROP RACING

Secret Codes
At the name selection screen, enter any of the following names to unlock different features. Note that all of the names that are three characters long must begin with a space.
boa—Unlock all boats
str—View all FMV sequences
day—Unlock all Day courses
nit—Unlock all Night courses
rrim—Unlock all Mirror courses
qak—Race with ducks instead of boats
frac—Unlock Fractal courses

TWISTED METAL 4

Secret Passwords
From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code.
God Mode— **Down**, **Left**, **L1**, **Left**, **Right**
Unlock Minion—△, **L1**, **L1**, **Left**, **Up**
Unlock Sweet Tooth—**START**, **R1**, **Right**, **Right**, **Left**
Unlock Crusher—**Down**, **R1**, **Right**, **R1**, **L1**
Unlock Moon Buggy—**START**, △, **Right**, **L1**, **START**
Unlock RC Car—**Up**, **Down**, **Left**, **START**, **Right**
Unlock Super Auger—**Left**, ○, △, **Right**, **Down**
Unlock Super Axel—**Up**, **Right**, **Down**, **Up**, **L1**
Unlock Super Thumper—○, △, **START**, ○, **Left**
Unlock Super Slamm—**Right**, **L1**, **START**, ○, **START**
All items are Napalms—**Right**, **Left**, **R1**, **Right**, ○
Unlimited special weapons—△, **L1**, **Down**, △, **Up**
CPU attacks only you—**Right**, △, **Right**, △, **L1**

URBAN CHAOS

Unlock All Levels
At the main menu, make sure the cursor is not on "Options," then hold **R1 + L1 + SELECT** and press **START**. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.
Extra Weapons
At any time during gameplay, hold down □ + ○ + △ + × and press **Right**. Each time you do this, weapons will appear around you to pick up.

VIGILANTE 8: 2ND OFFENSE

Secret Codes
From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press **L1 + R1** at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press × again immediately after entering the code.
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS
Unlock Original Vigilante 8 *Levels*
At any time during gameplay, press **START** to pause the game. Press the **OPEN** on the PlayStation console and replace the *Vigilante 8: 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

WCW MAYHEM

Secret Passwords
Enter any of the following passwords at the Pay-Per-View Password screen:
P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
M S K D L T L R Y—Masked Little Rey Enabled

WCW NITRO

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1**, **R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **L1**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**, **SELECT**; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1**, **R2**, **R1**, **R2**, **SELECT** to advance through the list (or **L1**, **L2**, **L1**, **L2**, **SELECT** to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.
• Big Head—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R2**, **SELECT**
• Big Head, Hands and Feet—**R2**, **R2**, **R2**, **R2**, **R2**, **R2**, **R2**, **R1**, **SELECT**
• Swelling Head—**L1**, **L1**, **L1**, **L1**, **L1**, **L1**, **L1**, **L2**, **SELECT** (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1**, **R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **L1**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**, **SELECT**; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1**, **R2**, **R1**, **R2**, **SELECT**, then press **SELECT** repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.
• Big Head—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R2**, **SELECT**
• Big Head, Hands and Feet—**R2**, **R2**, **R2**, **R2**, **R2**, **R2**, **R2**, **R1**, **SELECT**

WHO WANTS TO BE A MILLIONAIRE 2ND EDITION

Regis Gets Angry
To hear Regis get annoyed, at the "Enter Your Name" screen, enter any of the names below. Note the spaces in some of the names. Regis will also make some comments if you don't press any buttons at all on this screen.
REGIS
REGIS PHILBIN
MR PHILBIN
DAN BLONSKY
MILLIONAIRE
PHIL BIN
LAURA KAMPO
MJ LAROCHE
ERIC BURGESS
SCOTT PULVER

WILD 9

Cheat Codes
Each of the following cheats can be entered while the game is paused:
• Red Beam—**Right**, **Up**, **Left**, ○, **Up**, ○, ○
• Restore Energy—**R1**, △, **L1**, **Left**, △, ○, ×
• 10 Grenades—**R1**, ×, **R1**, **Right**, □, **Right**, □
• 10 Missiles—×, ○, **R1**, **Right**, △, ×, △
• Open all Levels—**Up**, **Left**, **Down**, **R2**, **Right**, □, × (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

WIPEOUT 3

Secret Codes
Enter the following codes at the "Default Names" screen, under "Options / Game Setup." The entire screen will quickly flash white upon entry of a correct code.
W I Z Z P I G—Unlock all tracks
J A Z Z N A Z—Unlock Phantom class
A V I N I T—Unlock more ships
T H E H A I R—Unlock all Challenges
B E B E D E E—Speed Pads are white
C A N E R _ W—Unlock prototype courses
M O O N F A C E—Infinite Hyper-thrust
D E P U T Y—Infinite random weapons (press □ during the game to obtain a new weapon)
B U N T Y—Unlock all tournaments
G E O R D I E—Infinite shields and Hyper-thrust

WU-TANG: SHAOLIN STYLE

Unlock All Characters
At the main menu, press **Right**, **Right**, **Right**, **Right**, **Left**, **Left**, **Left**, **Left**, □, ○, □, ○. You'll hear a special sound effect if the code was entered correctly.
Even More Characters
After entering the above code, in Versus Mode you may play as additional characters by holding **SELECT** and pressing × while the cursor is at any of the original nine characters as shown below. You won't see the new character until gameplay begins.
Fearmentor—Hold **SELECT** and press × at RZA
Cerith—Hold **SELECT** and press × at GZA
Lecher—Hold **SELECT** and press × at Ol' Dirty
Xin—Hold **SELECT** and press × at Inspecta Deck
Bone Gear—Hold **SELECT** and press × at Raekwon
Gasche—Hold **SELECT** and press × at Masta Killa
Otis—Hold **SELECT** and press × at Ghostface Killah
Sinensis—Hold **SELECT** and press × at U-God
Hystrix—Hold **SELECT** and press × at Method Man

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.

X GAMES PRO BOARDER

Secret Passwords
× ○ × △ △ □—Unlock all normal circuits
△ × □ × △ ○—Play as Ollie B
△ × □ × △ ○—Unlock Super Circuit and extra boarders

X-MEN: MUTANT ACADEMY

Unlock Everything
At the main menu, quickly press **SELECT**, **Up**, **L2**, **R1**, **L1**, **R2**. You'll hear a special sound effect if you input the code correctly.

X-MEN VS. STREET FIGHTER

Secret Options Menu
At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, **Right**, ○, **L1**; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:
• "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1 + R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.
Play as Apocalypse
First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:
→ ↓ ↘ + Punch—Ground Pound
↓ ↘ → + Medium Punch—Shoulder Rockets
↓ ↘ → ↗ + Fierce Punch—Drill
↓ ↘ → ↓ ↘ → + any button—Mace
Alternate Chun-Li Costume
Highlight Chun-Li at the character-select screen, hold the **SELECT** button and press any action button to choose her. Chun-Li will appear in her *Street Fighter Alpha* costume.

XENA: WARRIOR PRINCESS

Invincibility
At the main menu, press **Up**, **Up**, **Up**, ○, □, **Up**, **Right**, **Left**. You'll hear a special sound effect to confirm the code.
4x Sword & Armor Upgrades
At the main menu, press △, □, △, □, □, **Up**, **Up**, **Up**. You'll hear a special sound effect to confirm the code.

Game Boy tips

1942
Passwords
Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

A BUG'S LIFE
Passwords
Level 2—9 L K K
Bonus Level—B L 2 6
Level 3—5 P 9 K
Level 4—6 6 5 2
Level 5—B K K 2
Level 6—2 P L B
Level 7—6 5 6 2
Level 8—L 5 9 B

ADVENTURE ISLAND
Stage Select
At the title screen, after Higgins gets hit by the coconut, press **Right, Left, Right, Left, A, B, A, B** to access a "World Select Mode" menu.
Power-Ups
At the title screen, enter **0894** as your password and select OK. You will have 99 of each item.

AMAZING PENGUIN
Password
Level 37—9 1 6 3 2 8

A*MAZING TATER
Password
Floor 3—Y B T F 5 Z Z F T 2

ANTZ
Passwords
Stage 2—B C C B
Stage 3—D Q G H
Stage 4—H G G F
Stage 5—N B F G
Stage 6—K G B F
Stage 7—Q G J J
Stage 8—G Q H G
Stage 9—F L D P
Stage 10—K G Q Q
Stage 11—D L G Q
Stage 12—C B H G
Stage 13—J B J G
Stage 14—P L D P
Stage 15—L F G B
Stage 16—D Q L D
Stage 17—C L P G
Stage 18—D L H D
Stage 19—L F Q G

ASTEROIDS (Game Boy Color version)
Passwords
Enter these passwords from the "Single Player" option under the main menu.
S P A C E V A C—Zone 2
S T A R S B R N—Zone 3
W O R M S I G N—Zone 4
I N C O M I N G—Zone 5
P R O J E C T X—Unlock Excalibur ship
Q R T R E A T R—Unlock *Classic Asteroids*. The option to play *Classic Asteroids* will appear on the main menu.
C H E A T O N X—Unlock cheat menu. Press **SELECT** in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

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

AVENGING SPIRIT
Hard Mode
At the title screen, push **Up, A**, and **B** at the same time—you'll hear a tone to confirm the code. Press **START** to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

BABE AND FRIENDS
Passwords
Level 2—B 0 B
Level 3—R N 6
Level 4—G 5 M
Level 5—R M 1
Level 6—N 6 W
Level 7—T Y Q

BATTLE ARENA TOSHINDEN
Text Debug Mode
When the Takara logo appears at the start of the game, press **B, A, Left, Right, B, A, Down, Up, B, A**. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.
Boss Code
After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press **Up, Down, A, B, Right, Left, A, B**. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

BATTLE UNIT ZEOTH
Stage Select + Invincibility
At the title screen, hold **Down** on the D-pad and press **A + B** simultaneously; you'll hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with invincibility. If you enter the code repeatedly, you'll start at different stages depending on how many chimes you hear; e.g. if you hear two chimes, you'll start at Stage 2 with invincibility, etc. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence.

BATTLETOADS IN RAGNAROK'S WORLD
Five Extra Toads
At the title screen, hold **Down, A** and **B**, then press **START**. You'll start the game with five lives instead of three

BILL & TED'S EXCELLENT ADVENTURE
Passwords
Adventure 2: New Mexico 1879, 555-4239
Adventure 3: Ancient Greece 410 BC, 555-6767
Adventure 4: Medieval England 1456, 555-8942
Adventure 5: San Dimas 1,000,000 BC, 555-4118
Adventure 6: Shopping Mall, 555-8471
Adventure 7: School Room, 555-2989

BIONIC COMMANDO
Re-equip
To return to the skies to re-equip, hold **START**, then press **A** and **B** simultaneously.
Password to Final Boss
●—B1, E1, F1, F2, C3, F3, A4, D4, E4
▲—A2, D2, A3, E3, B4, F4
■—A1, C1, D1, B2, E2, B3

BOARDER ZONE
Passwords
Unlock Time Course 4—1 3 1 0 9 5
Unlock Time Course 5—0 2 0 9 7 1
Unlock Trick Course 5—2 9 0 7 7 1
Unlock Slalom Course 5—3 1 0 1 6 9

BOOMER'S ADVENTURE IN ASMIK WORLD
Stage Select
Enter the password ANCIENT to access a stage-select menu.

BOXXLE
Passwords
Level 1, Room 10—B ♠ X W
Level 2, Room 10—D ♠ X X
Level 3, Room 10—G ♠ X Y
Level 4, Room 10—H ♠ X Z
Level 5, Room 10—J ♠ X !
Level 6, Room 10—K ♠ X ?
Level 7, Room 10—L ♠ X 0
Level 8, Room 10—M ♠ X 1
Level 9, Room 10—N ♠ X 2
Level 10, Room 10—P ♠ X 3
Level 11, Room 8—Q ♠ X T
See the Credits
At the title screen, hold **Up + A + B** until the names appear.

BUBBLE BOBBLE PART 2
Stage Select
Enter ▶ 5 ▶ V as your password, then press the **START** button. A stage-select menu will appear on the title screen.

THE BUGS BUNNY CRAZY CASTLE
Passwords
Level 73—W 3 R 2
Level 74—W 1 F 2
Level 75—X 3 J 2
Level 76—X 1 K 2
Level 77—W E M 2
Level 78—W H C 2
Level 79—X E A 2
Level 80—X H O 2

THE BUGS BUNNY CRAZY CASTLE 2
Passwords
Level 20—U N I T
Level 21—S O N G
Level 22—T Y R E
Level 23—L O V E
Level 24—N O T E
Level 25—J A Z Z
Level 26—H E L P
Level 27—K I N G
Level 28—G I F T

BUGS BUNNY CRAZY CASTLE 3
Garden Passwords
Stage 5—S T B X 4 R
Stage 10—L 4 B X 4 N
Stage 15—4 2 B 2 G 8
Hall Passwords
Stage 16—G H B 2 4 8
Stage 20—3 9 B V 4 ●
Stage 25—7 Y S V G T
Stage 30—V D S 8 G T
Basement Passwords
Stage 31—Z 8 S 2 4 C
Stage 35—F M X X G I
Stage 40—T J X V 8 K
Stage 45—D S L 2 8 6
Treasury Passwords
Stage 46—8 C L V D J
Stage 50—? D L 8 8 9
Stage 55—R 3 L V D R
Stage 60—9 9 L 8 D H
Old Castle Password
Stage 61—6 Z L X D H

CARMAGEDDON
Secret Password
Enter 0 Z 6 S Z D ☠ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY
Stage Skip
Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

CHOPLIFTER II
Passwords
Sector 2, Level 2—B Y M S F W R
Sector 2, Level 3—R G H T H N D
Sector 3, Level 1—G D G M P L Y
Sector 3, Level 2—T R Y H R D R
Sector 3, Level 3—S P R Y S K S
Sector 4, Level 1—C M P T R W Z
Sector 4, Level 2—C H P Y B Y S
Sector 4, Level 3—V R Y H P P Y
Sector 5, Level 1—G M B Y Q Z D
Sector 5, Level 2—L V L Y T T Z
Sector 5, Level 3—G D D Y G M Z

GHOSTS 'N GOBLINS
Quest 1 Passwords
Level 2—L ♥ K ♥ ♥ ♥ B L
Level 3—Q 0 M ♥ ♥ ♥ 1 H
Level 4—P S 5 ♥ 7 ♥ B 4
Level 5—T J R ♥ 7 ♥ 2 h
Level 6—J J T ♥ 7 ♥ 7 L
Final boss—K D C ♥ H ♥ S H
Quest 2 Passwords
Level 1—G N ♥ ♥ K 0 0 H
Level 2—G N 1 ♥ 5 0 8 J
Level 3—X 4 3 ♥ 5 0 M R
Level 4—L S 5 H 9 1 1 4
Level 5—D N 7 ♥ 9 3 ♥ 7
Level 6—X N 9 ♥ 9 3 3 3
Final boss—N 8 C ♥ K 4 0 N

GODZILLA: THE SERIES
Passwords
Level 2—N C F R G J J B B K
Level 3—D M T F L S B F Q M
Level 4—P K D J M P L N P S
Level 5—K D Q L H R N D C N
Level 6—D M J M B J R F F R

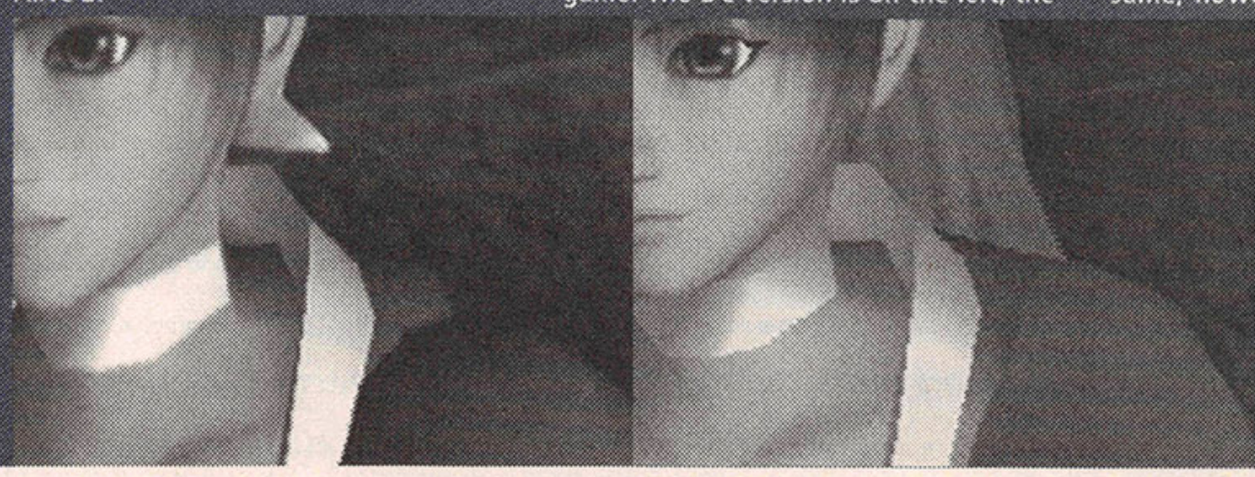
GRAND THEFT AUTO
Unlock Hidden Characters
Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

JAMES BOND 007
Mini-Games
To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

KLAX (Game Boy Color version)
Passwords
Yellow alien, pillar, pillar, red circle—Wave 1, 6 or 11
Red circle, yellow alien, blue square, yellow alien—Wave 5 completed
Yellow alien, yellow alien, blue square, green

New vs. Old?!

The PlayStation 2 is much more powerful than the Dreamcast, but many people seem to have been disappointed, expecting a more obvious gap in graphic quality. It's not because the PS2 isn't "better enough" then the DC. It's a side effect of how video game graphics technology is developing and foreshadows what we can expect in the coming years. This unexpected consequence is that the better graphics become, the more difficult it will be to make then even better, whatever your definition of "better graphics" may be. Let's compare the graphics of one game that will be released for both DC and PS2: *Dead or Alive 2*.



Below is a portion of the same screenshot from both versions of the game. The DC version is on the left, the PS2 is on the right. Notice that the complexity of each model is about the same, however the shading is slightly different. Kasumi's shoulders also look different, but it's not readily obvious which one is "better!" The PS2 image seems to have additional shading that does not exist on the DC image, but once again the improvement is quite subtle. On the other hand, the edges in the DC image are smoother than the ones on the PS2.

alien—Wave 10 completed
Green diamond, yellow alien, green alien, green diamond—Wave 15 completed
Green diamond, blue square, green diamond, green alien—Wave 20 completed
Pillar, yellow alien, blue square, pillar—Wave 25 completed
Green alien, red circle, pillar, pillar—Wave 30 completed
Red circle, red circle, yellow alien, yellow alien—Wave 35 completed
Pillar, green diamond, green diamond, red circle—Wave 40 completed
Yellow alien, green diamond, red circle, pillar—Wave 45 completed
Blue square, green diamond, yellow alien, blue square—Wave 50 completed
Pillar, blue square, blue square, yellow alien—Wave 55 completed
Red circle, blue square, red circle, green alien—Wave 60 completed
Red circle, green diamond, green diamond, green alien—Wave 65 completed
Red circle, blue square, blue square, pillar—Wave 70 completed
Green alien, green alien, yellow alien, red circle—Wave 75 completed
Pillar, red circle, red circle, pillar—Wave 80 completed
Blue square, green alien, green diamond, red circle—Wave 85 completed
Yellow alien, green alien, red circle, green diamond—Wave 90 completed
Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

LUCKY LUKE

Passwords
Stagecoach—Dog, Prospector, Horse, Luke, Horse
Painful Gulch—Dog, Dog, Prospector, Prospector, Luke
Train—Luke, Horse, Horse, Prospector, Luke
Saloon—Horse, Prospector, Horse, Prospector, Dog
The Prairie—Prospector, Luke, Luke, Dog, Horse
Buffalo—Dog, Horse, Luke, Prospector, Prospector
Ranch—Luke, Horse, Dog, Prospector, Dog
Rapids—Horse, Horse, Luke, Dog, Prospector
Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
Tornado—Luke, Luke, Dog, Prospector, Horse
Jail—Dog, Horse, Luke, Prospector, Dog

MORTAL KOMBAT 4

Extra Credits
At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.
Kombat Codes
At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:
1) Highlight the first icon box, press **Up** once.
2) Highlight the second icon box, press **Up** nine times (or Down once).
3) At the third box, press **Up** twice.
4) At the fourth box press **Up** twice.
5) At the fifth box press **Up** three times.
6) At the last box press **Up** four times.
You'll get a message to confirm proper entry of each code:
1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 8 7 - 1 2 3—No power bars
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MR. NUTZ

Passwords
Adventure Park—D D M M N N
The Living Room!—N N R R G G
Volcano Underpass—C C L L R S
Mean Streets—J J M P P R
Ice Scream—S W W T C H

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

Passwords
The Case of Volcano Mystery—C B T H P M
The Case of the Haunted Camp—G M Q T C K
The Case of the Fun House Mystery—L H D D Q J
The Case of the Hotel Who-Done-It—M D G K M Q

ODDWORLD ADVENTURES

Super Jump
When Abe is jumping, press the **START** button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.
Passwords
Level 2-0—J C B C M
Level 2-1—J M B C C
Level 2-2—J M C C B
Level 2-3—J P C C D
Level 2-4—J T C C J
Level 2-5—S T C C S
Level 2-6—S B C C T
Level 2-7—T B F C Q
Level 3-1—T B K C L
Level 3-2—T B T C B
Level 3-3—T B T D C
Final Level—T B T B T

PITFALL: BEYOND THE JUNGLE

Passwords
The Wilderness—S W N G R B T S
Underground Caverns—F L T Y W T R S
The Volcano—G N G D W N
The Prison 1—S L T H H R N G
The Prison 2—B N G D N S D
The Scourge—S W P N G B L W

POKEMON (Red, Blue and Yellow versions)

Celadon "Rocket Game Corner" Tips
• Slot Machines—Watching the reels carefully can increase your odds of getting a match. For example, watch for a particular image or number to scroll by, and hit the **A** button as soon as it appears for each reel. The chances of you lining up another image is fairly high, as long as you don't get dizzy staring at the tiny Game Boy screen. Although it's claimed that the slot machines inside this casino have different odds, watching the reels works on all of them.
• Secret Coins—After speaking to the other people in the casino to get coins, you can discover secret coins lying around the floor of the Game Corner by moving around and pressing **A**.
Evolution Tip
Some Pokémon can only be evolved through the use of elemental Evolution Stones. It is a bad decision to evolve your Pokémon right away, since there may be some attacks it can only learn in its Basic Evolution stage that it would never learn if you evolved it right away.
Hidden Machine Tips
• Hidden Machines, or HMs, are permanent. If you teach them to one of your Pokémon, they will never forget it; therefore, don't teach weak HM skills like "Cut" to a Pokémon you intend to use as part of your main party.
• HM 01 (Hidden Machine 01): Cut—When you use Cut in a grassy area, you will clear away four squares of grass. Using this method is one way to avoid random encounters with wild Pokémon.
Master Ball Tip
The Master Ball is an ultimate Pokéball that can capture any Pokémon instantly. It can only be used once, so don't waste it on a common Pokémon. It should be saved so it can be used to capture Mewtwo or one of the three Legendary Birds.
Fight Mewtwo
In order to fight Mewtwo, you need to gain access to the Unknown Dungeon. You must defeat the Elite Four before the man blocking the entrance will allow you through. Also, you must NOT reset your game after you've beaten it. Wait for the credits to finish, then go back to the Start screen by pressing the **A** button. Fly to Cerulean city, then use a Pokémon that knows Surf to get to the Unknown Dungeon, which lies to the northwest of Cerulean city. Right before you fight Mewtwo, save your game. That way if you lose or if Mewtwo faints, you can quickly reset the game. You should also do this before fighting other "one-time-only" Pokémon like Zapdos, Articuno and Moltres. When you fight Mewtwo, either use the Master Ball immediately or use sleep attacks and a lot of Ultra Balls.
Quick Experience Gain
If you have a group of strong Pokémon with one weak Pokémon, you can level up your weak Pokémon quickly by letting it share experience with a stronger one. Put the weak Pokémon at the top of the list so it always goes out into battle first. Switch it immediately with a strong Pokémon and the two will split the experience points in half. This is an excellent way to level up Pokémon like Magikarp, which are useless before they evolve.
Rare Candy Tip
Gaining levels by using Rare Candy on your Pokémon is not as effective as leveling up your Pokémon normally. Pokémon who legitimately gain experience improve their statistics more dramatically than Pokémon who only used Rare Candy, so it's not a good idea to use a lot of Rare Candy on one Pokémon at once, since it will be weaker than other Pokémon that are the same level.
Increase Stats
Use one of your Pokémon in battle until all of its PP for one move is depleted. Take it to a Poké Center to store it in Bill's PC, then immediately take it out again. Heal your Pokémon at the Poké Center, then check its statistics—you'll find that some of its attributes have slightly increased. This will occur even if you are using a Pokémon that is already at Level 100.

POKÉMON: SPECIAL PIKACHU EDITION (Yellow version)

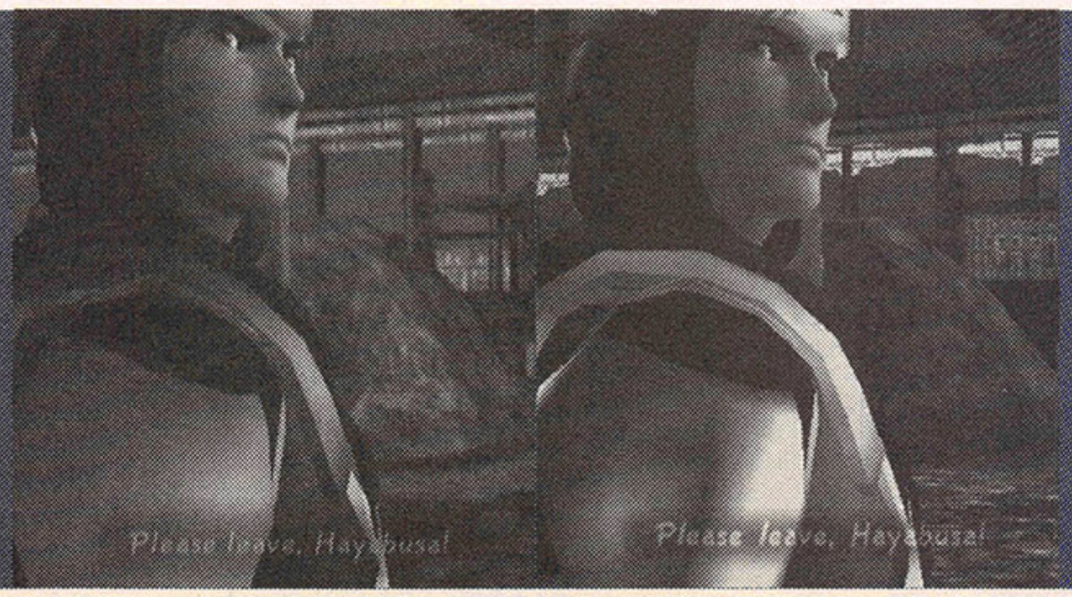
Level Up Pikachu
When playing *Pokémon Yellow*, your starting Pikachu will obey you no matter what level he is or how many badges your character has earned. Knowing this, one quick way to blaze through the game is to trade your starting Pikachu into another *Pokémon* game that you've already finished and quickly level Pikachu up by having him lead off during battles in the Elite Four tournament. When you trade him back into *Pokémon Yellow*, your character will have no trouble controlling him, even if his levels are maxed out and you haven't earned a single badge. This will only work with your *Pokémon Yellow* starting Pikachu, i.e. the one that follows you around everywhere.
Bucket-Head Pikachu
Pikachu trails behind your main character during the game, and you can turn around and "speak" to Pikachu to get a graphical representation of what's on his mind. When you take Pikachu fishing, maneuver your character so you're standing beside Pikachu. After fishing, turn to speak to Pikachu and he will respond with a bubble over his head with a picture of a fish in it. Zoom in on Pikachu and you'll see that he's put your fishing bucket on his head!

RAMPAGE WORLD TOUR

Two-Player Mode
To unlock a secret two-player link cable option, hold the **SELECT** button at the main menu and press **Up**, **Down**, **Left**, **Right**, **Down**, **Up**. Note that you must have two Game Boys, a link cable and two copies of the *Rampage* cartridge to play in two-player mode.

RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password
To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:
1) Enter one of the following as the first character of your password to choose which character you'd like to play as:
B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus
2) Enter one of the following as the second character of your password to choose which area you'd like to start in:
B—U.S.A.
C—Europe
D—Asia
F—Everywhere else
G—Outer Space
3) Enter any character *except* 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the



Now look at this image of Ryu Hayabusa. Once again, the differences in shading are definite, but it's not obvious which one looks better. The DC is on the left, PS2 on the right. There is greater contrast in the PS2's image, but it also makes Ryu's arm look unnatural. However, notice that there is additional detail in the fence in the background of the right side of the screen of the PS2 image that doesn't exist on the DC! Plus, notice that the background texture in the bottom right corner is much more detailed in the PS2 shot than it is on the DC.

So what's the conclusion? Well, there are some things about the DC version of the game that look better, but there are other things about the PS2 version that look better. At best, it's a tradeoff, and the differences are subtle enough that it approaches the realm of personal preference. If one year and an extra 100 Mhz (among many other improvements) give us graphics enhancements this minute, developers may have to actually focus on gameplay and interaction to grab our attention!

—Ara Shirinian

Game Boy tips

first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.
4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password.
9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press the **A** button, your password is in place, so just choose "Start Game" to begin.

READY 2 RUMBLE BOXING

Unlock Hidden Boxers
Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.
Unlock Kemo Claw—Press **Left**, **Left**, **Left**, **Right**, **Right**, **Right**, **Left**, **Right**, **Left**, **Right**.
Unlock Nat Daddy—Enter the code above, then press **Right**, **Right**, **Right**, **Left**, **Left**, **Left**, **Right**, **Left**, **Right**, **Left**.
Unlock Damian Black—Enter the code above, then press **Right**, **Left**, **Right**, **Right**, **Left**, **Left**, **Right**, **Right**, **Right**, **Left**, **Left**, **Left**.

THE RUGRATS MOVIE

Passwords
Train Crash—B V B Y F J N D
Hospital—T Q M M Y _ Q K
Light Woods—R J D B C V R T
Dark Woods—V N G B L J C V
Reptar Ride—B J G S M V S H
Ancient Ruins—L J T B W Q Q D

RUGRATS: TIME TRAVELERS

Passwords
M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S S—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

SHAMUS

Cheat Passwords
Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve:
5 G F 3 S G V 1 V—Level 1: The Laboratory
4 G F 3 S G V 1 T—Level 2: Shadow Studios
7 G F 3 S G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 S G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

THE SMURFS' NIGHTMARE

"Easy" Mode Passwords
Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad
"Hard" Mode Passwords
Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SPACE INVADERS (Game Boy Color version)

Passwords
Classic Mode—C L S S 1 2 8 1 9 9 9 D B M
Venus—W W Y X T C 2 N Q W 7 9 V Y
Mars—? W Z 4 V C L N 4 W 8 1 V ?
Jupiter—R S S N 3 Q J 7 8 ? G J M C
Saturn—W S P Z M S 0 8 N ? H 8 N F
Uranus—C V 1 ? Q W K G J 3 X 8 R 5
Neptune—H V 2 7 R W 1 G N 3 Y 0 R 7
Pluto—M V 7 H R C L H S 3 Z S R 9

SPAWN

"Normal" Passwords
Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart
"Hard" Passwords
Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, Spawn

STREET FIGHTER ALPHA

Fight Akuma or M. Bison
To fight Akuma as your first opponent, choose your fighter at the character- select screen. Then, when selecting Manual or Auto, hold **B + A** until the fight begins. To fight M. Bison instead, hold **SELECT + B + A** in the same way.

TARZAN (Disney version)

Passwords
Note: The following codes are shown in numerical form. To enter them, you must press **Up** on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:
• Highlight the first character of the password, press **Up** once
• Highlight the second character, press **Up** twice
• Highlight the third character, press **Up** six times
• Highlight the last character, press **Up** three times
Now you can press **START** to lock in the password.
The Jungle is my Playground—3 1 2 3
I'm No Second Banana—0 0 4 5
Jungle Legend—1 2 6 3
Go Out on a Limb—6 6 2 0
Ship Escape—5 4 3 6

TETRIS

Start at Higher Levels
Hold **Down** on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

TETRIS ATTACK

Special Hard Mode
Choose "1P" from the main menu and select a "Vs. Com" game. Choose "New Game" at the next menu, then—when the difficulty select screen appears—hold **Up + SELECT** and press **A**. Now you're playing in "Special Hard" mode.
Extra Puzzle Mode
Choose the "Password" option in Puzzle Mode and enter the password J 0 ! J 0 0 6 0 (those are zeroes, not the letter "O".) Now you're playing against a new set of creatures in "Extra Puzzle" mode.
Special Super Game Boy Borders
If you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the title screen as follows:
Forest scene with Yoshi—Hold **Down** and press **A**
Caves and tower—Hold **Left** and press **A**
Tree scene—Hold **Up** and press **A**
Crazy cubes—Hold **Down** and press **START**
Cloud scene—Hold **Left** and press **START**
Moon with frame—Hold **Up** and press **START**

TETRIS BLAST

"Fight 2" Mode
At the title screen, press **B** five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.

TETRIS DX

Rising Pieces
At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap the **B** button.

TOP GEAR POCKET

Password
Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Passwords
Scene 2—P B P P
Scene 3—B J W J
Scene 4—P J B W
Scene 5—W B P P
Scene 6—J P W W
Scene 7—J B P J
Scene 8—W P W P
Scene 9—J J W W
Scene 10—P B W J
Scene 11—B P W W
Ending—W W W W

TUROK 3: SHADOW OF OBLIVION

Secret Passwords
From the main menu, select "Options," then select "Password." Enter any of the passwords below. You'll hear a special sound effect upon entering a correct code.
Infinite Ammo—Z X L C P M Z
Infinite Lives—F J V H D C K
Easy Difficulty Passwords
Mission 2—S D F L M S F
Mission 3—D V L F D Z M
Mission 4—V F D S G P D
Mission 5—C S D J K F D
Normal Difficulty Passwords
Mission 2—V L X C Z V F
Mission 3—D P S D C V X
Mission 4—Z M G F S C M
Mission 5—H W K L F Y S
Hard Difficulty Passwords
Mission 2—C J S D P S F
Mission 3—C M S D K C D
Mission 4—S P F P W L D
Mission 5—T P D F Q G B

TWOUBLE

Passwords
Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION)

Passwords
F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode

WACKY RACES

Password
Enter the password "MUTTLEY" to unlock all of the secret characters and the "Crazy" Cup.

WORMS ARMAGEDDON

Passwords
In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored worm.
Tools—5 2 2 6
Egypt—1 2 4 5
Hell—2 6 4 3
Treehouse—4 1 3 6
Garden—5 4 1 3
Snow—3 2 6 6
Construction Site—2 2 5 5
Pirate—3 6 3 1
Fruit—1 4 5 1
Alien—3 6 4 4
Circuit—4 3 3 3
Medieval—6 3 1 6

WWF WRESTLEMANIA 2000

Championship Passwords
Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.
Last Password for Billy Gunn—P K D Y
Last Password for Steve Austin—C T F V
Last Password for The Rock—F T D 8
Last Password for X-Pac—R C D D

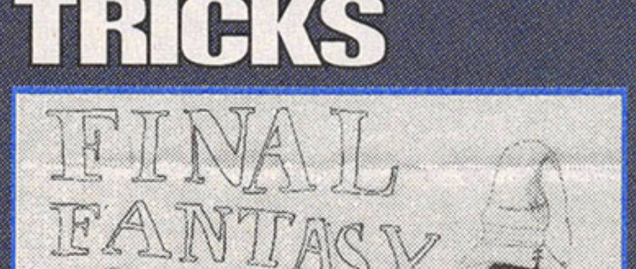
X-MEN MUTANT ACADEMY

Unlock Phoenix
At the title screen, press **Down**, **Right**, **Down**, **Up**, **Left**, **Right**, **B**, **A**. If you entered the code correctly, you'll see a special message appear.
Unlock Apocalypse
At the title screen, press **Right**, **Left**, **Up**, **Down**, **Left**, **Up**, **B**, **A**. If you entered the code correctly, you'll see a special message appear.

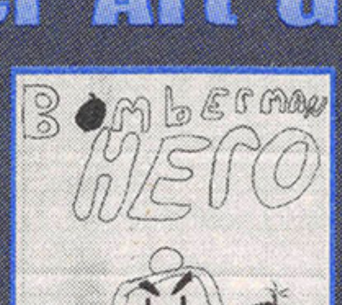
YARS' REVENGE

Password
Enter the passcode "O + O O" to start at any stage up to and including Level 240.

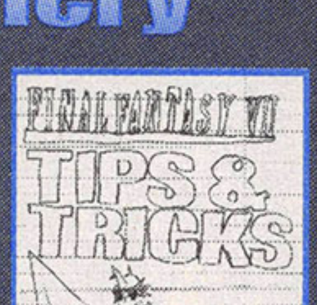
TIPS & TRICKS Reader Art Gallery



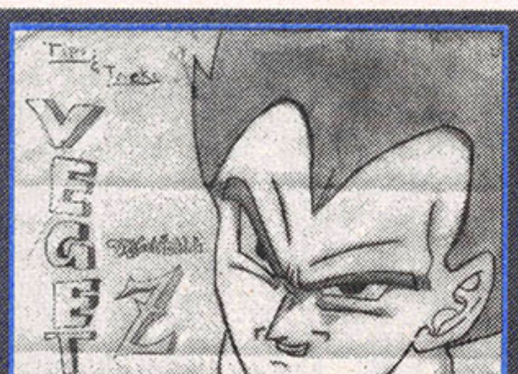
by Bryan Wilborn, Glendale, AZ



by Jackie Reeder, St. Louis, MO



by Casey DiDonna, Glenville, NY



by Luis Frausto, Jr. Madera, CA

AERO WINGS

Unlock Everything

Press **L + R** at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.

Special Options

Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

AERO WINGS 2: AIRSTRIKE

Unlock Everything!

At the "Game Select" screen, hold **L + X** and press **Y**. You'll hear a special sound effect upon entering this correctly; now all of the planes, maps and missions will be unlocked.

CRAZY TAXI

Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then press **L, R, L, R, L** very quickly and press **A**. You'll hear a bicycle ring after pressing **A** if you entered it correctly. Remember, if the code is not entered quickly, it won't work.

Another Day Mode

At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **R + START** and press **A**. Don't let go of **R + START** until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.

No Destination Mark Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + START** and press **A**. Don't let go of **L + START** until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + R + START** and press **A**. Don't let go of **L + R + START** until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

Alternate Views and Speedometer

At any time during a game, plug a controller into port C. On this controller, pressing **Y** will switch the view to one of the "replay" type cameras like in the game's intro. Pressing **B** will switch the view to inside the driver's seat, and pressing **A** will return you to the original view. Additionally, if you press **X** five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the **X** button will toggle it on and off.

DEAD OR ALIVE 2

Secret Demo Scene

First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now, you'll see a new demo scene that will appear amongst the others that play after the title screen appears. It will only appear at a specific point in the demo sequence so you'll have to wait a few minutes through the other demos.

DRACONUS: CULT OF THE WYRM

Cheat Codes

At the title screen, press **X, Y, Y, X, X, Y, Y**. You'll hear a special sound effect after entering it correctly. Then, during gameplay, press **START** to pause and enter any of the codes below:

Restore Health—Hold **L + R** and press **Left**.
Level Skip—Hold **L + R** and press **Down**.
Super Code—Hold **L + R** and press **Right**.

EXPENDABLE

Secret Codes

Enter each of the following codes during a game as follows: Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.

1st Person View—**L, Left, R, Right, X, X, Down, Down, R, L**
Invincibility—**Up, Down, Left, RIght, X, Up, Down, Left, Right, Y**
More Grenades—**Down, Down, Down, Down, Down, Up, Up, Up, Up, R**
More Lives—**A, B, X, Y, L, R, Up, Down, Left, Right**
More Credits—**A, B, Left, A, B, Right, B, A, Down, R**
Level Select—**Up, Down, Up, Down, Up, Down, Left, Right, Right, Y**
Level Skip—**Y, Y, X, X, L, R, Down, Down, Up, Up**
Watch Ending—**L, R, L, R, Left, Right, Left, Right, Y, X**

FIGHTING FORCE 2

Stage Select

At the title screen, press **Left, Up, X, Up, Right, Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG

Rainy Weather

Immediately after selecting a track in arcade mode, hold **L + R + Down** on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

GIGA WING

Unlock All Gallery Images & Stranger

From the main menu, select "Gallery." Then, press **B, X, Y, B, B, Y, X, B**. You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2

Cheat Codes

Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.

Start with $500,000—M U C H C A S H
Start with $9,999,999—U L T I M A T E
Start with all weapons—B I G G U N S
Start with 99 lives—B I G C A T S
Unlock all levels—S E S A M E
Infinite energy—I N F I N I T Y
No police—L A W L E S S
Start with infinite Double Damage power-up—D B L W A M M Y
Start with infinite invisibility—S C O O B Y D O
Start with Stun Gun & infinite ammo—B I G F R I E S
Start with Flame Thrower & infinite ammo—T O A S T I E S
Blood splats—W O U N D E D
Max respect for all gangs—A L L F R E N D
All pedestrians are Elvis—E R R H U H
Retain weapons even if you get arrested or die—L O S T T O Y S

THE HOUSE OF THE DEAD 2

Display Score

At the title screen—when the words "Press Start" appear—press **Left, Left, Right, Right, Right, Left, Right, START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start

At the beginning of any race, hold **L** before the countdown begins. When you see the number "3" on the screen, release **L** and hold **R**. When "2" appears, release **R** and hold **L**. When "1" appears, release **L** and hold **R** again. You'll get a four-second boost and a fast start when the race begins.

INCOMING

Cheat Menu

At the main menu, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. A new cheat menu will immediately appear.

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You may also hold **R** instead of **L** if you wish. You'll hear a sound effect to confirm each code, and they will take effect as soon as you unpause the game.

Restore Health—Hold **L**, press **Down, B, Up, Left, Up, Left**
Lose Health—Hold **L**, press **Left, B, Up, Up, Down**
Max Health—Hold **L**, press **Right, B, Down, Up, Down, Up**
Restore Magic—Hold **L**, press **Right, Right, Left, Y, Right, Down**
Max Magic—Hold **L**, press **Y, Right, Down, Right, Up, Y, Left**
All Abilities—Hold **L**, press **Up, Up, Down, Right, Right, Left, B, Right, Left, Down**
Fire Reaver—Hold **L**, press **Y, Right, Down, B, Up**
Aerial Reaver—Hold **L**, press **A, Right, Up, Up, Y, Left, Left, Right, Up**
Kain Reaver—Hold **L**, press **A, B, Right, Y, Left, Left, Right, Up**
Fire Glyph—Hold **L**, press **Up, Up, Right, Up, Y, X, Right**
Force Glyph—Hold **L**, press **Down, Left, Y, Down, Up**
Stone Glyph—Hold **L**, press **Down, B, Up, Left, Down, Right, Right**
Sound Glyph—Hold **L**, press **Right, Right, Down, B, Up, Up, Down**
Water Glyph—Hold **L**, press **Down, B, Up, Down, Right**
Sunlight Glyph—Hold **L**, press **Left, B, Left, Right, Right, Up, Up, Left**

MAG FORCE RACING

All Tracks & Vehicles

At the main menu, hold **X + Y** and press **Up, Left, Down, Right, Right, Up, Down, Right.** If you entered the code correctly, you'll hear a special sound effect.

MARVEL VS. CAPCOM

Secret Characters

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Morrigan—Move the cursor to Zangief, then press:
Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down, X
Roll—Move the cursor to Zangief, then press:
Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right, X
Shadow Lady—Move the cursor to Morrigan, then press:
Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down, X
Orange Venom—Move the cursor to Chun-Li, then press:
Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up, X
Orange Hulk—Move the cursor to Chun-Li, then press:
Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up, X
Gold War Machine—Move the cursor to Zangief, then press:
Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, X

Select Your Special Partner

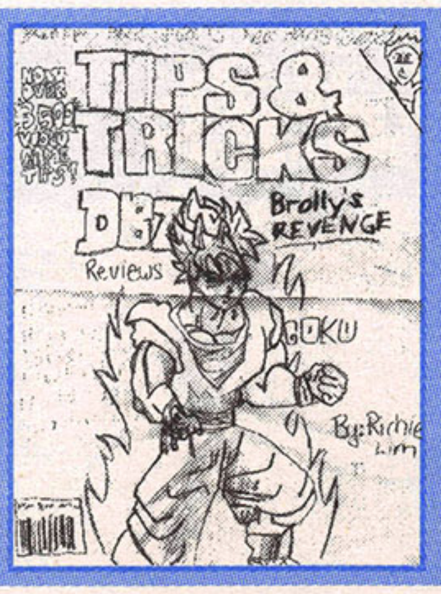
Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.

Anita—**START** + Light P. + Medium P. + Heavy P.
Arthur—**START** + Light P. + Medium P.
Colossus—**START** + Light P. + Medium P. + Medium K.
Cyclops—**START** + Light P. + Medium P. + Medium K.
Devilot—**START** + Medium P. + Heavy P.
Iceman—**START** + Medium P. + Medium K.
Jubilee—**START** + Medium P. + Heavy P. + Light K.
Juggernaut—**START** + Light P. + Medium K.
Lou—**START** + Medium P.
Magneto—**START** + Heavy P. + Light K.
Michele Heart—**START** + Light P. + Light K.
Psylocke—**START** + Medium K.
Pure & Fur—**START** + Light K.

by Ronald Leguin Jr.
Ramsten, Germany

by Rafael J. Clemente Aponte,
Toa Baja, Puerto Rico

by Jesse Siglin,
Perry, IA



by Richie Lim,
Ajax, Ontario

Dreamcast tips

Rogue—**START** + Light P. + Medium P. + Heavy P. + Light K.
Saki—**START** + Heavy P.
Sentinel—**START** + Medium P. + Heavy P. + Medium K.
Shadow—**START** + Light P. + Heavy P. + Medium K.
Storm—**START** + Light P. + Heavy P. + Light K.
Thor—**START** + Medium P. + Light K.
Ton Pooh—**START** + Light P. + Heavy P.
Unknown Soldier—**START** + Light P.
U.S. Agent—**START** + Heavy P. + Medium K.

MDK 2

Alternate Costume for Kurt
At the title screen, hold **L + R** and press **X, X, Y, X**. You won't get any special confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit.
Alternate Camera Setting
During gameplay, press **START** to pause, then hold **L + R** and press **B, A, B, A**. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu
At the title screen, quickly press **Up, Up, Down, Down, Left, Left, Right, Right**. You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block + Run** (**L + R** in the default control configuration) simultaneously to access the cheat menu.
Secret Characters
With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:
Sektor—Hold **Block + Run**, press **Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**
Goro—Hold **Block + Run**, press **Up**, then **Left**, then press **A, B, X**, or **Y**
Noob Saibot—Hold **Block + Run**, press **Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**
View Character Bio Screens
Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the **R** button. This code works whether you've unlocked a particular movie sequence or not.
Kombat Kodes
When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.
001—Unlimited Run
323—Kombat Zone: Church
343—Kombat Zone: The Netherealm
353—Kombat Zone: Soul Chamber
363—Kombat Zone: Ladder7
321—Big Head Mode Active
111—Free Weapon
100—Throwing Disabled
444—Armed and Dangerous
666—Silent Kombat
050—Explosive Kombat
222—Random Weapons
123—No Power
555—Many Weapons
002—Weapon Kombat
012—Noob Saibot Mode
020—Red Rain
010—Maximum Damage Disabled
110—Throwing and Max. Damage Disabled

NBA 2K

Codes
Enter any of the following codes at the "Codes" screen from the "Options" menu.
Unlock Insomniacs Teams—D E V D U D E S
Enable Huge Players—M O N S T E R
Enable Micro Players—L I T T L E G U Y
Enable Doughboy Players—D O U G H B O Y
Enable Squished Players—S Q U I S H Y
Enable Giant Heads—F A T H E A D
Enable Big Feet—B I G F O OT
Enable Huge Basketball—B E A C H B O Y S
Enable Ouchy Coaches—C O A C H O U C H
Secret Message—H I M O M

NBA SHOWTIME: NBA ON NBC

Secret Characters
To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code.

KERRI—0220	KERRI—1111
LIA—0712	LIA—1111
RETRO—1970	PINTO—1966
HORSE—1966	SMALLS—0856
BIGGY—0958	NIKKO—6666
OLDMAN—2001	CRISPY—2084
JACKO—1031	THEWIZ—1136
THEREF—7777	HAWK—0322
BENNY—0503	HORNET—1105
ROCKY—0201	TURBO—1111
BOOMER—0604	CRUNCH—0503
SLY—6765	GORILA—0314
SASQUA—7785	RAPTOR—1020
BEAR—1228	

Choose Your Court
After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.
Left Team's Court—**Up** + Turbo
Right Team's Court—**Down** + Turbo
Street Court—**Left** + Turbo
Island Court—**Right** + Turbo
Midway Court—**Up** + Shoot + Pass
NBC Court—**Down** + Shoot + Pass
Secret Codes
At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code. The codes that change the weather only work on outdoor courts.
No Hotspots—2-0-1-Up
Tournament Mode—1-1-1-Down
Show Shot %—0-0-1-Down
Show Hotspot—1-0-0-Down
Big Heads—2-0-0-Right
ABA Ball—2-3-2-Right
Team Uniform—4-0-0-Right
Home Uniform—4-1-0-Right
Away Uniform—4-2-0-Right
Alternate Uniform—4-3-0-RIght
Midway Uniform—4-0-1-Right
Snow—1-2-1-Left
Blizzard—1-3-1-Left
Rain—1-4-1-Left
Fog—1-2-3-Up
Night Fog—1-2-3-Left
Thick Fog—1-2-3-Down
Swamp Fog—1-2-3-Right

NFL 2K

Secret Codes
Enter any of the following codes at the "Codes" screen from the "Options" menu:
L A R D—Fat players
S Q U E E K Y—Announcer's voice is higher pitched and faster
T U R B O—"Turbo" game speed in the Game Options screen becomes selectable
D E D M A N—"SloMo" game speed in the Game Options screen becomes selectable
S U P E R S T A R S—"Super Stars" team becomes selectable
S C R A W L—Different screen font

NFL BLITZ 2000

Secret Characters
At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character. You'll hear the announcer say "Lights out baby!" after you enter a correct name and PIN.

PUNKR—1221	PUNKB—2112
SHRUNK—6666	EDDIE—3333
MXV—1014	BOXER—2111
DINO—1111	SMILE—1111
SAD—1111	PIRATE—1111
ALIEN—1111	TREX—1111
MOOSE—1111	RALPH—1111
CURTIS—1111	BRAIN—1111
RAIDEN—3691	SHINOK—8337
SKULL—1111	LEX—7777
THUG—1111	

Secret Codes
At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Headless Team" code (1-2-3-Right), press Turbo once, Jump twice and Pass three times, then press **Right** on the D-pad. A message will appear to confirm each code.
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
No Head—3-2-1-Left
Big Football—0-5-0-Right
Hide Receiver Name—1-0-2-Right
Field: Wet—5-5-5-Right
Weather: Clear—2-1-2-Left
Field: Muddy—5-2-5-Down
Unlimited Throw Distances—2-2-3-Right
Super Passing (2-player agreement)—4-2-3-RIght
No CPU Assistance (2-player agreement)—0-1-2-Down
No Random Fumbles—4-2-3-Down
No Highlighting on Target Receiver—3-2-1-Down
No Punting—1-5-1-Up
No Interceptions—3-4-4-Up
No First Downs—2-1-0-Up
No Play Selection (2-player agreement)—1-1-5-Left
Invisible—4-3-3-Up
Smart CPU Opponent (in a 1-player game)—3-1-4-Down
Show More Field (2-player agreement)—0-2-1-Right
Show Field Goal %—0-0-1-Down
Tournament Mode (2-player game)—1-1-1-Down
Power-up Offense—3-1-2-Up
Power-up Defense—4-2-1-Up
Power-up Teammates—2-3-3-Up
Power-up Speed (2-player agreement)—4-0-4-Left
Power-up Blockers—3-1-2-Left
Infinite Turbo—5-1-4-Up
Late Hits—0-1-0-Up
Super Blitz (2-player agreement)—4-4-4-Up
Deranged Blitz (in a 1-player game)—2-1-2-Down
Ultra Hard Blitz (1-player game)—3-2-3-Up
Super Blitzing—0-4-5-Up
Hyper Blitz (2-player agreement)—5-5-5-Up
Fast Passes—2-5-0-Left
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Allow Stepping Out of Bounds—2-1-1-Left
Always QB—2-2-2-Left
Red, White and Blue Ball—3-2-3-Left
Unidentified Ball Carrier—5-2-2-Down

NFL QUARTERBACK CLUB 2000

Cheat Passcodes
Enter any of the following cheats at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly.
Rugby mode—r g b y
Slow motion mode—f r r s t g m p
More fumbles—b t t r f n g r s
More injuries—h s p t l
Big football—b c h b l l
Jelly football—f l b b r
Smoking players—h s n f r
Thin players—t t h p c k
Fat players—m r s h m l l w
Giant coin at coin toss—b g m n y

NHL 2K

Big Head Mode + Unlock Black Box Team
Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold **L + R** and quickly press **B, B, X**. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

NIGHTMARE CREATURES 2

Cheat Menu
At any time during gameplay, press **START** to pause, then hold **L + R** and press **Left, B, X, Left, B, X, Left, B, X, A, X**. If you enter the code correctly the "Cheats" menu will immediately appear.
Full Health
At any time during gameplay, hold **X + Y** and press **B** to restore all your health.

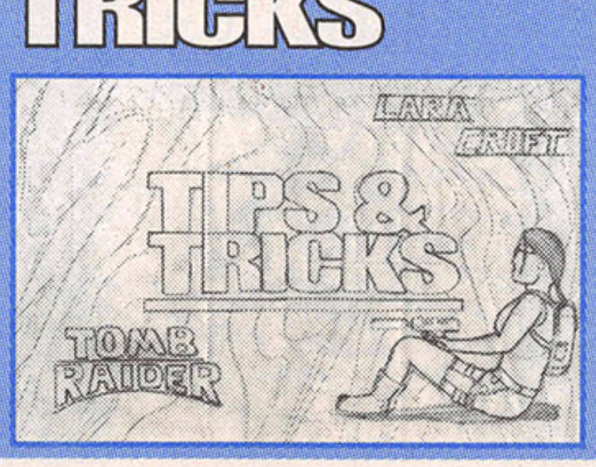
PLASMA SWORD

Secret Characters
At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.
Kaede—Move the cursor to Rain, then press **Down, Down, Left, Left, Up**. Kaede will appear in the upper left corner.
Rai-On—Move the cursor to Byakko, then press **Up, Down, Left, Left, Right, Left, Up**. Rai-On will appear in the upper right corner.

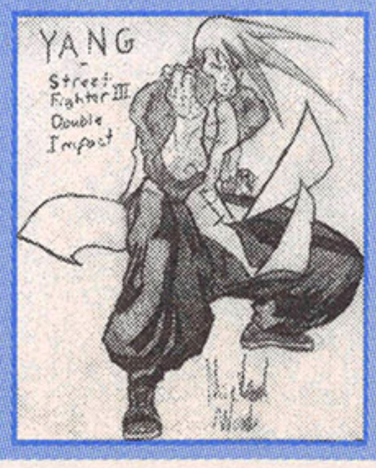
READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the

TIPS & TRICKS Reader Art Gallery

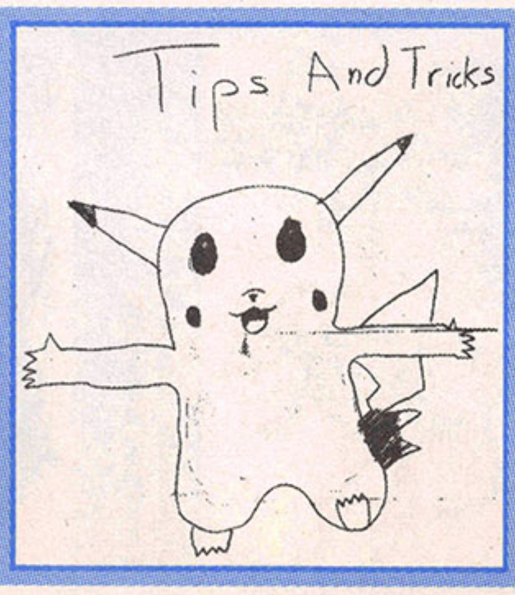


by Jess McDicken, Fruitvale, B.C. Canada



by Michael Woods, St. George, GA

by Jose Angel Rodriguez, Inglewood, CA



by Ian Copeland, Great Bend, KS

"Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.
RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.
RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.
MOSMA!—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.
POD 5!—Champ Class. In Arcade mode, all boxers are also unlocked.

SEGA RALLY 2

30 FPS Mode
At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Up**. You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.)
Remove Effects and Backgrounds
At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Down**. You'll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

Invincibility
In the middle of a game, hold **L + R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.
Extra Items
At any time during a game, hold **L + R** and press the **X** button on the controller plugged into port B. Five items will materalize in front of you. You may repeat this code as many times as you like.
Reduce Enemy Attacks
At any time during a game, hold **L + R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SOUL FIGHTER

Secret Codes
At the title screen, hold **Left + Y**. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below: After entering a correct code you'll hear a special sound effect.
Extra energy—A B X X Y A
Max. weapons—X A A Y B B
Level 2—A A B X Y A
Level 3—X A Y A A B
Level 4—Y Y B A X A
Level 5—B A B X X Y
Level 6—X A X B Y Y
Level 7—A B X B Y B
Level 8—Y B B A X Y
Level 9—B Y A A X B
Level 10—X A B B A X
Level 11—Y B Y X A B
Level 12—X B A X B Y

SPEED DEVILS

Cheat Codes
Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear after entering a correct code.
Unlock cars/tracks—**B, Right, B, Right, Up, B, Up**
Infinite nitro—**Down, Up, Down, Up, A, X, A**
Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**
Gain $100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

STREET FIGHTER ALPHA 3

Play as Shin Akuma
At the character select screen, move the cursor to Akuma, then hold **START** and press **A**.

STREET FIGHTER III DOUBLE IMPACT

Extra Options
From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold **L + R**, move the cursor to "Option," then press **START**. Next, without letting go of **L + R**, press **Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right**. If you input the code correctly, a new item called "Extra Option" will appear.

STRIKER PRO 2000

Unlock All Teams
At the main menu, press **Up, Up, Right, Right, Y, Y, Y**. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out.
Manual Ball Control
At any time during gameplay, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R, L**. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing **START** again to unpause, you may hold down **L + R** and press **Left** or **Right** at any time to change the direction of the ball.

TEST DRIVE 6

Secret Codes
From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.
Unlock all tracks—E R E R T H
Unlock all cars—D F G Y
Unlock all Challenges—P O I O P
Unlock "Stop The Bomber"—R F G T R
Freeze time limit—F F O E M I T
6,000,000 credits—A K J G Q

TNN MOTORSPORTS HARDCORE HEAT

Secret Codes
Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.
Unlock LE-2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**
Unlock T4 jet—**Left, Right, Down, X, X, X, X**
Random weather in Time Attack—**R, X, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y**

TOKYO EXTREME RACER

Max Speed Display
In Quest mode, at the "Assist" screen just before beginning a race, press **Y** and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.

TONY HAWK'S PRO SKATER

Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly. the pause menu will shake. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.
Unlock levels, boards, videos & Officer Dick—Hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**
Unlock levels—Hold **L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**
Infinite Special—Hold **L** and press **A, Y, B, Down, Up, Right**
Big head mode—Hold **L**, press **X, B, Up, Left, Left**
Slow motion—Hold **L**, press **X, Left, Up, X, Left**
Unlock "Skip to Restart" in pause menu—Hold **L** and press **X, B, A, Up, Down**
Unlock Private Carrera
First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Then, exit back out to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TOY COMMANDER

Secret Codes
While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each code.
Max. Fuel—Hold **L**, press **B, Y, A, X, B, X**
Repair Toy—Hold **L**, press **A, X, B, Y, A, Y**
Power-Up Machine Gun—Hold **L**, press **B, A, Y, X, A, B**
Power-Up Special Weapon—Hold **L**, press **X, A, Y, B, A, X**
99 Special Weapons—Hold **L**, press **A, B, X, Y, B, A**
Unlock All Missions—Hold **L**, press **A, Y, X, B, Y, X**

TRICKSTYLE

Cheat Codes
Enter the following codes at the "Cheats" screen under the "Options" menu:
T E A R O U N D—Always win
I W I S H—Infinite time
T R A V O L T A—Power-up moves (all special moves unlocked)
C I T Y B E A C O N S—Win everything (all races unlocked)
I N F L A T E D E G O—Big heads

ULTIMATE FIGHTING CHAMPIONSHIP

999 Skill Points
From the main menu, select "Career," then select "Make New Fighter." As you select the parameters for this new fighter, change the first name to "Best" and the last name to "Buy". Note the uppercade and lowercase characters in both words. When you do this, your new fighter wil have 999 Skill Points.

VIGILANTE 8: 2ND OFFENSE

Secret Codes
Select "Options", put the cursor on "Game Status," then press **A** twice. Next, press **L + R** at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear the word "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again after entering the code.
Unlock all characters—LLA_KCOLNU
Maximum stats—LLA_DORTOH
Invincibility—ELBICNIVNI
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
Hover higher—HI_CEILING
Unlock original V8 levels—OLD_LEVELS
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Pick same cars in multiplayer—MIXED_CARS

VIRTUA FIGHTER 3TB

Play as Dural
At the character select screen, press **Down, Up, Right, Left, START**; Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams
Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START**. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the secret team will appear on the screen. Each code must be executed before the timer runs out.
Team F.C Sega—France, Chile, South Africa, England, Germany, Argentina.
Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy.
Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A**.

WACKY RACES

Cheat Codes
At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.
All Challenges & Tracks—WACKYGIVEAWAY
All Cars—W A C K Y S P O I L E R S
All Abilities—B A R G A I N B A S E M E N T
Super Difficult Mode—C R A C K E D N A I L S

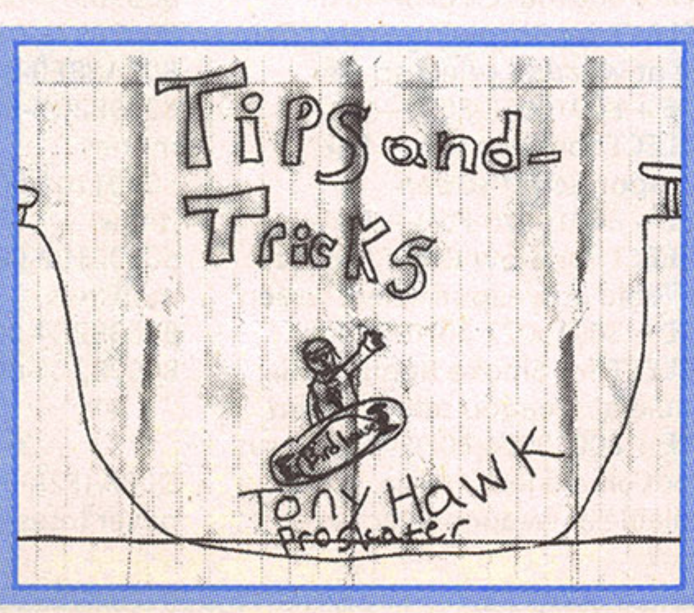
WILD METAL

Cheat Codes
Enter these codes anytime during gameplay using the D-pad (not the analog joystick):
Invincibility—**Y, Right, B, Left, X, Down**
Full health—**Down, Down, A, X, B, X**
All weapons—**A, A, Right, Y, A, Right**
Speed boost—**Up, X, Down, B, A, Y**
Show all Power Core locations—**Y, B, A, Left, Down, Down**
Enemies don't attack—**B, Down, A, Down, X, Y**

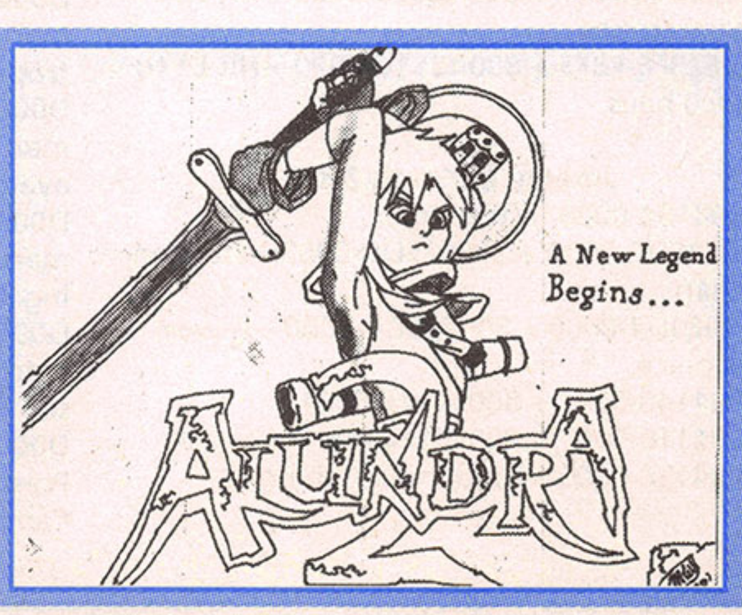
ZOMBIE REVENGE

Fighting Mode Stage Select
At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear.
Alternate Costume
At the character select screen, hold **START** and press **B**. Your character will wear an alternate set of clothes during the game.

by Jose Mendoza, Torrance, CA 90501



by George, Ludlow, Ocean Springs, MS



by Myles Shows, Bonita, CA

Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Bomberman Fantasy Race

8014873C-03E7—Infinite money
800100EA-0FFF—Infinite energy
80148736-FFFF—Player 1 has all animals
8014AB20-0000—Lap 1 is 0:00:00
8014AB24-0000—Lap 2 is 0:00:00
8014AB28-0000—Lap 3 is 0:00:00

Digimon World

80155824-0003—Infinite lives
8013D474-1051 + 8013D476-2062 + 8013D478-3023 + 8013D47A-4034 + 8013D47B-5035—Have only the best items with you
8013847E-0000—No virus
8013848A-0065 + 80138488-0030 —Perfect balance of happy and discipline
D0135450-FFDF + 80134EB4-0003—Press ○ to beat the game
801557F0-270F + 801557F4-270F—Infinite HP
801557F2-270F + 801557F6-270F—Infinite MP
801557E0-03E7—Infinite offense
801557E2-03E7—Infinite defense
801557E4-03E7—Infinite speed
801557E6-03E7—Infinite brains
80134EB8-FFFF—Lots of bits

FIFA 2000

80032514-0000—Home team 0 points
80032514-0014—Home team 20 points
80032518-0000—Away team 0 points
80032518-0014—Away team 20 points

Freestyle Boardin '99

800B65F8-0000—Never miss any flags
800DE5E8-0009—Infinite attribute points
800B65C8-0000—Time is 0:00:00
800B6924-FFFF—Maximum trick points

High Heat Baseball 2000

800A2528-0032—Away team scores 50
800A2528-0000—Away team scores 0
800A252C-0032—Home team scores 50
800A252C-0000—Home team scores 0
D00E28C6-FFFE + 800A8518-0000—Hit **SELECT** to have 0 outs
D00E28C6-FEFF + 800A2520-0000—Hit **L2** to have 0 strikes
D00E28F6-FBFF + 800A251C-0000—Hit **L1** to have 0 balls

Jeremy McGrath 2000

80094164-0000—Stop timer
D00925DC-0000 + 800925DC-0003—Start on last lap
D10925D4-0000 + 800925D4-0000—Always first place
80094140-0001 + 80094144-0001 + 80094110-0001 + 80094114-0001 + 80094138-0005—Unlock everything

Monster Rancher Battle Card

801199C2-0063—Episode 2: Player 1 infinite GUTS
801199C0-0063—Episode 2: Player 1 infinite cards
801199C2-0000—Episode 2: Player 1 no GUTS
801199C0-0000—Episode 2: Player 1 no cards
80119C14-0063—Episode 2: Player 2 infinite GUTS
80119C14-0000—Episode 2: Player 2 no GUTS
80119C12-0063—Episode 2: Player 2 infinite cards
801199DE-0063 + 80119A1E-0063 + 80119A5E-0063—Episode 2: Player 1 infinite HP all 3 cards
80119CB0-0063 + 80119C30-0063 + 80119C70-0063—Episode 2: Player 2 infinite HP all 3 cards
D0083472-FEFF + 80119C30-0000 + D0083472-FEFF + 80119C70-0000 + D0083472-FEFF + 80119CB0-0000—Episode 2: Player 1 hit **L1** for quick win
50002B01-0000 + 800FCDA4-0001—Episode 2: have all monster cards

Pro Pinball: Big Race USA

800A29EA-0063—Max. credits
800AAAA8-FFFF + 800AAAAA-FFFF—Max. score
800AAAF4-FFFF—Max. cash
800AAAB0-0001—Always on first ball
D10BC10A-7FFF + 800A29EA-0001—Have air bag
D00BC10A-EFFF + 800AAAD8-0001 + D00BC10A-EFFF + 80024850-FFFF + D00BC10A-FEFF + 800AAAD8-0000 + D00BC10A-FEFF + 80024850-0000—Press for Police Chase Frenzy (multiball mode)

Strider 2

800ABA32-0006 + 800ABA34-0006—Infinite health
800D9DEC-E0FF + 800D9DEE-05F5—Max. score
800ABB38-0004—Have infinite boosts
300D9E07-0006—Unlock all levels
300D9E03-0063—Stop timer
800A8D5A-0001—Hien mode
8006308A-0032—Stop timer (*Strider 1*)
80062F5C-E0FF + 80062F5E-05F5—Max. score (*Strider 1*)
80062F52-0363—Infinite lives (*Strider 1*)
80062F86-0100—Have Robot (*Strider 1*)

Surf Riders

800AC450-0063—Stop timer
3007AFD2-0064—Perfect score Slot 1
3007AFD3-0064—Perfect score Slot 2
3007AFD4-0064—Perfect score Slot 3

Tenchu 2

D00CE97A-FFFE + 8001001C-F0F0—Rikimaru: Press **SELECT** for Throwing Stars / Caltrops available at weapon select screen
D00CE97A-FFFE + 8001001E-F0F0—Rikimaru: Press **SELECT** for Grenade / Mine available at weapon select screen
D00CE97A-FFFE + 80010020-F0F0—Rikimaru: Press **SELECT** for Blow Gun / Exploding Arrow available at weapon select screen
D00CE97A-FFFE + 80010022-F0F0—Rikimaru: Press **SELECT** for Smoke Bomb / Poison Rice available at weapon select screen
D00CE97A-FFFE + 80010024-F0F0—Rikimaru: Press **SELECT** for Colored Rice / Ninja Camoflage available at weapon select screen
D00CE97A-FFFE + 80010026-F0F0—Rikimaru: Press **SELECT** for Blinding Dust available at weapon select screen
D00CE97A-FFFE + 80010028-FFF0—Rikimaru: Press **SELECT** for Leaves of Stealth / Dragon's Breath available at weapon select screen
D00CE97A-FFFE + 8001002A-F0F0—Rikimaru: Press **SELECT** for Sleeping Gas / Ninja Armor available at weapon select screen
D00CE97A-FFFE + 8001002C-FFF0—Rikimaru: Press **SELECT** for Ninja Rebirth available at weapon select screen
D00CE97A-FFFE + 8001001A-F0F0—Rikimaru: Press **SELECT** for Air Bottle / Antidote available at weapon select screen
D00CE97A-FFFE + 80010018-F0FF + D00CE97A-FFFE + 80010036-F0FF—Rikimaru: Press **SELECT** For Healing Potion available at weapon select screen
D00CE97A-FFFE + 80010038-F0F0—Ayame: Press **SELECT** for Air Bottle / Antidote available at weapon select screen
D00CE97A-FFFE + 8001003A-F0F0—Ayame: Press **SELECT** for Throwing Stars / Caltrops available at weapon select screen
D00CE97A-FFFE + 8001003C-F0F0—Ayame: Press **SELECT** for Grenade / Mine available at weapon select screen
D00CE97A-FFFE + 8001003E-F0F0—Ayame: Press **SELECT** for Blow Gun / Exploding Arrow available at weapon select screen
D00CE97A-FFFE + 80010040-F0F0—Ayame: Press **SELECT** for Smoke Bomb / Poison Rice available at weapon select screen
D00CE97A-FFFE + 80010042-F0F0—Ayame: Press **SELECT** for Colored Rice / Ninja Camoflage available at weapon select screen
D00CE97A-FFFE + 80010044-F0F0—Ayame: Press **SELECT** for Blinding Dust available at weapon select screen
D00CE97A-FFFE + 80010046-FFF0—Ayame: Press **SELECT** for Leaves of Stealth / Dragon's Breath available at weapon select screen
D00CE97A-FFFE + 80010048-F0F0—Ayame: Press **SELECT** for Sleeping Gas / Ninja Armor available at weapon select screen
D00CE97A-FFFE + 8001004A-FFF0—Ayame: Press **SELECT** for Ninja Rebirth available at weapon select screen
E008CDC8-0000 + 3008CDC8-0002—Ayame & Rikimaru: Invisible to normal enemies

Threads of Fate

D00C5322-FEFF + 8009B368-03E7—Press **L2** to refill HP
8009B36C-03E7—Infinite HP
D00C5322-FEFF + 8009B36A-03E7—Press **L2** to refill MP
8009B36E-03E7—Infinite MP
8009B370-03E7—Max. strength
8009B378-03E7—Max. strength bonus
8009B374-03E7—Max. defense
8009B37E-03E7—Max. defense bonus
800A8BE0-0000—Super jump
8009B2D8-E0FF + 8009B2DA-05F5—Infinite money
50001101-0000 + 3009B3A0-0063—Have all items
50002102-0000 + 8009B3B8-03E7—Have all monsters
8009B2C4-00FF—Have all magic
8009B2C4-0000—Have no magic

X-Men Mutant Academy

D00A1F28-0001 + 800A1F28-0000—Player 2 never loses

D00A24FC-0000 + 800A24FC-0001—Player 2 one-match win
D00A24FC-0000 + 800A24FC-0002—Player 2 Ultrafast win
8009EB44-0062—Stop timer
D00D86C2FFE + 8009EB44-0000—Hit **SELECT** for 00 Time
D009EB44-0019 + 800A1E5C-0001 + D009EB44-0019 + 800A2432-0001—Sudden Death mode
800A1F40-0000—Player 1 infinite counters
800A1F40-0003—Player 1 no counters
800A1F38-1400 + 800A1F3A-1E00 + 800A1F3C-2800—Player 1 max. Super Meters
800A1F38-0000 + 800A1F3A-0000 + 800A1F3C-0000—Player 1 no Super Meters
800A250C-1400 + 800A250E-1E00 + 800A2510-2800—Player 2 max. Super Meters
800A250C-0000 + 800A250E-0000 + 800A2510-0000—Player 2 no Super Meters
800BE56C-FFFF—Unlock Toad
800BE56E-FFFF—Unlock Mystique
800BE570-FFFF—Unlock Sabretooth
800BE572-FFFF—Unlock Magneto
D00A1F28-0000 + 800A1F28-0002—Player 1 Ultrafast win
800A1E5C-B400—Player 1 infinite health
800A1E5C-5A00—Player 1 50% health
800A1E5C-000A—Player 1 low health
800A2432-B400—Player 2 infinite health
800A2432-5A00—Player 2 50% health
800A2432-000A—Player 2 low health
D00A24FC-0001 + 800A24FC-0000—Player 1 never lose
D00A1F28-0000 + 800A1F28-0001—Player 1 one-match win

Game Boy

Mr. Driller
0164-86C6—Infinite air
0102-83C6—Infinite lives

Tomb Raider Starring Laura Croft
0167-B4C1—Have Sun Amulet and Moon Amulet
0169-B1C1—Have Skeleton Key
0169-B1C1—Have Altar Key
0163-8DC1—Have rapid bullets
01FF-B6C1—Have Yellow, Red, and Blue Handle
0163-B2C1—Have Red and Blue Diamond
0163-B3C1—Have Gold Bars
0163-B4C1—Have Iris
01FF-B5C1—Have Snake Eye, Nightmare Stone, and Orb
0163-B7C1—Have Staff Segment 1
01FF-B8C1—Have Staff Segment 2, 3
0163-8EC1—Have Heavy Bullets
01FF-89C1—Infinite health
01FF-8AC1—Infinite O2
0163-ACC1—Have large health paks
0163-ADC1—Have small health paks
0163-AEC1—Have door keys
0163-AFC1—Have panel pieces
0163-B0C1—Have dynamite
0163-B1C1—Have Snake Key

Turok 3: Shadow of Oblivion
010A-10DC—Infinite health
0163-12DC—Infinite lives
0163-0ACD—Infinite arrows
0163-0CCD—Infinite ammo
0101-02CD—Have Pistol
0101-03CD—Have Uzi

Warlocked
01FF-15C8—Max. fuel
01FF-13C8—Max. money

Dreamcast

Jeremy McGrath Supercross 2000
D1FB807BC070-5041 + D1F8807B0000-0003—Start on lap 4
591474F3C070-7041 + 591774F30000-0000—Always place 1st

Namco Museum
72E596760000-0004—*Dig Dug*: Infinite lives, Player 1
5E7732230000-0004—*Dig Dug*: Infinite lives, Player 2
EDB75D4A0000-0003—*Pac-Man*: Infinite lives, Player 1
2D27269B0000-0003—*Pac-Man*: Infinite lives, Player 2
D48887260000-0003—*Pac-Man*: Super speed
D368C6CD0000-0004—*Galaga*: Infinite lives, Player 1
326161550000-0004—*Galaga*: Infinite lives, Player 2
EDB75D4A0000-0003—*Ms. Pac-Man*: Infinite lives, Player 1
2D27269B0000-0003—*Ms. Pac-Man*: Infinite lives, Player 2
7225D6DE0000-0003—*Ms. Pac-Man*: Super speed
6E3729CC0000-0063—*Pole Position*: Infinite time

Nightmare Creatures II
EDF72DD60000-0063—Infinite continues

Omikron
59A76E000000-FFFF—Infinite funds

PenPen Trilcelon
8563B8F70000-0004—Player 1 play as Hanamizu

Plasma Sword
51E764000000-00C8—Infinite health, Player 1
51E764000000-0000—Low health, Player 1
51E46400C070-5038 + 51E764000000-0064—50% health, Player P1
F8B985D30000-00C8—Infinite health, Player 2
F8B985D30000-0000—Low health, Player 2
F8BA85D3C070-5038 + F8B985D30000-0064—50% health, Player 2
E327095D0000-0090—Infinite power, Player 1
E327095D0000-0000—No power, Player 1

Power Stone
5DD76E930000-0009—Player 1 play as Valgas
E80701370000-00F0—Infinite health, Player 1
E8040137C070-503F + E80701370000-0000—Low health, Player 1
E8040137C070-503F + E80701370000-0078—50% health, Player 1
7E25CAC40000-00F0—Infinite health, Player 2
7E26CAC4C070-503F + 7E25CAC40000-0000—Low health, Player 2
7E26CAC4C070-503F + 7E25CAC40000-0078—50% health, Player 2
36813DE40000-0707—Have all Stones, Player 1
36813DE40000-0000—Have no Stones, Player 1
A54348570000-0707—Have all Stones, Player 2
A54348570000-0000—Have no Stones, Player 2
28277AE60000-0938—Infinite Power Up Energy, Player 1
28277AE60000-0000—No Power Up Energy, Player 1
28247AE6C070-4F66 + 28277AE60000-049C—50% Power Up Energy, Player 1
9A6813310000-0938—Infinite Power Up Energy, Player 2
9A6813310000-0000—No Power Up Energy, Player 2
9A6B1331C070-4F66—50% Power Up Energy, Player 2
9A6813310000-049C—50% Power Up Energy, Player 2
5DD76E930000-000A—Player 1 play as Final Valgas
5DD76E930000-000C—Player 1 play as Kraken

Rayman 2
89E080A32070-4E1E + 58FB04DB0000-0040—Flying Rayman
E23768CE0000-006D—Swinging power-up
5E3304DB0000-001E—Infinite health
D400CE4D0000-00E1—Infinite air

Seaman
2DF76F200000-FFFF—Air never drops when game on
335928220000-418B—Heat never fluctuates when game on

Silver
8EA3BBBC0000-03E7 + D458B5630000-03E7—Max. HP 1st character
8153BBBC0000-03E7 + 1CA4202D0000-03E7—Max. MP 1st character
F8518F680000-0010—Infinite gold
3AB112FB0000-03E7—Max. constitution 1st character
F559A03A0000-03E7—Max. wisdom 1st character
A593672D0000-03E7—Max. range 1st character
67CB5DFD0000-03E7—Max. dexterity 1st character
1324202D0000-03E7—Max. strength 1st character

Virtua Tennis
900806E60000-0003—Player 1 quick win
900806E60000-0000—Player 1 never win
EE3714850000-0003—Player 2 quick win
EE3714850000-0000—Player 2 never wins
A33B5C710000-0090—Infinite funds

Walt Disney World Quest Magical Racing Tour
A10311FC0000-0002—Start on last lap
CF0BE6CB0000-001A—Max. speed coins
304165740000-000A—Max. fairies

World Series Baseball 2K1
B579FDBDC06C-EAD4 + E45738E30000-0032 + 9A682A800000-0000—Press **Y** + D-pad **Up** to put home team in the lead
11FBD1A1C06C-EAD4 + 9A682A800000-0032 + E45738E30000-0000—Press **Y** + D-pad **Down** to put away team in the lead
A4F05EEB2070-4E1C + 9A682A800000-0000—Press **A** + D-pad **Up** to change away team score to 0
A4F05EEB2070-4E16 + E45738E30000-0000—Press **A** + D-pad **Left** to change home team score to 0
A4F05EEB2070-4E2A + 9A682A800000-0032—Press **A** + D-pad **Down** to change away team score to 50
A4F05EEB2070-4E2E + E45738E30000-0032—Press **A** + D-pad **Right** to change Home team score to 50

TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

Some scores provided by:
The Official Electronic Games Scoreboard ™
TWIN GALAXIES
www.twingalaxies.com

FRIAR TUCK'S GAMEROOM
5674 River Oaks Drive • Calumet City, IL 60409 • (708) 891-1444

GAME	HI SCORE	NAME
Silent Scope (Story Mode)	455,406	Joel Castro\
Silent Scope (Shooting Range)	43,400	Joshua Brewer

SHATTO 39 LANES
3255 W. 4th St • Los Angeles, CA 90020 • (213) 385-9475

GAME	HI SCORE	NAME
Marvel vs. Capcom 2	9,769,489,500	J.R. Rodriguez
Marvel vs. Capcom 2	31 wins	MORRO
Marvel vs. Capcom 2	20 wins	George Posadas
Street Fighter III: 3rd Strike	9,886,700	J.R. Rodriguez
Street Fighter III: 3rd Strike	7,684,800	ADOLFO
Street Fighter III: 3rd Strike	5,248,900	JONATAN
Street Fighter III: 2nd Impact	9,999,900	J.R. Rodriguez

JOHNNY ZEE'S ARCADE
STATION B Victoria, British Columbia, CANADA V8R 6S8 • (250) 384-3077

GAME	HI SCORE	NAME
Virtua Cop	4,223,800	KEV
Stargate (pinball)	999,000,000	JET
Star Wars Trilogy (pinball)	2,824,400	TIM
Top Skater (Beginner)	666,803	RAK
Time Crisis (solo)	1,015,240	???
San Francisco Rush (track 1)	2'18"88	Victor
Silent Scope	766,100	Victor

MOVIELAND ARCADE
906 Granville St • Vancouver, BC V6Z 1L2 • (604) 681-6915

GAME	HI SCORE	NAME
King of Fighters' 2000	12 wins	CCC
Virtua NBA	14 points	JEW
Densha Da Go! 2	1:43'43	DCV
Ms. Pac-Man (fast)	85,300	???
Gal's Panic 3	23,700	STV
Street Fighter EX 3	231,000	CAP

LION'S DEN ARCADE
1040 Granville St. • Vancouver, BC CANADA V6Z 1L2

GAME	HI SCORE	NAME
Street Fighter III: 3rd Strike	1,800,750	VOT
The Grid	12 kills	DREAMTR
The Grid	$46,750.00	TED
Top Skater	767,895	RCV
Virtua NBA	21 Points	Q

OCEAN STAR ARCADE
1039 Granville St • Vancouver, BC CANADA V6Z 1L4 • (604) 669-3434

GAME	HI SCORE	NAME
Street Fighter III: 3rd Strike	1,800,750	ARK
King of Fighters' 2000	10 wins	RYO
Marvel vs. Capcom 2	23 wins	DCR
Street Fighter Hyper Fighting	567,900	CAP
Monster Bash (pinball)	467,800,900	KEV

SUPER JUST GAMES
557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Gauntlet Legends (Wizard)	Level 99 x 9	Ari Weintraub
Tekken Tag Tournament	132 wins	Ari Weintraub
Top Skater	549,941	SRB
Marvel vs. Capcom 2	111 wins	Ari Weintraub
Marvel vs. Capcom 2	31 wins	Joey Vega

MIDNIGHT STAR ARCADE
1015 Granville Street • Vancouver, BC CANADA V6Z 1L4 • (604) 687-2313

GAME	HI SCORE	NAME
Cruis'n Exotica (Alaska)	1:38'97	JOE
Gal's Panic	106,670	???
Virtua Tennis	21 wins	TED
Motor Raid	Finished	TTT
Street Fighter III: 3rd Strike	876,900	CCN

TIME OUT
201 Lehigh Valley Mall • Whitehall, PA 18052 • (610) 264-8802

GAME	HI SCORE	NAME
Star Wars Trilogy	1,599,800	Brian Slapinsky
Hydro Thunder (N.Y. Disaster)	1:53'29	Jason Banus
Hydro Thunder (Lost Island)	1:40'00	Jason Banus
Marvel vs. Capcom	972,800	Jason Banus
Point Blank (Beginner)	109,135	Frankie Saez
Tekken 3 (Xiaoyu)	2:32.38	Robert Grube3
Marvel vs. Capcom,	2,935,300	Harry Liu

ALADDIN'S CASTLE
8300 Sudley Road Space F-12 • Manasas, VA 20109 • (703) 330-0174

GAME	HI SCORE	NAME
Hydro Thunder (Thunder Park)	1:47'53	CEP
Hydro Thunder (NY Disaster)	1:49'03	JAY
Hydro Thunder (Lost Island)	1:38'36	JAY
Hydro Thunder (Far East)	1:56'53	PGT
Hydro Thunder (Lake Powell)	2:00'59	CEP
Cruis'n World (Germany)	1:39.74	Paul Tholen
Cruis'n World (Italy)	1:41.98	Paul Tholen

ALL AMUSEMENT CENTER
7888-1 Van Nuys Blvd • Van Nuys, CA 91402 • (818) 756-0550

GAME	HI SCORE	NAME
Tekken Tag Tournament	61 wins	George Alfonso
Tekken Tag Tournament	2:03'00	SOO
Tekken 3	36 wins	Mark Jingco
Hip Hop Mania (Random Mode)	597,461	Mark Jingco
Hip Hop Mania (Easy)	606,597	Derrick Espinoza
Marvel vs. Capcom 2	70 wins	James Kim
Marvel vs. Capcom 2	9 wins	Lon Casino
Marvel vs. Capcom 2	6 wins	Andrew Go

HI 5 NICKEL ARCADE
1336 Saratoga Ave. • San Jose, CA 95129 • (408) 557-0755

GAME	HI SCORE	NAME
Super Shot Basketball	96	Alex
Capcom Bowling	221	Joe Anderson
Skee Ball	650	Leila and Lisa
Time Crisis	564,300	Mike Damron
Hiphop Mania	383,922	Michael Garcia
Crazy Taxi	$5,619.42	Vincent Arevalo
Marvel vs. Capcom	1,667,433,600	David Lee
Wacky Gator	99 wacks	Fire It Up!!
Tekken Tag Tournament	8 wins	Fire It Up!!

LASER QUEST
224 Bolivar Street • Lexington, KY 40508 • (859) 225-1742

GAME	HI SCORE	NAME
Maximum Force	209,750	MBW
Hydro Thunder (Far East)	1:51'49	RPN
Hydro Thunder (Lost Island)	1:41'06	RPN
Hydro Thunder (Arctic Circle)	1:48'59	RPN
Hydro Thunder (Lake Powell)	1:56'18	RPN
Hydro Thunder (NY Disaster)	1:54'96	RPN
Hydro Thunder (Greek Isles)	1:45'99	RPN
Revolution X	1,415,000	MSJ
Gauntlet Dark Legacy (Sorceress)	Level 50	MSJ

ALADDIN'S CASTLE
Pineridge Mall • Chubbuck, ID 83202 • (208) 237-0976

GAME	HI SCORE	NAME
Cruis'n Exotica (Alaska)	1:24'87	Greg Morgan
Cruis'n Exotica (Amazon)	1:09'10	Greg Morgan
Cruis'n Exotica (Atlantis)	1:28'05	Greg Morgan
Cruis'n Exotica (Korea)	1:18'84	Brian French
Cruis'n Exotica (Las Vegas)	1:31'64	Brian French
Cruis'n Exotica (Mars)	1:30'17	Brian French
Cruis'n Exotica (Sahara)	1:16'92	Brian French
Cruis'n Exotica (Tibet)	1:11'84	Brian French
Cruis'n Exotica (Alaska)	1:24'87	Greg Morgan
Cruis'n Exotica (Amazon)	1:09'10	Greg Morgan

TIME-OUT
3661 Eisenhower Pkwy • Macon, GA 31212 • (912) 474-2511

GAME	HI SCORE	NAME
Point Blank 2 (Beginner)	107,538	George Stowe
Point Blank 2 (Beginner)	82,494	Cody Rhodes
Marvel vs. Capcom	1,129,500	Daniel Maynard
Hydro Thunder (Lost Island)	1:46.68	Christopher Musser
Hydro Thunder (Lost Island)	1:55.03	Larry Hixon
Hydro Thunder (Greek Isles)	1:51.13	Steven Whitehouse
Hydro Thunder (New York Disaster)	2:01.03	Christopher Musser

Hint Hotlines

HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

"...SORRY, SPIDEY, BUT TIPS & TRICKS DOESN'T GIVE OUT CODES OVER THE PHONE."

3DO
1-900-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday,
9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS
1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge.
(Canada): $1.50/minute for automated hints

ACCLAIM
1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION
1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday,
9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): $1.49/minute

AGETEC, INC.
1-900-288-ASCII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWORKS CORP.
1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE
1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or $1.25/minute for live assistance

CAPCOM
1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday,
8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded information; $1.35/minute for live help
(Canada): $1.35/minute

CRAVE ENTERTAINMENT
1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): $1.50/minute

DREAMWORKS INTERACTIVE
1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS
1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS
1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): $1.15/minute

FOX INTERACTIVE
1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAMES
1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERACT GAMESHARK CODELINE
1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): $1.27/minute
COST (Canada): $1.79/minute

INTERPLAY
1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST: 95¢/minute for automated help; $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

MIDWAY
1-903-874-5092
HOURS: Monday through Friday,
10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO
1-900-737-2262
HOURS: Monday through Friday,
9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; $1.15/minute for live assistance

NINTENDO
1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday,
6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): $1.50/minute
COST (Canada): $2.00/minute
COST (Power Line): Standard long-distance rates to Seattle, Washington apply

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HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, $1.35/minute for live assistance

SEGA
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1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips,
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SIERRA
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HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
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SONY COMPUTER ENTERTAINMENT AMERICA
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HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips,
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SQUARESOFT
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$1.35/minute for live assistance
COST (Canada): $1.50/minute for automated tips only

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HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
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HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to Southern California apply

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HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
COST: 95¢/minute for automated tips, $1.25/minute for live assistance

UBI SOFT
1-900-420-4UBI (1-900-420-4824) (U.S)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.50/minute

VIRGIN INTERACTIVE
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COST (U.S.): 95¢/minute
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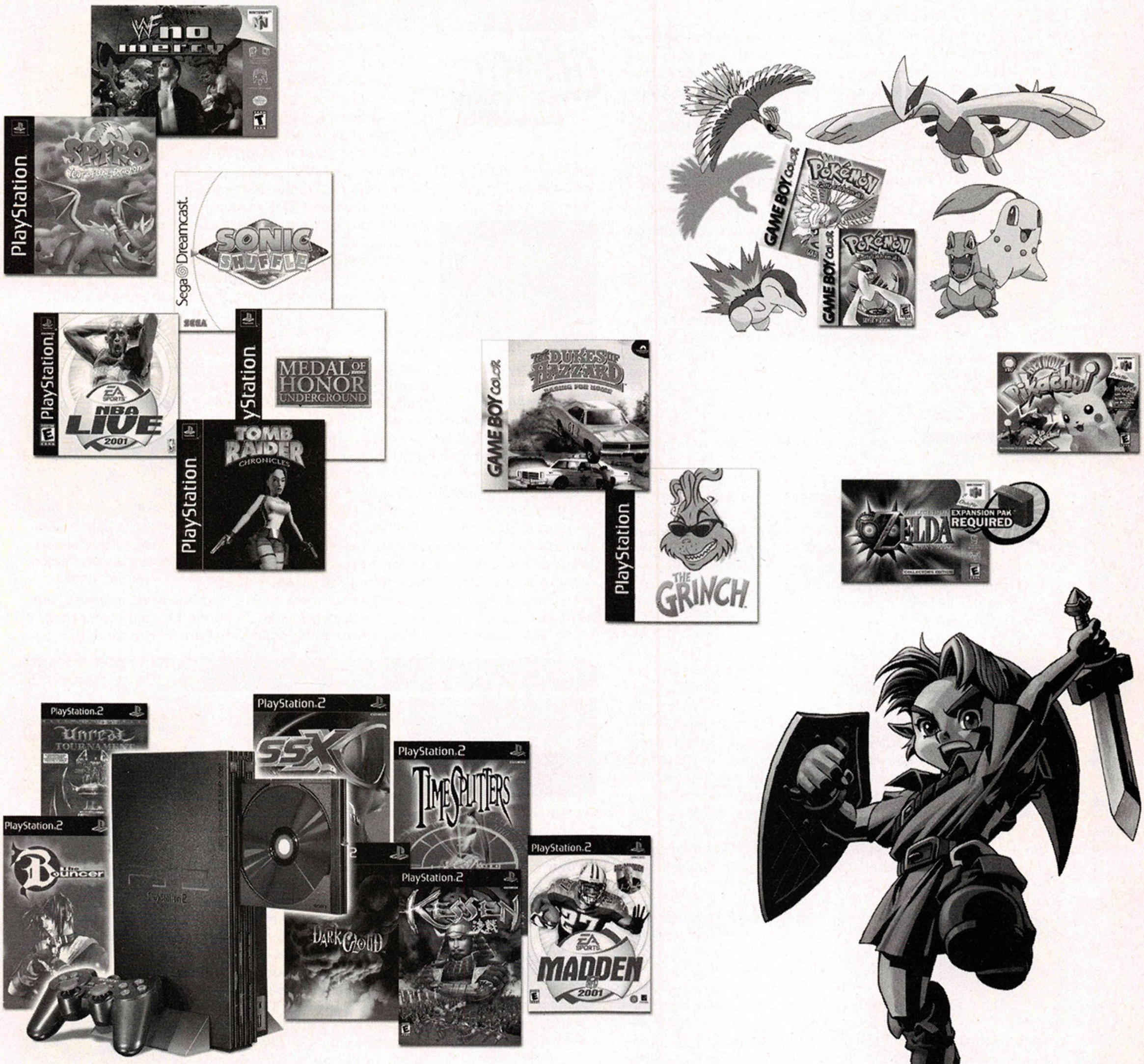


Sega Dreamcast

PlayStation

NINTENDO 64

GAME BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME GEAR

Nintendo

SEGA GENESIS

TIPS & TRICKS SPORTS DESK

by Mike Daly

Greetings, sports fans, and welcome to the TIPS & TRICKS sports section! In this brand-new monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

General Truths of Football

I won't waste time with the obvious. Everyone knows you have to pass the ball to the open man, give the football to your best running back and cover receivers on defense—but it's not all that simple. All of the football games featured in *TIPS & TRICKS Sports Desk* this month have general trends for success because (of course) they are highly sophisticated simulations of FOOTBALL! This means that if you know enough about the real-life sport, you can crush ordinarily powerful gamers who spend their Sunday afternoons playing *Street Fighter*. A bit of general advice:

• All of the games are programmed to respect basic offensive tenets, e.g. punt on fourth down, don't try the same play over and over, etc. One of these basic tenets is running on first down. This usually establishes your running game and is good for experimenting, since three downs will remain after the play. If running the ball fails, you still have two downs to pass your way out. If it is successful, you either have another set of downs or a short yardage situation which will give you much more flexibility in play-calling (the less yardage required, the more short, easier passing routes you can run).

• Each game has its share of spin moves, hurdles and dives, but the best way to pick up yardage on the run (and after catches, if possible) is to exercise a little patience and *follow your blockers*. Nothing is as effective; just ask Emmitt Smith! If you're running the football, try to follow your linemen and pass by the defenders as they are getting knocked on their butts (or held, if you're the Raiders). Then, when you've identified your alley and know exactly where you're running, use the speed burst.

• Always try to pass to men who are ahead of the first down marker if you are throwing on third down; otherwise, you could get a big tongue-lashing from John Madden! Also, try to spot mismatches before you snap the ball. All of these games feature "zoom out" buttons that allow you to survey the entire field before the play begins. This is especially important on pass plays. If you can identify a man who will probably be uncovered as the play develops, you can zip it to him immediately after you snap the ball. The most commonly open men are your slot receiver or tight end (both cornerbacks are automatically assigned to your two primary wide receivers).

• The 3-4 defense was created in an era when there weren't too many good defensive linemen. As a result, coaches changed their defensive schemes to include their best players, which meant using three defensive linemen and four linebackers. When bigger D-linemen like William "Refrigerator" Perry started to emerge in the '80s, their presence became more necessary to stay competitive than the smaller linebackers. Hence, the return to the 4-3, which features four down linemen and three linebackers. In the NFL today, only three teams use the 3-4 defense...which means that unless you're playing as one of those three teams, you're not really getting your money's worth out of your defense. If you pick a team with a lot of great linebackers like the Ravens or Bills, the 3-4 can work for you; otherwise, stick with the 4-3...but only on first and second down. Unless you're looking at third and less than three, don't use anything other than the nickel on third down. The nickel features four down linemen, ONE linebacker and six defensive backs.

NFL GameDay 2001

The procedure of bringing players from *NCAA GameBreaker 2001* into *NFL GameDay 2001* is poorly explained in the *GameDay* manual. In the memory card mode of *GameBreaker*, you can save your seniors and then draft them while playing *NFL GameDay 2001*. While playing *GameDay*, do not try to load the seniors directly in memory card mode. Rather, initiate the General Manager mode, which is a simulation of a GM's career in which you get to make roster choices, sign free agents, draft rookies make cuts and so forth. Make sure you agree to conduct the pre-season activities. As you advance through pre-season options, you will have the option to import *GameBreaker* seniors from a memory card, if you have already saved them. Once you do this, you can enter the draft and compete for the best rookies to fill your team's needs. This seems like a great prospect; one could conceivably project next year's NFL with this year's college seniors! The reality, though, is that none of the real players are featured in *GameBreaker*. Though they may resemble their real-life counterparts in some ways, the seniors in *GameBreaker* have fictional names that rip off the last names of existing NFL players such as Ismael, Kitna, Jett, Vanover, Kaufman and McCaffrey. I know football runs in the family, but that's a little ridiculous. It's too bad, because the thought of drafting and using Drew Brees or Michael Vick is appetizing.

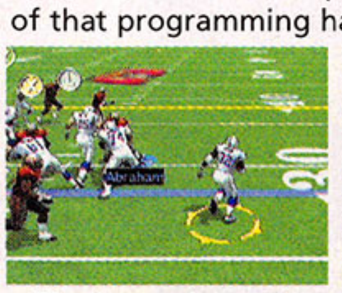
"Save Seniors" is an option in the memory card mode in *GameBreaker*.

You can only import *GameBreaker* seniors during the pre-season in GM mode.

GameDay's GM mode must must be taken seriously at every step. A lackadaisical effort of week simulations without actual roster moves during the pre-season can earn you a pink slip within a matter of mere weeks. Graphics have improved, but as in past years, *GameDay* has a more arcade-like feel than its main competitor, which allows for unlikely kick returns and big plays that are a little *too* big.

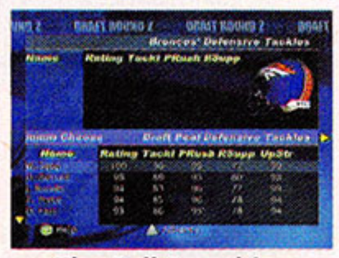
NFL 2K1

Sega continues its line of Dreamcast sports games with Sega Sports' *NFL 2K1*. In addition to featuring fully licensed NFL rosters and logos, this game looks awesome. It really has the most realistic looking football animation available today, although the fluid and smooth player motion feels more like Steve Sabol's NFL Films highlights than the high-speed action we watch every Sunday. Like *Madden*, *NFL 2K1* has playbooks customized to each NFL franchise. However, all of that programming has a cost; the intelligence and realism are not as strong.



The Sweep is pretty much a "money" play in *NFL 2K1*.

For instance, sweeps are "money" plays on par with the *Maddens* of the early nineties that saw Emmitt Smith and Barry Foster rushing for 250 yard games and multiple 50+ yard touchdowns. This game isn't quite as bad as those days in this respect, but nevertheless, in a *2K1* playoff game between the Bears and the championship Rams, Curtis Enis rushed for 140 yards with five touchdowns—a career day for a guy who, in reality, is averaging about two yards a carry). The secret to cyber-Enis' success? Multiple sweep plays. The downfield blocking is so good in *NFL 2K1* that you barely have to pass. *NFL 2K1* also features a full franchise mode in which you can conduct a draft out of all actual NFL players and move through every week of the off-season before entering pre-season and then the regular season. If you're having trouble and getting beat down during network games by people on the other side of the globe, our own Jason Wilson suggests eating the clock more so your opponent has less possession time and won't run up the score. Try snapping the ball when the clock winds down to ten seconds or so; sometimes it even frustrates your opponent into blitzing, allowing you to make easy passes. *NFL 2K1* is thorough. It looks good, but it's no *Madden*...



The Full Franchise Mode Fantasy Draft can be very fun!

Madden NFL 2001

Still alive and kicking after all these years, *Madden* continues to dominate the pro football gaming landscape. Every yard is earned in *Madden NFL 2001*; no "gimmes" like long breaking runs and multiple receivers going deep. To succeed in *Madden*, you really have to make smart play calls, know your team and make the proper reads as a quarterback. Jamming one in there will only get you an interception. In addition to the standard season and exhibition modes, this year's *Madden* has a two-minute drill option (for that quick game), a record book full of interesting NFL stats (for the true NFL historian) and a brand new "Madden Cards" mode. Based on ancient trading card principles, one acquires a collection of NFL trading cards through various means. By achieving certain goals (i.e. 100-yard rushing game, two 100 yard receptions in a game, five touchdown passes, etc.) you earn tokens that can be used to purchase packs of virtual NFL trading cards, which are then collected in a 33-page card album on your memory card. (There are nine cards per page; you do the math.) You can also trade cards with other collectors as well as hunt for secret cards that give you access to an array of oddities and tricks. Individual player cards can boost the stats of some of your players. For example, if you have a Ryan Leaf card, his stats will be boosted if you activate the card before playing a game. *Madden NFL 2001* features all of this and more—plus the standard commentary from the lovable ex-Raider Super Bowl coach himself and his longtime broadcasting partner, Pat Summerall, a one-time player who now—according to the *L.A. Times*—does 1,000 sit-ups a day. (If you've seen Pat, you realize this must be a misprint).

The Madden Cards also give you interesting cheats.

..like this "Maddenstein" stadium plus weird-looking players!

Reggie & Robert

As always, this year's *Madden* features a "create player" mode which the true enthusiast should take of advantage of. This year, two once-imposing ex-Green Bay one-time retirees have returned to the NFL. Here are the players and their respective team and stats. Note: You can also get a Reggie White Madden Card which is a much easier way to activate him as an available player, but doing so gives you his stats from 1991-1992, which is considered to be the peak of his career. The following Reggie is more accurate:

Reggie White

Team: Carolina Panthers
Number: 92
Position: DE
Age: 38
Years Pro: 15
Height: 6'5"
Weight: 300 lbs.
Skin: Dark
Handed: Right
Face Mask: Full
Arm: Wrist band
Agility: 64
Speed: 48
Aware: 99
Throw Power: 3
Throw Acc: 3
Strength: 94
Accel: 59
Catching: 9
Carrying: 7
Kick Pwr: 0
Kick Acc: 0
Brk Tkl: 16
Tackling: 94
Import: 99
Pass Block: 0
Run Block: 9
Injury: 82

Robert Brooks

Team: Denver Broncos
Number: 85
Position: WR
Age: 30
Years Pro: 8
Height: 6'0"
Weight: 180 lbs.
Skin: Medium
Handed: Right
Face Mask: 1 Bar
Arm: Gloves
Agility: 85
Speed: 84
Aware: 85
Throw Power: 18
Throw Acc: 16
Strength: 54
Accel: 84
Catching: 85
Carrying: 80
Kick Pwr: 3
Kick Acc: 3
Brk Tkl: 64
Tackling: 24
Import: 93
Pass Block: 13
Run Block: 28
Injury: 49

The World According to Madden

How accurate is the programming of *Madden NFL 2001*? We simulated a couple of regular season games to see if the simulation can stand up to the real thing; only time will tell.

November 5
Andre Rison Revenge Bowl
Chiefs @ Raiders
Raiders 34, Chiefs 28

November 20
Monday Night Football
Redskins @ Rams
Rams 17, Redskins 7

Thanksgiving Day
Madden Turkey Challenge
Vikings @ Cowboys
Cowboys 20, Vikings 13
Patriots @ Lions
Lions 6, Patriots 14

Players to Release and Sign

If you're looking to roughly duplicate the NFL rosters for this year, make and save the following roster changes:

Team	Player	Position	New Team
Broncos	John Avery	HB	
Buccaneers	Brad Culpepper	DT	Bears
	Yo Murphy	WR	
Cardinals	Mario Bates	HB	Lions
Chargers	Charlie Jones	WR	
Chiefs	Rashaan Shehee	HB	
	Andre Rison	WR	Raiders
Dolphins	Jim Druckenmiller	QB	
Eagles	Doug Pederson	QB	Browns
Falcons	Tony Graziani	QB	
	O.J. Santiago	TE	Cowboys
	Ken Oxendine	HB	
	Byron Hanspard	HB	
	Michael Booker	CB	Titans
Jaguars	Tavian Banks	HB	
Jets	Otis Smith	CB	Patriots
Panthers	Eric Metcalf	WR	
	Anthony Johnson	HB	
Patriots	Vincent Brisby	WR	Jets
Raiders	Kenny Shedd	WR	
Rams	Derek Loville	HB	
Seahawks	Glen Foley	QB	
Titans	Isaac Byrd	QB	Panthers

Free Agent Signings

Team	Player	Position
Panthers	Eric Swann*	DT
Patriots	Bruce Armstrong	T
Ravens	Sam Gash	FB
Titans	Carl Pickens	WR
Ravens	Ben Coates	TE
Panthers	Eugene Robinson	FS
Broncos	Terrell Buckley	CB
Chargers	Neil Smith	DE
Seahawks	Sean Dawkins	WR
Redskins	Andre Reed	WR
Raiders	William Thomas	OLB
49ers	Kevin Williams	WR
Buccaneers	Andre Hastings	WR
Raiders	Rodney Peete	QB
49ers	Anthony Pleasant	DE
Patriots	Cris Calloway	WR
Redskins	Tyrone Drakeford	CB
Chargers	Richard Harvey	OLB
Colts	Billy Joe Hobert	QB
Steelers	Courtney Hawkins	WR
Lions	Desmond Howard	WR
Colts	Abdul Kareem al-Jabbar	HB
Packers	Danny Wuerffel	QB
Falcons	Ron Rivers	HB
Bills	Alex Van Pelt	QB

(*—may require cutting some backups)

Injury Report

Here's a list of players who have suffered major injuries that have taken them out of the real-life NFL season; you may want to make some depth chart changes to remove them as starters on their respective teams:

Team	Player	Position
Cardinals	Andre Wadsworth	DT
	Rob Moore	WR
Chargers	Raylee Johnson	DT
Cowboys	Troy Aikman	QB
	Joey Galloway	WR
Jaguars	Fred Taylor	HB
	Leon Searcy	T
Lions	Mike Tomczak	QB
Redskins	Michael Westbrook	WR

Best Dennis Miller *Monday Night Football* joke so far:
"The Rams' offense is so good that they pick up yards when they take a knee."

Tournament Report

TIPS & TRICKS™

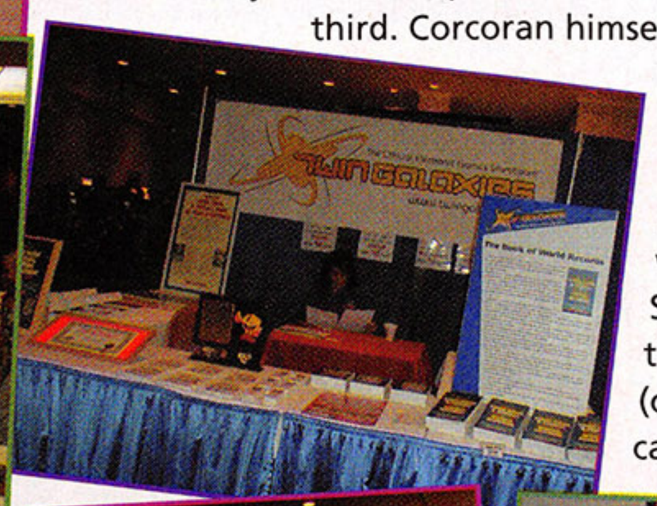
Tournament Report

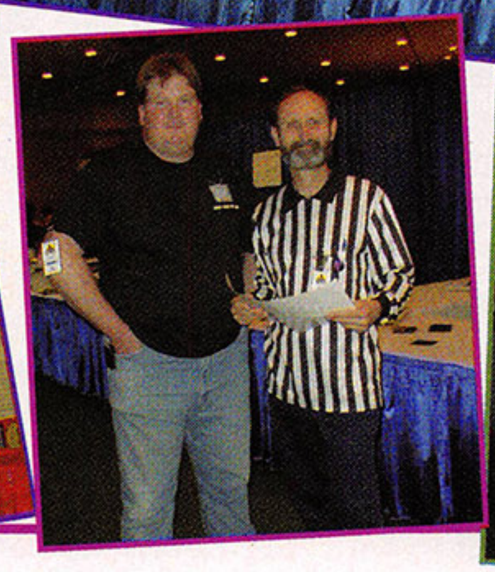
by Jason Wilson

Sponsored by The Official Electronic Games Scoreboard™ TWIN GALAXIES www.twingalaxies.com

This monthly column features on-the-spot coverage of arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *TIPS & TRICKS* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *TIPS & TRICKS Tournament Report,* c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

CLASSIC GAMING EXPO TOURNAMENT!





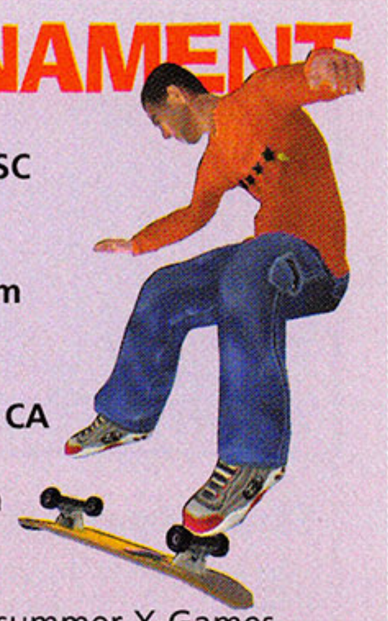
Collaborating with show promoters for the second year, Twin Galaxies offered a vintage video-game tournament on 11 different games during this year's Classic Gaming Expo, July 29 and 30 in Las Vegas, Nevada. 11 winners took home cash prizes and will have their scores logged in the official *Twin Galaxies Book of Records Second Edition*. The main attraction, with cash prizes of $100 to $300, was the ten-game Atari/Coleco Decathlon orchestrated by Ron Corcoran, the Twin Galaxies Worldwide Editor for Atari 2600 games at www.snipercade.com. Atari 2600 games included *Yars' Revenge*, *River Raid*, *Kaboom!*, *Berzerk* and *Asteroids*. ColecoVision titles included *Zaxxon*, *Mr. Do!*, *Donkey Kong*, *Lady Bug* and *Mousetrap*. Cash winners were Patrick Wyrick in first place, David Nelson from New Hampshire in second and Thomas Taylor in third. Corcoran himself placed first for high score. In addition, players competed for $50 cash prizes for the high score on arcade titles donated by Blast from the Past in Simi Valley, California. However, no one claimed the $5,000 prize that *Pac-Man/Donkey Kong* world record holder Billy Mitchell offered to anyone who could best the *Joust* world record. Our very own Ara Shirinian was the only newly-crowned world record holder of the show, finishing with an astounding 1,570,336 in *Toobin'* (only 7,000 points ahead of the second-place finisher!) The $50 cash winners included:

***Arabian*—85,100—Dave Taylor**
***Gyruss*—256,200—James Redding**
***Joust*—354,000—John Rhodes**
***Juno First*—1,248,080—Dwayne Richards**
***Mad Planets*—236,851—Jason Wilson**
***Reactor*—176,929—Brian Roney**
***Tempest*—209,672—Lee Hedrich**
***Toobin'*—1,570,336—Ara Shirinian**
***Vanguard*—144,600—Lee Hedrich**
***Zaxxon*—131,700—Lee Hedrich**
***Zoo Keeper*—934,570—Steve Thornock**

TONY HAWK'S PRO SKATER 2 TOURNAMENT

After competing for over two hours, 17-year-old Sean Fontenot of Los Alamitos, California scored 3,463,009 points and walked away with the grand prize and *Tony Hawk's Pro Skater 2* crown. The top 12 *Tony Hawk* players from around the world converged at Ruby Skye in San Francisco on the eve of the X-Games—August 17, 2000—to compete for the $10,000 *Tony Hawk's Pro Skater 2* Big Score Competition grand prize. The final rankings were as follows:

1. Sean Fontenot—Los Alamitos, CA
2. Benjamin Addair III—Surfside Beach, SC
3. Chris Cramer—Franklin, OH
4. Florian Preis—Nienburg, Germany
5. James Smith—Redcar, United Kingdom
6. Drew Cauthen—Carthage, MS
7. Thomas Rucker—Brentwood, NY
8. Hector Rodriguez—Rowland Heights, CA
9. Noe Valladolid—Long Beach, CA
10. Matthew Hand—Canberra, Australia
11. Bojan Jovanovic—Sycamore, IL
12. Oliver Meynard—Mornant, France

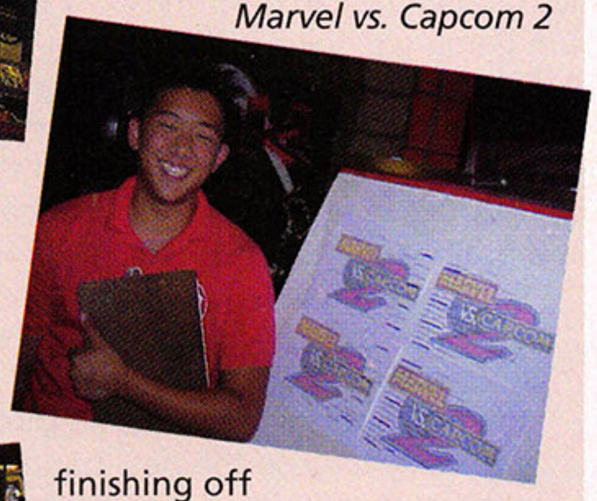


All 12 contestants received a trip to the summer X-Games where they competed for the grand prize and got to meet the man himself, Tony Hawk.

MARVEL VS. CAPCOM 2 CHAMPION CROWNED

Saturday August 26, 2000 was the day—and Southern Hills Golfland in Stanton, California was the site—for a rematch of the final of the *Marvel vs. Capcom 2* B4 National *Street Fighter* Championships!

25 players fought their way through the tournament, with the finals once again pitting Alex Valle against Duc Do, the undisputed U.S. *Marvel vs. Capcom 2* champion. Duc prevailed with his team of Spiral, Cyclops and Cable over Valle's Captain Commando, Dr. Doom and Strider. Tone Nguyen came close to finishing off both Valle and Do, taking them both to a deciding fifth game each match, but eventually had to settle for third place. Thanks to John Bailon of Southern Hills Golfland for holding another spectacular tournament!



NO HOLDZ BARRED V

The No Holdz Barred V competition, held July 30 in Philadelphia, Pennsylvania, featured *Street Fighter III: 3rd Strike* and *Tony Hawk's Pro Skater*, both for the Sega Dreamcast platform. Prizes were awarded to to the top two players in each game by the fine folks at Got ? Game. No player went empty-handed, as the participants were rewarded with free anime videos, various video game strategy guides and t-shirts! Here are the results:

Street Fighter III: 3rd Strike
1st Place: Julian Robinson (Alex, Urien, Q and Oro)—Philadelphia, PA
2nd Place: David Spence (Necro, Twelve)—Philadelphia, PA
3rd Place: Thanh Von (Ryu)—Philadelphia, PA
4th Place: Christopher James (Ryu)—Delaware City, DE

Tony Hawk's Pro Skater
1st Place: "Joltin'" Jeff Kocher—136,279 points
2nd Place: David Geral—134,265 points

TOURNAMENT CALENDAR

October 28-29, 2000
National Marvel vs. Capcom 2 Championship
Contact: Super Just Games
557 Waukegan Road
Northbrook, IL
(847) 559-8727
Tips & Tricks Magazine and Capcom's Super Just Games are proud to present the first National *Marvel vs. Capcom 2* Tournament, to be held October 28-29 in Northbrook, Illinois. Super Just Games has been the premier tournament site for many national gatherings since 1993, with hundreds of players traveling across the country each year to compete for a chance to win cash and prizes and find out if they can hang with the country's top players! Preliminary matches will be held on October 28 to determine the top 16 players who will play for the right to be crowned the National *Marvel vs. Capcom 2* Champion! There will be a $20 entrance fee, with those who choose to re-enter being charged an additional $10. Re-entry matches will determine the final qualifiers for Sunday's finals. Winners will receive cash prizes, subscriptions to *Tips & Tricks* Magazine and/or a Sega Dreamcast system and games! The tournament will begin at 12 PM on Saturday, October 28, with the finals taking place at 12 PM on Sunday, October 29.

November 17-19, 2000
Florida's Pro Night II
Contact: Billy Pitt
Orlando, FL
CHADOKADA@aol.com
Florida's finest players battle it out in a rematch of the original Pro Night, held in Miami back in 1994! Six years have passed since the all-night battles of *Mortal Kombat II* and *Street Fighter II: Hyper Fighting*. Now, the long-awaited rematch of pros will occur November 17-19 at Billy Pitt's House of Pros in Orlando. Pro Night II will feature the top fighting games ever released in the ultimate tournament atmosphere! Each participant will play every competitor three times in each game to ensure that the best player overall wins! There will be a $10 entry fee to enter the entire weekend; the top three players will receive cash, prizes and one year subscriptions to *Tips & Tricks* Magazine! The scheduled tournament games and platforms will be as follows:
ARCADE TITLES
- *Killer Instinct* (Sat.)
- *Mortal Kombat II* (Sat.)
- *Ultimate Mortal Kombat 3* (Sat.)
- *Street Fighter Alpha 2* (Sat./Sun.)
- *Street Fighter Alpha 3* (Sat./Sun.)
- *Super Street Fighter II Turbo* (Sat./Sun.)
- *Street Fighter II: Hyper Fighting* (Sat./Sun.)

CONSOLE TITLES
- *Marvel vs. Capcom 2* (Dreamcast, Sat./Sun.)
- *Street Fighter III: 3rd Strike* (Dreamcast, Sat./Sun.)

TENTATIVE TITLES
- *Tekken Tag Tournament* (PlayStation 2, Sat./Sun.)
- *Capcom vs. SNK* (Dreamcast, Sun.)

RECURRING TOURNAMENTS

Florida State *Street Fighter* Championships
Contact: Nelson Santamaria
Miami Lakes, FL
(305) 620-1418
NASRJD@aol.com
Upcoming Date: November 26, 2000
Street Fighter fans from all over Georgia and Florida are invited to the monthly Florida State *Street Fighter* Championships which started April 15 and continue monthly at various local arcades on the third Sunday of each month. Each tournament will consist of a single elimination, two-out-of-three match, three-out-of-five round *Street Fighter Alpha 3* tournament. A Florida rankings system will be in effect, with top players walking away with cash prizes!

***Marvel vs. Capcom 2* Tournaments**
Contact: Southern Hills Golfland
Stanton, CA
(714) 895-4550
Southern Hills Golfland, the site of various national video game tournaments, currently holds weekly tournaments on *Marvel vs. Capcom 2*, with cash and tokens awarded to the top three contenders.

MAY THE CUBE BE WITH YOU...

NINTENDO GAMECUBE

by Anatole Brown

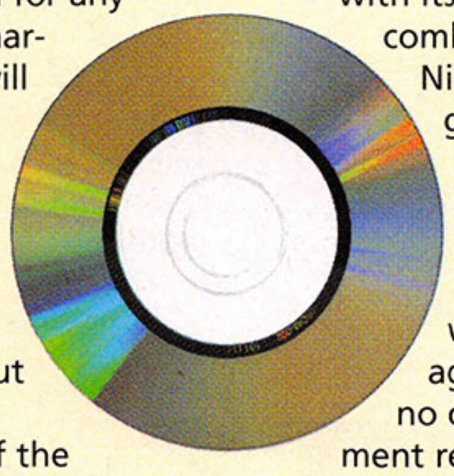
JAPAN REPORT!

Nintendo finally revealed its new game console at the annual Spaceworld show in Japan this past August. The new system is called NINTENDO GAMECUBE; it's scheduled to come out in Japan in July 2001 and October 2001 for the U.S. (exactly one year after the release of PlayStation 2). The GAMECUBE, as its name suggests, is shaped like a box and supports the mini-DVD format, making it Nintendo's first disc-based system since the Famicom Disc System add-on (which never came out in the U.S.). The mini-DVD will be an exclusive format for the GAMECUBE and will not be used for any other entertainment component on the market. A 128-bit system, the GAMECUBE will compete against consoles like Sega's Dreamcast and Sony's Playstation 2. The dimensions of the GAMECUBE are as follows: 5.9" (W) X 6.34" (H) X 4.3" (D). This means that the surface of the GAMECUBE is about an inch narrower than the surface of the Dreamcast and the height is about an inch taller than two Playstations stacked on top of each other. It's definitely a cute little bugger! Like the N64, the GAMECUBE has four controller ports. The new controller's double handles vaguely resemble the shape of the PlayStation Dual Shock controller and features a large **A** button along with the usual analog joystick and directional pad. The yellow **C** buttons found on the N64 controller have been replaced by a multi-directional **C** "knob". The **Z** trigger has been moved over to the right shoulder just in front of the **R** button. At first glance the controller looks extremely complicated, but Nintendo claims that this is the result of careful and detailed research for maximum gaming enjoyment. The GAMECUBE will have modem and broadband network capabilities, but how they will be used is still vague at this point. The N-CUBE, as some "hip" people have begun to call it, also has a gray handle on the back so it can be carried around like a handbag. There are two slots on the GAMECUBE for memory cards called Digicards which will enable players to save their games. The new Game Boy Advance will also be able to link up to the GAMECUBE through the controller port; you can even use the new handheld system as a controller with its own built-in monitor for entering secret button combinations or choosing plays in a sports game.

The first official NINTENDO GAMECUBE image!

The GAMECUBE Digicard looks a lot like a PlayStation Memory Card.

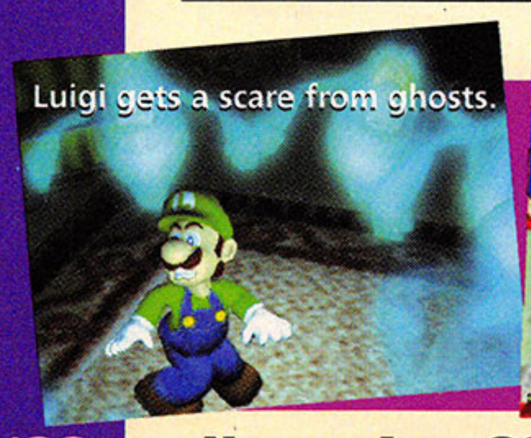
The 8cm mini-DVD disc holds 1.5GB of memory.

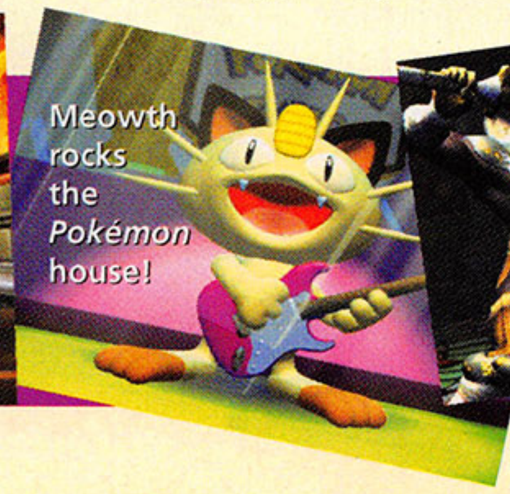


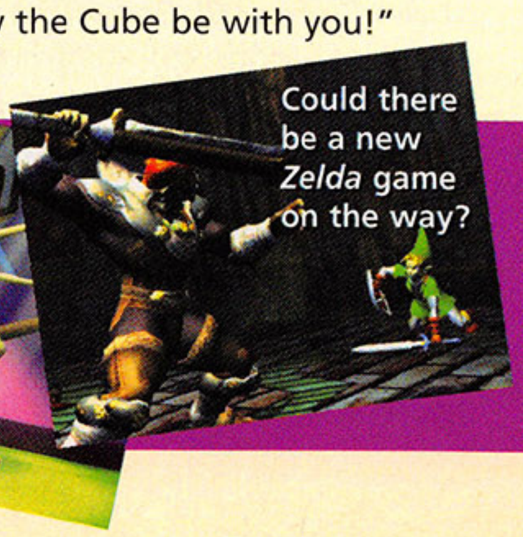
Nintendo stresses that the GAMECUBE is strictly a gaming machine and will not have distractions like a DVD player or Internet browsing tools, deliberately suggesting that Sony and Sega are on the wrong track. The big question obviously is the price when the system is released. Rumor has it that Nintendo will aim for a sub-$200 price range in the U.S., but again, these are only rumors. So far there has been no official announcement regarding software titles, but several graphic demos were shown to tease those attending Spaceworld 2000. To demonstrate the immense power of the GAMECUBE, Nintendo showed real-time footage of Link battling with Gannon, Luigi in a haunted mansion, Metroid running from little critters and Meowth rocking on the guitar. Shigeru Miyamoto, the creator of Nintendo's most prolific titles like *Super Mario* and the *Zelda* series, did a personal demonstration where hundreds of little animated Marios ran about fussing and screaming. In the demo, a faint logo reading "Super Mario 128" could be seen, suggesting that a new Mario is on the way. A new *Wave Race* title also seems to be a strong possibility as in-game footage was shown on the show floor following the hardware announcement. So there you have it, folks! With Nintendo's new console revealed along with Sony and Sega, we are officially in the next millennium of gaming. As Thomas Dolby says, "May the Cube be with you!"

The GAMECUBE looks as though it will be available in several different colors!

The Wavebird is a wireless controller unit and it's from Nintendo!





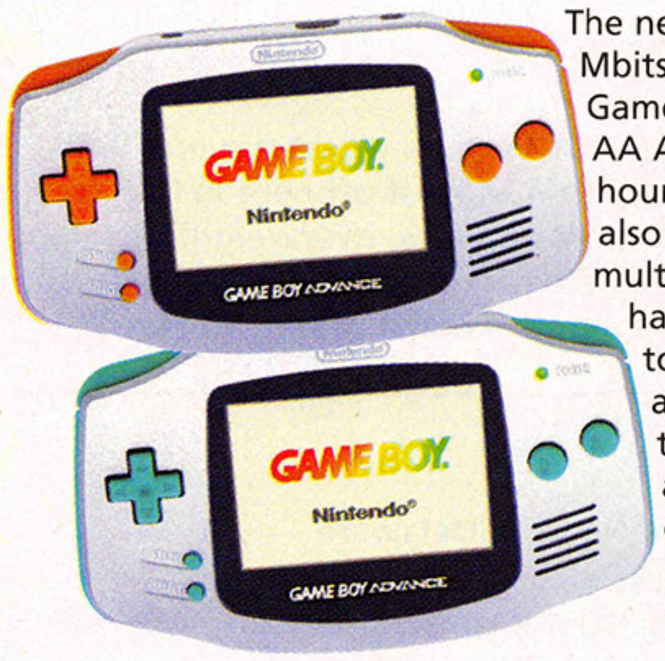


ADVANCE NOTICE

The Game Boy Advance was also revealed at Spaceworld 2000 along with several titles (see *Japan Report*, October). Release dates for the Game Boy Advance have been set: March 2001 in Japan and July 2001 in the U.S. When the system is released in Japan it will cost 9,800 yen (just under $100). The Game Boy Advance has a slightly larger screen than the Game Boy Color at 1.6 inches X 2.4 inches. It has a resolution of 240 X 160 dots and can display up to 32,000 colors.

GAME BOY ADVANCE™

The new Game Boy Advance cartridges will hold 256 Mbits of memory. It will also be able to play regular Game Boy and Game Boy Color cartridges as well. Two AA Alkaline batteries will last approximately 15 hours—just enough for an overseas flight! You can also connect up to four Game Boy Advances for multiplayer capabilities. The Game Boy Advance has the standard **START**, **SELECT**, **A** and **B** buttons found on the Game Boy, but new **L** and **R** buttons have also been added to enhance gameplay. We can already smell what the Big-N is cookin', and we want it now!

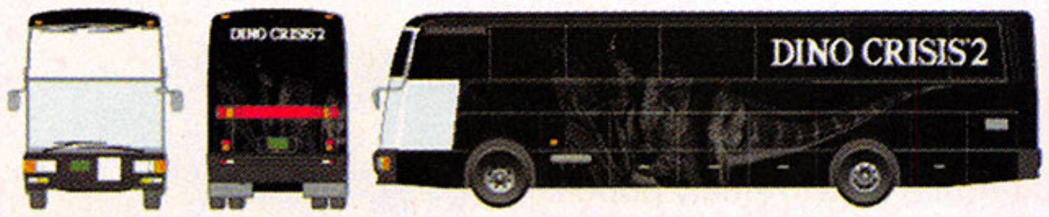


Blue and Orange seem to be the choice at this point.

They will connect to the GAMECUBE through the controller ports.

GET ON THE DINO BUS

In order to promote the recent release of Capcom's *Dino Crisis 2* in Japan, several public transportation buses in Tokyo are donning a giant T-Rex design. *Dino Crisis 2* has a little more of an arcade feel compared to the first *Dino Crisis*, which was more of a *Resident Evil*-style game. With some massive promotional support for the game, Capcom hopes that it will appeal to a wider audience.

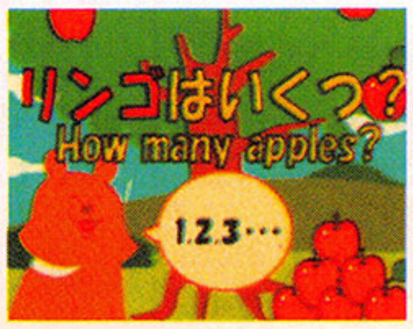


Wonderful Colors

Not to be intimidated by Nintendo's recent Game Boy Advance announcement, Bandai is planning to release a color version of its handheld game system, the WonderSwan, in December in Japan. The WonderSwan Color can display up to 241 colors at once and will be a little bigger than the current monochrome WonderSwan. It will also support a USB cable connection, allowing it to connect to most PCs and even the PlayStation 2. Several colors will be available at its launch: Crystal Blue, Crystal Black, Crystal Orange, Pearl Blue and Pearl Pink. An astonishing 32 game titles are currently planned for its release, including *Final Fantasy*, *Gunpey EX* and *Digimon Adventure*, to name a few. A color version of the WonderSwan bodes well for a possible U.S. release, but the recent failure of SNK's NeoGeo Pocket over here could also be discouraging. We can only wait and see.

IT'S FOR KIDS!

Bandai released a special PlayStation controller for little kids called KidsStation. The controller is meant to be placed on the floor and it has four giant buttons: △, ○, ✕ and □. There is no directional pad at all! Bandai and Banpresto will release several learning games for children on the PlayStation over the next several months that will teach children basic math, verbal and everyday skills. We just want the giant controller...but we can't think of any game besides the learning titles that uses only those four buttons. Can you?



Natural Controllers

Sega just released new assortment of colors for its Dreamcast controllers and accompanying VMUs in Japan. They are exclusive only to Sega's online stores so you won't find them in regular retail outlets. The new colors are sort of an ode to nature: Wood, Leopard Skin and Marble.

Hard Core

RAVENS' NEST

by Pat Reynolds

Hard Core is a special section of _Tips & Tricks_ where we showcase some of the best custom Core designs created by you, our readers, in Agetec's _Armored Core_ series of games for the PlayStation. If you're an _Armored Core_ fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

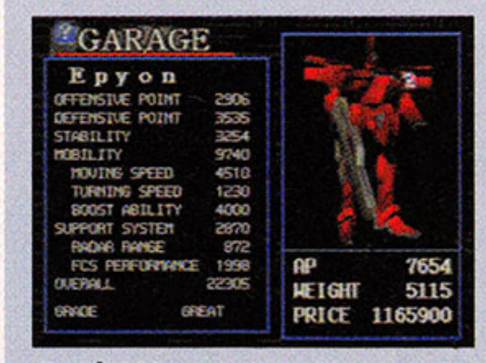
Tips & Tricks Armored Core Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of _Tips & Tricks_. As always, overweight or otherwise illegal Core designs get tossed in the trash. Let's get on to this month's batch of new Cores!

Featured Core Design:

Epyon

Designed by Christopher Pantano of Rockland, Maine



Parts
Head: HD-12-RADAR
Core: XXA-SO
Arms: AN-25
Legs: LN-501
Generator: GBG-XR
FCS: RATOR
Boosters: B-PT000
Back Weapon L: None
Back Weapon R: None
Arm Weapon L: LS-99-MOONLIGHT Laser Blade
Arm Weapon R: WG-AR1000
Option Parts: SP-SAP, SP-CND-K, SP-S/SCR, SP-E/SC, SP-EH, SP-E+, SP-Detq, SP-ABS/Re

Color Scheme: **General**
Base: Red: 30, Green: 00, Blue: 00
Optional: Red: 38, Green: 00, Blue: 00
Detail: Red: 28, Green: 28, Blue: 28
Joint: Red: 00, Green: 00, Blue: 01

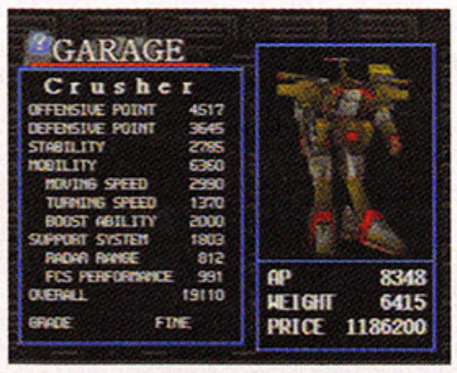
Grade: GREAT

Performance
Armor Points: 7654
Weight: 5115
Price: 1,165,900

Christopher offers up the second Core design based on a mobile suit from the popular _Gundam Wing_ series. I happen to have a model of the Epyon Gundam standing atop the video monitor in my office, and it was fun to compare it with Christopher's _Armored Core_ version on the screen. He's done a passable job with the coloring, even getting some of the little details like the trim around the base of the feet and on the chest as closely as possible. My Epyon model brandishes a wicked beam saber, and what other weapon in the _AC_ world comes closer to those mighty blades than the Moonlight? But I digress. As a Core, Epyon is all about speed. Lightly armored but blazingly fast, the battle plan here is to boost around and above your opponent while pouring machine gun fire into his Core. The 1,000 round clip gives you plenty of ammo to fire and forget…and if there's anything left standing when it runs out, it's not too much of a problem with this speed devil to get in close and hack away with the Moonlight. Against slow, powerful Cores, Epyon has a distinct advantage as long as you make good use of the circle strafe technique and keep moving. This Core rules in arenas where there is a lot of cover; getting away from missiles is usually no problem unless you're caught in the open with no cover around. Another fast Core armed with a laser rifle is Epyon's most evenly-matched opponent.

Crusher

Designed by Joshua McDowell of Newark, Delaware

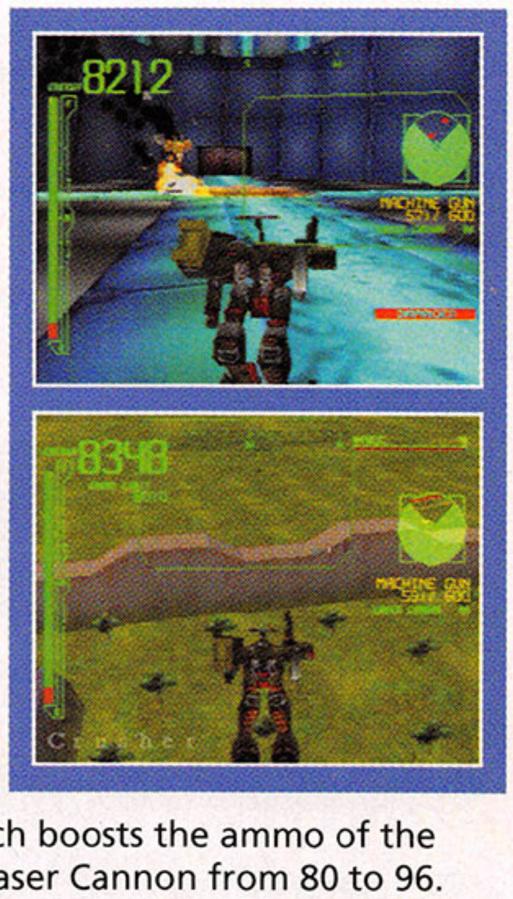


Parts
Head: HD-6-RADAR
Core: XXA-S0
Arms: AN-25
Legs: LBKS-2B45A
Generator: GBG-10000
Generator: GBG-XR
FCS: FBMB-18X
Boosters: B-VR-33
Back Weapon L: M118-TD Magazine
Back Weapon R: WC-01QL Laser Cannon
Arm Weapon L: LS-99-MOONLIGHT
Arm Weapon R: WG-MG500/E
Option Parts: All except SP-ABS, SP-SAP, SP-M/AUTO, and SP-MAW

Color Scheme: **General**
Red: 16, Green: 16, Blue: 00

Grade: FINE

Performance
Armor Points: 8348
Weight: 6415
Price: 1,186,200



For a reverse-joint leg type Core, Crusher can move at a decent clip and put up a good fight against almost any enemy. The energy machine gun is always a versatile weapon, with a good rate of fire and speed to target. The Moonlight Laser Blade is, as ever, the best choice of left-hand weapon in the game. And as always, the WC-01QL Laser Cannon is an extremely popular back weapon, for its heavy damage and ability to immobilize opponents as you continue to pummel their stunned Cores. Joshua has opted for the magazine part to round out his selection, which boosts the ammo of the machine gun from 500 to 600, and the Laser Cannon from 80 to 96. This is a wise move, since machine guns tend to burn through ammunition at a rapid rate. In my test battles with Crusher, it held up admirably against a wide variety of Cores.

VAMPIRE HUNTER D

SWEEPSTAKES

What better way to celebrate the release of Jaleco's new PlayStation action/adventure game *Vampire Hunter D* than with a sweepstakes? (Get it? Vampires? Stakes?) Oh, never mind; let's just take a look at those prizes!

PRIZES

(1) Grand Prize Winner will receive a library of Jaleco games for the PlayStation®, including *Vampire Hunter D*, *K-1 Grand Prix* and *Vanark*, a *Vampire Hunter D* poster, a DVD of the *Vampire Hunter D* anime and a one-year subscription to *TIPS & TRICKS* magazine

(5) First Prize Winners will receive a library of Jaleco games for the PlayStation, including *Vampire Hunter D*, *K-1 Grand Prix* and *Vanark*

(10) Second Prize Winners will receive a copy of *Vampire Hunter D* for the PlayStation

To Enter:

Send a postcard (no envelopes please) with your name, address, city, state, zip code telephone number and email address (if applicable) to:

TIPS & TRICKS Vampire Hunter D SweepSTAKEs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

TIPS & TRICKS Vampire Hunter D SweepSTAKEs OFFICIAL SWEEPSTAKES RULES

1. NO PURCHASE NECESSARY.
2. ELIGIBILITY: Open only to legal residents of the U.S. (except residents of the states/commonwealth listed below) over 12 years of age, except employees or agents of Sponsor, its parent company, subsidiaries, divisions, affiliates, advertising agencies and members of the immediate families of each. Sweepstakes is valid only in the U.S. and void in Florida, New York, Rhode Island, Puerto Rico and wherever else prohibited by law.
3. TO ENTER: Send a postcard (no envelopes, please) with your name, address, city, state, zip code, telephone number and e-mail address (if applicable) and mail it to: *TIPS & TRICKS Vampire Hunter D* SweepSTAKEs, 8484 Wilshire Blvd., Suite 900, Beverly Hills, 90211. Each entry must be mailed separately and be postmarked no later than 1/4/01 and received by 1/11/01. Limit one entry per day. No copies of entry forms or any other materials, facsimiles, or mechanical reproductions will be accepted. Sponsor assumes no responsibility for lost, late, incomplete, misdirected, illegible or postage due entries. All entries received become the exclusive property of the Sponsor and will not be returned by the Sponsor.
4. PRIZES/JUDGING: (1) Grand Prize Winner will receive a copy of *Vampire Hunter D* for the PlayStation® game console, a *Vampire Hunter D* poster (autographed by the game's developer), a DVD of the *Vampire Hunter D* anime and a one-year subscription to *TIPS & TRICKS* magazine (estimated retail value $245). (5) First Prize Winners will receive a library of Jaleco games for the PlayStation, including *Vampire Hunter D*, *K-1 Grand Prix* and *Vanark* (estimated retail value $150). (10) Second Prize Winners will receive a copy of *Vampire Hunter D* for the PlayStation (estimated retail value $50). Odds of winning depend upon the number of valid entries received. Winners will be selected in a random drawing on or about 1/18/01 from among all valid entries received. All prizes will be awarded and winners will be notified by either e-mail, telephone or U.S. mail. Allow 6-8 weeks for delivery of prize.
5. PRIZE RESTRICTIONS: Limit one (1) prize per individual or household. Prizes are non-transferable; no substitutions are allowed except by Sponsor due to unavailability, in which case prize substitutions will be of equal or greater value. If the Grand Prize is won by a minor, it will be awarded in the name of the parent/legal guardian. Prize winners (or parent/legal guardian of minor winner) may be required to sign an affidavit of eligibility/release within seven (7) days of notification attempt. Failure to return the affidavit in the time noted will result in disqualification of the entry and an alternate winner will be selected. Neither the Sponsor nor its affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that winners might incur as a result of this sweepstakes or receipt of prize. Entrants agree to be bound by these rules and consent to Sponsor's use of their entries, names and/or photographs for Sponsor's advertising or publicity purposes without further consideration, except where prohibited by law. Entrants release Sponsor, its employees, directors, officers, agents, parent company, subsidiary and affiliated companies, and each of their licensees, advertising and promotional agencies from any and all claims or liability in connection with their participation in this promotion or the acceptance or use of any prize.
6. SPONSOR: Jaleco USA Inc., Wheeling, IL 60090.

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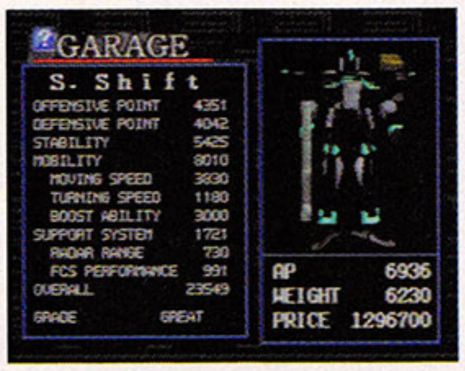
JALECO
www.jaleco.com

TIPS & TRICKS™

RAVENS' NEST

Shape Shifter

Designed by Christopher Windle of Machesney Park, Illinois



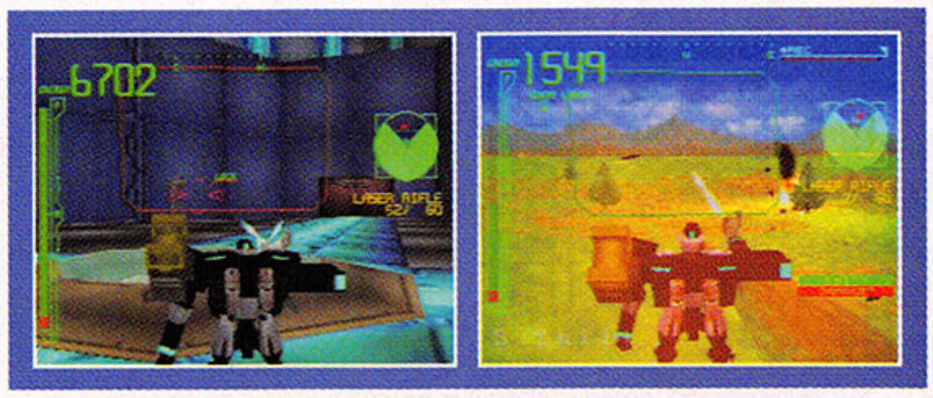
Parts
Head: HD-HELM
Core: XXA-SO
Arms: AN-K1
Legs: LN-2KZ-SP
Generator: GBG-XR
FCS: FBMB-18X
Boosters: B-VR-33
Back Weapon L: M118-TD
Back Weapon R: None
Arm Weapon L: LS-99-MOONLIGHT Laser Blade
Arm Weapon R: WG-1-KARASAW
Option Parts: SP-SAP, SP-CND-K, SP-S/SCR, SP-E/SC, SP-EH, SP-E+, SP-Detq, SP-ABS/Re

Grade: GREAT

Color Scheme: General
Base: Red: 00, Green: 00, Blue: 00
Optional: Red: 39, Green: 39, Blue: 41
Detail: Red: 00, Green: 64, Blue: 64
Joint: Red: 08, Green: 08, Blue: 08

Performance
Armor Points: 6936
Weight: 6230
Price: 1,296,700

Here's another speedy Core, accompanied by the two most powerful all-around weapons in the game, the Karasawa Laser Rifle and the Moonlight Laser Blade. Christopher has thrown in a magazine to boost the Karasawa's somewhat limited ammo amount from 50 to 60. Seriously, though, if it takes more than 50 shots from the 'Sawa to finish an opponent, you need to practice your aiming techniques...a lot. The only flaw in this Core is its low, low Armor Points. If you don't finish the opponent fast, you won't last very long, but then again, the Karasawa is perhaps the best weapon is the game for shaving another Core's Armor from full to nothing in a matter of seconds. Against a slow-moving Core, Shape Shifter is practically unbeatable. Another speedy Core like Epyon, though, could give Shape Shifter a real fight.



Armored Core 2 Designs

To celebrate the arrival of *Armored Core 2* for the PlayStation 2, I've put together a couple of Cores with the new game to give you a taste of what's in store. I've got one "old school" Core and one that takes advantage of some of the cooler new stuff in the game. Enjoy!

Zipper MkIV

Designed by Pat Reynolds

Parts
Head: EHD-WACS
Core: ZCL-XA/2
Arms: ZAN-303/S
Legs: ELN-STVM
Booster: ZBT-Z1/ARTERE
FCS: DOX-ELENA
Generator: HOY-B1000
Radiator: RBG-CLX5000
Inside: INW-DEC-MQ2
Extension: ZEX-AL/REX
Back Weapon L: None
Back Weapon R: None
Arm Weapon R: KARASAWA-MK2
Arm Weapon L: LS-MOONLIGHT
Option Parts: SP-S/SCR, SP-ENE-SCR, SP-BCNDR, SP-BE++, SP-BF5/LOSP, SP-ENE-ACC, SP-E/SAVER

Color Scheme: Head
Base: Red: 200, Green: 0, Blue: 21
Aid: Red: 200, Green: 200, Blue: 200
Optional: Red: 200, Green: 200, Blue: 0
Detail: Red: 0, Green: 200, Blue: 0
Joint: Red: 0, Green: 0, Blue: 0

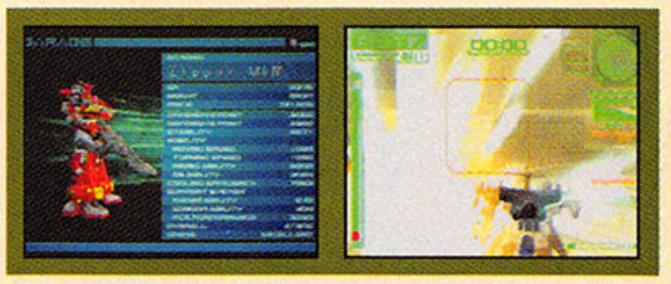
Color Scheme: Core
Base: Red: 126, Green: 19, Blue: 0
Aid: Red: 200, Green: 200, Blue: 34
Optional: Red: 200, Green: 200, Blue: 200
Detail: Red: 0, Green: 200, Blue: 0
Joint: Red: 62, Green: 39, Blue: 59

Color Scheme: Arms
Base: Red: 141, Green: 41, Blue: 0
Aid: Red: 200, Green: 200, Blue: 200
Optional: Red: 0, Green: 200, Blue: 0
Detail: Red: 200, Green: 200, Blue: 0
Joint: Red: 34, Green: 35, Blue: 0

Color Scheme: Legs
Base: Red: 117, Green: 20, Blue: 0
Aid: Red: 200, Green: 200, Blue: 200
Optional: Red: 200, Green: 200, Blue: 00
Detail: Red: 0, Green: 200, Blue: 0
Joint: Red: 41, Green: 37, Blue: 36

Performance
Armor Points: 8276
Weight: 8827
Price: 731,400

Grade: EXCELLENT



Because *Armored Core 2* contains virtual carbon copies of some of my favorite parts from the original series, like the HD-06-RADAR head, Karasawa Laser Rifle and Moonlight Laser Blade, I thought it's be fun to "port" over my old standby Core, Zipper, using the closest equivalent *AC 2* parts. This was relatively easy, since the EHD-WACS head unit looks exactly like the old RADAR head...and the Karasawa and Moonlight are in the game! Zipper had to be slowed down some due to the stricter weight restrictions in the new game; it's sporting heavier legs to compensate for the bulky Karasawa and the best internal gear money could buy. I noticed that the Karasawa seems to have been slowed down an awful lot, to the point where the slow-moving drones in the AC Test arena were outrunning its blasts. It didn't prove to be a problem in the missions, but I miss the old rapid-fire model. I also played around with the custom coloring utility, which allows you to color five areas of each major body part on your Core. This makes for some radical designs, as evident in Zipper's sporty new red, yellow, white and green look.

Bean

Designed by Pat Reynolds

Parts
Head: EHD-GARD
Core: ZCH-GR/I
Arms: ZAN-707/E
Legs: ELC-DISI
Booster: N/A
FCS: LODD-BLAZER
Generator: HOY-B1000
Radiator: RPS-MER/A3
Inside: INW-BD-X22
Extension: BEX-BD150
Back Weapon L: EWX-GCN77-4 Double Chain Gun
Back Weapon R: EWX-GCN77-4
Arm Weapon R: EWG-BZ-B1100 Bazooka
Arm Weapon L: ZES-99/MIRROR
Option Parts: SP-S/SCR, SP-ENE-SCR, SP-BE++, SP-ENE-ACC

Color Scheme: Head
Base: Red: 200, Green: 0, Blue: 21
Aid: Red: 200, Green: 200, Blue: 200
Optional: Red: 200, Green: 200, Blue: 0
Detail: Red: 0, Green: 200, Blue: 0
Joint: Red: 0, Green: 0, Blue: 0

Color Scheme: Core
Base: Red: 50, Green: 0, Blue: 100
Aid: Red: 100, Green: 100, Blue: 200
Optional: Red: 200, Green: 0, Blue: 200
Detail: Red: 200, Green: 0, Blue: 0
Joint: Red: 0, Green: 1, Blue: 200

Color Scheme: Arms
Base: Red: 50, Green: 0, Blue: 100
Aid: Red: 200, Green: 70, Blue: 200
Optional: Red: 200, Green: 200, Blue: 200
Detail: Red: 200, Green: 0, Blue: 0
Joint: Red: 41, Green: 41, Blue: 41

Color Scheme: Legs
Base: Red: 50, Green: 20, Blue: 100
Aid: Red: 200, Green: 75, Blue: 200
Optional: Red: 200, Green: 200, Blue: 00
Detail: Red: 200, Green: 0, Blue: 0
Joint: Red: 64, Green: 64, Blue: 64

Performance
Armor Points: 9524
Weight: 11102
Price: 573,200

Grade: EXCELLENT

Bean is a power Core, a style that is made even more fun by the wide variety of powerful dual back-mounted weapons in *AC 2*. There are dual plasma cannons, chain guns, several different types of missile launchers and even an orbital weapons platform! I've chosen a powerful Bazooka for Bean's arm weapon and back-mounted dual Chain Guns. Rather than equipping a Laser Blade, I opted for one of the new Energy Shields, because Bean is just too big and slow to be efficient with a melee weapon. The shield allows Bean to deflect some of the damage done to it, making this high-AC Core even more formidable—especially since both of its weapons are solid ammo types, so the shield is the only draw on energy reserves when on the ground. Playing from the ground is the way to go with Bean, since flying is a huge stress on energy levels. The strategy with a Core like this is to get the enemy in your sights and keep him there as you alternate bursts of Chain Gun fire with devastating Bazooka rounds. Turn on the E-Shield whenever the opponent sends fire your way.

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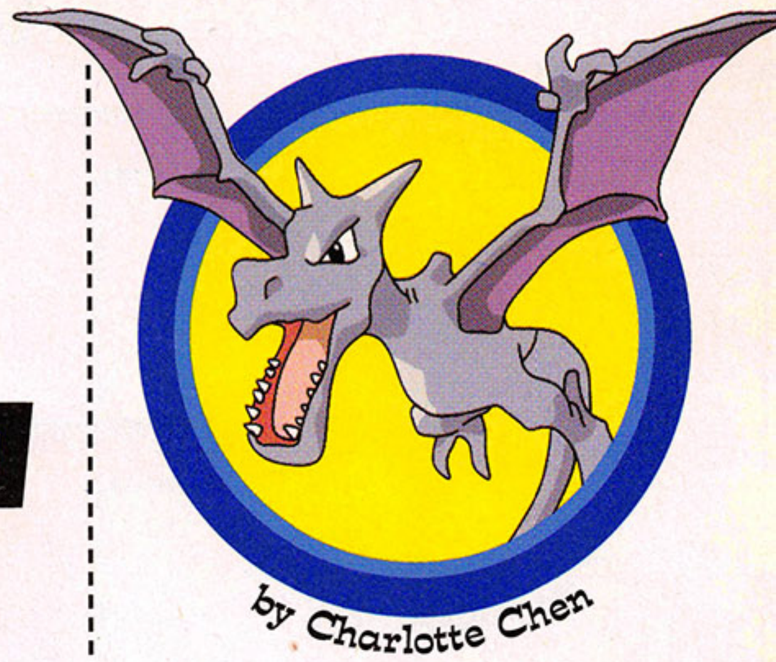
Pokémon Report



by Charlotte Chen

POKÉMON AT SPACE WORLD

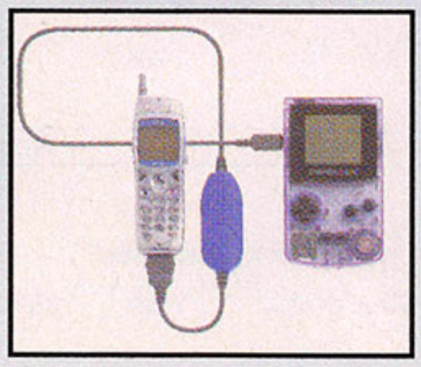
Serebii Giveaway

The world's rarest Pokémon, Serebii (sometimes spelled Seleby), made its first authentic appearance at Nintendo's annual Space World expo, which was held in Japan from August 25 to 27. This was the real thing: the first public trading of Pokédex entry number 251 without the use of the Game Shark or other unnatural tampering. Kids who mailed in postcards requesting Serebii prior to the show were given Serebii present tickets, redeemable at Serebii present machines scattered throughout the show floor. Using these machines, Pokéfans were able to plug in their *Pokémon Gold* or *Silver* cartridges and download Serebii directly. An interesting side note to the story is that each Serebii came pre-named, with one of two appellations: "Space" or "World." When Mew was given away, only one name was given: "Makuhari," in honor of the convention hall hosting the event.

Meowth Party

The main event at Space World was the unveiling of Nintendo's next-generation game consoles, the Game Cube and the Game Boy Advance. Oh, Nintendo 64, we hardly knew ye. Being the big teases they are, the folks at Nintendo cobbled together a mouth-watering display of images starring stupendously popular franchise characters including Mario, Luigi, Link, Samus and Meowth...then proceeded to add disclaimers stating that all graphics are meant merely to demonstrate what the Game Cube *might* be capable of, *if* they ever made games featuring these characters, and that the images themselves weren't from actual games, and if any of the pictures *were* from games they weren't talking, no sirree bob. After listening to too much of this double talk, you will begin to doubt your very existence, so just accept the picturesque "Meowth Party" images for the eye candy they are and ponder the mysteries of how Meowth plays the guitar without an opposable thumb.

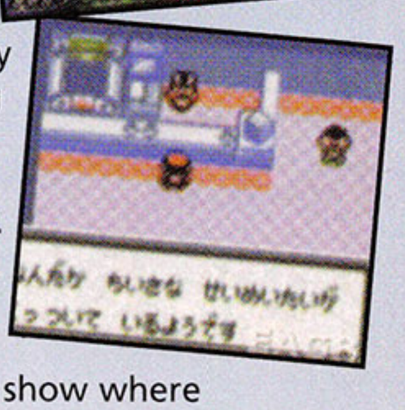
Pokémon Crystal

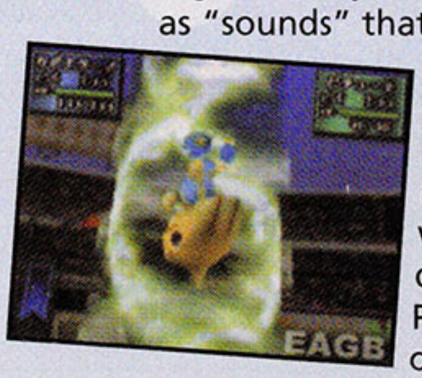


The most surprising Pokémon announcement at Space World was *Pokémon Crystal,* a new Pokémon game that will be used in conjunction with Nintendo's Mobile Adapter GB. The general consensus seems to be that *Pokémon Crystal* is the true name of the previously-rumored *Pokémon X* project and will use Nintendo's Mobile Adapter to connect Game Boys to cellular phones. It will most likely serve as a companion piece, rather than a true sequel, to *Pokémon Gold* and *Silver.* The Japanese release date for both the game and the adapter is December 14, 2000.

Pocket Monster Stadium Gold, Silver, Crystal

Pocket Monster Stadium Gold, Silver, Crystal (hopefully a name change is imminent), the follow-up to *Pocket Monster Stadium 2* (*Pokémon Stadium* in the U.S.), was also shown at Space World. The new Nintendo 64 game integrates all 251 Pokémon into the tournaments and will be compatible with all known versions of *Pokémon*, including the newest Pokémon game on the horizon, *Pokémon Crystal.* New mini-games and gameplay modes have been added—and with the inclusion of Factor 5 speech compression, we hope and pray that the announcer from *Pocket Monster Stadium 2* will add at least a sixth full-length sentence to his range of discourse...and that improvements in sound quality will help the Pokémon belt out war cries instead of feebly reiterating the tinny noises posing as "sounds" that emanate from the Game Boy. Exhibition matches were held during the show where Pokémon trainers used their own Pokémon from whichever cartridge they preferred (*Red, Green, Blue, Yellow, Gold, Silver, Puce, Sage, Pinstripes With Yellow Polka-Dots*...) but eventually all succumbed to the masterful tactics of Miran Fujita, a 20+ woman who also won the first annual Pokémon league tournament, stating that the key to her success was using poison. Hopefully she is referring to the game, although some of her competitors did have glazed looks in their eyes...





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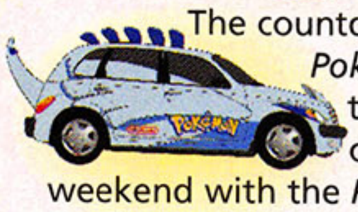
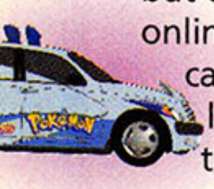
Pokémon Gold and Silver ADVENTURE TOUR



The countdown to the October 15 release of *Pokémon Gold* and *Silver* in the U.S. (yes, the date was pushed up one day) kicked off on Labor Day weekend with the *Pokémon Gold and Silver Adventure Tour*, a 30-city cross-country tour entailing Nintendo employees careening across America in Chrysler PT Cruisers souped up to look like Lugia. In addition to a chance to play English versions of *Pokémon Gold* and *Silver,* kids in targeted cities will also get a hands-on demonstration of the voice-recognition virtual pet extravaganza *Hey You, Pikachu!* and the pokéfied *Tetris Attack*-type puzzler *Pokémon Puzzle League*, both for the Nintendo 64. The tour's current schedule is posted on www.pokemon.com, but everything is not set in stone. It's possible to vote online for which cities you want the Lugia caravan to arrive at next, so hope is not lost for any unlucky kids living out in the boondocks.



Pokémon 2000 WORLD CHAMPIONSHIP

Eight countries—Australia, Belgium, France, Germany, the Netherlands, Spain, the United Kingdom and the United States—will each select one champion to compete for bragging rights during the Pokémon 2000 World Championship to be held in Sydney Australia, from September 20 to 22. Representing the United States will be Ian Garvey, of New Hope, Pennsylvania. The event will take place in Sydney University's "Pokémon Park," which is also hosting a festive 22-day Pokémon party beginning on September 12, featuring a live Team Rocket show, trading card tournaments, video-game mayhem, Pokémon disco and glimpses of first-edition Pokémon merchandise. There's also this other thing going on down under called the Olympics, but I don't think the *Pokémon Stadium* tournaments will be part of the proceedings.

The pride of New Hope, Pennsylvania: American Pokémon champion Ian Garvey.

PIKACHU VIRUS!

If you thought all Pikachu knew was "Quick Attack" and "Thundershock" be prepared for a surprise. Pikachu's heretofore unsuspected technical skills are now glaringly evident with the spread in the U.S. of the Pikachu virus. The infection propagates via e-mail with the title "Pikachu Pokémon" and "Pikachu is your friend" in the body of the message. An animated picture of Pikachu is attached to this innocuous message that instantly corrupts your machine when executed and e-mails itself to everyone in your address book. According to reports, Pikachu destroys all the files in your Windows and System directories, forcing you to reinstall the Microsoft operating system from scratch (which you probably need to do five times a year anyway, so who cares?) and also face the hard, cold fact that maybe Pikachu is NOT your friend. Merely delete the file should it come your way and never open attachments connected to unsolicited e-mail.

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Pokémon Report

Wizards of the Coast Trading Cards

Ancient Mew

Recipients of the Ancient Mew promo card given away during the first week of *Pokémon the Movie 2000: The Power of One* can use it during regular play, as long as it is kept in an opaque cardsleeve. Using the clues posted on www.pokemon.com, it's possible to decipher the arcane symbols. Here are the clues, and their answers:

1. Clue: To find out the secret name of Ancient Mew's attack, first write down the first five letters of Mewtwo's PC attack from Base Set Two. Next, write down the first letter of Charmander's biggest attack from Base Set Two. Put them together and you'll know the name of Ancient Mew's attack!
Answer: [Psych]ic + [E]mber = Psyche

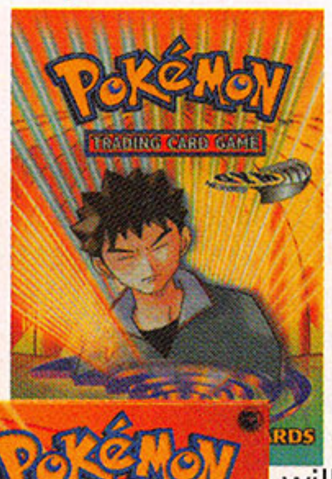
2. Clue: To discover how many Hit Points Ancient Mew has, look at Diglett's Mud Slap attack from Base Set Two.
Answer: 30 HP.

3. Clue: To find out how much damage Ancient Mew's attack does, first write down how much damage is inflicted by Machop's Low Kick from Base Set Two. Next, write down how much damage is inflicted by Hitmonchan's Jab from Base Set Two. Add these two numbers together and you'll know how much damage is caused by Ancient Mew's attack.
Answer: 20 + 20 = 40

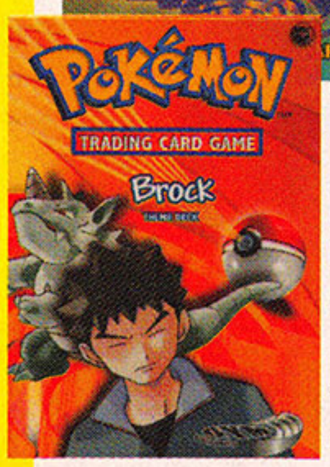
4. Clue: If you study your Ancient Mew card, you'll notice that Ancient Mew's Retreat Cost is hidden in an unlikely place. If you're having trouble finding its Retreat Cost, look at Clefable's Retreat Cost from Base Set Two. The Retreat Cost is the same for both of these Pokémon!
Answer: 2 Energy

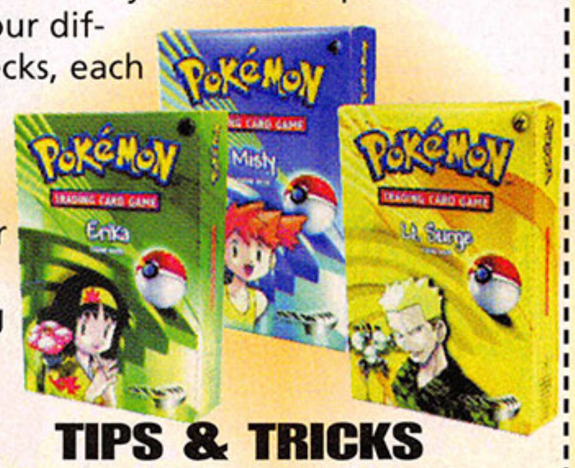
5. Clue: If you look carefully at your Ancient Mew card, you'll notice that Ancient Mew's attack cost is in ancient Psychic symbols.
Answer: 2 Psychic Energy

Gym Heroes



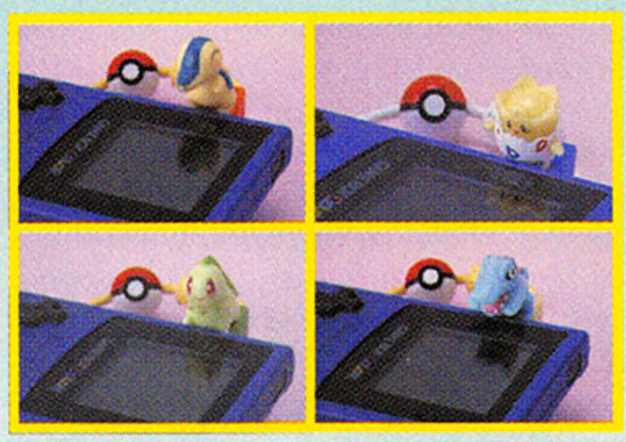
The latest and largest expansion to the *Pokémon Trading Card Game* is *Gym Heroes*, released on August 14. There are 132 new game cards, including 19 holographic rares and new card designs with an image of a Gym Leader's face on the front. Featured Gym Leaders are Misty, Brock, Lt. Surge and Erika, whose respective specializations are Water, Rock, Electric and Grass Pokémon and have all made appearances on the *Pokémon* cartoon show. The Gym Heroes expansion will be sold in four different theme decks, each consisting of 60 cards, one rare, holofoil card, a rule book, paper counters, game coin and trading card list.





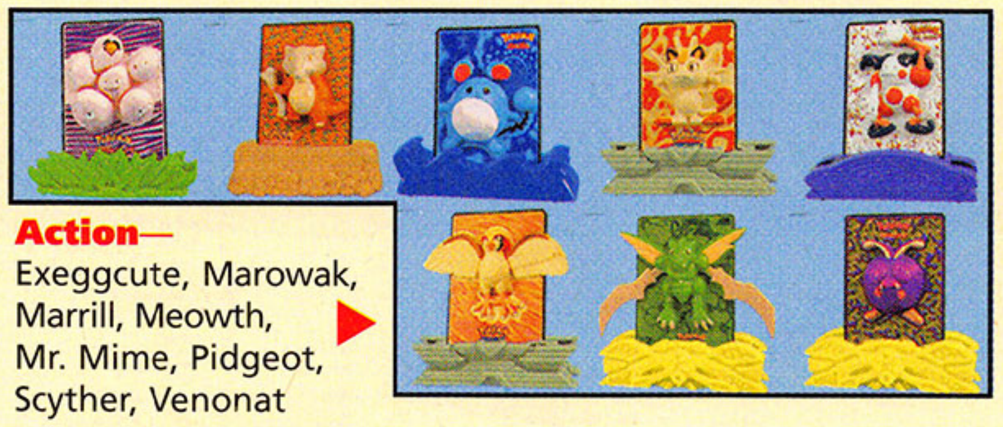
Novelty Link Cables

Kemco's novelty Link Cables include the Pikachu Link Cable, the Togepi Link Cable and add-ons in the form of *Pokémon Gold* and *Silver* starters Totodile, Chikorita and Cyndaquil. The Pikachu Link Cable comes with a detachable plastic facsimile of the omnipresent rodent and a miniature Poké Ball that slides along the length of the cable. Kemco's Link Cables are compatible only with the Game Boy Color and Game Boy Pocket systems; the connector is too small for the original Game Boy port. Although Pikachu's electrifying presence on the Link Cable doesn't actually make the connection more powerful, it makes a biting fashion statement in the high-tech world of Game Boy accessorizing that ranks right up there with other Game Boy goodies like the Worm Light, Song Boy, Boom Box Boy, Sewing Boy, Missile-Guidance System Boy, etc.

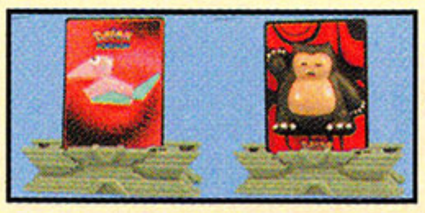


Burger King Pokémon Power Cards

Burger King's second Pokémon promotion ran from July 15 to August 21, to commemorate the second coming of Pokémon on the silver screen. Pokémon Power Cards were included in every Kid's Meal and Big Kid's Meal; large plastic cards picturing a Pokémon raised in relief. Pokémon Power Cards can be displayed on a base and execute one of five functions.



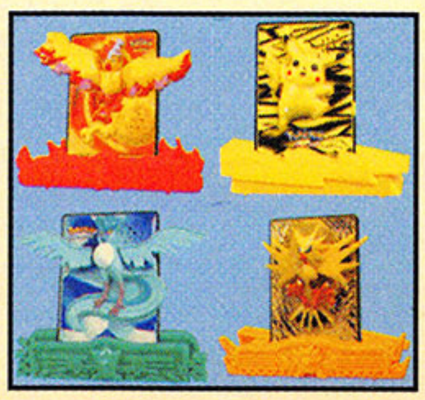
Action—
Exeggcute, Marowak, Marrill, Meowth, Mr. Mime, Pidgeot, Scyther, Venonat



Glow-in-the-Dark—
Porygon, Snorlax

Light-Up—
Bulbasaur, Charmander, Elekid, Jigglypuff, Lugia, Togepi

Squirting—
Golduck, Kingler, Lapras, Squirtle



Talking—
Articuno, Moltres, Pikachu, Zapdos

COOL ZONE

Is there anything cooler than working at a video game magazine and having all kinds of happy, funny toys and goodies appear on your desk practically every day? There isn't...and that's why this collection of game-related products and promotional items is called the...

These adorable creatures (which live on top of Ara's television) are based on characters from the puzzle game Puyo Puyo, *which was recently released on the Dreamcast in Japan. Squeeze the angry red one to hear it say "Faiya," or "Yattana". If you squeeze the others they'll say, "Puyo" in strange but cute voices. Although you can't get* Puyo Puyo *for the U.S. Dreamcast, you can find the exact same gameplay in* Kirby's Avalanche *for the Super Nintendo or in* Dr. Robotnik's Mean Bean Machine *for the Sega Genesis.*

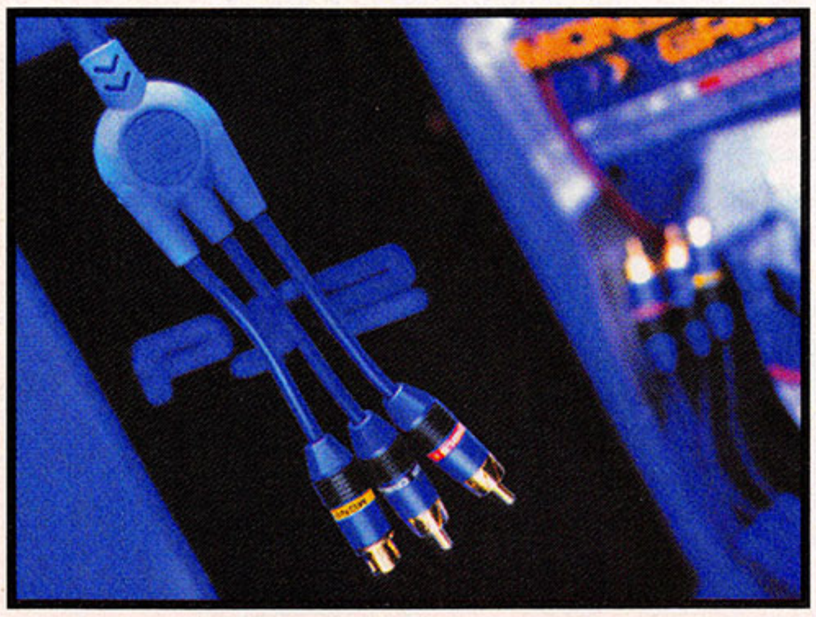
To promote its extremely cool new PlayStation 2 game Smuggler's Run, *Rockstar sent us this book which—at first glance—appears to be a rather long novel documenting the difficult life of the smuggler. The truth is that it's actually a tricked-out version of the* Washington Almanac. *Past the center of the book the pages are scooped out to create a secret compartment, which makes a great hiding place for anyone who wants to smuggle a few illicit goodies.*

Since we're fans of the Power Stone *series, Capcom sent us this promotional* Power Stone *stone, a heavy, blunt object that might come in handy if real life begins to emulate the game and people start to attack us at random.*

iSound provides two headphone jacks that connect to the AV port on your PlayStation console, allowing you to immerse yourself in stereo sound with privacy and courtesy. iSound is packaged with one pair of high quality stereo headphones, but has 2-player independent volume controls so your opponent can also hook up and listen with any standard headset. The easy set-up lets you use the iSound without interfering with the audio or video signals sent to the television. iSound can be used no matter what type of cable you've hooked up your PlayStation with—and you'll hear high-quality stereo sound through the 'phones even if your television doesn't support stereo.

If you're an Unreal Tournament *gangsta like Anatole, you can sport this around your neck as a badge of honor while you frag your hapless, unaccessorized opponents.*

The Pelican Accessories Retro Shock 2 controller for PlayStation 2 is fully analog, has pressure sensitive buttons and directional pad, vibrates, is ergonomically designed for greater comfort, features tactile palm grips and is completely programmable, so you can customize the buttons to suit your skills. Like Ace Frehley says: "Shock me!"



In recognition of the October 26 release of the PlayStation 2, Monster Cable will release new high-performance audio/video accessories designed specifically for use with Sony's new super-system...and the pre-orders are already sold out! The GameLink 200 (composite video), GameLink 300 (S-Video) and the GameLink 400 Component Video Cable can achieve premium quality images, delivering ultra-sharp picture quality. If you have to be on the cutting edge of technology, the GameLink 400 uses component video, a technology that only recently became available in homes, and which, thanks to DVD, offers the highest quality connection ever available.

In order to keep your play area manageable, use the Monster Cable PowerStation 600, a surge protector with six color-coded outlets for easy management of your home entertainment center.

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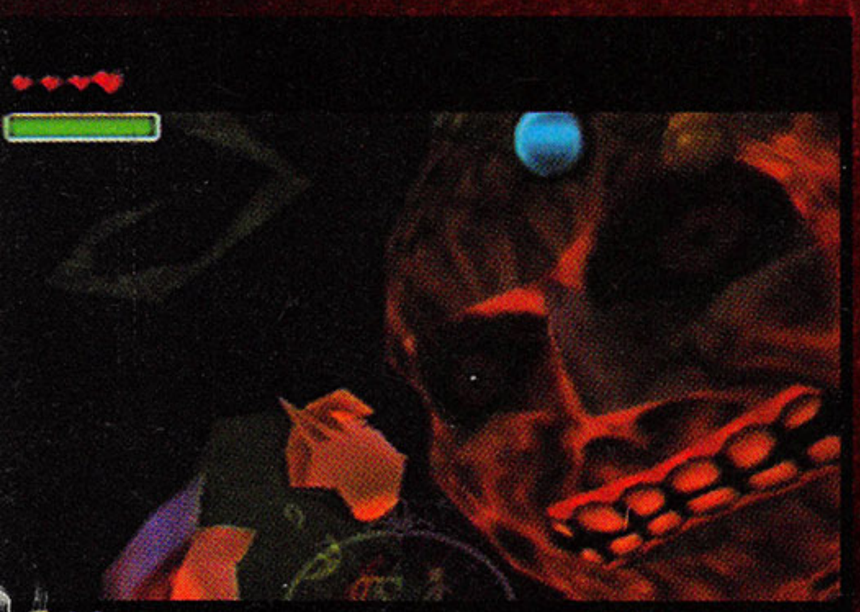

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EVERYONE
E
CONTENT RATED BY ESRB
Animated Violence

THE ONLY THING WORSE THAN THE WEIGHT OF THE WORLD
ON YOUR SHOULDERS IS THE WEIGHT OF THE MOON.

72 HOURS. 24 MASKS. 1 MOON. THE WORLD IS WAITING ON YOU.

THEY'RE

BIGGER,

FASTER,

SMARTER.

AND RIGHT

BEHIND YOU.

DINO CRISIS 2

Yes, Regina is back in the action-packed sequel to the blockbuster survival-horror hit. Sent in for search and rescue, she is now armed with even more dino-fighting, heavy artillery. Only Regina is prepared for the adrenaline-pumping battles the recon team will soon encounter. More action! More intensity! More prehistoric predators! One question remains... are you the hunter – or the hunted?

MATURE M CONTENT RATED BY ESRB

Animated Blood and Gore

Animated Violence

PlayStation

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