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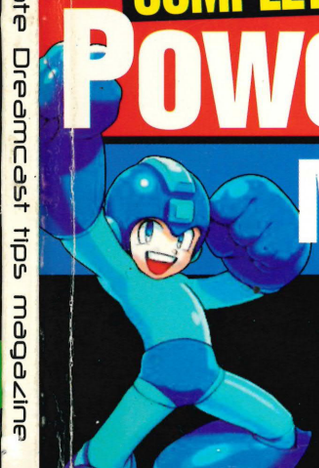

Marvel Vs Capcom 2

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Dear Popz,

Though I enjoy the fresh taste of your Microwave Poppable popcorn immensely, I feel the need to bring this matter to your attention. On microwaving the contents of my 3 sachets (ready salted flavour) I counted a grand total of 999 Pops. However I was apalled to hear that my friend Kevin, who bought his Popz on the same day, from the same store on Brimley Road, counted an enormous 1003.

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welcome to...

Rumours of the Dreamcast's demise have been greatly exaggerated. Just one look at the line-up of quality games in this issue should be enough to convince anyone but the most hardened Sega critic that this console is in peak condition. The fantastic *Ferrari 355 Challenge*, *Power Stone 2*, *Marvel Vs Capcom 2*, *Fur Fighters*, *Hidden & Dangerous*, *Virtua Tennis*... there's something for everyone.

There's only one magazine that can give you comprehensive walkthroughs, players' guides, cheats and codes for all these excellent Dreamcast releases – Dreamcast Solutions. Inside these pages you will find another bunch of superb game guides written by the country's leading videogame experts.

First, flying off the starting grid, we have the ultimate guide to Yu Suzuki's amazing *Ferrari 355 Challenge*. We bring you expert racing tips for all six standard tracks and the five hidden ones, plus exclusive cheat codes to unlock the latter!

Then we've got the final half of our *Fur Fighters* walkthrough (started in issue 6), complete with exclusive level maps and all the expert help you'll need to save the babies and defeat the fiendish Viggo.

Next comes the first of two bruising beat-'em-up guides this issue. As well as a full special moves list for *Power Stone 2*, we've got a complete walkthrough for the Adventure mode, plus all the secrets and how to make every item in the game! For *Marvel Vs Capcom 2*, there's a comprehensive list of every move for every character in the game! Naturally, we also reveal all the cheats and secrets.

Finally, there's an expert coaching guide and secrets for *Virtua Tennis*, and the complete walkthrough solution to *Hidden & Dangerous*. Plus all the latest Dreamcast cheats and codes in our CNN section.

Read and enjoy... and remember, next issue we'll bring you the exclusive solutions to the incredible *Half-Life*, *Quake III Arena* and many more. Dreamcast dead? You must be kidding!

Phil King
Editor
philking@paragon.co.uk

>Brought you by the makers of Dreamcast Magazine

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www.dream-cast.net

issue 07

Welcome to you

REGULARS

Cheat News Network

6 Every new Dreamcast cheat, code and password from the last two months has been compiled together and is now ready to be delivered straight to you.

Q&A

182 If you've got a burning Dreamcast-related question you want to ask then this is the place to do it! Our experts have the knowledge at their fingertips. You just have to ask!

Competition

8 We've got ten copies of the fantastic *Ferrari 355 Challenge* to give away to lucky readers, along with a load of T-shirts, a jacket and other great goodies.

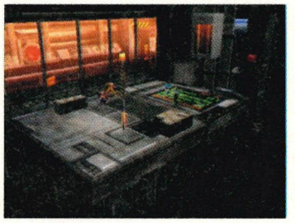
Databurst

186 Every cheat we've ever uncovered in one handy A-Z form. Perfect for quickly finding an Invincibility mode or the password to that tricky level.

Ferrari 355 Challenge

10 Be first to the chequered flag with our exclusive racing guide! This arcade-perfect conversion is one of the best driving games on any console but if you're having trouble handling all that horsepower, check out our top driving tips and guide to getting round all the courses, plus cheat codes to unlock the bonus tracks.

Power Stone 2



54 Feel the power of this awesome guide! Be empowered by the complete walkthrough solution to Adventure mode. Plus all the secrets and how to make every single item!

Fur Fighters Pt 2

22 They're cute and cuddly – and they're back! After last issue's bold beginnings, we bring you the final half of our huge solution. Not only is there a step-by-step walkthrough to the final three worlds, but exclusive maps to help you find your way around, plus expert tips for defeating all the bosses, including the fiendish Viggo.

AT A GLANCE red hot GUIDES

> All the best Dreamcast players' guides and walkthroughs can be found in DREAMAST SOLUTIONS.

Marvel Vs Capcom 2

64 Beat opponents to a pulp with this super-powered guide! We've got all the moves for every single fighter, plus a load of secrets and tips. You'll be fighting fit.

Virtua Tennis

84 Smash your rivals off the court with our ace guide! Expert coaching tips, a guide to the World Circuit Challenges, all the secrets revealed and much more!

Hidden & Dangerous

90 Win the war with ease with the help of this complete mission guide! Can't past muster? Got flat feet? It doesn't matter when you read the top-secret walkthrough solution to every single mission. All we ask is that you put a few bullets in those nasty Nazis for us!

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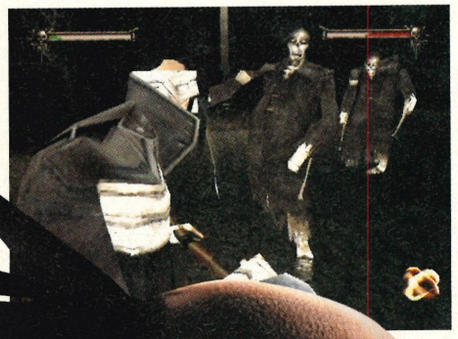
cheat news network

Welcome to the invaluable DREAMCAST SOLUTIONS cheats section, where we bring you the hottest new codes and secrets to make gaming even more fun!

Nightmare Creatures II

If you're determined to get through to the end, here's a few cheats to help you on your way.



Cheat Menu

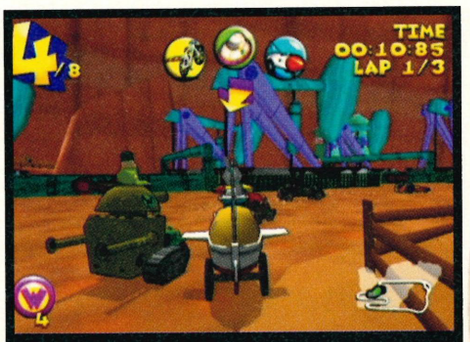
At any point during the game, press Start to pause it, then hold down L + R. Now press ⇦, B, X, ⇦, B, X, ⇦, B, X, A, X to bring up a Cheat menu, from which you can turn a variety of cheat options on and off.

Level Select

On the main menu screen, move the cursor down so that 'Options' is highlighted. Now hold B for three seconds, press Y, A, X, B, hold X for one second, then press B. If you've done it correctly (and it is quite tough), a Level Select menu will appear on the screen.

Full Health

If you're running a bit low on energy during the game, hold down B + X + Y simultaneously and you will receive a much-needed boost of health.



Wacky Races

Beating Dick Dastardly is so hard, it's scary. Thankfully, we've got some special wacky codes for you to enter.

Cheat Codes

Drive into the signpost located in the middle of the main hub area to access the Options menu – choose the Cheats option and then enter any of the codes below to get the desired effect...

Unlock All Levels & Challenges:
WACKYGIVEAWAY

Unlock All Characters:
WACKYSPOILERS

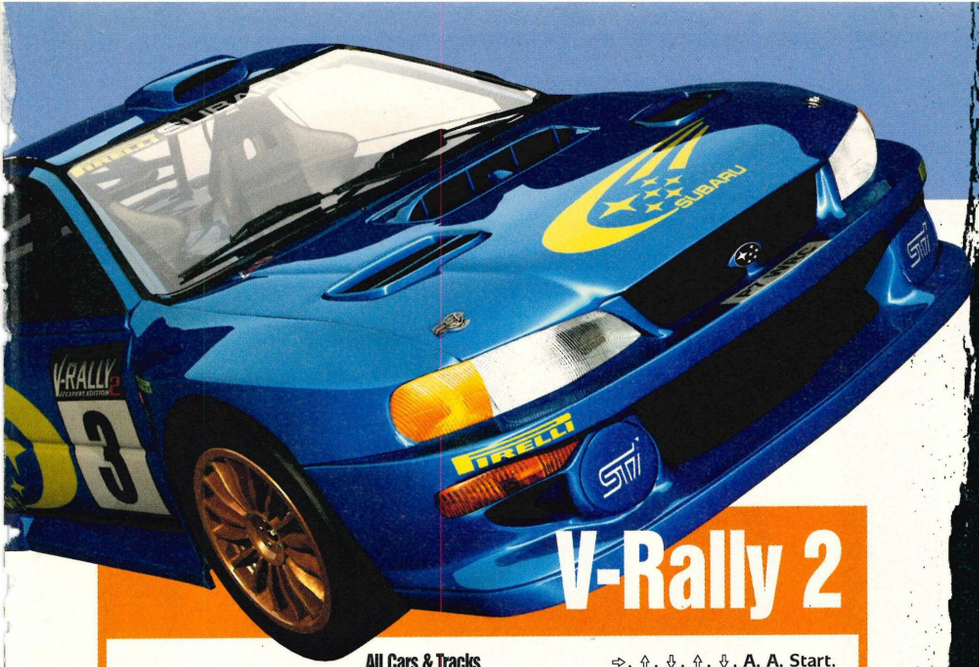
Unlock All Racer Abilities:
BARGAINBASEMENT

Hidden & Dangerous

Need some help getting past Jerry? Then you need look no further than this glorious Cheat mode.

Ultimate Cheat

From the main menu, access the New Player screen and enter RVL as your player name, but don't confirm it – instead, leave it so that another flashing L appears in the fourth space of the name entry. Hit Start to clear the screen and then press B to go back to the main menu screen; if you've entered the code correctly, you'll see an option at the bottom that says ALLMISSIONS. Choose this to have access to any mission within the game – you can also hit Start to pause mid-game and then choose the Cheats option to access a number of other cheats such as Invincibility and Infinite Ammo.



V-Rally 2

It's one of the tougher racing games around, so you'll probably be needing a bit of help...

All Cars & Tracks
If you don't want to play through the whole game to access everything, just go to the Options screen and choose Game Progression. Now press L, R, ⇦, ⇨, ⇦, ⇨, ⇧, ⇩, ⇧, ⇩, A, A, Start. Once you've done that, you can highlight any empty box on the screen (extra cars, tracks and so on) and press A to fill it in. You can now choose any of them!

Tony Hawk's Skateboarding

Need some help getting all the tapes? Wanna play with big heads? Here's how...

Access Private Carrera
Start a game (in any mode) using Officer Dick. Pause the game and hold L, then press Y, ⇧, Y, ⇧, B, ⇧, ⇦, Y. The screen will not shake like with all other codes. Quit the game and begin another one. In the Character Selection screen, Officer Dick will be replaced by Private Carrera. If you try to restart a session, the game will freeze and you cannot unfreeze it.

Cheat Codes
Pause the game and hold L, then press the relevant button sequence for each cheat to make the screen shake.

Unlock Everything
B, ⇨, ⇧, ⇩, B, ⇨, ⇧, X, Y
This will give you 50 tapes with each character, all the videos, stages and boards.

Unlock All Levels
Y, ⇨, ⇧, X, Y, ⇦, ⇧, X, Y
The stages will still appear unavailable. Go ahead and choose them anyway!

Skip To Restart
X, B, A, ⇧, ⇩
This code will allow you to restart the level from various different areas.

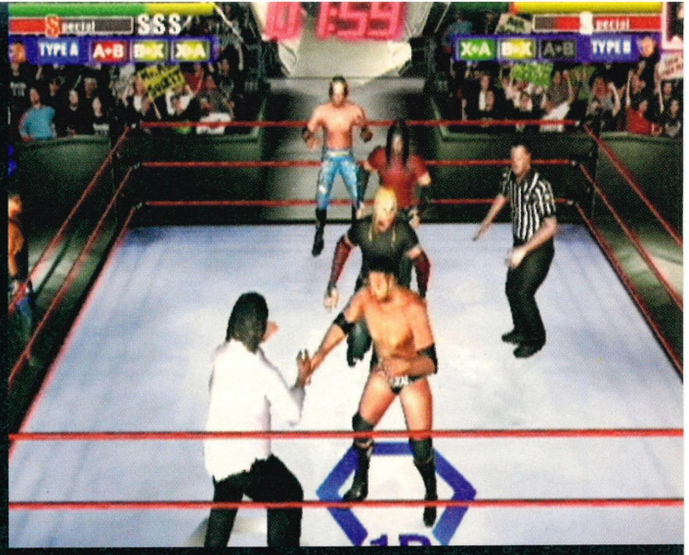
Special Meter Always Full
A, Y, B, ⇩, ⇧, ⇨

Slow-Motion
X, ⇦, ⇧, X, ⇦

Big Head Mode
X, B, ⇧, ⇦, ⇦

Stats At 10
X, Y, ⇧, ⇩
You'll be given max stats for your current skater.

Stats At 13
A, X, X, Y, ⇧, ⇩
Now your skater will have stats over the max level!



WWF Royal Rumble

We're working on a full guide for next issue. In the meantime, get ready to rumble with this selection of secrets...

Wrestle As Shane McMahon
Win the Royal Rumble on any difficulty setting.

Wrestle As Vince McMahon
Win all ten matches in Exhibition mode on any difficulty.

Alternate Costumes
At the Character Selection screen, highlight a wrestler, then hold Start and press A.

Alternate Backgrounds
Enter the Ranking screen and choose any section. Then return to the main menu to see a different background. Repeat this to see more backgrounds.

Infinite Double-Team Moves
Knock out the ref by hitting him with a weapon twice. If done correctly, a message stating 'The Referee Is Knocked Out' will appear. 'Double Team' will then light up in different colours. This indicates that you can now perform double-team moves as many times as you want.

Avoid Attacks
Hold Block and repeatedly press the D-pad in all directions. Your wrestler will dodge every time your opponent punches or grapples, and an opening will eventually appear.

Stay In Royal Rumble Longer
Rotate the D-pad when your wrestler is holding on to the ropes to stay in Rumble longer.

win a COPY OF Ferrari!

Ten Ferrari 355 games and goodies must be won!

Dreamcast magazine rules

- Employees of Paragon Publishing or any company associated with the competition are not eligible to enter.
- The editor's decision is final and no correspondence will be entered into.
- No cash alternatives are available.
- Only one entry per person.

Ever drooled over the gleaming bodywork of a red Ferrari 355? Bet the owner wasn't too pleased! Reckon you could handle all that horsepower (380 bhp) around some of the world's fastest race tracks? Great... there's just one thing holding you back: £100,000 in the bank – and a tank full of petrol if those fuel blockades are still going.

But don't despair. Help is at hand with the release of Acclaim's fabulous *Ferrari 355 Challenge*. This incredibly playable driving simulation was developed in conjunction with Ferrari, so you can be sure it's ultra-realistic. It's also a hell of a lot of fun.

We've got ten copies of *Ferrari 355 Challenge* to be won by lucky readers. Each winner will also receive a funky black Ferrari T-shirt and an even funkier red one. And one lucky lad or lass will also get an exclusive Ferrari jacket and bag. To be in with a chance, just answer this simple question...

Q. Which one of these is a track in Ferrari 355 Challenge?

a) Short Shore
b) Long Beach
c) Long Time
d) Lingalonga Max

Write your answer (with your name and address) on the back of a postcard and send it to:

FERRARI 355 COMPETITION,
DREAMCAST SOLUTIONS,
PARAGON HOUSE,
ST PETERS RD,
BOURNEMOUTH
BH1 2JS

Entries must arrive by 23 November 2000 at the latest.

"This is certainly one of the most incredible-looking racing games ever seen"
Official Dreamcast Magazine

"Visually, this is nothing short of amazing"
Dreamcast Magazine

"F355 is the most realistic driving simulator ever seen on a console"
DC UK

F355 challenge™

Passione Rossa

Only available on Dreamcast - October 2000

Dreamcast.

SEGA

Original Game ©SEGA ENTERPRISES, LTD., 1999 ©SEGA ENTERPRISES,LTD./CRI 2000
Developed By AM2 of CRI.

Acclaim

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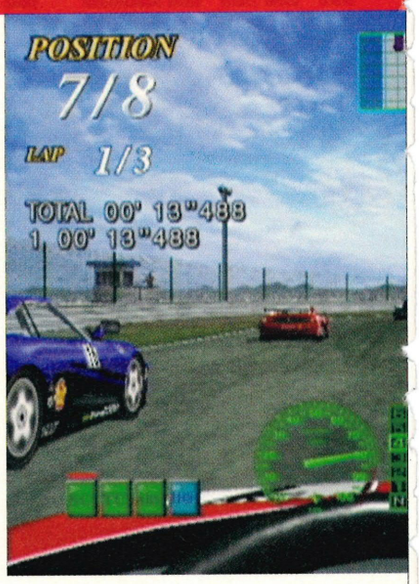
Ferrari 355 Challenge



Strap yourself into a £100,000 sports car and prepare yourself for the ride of your life!

essential information>

Ferrari 355 Challenge

Publisher	Acclaim
Developer	AM2
Origin	Japan
Price	£39.99
Genre	Racing
Release	October

two players

vibration pack

race controller

modem

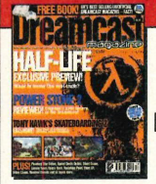
visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

essential information>

Dreamcast magazine says



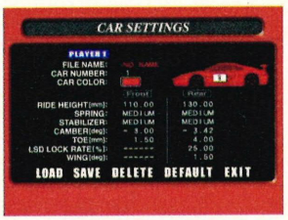
"If you think you can handle 380 Bhp then you'll be in seventh heaven!"

Top Ten Driving Tips

TIP 1 Don't Expect Too Much!

Racing veterans and novices alike will want to immediately start racing. Don't!

Ferrari 355 Challenge is like nothing you've ever experienced before and unlike other so-called driving simulators, it really is very realistic. You won't be able to bomb around and win races. Sorry. You'll have to learn to drive the car first.



TIP 2 Leave It To The Experts

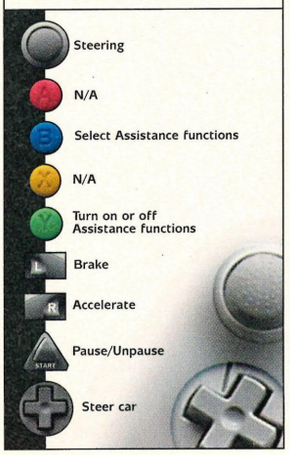
Unless you are some kind of mechanical wizard, leave the car as it is. Tempting though it may be to try to set up your car differently for each race, we recommend that you leave it *exactly* as Ferrari designed it. Focus on learning the tracks before you even consider tinkering under the bonnet.

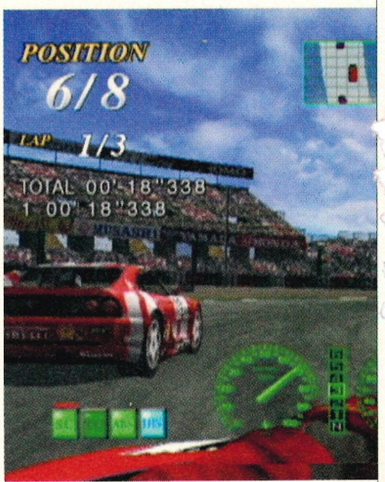
TIP 3 I Need More Power!

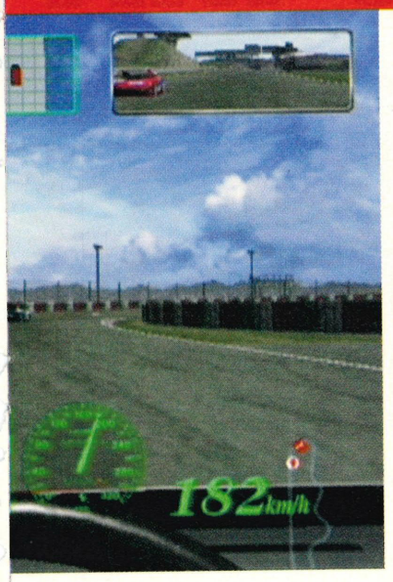
As you are all driving the same car, you won't be able to chase after and overtake your competitors on straights. The only way that you'll manage to win races is if you learn to take the corners and chicanes more efficiently than your opponents. If you can outbrake others on corners, you'll find that you begin to win races.

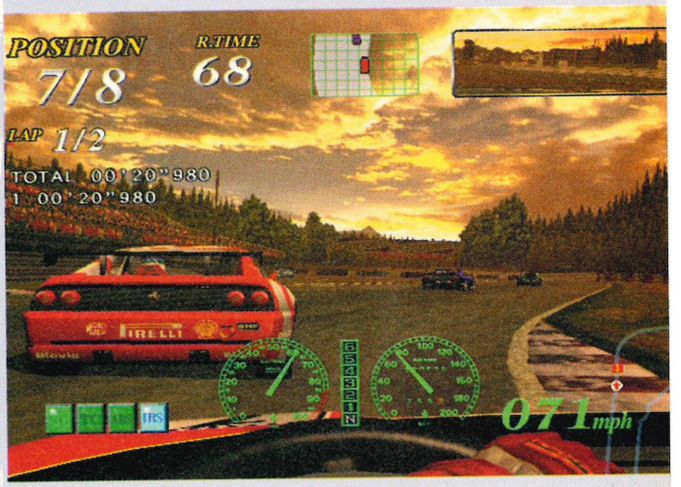
CONTROLS

It's all about control, so pay attention!









TIP 4 I Want To See What It Looks Like!

You can't! And despite everybody asking us this, there isn't an external view. Yu Suzuki wanted *Ferrari 355 Challenge* to be as realistic as possible and that means that the console version (like its arcade counterpart) comes with an in-car view only. Yes, it's a shame, but that's the way real driving fans want their games!

TIP 5 Slow Is Sometimes Good

Bombing around like a maniac might work on some other lesser driving games, but not here. Driving a Ferrari is a delicate balancing act of knowing when to slow down and where. You won't win any races by slamming on the brake every time you come to a tricky bend. Learn the tracks and use the brakes and accelerator efficiently.

TIP 6 Sand Is For Castles, Not Ferraris

A bit obvious, this one. Around every bend or chicane is grass or gravel pits. These slow you down, as you lose traction. You'll never be able to cut across any, and we mean any, corner in an attempt to overtake. You'll slow right down and the car in front will bomb ahead of you and you'll lose valuable time, if not the race. Don't even think about it.

TIP 7 It's Not A Race!

Well, of course it is... but the thing is, you are not likely to win many races initially and this can be a little de-motivating. The thing that you should do is concentrate on the circuits and, if necessary, savour getting around that hairpin properly for the first time. Over time and with practice, those lap times will come down, but don't expect to be the next Schumacher any time soon. Sorry.

TIP 8 And They're Off!

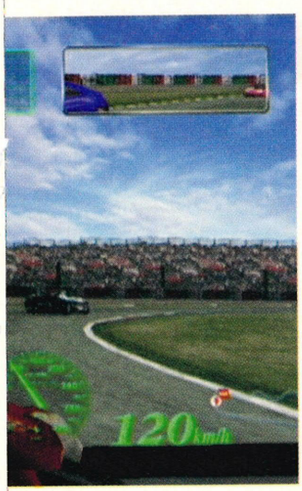
Boy racers might like those high-rev, rubber-burning starts. However, your Ferrari won't, so it's best to avoid them. At the start, keep your revs relatively low so that you can pull away smoothly. In doing so, you might just overtake a racer before the first corner rather than watch them all race away from you.

TIP 9 Know Thine Enemy

If you want to attain success in *Ferrari 355 Challenge* then the first thing that you should do is learn *every* single track. The way to do this is to practice each one over and over, very slowly at first. Assume that each bend is going to be a complete nightmare to take at speed. In time and with familiarity will come an understanding of what your car can handle and just how quickly you can take those corners.

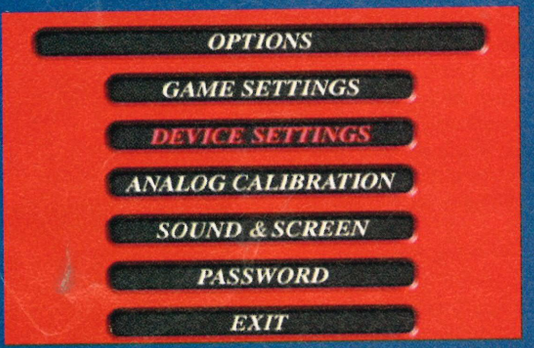
TIP 10 Get The Right Kit

In spite of the fact that the controller works really well, to get the most out of *Ferrari 355 Challenge* you're going to have to buy a steering wheel. We'd recommend this Thrustmaster. Ferrari likes it so much that it has taken it under its wing and allowed the profligate use of that horse logo as a seal of approval. It's expensive but it works, as you might imagine, superbly.



If You Really Must Cheat...

Thankfully, Sega has provided us with some very helpful cheats so that you can enjoy every single one of the tracks rather than winning them as you progress through the game. Though we'd normally suggest that you earn them yourself, we reckon that an awful lot of you might never see them all without these cheats – yes, the game really is that hard and demanding. So here's how to do it.



Go to the Options menu and hold X + Y, then choose the 'Passwords' option by pressing the A button at the same time. Once you've entered the Password menu screen, just type in these codes:

Code	Track
CinqueValvole	Pista Di Fiorana
LiebeFrauMilch	Nürburgring
Stars&Stripes	Laguna-Seca Raceway
KualaLumpur	Sepang Circuit
DaysofThunder	Atlanta

When you go to the Single Race menu, you'll find all these lovely new tracks on offer and they are mighty sweet. Enjoy!

continued >

players' guide

continued>

Original Tracks

> If you've played the arcade game, these tracks will be more than a little familiar. If not, you're in for a bit surprise. Here's the lowdown on the six tracks that will have you tearing out your hair.

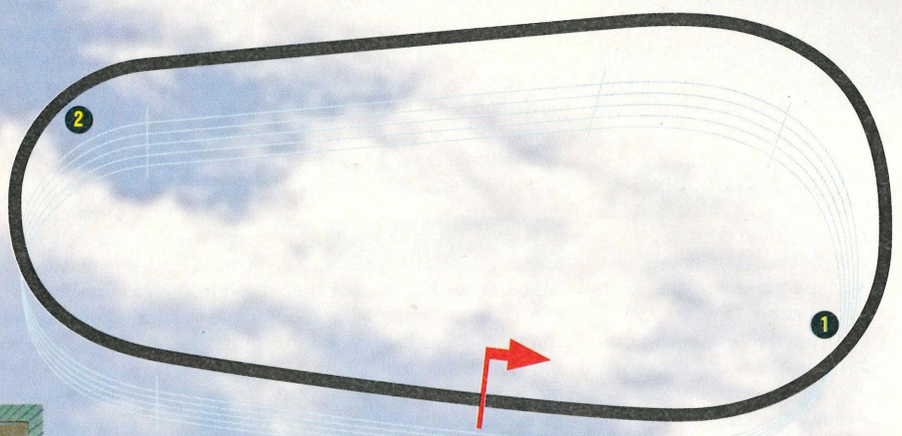
LOCATION: JAPAN	TRACK DIFFICULTY
Motegi	2,414m

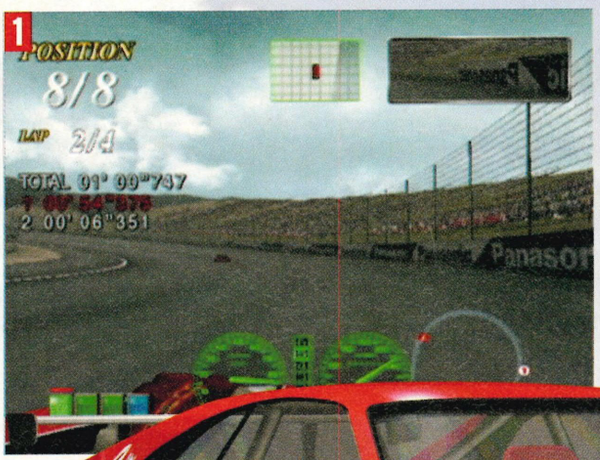
Probably the first track that you will race on and, as you might expect, it's a little undemanding. You'll have to take each of the relatively gentle bends with caution, though, or you'll end up hitting the wall which will lose you the race. If you can avoid getting into any scrapes a good finishing position is assured.

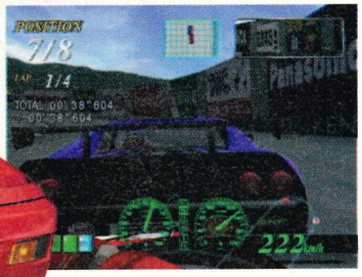
1 The first bend isn't particularly tough, especially as you are still building up speed.

2 The same is not the case on the next. If necessary, ease off the accelerator.

Due to the high speeds involved on this track, it is all too easy to end up having a close meeting with the wall.







LOCATION: JAPAN TRACK DIFFICULTY ★★☆☆☆

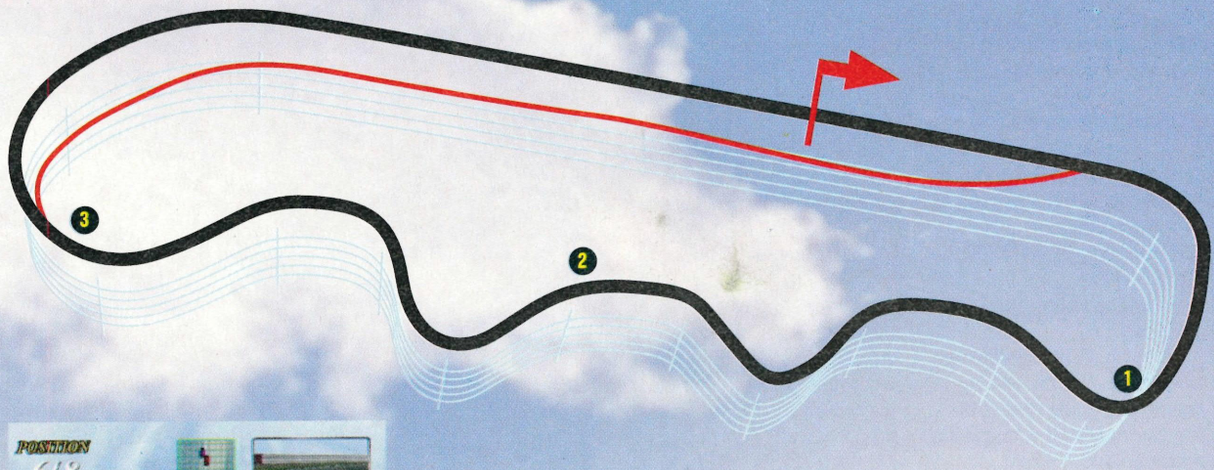
Suzuka (Short) 2,243m

Though a pint-sized version of the famous F1 circuit this stripped down racing circuit is a little more demanding than Motegi. With a nasty 'S' curve to negotiate and the odd sharp right-hander in terms of challenge *F355* certainly steps up a gear.

1 Having just bombed it down the straight you'll have to break from 200kph to more like 135kph then back up again briefly, only to slow down to around 100kph to get around this tight right-hander.

2 The 'S' curves are particularly tricky to negotiate without winding up in the grass. Slow right down initially, but in time you'll be able to take them faster than you first thought.

3 The last corner on this circuit is particularly tight. Approach it as widely as possible, but ease off the accelerator and brake a little so that you avoid the cones...



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>www.dream-cast.net

players' guide

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LOCATION: ITALY — TRACK DIFFICULTY ★★☆☆☆

Monza — **5,770m**

A considerably longer circuit, this one. And despite the fact that in recent years chicanes have been added to slow drivers down, it still has enough straights to encourage some high-speed driving. If you can master the chicanes, you'll be fine...

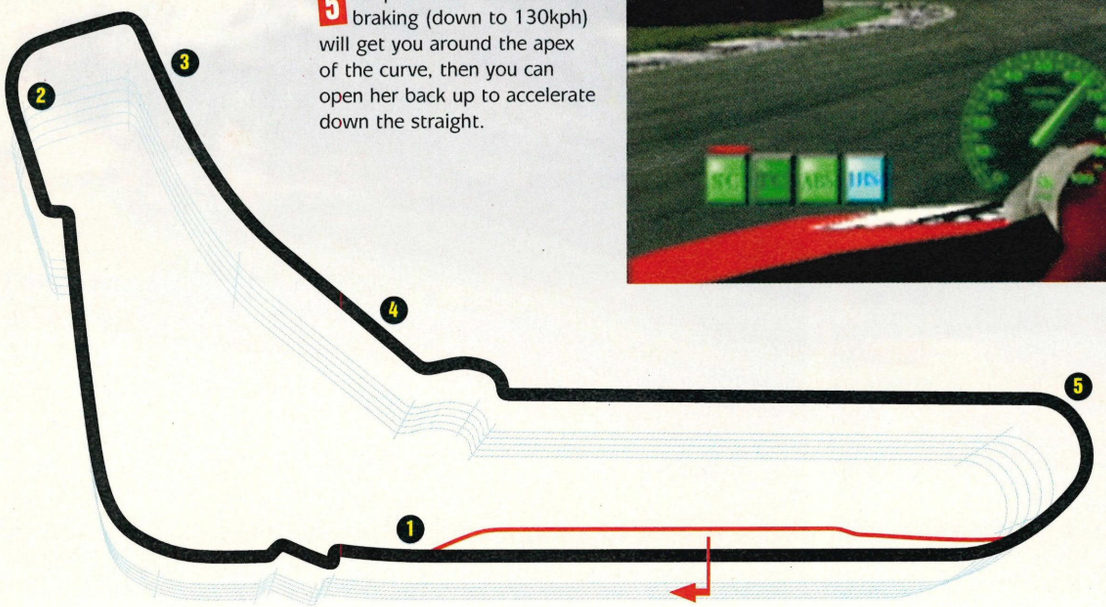
1 Easing off the throttle is no easy task, especially for speed lovers. However, this nasty chicane requires exactly that. You should be able to whip through this at 120kph, but it requires not a little skill to avoid the bollards.

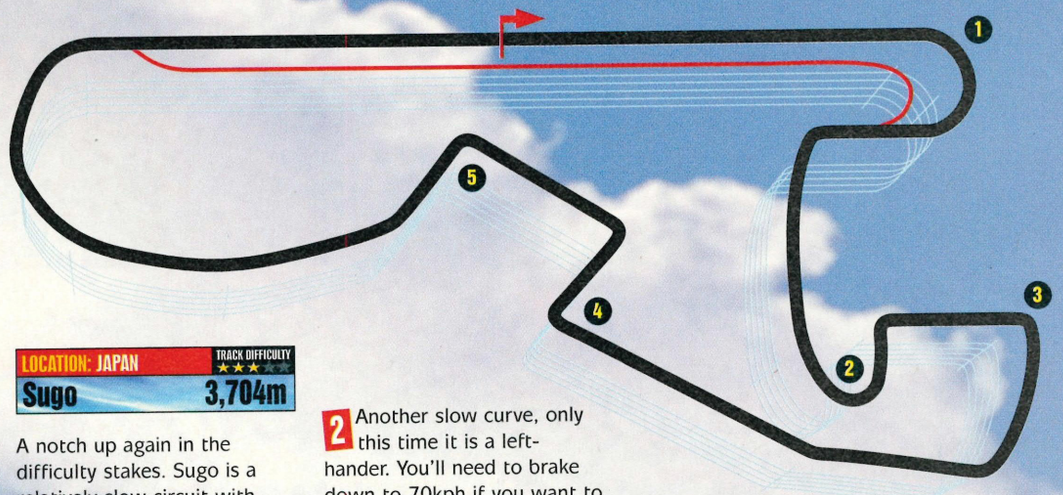
2 A much, much tighter chicane. Use the braking boards as a guide to ease off the gas. Approach with caution and at around 100kph.

3 Almost straight after the chicane, you'll come to a right-hand curve that tightens somewhat. Approach the corner with care and brake midway through so that you don't end up on the grass verge.

4 After building up your speed to full pelt, a serious amount of braking is required to get back down to around the 120kph mark, which is required if you want to throw your Ferrari around this 'S' curve.

5 A 'spoon' curve. Controlled braking (down to 130kph) will get you around the apex of the curve, then you can open her back up to accelerate down the straight.





LOCATION: JAPAN — TRACK DIFFICULTY ★★★☆☆

Sugo — **3,704m**

A notch up again in the difficulty stakes. Sugo is a relatively slow circuit with some tight corners and precious few straights to contend with. However, if you can learn to take each right-hander as tightly as possible, you should enjoy this challenging circuit.

1 The first corner and a tricky one at that. The only way to negotiate this one is to lower your speed to 100kph, otherwise you'll fly off the track.

2 Another slow curve, only this time it is a left-hander. You'll need to brake down to 70kph if you want to make it around here!

3 What are the odds, eh? A series of slow curves that require you to reduce your speed down to the 100kph mark.

4 Having finally managed to gain some speed, it's hard on the brakes again to that magic 100kph mark for this pretty tight right-hand corner.

5 The following two corners are a little faster, but the second requires a lot more caution (and reduction in speed), otherwise you'll end up off the circuit.

continued >

players' guide

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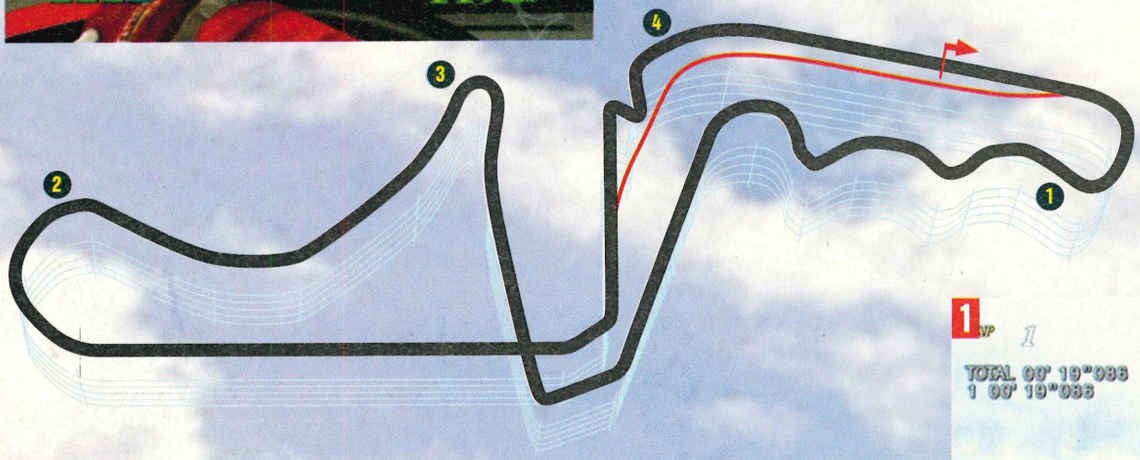


LOCATION: JAPAN — **TRACK DIFFICULTY** ★★★★☆

Suzuka — **5,864m**

Japan's premier racing circuit certainly has it all. If you fancy tackling 'S' bends, chicanes and hairpin bends, then this is the track for you. Don't worry too much about speed, as this is definitely a technical circuit and one to hone all your driving skills on. Good luck!

1 'S' curves again. Off the throttle and down to 120kph, although by now you should be more than used to negotiating these puppies.

2 Welcome to your first hairpin bend. The only way to get around here is to reduce your speed to around 55kph. It might seem like a crawl, but any faster and you'll wind up in the sand!

3 A left-hand spoon curve. Approach at 120kph, speed up slightly during the mid-section, then slow back down to 100kph.

4 A chicane is your last obstacle and you'll need to slow right down to below 60kph if you want to have a chance of making it.

LOCATION: UNITED STATES TRACK DIFFICULTY ★★★★★

Long Beach 2,558m

Though not as long or twisty as Suzuka, the Long Beach circuit is one of the nastiest tracks that you'll come across in the game. Chicanes and hairpins are placed together in an energy-sapping race track that'll take you ages to get to grips with.

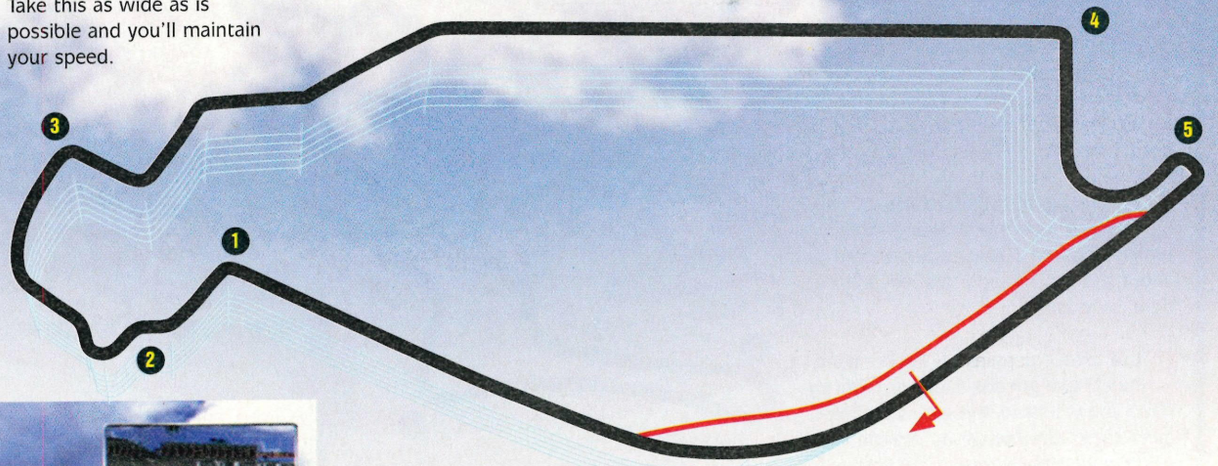
1 A nasty chicane is your first challenge. Make sure that you get yourself down to a measly 65kph if you want to make it around here.

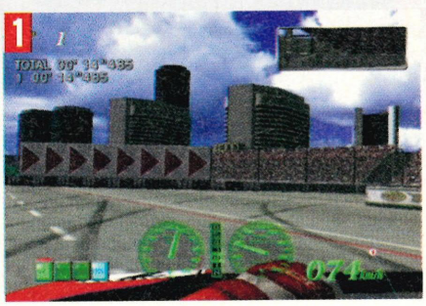
2 No sooner have you crawled around the chicane than a slow right-hand curve pops up, begging for you to slow back down to 70kph. It's a tight curve that is best taken as slowly as you can.

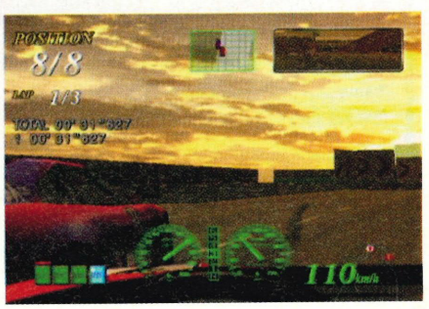
3 Again you face another right-hander, although this time it is quicker. However, be careful not to try to floor it or you will lose traction and, worse, valuable seconds.

4 Having been finally allowed to bomb down the straight, it's back to another 100kph right-hander. Take this as wide as is possible and you'll maintain your speed.

5 A spoon and a hairpin bend are all that separate you from victory now. The hairpin is particularly tricky and you'll need to slow down to below 50kph and stick closely to the right-hand wall if you are to have any chance of making this horrible bend.







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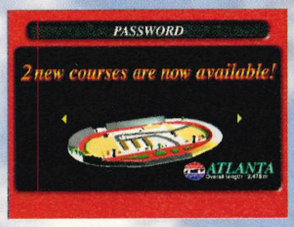
The Bonus Tracks

> You have two choices – either you win races and do well in the Championship mode or you cheat. Whatever route you take, once you've unlocked the all-new and Dreamcast-specific tracks you'll find a whole new world of pain waiting for you.

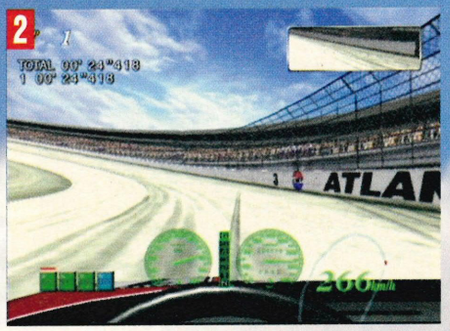
LOCATION: UNITED STATES | **TRACK DIFFICULTY** ★☆☆☆☆

Atlanta **2,478m**

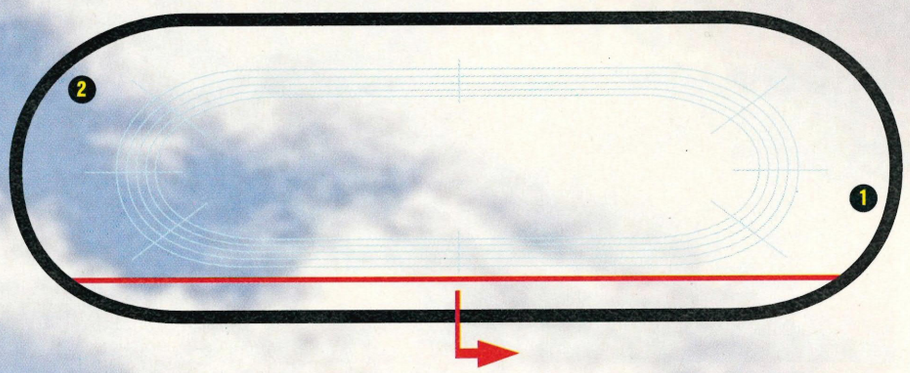


Similar to the Motegi circuit, this NASCAR oval is a pretty dull and undemanding circuit that whilst pleasing the fans in the States, doesn't really add anything to the game. Just remember to ease off the throttle at the bends if you think that you are going to hit the wall.

1 As you build up speed you should be able to bomb at full pelt around this easy bend.



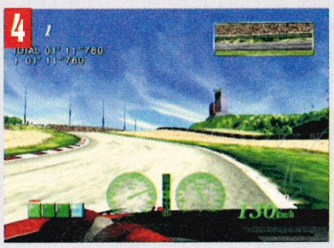
2 Likewise, the same applies here. However, be aware of missing the corner entirely. It's best to ease off the accelerator a little if it means that you don't collide with the wall.



LOCATION: GERMANY | **TRACK DIFFICULTY** ★★★☆☆

Nürburgring **4,556m**

Like 'S' curves? Well, if you do then this is the circuit for you. Nürburgring is a particularly challenging circuit with some nasty corners, making for a race that demands your fullest attention. Not a circuit for the speed-freaks amongst you.



1 Nürburgring greets you with a sub-100kph 'S' curve for starters. And that's just the beginning...

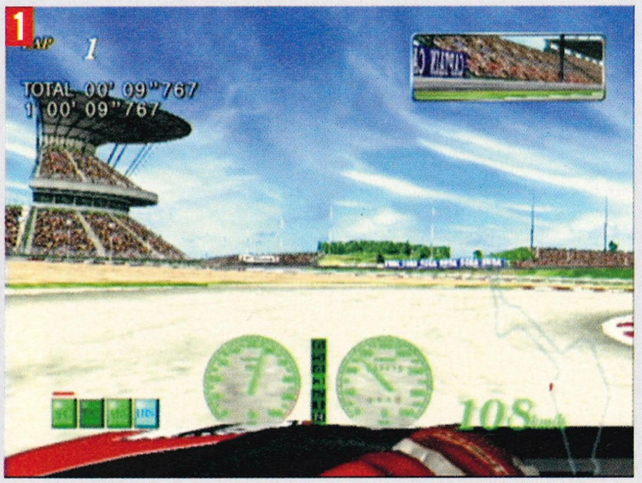
2 And with alarming efficiency you have to do exactly the same thing over again here.

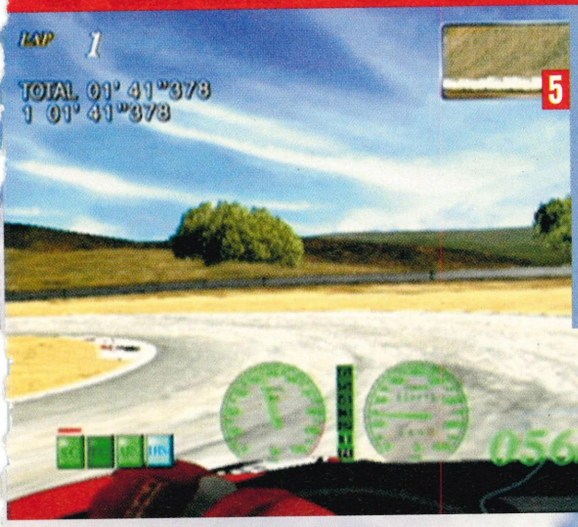
3 Having just managed to get the car going at a pace, it's back on the brakes down to 80kph, which should just about see you through this very tight right-hand bend.

4 Just after the faster 'S' curves (you must have got the hang of them by now) you will head straight into a left-hand curve. Get the car at 100kph and you should make it easily.

5 Likewise, this right-hander is tricky. If you don't keep the speed of the car down, you'll skid off the track.

6 Fancy a bit more of those 100kph 'S' curves? Course you do! And here's where you get some *more* practice...





LOCATION: UNITED STATES TRACK DIFFICULTY ★★★★☆

Laguna Seca 3,602m

With a number of inclines and blind corners, Laguna Seca is a tremendously tricky course that's not for the faint-hearted. As it's American, you can expect the usual mix of just about every kind of bend and driving challenge known to man. Well, if something's worth doing...

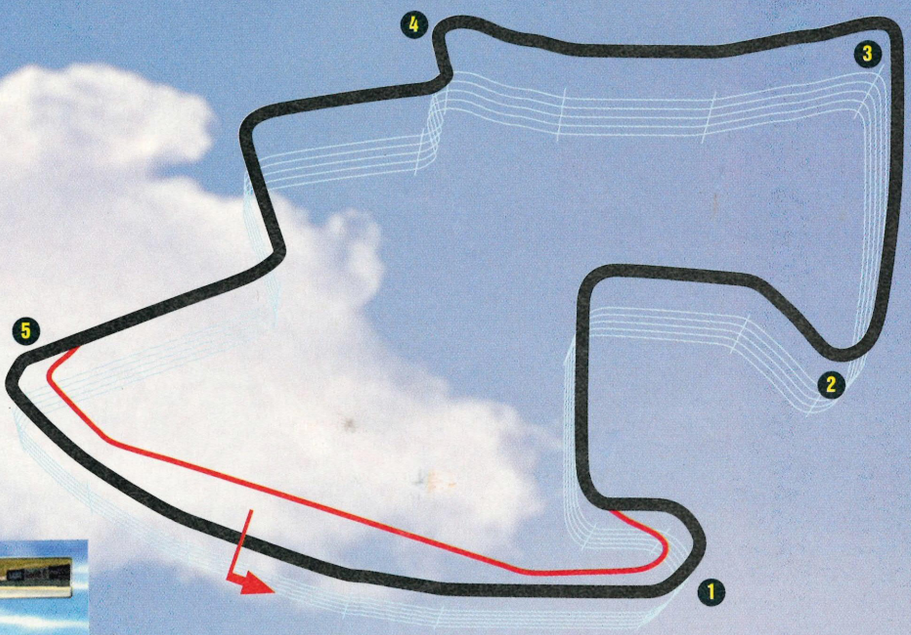
1 A spoon curve is the first obstacle that you'll meet. Hit it wide and relatively slow (100kph), brake further at the apex and keep turning to your left to avoid the sand.

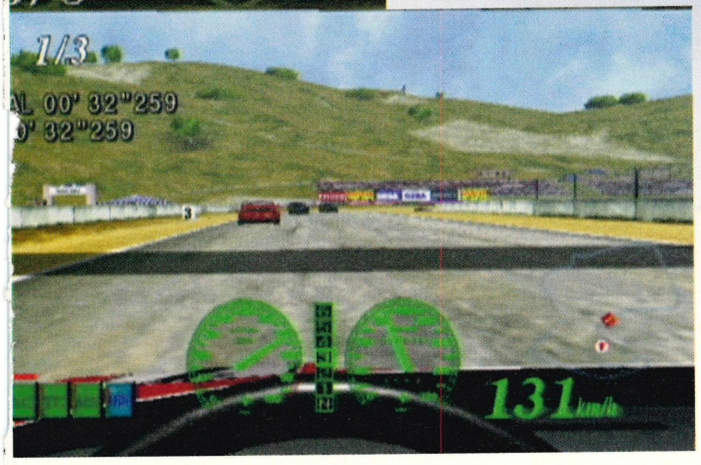
2 Having taken care of the tight right-handers, you are faced with a 110kph left-hander. Providing that you slow down enough, this shouldn't prove to be too much of a problem.

3 In case you weren't paying attention to the last left-hander, there's another one to try your skills on. Watch out for overrunning this one as it's easy not to slow down early enough.

4 Over the crest of the second hill you'll find the aptly named 'Corkscrew'. This nasty 'S' curve must be negotiated at speeds of no more than 50kph.

5 As if that weren't enough, you've then got a very slow (50kph) hairpin bend to fling your car around. Just make sure that you slow right down.





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players' guide

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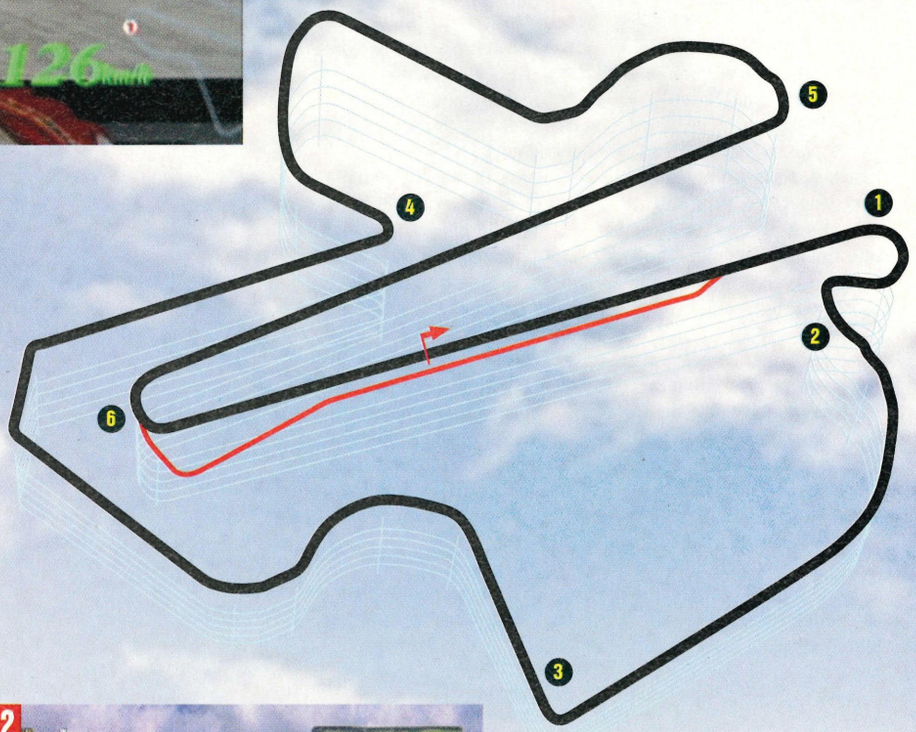


LOCATION: MALAYSIA | **TRACK DIFFICULTY** ★★★★★

Sepang | **5,542m**

Welcomed to the F1 world stage last year, Sepang is one of the most technical circuits you're ever likely to drive on. Its size and tricky corners conspire to demand an assured drive and one that is respectful of the circuit.

1 A right-hand 'S' curve is your rude awakening to this tricky circuit. Start braking early and get your car down to about 80kph, which should ensure that you don't come a cropper. Dab the brakes or release the accelerator if necessary.

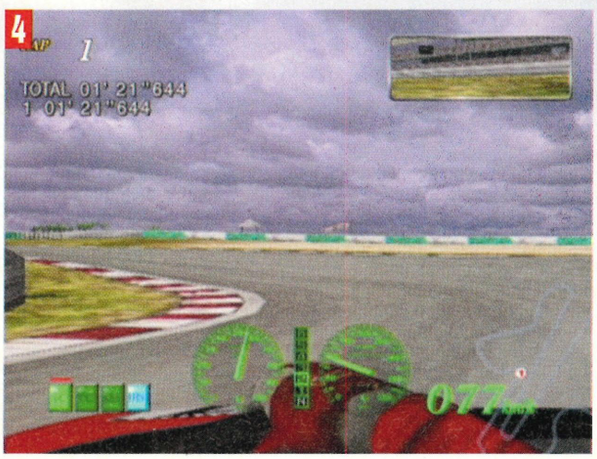
2 Likewise, as you come out of the second bend, you'll need to keep your speed well down.

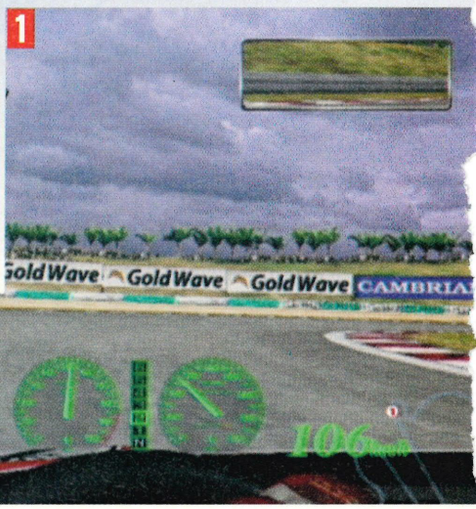
3 A 90kph right-hander that you'll have to take very tightly if you don't want to skid off...

4 After a series of relatively fast bends, you'll meet this rather nasty hairpin bend. Brake early to ensure that by the time you're at the apex of the curve, the speedometer reads 50kph.

5 Take this wide and at around 80kph. It's very tight, but if you approach it wide enough, you'll make it.

6 Hairpin bends should pose less of a problem now. However, here you'll approach it at full speed. These cones indicate when you should apply the brakes. You should get the car down from 200kph+ to about 70kph.





LOCATION: ITALY TRACK DIFFICULTY ★★★★★

Pista Di Fiorana 2,976m

A quiet drive in the country this is not. Although the scenery is often beautiful to look at, the bends and hairpin don't allow you to savour these sights. Whilst not as tricky as Sepang, there's still enough of a challenge to keep you on your toes.

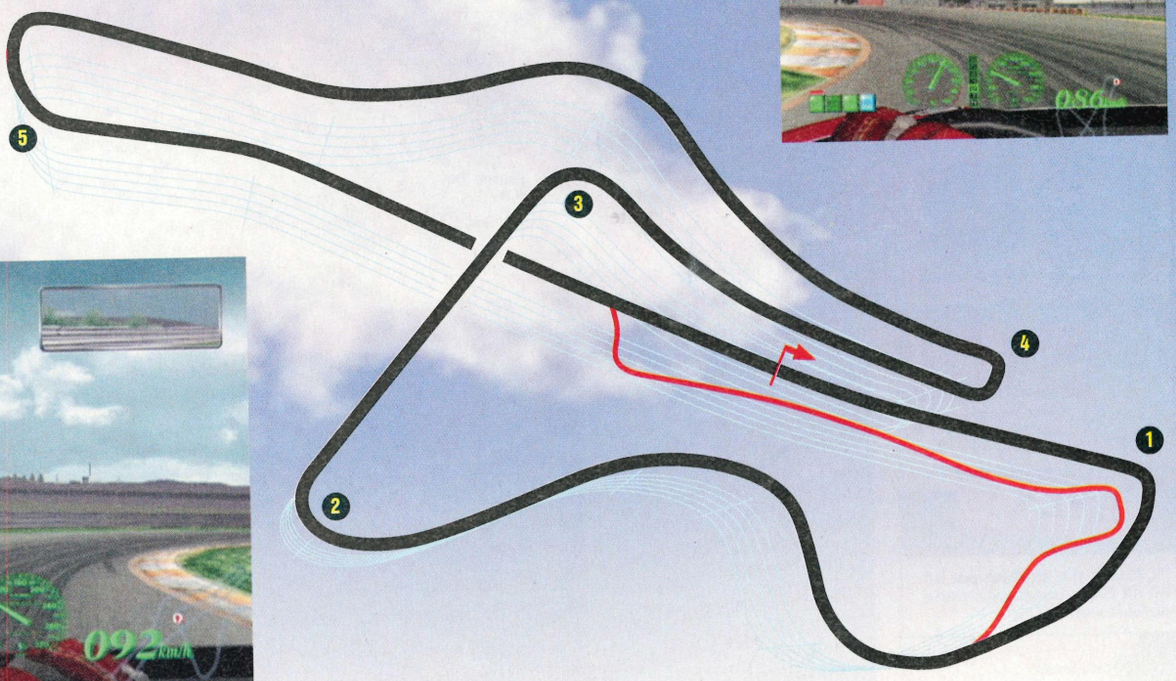
1 You'll have to brake hard to get your speed down to 60kph if you want to get around this tight right-hander.

2 Another tight right-hander follows after the speedy 'S' curve. Brake down to 70kph and you'll be fine.

3 Although this right-hand curve is much faster (90kph), it follows a couple of inclines. Make sure that you are aware of its presence or you'll miss it entirely...

4 What course would be complete without a hairpin bend? Slow down to 45kph and crawl around this one to avoid mishap.

5 A spoon curve for your troubles. You'll be travelling at a fair rate of knots before you hit this one. Dab the brakes first and then slam them back on again to decelerate down to about 60kph.



walkthrough

Fur Fighters

PART 2

They're cute, they're furry and they've all got bad tempers! The Fur Fighters are a bunch of gun-toting animals with a mission – to rid the world of the dastardly General Viggo once and for all. Let's give them a helping hand...

essential information >
Dreamcast solutions
Fur Fighters

Publisher	Acclaim
Developer	Bizarre Creations
Origin	UK
Price	£39.99
Genre	Adventure

four players

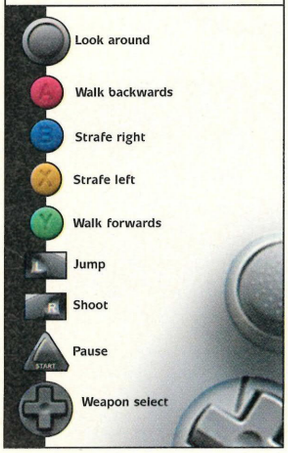
vibration pack

visual memory
VM information

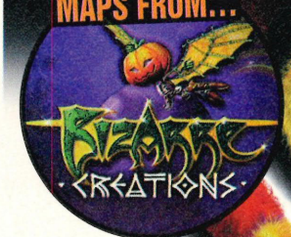
Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

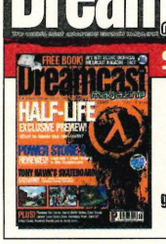
Knock the stuffing out of all those bears with these default controls...



WITH EXCLUSIVE MAPS FROM...



essential information >
Dreamcast magazine says



"The closest thing to a Rare/Nintendo game that Dreamcast gamers are ever likely to find!"

BUNGALOW

SPECIES: .....Kangaroo
BORN: .....Alice Springs, Australia
AGE: .....7 years
HEIGHT:.....6' 6"
BLOOD GROUP: .....A
SKILL:.....High jumps

This bouncy chap is a fully-grown male kangaroo and the best mate of Roofus the hound dog. He's got plenty of strength, especially in his back legs, but is a bit lacking in the brains department! He's at his most happy when he's taking orders from others, like his wife Esmerelda or Roofus.

GOOD POINTS
Bungalow's high jump will come in very useful for reaching places other Fur Fighters just can't reach – he can in fact jump twice as high as the rest of the gang! He can also jump out of the way of enemy bullets!

BAD POINTS
He's a very large target and tends to be slower than the rest when trying to make a quick getaway. Keep Bungalow on the move at all times to avoid problems!

These are the cute little chaps you need to rescue – you can identify them by their purple jumpers with a golden ring.

CHANG

SPECIES:.....Firefox (Chinese panda)
BORN:..Hong Kong, China
AGE: .....7 years
HEIGHT:.....4' 3"
BLOOD GROUP: .....B
SKILL:.....Can squeeze through small holes

You wouldn't miss Chang in a crowd with colours like his! This panda was born to a rich family and brought up in Hong Kong. When the wars started, Chang decided to become a foot soldier in the army, much to his family's disgust! He has an encyclopedic knowledge of strategy and science and is very cunning!

GOOD POINTS
Because of his small size, Chang is very useful for getting into nooks and crannies that the other Fur Fighters wouldn't stand a chance of fitting. He's particularly good for gathering up extra tokens too!

BAD POINTS
Chang tends to take a little longer to get to places because he's slightly smaller than the rest of the gang.

You can't miss these cute fellas as they have big yellow stripes down their tails and wear blue T-shirts.

JULIETTE

SPECIES:.....Cat
BORN: .....Paris, France
AGE: .....5 years
HEIGHT:.....5' 2"
BLOOD GROUP:.....AB
SKILL:...Climbing up walls

This is one smart kitty – she is athletic and beautiful, in a cat-like way, and she certainly knows how to handle a gun! She finds it hard to work as a team though, preferring to be a lone cannon, battling the evil General Viggo on her own terms.

GOOD POINTS
Around the levels you will notice cat scratches up the sides of walls and buildings. Juliette is the only Fur Fighter who can climb these, and you will need to use her strategically throughout the game. In fact, there are normal walls in the game that Juliette can climb too – you'll have to just throw her at them and see if she sticks!

BAD POINTS
This clever little cat has no bad points to speak of – she's an all-round mean cat, the kind you really wouldn't want to meet in an alleyway late at night!

These cuddly kittens have their mum's good looks with big pink eyes and green jumpers.

RICO

SPECIES: .....Rockhopper Penguin
BORN:.....Tierra Del Fuego, Argentina
AGE: .....5 years
HEIGHT:.....5' 9"
BLOOD GROUP:.....O
SKILL: .....Swimming

With a wacky look on his face and a good sense of humour, Rico is the clown of the group. Raised among the huge penguin communities of southern Argentina, Rico always dreamed of more from life. When he met the Fur Fighters he had the perfect opportunity to put his gun-toting talents and swimming ability to good use.

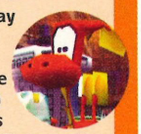
GOOD POINTS
If there's a puzzle that needs a character to swim around, Rico's your bird. He has the best swimming ability of all the Fur Fighters, diving and surfacing like... well, like a penguin really!

BAD POINTS
When it comes to running, Rico's is more of a waddle – and his jumps leave a lot to be desired. If you need to react fast on land, this is not the character to choose.

With their hooded coats fashioned in dayglo pink, these little birds won't get too cold!

TWEAK

SPECIES: .....Dragon
BORN: .....Royston Vasey, Wales
AGE: .....0.002 years
HEIGHT:.....7' 2"
BLOOD GROUP: .....A
SKILL:.....Gliding long distances



This dragon may only be 0.002 years old, but he's in a league (of gentlemen) of his own! His mother and siblings were stolen away by General Viggo just minutes after he hatched, but his instinctive knowledge of firearms and help from the Fur Fighters has seen him through.

GOOD POINTS
Tweak's wings may not be that big, and they can't help him fly, but they do let him glide along for a while, allowing him to reach platforms that the others wouldn't stand a chance of reaching.

BAD POINTS
The young dragon can't run as fast as Roofus or Chang, so you'll find it takes you slightly longer to reach places when playing as Tweak. His gliding ability more than makes up for this though.

Tweak's little sisters and brothers are just like him, only smaller and blue. You can't miss them!

ROOFUS

SPECIES:.....Dog
BORN:.....Glasgow, Scotland
AGE: .....9 years
HEIGHT:.....5' 4"
BLOOD GROUP:.....A
SKILL:.....Digging

Roofus, being the leader of the Fur Fighters, is responsible and dependable. He is a pillar of strength for the team; and now that Viggo has dognapped his wife Winnie, he's a force to be reckoned with. Brought up in the middle of a war, he knows the score and is ready for anything!

GOOD POINTS
Roofus is the only member who can dig down into dog-holes. This ability gives him access to the numerous tunnels below the surface that would otherwise be out of reach. A decent speed and a solid jump make him the best all-rounder in a fight, plus there's the fact that he's got really cool ears!

BAD POINTS
The only downer about Roofus is that he's not as quick on his feet as some of the others. In a gunfight, Roofus is much happier keeping a good distance away with a long-range weapon.

Very similar to Bungalow babies in that they have great big noses. You can tell them apart by the bright yellow overalls and floppy ears.

WILD WILD WEAPONS

Here's a brief look at the firepower on offer in *Fur Fighters*...

Revolver

Sub Machine Gun

Heavy Machine Gun

Shotgun

Automatic Shotgun

Bomb Launcher

Cluster Bomb Launcher

Missile Launcher

Cruise Missile Launcher

Flame Gun

Freeze Gun

Neutron

Plasma Beam

Plasma Blaster

continued ›

walkthrough

continued

Dinotopolis

Tokens in hub: 10

Viggo has discovered the land of the dinosaurs! With technology far ahead of anything else, Viggo has pound signs in his eyes and has kidnapped Bungalow's wife in order to complete his plans! Make your way through the house from the garage to the upstairs bedroom, find the babies and save Esmerelda.

[1] Aaaaaggghhh! It's a giant roast chicken. This starts out really small but if you water it, it'll grow to ridiculous proportions. [2] Bungalow isn't used to being in cold conditions but he'll just have to grin and bare it 'coz there's a baby waiting in the freezer compartment!

Dinos Downstairs

LEVEL ENTRANCE

Enter the Dino House, turn left and go through the door that is straight ahead of you.

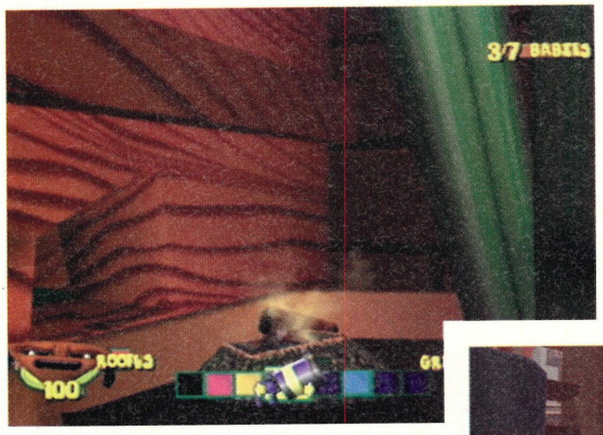
TOKENS NEEDED: 500

BABIES TO RESCUE: 7

1. Wu can be found by going through the crack in the fireplace. Only Chang is small enough to squeeze through, so use the telepoint behind the sofa to change characters. Once inside, you'll notice that Wu is trapped inside the gas-fire. Somehow, the gas needs to be turned off. Leave the rats for now and go to the dining room. Take out the bears that get in your way and open the cupboard door by shooting it. There are three bears in here so get ready to take them out. Jump up to the Bungalow telepoint and change. Jump back up the steps and directly ahead of you will be the control knob for the heater. Turn it off and go and collect Wu.

2. Head for the study and use the telepoint under the desk to change to Juliette. In the opposite corner of the room is a stash of goodies. Grab them and run back to behind one of the desk legs. There are enemies everywhere; pop out from behind the leg to pick them out one by one. Get to the hovering chair by climbing up the inside of the bookcase and walking along the piano. Press both buttons on the chair and change to Bungalow. Pressing the buttons won't help you right now but it'll save time later. Use the chair to jump up to the desk and get on the globe. Be very careful as it will spin like crazy! Get to the Juliette telepoint by

[1] Watch yourself Juliette. Those Jumbo Shrimp are deadly! [2] This conveyor belt leads into the dishwasher where a baby is being held behind lasers.



toptip

Fur Fighters

> There's a sexy Neutron Gun on this level – you'll need to use Bungalow to jump onto one of the tables at the end.

jumping on one of the buildings on the globe. As Juliette, make a leap of faith up to the handle and you should be able to grab onto the claw-marks. Now climb up and save Gerard.

3> Make your way to the hovering chair. Make sure that the back is up straight and climb up it. Jump over to the telepoint and change to Tweek. Glide around the corner to your left and you should land in the plant pot on the kitchen table. Yweek's waiting for you.

4> Use Tweek to glide into the den – be very wary of the kid. He won't purposefully hurt you, but he can still squash you! Go around him and use the telepoint by the bookcase to switch to Roofus. Walk up the books in the bookcase to get to the plant pot. Jump into the dog-hole to get to the topmost plant pot. Change to Tweek and use the remote control on the chair to switch off the TV. Glide from the shelf to the TV and switch to Bungalow. Get into the TV via the hole in the back and use the anodes to get to Kelly.

5> Go into the kitchen and open the fridge by jumping on the pedal. Switch to Rico and jump up to the top shelf using the various bits of food. The baby is trapped lower down in the drawer, but you need to defrost the water before you can get to him. Turn the knob and go back down to the container that holds the baby. You'll have to swim to him.

6> Blue is in the dishwasher. Go past

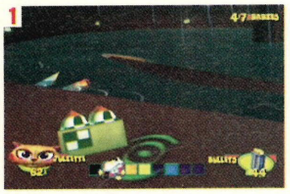
continued>

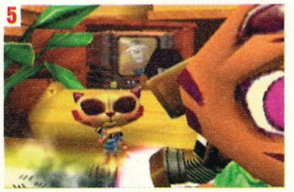
walkthrough

continued

the Dino mother, carefully negotiating her tail. Use the telepoint in the corner to change to Bungalow. Shoot the button on the dishwasher and jump in. The conveyor belt will take you to the laser-cleaning area. There are Jumbo Shrimps in here – take them out from the shelf above. Once the Jumbo Shrimps are fish-food, jump onto one of the plates and ride on it. Avoid the lasers and when you get thrust up into the air, jump into the centre to get the baby. The mechanism will thrust up in the air every three laser cycles so you'll have to be patient.

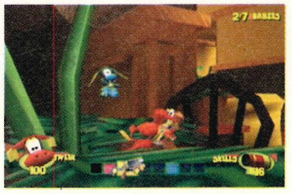
Between the fridge and the dishwasher there is, bizarrely, a small roast chicken. This is a chicken-seed and it needs to be watered in order to grow. There is a glass of water on the counter at the end of the level. Shoot it in order to spill some water on the chicken. Now that the chicken has grown to epic proportions, change characters to Tweek. Glide from the chicken to the toaster and switch it on at the mains. Push the button down on the toaster by going via the butter and the bread. Jump onto the toast and use it to propel yourself up to the shelf. Go through the hole in the wall and drop down to the worktop below. Work out the pattern of the flames so that you can get past them without getting hurt. Change to Roofus, climb up the wall and grab Heather. The exit is the bread-bin.

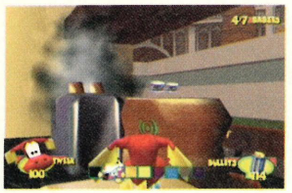


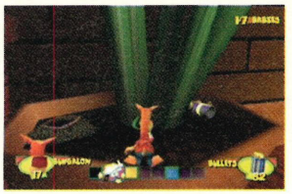


[1] These rockets will make short work of the pesky shrimps. [2] The exit is on the other side of all these hob grills. [3] These dinosaurs live in complete luxury. Hey mum, I want a hover-chair!

[4] Rico is a very cheeky little penguin. [5] Juliette goes into a trance as her baby rockets off into the distance. [6] Despite being technologically advanced, the dinosaurs' televisions suck!







Dinos Upstairs

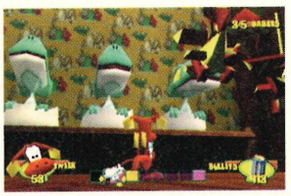
1 Go into the bathroom. Use the telepoint to change to Juliette. Be careful as there is a rocket-duck somewhere around here! Find the shower and then stand on the ledge. The shower base is full of lava, so prepare your jump to the bar of soap and save Marie.

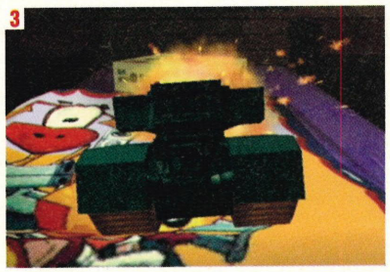
2 Head to the top of the bath tub by climbing up the towel. Take out the two rocket-ducks and make your way past the bottles to the telepoint.

As Bungalow, jump up to the taps and switch to Juliette. Climb up the hand-towel and change to Tweek. Glide into the hole in the dino's head and hit his brain to make him raise his head. Glide out of his nose onto the robot-butler's plate – a baby is waiting.

MINI BOSS MR DUSTY THE HOOVER

> Go into the family room. The Hoover will attack you. Don't worry, he's easy! Get out one of your big guns and shoot him in the eyes. This will make him reel back in pain and, most importantly, not suck you up! A couple of shots to the eyes will stop him for good.





[1] How did you get all the way up here? **[2]** Slide under the bed to get to the secret stash of ammo. **[3]** The tank's treads are great for getting up onto the bed. You'll find a battery up here which is vital for getting one of the babies.

LEVEL ENTRANCE

> Go past the coffee table and head for the gate that's in front of the stairs.

TOKENS NEEDED: 550

BABIES TO RESCUE: 5

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walkthrough

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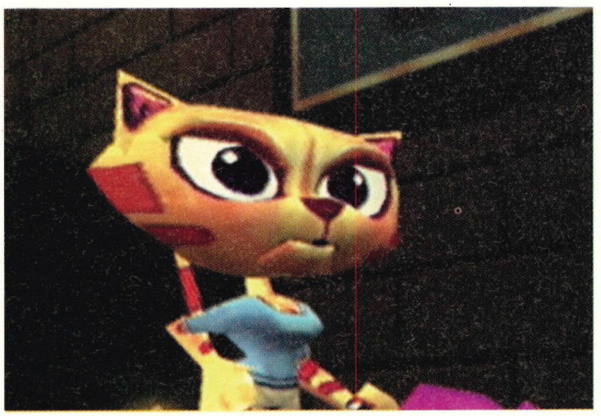
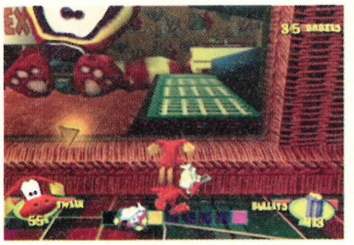


toptip

Fur Fighters

There's a Freeze Gun and Ammo under the bed!



3 The next baby is in the fish tank and is protected by a group of monsters. Leave him for now. Go into the adjoining bedroom. Jump into the tank and use it to climb up the bed sheets. Balance on the edge of the duvet so that you can shoot the box to reveal the battery. Go back to the bathroom and get Juliette. Climb up the bedside table and grab the battery. Go back to the bathroom and use the Bungalow telepoint that is between the two sinks. Head back to the fish tank and use the battery on the drill robot next to the tank. Once the robot has drilled a hole, change to Rico and jump into the tank. Swim to the centre to rescue the penguin.

4 Go into the kids' room and use the telepoint in the first cupboard to change to Roofus. Go over to the snapdragon tank and use the hole to the side of it to get in.

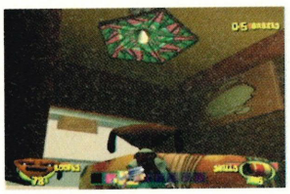
1

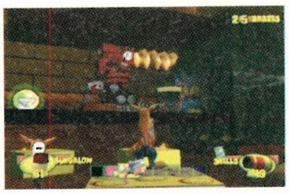
2

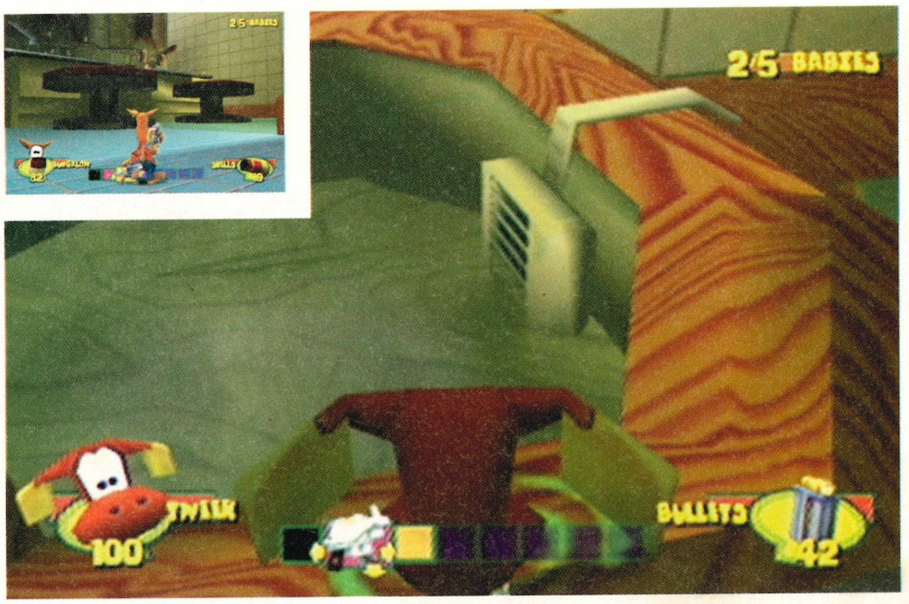
[1] There's a baby on the plate that the robot butler is carrying. You've got to get up there somehow. [2] See those three eggs over there? They're just about to hatch. [3] Those damned Rocket Ducks have got the better of me again! [4] There I was, minding my own business, when this dinosaur suddenly appeared!

3

4



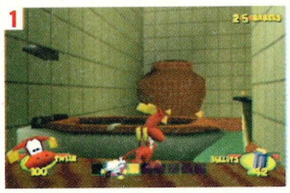


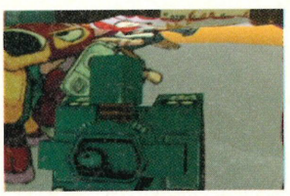


Avoid the snapdragons and grab the puppy.

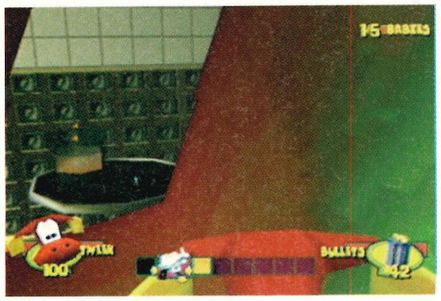
5 First of all, you need to help the dino eggs to hatch. Use the telepoint in the second cupboard to change to Tweek. Go through to the nursery via the hole in the cupboard wall. Immediately turn right and take out the enemies behind the wicker basket. If you just run into the room, you'll be swarmed by enemies and will almost certainly die. Get onto the blocks and glide over to the record player stand. Get onto the record player via the stuffed Chang's tail. Nudge the needle to make it skip to a marching tune – this will cause the eggs to hatch. Glide over to the blocks and then over to the toy car park. Go up the ramp, then up to the top of the nursery. Jump onto the baby dinos' heads in order to get onto the plane-mobile and save the baby.

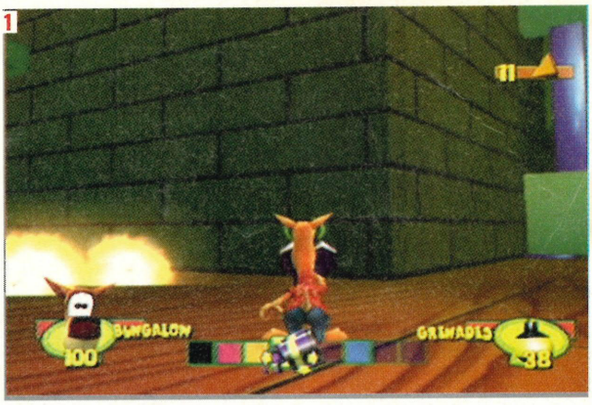
The exit is on the opposite side of the room.



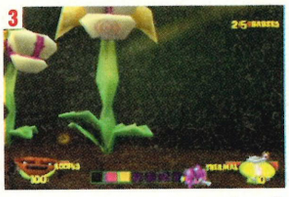


[1] The toilet seat provides a short cut past the bears. Don't fall in! [2] You can make the needle skip to a variety of tunes.





[1] Someone has got grenades. Take cover men, we could be in trouble here! [2] Jump into the tank and use it to clamber up the bedsheets behind you. [3] These snapdragons can't be killed. Just stay out of their way...or die!



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walkthrough

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Rumpus Room

LEVEL ENTRANCE

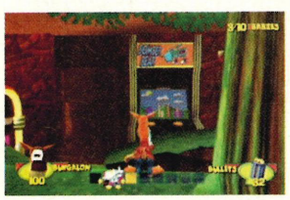
Go past the coffee table and head for the basement door.

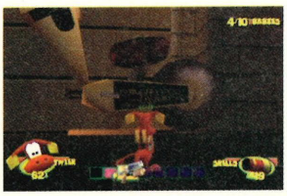
TOKENS NEEDED:	BABIES TO RESCUE:
600	10

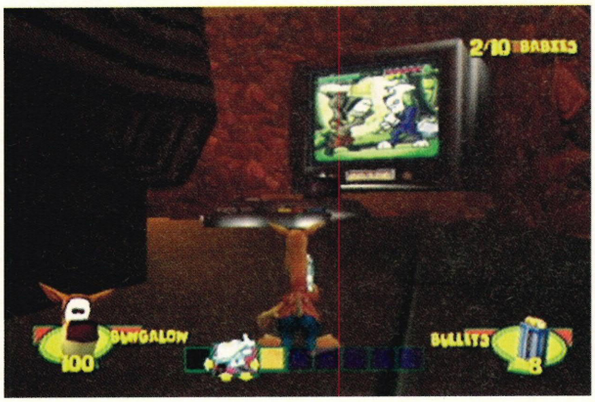
1. Jump between the cupboard and the bookcase and change to Bungalow. Go around the pool table and jump up to the Juliette telepoint. Find the claw-marks on the bookcase and use Juliette to climb up to the second shelf. A kitten awaits you.

2. Climb to the top and change to Tweek. Glide onto the pool table. Knock all the balls into the pockets and follow them down. Grab the baby and exit through the transparent flap.

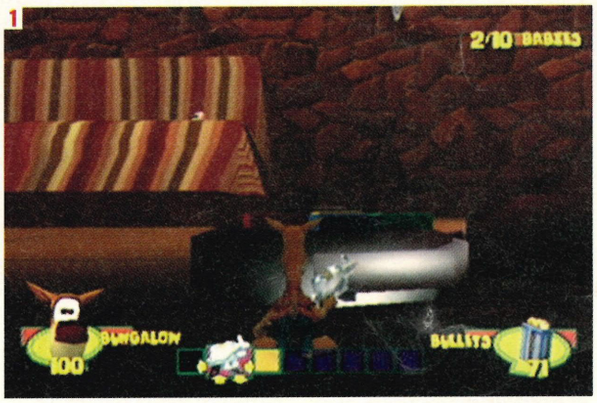
3. Change to Bungalow and make your way to the jukebox. You can get there by going up the steps and through the door in the games room. Enter the jukebox by going underneath it. Jump up to the axle of the record changer. Wait until it has stopped spinning before you go near it. Head to the top using the ledges and the arm mechanism. The baby is at the top.







1



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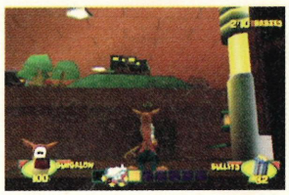
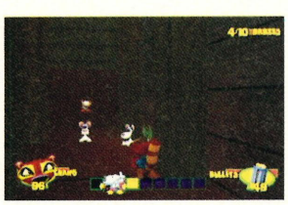


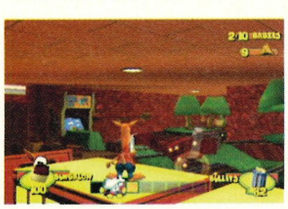
[1] You'll find a giant control pad on the floor. Complete the sergeant's button-dance to get some extra goodies. [2] This baby is high up on a rafter. You'll have to use the jet-packs in the garage to get high enough. [3] The jukebox can be found next to the model railway. There's a baby inside, but you'll have to avoid the razor sharp records inside, as they rotate every so often. At least the baby had some music to dance to!

4> There are some books stacked up beside the jukebox. Climb up them and jump on the train-set. Follow the trains to where you can jump onto a red train. Along the way, you'll pass a steam shovel. Jump onto the machine. On the other side, a green train will pass by – jump on it, then quickly jump off it again onto the grassy plateau. The baby is waiting here.

5> Head for the pinball machine near the train station. Jump into the hole in the side and change to Roofus. Hit all the orange buttons and the Viggo-head centrepiece will open up to reveal a baby.

6> There is a telepoint between the pinball machine and the wall. Change to Chang and head for the bar. By the bar there is a hole in the wall. Go in and talk to the mice to receive your mission briefing. The mice seem to be having some problems with the rats. Head down to the area under





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walkthrough

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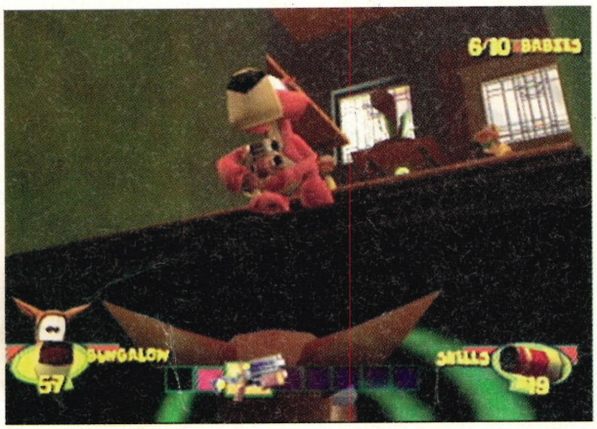
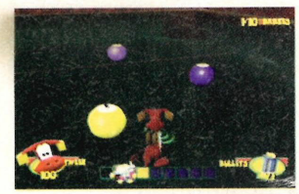
the floorboards and take them all out. Once they're all dead, the mice will give you a baby.

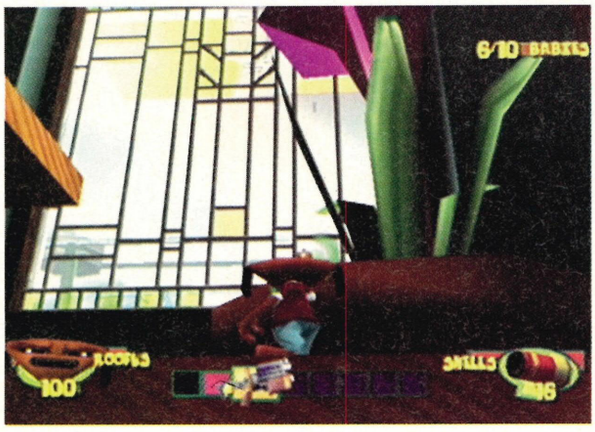
7 Use the telepoint at the bar to change to Tweek. Go down the stairs to the garage. The baby can only be reached by using a jetpack. Get to the jetpack via the magazines. Start it up and use it to get to the second jetpack. This one will go straight up – when it reaches its pinnacle, glide over to the purple hover-car and then over to the baby on the rafter.

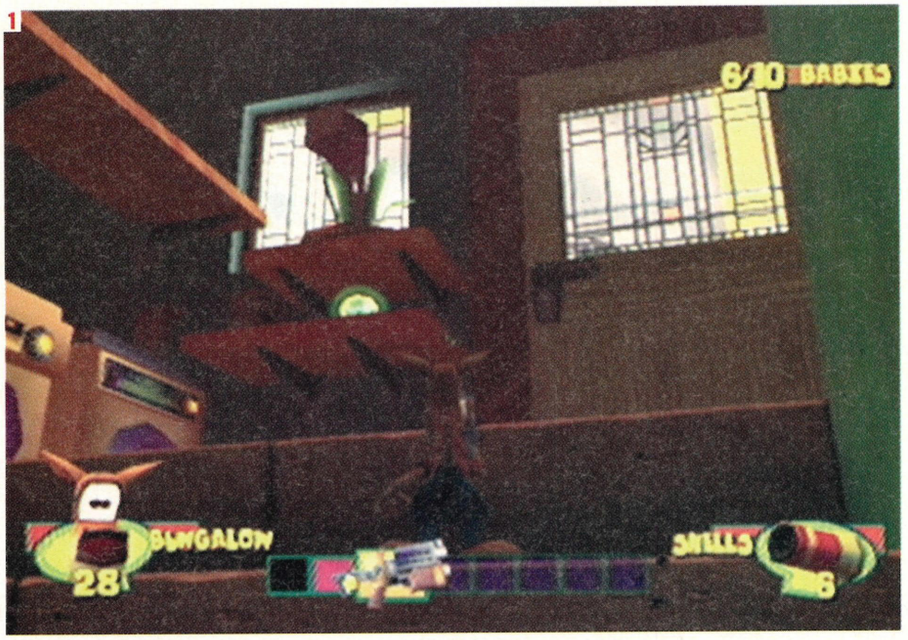
8 Use the telepoint that is located in the corner of the garage to change to Bungalow. Find the exercise bike and then jump onto the pedal. When the pedal gets to the top, jump onto the seat and grab Charlene.

9 Exit the room via the other door. There are hordes of enemies at the top of the stairs – your best bet is to wait at the bottom and press yourself up against the step. The rockets can't get you here. When a bear comes down, take it out and grab its ammo. Move up to the next step and wait for the next bear. When the bears are all dead, jump up and take a shot at the ducks. Remember, they can't hit you when you're against the step, so wait for them to calm down before popping up again. Get to the shelf via the boxes and the pipes. You need to burrow into the flowerpot, so change to Roofus. Cross the clothesline using the bras and save the puppy.

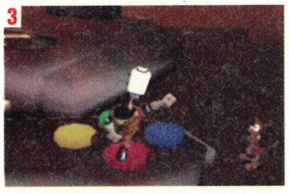








[1] This looks like the utilities room. There must be a way up to that telepoint. [2] The Rumpus room holds a pinball machine. Get inside and save the baby from Viggo's mouth! [3] This dancing zebra is actually a military sergeant. [4] There are so many bears on this level – at one stage 20 will come at once.



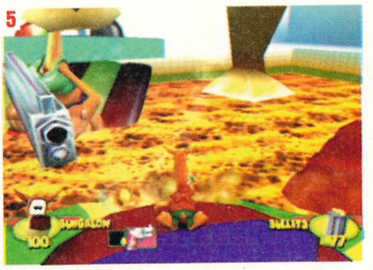
toptip

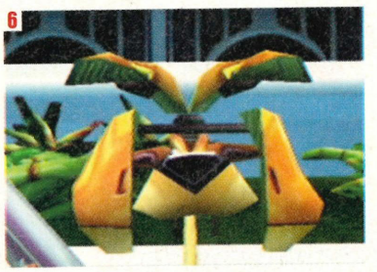
Fur Fighters

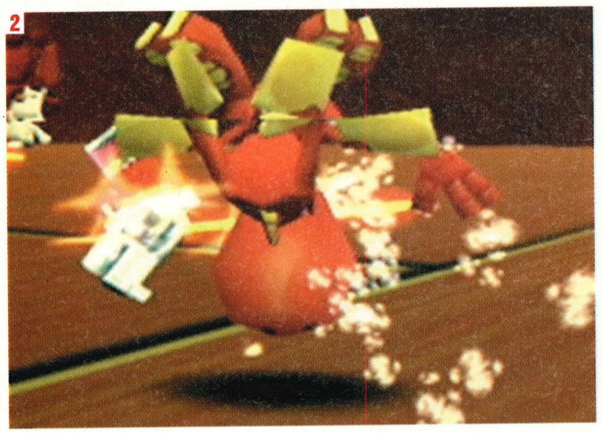
> Change to Bungalow and explore all the cupboards in the pool room to find loads of goodies!

10 Go back across the clothesline and burrow into the other hole. Jump down to the next pot and burrow again. Keep going until you end up next to a telepoint. Change to Juliette and climb down the wall. Shoot the orange buttons on the washer and the dryer. Climb back up to the telepoint and jump across the bridge that the washer and dryer have made. The kitten is here.

The exit can be found by shooting the knob on the gate in the clothesline room.







[1] Armadillos have got a tough exterior – wait until they stand up, then shoot. [2] The action becomes too much for Tweek. It's time to call it a day. [3] These toy boxes open up at the last minute to let out a group of bears.

[4] Yeeeowwch! [5] Let the air out of the platform and Esmerelda will fall into the lava. [6] The dinosaur mask detaches itself, Men In Black-style.

GUARDIAN BOSS ESMERELDA

BABIES NEEDED: 85

Put the dome between Esmerelda and yourself. The idea is to deflate the platforms by shooting the air valves. Each platform has one valve. The first is in the front-right corner, the second in the front-left corner, the third in the back-right corner and the fourth in the back-left corner. Each valve must be shot twice to take out the platform. Wait until Esmerelda has to reload – quickly pop out and shoot the valve. As soon as she starts firing again, hide! Keep doing this until all the platforms are down.

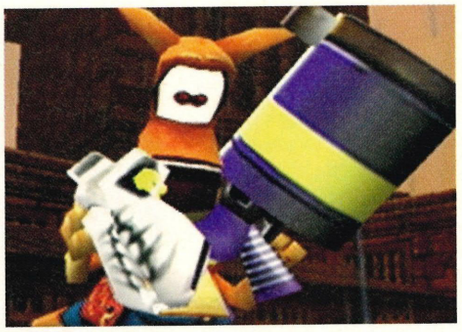
continued

continued>

Antal Tatatnal

Not content with taking Esmerelda from her family, Viggo has kidnapped Roofus's wife and one of his puppies! After having his plans blown up in his face, Viggo has devised a scheme whereby he will raise the dead from the Bad Place and set them against the world!

You must find the secret portal to the Bad Place and stop Viggo!



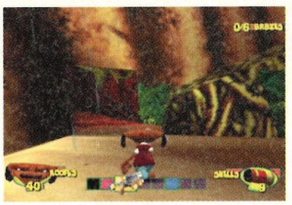
Tokens in hub: 10

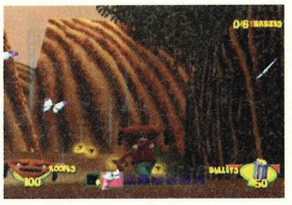
LEVEL ENTRANCE

Go to the far side of the beach and follow the passageway until you get to the blocked area.

TOKENS NEEDED:	BABIES TO RESCUE:
650	6

Jungle Of Despair



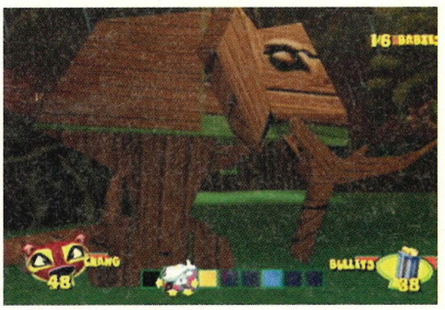


1 Walk along the beach until you get to the small cave on the right. Change to Roofus and move on to the next beach. Use the hole to get to the island. The old Polar Bear wants to go home – the nearby raft could make do but it needs fixing. Change to Juliette and climb up the tallest coconut tree. Jump from tree to tree to get to the telepoint. Change to Rico and get the sail from the top of the tree. Swim out to the rocks and go through the underwater passage. Grab the Rudder and use both parts to fix the raft. Go back to the cave, change to Roofus and get the baby.

2 Head for the caves back at the first beach. Take the left-hand path at the fork until you get to the whirlpool room. Drop down and change

1

2



[1] The elephants can be popped just like balloons! [2] While you are inside this wooden elephant, they can't touch you!

continued >

walkthrough

continued>

to Bungalow. With Bungalow, you'll be able to reach the higher ledges and change to Rico. Dive into the whirlpool, swim through the secret passageway and climb up into the cave holding the baby.

3> Climb out and change to Bungalow. Jump back up to the Rico telepoint, but don't change characters. Instead, go into the passageway from which you came. Go down the alternative path and then turn right. Go into the Jungle Village, talk to the Witch Doctor and begin your search for the flower and the skull. Ignore the bears that pour out of the huts. Go back down the ramp and carry on down the path. Go right at the fork and jump into the wooden elephant-tank and ride it back through the village. Instead of going back into the previous cave system, carry on and enter the second cave system. Go right at the fork and smash through the burial ground gates. The Fragrant Orchid can be found at the back.

Go back to the second cave system and take the alternative path. This will take you to another beach. Swim over to the island and enter the temple. If you are not already Bungalow, change to him. There are three armadillos guarding the entrance – their fire-power will finish you in no time at all, so be very careful. Stand on the darkened tiles to make them collapse, revealing a stairway. Follow it down, then go past the altar and up the stairs to find the baby.

4> Jump onto the altar by using the ledges next to the stairs. Jump to the top and grab the skull. Take them to the Witch Doctor and he'll ask for one more object: an Umbeetle. There are three beetles in the village – it could be any of them, so you'll have to find them all.

The first beetle can be found by walking over the bridge. You'll fall into a pit where you'll find the beetle. Just outside of the village is a clearing with a huge treehouse. Jump in the lift and shoot the elephant's head to go to the top. Make your way down from here. There is a beetle and a baby in here somewhere – better find them!

5> Go back to the start of the level and swim out to the island. Look at the book on the rock and note down the colour sequence (yellow, blue, green, red). Go to the back of the bomb and diffuse it by shooting the wires in the correct order. Get the final beetle and take it back to the Witch Doctor.

6> Go back to the pit below the collapsed bridge. Climb up the bridge using Juliette and cross the chasm. Follow the path, jump over the pits and a kitten will be on the other side. Go back across the chasm and turn right for the exit.

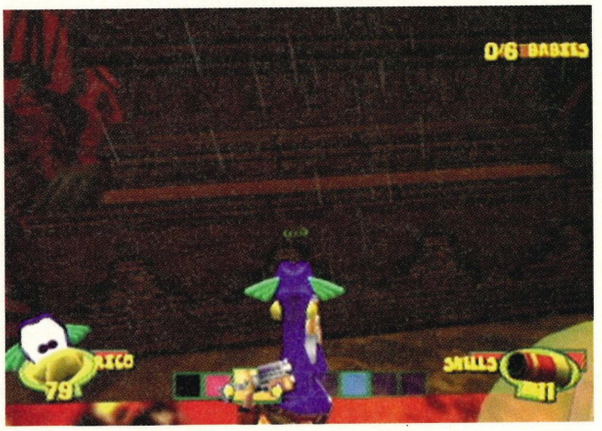
toptip

Fur Fighters

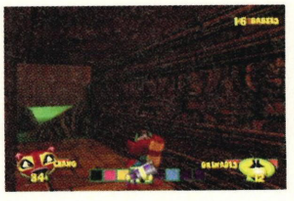
> There are quite a few huts that can be found along paths leading off from the main route. These huts contain goodies. Also, check behind trees for valuable health.

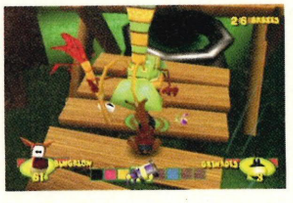
1

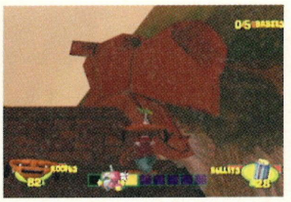
2

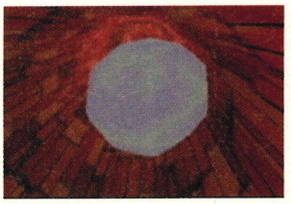


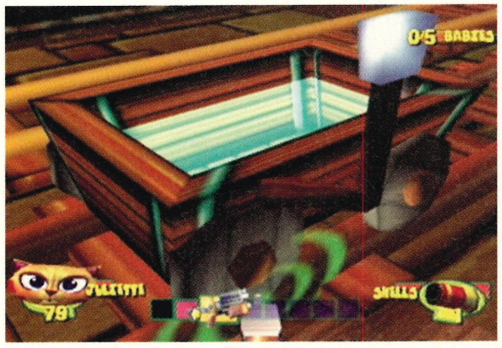
[1] Go and see the witch doctor to get your mission briefing. There he is!
[2] That island holds a huge temple which is guarded by armadillos.











Temple Of Gloom

LEVEL ENTRANCE

> Go up the hill and through the large doors.

TOKENS NEEDED:	BABIES TO RESCUE:
700	5

1 Turn right and go into the statue area. One of the large bear statues has a slot-machine in its belly. Shoot the handle to get the reels spinning: get three puppies to receive the baby. However, three bears on the reels will unleash a large group of angry bears, while three grenades will result in it raining grenades. Leave the baby where it is and move on to the next room. Note that there are two babies in here and move to the next room. Push the lever next to the mine cart to get it moving. Quickly climb up the water tower and, when the cart comes back, shoot the switch to fill it with water. This will give it enough momentum to break through the fencing. Go through the new hole and follow the corridor to the Bungalow telepoint. Take Bungalow back to the room with the two babies. Shoot the statue's arms and foot off, then push the button at the base of the wooden framework to lower the statue: it will displace enough water to raise the

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walkthrough

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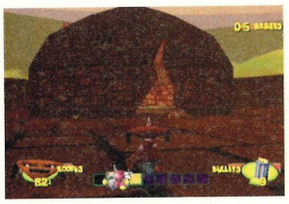
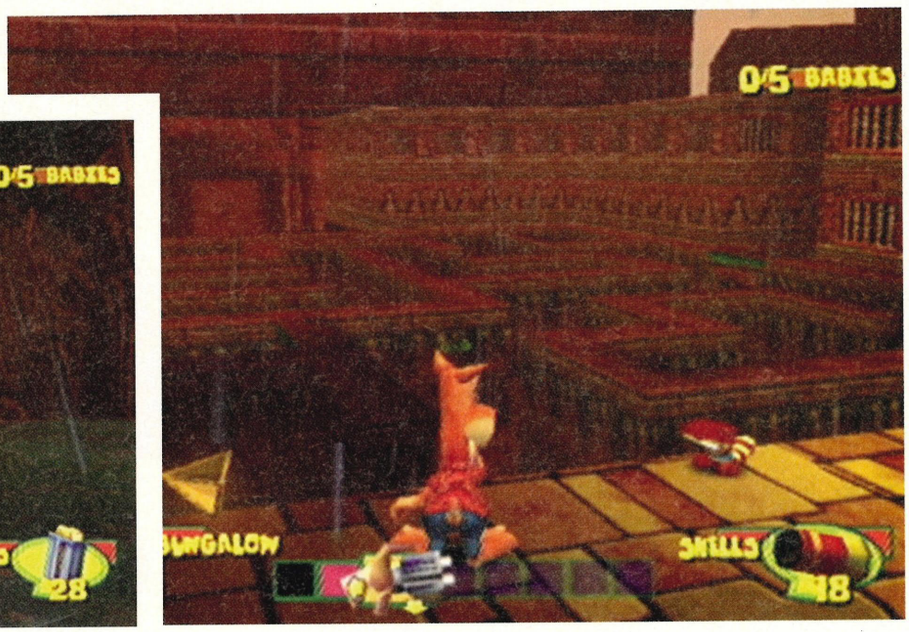


[1] Shoot the statue's arm to start the fruit machine rolling. [2] The Gold Door can only be opened if you have the Gold Key. [3] And there it is – the mould to make the Gold Key! [4] One of the puzzles of the temple.

[5] The Gold Key can only be made by pouring the molten liquid into the Gold Mould. [6] The weather is unusually bad in the jungle. You'll have to run hard against the wind to get anywhere. [7] The bridge that leads to the jungle has been broken. Whoever broke it has left a gun though, so we'll forgive them.

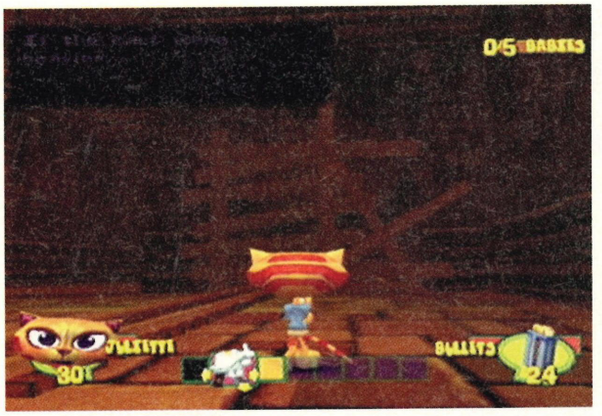


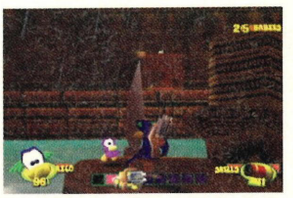
2> Go back through the hole to the Bungalow telepoint. Pass through the melting-pots room – the next room holds a lizard. These are very dangerous due to their long tongues – take them out from a distance. Grab the Silver Mould from the pillar and take it back to the melting pots. Put it in the relevant slot and pull the lever to make a Silvery key. Go through the corridor into the large room. Sheila is on a block at the top of the steps.

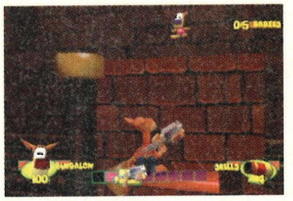
3> Change to Rico. Slide down the ramp and you'll find yourself back at the beginning again. Go to the room with the hanging statue and lower it into the water. Jump down and save the baby.

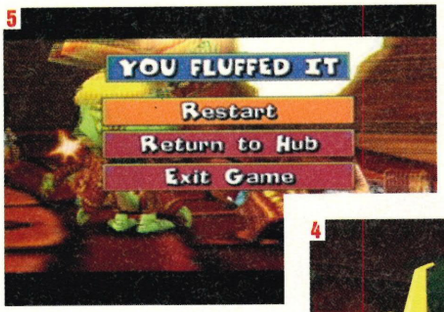
4> Go back into the large room where the Rico telepoint is. Use the Silvery Key to open the Silver Door and go down the corridor. At the top of the ramp is a Chang baby. Leave it for now. Head into the maze. At the first T-junction, turn right and change to Roofus. Go all the way back to the statue room and grab the Roofus baby.

5> Go back to the maze. There are four doors in this maze and they are marked by sections of wall with paintings on. Make your way through the maze until you get to a room holding a miniature map of the maze. Figure the map out, and stand so that you are looking at it from the entrance of the maze. Step on the left switch and find the relevant room – the switch is on a timing mechanism so you'll have to be quick. Grab the Gold Idol and go back to the map room. Step on the bottom and right switches and leg it back to the entrance area.









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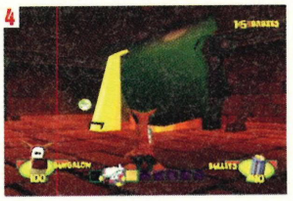
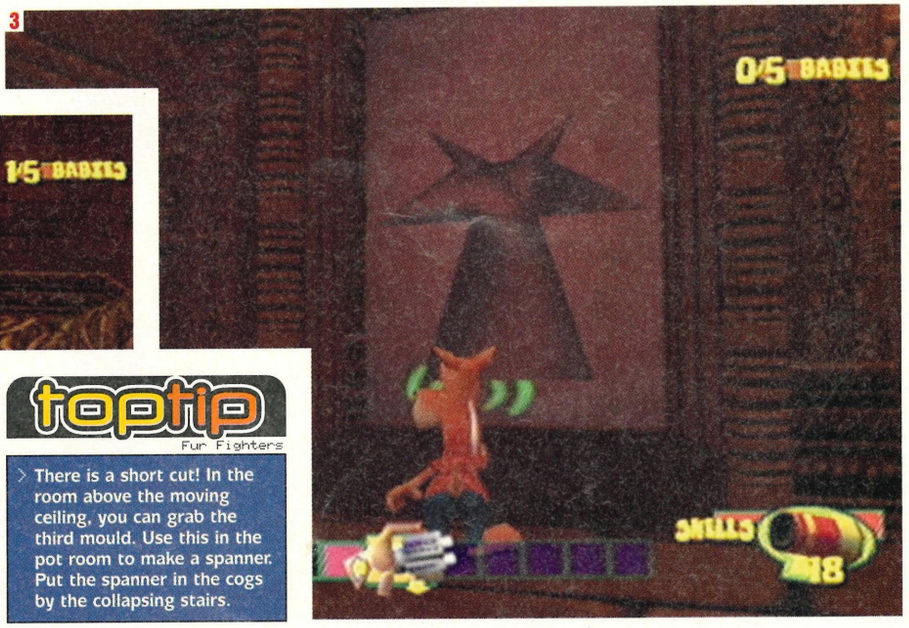


4

[5] So close and yet so far! That's the exit portal! [6] The Silver Mould is hidden on a pillar and is guarded by two angry bears. Take them out and grab it!

[1] Use the sandbag Indiana Jones style, to weigh down the pad. [2] You can shoot this statue's arms off – he's not bothered! [3] Don't tell me you forgot the Silver Key? [4] That lava almost looks good enough to eat!

2



3

6

toptip

Fur Fighters

> There is a short cut! In the room above the moving ceiling, you can grab the third mould. Use this in the pot room to make a spanner. Put the spanner in the cogs by the collapsing stairs.

At the Roofus telepoint T-junction, turn left and go through the now open doorway. Grab the Gold Mould there and use it in the melting pot room in order to get the Gold Key.

Go back to the map room and step on the bottom and top switches. Go the same way as for the Gold Mould room, but instead of going into that room, keep going and go through to the Gold Door. Use the Gold Key on the door. Drop down to the telepoint and change to Chang. Press the button in the passageway and quickly climb up the ladder. Go out of the other doorway and go up the ramps. You will now be in the room above the moving ceiling. Shoot the button on the other side of the room to raise the ceiling. Jump over, grab the Spanner Mould and push the switch again.

Make your way back down to the lower room and repeat the process so that when you come back up to the room above the ceiling, you'll be able to see a room down below. The drop is slightly too much to take without severely hurting yourself, so shoot the switch on the opposite side. After a second or so, the ceiling will have raised enough for you to jump down to it. Squeeze into the room and follow the corridor. The pit in the centre of the room has lasers – run straight across it to avoid them. Replace the Sandbag with the Gold Idol *à la* Indiana Jones. Go back to the room above the ceiling – there will now be another opening available to you. Return to the start of the maze and grab the baby.

Use the telepoint in the maze to change to Roofus. Leave the maze and go back to the big room. There is a room in here which you haven't yet been in. Go in and put the Sandbag on the switch. Go through the forest and use Roofus to dig into the hole. Run up the broken pillar and jump past the statue's head to the narrow beam. Jump across the pillars and enter the dome via the crack in the wall. There is a ladder that leads down to the floor, but the enemies will shoot at you and cause you to fall from a great height. The best way to get down is to jump onto the statue's head in the centre of the room and then drop down from there. Take out the enemies and jump into the portal.

continued>

continued>

The Bad Place

LEVEL ENTRANCE

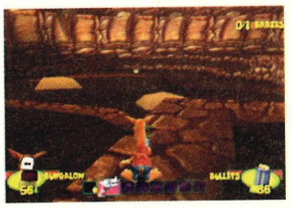
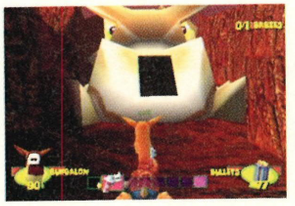
> You arrive here after jumping into the portal at the end of the previous level.

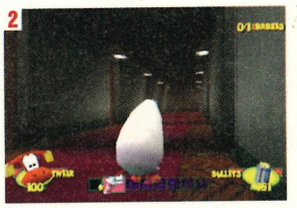
TOKENS NEEDED: 750

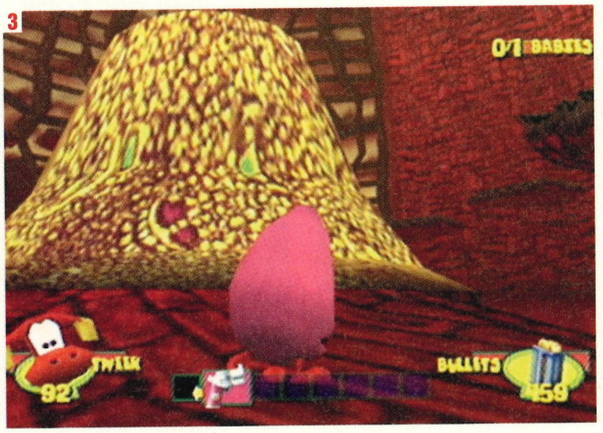
BABIES TO RESCUE: 1

There are skeletons everywhere! There is no easy way around them – lure them out and take them off one by one. At the fork, go left. A beaver is being harassed by four imps. You need to help him somehow. Go back to the first fork and go right. Take out the bears and jump onto the cauldron. Shoot the liquid to set it on fire. This will attract one imp to it. Face the exit and take the right-hand path. Light the second torch and take the right-hand exit at the first torch. Follow the ledge and light the third torch. The fourth is by the large door. Now that you have lured away all of the imps, the beaver will be very happy. Visit him and he'll give you the key to the Door Of Nowhere. Use the key on the large doors that are by the fourth torch.

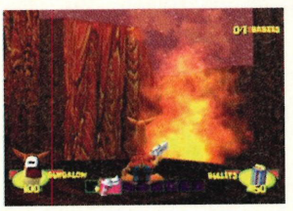
Each character has a door that only he/she can enter. All of these mini-levels must be completed to get the one baby.

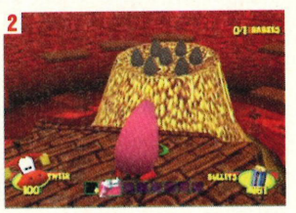




[1] "What have you done to him?" "Hey, I don't know, he just fell over!" [2] Tweek heads down the corridor to the next bad place. [3] That's one big pile of gold! I wonder where its owner is? Me and my big mouth! [4] The West-Side Bears are the local boyz in da hood and they don't take kindly to you intruding! [5] The Flame Gun is essential gear for this level. Your ammo is limited, so don't get too trigger-happy.



[1] An eerie glow fills the Bad Place – there are huge torches everywhere. [2] Tweek's Bad Place is set in a dragon's cave. He has to get to the eggs.



1 Tweek's Door: Go to the end of the corridor and turn right. Go into the door on the left with Tweek's face on it. Get onto the slabs and jump from one to the other until you reach the top of the pile of gold.

2 Bungalow's Door: Go left out of Tweek's bad place. Down the corridor, on the left, is Bungalow's door. Simply collect all 100 tokens and go out of one of the doors.

3 Chang's Door: Turn right when you come out of Bungalow's door and go left at both of the turnings. Chang's task is to negotiate his way through a white room to reach the exit. For each directional instruction, you will need to walk as far as you can, then turn in the stated direction. Firstly, turn left. Then, walk forwards and turn right, left, left, left, right, right, up the ramp, right, right, right, left, left

continued >

walkthrough

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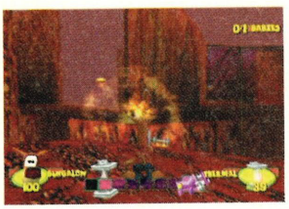


and left. The exit is straight ahead of you.

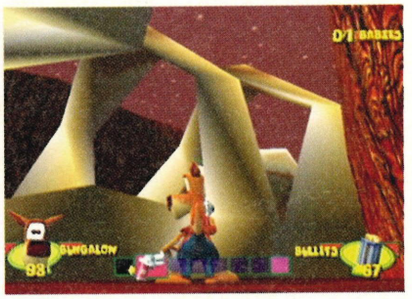
4> Rico's Door: Turn left out of Chang's door. Rico's door is around the corner on the left. Lure the tank's fire to the fence blocking the alleyway. The tank will destroy the fence – go down the alleyway and use the second tank to destroy the second fence. Go down this alleyway and you'll end up on the other side of the bears with the exit in your sights.

5> Juliette's Door: Go right when you come out of Rico's door and then turn left when you reach the junction. The door is on the right. Simply destroy the foxes to reveal the exit.

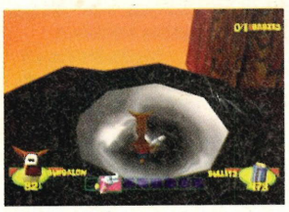
6> Roofus's Door: This is almost opposite Juliette's door. Go down to the first floor and grab the dynamite from the room on the right. Find the hatch on the second-floor roof and climb down it. Jump across the river and put the dynamite at the

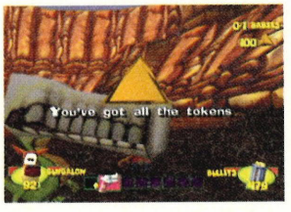
1

2



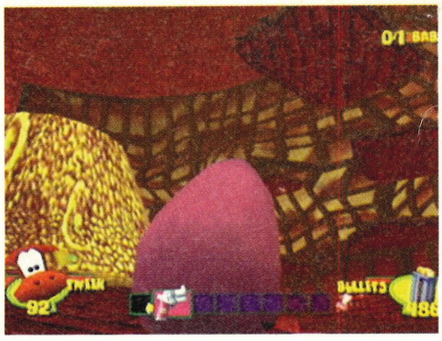
[1] Light the torches to attract the imps. [2] The first section of this level is extremely hard – there are skeletons everywhere. You'll only get through if you find the Flame Gun and the Grenades.

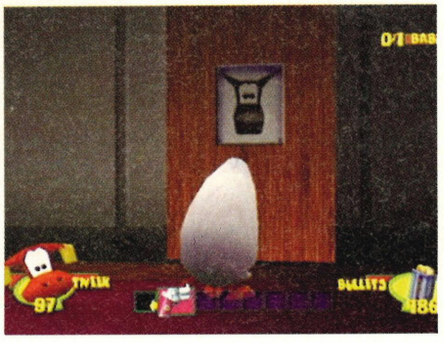




toptip
Fur Fighters

> Check out the floating platforms that are along the walkways for secret Flame-Throwers and Cluster Bombs.





[3] You'll need to jump onto the back of that tank and chuck the dynamite down the hatch!

3

end of the fuse. Exit the building, go left and go across the bridge. Step on the plunger to destroy the tank. Now that the bridge is down, you'll have to take the long route back to the first building. Go up to the roof and jump onto the tank. Put the remaining dynamite in the tank and jump off. A second tank will appear, so you'll have to find some more dynamite in the city. Once you've found some, get behind the tank and chuck it in the rear hatch. The doorway to the temple will open on the second bridge. Go through, grab the baby and get out of there.

1

2

3

4

[1] Very civilised isn't it? Don't get too relaxed though – there's danger about. [2] Juliette gets warm by the fire. [3] Those foxes are up to their old tricks again! [4] Finally, it's the exit! I thought I'd never get there. Phew!

GUARDIAN BOSS WINNIE AND MAI

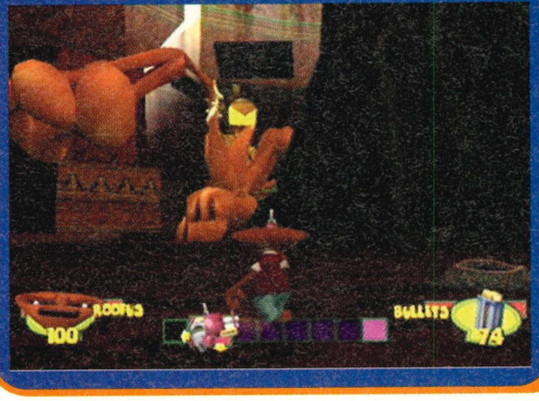
BABIES NEEDED: 90

› Switch to Roofus and dig yourself into the temple. Get the Freeze Gun and the Heavy Machine Gun. Change to Chang and go out of the cracks under the bark. Change back to Roofus and wait for Winnie to come around the corner. Shoot her in the neck a couple of times and Mai will drop down. As soon she does, dig into the tree. She will follow you in – when she walks into the water, freeze her with the Freeze Gun. Now you can hurt her with the Machine Gun. When she reels back, immediately switch back to the Freeze Gun, freeze her and blast her. Keep doing this until she runs away. Change to Chang so that you can get out, and repeat the whole process over again. The third time, you will have to shoot Winnie six times before she finally gives in.

1

[1] Chang uses the telepoint to help out Roofus. You're gonna need them both to defeat Winnie and Mai. [2] Grab the Freeze Gun!

2



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walkthrough

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Viggo-A-Gogo

Tokens in hub: 10

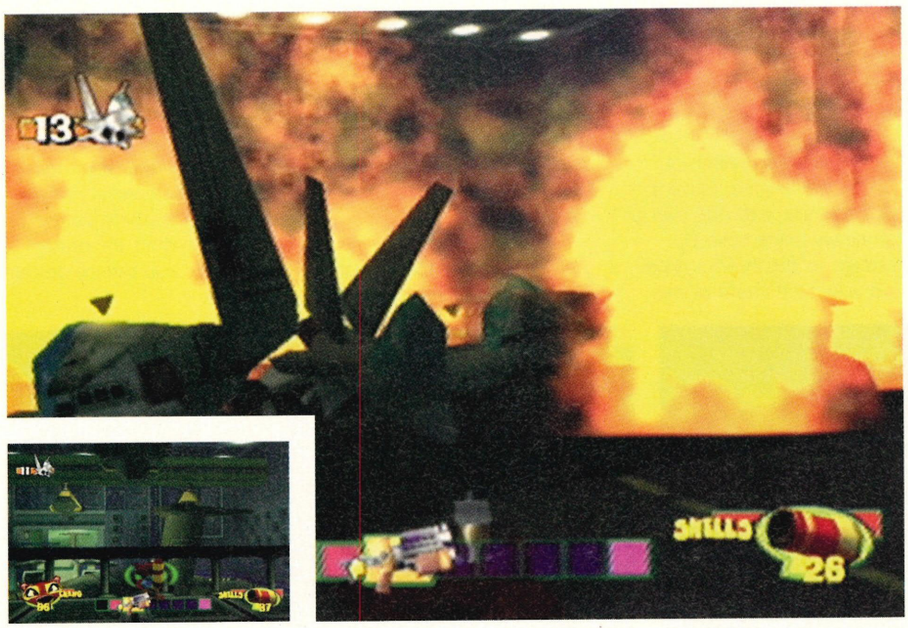
Viggo is reaching the end of the line – in a final desperate attempt to stop the Fur Fighters, he has planned an attack on the village itself! Make your way to Viggo's carrier and destroy all his jets before facing him for the last time on his island hideaway.

H.M.S. Viggolina

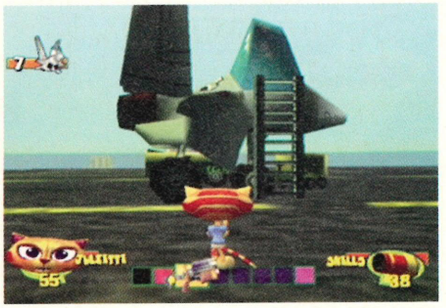
LEVEL ENTRANCE

Go to the main hub and swim between the rocks. Head for the ship.

1 Jets 1–3: There's only one door that goes anywhere in the first room. Before you go through it, climb up the ladder, change to Rico and jump into the water. Swim through the



[1] Juliette gets the chance to fly a jet – use the rockets to bring down the enemy fighters. [2] Heat-seeking missiles can be used to destroy the jets in this hangar.



tunnel and climb out on the other side. You'll end up in a large warehouse with tons of Ammo in it. Hit the left orange button to lower the missile. Find the door in the far corner and go through to the start area. Go through the other door and take out the peacocks. Use the blocks to get to the top of the central column and push the orange button. Go through to the next area and make your way across the pipes to the ladder. Be careful of the peacocks. Go up the ladder, along the ramp and then go left. The room at the end holds three jets and a heat-seeking missile launcher. Switch one of the jets on to create the heat source and launch the missiles. You'll have to destroy all of them, one by one.

Jet 4: Go outside via the door with the streaming light and prepare to fight against another jet. Jump over the bullets and aim for the cockpit. When it opens, shoot the bear inside. After five or six hits, the jet will blow up. The items in this

continued >

walkthrough

continued

area constantly replace themselves – completely heal yourself before moving on.

3 **Jets 5–6:** Go back to the missile room and change to Bungalow before exiting via the second door on the walkway. You'll end up in a room with a chopper and two jets. Use the crate to get into the chopper's cockpit. Hit the button to start the engine, then jump out. The chopper will fly backwards and cut the jets in half!

4 **Jets 7–12:** Exit the room via the door under the walkway. Once you're in the next room, hit the button on the walkway to move the engine. Go down to where the engine was and turn it on using the button located on the floor. The blast from the engine will burn through the wall and destroy six more jets!

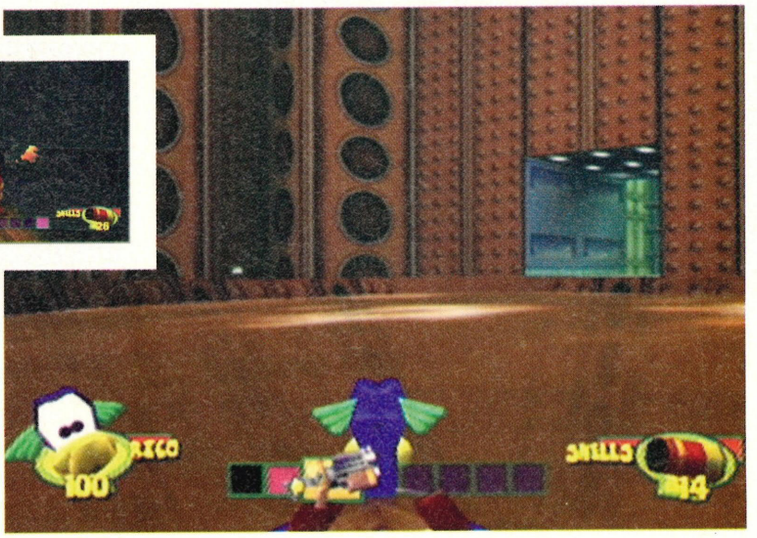
5 **Jet 13:** Switch off the engine, move it back and use it to ride over to the newly made hole. Go through to the inferno room and walk to the end of the walkway. You can jump to the wing of one of the jets from here. Jump from wing to wing until you get to the orange button on the other side. Push it to turn on the sprinklers and go outside. Take out the jet in the same way as with Jet 4.

6 **Jets 14–15:** Go back to the engine room and out of the door adjacent to the one you came in through. Follow the corridor through to the radar room and hit the button to switch on the radar. Go through the door and into the next room. There are two control rooms in here. Get to them via the walkways and hit the orange buttons to drop bombs on the three jets.

1

[1] The monitor in this room is out of order. The repair man is on strike apparently.
[2] The central control room is full of flashy lights. What's that? Don't press the red button? You mean this one?

2

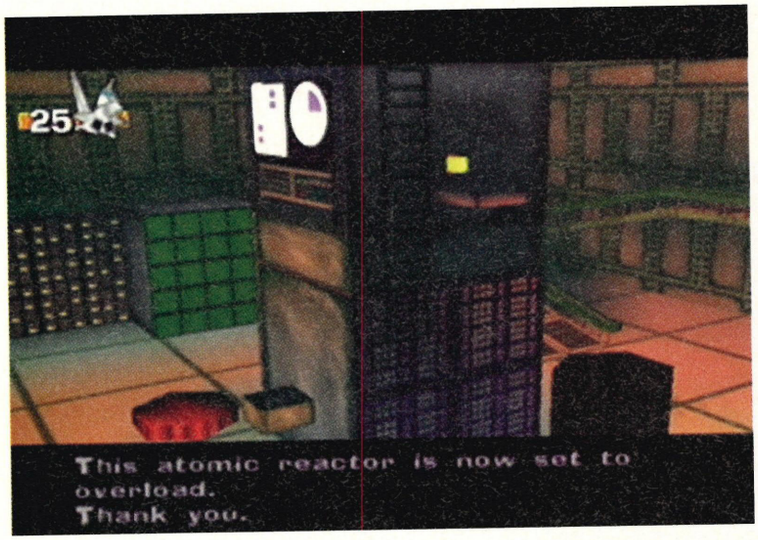


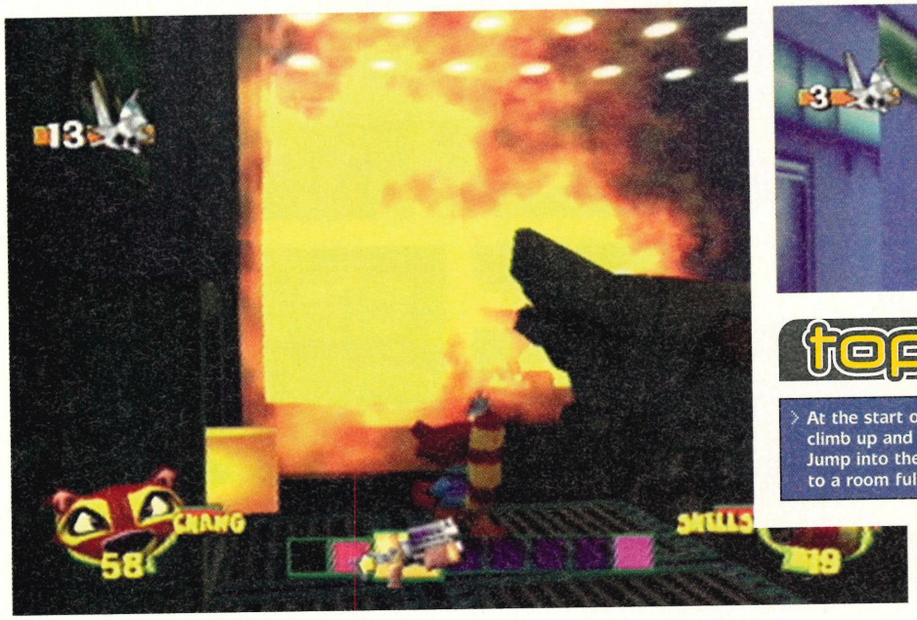
7 **Jets 16–20:** Exit and follow the corridor. Turn left at the junction and climb up the ladder to the deck. Jump into the jet and take out the three jets that are flying about. Carefully land the jet – it will then be sent to its doom!

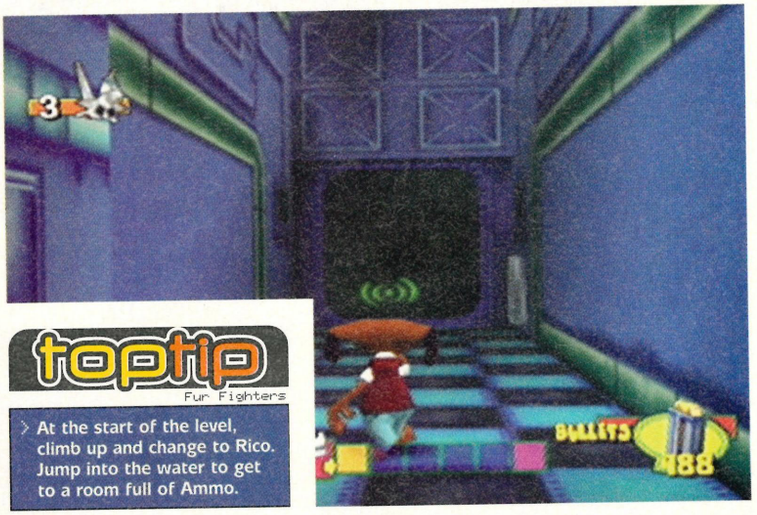
8 **Jet 21:** Climb up the ladder to the radar array. Grab the Stateroom Key, found on top of one of the radars. Go back down into the carrier. At the T-junction, instead of going right as before, go left. There are two pipes in the wall on the right-hand side. Jump into the left one and you'll end up in the armoury. Hit the orange jet button to load the missile and make your way back up to the T-junction. It's a long way, but don't worry: there's a short cut! Climb up the ladder in the pipe room and turn around. Jump into the hole below you – this is the other pipe from the T-junction area. Climb up the pipe and then turn right. Go into the anti-aircraft missile room and hit the button in order to launch the missile.

9 **Jet 22:** Go down the pipe so that you end up next to the ladder above the pipes room. Climb up the ladder and go through the small door on the right. Walk straight ahead and take out the hovering jet.

10 **Jets 23–25:** Go back inside and turn right. Go through the Viggo door. Grab the Friendly Fire Codes that are on the table and then use them in the control room that is up on deck. Go back down to the ladder that is located above the pipes room. Climb up it and then go left. Go up the ramp, turn right and jump into the gunner unit. Use the gun to destroy the remaining three jets.

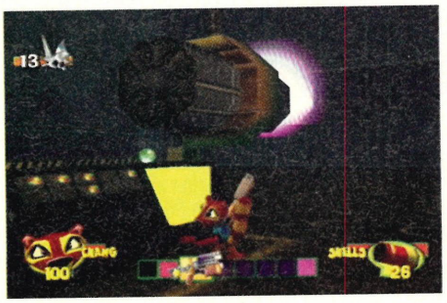


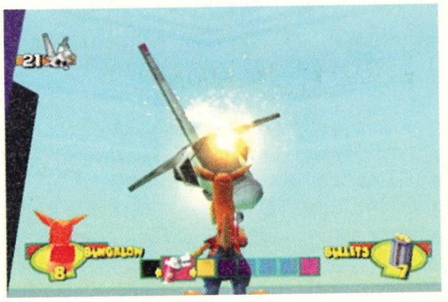




toptip
Fur Fighters

> At the start of the level, climb up and change to Rico. Jump into the water to get to a room full of Ammo.





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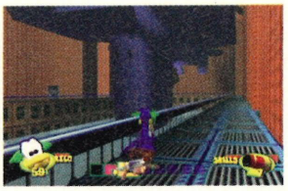
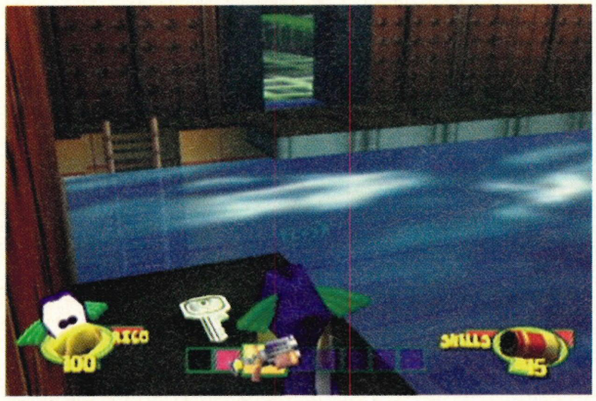


[1] The kitchen, as you would expect, is full of yummy treats. Looks a bit grubby, mind. [2] To launch the torpedo at Viggo's stealth vessel, you will need the correct launch codes.

1



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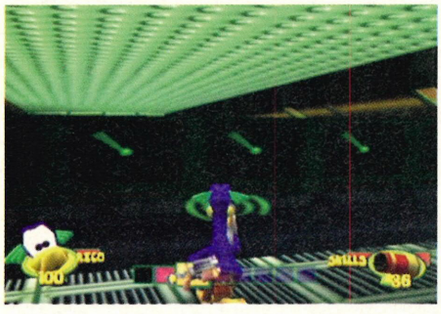


V-100

LEVEL ENTRANCE

> The submarine will only surface once you have actually beaten Viggo's carrier.

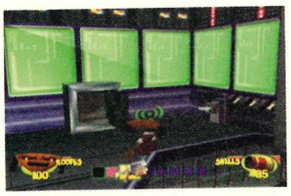
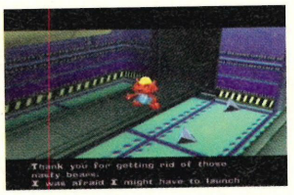
Swim onto the submarine and quickly climb up the ladders. Be very careful as the security guns are on full alert. When the sub begins to dive, jump into the hatch and go into the locker room. Go through and take out the bears in the adjoining room. Head down the ramp and into the main inner dock. Follow the walkway until you see a silver door on your right side. Go into the torpedo room and save the beaver from being launched (what is it with beavers in this game?). Jump into the torpedo tube and you yourself will be launched. Aim for the swirling light in the centre of the screen and, when you finally get to it, swim up into the hatch.

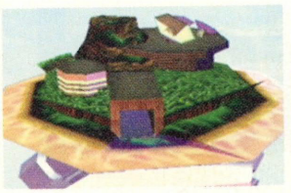
In the next room there is a hole in the floor. Jump into the pool below, climb out and grab the First Mate's Key. Follow the stairway into the

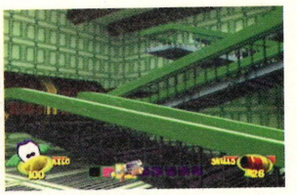
toptip

Fur Fighters

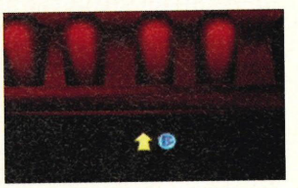
> At the submarine control panel, you have to press the direction and button as soon as it appears on the screen – otherwise you're sunk.





[1] The entrance to the submarine is guarded by Gatling guns. [2] The torpedo room is empty – they must have already launched them! [3] The light is coming from the room above. Swim up to the hatch!



Steering Control room. Viggo has launched depth charges against the submarine – you'll have to take control of this baby and steer her to safety! Once everything is under control, go through to the kitchen. It's full of enemies – clear them out and keep going. Leave the button for now. Go down the ramp, through the enemy identification room and into the warehouse. Take out all the pilots and change to Chang.

Go back into the kitchen and use the food lift to get up to the next floor. Enter the wide door on the left. Put the key in the socket – you'll notice that you need the Captain's Key in order to open the safe. Go back the way you came and go through the other door in the second-floor locker room. Change to Juliette and try to leave the room. The proximity alert will sound. Go to the control panel. As soon as the directions come up on your screen, you need to tap them in using the appropriate buttons and the D-pad.

Grab the Captain's Key from the next room and then use it in the periscope room. You need to stand with your back to one of the keys. Aim at the other key, then shoot it and press back simultaneously. This will open the safe and you can get the Torpedo Launch Codes. Go back to the warehouse where the pilots were and go through the wide door to the steam room. Negotiate your way around the steam – you will end up on the other side of the main inner dock. Turn left and go into the first door on your left. Use the launch codes in order to launch the torpedo and cripple Viggo's stealth submarine. Hoorah.

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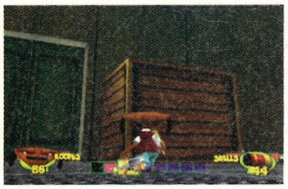
Viggo's Island

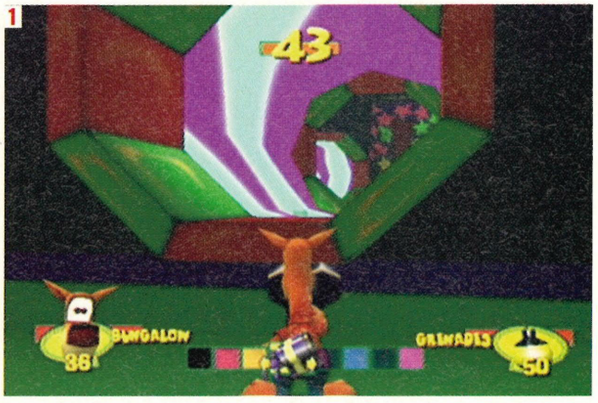
Grab all the Ammo in the room and go through the door. Go down the steps into the centre of the room and change to Juliette. Leave through the door on the opposite side of the room and go down the stairs all the way to the bottom. Grab the Cluster Bomber and the Auto Shotgun and head up to the next floor. Follow the corridor and change to Chang. Hit the orange button to raise the door and go through to the vault. Once Viggo has said his piece, turn left and go up the ramp. Find the bodyguard bear and blast him with cluster bombs. Grab the key that he drops and use it to free Sgt Sternhauser. Your next opponent will be a fox, then a mechanical bear, then a butler bear. Use the Cluster Bomber or the Auto Shotgun to take them out, and use the key to open the relevant door and then switch off the defence measures.

Once all the bosses have been defeated, collect all the Ammo that you can and head for the corridor on the far side. Go up the stairs and hit the button to open the door. Viggo's pet, Fifi, has the key to get out of this area – you'll have to catch him! Turn around and change to Rico. Dive into the water, swim through the

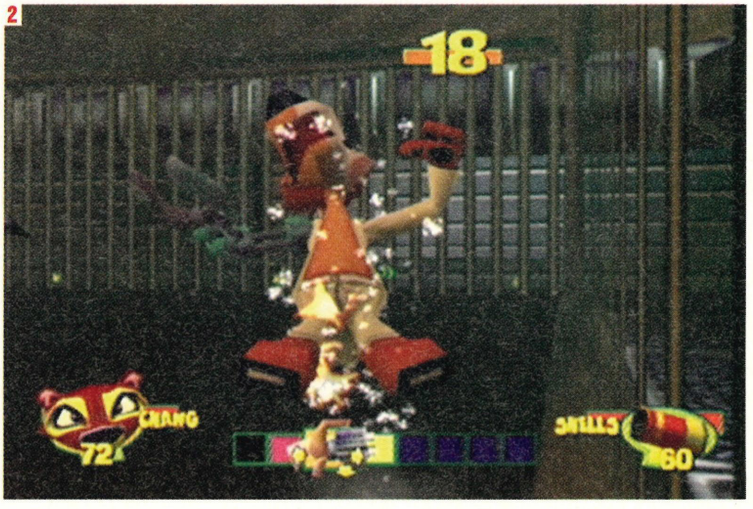
LEVEL ENTRANCE

> Once the stealth sub has been crippled, Viggo's Island will appear behind your ship.





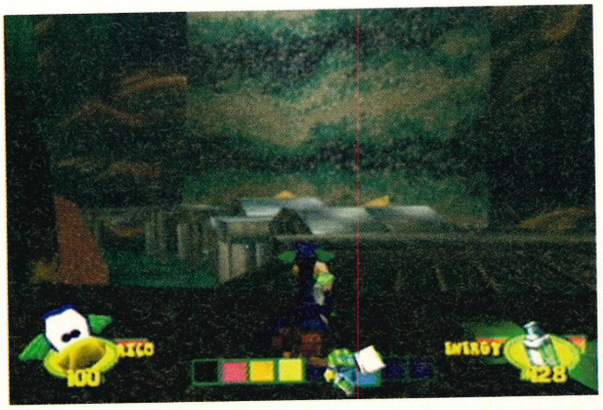
[1] Viggo's carousel is a weird place. Mr Grr and Mr Arr await you inside where they will drive you insane by performing a trippy dance! [2] One of the sub-bosses reels back in agony as Chang blasts him with the Auto Shotgun. You'll need to keep him at bay to avoid his mechanical pincer!

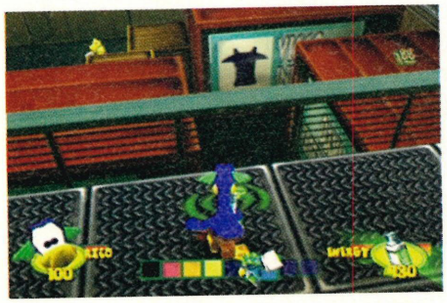


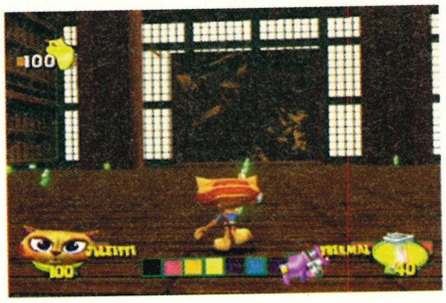
tunnel and climb out on the other side. Go past the waterfall and make your way over the collapsing bridge. Dive down into the water: you should have caught up with him by now – just touch him to get the key.

Go along the corridor and jump down onto the roof of the red crates. Grab the ammo and drop to the floor. Find the ladder and go down it. You'll end up in a sewer system. Use the left crate to get over to the other side. Change to Bungalow and jump up to the next ladder. Walk along the wire mesh, go down the ladder and jump across using the left crate. Change to Chang and go through the narrow passageway. Use the lift in the next room to take you up to the next floor. Go up the ramp to another passageway and follow it through to the stealth bomber room. Use the crates to get to the telepoint. Change to Tweek and glide over to the suspended ladder. Jump onto the wing of the bomber and make your way to the tail. Jump from the tail to the cockpit, then glide over to the next bomber. Once you get to the third bomber, you can glide over to the suspended ladder and climb up to the walkway. Hit the orange button to open the warehouse doors. Glide all the way to the bottom and go through the now open doors.

Follow the edge of the crates to get to an alcove holding a Flame Gun and ammo. Jump down to the floor and press the button. This door will lead you back into the missile room. Turn left – there is a new opening on the left side. Follow the corridor into an oriental-style area. Go through the two rooms and change to Juliette. Use the scratch-marks to climb up the bookcase and get to the other side. Go through the doorway and enter Viggo's dojo. There are 100 bear ninjas in here – 30 in each of the doors on the bottom floor and ten on the upper floor. The







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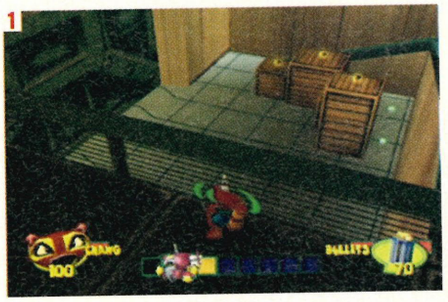
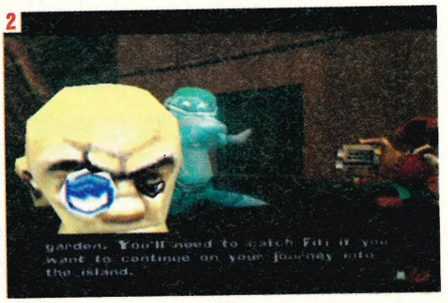
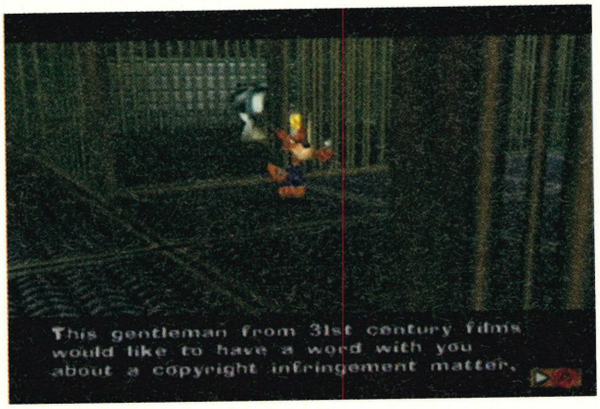


[1] Sergeant Sternhauser is being held behind those doors! [2] Viggo's pet, Fifi, is a human! He's got the key to the exit – you'll have to catch him! [3] Wire mesh separates you from a large drop into an icy river.

2





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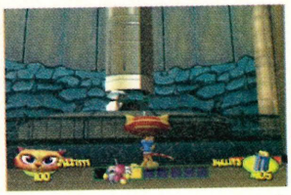

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walkthrough

continued

best way to do this is to take one door at a time. Stand in the corner and use the Flame Gun to take out two or three bears at a time – you'll have to be very patient! Once the counter reaches ten, use the claw-marks to climb up to the next level. Take out the remaining ninjas and climb up to the exit.

Change to Roofus and press the button. Follow the corridor through to the tank room. Take out the armadillos and use the Bungalow telepoint behind the crates. Use the crates to get to the ladder. Climb up and hit the button to open the main doors. Go down the ramp, all the way to the warehouse. At the far side is a telepoint. Change to Chang and go through the narrow passageway on the right side. You'll end up in another warehouse. Change to Bungalow and hit the button to raise the lift. Go into the next area and jump onto the crates to cross the barrier.

Open the door and enter Viggo's carrousel. Jump into the centre area. You have 60 seconds to get to the top of the central carrousel and ring the bell. This will renew the timer to 60 seconds again. Use the Flame Thrower and Grenades to finish off Mr Grr and Mr Arr. Once they have been defeated, exit via the door on the opposite side. This will take you back to the missile room. A new door will have opened up.

Go into the elevator. Go through Viggo's garden and take out the deer and the rabbit. Keep going and switch to Tweek. Climb up the ladder and then glide across to the door. You will now go up against Fifi!

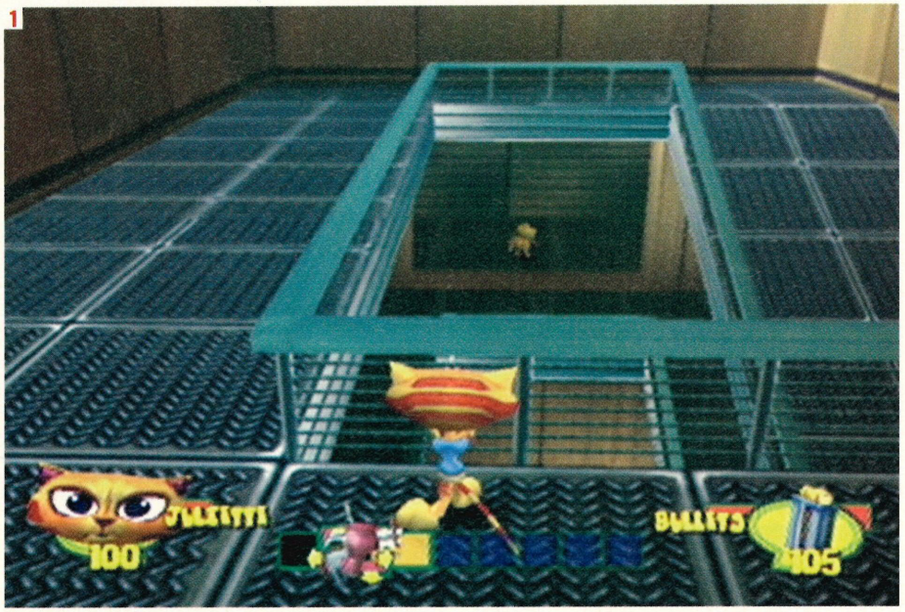
Glide underneath the jet and land on the other side. Quickly turn so that you can hit the engines on the back. Once the engines are down, glide from the top of the crater onto the jet. Destroying the fan will bring the jet down. Get to the top of the crater and then exit through the door.

toptip

Fur Fighters

> Get onto all the crates – many of them have valuable ammo on them which you would be wise to get.

1

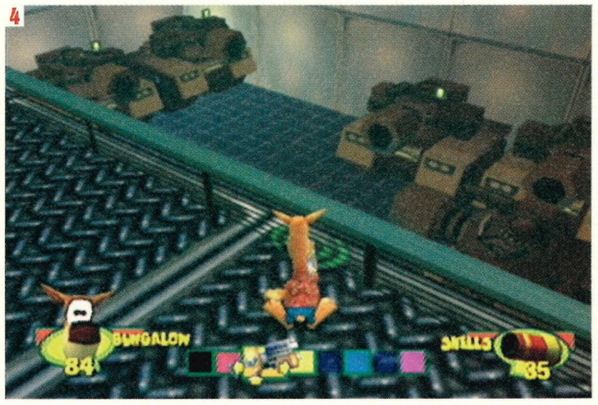


2

[1] The stairway leads into Viggo's island – home to hordes of ninjas! [2] This button opens the doorway – anything could be behind there so prepare yourself. [3] Viggo has a secret hangar that holds stealth bombers. [4] Be very quiet. You don't want to get everyone's attention with those tanks nearby.

3

4



The General's Lair

FINAL SHOWDOWN

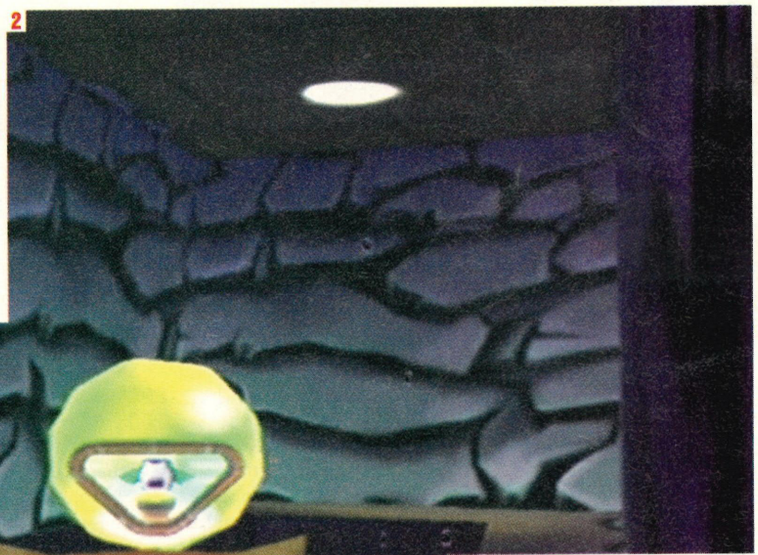
Go into the main room and fight Viggo. Use each of the Fur Fighters to get all the weapons from the map. Use the Neutron Gun and the Rocket Launcher against Viggo. Once Viggo is down, change to Chang and go into the next room. You will now discover that the Viggo you fought was only a clone. The clones are everywhere – the only way to stop them is to destroy all of the fuses that are for the cloning device.

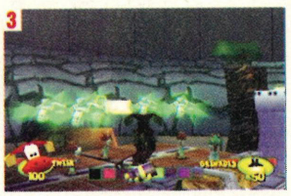
Look for the small hole at the bottom of the wall. Go through the circuit boards until you get to the fuse. Destroy it and get out. There is another hole nearby. Go through it to the Bungalow telepoint. Change and use Bungalow to get to the top of the circuit boards on the other side of the room. Destroy the second box. Drop down to the floor and jump into the hole in the wall. Go up the ramp and get to the Roofus telepoint whilst fighting the currents. Climb up the ladder and use the burrow hole to get to the fuse. Change to Chang and go back to the Bungalow telepoint. Look for the drop with the Tweek telepoint above it. Jump into the telepoint and glide down the hole to destroy the fuse. Use the lift to get back up to the cloning room. Look for the button on the wall. Hit it to open the door and climb up the ladder. Glide over to the Juliette telepoint and climb up the wall. Keep swapping walls and eventually you'll get to the fuse. Climb back down and go to the hole that can only be reached with Juliette. Climb up to the hole and change to Rico. Drop down into the water and swim through the pipes until you get to the final fuse. The machine has now been disabled.

Go through the new door to face the real Viggo. Change to Chang and run around the green Viggo, repeatedly firing. When he hesitates, get behind him and shoot the packs on his back. Keep doing this until he reverts to his normal self. When this happens, he will be completely vulnerable. Finish him off once and for all!

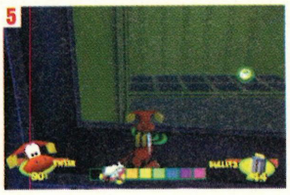
toptip
Fur Fighters

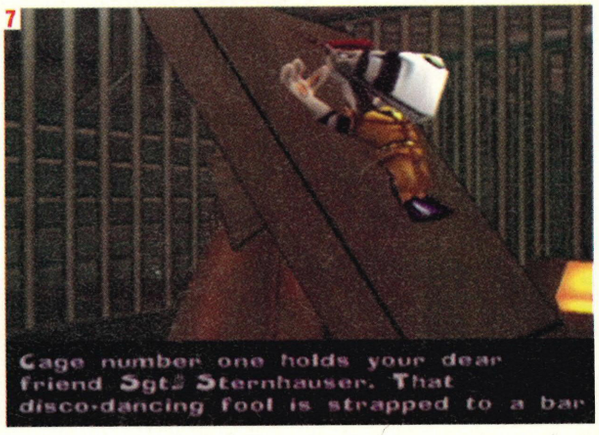
> Only fight the evil Viggo clones if you have to. They are very powerful and will regenerate if you kill them!





[1] That lift leads to a room full of Viggo clones. That's something you'll want to avoid! **[2]** A Rico telepoint. Just what I need to dive down that hole. **[3]** The model island holds tons of cool weapons and ammo such as the Plasma Gun. **[4]** This is a model of New Quack City. An Auto Shotgun can be found atop the skyscraper. **[5]** Telepoints allow you to start from that position when you die – if you see one, jump in! **[6]** A Viggo clone lurks in the distance. It can shoot through the buildings so keep moving! **[7]** Sgt Sternhauser's life is on the line and the clock is ticking. Defeat the sub-boss within the time limit to save him.



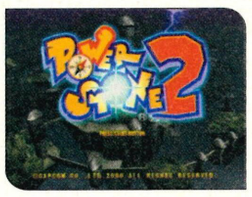


players' guide

With an items list longer than the Great Wall Of China, you're going to need tons of patience to figure this game out. Alternatively, you can check out our awesome guide!

Power Stone 2

essential information >
Dreamcast solutions
Power Stone 2



Publisher	Eidos
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Beat-'em-up

four players

vibration pack

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	Y

The Basics

Power Stone 2 is all about frantic multiplayer action so instead of having hundreds of different moves it has a simple, accessible universal fighting system. Here's everything that you'll need to know.

CONTROLS

You won't get very far in a fight without these... take note!

- Move Fighter Around
- A – Jump
- B – Pick Up/Discard/Throw
- X – Attack/Use
- Y – Pick Up/Discard/Throw
- L – Power Fusion 1
- R – Power Fusion 2
- START – Pause/Unpause
- Move Fighter Around

Jump Button

The A button makes your character jump. Some characters can do a double jump by hitting the A button at the top of the first jump.

It is also possible to jump off walls and objects by jumping into the object and then pushing away and A when you hit it.

Pick Up/Throw Button

Press B to pick up an item. You must be either on top of or very close to the item to be able to do this. If you see a more desirable item, you must drop the current item first by pressing B again.

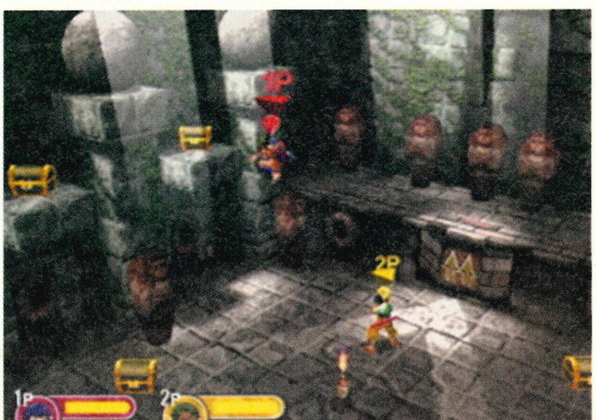
As well as items, you can also pick up and throw other characters! Pressing B when you are next to a permanent object, such as a pole, will allow you to swing around it and launch yourself at your opponent. If you press B when you are at the top of a pole, your character will jump down and throw them.

Attack Button

Pressing X will result in a standard attack – for example, a punch or a sword-swipe. If this first attack hits the opponent, you can continue into a short combo by repeatedly pressing the same button.

If you have picked up an item such as a crate or a rock, this button will allow you to throw it. Point yourself in the general direction of who you want to throw it at and the computer will home it in to the nearest opponent.

If you have picked up a weapon, this button will allow you to use it.



The Moves Guide

Here's a look at all the characters and their Power Fusion moves!

Example: Monkey-boy

Transformation Attack: (standard attack when transformed)
Power Fusion 1: (special attack assigned to the L button)
Power Fusion 2: (special attack assigned to the R button)

Falcon

Transformation Attack
Homing Missile

Power Fusion 1
Falcon will spin towards an opponent in a ball of light, causing great damage.

Power Fusion 2
Falcon will release a ridiculous amount of homing missiles.

Ayame

Transformation Attack
Triple Shuriken

Power Fusion 1
A large number of Shurikens will fly out at the opponent, leaving a trail of pink light.

Power Fusion 2
Ayame will fire glowing pink spikes at her opponent.

Gunrock

Transformation Attack
Boulder

Power Fusion 1
Gunrock will double in size before rolling around the stage and crushing everything in his path.

Power Fusion 2
After slamming himself on the ground, a shower of flaming boulders will hit everyone.

Ryoma

Transformation Attack
Blade-Energy

Power Fusion 1
Ryoma swings his sword around so fast that multiple energy-waves fly out in all directions.

Power Fusion 2
Ryoma jumps up, engulfed by an energy ball and slams into the ground.

continued

Pick Up/Throw Button

The Y button has exactly the same function as the B button.

Food Items

The items of food replenish some of your energy. They do not need to be picked up. You will automatically absorb them if you walk over them.

Power Stones

Power Stones can be obtained in two different ways. You can either find them in chests or steal them from other characters, Your opponents won't give them up easily, though – you'll have to really pound them to make them see sense. Each time you collect a Power Stone a small coloured icon will appear both around your head and on your energy-bar. Upon collecting three stones, your character will flash and transform into his/her alternative state. Press L or R in this state to perform a 'Power Fusion' move. You can keep on performing these special moves until the timer at the bottom of the screen runs out.

Item Shop

You will often notice that you can pick up various items that appear to do nothing. Items such as cards and gold can be used in the 'Item Shop' to buy new clothes and weapons. You can also buy and combine items to make exclusive weapons. The combinations are listed later in the guide.

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players' guide

continued >

Wang-Tang

Transformation Attack
Energy Beam

Power Fusion 1
After summoning a huge ball of fire, Wang throws it at his nearest opponent.

Power Fusion 2
Wang creates a pillar of fire which he darts around, ready to beat up anyone who escapes it. A fiery dragon then shoots up from the flames.

Julia

Transformation Attack
Beam-Trap

Power Fusion 1
Multiple energy beams shoot out in all directions.

Power Fusion 2
A huge spinning merry-go-round appears and spins very fast indeed.

Accel

Transformation Attack
Mega-Bullets

Power Fusion 1
Accel fires off a group of pink homing javelins.

Power Fusion 2
Accel morphs into a huge spiked wheel which trundles around the stage.

Pete

Transformation Attack
Double Energy-Beam

Power Fusion 1
Pete sends out a troop of toy soldiers who all shoot their guns simultaneously. If you do this move in the air, planes take the place of the soldiers.

Power Fusion 2
If done in the air, Pete sends bolts of electricity down to the ground. Otherwise, he will generate a ball of electricity which emanates smaller bolts.

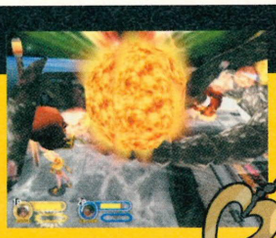
Galuda

Transformation Attack
Short Angel-Burst

Power Fusion 1
Galuda fires a golden bow into the air. A second later, golden arrows rush down and hit the nearest opponent.

Power Fusion 2
Galuda grows a pair of golden wings, grabs anyone that is nearby (if you're not close, the attack will be wasted), flies into the air and then smashes them into the ground.

Rouge



Transformation Attack
Flame-Thrower

Power Fusion 1
Explosive pillars of fire shoot up from the ground.

Power Fusion 2
Rouge holds a massive skull above her head which then breathes fire-balls at the enemy.

Pride

Transformation Attack
Whirlwind

Power Fusion 1
Pride jumps up into the air and creates a whirlwind.

Power Fusion 2
Pride releases several missiles.

Mel

Transformation Attack
Card-Spin

Power Fusion 1
She shoots out a column of coins.

Power Fusion 2
Large bags of money fall on your opponents' heads.

Jack

Transformation Attack
Arm-Swing

Power Fusion 1
A symbolic circle forms below him as he rises, spinning in the air, hitting anyone within the circle.

Power Fusion 2
The circle becomes a ring from which Jack shoots energy.

Gourmand

Transformation Attack
Exploding Barrel

Power Fusion 1
Gourmand spins around in a column of fire.

Power Fusion 2
Creates a cooking pot from which he summons food that hits opponents on the head.

Adventure Mode Walkthrough

The levels in this game are much larger than in the original *Power Stone* and are full of secrets and hidden traps. It's all here, of course!

Blue Sky Level

This level is in the shape of an airship floating high in the clouds. If you fall off, you'll materialise back on the ship minus some energy. There is a Bald Eagle that occasionally flies over your head carrying very powerful weapons. Just jump up and grab them off him. On each side of the ship you will find a gun-turret which you can jump in and control. Very soon after starting, the sides of the ship will start to explode and fall away. Time your attacks to coincide with the exploding sections and your opponent will go flying. Eventually the entire ship explodes and you are left to plummet to the ground.

The X, Y, A and B buttons propel you through the air. This is a good opportunity to recharge your health as there are various chests floating around you. Watch your altitude by using the number in the corner. Make sure that you grab an Umbrella before it reaches zero. There are only two Umbrellas, so you may have to fight for them. Failing to get one in time will result in you smashing into the ground and losing some energy.

The section that you land in is full of goodies. On the far right, chests and bombs come flowing down a stream. On the far left there are some raised platforms which are home to two giant catapults. These can be used to chuck boulders down below. The raised platforms are also a good place from which to launch into a flying throw. In the centre of the level is a huge door. A mobile cannon will come rolling out of here sooner or later: when it does, make sure you're the first person that jumps into it. Once inside, you can move it around and fire off explosive shells!

Remember that this level is in the air and so you can still fall off the edge!

[1] Nine seconds to go, and everyone's gone for lunch! [2] Well, we appear to be falling from quite a height... oh, it's only a game – we'll be fine, right? Right!?

Dark Castle Level

You start off on the opposite side of a pool of water to your opponents. There are crates that you can chuck across at them and poles from which you can launch yourself at them. The poles also allow you to jump up to the roof which provides a good hiding place from Power Fusion attacks. The level will soon be set on fire – at this point a drawbridge will slam down allowing you to progress. Whack your opponents into the flames before you move on.

This next section consists of vertical platforms leading up to a doorway. The flames rapidly move up the screen and some of the platforms will fall away under your feet, so speed is essential. There are a couple of welcome chests at the top. If you don't get to the doorway in time, you will lose some energy.

This section is a room with a lion's head in the centre and three fruit machine-like reels in the corner. There are clay pots lying around begging to be picked up as well as climbable stone pillars and a raised platform. The main focus of this section are the reels. Hit them to start them spinning. Depending on what you get, you will receive pleasure or pain. Food and bombs fall to the ground for some combinations. Others bring the wrath of energy beam-breathing lions!

[1] The action starts off with a watery division – use the poles to launch yourself at the opponent. [2] You wait ages for a Power Stone then three come at once!

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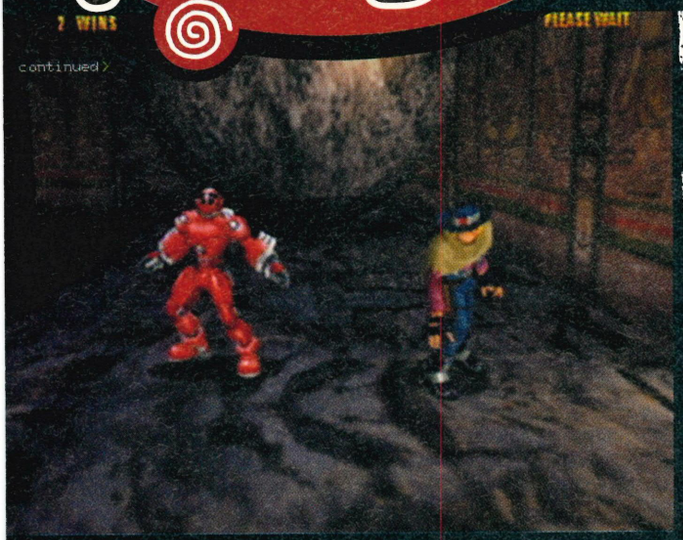
players' guide



Tomb Level

This first section is full of things to do! There is a spinning symbol on the wall. When it stops, the displayed symbol will become a reality in the form of giant spikes or fire-balls to name a few.

Above the symbol is a row of coffins and a boulder. These can all be used to annoy the enemy. Lastly, there are several high platforms which are great to chuck things from.

The floor will collapse and you will be dropped down into an *Indiana Jones*-style boulder chase. The best tactic here is to get ahead – then turn and hit your flailing opponents into the boulder. Now go through the door at the end.

The feature of the next room is a huge bell. You can hit this with a hammer found in one of the chests. As well as crates, there are a fair number of jars which, when thrown, get stuck on the enemy and disable them for a short while. Occasionally, a statue will emerge from a secret door in the wall. If it hits you it will hurt, so stay away. Don't let this stop you from throwing your opponents into it, though!

1

[1] You can pick up any items that you can see as long as they're not too heavy! [2] The Tomb level has its very own, built-in flame-throwers – burn, burn, hahahahahahahahaha!

2

Submarine Level

There are three submarines in this level – one blue, one yellow and one green. They will submerge every so often but don't worry about falling in the water as you can swim across to another submarine. Try to stay out of the water if you can, though. While it doesn't damage you, it does leave you open to attack.

The blue submarine has some crates on it but its greatest asset lies in its gun-turrets. It has two small gun-turrets and one large one. If you can manage to stay in the large one you will win, but someone will undoubtedly knock you out.

The yellow submarine has a button on it. Push the button to send off a group of missiles.

The green submarine has two hatches which open up to reveal chests. If you're quick, you can grab them. Wait too long and you will be caught out as they shoot back and forth before disappearing again.

Now and again icebergs will appear beside the submarines. They contain chests and crates. At the end of the level the submarines will crash into a large iceberg.

1

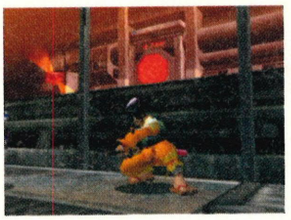
2

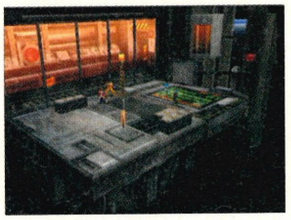
[1] One of Gourmand's Power-Fusion moves involves him cooking some pink soup. Okay? [2] The Submarine level sees you battling against the ocean currents.

[1] The lift is going without us... which means that we'll be stuck here forever! Great!
[2] Get the alien queen angry and she'll lash out at whoever is closest – keep away!

Space Station Level

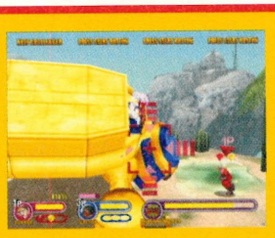
You start off on a platform in a space station. The area is on 'red-alert' so lights are flashing everywhere. There is a big drop around two sides of the platform so be very careful. The glass screen can be smashed – this will give you access to the chests. When the elevator begins to rise, get on it and stay there. Kick off anyone who comes near you. This elevator will take you up to other small elevators. Some of them have green teleport-pods on them which take you to higher platforms. The screen is constantly moving upwards – just keep jumping up to the next elevator.





You'll end up on a launch-pad occupied by a huge alien creature. You can upset her by hitting her abdomen (it flashes red when hit). This will prompt her to attack anyone in front of her. Stay out of her reach apart from when you have to dash out to open a chest.

MID-GAME BOSS

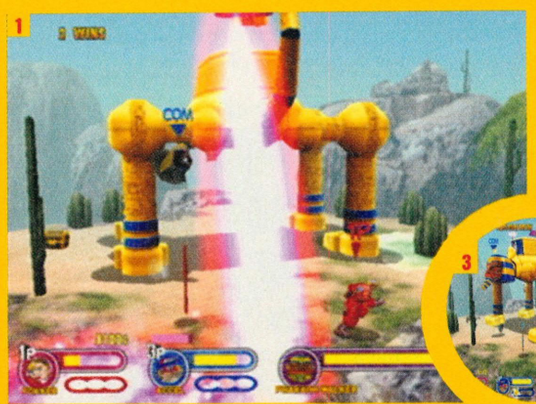


Pharaoh Walker

This boss is huge. The weak point is the head but to reach the head you'll have to take it down to ground level first. Concentrate your attacks on the legs. Once you have destroyed two on the same side the Walker will collapse. Now its head is vulnerable, so pound it with everything you have. After about five seconds the Walker will get back up again. Keep repeating this process until it has been destroyed.

Obviously, the Pharaoh Walker won't just stand there while you hit it. It has several powerful attacks of its own. Stay away from its head as it will grab you with its tongue and eat you! It has the ability to cast energy-balls at you so keep an eye on it. They are easily avoidable. When the Walker lowers itself it is getting ready to do its Spinning Pharaoh move. Run to the edge of the screen where it can't touch you. The Walker's most powerful move is its 'Tail Laser.' When its tail rears up, look to see where it is pointing. Run under its body to avoid it.

There are small and large cacti on this level which can be thrown or climbed up.



[1] The Pharaoh Walker's tail laser will really hurt if it hits you. [2] If the Walker drops to the ground, it's gonna use its spin move. Get out! [3] Wouldn't like to be under one of those paws!

Chaos Level

This level is just a long corridor separated into sections by steel gates. Each section is patrolled by wooden guards. They all have weapons such as rocket-launchers, hammers and magic-wands. They can be destroyed with a few hits but they are immediately replaced.

In the first and third section, you're better off climbing a pole and staying there until the gate opens to let you carry on. In the second section there aren't any poles so just avoid the projectile attacks until you can move on.

continued>

players' guide

FINAL BOSS

The Doctor

This stage sees you fighting on a giant table with similarly-sized cups, cans, teapots and pepper-pots. The Doctor's weak point is his head. If you can do a Power Fusion, make sure that you jump up in the air to do it. This way he will definitely hit his head. All of the items on the table can be thrown except for the can but again, make sure you jump up when throwing them otherwise they won't reach.

The Doctor has various life-sucking moves. His lightning-bolt requires him to hold up his hands and chant. When you see this happen, quickly jump away. If he starts drinking from the can he is about to spit poison at you so again, just jump away. If he holds his hand up behind his head, run towards the screen as he will swipe at the table with his hand and eat you.

If you manage to hit him with a large enough combo he will reveal his heart. This spot is very vulnerable and hitting it will drain him considerably. Even so, he has a large energy bar, so it takes a while to kill him.

1

[1] The doctor prays to some higher being – quit stalling, lets finish this!
[2] This lightning attack is devastating. Keep running to avoid being toasted!

2

Secrets

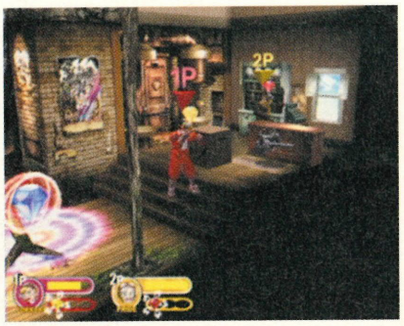
As with any game worth its salt there are secret characters and secret stages. Here's how to get them.

Secret Characters: Mel And Pride

If you complete the game with all the characters in Adventure mode you will be able to play as two new characters. Mel is the lady from the shop and Pride is Falcon's father.

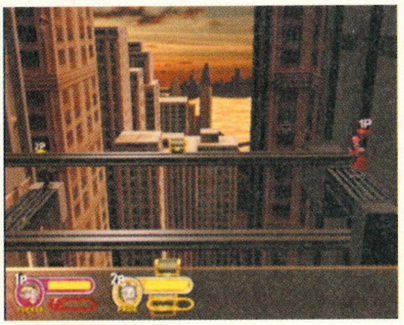
Secret Stage 1: Item Shop

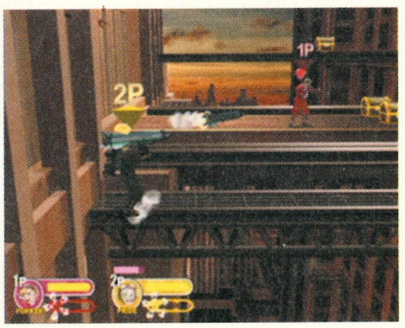
This stage is the Item Shop and it is very small. This isn't necessarily a bad thing as it makes for fast, frantic fun. There is a pole to swing on and a tree in the centre. The only way to get this stage is to complete the game with Mel.



Secret Stage 2: Beam City

This stage is set on beams that run between various buildings. It's very easy to fall off so jump carefully. This level tends to throw up a fair number of Power Stones so most of the time you'll be either giving or receiving Power Fusion attacks. This stage is obtained by completing the game with Pride.



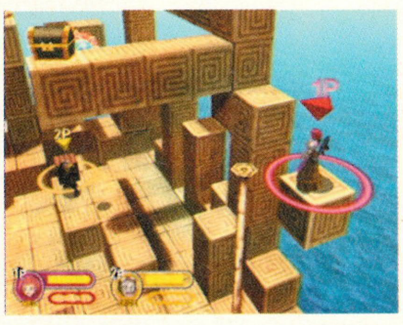


Secret Stage 3: Desert

This is the stage that you play on when you go up against the Pharaoh Walker. It's just an open area of sand with some cactus plants of varying sizes. Get this stage by completing the game with the first set of characters.

Secret Stage 4: Blocks

Completing the game with all the characters(including the secret ones) will open this stage. It consists of a pile of blocks with a number of poles and platforms.



The Item Shop

Once you have used an item in the game you will find that it turns up in your inventory. However, there are some items that have to be made by combining various other items. If you do not have these items you can always buy them using the gold that you collect during fights. The complete list of how to make items and how much they cost can be found right here!

Gun

Level 1
1,500 Gold
14 Iron + 1 Fire Material
14 Iron + 12 Gunpowder
14 Iron + 13 Gold

Machine Gun

Level 1
5,500 Gold
Gun + 12 Gunpowder
Gun + 4 Iron
Gun + 9 Wheel

Bazooka

Level 1
6,000 Gold
Bubble Gun + Machine Gun
Marking Missile + Small Bomb
Gun + Omusubi

Flame-Thrower

Level 1
4,500 Gold
Fire Material + Gun
Fire Material + Machine Gun
Molotov + Bubble Gun
Molotov + 7 Oil

Ray Gun

Level 1
6,000 Gold
Gun + Light Material
Iron + Light Material
Beam Gun + Loudspeaker

Bubble Gun

Level 2
20,000 Gold
Medicine + Light Material
Rabbit Tail + Machine Gun
Gun + Anaesthesia Gun

Water Rod

Level 2
30,000 Gold
Ice Sword + Wood Material
Spear + Water Material
Iron Pipe + Water Material

Three-Way Shotgun

Level 2
8,500 Gold
Machine Gun + Bazooka
Machine Gun + Gun
Beam Gun + Trident

Anaesthesia Gun

Level 3
70,000 Gold
Beam Gun + Medicine
Medusa + Bubble Gun
Medusa + Medicine

Marking Missile

Level 4
125,000 Gold
Bazooka + Arm Gun
Devil's Scythe + Fireworks Pipe
Three-Way Shotgun + Fireworks

Loudspeaker

Level 1
30,000 Gold
Sticky Spray + Scrap
Magic Material + Scrap
Magic Material + Iron

Five-Way Shotgun

Level 4
900,000 Gold
Three-Way Shotgun + Marking Missile
Beam Gun + Splendid Trident
Three-Way Shotgun + Driver's Licence

Beam Gun

Level 3
120,000 Gold
Ray Gun + Machine Gun
Ray Gun + Arm Gun
Ray Gun + Light Material

Powerful Buster

Level 6
1,200,000 Gold
Arm Gun + Beam Gun
Arm Gun + Driver's Licence
Arm Gun + Weekly Power Stone

Arm Gun

Level 6
1,500,000 Gold
Powerful Buster + Medusa
Beam Sword + Medusa
Powerful Buster + Beam Sword

Fire Rod

Level 3
50,000 Gold
Blazing Sword + Extending Rod
Blazing Sword + Water Rod
Water Rod + Molotov

Thunder Rod

Level 5
200,000 Gold
Spear + Electricity Material
Thunder Sword + Typhoon
Pickaxe + Electricity Material

Magic Rod

Level 2
25,000 Gold
Umbrella + Magic Material
Right Medicine + Roast Pig
Fire Rod + Magic Material

Scarecrow Rod

Level 3
45,000 Gold
Cloth + Hamburger
Strange Rod + Party Hat
Strange Rod + Loudspeaker

Strange Rod

Level 4
75,000 Gold
Spoon + Rabbit Ears
Spoon + Rabbit Tail
Spoon + Rabbit Paw

Medusa

Level 6
1,250,000 Gold
Invisibility Potion + Splendid Shield
Right Medicine + Invisibility Potion
Dragon-Slayer Sword + Splendid Shield

Sticky Spray

Level 4
80,000 Gold
Oil + Wedding Cake
Oil + Medusa
Sticky Bomb + Medicine

Trumpet

Level 3
50,000 Gold
Sticky Spray + Gold
Loudspeaker + Silk Hat
Loudspeaker + Party Hat

Molotov

Level 1
4,000 Gold
Oil + Fire Material
Oil + Blazing Sword
Oil + Flame-Thrower

Small Bomb

Level 1
2,000 Gold
Bazooka + Scrap
Gunpowder + Punch Glove
Gunpowder + Medicine

Medium Bomb

Level 1
3,000 Gold
Gunpowder + Omusubi
Gunpowder + Banana
Fireworks + Punch Glove
Gunpowder + Small Bomb

Large Bomb

Level 1
3,500 Gold
Gunpowder + 100t Hammer
Gunpowder + Wedding Cake
Medium Bomb + Light Material

Leg Iron

Level 2
28,000 Gold
Scrap + Scrap
Scrap + Gold Wheel + Iron

Fireworks

Level 3
15,000 Gold
Gunpowder + Party Hat
Gunpowder + Bubble Gun
Fireworks Pipe + Straw Umbrella

Hand Grenade

Level 3
40,000 Gold
Gunpowder + Fire Material
Gunpowder + Molotov
Scrap + Fireworks

Iron Pipe

Level 1
1,200 Gold
Iron + Sword
Iron + Hammer
Iron + Cat Tail

Fan

Level 3
50,000 Gold
Banana + Gold
Banana + Iron
Banana + Cloth

Frozen Tuna

Level 4
200,000 Gold
Cannot be made

Metal Bat

Level 3
75,000 Gold
Iron + Fan
Hammer + Iron Pipe
Iron + Normal Axe

Giant Racket

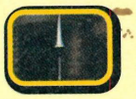
Level 5
150,000 Gold
In-Line Skates + Power Sword
Skateboard + In-Line Skates
Punch Glove + Spoon

Extending Rod

Level 1
6,000 Gold
Wood Material + Gold
Iron Pipe + Spear
Iron Pipe + Magic Material

players' guide

continued>

Magma Lance

Level 6
600,000 Gold
Meteorite + Splendid Spear
Splendid Spear + Hand Grenade
Giant Racket + Meteorite

Morning Star

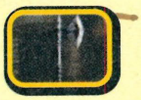
Level 5
400,000 Gold
Leg Iron + Magma Lance
Leg Iron + 100t Hammer
Fork + 100t Hammer

Fork

Level 4
150,000 Gold
Shortcake + Spoon
Shortcake + Ice Sword
Spoon + Spear

Spoon

Level 4
120,000 Gold
Iron + Fork
Scrap + Normal Axe

Battle Axe

Level 2
18,000 Gold
Windup Key + Normal Axe
Sword + Pickaxe
Power Sword + Toy Hammer

Victory Axe

Level 4
200,000 Gold
Battle Axe + Normal Axe
Umbrella + Toy Hammer
Battle Axe + Scrap

Normal Axe

Level 3
70,000 Gold
Cannot be made

Hero Axe

Level 6
3000000 Gold
Proof Of A Hero + Bracelet
Proof Of A Hero + Normal Axe
Proof Of A Hero + Dragon-Slayer Sword

Devil's Scythe

Level 4
777000 Gold
Spoon + Fork
Devil Wings + Pickaxe
Battle Axe + Bear Trap

Sword

Level 1
2,000 Gold
Shortcake + Gold
Iron + Scrap
Iron Pipe + Gold

Power Sword

Level 1
3,000 Gold
Straw Umbrella + Sword Of Legend
Iron Pipe + Sword
Sword + Hammer

Blazing Sword

Level 3
80,000 Gold
Sword + Molotov
Power Sword + Fire Material
Iron Pipe + Fire Material

Ice Sword

Level 4
100,000 Gold
Tuna + Gold
Splendid Spear + Water Material
Frozen Tuna + Power Sword

Thunder Sword

Level 4
120,000 Gold
Metal Bat + Typhoon
Thunder Rod + Gold
Ice Sword + Typhoon

Beam Sword

Level 5
500,000 Gold
Extending Rod + Sword Of Legend
Power Sword + Five-Way Shotgun
Beam Gun + Spoon

Dragon-Slayer Sword

Level 6
2,000,000 Gold
Fire-Dragon Extract + Proof Of A Hero
Ice-Dragon Extract + Book Of Legend
Sand-Dragon Extract + Frozen Tuna

Sword Of Legend

Level 6
1,000,000 Gold
Book Of Legend + Proof Of A Hero
Book Of Legend + Dragon-Slayer Sword
Medicine + Weekly Power Stone

Rabbit Paws

Level 4
60,000 Gold
Arm Gun + Rabbit Foot
Powerful Buster + Rabbit Foot

Cat Paws

Level 5
70,000 Gold
Cat Foot + Arm Gun

Hammer

Level 1
3,000 Gold
Wood Material + Sword
Spoon + Scrap
Iron + Normal Axe

Toy Hammer

Level 2
800 Gold
Scrap + 100t Hammer
Rabbit Paw + Hammer
Hammer + Rabbit Tail

Pickaxe

Level 4
55,000 Gold
Power Sword + Normal Axe
Power Sword + Scooter
100t Hammer + Beehive

Beating Mallet

Level 5
2,000,000 Gold
100t Hammer + Gold
Spoon + Gold
Pickaxe + Toy Hammer

100t Hammer

Level 5
400,000 Gold
Cat Foot + Hammer
Hammer + Dragon-Slayer Sword
Beating Mallet + Iron

Umbrella

Level 2
4,000 Gold
Straw Umbrella + Splendid Umbrella
Cloth + Sword
Cloth + Iron Pipe

Splendid Umbrella

Level 5
500,000 Gold
Umbrella + Gold
Cloth + Straw Umbrella
Cloth + Magic Material

Straw Umbrella

Level 3
60,000 Gold
Cannot be made

Spear

Level 3
30,000 Gold
Iron + Umbrella
Trident + Umbrella
Trident + Scrap
Trident + Extending Rod

Splendid Spear

Level 5
500,000 Gold
Spear + Meteorite
Spear + Sticky Bomb
Frozen Tuna + Spoon

Trident

Level 2
20,000 Gold
Spear + Thumbtack
Spear + Three-Way Shotgun
Umbrella + Extending Rod

Splendid Trident

Level 5
800,000 Gold
Crown + Trident
Wedding Cake + Trident
Fork + Spear

Skateboard

Level 2
25,000 Gold
Windup Key + #67 In-Line Skates
Wheel + Large Racket
Wheel + Wood

In-Line Skates

Level 3
40,000 Gold
Cat Foot + Rabbit Foot
Bandages + Skateboard
Athlete's Foot + Wheel
Skateboard + Wheel

Scooter

Level 6
600,000 Gold
Driver's Licence + Wheel
In-Line Skates + Dragon-Slayer Sword
Driver's Licence + Skateboard

Apple

Level 1
2,000 Gold
Cannot be made

Shortcake

Level 1
6,000 Gold
Hamburger + Party Hat
Scrap + Wedding Cake
Rabbit Paw + Cheese

Meat

Level 1
7,000 Gold
Panther + Sword
Roast Pig + Sword
Roast Pig + Power Sword

Rice Cake

Level 2
10,000 Gold
Frozen Tuna + Fire Rod

Banana

Level 2
600 Gold
Meat + Apple
Apple + Omubusi
Fan + Magma Lance

Hamburger

Level 2
700 Gold
Roast Chicken + Omusubi
Roast Chicken + Shortcake
Roast Pig +
Fireworks Pipe

Cheese
Level 2
12,000 Gold
Cannot be made

Roast Chicken
Level 4
150,000 Gold
Spoon + Roast Pig
Fork + Roast Pig
Panther + Power Sword

Roast Pig
Level 5
400,000 Gold
Roast Chicken + Cheese
Fire Dragon + Hamburger

Wedding Cake
Level 5
1,000,000 Gold
Rabbit Tail + Shortcake
Shortcake + Roast Pig
Roast Chicken + Party Hat

Angel Wings
Level 5
360,000 Gold
Circle of Angels + Wedding Cake
Circle of Angels + Party Hat
Circle of Angels + Splendid Umbrella

Devil Wings
Level 6
777,000 Gold
Circle Of Angels + Magma Lance
Devil's Scythe + Devil Tail
Devil's Scythe + Athlete's Foot

Power Shield
Level 1
3,000 Gold
Gold + Magic Material
Gold + Light Material
Splendid Shield + Straw Umbrella

Splendid Shield
Level 5
600,000 Gold
Power Shield + Meteorite
Power Shield + Splendid Trident
Power Shield + Gold

Kitten
Level 2
120,000 Gold
Cat Tail + Cat Ears
Cat Tail + Cat Paws
Cat Tail + Cat Feet

Panther
Level 4
200,000 Gold
Kitten + Cat Tail
Kitten + Cat Ears
Kitten + Cat Paws

Fire Dragon
Level 4
900,000 Gold
Fire-Dragon Extract + Panther
Fire-Dragon Extract + Roast Pig
Fire-Dragon Extract + Dragon-Slayer Sword

Ice Dragon
Level 5
1,200,000 Gold
Ice-Dragon Extract + Roast Pig
Ice-Dragon Extract + Dragon-Slayer Sword
Devil Wings + Roast Chicken

Sand Dragon
Level 6
1,500,000 Gold
Sand-Dragon Extract + Roast Pig
Sand-Dragon Extract + Light Material
Sand-Dragon Extract + Dragon-Slayer Sword

Right Medicine
Level 3
90,000 Gold
Medusa + Arm Gun
Bandages + Medicine
Oil + Light Material

Invisibility Potion
Level 6
980,000 Gold
Right Medicine + Medusa
Right Medicine + Devil Tail
Right Medicine + Adult Magazine

Takenoko
Level 6
650,000 Gold
Cannot be made

Rabbit Ears
Level 4
80,000 Gold
Silk Hat + Rabbit Foot

Thumbtack
Level 4
60,000 Gold
Gold + Bear Trap
Metal Bat + Leg Iron
Trap Material + Spear

Bear Trap
Level 2
3,500 Gold
Trap Material + Panther
Iron + Thumbtack
Bracelet + Thumbtack

Trap Hoop
Level 5
500,000 Gold
Trap Material + Bracelet
Thumbtack + Magic Material
Trap Material + Bear Trap

Beehive
Level 5
800,000 Gold
Oil + Shortcake
Trap Material + Wedding Cake
Gold + Apple

Typhoon
Level 3
40,000 Gold
Devil Wings + Giant Racket
Light Material + Trap Material
Thunder Sword + Sticky Spray

Sticky Bomb
Level 4
120,000 Gold
Gunpowder + Fan
Ray Gun + Hand Grenade
Fire Rod + Sticky Spray

Fireworks Pipe
Level 3
65,000 Gold
Fireworks + Party Hat
Fireworks + Bubble Gun
Hand Grenade + Gunpowder

Meteorite
Level 6
800,000 Gold
Sticky Bomb + Hand Grenade
Fire Dragon + Iron
Magma Lance + Fireworks

Adult Magazine
Level 7
600,000 Gold
Cannot be made

Weekly Power Stone
Level 6
2,000,000 Gold
Magma Lance + Book Of Legend
Magma Lance + Proof Of A Hero
Magma Lance + Adult Magazine

Cat Ears
Level 5
80,000 Gold
Cat Tail + Silk Hat
Cat Paws + Silk Hat
Cat Foot + Silk Hat

Crown
Level 6
3,000,000 Gold
Emperor's Crown + Cloth
Emperor's Crown + Light Material
Emperor's Crown + Gold

Silk Hat
Level 5
180,000 Gold
Cloth + Party Hat

Straw Hat
Level 3
120000 Gold
Cannot be made

Party Hat
Level 4
80,000 Gold
Crown + Invisibility Potion
Adult Magazine + Silk Hat
Hamburger + Silk Hat

Flower
Level 3
3,000 Gold
Cannot be made

Emperor's Crown
Level 7
20,000,000 Gold
Cannot be made

Bracelet
Level 6
4500000 Gold
Cannot be made

Punch Glove
Level 3
65,000 Gold
Rabbit Paws + Cat Paws
Arm Gun + Sticky Bomb
Hand Grenade + Rabbit Paws

Rabbit Tail
Level 4
60,000 Gold
Cannot be made

Cat Tail
Level 5
70,000 Gold
Cannot be made

Light Stone
Level 7
3,000,000 Gold
Cannot be made

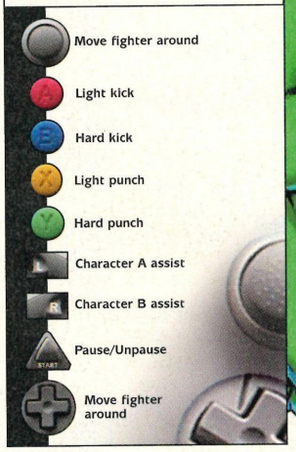
players' guide

Marvel

The finest 2D beat-'em-up finally gets an arcade-perfect translation! With every move for every character, this is the definitive fighting companion!

CONTROLS

You'll need to get to grips with these controls if you're gonna kick some butt.



essential information

Dreamcast Solutions

Marvel Vs Capcom 2

Publisher	Virgin Interactive
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Beat-'em-up

four players vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	Y

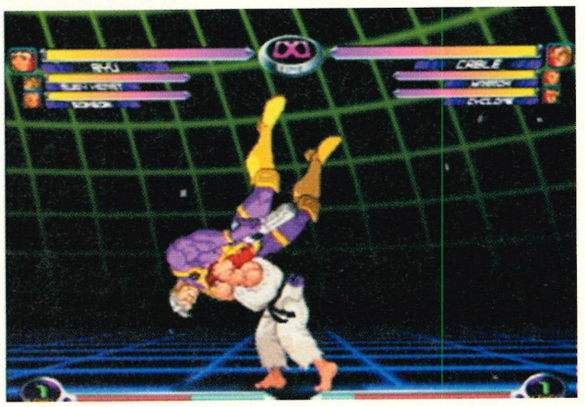
Move Key

There are so many different moves and combinations, it's unreal. Therefore, this key acts a translator to our moves guide.

Note: All moves are shown for a right-facing fighter. When facing left, reverse the left/right directions accordingly; eg ↓↘→ becomes ↓↙←.

↓	Down
↑	Up
→	Forward
←	Back
↘	Diagonally down-forwards
↗	Diagonally up-forwards
↖	Diagonally up-backwards
↙	Diagonally down-backwards
↓↘→	Quarter circle forwards (the 'Fireball')
↓↙←	Quarter circle back
→↓↘	Forward, down, down-forward (one motion – the 'Dragon Punch')
→↘↓↙←	180 rotation from front to back (one continuous motion)
←↙↓↘→	180 rotation from back to front (one continuous motion)
Charge	Hold in the stated direction for two seconds, then push in the opposite direction
Rotate 360	Rotate the joypad/joystick through a complete circle, starting at any point
P	Any punch
K	Any kick
PP	Press both punches together
KK	Press both kicks together
(Level 3)	This super move requires a level 3 Super Bar
(air)	Move can also be performed in the air

THE BASICS



Here's a rundown of the basic moves that are the same for everyone. You must master these to stand a chance!

Standard Block

Hold back during an attack to perform a standard block. This will block all high and mid-range attacks.

Crouching Block

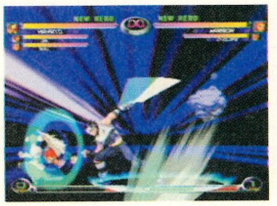
Hold ↙ (back and down) at any point to perform a crouching block. This will block all low attacks.

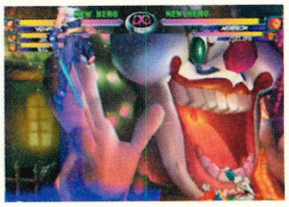
Throw

Pressing HP or HK when pushing against an opponent will result in a throw.

Super Jump

Press ↓, ↑ in quick succession to perform a super jump. Press ↙, ↗ to jump forwards and ↘, ↖ to jump backwards. These moves are





Vs Capcom 2

ADVANCED

The basic moves will allow you to fight without looking completely stupid. However, if you want to stand a chance against the computer, these advanced techniques are the moves that will make you a champion!

very useful for getting out of corners.

Dash

Press LP + HP to initiate the dash move. Some characters can also dash in the air!

Retreat

Some characters have a retreat move which is normally a backwards roll. Perform this by tapping ←, ←.

Assist

Pressing L or R will summon one of your other characters (you choose three at the start). This character will jump onto the screen and briefly help you out. The move they perform will depend on which assistance-type you selected at the start of the game.

Tag

Press X+A to change to character A.
Press Y+B to change to character B.
You can change at any time as long as they haven't been knocked out.

Advancing Guard

This is a form of countering and is very hard to master. Tap P, P whilst blocking to initiate it.

Special Move

Each character has a long list of special moves which are displayed further on in the guide. Once you have found your favourite group of characters, learn their special moves off by heart.

Super Move

Each time your Super-Bar fills up (find it in the bottom-left corner) you are permitted one Super Move.

Some moves need more than one bar. These moves can leave you vulnerable, but if they hit, they are devastating!

Air Moves

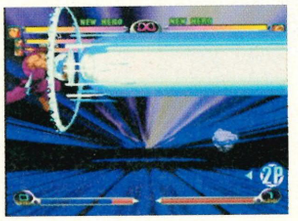
A large number of the moves you learn, including supers, can be performed in the air. You'll have to be pretty quick with your fingers though!

Level 2 Supers

If your Super-Bar is on level 2, it is possible to perform a double-super. Do this by tapping in the command for a second Super as soon as the first super begins.

Level 3 Supers

If your Super-Bar is on level three, it's possible to perform a triple-super. Do this by tapping in the command for a third super as soon as the second one begins.



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AKUMA

Gou Hadou Ken	↓↘→ + P
Zankuu Hadou Ken	In air, ↓↘→ + P
Tenma Kuujin Kyaku	In air, ↓↘→ + K
Gou Shouryuu Ken	→↓↘ + P
Ashura Senkuu	→↓↘ + PP/KK (or ←↓↙ + PP/KK)
Tatsumaki Zankuu Kyaku	↓↙← + K (air)
Jigoku Guruma	→↘↓↙← + HK when close
Zugai Hasatsu	→ + HP
Senpuu Kyaku (ground)	→ + HK
Senpuu Kyaku (jumping)	In air, ↑ + HK
Mae Geri	In air, ↑ + MK

SUPERS

Messatsu Gou Hadou	↓↙← + PP, tap buttons rapidly
Messatsu Gou Shouryuu	↓↘→ + PP
Messatsu Gou Rasen	↓↘→ + KK
Tenma Gou Zankuu	In air, ↓↘→ + PP
Shun Goku Satsu	LP, LP, →, LK, HK (Level 3)

Type	Partner Assist	Variable Combination
α	HP Gou Hadou Ken	Messatsu Gou Hadou
β	HP Gou Shouryuu Ken	Messatsu Gou Shouryuu
γ	HK Tatsumaki Zankuu Kyayu	Messatsu Gou Rasen

[1] Akuma's body is charged with electricity... any move fries his opponents. [2] The Tenma Gou Zankuu is devastating if it hits right!

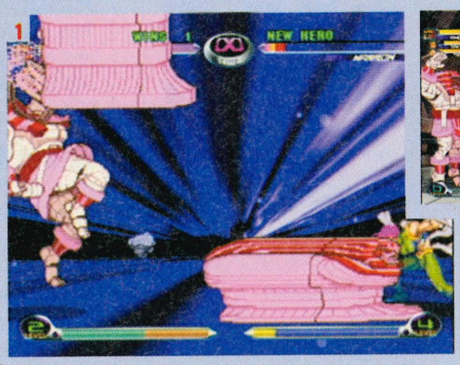
ANAKARIS

Miira Drop	↓↘→ + P (air)
Cobra Blow	←, → + P (air)
Hitsugi no Mai	↓, ↓ + P/K (air)
Ouke no Sabaki	In air, ↓↘→ + K
Seija no Ayumi	← + LK
Tenchuu	←/→ + HK
Idainaru Bohi	→ + K
Seinaru Bohi	↓ + K
Ooinaru Bohi	↘ + K (air)
Kuuchuu Dash	Tap →, → (or press PP)

Supers

Pharaoh Magic	HK, LP, ↓, LK, HP (air)
Pharaoh Illusion	LP, LP, →, LK, HP
Pharaoh Cobra Blow	←, → + PP (air)
Hitsugi no Utage	↓, ↓ + PP (air)

Type	Partner Assist	Variable Combination
α	HP Cobra Blow	Pharaoh Cobra Blow
β	HP Miira Drop	Pharaoh Illusion
γ	HP Hitsugi no Mai	Hitsugi no Utage



[1] Anakaris enjoys playing with coffins and other heavy objects. [2] His opponent feels the wrath of the mummy's curse and promptly (but quietly) disintegrates.

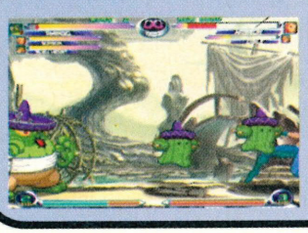
AMINGO

Kaze no Sakebi	↓↘→ + P (air)
Midori no Kanki	↓↙← + P
Daichi no Kodomo (Tsukami)	↓↙← + K
Daichi no Kodomo (Punch)	↓↘→ + LK
Daichi no Kodomo (Kick)	↓↘→ + HK

SUPERS

Taiyou no Megumi	↓↘→ + KK
Shokubutsu no Okite	↓↙← + PP

Type	Partner Assist	Variable Combination
α	Life Up Fruit	Taiyou no Megumi
β	Defence Up Fruit	Taiyou no Megumi
γ	HP Kaze no Sakebi	Taiyou no Megumi



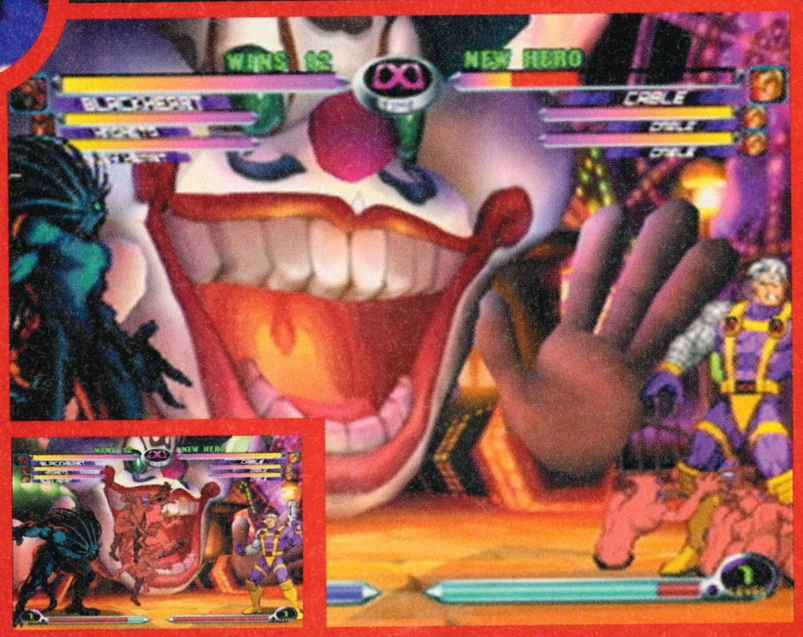
BLACKHEART

Dark Thunder	←↙↓↘→ + P
Inferno	→↘↓↙← + P
Kuuchuu Dash	Tap →, → (or press PP)
Kuuchuu Backstep	Tap ←, ← (or press ← + PP)
Extended Dash/Backstep	Tap →, →, hold → (or tap ←, ←, hold ←)

Supers

Armageddon	↓↘→ + PP
Judgment Day	↓↙← + PP (air)
Heart Of Darkness	↓↘→ + KK

Type	Partner Assist	Variable Combination
α	LP Dark Thunder	Judgement Day
β	HP Inferno	Heart Of Darkness
γ	Standing MP	Armageddon



B.B.HOOD

Smile & Missile (Joudan)	Charge ←, → + P
Smile & Missile (Gedan)	Charge ←, → + K
Happy & Missile	Charge ↓, ↑ + P
Cheer & Fire (Jou Houkou)	→↓↘ + P
Cheer & Fire (Yoko Houkou)	→↓↘ + K (air)
Shyness & Strike	↓↙← + P
Tell Me Why	↓↓ + KK
Malice & Mine	↙ + HK
Surprise & Hop	→ + HK
Tricky Basket	←/→ + HP
Stumble & Blade	Press ←/→ + HP during a dash/backstep
2 Dan Jump	↖, ↖ (or ↗, ↗)

Supers

Cool Hunting	↓↘→ + PP
Beautiful Memory	←↙↓↘→ + KK
Hyper Apple For You	→↘↓↙← + KK

Type	Partner Assist	Variable Combination
a:	HP Smile & Missile	Cool Hunting
β	HP Cheer & Fire	Cool Hunting
γ	HP Shyness & Strike	Cool Hunting

[1] B.B.Hood calls on a friend to fire giant rockets at Cable. [2] She really has to overdo things, doesn't she! As if one bomb wasn't enough, she's unleashed an arsenal of them.

CABLE

Viper Beam	↓↘→ + P, tap P to change beam (air)
Crackdown	↓↘→ + K
Psi-Charge	→↘↓↙← + P (only hits when close)
Electrap	↓↙← + K, hold K to delay (air)
Scimitar	→↓↘ + P
Turning kick	→ + HK
Gun Fire	Tap HP rapidly

Supers

Hyper Viper	↓↘→ + PP, tap P to change beam (air)
Time Flip	↓↘→ + KK

Type	Partner Assist	Variable Combination
α	LP Viper Beam	Hyper Viper
β	HP Scimitar	Hyper Viper
γ	LK Electrap	Hyper Viper

[1] Freeze, or I'll shoot! Ooops, too late! [2] This energy ball sucks you in and spits you out like the bad taste that you are. No offence intended.

[3] This huge energy-beam attack is very hard to avoid. If it hits, you're in for the ride of your life... or judging by his energy bar, his death!

continued >

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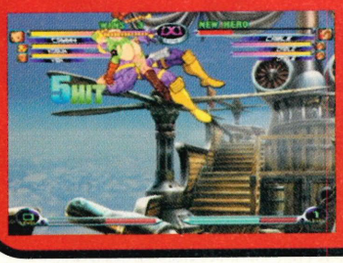
CAMMY

Axle Spin Knuckle	↓↘→ + P
Cannon Drill	↓↘→ + K (air)
Cannon Spike	→↓↘ + K
Cannon Strike	In air, ↓↙← + K
Cannon Revenge	→↘↓↙← + P
Hooligan Combination	↓↙← + K (press P to cancel)
Combination Cannon Strike	Press K when in the air
Cross Scissor Pressure	Press P when near an airborne foe
Fatal Leg Twister	Press P when near a crouching foe
2 Dan Jump	↖, ↖ (or ↗, ↗)
Steel Slicer	← + HK

Supers

Spin Drive Smasher	↓↘→ + KK
Reverse Shaft Breaker	↓↙← + KK
Killer Bee Assault	↓↙← + PP (air)

Type	Partner Assist	Variable Combination
α	HK Cannon Spike	Spin Drive Smasher
β	HK Cannon Drill	Spin Drive Smasher
γ	HP Axle Spin Knuckle	Killer Bee Assault



CAPTAIN COMMANDO

Captain Fire	↓↘→ + P (air)
Captain Corridor	↓↙← + P
Captain Kick	↓↙← + K
Captain Strike (Sho)	↓↘→ + LK
Captain Strike (Genity)	↓↘→ + HK
Captain Strike (Hoover)	↓↘→ + LK + HP

Supers

Captain Sword	↓↘→ + PP
Captain Storm	↓↘→ + KK

Type	Partner Assist	Variable Combination
α	HP Captain Fire	Captain Sword
β	HP Captain Corridor	Captain Sword
γ	HK Captain Kick	Captain Sword

1

2

[1] The Captain calls upon his strange robotic friend to make a fire. [2] Quite the little Mr Popular isn't he? Pah!

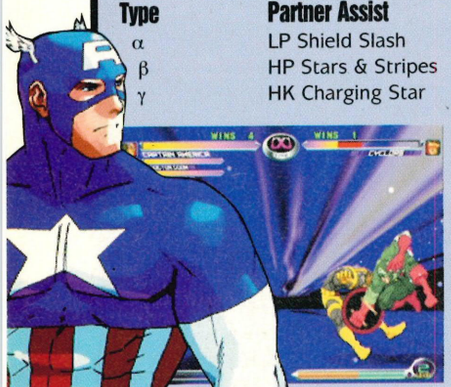
CAPTAIN AMERICA

Shield Slash	↓↘→ + P (air)
Charging Star	↓↘→ + K
Stars & Stripes	→↓↘ + P
Zenten	→↘↓↙← + P
2 Dan Jump	↖, ↖ (or ↗, ↗)
Heel Kick	In air, ↓ + HK
Aerial Kick	In air, ↑ + HK
Double Kick	MK, MK

Supers

Final Justice	↓↘→ + PP
Hyper Charging Star	↓↘→ + KK
Hyper Stars & Stripes	→↓↘ + PP

Type	Partner Assist	Variable Combination
α	LP Shield Slash	Hyper Charging Star
β	HP Stars & Stripes	Hyper Stars & Stripes
γ	HK Charging Star	Hyper Charging Star



CHARLIE

Sonic Boom	Charge ←, → + P
Somersault Shell	Charge ↓, ↑ + K
Moonsault Slash	↑↗→ + K (air)
Knee Kick	In air, ↓ + LK
Step Kick	→ + HK
Jump Sobat	← + HK
Spin Back Knuckle	→ + HP

Supers

Sonic Break	↓↘→ + PP, tap buttons rapidly
Crossfire Blitz	↓↘→ + KK
Somersault Justice	↓↙← + KK

Type	Partner Assist	Variable Combination
α	HP Sonic Boom	Sonic Break
β	HK Somersault Shell	Somersault Justice
γ	HP Sonic Boom	Sonic Break

1

2

[1] Charlie's not one to ask twice. Have a boot in your face for your disobedience! [2] When the fighting gets too much for you, you can always sit back and bask under the Northern Lights.

CHUN-LI

Kikou Ken	←↙↓↘→ + P
Sen'en Shuu	→↘↓↙← + K
Tenshou Kyaku	→↓↘ + K
Hyakuretsu Kyaku	Tap K rapidly (air)
Kaku Kyaku Raku	↙ + HK
Reishiki Kikou Ken	→ + HP
Yousou Kyaku	In air, ↓ + HK (can repeat)
Kaku Yoku Da	In air, → + HK
Kuuchuu Dash	In air, tap → → (or press PP)
Sankaku Tobi	Jump ↖ against a wall, press ↗ or →
3 Dan Jump	↖, ↖, ↖ (or ↗, ↗, ↗)

Supers

Kikou Shou	↓↘→ + PP, tap buttons rapidly
Senretsu Kyaku	↓↘→ + KK, tap K rapidly
Hazan Tenshou Kyaku	→↓↘ + KK

Type	Partner Assist	Variable Combination
α	HP Kikou Ken	Kikou Shou
β	HK Tenshou Kyaku	Hazan Tenshou Kyaku
γ	HK Sen'en Shuu	Senretsu Kyaku

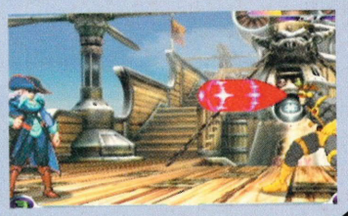
CYCLOPS

Optic Blast	↓↘→ + P (air)
Optic Hold	→↘↓↙← + HP when close
Optic Sweep	→↘↓ + P
Rising Uppercut	→↓↘ + P, tap P rapidly
Cyclone Kick	↓↙← + K
Rapid Punch	Charge ←, → + P, then tap P/K rapidly
Running Neckbreaker Drop	Charge ←, → + K
2 Dan Jump	↖, ↖ (or ↗, ↗)
Leg Flip Throw	↙ + HK when close
Optic Bullet	Press HP while standing or crouching
Double Kick	HK, HK
Alternate Attacks	In air, ↓ + LK / MP / MK / HP / HK

Supers

Mega Optic Blast	↓↘→ + PP, tap buttons rapidly (air)
Super Optic Blast	↓↘→ + KK, tap buttons rapidly (air)

Type	Partner Assist	Variable Combination
α	LP Optic Blast Mega	Optic Blast
β	HP Rising Uppercut Mega	Optic Blast
γ	HK Cyclone Kick Mega	Optic Blast



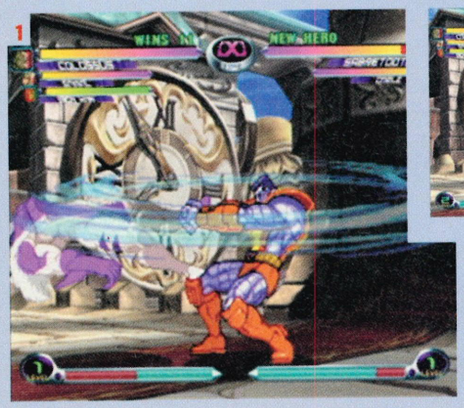
COLOSSUS

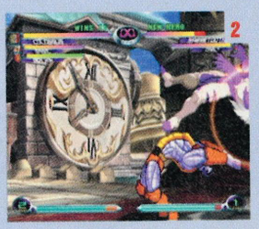
Giant Swing	↓↘→ + P, rotate 360 repeatedly (air)
Power Tackle (Forward)	↓↘→ + LK (air)
Power Tackle (Diagonal)	↓↘→ + HK (air)
Side Body Press	In air, → + HP

Supers

Super Dive	↓↘→ + PP, ↓ + P/K to dive early (air)
Super Armour	↓↙← + PP

Type	Partner Assist	Variable Combination
α	LK Power Tackle	Super Dive
β	HK Power Tackle	Super Dive
γ	Standing HK	Super Dive





[1] Spin the D-pad through 360 to make Colossus turn into a tornado. [2] Throws like this are ideal for smashing the tower on the clock tower level.

DAN HIBIKI

Gadou Ken	↓↘→ + P
Kouryuu Ken	→↓↘ + P
Dankuu Kyaku	↓↙← + K (air)
Premium Sign	↓↘→ + K
Zenten Chouhatsu	↓↘→ + Taunt
Kouten Chouhatsu	↓↙← + Taunt
Jump Chouhatsu	In air, press Taunt

Supers

Shinkuu Gadou Ken	↓↘→ + PP
Hisshou Burai Ken	↓↙← + KK
Kouryuu Rekka	↓↘→ + KK
Chouhatsu Densetsu	↓↘→, ↓↘→ + Taunt
Otoko Michi	HP, LK, ←, LP, LP (Level 3)

Type	Partner Assist	Variable Combination
α	HP Gadou Ken	Shinkuu Gadou Ken
β	HP Kouryuu Ken	Kouryuu Rekka
γ	HK Premium Sign	Hisshou Burai Ken

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DHALSIM

Yoga Fire	↓↘→ + P (air)
Yoga Flame	↓↙← + P
Yoga Blast	↓↙← + K
Yoga Smash	→↘↓↙← + HP when close
Yoga Teleport	→↓↘ + PP/KK (or ←↓↙ + PP/KK) (air)
Fuyuu	↓↙← + KK, repeat to end (air)
Kuuchuu Dash	Jump, any direction + PP
Drill Zutsuki	In air, ↓ + HP
Drill Kick	In air, ↓ + LK / MK / HK

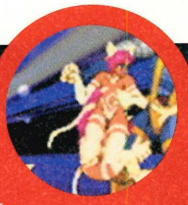
Supers

Yoga Inferno	↓↘→ + PP, direct ↓/↑ (air)
Yoga Strike	↓↘→ + KK

Type	Partner Assist	Variable Combination
α	HP Yoga Fire	Yoga Inferno
β	LP Yoga Flame	Yoga Inferno
γ	LK Yoga Blast	Yoga Inferno

[1] I have no fear of fire! I am invincible! Haha! **[2] Dhalsim takes it easy for a little while.**

FELICIA



Rolling Buckler	↓↘→ + P
Rolling Slide	Press K during Rolling Buckler
Rolling Uppercut	Press HP during Rolling Buckler
Neko Punch	Press LP during Rolling Buckler
Sand Splash	↓↘→ + K
Cat Spike	→↓↘ + P
Delta Kick	→↓↘ + K (air)
Hell Cat	→↘↓↙← + K (only hits when close)
Pussy Slash	← + HK
Wall Clutch	Jump up against a wall, hold ↑/←
Sankaku Tobi	Neutral position after Wall Clutch
Wall Slide	Jump up against a wall, hold ↙
Delayed Wall Slide	Keep holding ↖/← after Wall Clutch

Supers

Dancing Flash	↓↘→ + PP
Hyper Sand Splash	↓↘→ + KK
Please Help Me	↓↙← + KK, tap K rapidly

Type	Partner Assist	Variable Combination
α	HK Delta Kick	Hyper Sand Splash
β	HK Sand Splash	Hyper Sand Splash
γ	HP Cat Spike	Hyper Sand Splash

DR DOOM

Plasma Beam	↓↘→ + P (air)
Photon Shot	→↘↓↙← + P (air)
Molecular Shield	→↘↓↙← + K, tap buttons rapidly
Hikou	↓↙← + KK, repeat to end (air)
Kuuchuu Dash	Jump, any direction + PP
Laser Gun	In air, press HP
Foot Dive	In air, ↓ + HK

Supers

Electric Cage	↓↘→ + PP
Sphere Flame	↓↘→ + KK
Photon Array	→↘↓↙← + PP (air)

Type	Partner Assist	Variable Combination
α	HP Photon Shot	Photon Array
β	HK Molecular Shield	Sphere Flame
γ	HP Plasma Beam	Electric Cage

GAMBIT

Kinetic Card	↓↘→ + P (air)
Trick Card	↓↙← + P
Cajun Slash	→↓↘ + P (or LK + HP)
Cajun Escape	Charge ↓, ↖/↗ + P, then ←/→ + P in air
Cajun Strike	Charge ↓, ↖/↗ + K

Supers

Royal Flush	↓↘→ + PP
Cajun Explosion (Forward)	↓↘→ + KK
Cajun Explosion (Backward)	↓↙← + KK

Type	Partner Assist	Variable Combination
α	HP Kinetic Card	Royal Flush
β	LP Cajun Slash	Royal Flush
γ	Crouching HP	Royal Flush

[1] When it rains, it pours! Gambit soaks his enemy in energy beams. [2] Gambit stretches his leg a little, just to rub it in.

GUILE

Sonic Boom	Charge ←, → + P
Somersault Kick	Charge ↓, ↑ + K
Kuuchuu Somersault Kick	In air, tap ↓, ↑ + K
Knee Bazooka	← + LK
Rolling Sobat	← + HK
Straight	← + HP
Spinning Back Knuckle	→ + HP
Reverse Spin Kick	→ + HK
Jump Chop	In air, ↑ + HP
Splits Kick	In air, ↑ + LK
Angled Kick	In air, ↑ + MK

Supers

Sonic Hurricane	↓↘→ + PP
Somersault Strike	↓↙← + KK
Crossfire Assault	In air, ↓↘→ + KK

Type	Partner Assist	Variable Combination
α	HK Somersault Kick	Somersault Strike
β	HP Sonic Boom	Sonic Hurricane
γ	HP Sonic Boom	Sonic Hurricane

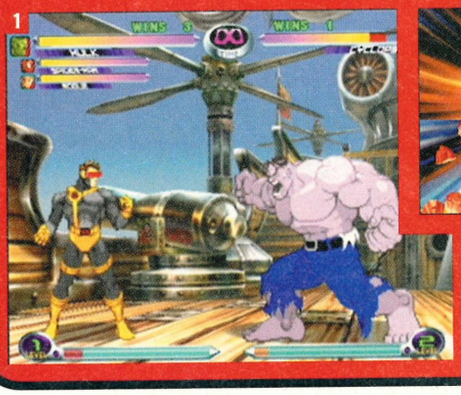
HULK

Gamma Slam	↓↘→ + P
Gamma Tornado	→↘↓↙← + P (only hits when close)
Gamma Charge (Taichi)	Charge ←, → + K (then K or any dir. + K)
Gamma Charge (Taikuu)	Charge ↓, ↑ + K (then K or any dir. + K)

Supers

Gamma Wave	↓↘→ + PP
Gamma Quake	↓↘→ + KK
Gamma Crush	↓↙← + PP, move ←/→

Type	Partner Assist	Variable Combination
α	LP Gamma Slam	Gamma Wave
β	LK Gamma Charge →	Gamma Crush
γ	LK Gamma Charge ↗	Gamma Quake



[1] The Hulkster really should invest in some new trousers [2] Getting him angry results in a barage of flaming boulders falling from the sky. That's gotta hurt!

HAYATO KANZAKI

Shiden	↓↘→ + P
Guren	→↓↘ + P (air)
Byakko Hou	← → + PP (only hits when close)
Plasma Combo: Suzaku Ranbu	← + LP, LP, LP, LP
Plasma Combo: Kegon 1	← + LP, LP, HP, HK, LP (then press LP)
Plasma Combo: Kegon 2	← + LP, LP, LP, HK, LP (then press LP)
Plasma Combo: Guren 1	← + HP, LP, HP, HP, HP
Plasma Combo: Guren 2	← + HP, LP, HP, LK, HP
Dokuryuu	Press HP while dashing
Souryuu	Press HP during Dokuryuu
Hien	→ + HP
Dai Oiuchi Kougeki	In air, ↓ + HK

Supers

Rasetsu Zan	↓↘→ + PP
Engetsu	↓↘→ + KK
Plasma Field	↓↙← + KK (air)
Black Hayato	LP, HP, ←, LK, HK (Level 3)

Type	Partner Assist	Variable Combination
α	HP Shiden	Rasetsu Zan
β	HP Guren	Engetsu
γ	HP Shiden	Engetsu

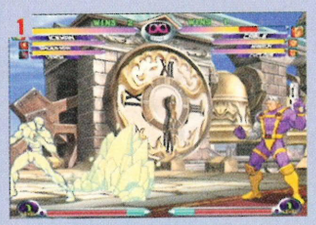
ICEMAN

Ice Beam	↓↘→ + P (air)
Ice Avalanche	↓↘→ + K (air)
Ice Fist	↓↙← + P
Iceball Throw	In air, ↓ + HP
Downward Slash Kick	In air, ↓ + HK

Supers

Arctic Attack	↓↘→ + PP (air)

Type	Partner Assist	Variable Combination
α	LP Ice Beam	Arctic Attack
β	LK Ice Avalanche	Arctic Attack
γ	LP Ice Beam	Arctic Attack



[1] I only asked him for the time, and he kicked ice in my face! [2] Iceman can make a massive ball of ice appear on the end of his arm. Cool!

[3] The Arctic Attack sees a flurry of giant hailstones rushing towards your opponent!

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IRON MAN

Unibeam	↓↘→ + P (air)
Repulsor Blast	→↘↓↙← + P
Smart Bomb	(←/→ +) LK + HP (air)
Hikou	↓↙← + KK, repeat to end (air)
Kuuchuu Dash	Jump, any direction + PP
Missile	Press HP while crouching
Knee Dive	In air, ↓ + HK
Upward Kick	In air, ↑ + HK
Directed Laser	In air, ↗/↘ + HP

Supers

Proton Cannon	↓↘→ + PP

Type	Partner Assist	Variable Combination
α	LP Unibeam	Proton Cannon
β	HP Repulsor Blast	Proton Cannon
γ	Standing HK	Proton Cannon

1

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[1] Iron Man shoots flames out of every orifice... [2] Including his chest!

JIN SAOTOME

Saotome Typhoon	Charge ←, → + P
Saotome Dynamite	Charge ↓, ↑ + P
Saotome Crush	→↘↓↙← + K (only hits when close)
Saotome Fire	While taunting, tap P/K rapidly
Saotome Diving	In air, press ↓ + HK
Saotome Shine	Occurs when you have 40 pts of life left

Supers

Blodia Vulcan	↓↙← + PP
Blodia Punch	↓↘→ + PP
Saotome Cyclone	↓↘→ + KK

Type	Partner Assist	Variable Combination
α	LP Saotome Typhoon	Saotome Cyclone
β	HP Saotome Dynamite	Blodia Punch
γ	Standing MP	Blodia Punch

1

2

[1] Talk about being a bit two-faced! [2] You cannot defeat me... I have a cape as stiff as steel!

JILL VALENTINE

Kinsetsu Sentou A	↓↘→ + P (air)
Ousen Shageki	→↘↓↙← + P, tap P when Jill starts firing
Grenade Launcher	→↓↘ + P (hold P to delay)
Kinkyuu Kaihi A	↓↙← + K
Kinkyuu Kaihi B	↓↘→ + K
Sliding	↓ + HK

Supers

Kinsetsu Sentou A+	↓↘→ + PP (air)
Rocket Launcher	↓↘→ + KK
CODE: T-002	↓↙← + KK (can then use End Of Tyrant)
End Of Tyrant	↓↘→ + K while Tyrant is laughing

Type	Partner Assist	Variable Combination
α	Life-Up	Rocket Launcher
β	HP Kinsetsu Sentou A	Kinsetsu Sentou A+
γ	Grenade Launcher	Rocket Launcher

JUGGERNAUT

Juggernaut Punch	←↙↓↘→ + P
Juggernaut Body Press	←↙↓↘→ + K (air)
Earthquake Punch	→↘↓ + P
Cyttorak Power-Up	→↓↘ + PP
Double Fist Punch	→ + HP

Supers

Juggernaut Headcrush	↓↘→ + PP, tap buttons rapidly

Type	Partner Assist	Variable Combination
α	LP Earthquake Punch	Juggernaut Headcrush
β	HP Juggernaut Punch	Juggernaut Headcrush
γ	HK J. Body Press	Juggernaut Headcrush

1

2

[1] A tap on the head from Juggernaut will make you as flat as a pancake, let alone an Earthquake Punch!

[2] "My, what huge hands you have sir!" "All the better to break your face with, my pretty – ha ha ha!" "Ooh, you big bully, get off me. That's not fair."

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players' guide

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KEN MASTERS

Hadou Ken	↓↘→ + P (air)
Shouryuu Ken	→↓↘ + P (air)
Tatsumaki Senpuu Kyaku	↓↙← + K (air)
Zenpou Tenshin	↓↙← + P
Mae Geri	In air, ↑ + MK
Senpuu Kyaku	In air, ↑ + HK
Inazuma Kakato Wari	→ + HK

Supers

Shouryuu Reppa	↓↘→ + PP
Shinryuu Ken	↓↘→ + KK, tap K rapidly
Shippuujinrai Kyaku	↓↙← + KK, tap K rapidly

Type	Partner Assist	Variable Combination
α	HP Shouryuu Ken	Shinryuu Ken
β	HP Hadou Ken	Shouryuu Reppa
γ	HK Tatsumaki Senpuu K.	Shouryuu Reppa

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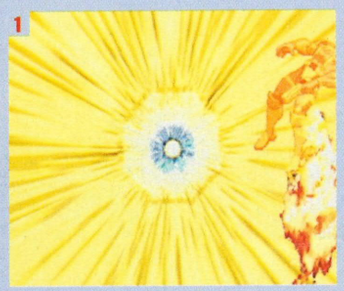


2

[1] Cable bathes in a sea of eternal flames. [2] Ken's flaming Dragon Punch is always a favourite!

MAGNETO

E-M Disruptor	←↙↓↘→ + P (air)
Hyper Gravitation	→↘↓↙← + K (air)
Magnetic Force Field	←↙↓↘→ + K
Magnetic Blast	In air, ↑↗→ + P
Hikou	↓↙← + KK, repeat to end (air)
Kuuchuu Dash	Jump, any direction + PP
Angled Kick	In air, ↓ + LK

Supers

Magnetic Shockwave	↓↘→ + PP
Magnetic Tempest	↓↘→ + KK, tap buttons rapidly (air)

Type	Partner Assist	Variable Combination
α	HP E-M Disruptor	Magnetic Shockwave
β	LK Hyper Gravitation	Magnetic Tempest
γ	Crouching HP	Magnetic Tempest

1

2

[1] There's nothing like a friendly hug to renew old relations. [2] Hey, what about the hug?

KOBUN

Kobun Fire	↓↘→ + P, hold P to charge (air)
Bull Mover	↓↘→ + K
Engo Kougeki (Tosshin!)	↓↙← + LP
Engo Kougeki (Tsukami!)	↓↙← + HP
Engo Kougeki (Kuubaku!)	↓↙← + K
Exploding Paper Plane	↓↘→ + Taunt (can hold), direct ↓/↑

Supers

Chuushoku Rush	↓↘→ + PP
King Kobun	↓↘→ + KK, move ←/→, attack with P/K
Hyper King Kobun	Done during β Variable Combination

Type	Partner Assist	Variable Combination
α	LP Engo Kougeki	Chuushoku Rush (α)
β	HP Kobun Fire	Hyper King Kobun
γ	LP Kobun Fire	Chuushoku Rush (γ)

1

2

[1] Look, you're a Lego man — you can't hurt me. [2] Unless you get all your friends to help you!

MARROW

Bone-merang	↓↘→ + P (air)
Ride & Slash	→↘↓↙← + P (air)
Ricochet Slash	↓↙← + K
Towering Spine	→↓↘ + P
Sankaku Tobi	Jump ↖ against a wall, press ↗ / →
2 Dan Jump	↖, ↖ (or ↗, ↗)

Supers

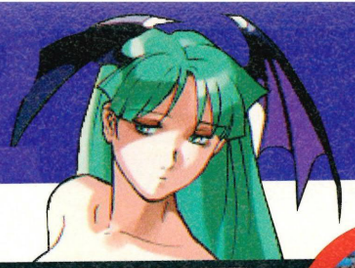
Stinger Bones	↓↘→ + PP
Bone Burst	↓↙← + PP (air)

Type	Partner Assist	Variable Combination
α	HP Bone-merang	Bone Burst
β	HP Towering Spine	Bone Burst
γ	HK Ricochet Slash	Stinger Bones

1

2

[1] The phrase 'give a dog a bone' springs to mind! [2] Shards of bone fly out at Marrow's opponent before shattering in their face.



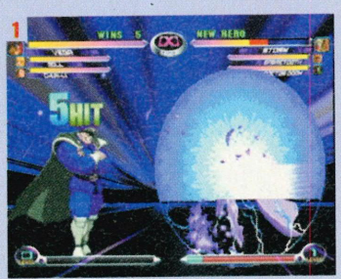
M. BISON

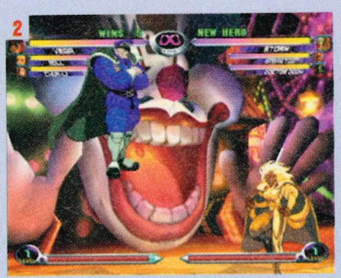
Psycho Shot	←↙↓↘→ + P
Psycho Field	→↘↓↙← + P
Double Knee Press	←↙↓↘→ + K (air)
Vega Warp	→↓↘ + P/K (air)
Head Press	Charge ↓, ↑ + K, move ←/→ (air)
Head Press to Skull Diver	Press P during Head Press
Somersault Skull Diver	Charge ↓, ↑ + P, P (or hold P) (air)
Hikou	↓↙← + KK, repeat to end (air)

Supers

Psycho Crusher	↓↘→ + PP, tap P rapidly (air)
Psycho Explosion	→↘↓↙← + PP
Knee Press Nightmare	↓↘→ + KK

Type	Partner Assist	Variable Combination
α	HP Psycho Shot	Psycho Crusher
β	HP Psycho Field	Psycho Crusher
γ	HK Double Knee Press	Knee Press Nightmare





[1] Storm finds herself engulfed in a Psycho Explosion [2] Say aaaahhhrr...I see the problem!

MORRIGAN AENSLAND

Soul Fist	↓↘→ + P (air)
Shadow Blade	→↓↘ + P (air)
Vector Drain	→↘↓↙← + P (only hits when close)
Shell Kick	In air, ↓↙← + K
Shell Pierce	In air, ↓ + HK
Kuuchuu Dash	In air, tap →, → (or press PP)
Vernier Dash (Upward)	In air, tap →, ↗ (or press ↑ + PP)
Vernier Dash (Downward)	In air, tap →, ↘ (or press ↓ + PP)
Necro Desire	→ + HK
Mysterious Arc	↙ + HP

Supers

Soul Eraser	↓↘→ + PP, tap buttons rapidly
Darkness Illusion	↓↘→ + KK (air)
Silhouette Blade	→↓↘ + PP

Type	Partner Assist	Variable Combination
α	HP Shadow Blade	Silhouette Blade
β	HP Soul Fist	Soul Eraser
γ	HP Soul Fist	Silhouette Blade

[1] We all saw it, it was him! [2] Morrigan whips out her bat-gun. [3] Fireballs ahoy – heads up!

MEGAMAN

Rock Buster	Press HP (standing/crouching/air)
Charge Shot	Hold and release HP (standing/crouching/air)
Item Kougeki	↓↘→ + P
Item 'Rock Ball'	↓↘→ + K
Item 'Leaf Shield'	↓↙← + K
Item 'Tornado Hold'	→↓↘ + K
Rock Upper	→↓↘ + P (air)
Sankaku Tobi	Jump ↖ against a wall, press ↗/→
Sliding	↓ + HK

Supers

Hyper Rockman	↓↘→ + PP, tap buttons rapidly (air)
Rush Drill	↓↘→ + KK, move ←/↖/↑/↗/→, press P/K
Beat Plane	↓↙← + KK, any direction (air)

Type	Partner Assist	Variable Combination
α	Charge Shot (2 hits)	Hyper Rockman
β	HP Rock Upper	Hyper Rockman
γ	Charge Shot (2 hits)	Hyper Rockman

OMEGA RED

Carbonadium Coil	↓↘→ + P/PP
Kuuchuu Carbonadium Coil	In air, ↓↘→ + P/PP/K/KK
Coil Recall: Ground	Press P before Coil hits
Coil Recall: Midair	Press P/K before Kuuchuu Coil hits
Death Factor	Tap P during Coil / Energy Drain
Energy Drain	Tap K during Coil / Death Factor
Coil Flip	Any dir. + P/K from Coil / Factor / Drain
Omega Strike	↓↘→ + K/KK
Omega Strike: Cancel	↓ + K during Omega Strike
Omega Strike: Retreat	← + K during Omega Strike
Kuuchuu Dash	In air, tap →, → (pr press PP) (← to cancel)
Ground Coil Strike	↙/↘ + HK

Supers

Omega Destroyer	↓↙← + PP
Omega Smasher	In air, ↓↙← + PP

Type	Partner Assist	Variable Combination
α	LP Coil – Flip UF	Omega Destroyer
β	HK Omega Strike	Omega Destroyer
γ	↙ Ground Coil Strike	Omega Destroyer

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PSYLOCKE

Psi-Blast	↓↘→ + P (air)
Psi-Blade Spin	↓↘→ + LK, LK, HK (or ↓↘→ + HK, LK, LK)
Ninjutsu	→↘↓↙← + P/K (air)
Psi-Drill	Any direction + P/K during Ninjutsu
Moonsault Kick	In air, ↖/↗ + HK
Vanity Flip	← + HK after certain moves
Backstep Kick	← + HK (then hold → to slide)
Chuugaeri Abise Geri	→ + HK
3 Dan Jump	↖, ↖, ↖ (or ↗, ↗, ↗)

Supers

Psi-Thrust	↓↘→ + PP
Secondary Psi-Thrust	Any direction + P at end of Psi-Thrust
Psi-Maelstrom	↓↘→ + KK, tap buttons rapidly
Kochou Gakure	↓↙← + KK (air)

Type	Partner Assist	Variable Combination
α	HK Psi-Blade	Spin Psi-Maelstrom
β	HP Psi-Blast	Kochou Gakure
γ	HP Psi-Blast	Psi-Thrust

ROLL

Roll Buster	↓↘→ + P (air)
Item Kougeki	↓↙← + P
Item 'Rockball'	↓↘→ + K
Item 'Leaf Shield'	↓↙← + K
Item 'Tornado Hold'	→↓↘ + K
Hana-taba Bakudan	→↓↘ + P (air)
2 Dan Jump	↖, ↖ (or ↗, ↗)
Sliding	↓ + HK
Upper Kick	In air, ↑ + HK

Supers

Hyper Roll	↓↘→ + PP, tap buttons rapidly (air)
Rush Drill	↓↘→ + KK, move ←/→/↖/↗, press P/K
Beat Plane	↓↙← + KK, any direction, tap P/K

Type	Partner Assist	Variable Combination
α	LP Roll Buster	Hyper Roll
β	HP Hana-taba Bakudan	Hyper Roll
γ	HP Hana-taba Bakudan	Hyper Roll

ROGUE

Repeating Punch	↓↘→ + P (air)
Power Drain	↓↙← + K (air)
Rising Repeating Punch	→↓↘ + P, tap buttons rapidly
Power Dive Punch	→↓↘ + K, press K to dive sooner
Kuuchuu Dash	In air, tap → → (or press PP)
Diving Kick	In air, ↓ + HK

Supers

Goodnight, Sugar	↓↘→ + PP
Hyper Repeating Punch	Done during a Variable Combination

Type	Partner Assist	Variable Combination
α	HP Rising R. Punch	Hyper Repeating Punch
β	HP Repeating Punch	Hyper Repeating Punch
γ	HK Power Drain	Hyper Repeating Punch

[1] Formation shadow-dancing, at a time like this! [2] Rogue's got a thing for Cyclops

RUBY HEART

Cheval Seller	↓↘→ + P, then any dir. + P x2 (air)
Supràmation	↓↘→ + K
Fantime	↓↙← + K
Rafale Canon	→↘↓↙← + P

Supers

Flan Mer	↓↘→ + PP, then any dir. + P x4 (air)
Pare-tonnâre	↓↘→ + KK
Milles Fantìmes	↓↙← + KK
Tour de Magie	HK, LP, ↓, LK, HP

Type	Partner Assist	Variable Combination
α	LK Supràmation	Pare-tonnâre
β	HP Rafale Canon	Milles Fantìmes
γ	Power-Up Orb	Flan Mer

[1] While that is very impressive, you missed! [2] Ruby Heart summons the spirits of the sea and invites them to his fancy-dress party.

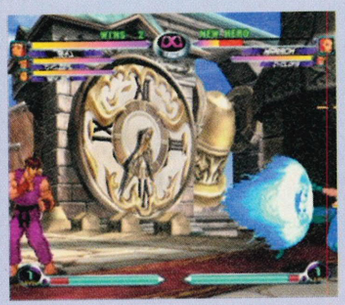
RYU

Hadou Ken	↓↘→ + P (air)
Tatsumaki Senpuu Kyaku	↓↙← + K (air)
Shouryuu Ken	→↓↘ + P
Sakotsu Wari	→ + HP
Senpuu Kyaku (ground)	→ + HK
Senpuu Kyaku (jumping)	In air, ↑ + HK
Mae Geri	In air, ↑ + MK

Supers

Shinkuu Hadou Ken	↓↘→ + PP, tap buttons rapidly (air)
Shinkuu Tatsumaki Senpuu Kyaku	↓↙← + KK
Shin Shouryuu Ken	→↓↘ + PP (Level 3)

Type	Partner Assist	Variable Combination
α	HP Shouryuu Ken	Shinkuu Hadou Ken
β	HP Hadou Ken	Shinkuu Hadou Ken
γ	HK Tatsumaki Senpuu K.	Shinkuu Tatsumaki SK.



SAKURA KASUGANO

Hadou Ken	↓↙← + P (air)
Shou'ou Ken	↓↘→ + P (air)
Shunpuu Kyaku	↓↙← + K (air)
Flower Kick	→ + HK

Supers

Shinkuu Hadou Ken	↓↙← + PP
Midare Zakura	↓↘→ + PP
Haru Ichiban	↓↙← + KK
Hiyakeshita Sakura	←↓↙ + LK (Level 3)
Shun Goku Satsu	LP, LP, →, LK, HP (Level 3) Only when turned into Sakura Hiyakeshita

Type	Partner Assist	Variable Combination
α	HP Shou'ou Ken	Haru Ichiban
β	HP Hadou Ken	Shinkuu Hadou Ken
γ	MK Shunpuu Kyaku	Midare Zakura

1

2

[1] Her pants must really stink for then to have such an effect! [2] Sakura blinds her opponent into submission.

SABRETOOTH

Berserker Claw	↓↘→ + P
Wild Fang	→↘↓↙← + P
Armed Birdie	→↘↓↙← + K
Sankaku Tobi	Jump ↖ against a wall, press ↗/→

Supers

Berserker Claw X	↓↘→ + PP
Weapon X Rush	→↓↘ + PP
Heavy Armed Birdie	→↘↓↙← + KK
Hyper Berserker Claw	Done during α Variable Combination

Type	Partner Assist	Variable Combination
α	HP Berserker Claw	Hyper Berserker Claw
β	LK Armed Birdie	Heavy Armed Birdie
γ	2nd hit of HP	Heavy Armed Birdie

1

2

[1] Sabretooth turns up in the new X-Men film. [2] His Weapon X Crush rips opponents apart!

SENTINEL

Rocket Punch (Downwards)	↓↘→ + LP (air)
Rocket Punch (Forward)	↓↘→ + HP (air)
Rocket Punch (Upwards)	→↓↘ + P (air)
Sentinel Force	↓↘→ + K
Hikou	↓↙← + KK, repeat to end (air)

Supers

Plasma Storm	↓↘→ + PP, tap buttons rapidly
Hyper Sentinel Force	↓↘→ + KK
Hard Drive	In air, ↓↘→ + PP

Type	Partner Assist	Variable Combination
α	LP Rocket Punch	Hyper Sentinel Force
β	Standing HK	Hyper Sentinel Force
γ	LK Sentinel Force	Hyper Sentinel Force

1

2

[1] War Machine reviews his situation in light of that huge blade! [2] Blimey, I can see what you had for lunch. Go and be sick somewhere else!

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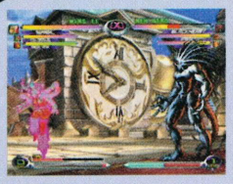
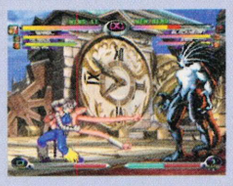
players' guide

continued >

SPIRAL

Six-Hand Grapple	➡⬇↘ + P, then ⬇/⬆ (air)
Dancing Sword	➡↘⬇↙⬅ + P, throw swords with LP/MP (air)
Tsurugi Tobashi: Forward	⬇↘➡ + LP after Dancing Sword (air)
Tsurugi Tobashi: Upward	⬇↘➡ + HP after Dancing Sword (air)
Tsurugi Tobashi: Circular	⬇↘➡ + LK after Dancing Sword (air)
Tsurugi Tobashi: Six-Way	⬇↘➡ + HK/LK + HP after D. Sword (air)
Teleport Dance	⬇↙⬅ + LK, then hold ⬇ + P/K (air)
Kyuukouka Dance	In air, ⬇↙⬅ + HK
Triple Arm Strike	In air, ⬇ + MP
Lower Punch	In air, ⬇ + HP

Supers

Stampede Sword	⬇↘➡ + PP
Power Dance	⬇↘➡ + KK (air)
Speed Dance	⬇↙⬅ + KK (air)
Metamorphose	⬇↙⬅ + PP, grab with P (air) (Level 3)
Hyper Metamorphose	Done during γ Variable Combination

Type	Partner Assist	Variable Combination
α	LP Tsurugi Tobashi	Stampede Sword
β	HP Tsurugi Tobashi	Stampede Sword
γ	Standing HP	Hyper Metamorphose

SPIDER-MAN

Web Ball	⬇↘➡ + P (air)
Web Swing	⬇↙⬅ + K (air)
Web Throw	➡↘⬇↙⬅ + P (tap in any direction + P/K rapidly)
Spider Sting	➡⬇↘ + P – if it hits, press P again
Sankaku Tobi	Jump ↖ against a wall, press ↗/➡
Kuuchuu Dash	In air, tap ➡ ➡ / press PP

Supers

Maximum Spider	⬇↘➡ + PP, direct ⬇/➡/⬆ (air)
Crawler Assault	⬇↘➡ + KK
Ultimate Web Throw	⬇↙⬅ + PP

Type	Partner Assist	Variable Combination
α	HP Web Ball	Crawler Assault
β	HK Web Swing	Crawler Assault
γ	HP Spider Sting	Crawler Assault

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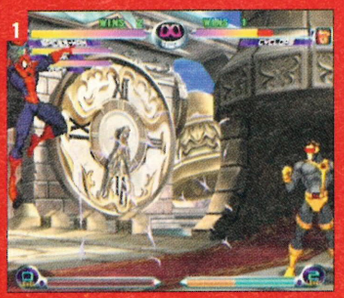

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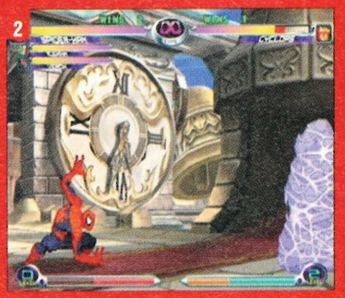


[1] Spider-Man attempts to stop time with his web. [2] Come on, what are you waiting for?

STORM

Whirlwind	⬇↘➡ + K (air)
Double Typhoon	➡↘⬇↙⬅ + K (air)
Lightning Sphere	In air, ⬇↙⬅ + P
Lightning Attack	Press (any dir. +) LK + HP x3 (air)
Hikou	⬇↙⬅ + KK (air)
Kuuchuu Dash	Jump, any direction + PP
Lightning Strike	In air, ⬇/⬆ + MP
Air Float	Hold ↖/↗ after jumping

Supers

Lightning Storm	⬅↙⬇↘➡ + PP, tap buttons rapidly (air)
Ice Storm	⬇↙⬅ + PP, tap buttons rapidly

Type	Partner Assist	Variable Combination
α	HK Whirlwind	Lightning Storm
β	➡ Lightning Attack	Lightning Storm
γ	LK Double Typhoon	Ice Storm

1

2

[1] An electric storm engulfs Psylocke, [2] Brrrr, it's a bit chilly in here. Best fly off home then.

SONSON

Fuusetsu Zan	Tap P rapidly (air)
Shienbu	⬇↘➡ + P (air)
Seiten Rengeki	➡⬇↘ + P (air)
Kingin no Hisago	➡↘⬇↙⬅ + P (only hits when close)
Ground Crawl	⬅↙⬇↘➡ + K
Wall Climb	⬇↙⬅ + K
Wall Climb Jump	Press P during Wall Climb, move ⬅/➡
Wall Climb Kick	Press K during Wall Climb
Cloud Dash	In air, tap ➡, ➡ (or press PP)
Cloud Backstep	In air, tap ⬅, ⬅ (or press ⬅ + PP)
Gansai Hekiretsu	➡ + HP

Supers

Tenchi Tsuukan	⬇↘➡ + PP (air)
POW	⬇↘➡ + KK
En'ou	⬇↙⬅ + KK, move ⬅/➡
Monkey Punch	Press LP during En'ou
Monkey Uppercut	Press HP during En'ou
Monkey Fire Breath	Press K, direct ⬇/⬆ during En'ou
Hyper En'ou	Done during an α or β Variable Combination

Type	Partner Assist	Variable Combination
α	Life-Up Peach	Hyper En'ou
β	HP Shienbu	Hyper En'ou
γ	HP Seiten Rengeki	Tenchi Tsuukan

SHUMA-GORATH

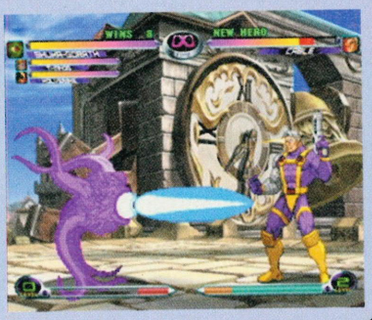
Mystic Stare	Charge ←, → + P
Mystic Smash	Charge ←, → + K (air)
Devitalization	→↘↓↙← + K (only hits when close)
Sekika	In air, ↓ + HK
Upwards Eye Blast	In air, ↑ + HP

Supers

Chaos Dimension	↓↘→ + P, (Level 3)
Hyper Mystic Smash	↓↘→ + KK

Type	Partner Assist	Variable Combination
α	HP Mystic Stare	Hyper Mystic Smash
β	HK Mystic Smash	Hyper Mystic Smash
γ	HP Mystic Stare	Hyper Mystic Smash

[1] Incey-wincey spider, with big spikes! [2] Shuma-Gorath chucks loads of spiky eyes at Cable. Where did all those come from?



STRIDER HIRYU

Ame no Murakumo	↓↘→ + P
Excalibur	In air, ↓↘→ + P/K
Kuuchuu Gram	In air, →↓↘ + P
Gram	→↓↘ + P/K
Warp	←↓↙ + P/K
Vajra	↓↙← + K
Formation A	↓↘→ + K
Formation B	Charge ←, → + P
Formation B Fire	Charge ←, → + P after Formation B (air)
Formation C	Charge ←, → + K
Kabe Hari Tsuki	↓↙← + P
Uwa Idou / Shimo Idou	Hold ↓/↑ while clinging to a wall
Hantai Soku no Heki e Idou	Tap ←, → while clinging to a wall
Chakuji	Press → while clinging to a wall
Cipher Kougeki	Press P while clinging to a wall
Jimen ni Tobigeri	Press K while clinging to a wall
Sliding Heel	Press ↓ + K while clinging to a wall
Sliding Kick	↘ + HK
Sankaku Tobi	Jump ↖ against a wall, press ↗/→
2 Dan Jump	↖, ↖ (or ↗, ↗)

Supers

Ragnarok	→↓↘ + PP
Ouroboros	↓↘→ + PP
Legion	↓↘→ + KK

Type	Partner Assist	Variable Combination
α	HP Ame no Murakumo	Legion
β	HK Vajra	Legion
γ	HK Formation A	Legion

SILVER SAMURAI

Shuriken	↓↘→ + P, direct ↓/↑ (air)
Hyakuretsu Tou	→↓↘ + P, tap P/K rapidly
Hyakuretsu Tou (alt)	Tap P rapidly, then tap P/K rapidly
Fumikomi Hyakuretsu Tou	Tap →, → during Hyakuretsu Tou
Endless Slashes	Tap LP, LP repeatedly
Low Slash	HP, HP

Supers

Chou Shuriken	↓↘→ + PP (or in air after Touki 'Kaminari')
Raimei Ken	↓↘→ + KK, tap buttons rapidly
Hyouga Ken	↓↘→ + KK after Touki 'Koori'
Homura Ken	↓↘→ + KK after Touki 'Honoo'
Touki 'Kaminari'	↓↙← + P
Touki 'Koori'	↓↙← + LK
Touki 'Honoo'	↓↙← + HK
Hyper Hyakuretsu Tou	Done during α Variable Combination

Type	Partner Assist	Variable Combination
α	HP Hyakuretsu Tou	Hyper Hyakuretsu Tou
β	HP Shuriken	Chou Shuriken
γ	Crouching HP	Raimei/Hyouga/Homura Ken

THANOS

Titan Crush	↓↘→ + P (air)
Death Sphere	↓↘→ + K
Diving Shoulder	In air, ↓ + HK
High kick	← + HK
Long Run	Tap →, → (hold →)

Supers

Gauntlet Power	↓↘→ + PP
Gauntlet Reality	↓↙← + PP
Gauntlet Space	↓↘→ + KK
Gauntlet Soul	↓↙← + KK

Type	Partner Assist	Variable Combination
α	LK Death Sphere	Gauntlet Power
β	HP Titan Crush	Gauntlet Reality
γ	(↘ + HP attack)	Gauntlet Space

[1] Hello? Is anyone there? [2] Thanos draws elemental magic from the earth. Jin's not bothered.

continued ›

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TRON

Shiki Dan	↓↘→ + P
Bonne Strike	↓↘→ + K, tap buttons rapidly (air)
Kobun Launcher	→↓↘ + P
Kuuchuu Dash	In air, tap →, → (or press PP)
Boulder Throw	Press HK (or hold and release HK)
Spinning Legs	↙/↘ + HK (can move ← and →)

Supers

Chuushoku Rush	↓↘→ + PP
King Kobun	↓↙← + PP

Type	Partner Assist	Variable Combination
α	HP Throw Attempt	Chuushoku Rush
β	Standing MK	King Kobun
γ	Crouching MP	King Kobun

WAR MACHINE

Shoulder Cannon	↓↘→ + P/K
Kuuchuu Shoulder Cannon	In air, ↓↘→ + P
Smart Bomb	Press (←/→ +) LK + HP (air)
Repulsor Blast	→↘↓↙← + P
Hikou	↓↙← + K, repeat to end (air)
Kuuchuu Dash	Jump, any direction + PP
MvC Shoulder Cannon	Press HP while crouching
Knee Dive	In air, ↓ + HK
Upward Kick	In air, ↑ + HK
Directed Laser	In air, ↗/↘ + HP

Supers

Proton Cannon	↓↘→ + PP
War Destroyer	↓↘→ + KK

Type	Partner Assist	Variable Combination
α	LP Shoulder Cannon	Proton Cannon
β	LP Repulsor Blast	War Destroyer
γ	Smart Bomb	War Destroyer

VENOM

[1] Venom puts his opponent in a sticky situation. [2] Venom tries to eat the clock, without much success.

Venom Fang	↓↘→ + P (air)
Venom Rush	↓↘→ + K
Web Throw	→↘↓↙← + P (tap in any direction + P/K rapidly)
Kuuchuu Dash	In air, tap →, → (or press PP)

Supers

Venom Web	↓↘→ + PP
Death Bite	↓↘→ + KK

Type	Partner Assist	Variable Combination
α	LP Venom Fang	Death Bite
β	LK Venom Rush	Death Bite
γ	Standing MP	Death Bite

WOLVERINE

Berserker Barrage	↓↘→ + P, tap P rapidly
Berserker Slash	↓↙← + P
Tornado Claw	→↓↘ + P, tap P rapidly
Drill Claw	Any direction + LK + HP (air)
Kabetsuki Drill Claw	Drill into a wall, any direction + P/K
Sankaku Tobi	Jump ↖ against a wall, press ↗/→
Fumitsuke	In air, ↓ + HK
Double Claw	Press P, P (air)
Double Kick	Press K, K
Sliding Claw	↘ + HP

Super

Berserker Barrage X	↓↘→ + PP
Berserker Charge	↓↘→ + KK
Weapon X	→↓↘ + PP
Fatal Claw	→↓↘ + KK (air)

Type	Partner Assist	Variable Combination
α	HP Berserker Barrage	Berserker Barrage X
β	HP Tornado Claw	Fatal Claw
γ	→ Drill Claw	Fatal Claw

WOLVERINE (ADAMANTIUM-LESS)

Berserker Barrage	↓↘→ + P, tap P rapidly
Tornado Claw	→↓↘ + P, tap P rapidly (air)
Drill Claw	Any direction + LK + HP (air)
Kabetsuki Drill Claw	Drill into a wall, any direction + P/K
Sankaku Tobi	Jump ↖ against a wall, press ↗/→
Diving Kick	In air, ↓ + HK
Double Kick	Press K, K
Standing Endless Claw	Tap P repeatedly
Aerial Endless Claw	Tap P repeatedly during a super jump
Sliding Claw	↘ + HP

Supers

Berserker Barrage X	↓↘→ + PP
Weapon X	→↓↘ + PP

Type	Partner Assist	Variable Combination
α	Standing HP	Berserker Barrage X
β	Standing HK	Berserker Barrage X
γ	Sliding Claw	Berserker Barrage X

MECHA ZANGIEF

Double Lariat	←/→ + PP
Quick Double Lariat	←/→ + KK
Vodka Fire	↓↘→ + P
Aerial Russian Slam	→↓↘ + K
Screw Pile Driver	Rotate 360 + P (air)
Flying Power-Bomb	←↙↓↘→ + K from afar
Atomic Suplex	←↙↓↘→ + K when close
Iron Claw	↘ + HK when close
Dash Tsukami Nage	Tap →, →
Backdrop (Instant Backdrop)	→, →, HP (or hold HP, tap →, →)
Kamitsuki (Instant Kamitsuki)	→, →, HK (or hold HK, tap →, →)
Jumping Lariat	In air, → + HP
Body Press	In air, ↓ + HP
Kuuchuu Head-Butt	In air, ↑ + MP
Double Knee Drop	In air, ↓ + LK
Midair Elbow Drop	In air, ↓ + LP
Elbow Drop	← + LP
Launcher Throw	↙, ← + LP when close

Supers

Final Atomic Buster	Rotate 360 + PP
Siberian Blizzard	Rotate 360 + KK
Iron Body	←↓↙ + LK
Hyper Double Lariat	Done during a Variable Combination

Type	Partner Assist	Variable Combination
α	PP Double Lariat	Hyper Double Lariat
β	LK Flying Power-Bomb	Hyper Double Lariat
γ	HK Aerial Russian Slam	Hyper Double Lariat

ZANGIEF

Double Lariat	(←/→ +) PP
Quick Double Lariat	(←/→ +) KK
Banishing Flat	→↓↘ + P
Aerial Russian Slam	→↓↘ + K
Screw Pile Driver	Rotate 360 + P (air)
Flying Power-Bomb	←↙↓↘→ + K from afar
Atomic Suplex	←↙↓↘→ + K when close
Iron Claw	↘ + HK when close
Dash Tsukami Nage	Tap → →
Backdrop (Instant Backdrop)	→, →, HP (or hold HP, tap →, →)
Kamitsuki (Instant Kamitsuki)	→, →, HK (or hold HK, tap →, →)
Jumping Lariat	In air, → + HP
Body Press	In air, ↓ + HP
Kuuchuu Head-Butt	In air, ↑ + MP
Double Knee Drop	In air, ↓ + LK
Midair Elbow Drop	In air, ↓ + LP
Launcher Throw	↙, ← + LP when close

Supers

Final Atomic Buster	Rotate 360 + PP
Ultra Final Atomic Buster	Rotate 360 + KK
Iron Body	←↓↙ + LK
Hyper Double Lariat	Done during a Variable Combination

Type	Partner Assist	Variable Combination
α	PP Double Lariat	Hyper Double Lariat
β	LK Flying Power-Bomb	Hyper Double Lariat
γ	HK Aerial Russian	Hyper Double Lariat

MARVELLOUS TIPS

Recoverable Energy

It is possible to gain back some of your lost energy. You will notice that if you are on the receiving end of a large combo, instead of losing a chunk of your life-gauge, it will go red. If you give your character the chance to rest (by tagging them out) their life-gauge will slowly be replaced with life. Therefore, whenever a character gets badly hurt, immediately tag them out so that they can recover. This will make your party last much longer than they would otherwise.

Secret Characters

There are a total of 56 playable characters available. Of these, 24 are immediately accessible. The remaining 32 must be bought with points. Whenever you take part in a fight – be it in Training, Arcade or Versus mode – you will receive points. Completing Arcade will gain you the most points.

Super Moves

Don't waste your Super Moves. They are best used as the end to a combo. When placed correctly, they will be unblockable and can lead into Double and Triple Supers. A Super Move performed on its own will almost certainly be blocked, as the enemy has so long to react.

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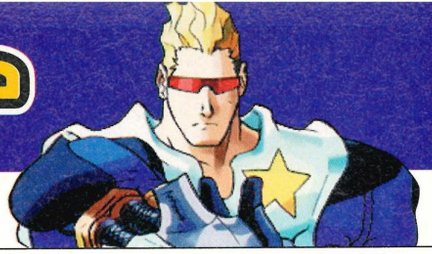

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MARVELLOUS CHEATS

Sakura's Poses

It is possible to choose Sakura's celebration pose at the end of a fight. These can be selected by pressing and holding the appropriate buttons once the opponent has been defeated.

LP	Cherry Blossom
HP	Shoe Fling
LK	Double Dance
HK	Wave
PP	Kick Combo
KK	Nice Trip!

Dan's Alternative Introduction

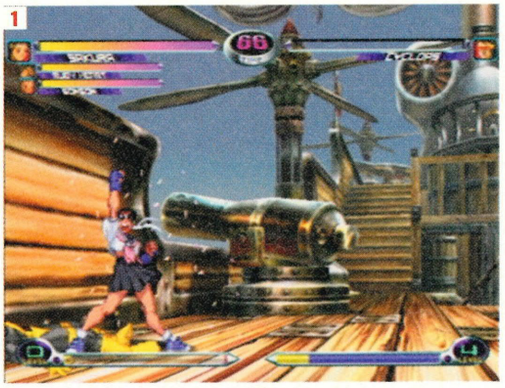
Hold down LP before the fight begins to see Dan's secret introduction. Dan must be your first character for this to work.

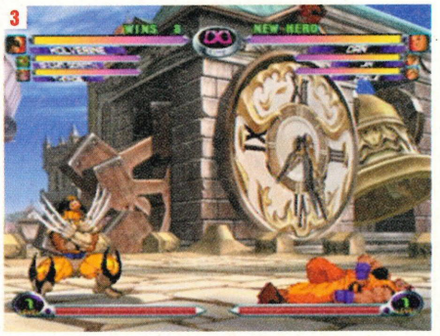
Interactive Scenery

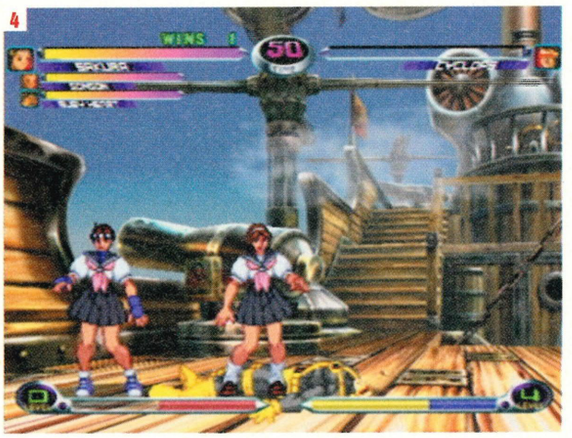
You can destroy the tower in the clock-tower stage! You must kill the final opposing character with a move that will send them flying into the clock-tower. Experiment to find which one works best for you.

Keep Fighting

Once a battle has finished, press 'Start' to regain control of your character. You can now continue to pound your opponent into the ground!







[1] Clouds of confetti shower down on Sakura. [2] Sakura's standard pose. [3] Dan makes a fool of himself before the fight even begins! [4] Sakura gets her little sister to join her in the celebrations. Get down, get down!

DEFEATING ABYSS

The game's boss-character is called 'Abyss.' It exists in three forms, all of which are explained below.

Armoured Abyss

This form of Abyss is slow and heavy but very powerful. Most of its moves such as its 'Trident,' 'Swipe,' 'Rush' and 'Acid-Rain' can be blocked with minimal damage. Its 'Laser-Blast' move has to be briefly charged-up, so you can pre-empt it with a Super-Jump and attack from behind. The best tactic is to block whenever necessary and then go for the big Super-combos. Abyss doesn't block in any of its different forms, so don't hold back.

Green Shape-Shifter Abyss

Projectile Super-Moves are the call-of-the-day here. Abyss tends to stay in the centre of the screen, occasionally sinking into the ground. When it disappears, three green bubbles rise up and float about. They can easily be destroyed with a standard punch or kick – if left, they will engulf and paralyse you, allowing Abyss to attack openly. The laser-cannons can be blocked or jumped over. Whatever you do, avoid them at all costs because they can cause a great deal of damage. Projectile Super-Moves really hurt this boss. Try Sonson's 'En'ou Monkey Fire-Breath' or Cyclops's 'Mega Optic Blast.'

Raging Hell-Hound

In this form, Abyss fills the screen and consists of a pair of massive, fanged jaws attached to a huge, fiery body. When this creature appears, hit it with the biggest Triple-Supers that you can summon. It will only hang around for about five seconds, so be quick! Once the creature has disappeared, it will hit you from off-screen with random attacks. Moves such as it's 'Ground-Flames,' 'Vertical-Flames' and 'Flying-Fang' come very suddenly. Because of the speed at which they appear, the only thing to do is to block. Keep clear of Abyss's jaws at all times. If it bites you, you will sustain huge amounts of damage. The only way to defeat it is to hit it with all that you've got(and more if possible) when you get the chance.

[1] Abyss hides inside an armoured exterior. [2] This guy can rip off his horns and use them to create lightning. [3] Abyss and monkey-boy have a staring match. Imagine what their breath is like! [4] The second form of Abyss is a plasma creature that shoots endless streams of boiling liquid at you.

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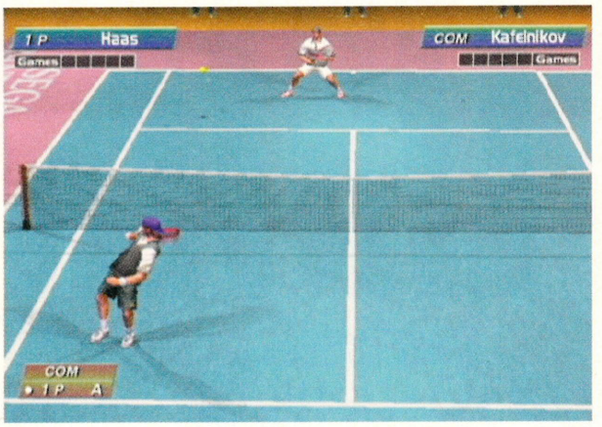


Virtua Tennis

Want to become a tennis ace? Then follow our masterclass guide to the top and you'll be a winner every time.

essential information
Dreamcast solutions
Virtua Tennis

Publisher	Sega
Developer	In-house
Origin	Japan
Price	£39.99
Genre	Sports
Release	September

four players

vibration pack

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	Y

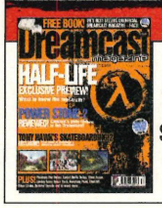
Not so much a mini-game as a neat feature. As you're playing the VM will display a matchstick men version of the match, *Pong*-style.

CONTROLS

You'll need to master the controls to become a tennis ace

- Move character
- Stroke
- Lob
- Lob
- Change view
- N/A
- N/A
- Pause
- Move character

essential information
Dreamcast magazine says



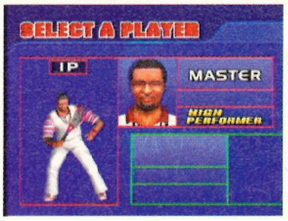
"One of the greatest sports games ever made!"

The Secrets

If you're like us, you won't be able to stop playing *Virtua Tennis*, but that doesn't mean you'll have found all the secrets. Here's how to get the hidden characters and costumes.

Play As Master

Ever wanted to play as the coach who stands at the other end of the court during the Training modes of the World Circuit? Well, now you can. To access Master, you've got to play through Arcade mode without losing a single game and finish the final round to become the champion. Once you've done that, you'll be challenged to a match by Master. If you can beat him, you'll be able to select him as a regular player. The easiest way to win is to set the match length to a single game – however, the difficulty has to be at least Normal or you won't get to play against him.

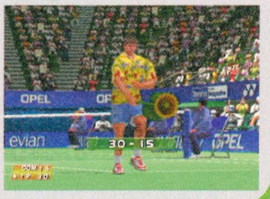


Play As King

To be able to play as the other secret tennis star, known as King, you need to complete one of two specific tasks. You can either play through World Circuit mode and complete EVERYTHING (all the Training modes and Trial matches on the highest levels) to unlock him, or you can beat him and the Master (after unlocking him – see above) at Doubles in Arcade mode without losing a game.

Access Special Costumes

There are several secret costumes hidden through the World Circuit mode that can't be bought through the normal shops – to get these, you'll have to do exceptionally well at the various Training modes. Depending on which one you're playing, you'll have to do certain tasks; for example, if there's a time limit then you'll need to complete the training with more than ten seconds left on the clock. The bowling training game requires you to get a perfect score (so you need to get seven strikes in a row) while the Return Ace and target games require a certain score – usually above 4,000pts – to get the costume.



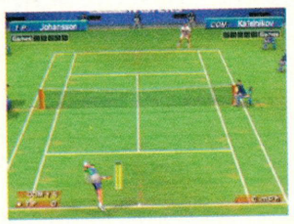
Ball Skills

General Tips

When playing *Virtua Tennis*, you have to approach it just like you would a real tennis match, so similar skills and tactics should be employed. Always try to second-guess your opponent and mix up your play as much as possible. If you use the same tactics all the time, opponents will figure out your game and exploit its weaknesses before long, so always be one step ahead.

Serving & Aces

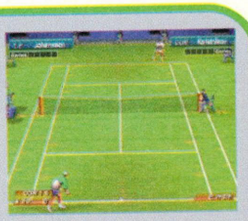
The secret to becoming a great server doesn't lie with just being able to hit it as hard as possible, but also in mixing your serves up. Use the baseline to vary your angle as well as the angle that you put on the ball as you serve. It's also worthwhile mixing up the speed of your serve to keep your opponent on their toes. Try not to use the lob serve too much, as it's a bit rubbish really.



Underarm Serve

To perform the underarm serve just like the Master, press A + X + ⇩ while at near court; or if you're at the far end, press A + X + ⇧. Use it sparingly and you'll have your opponents fooled!

Volleying

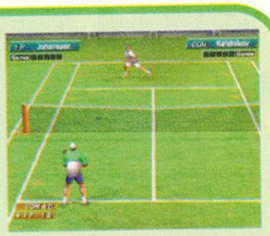


The secret to good volleying is getting to the net first, and having quick reactions and good placement. It can prove dangerous as you're susceptible to the lob, but if you remember this and be on your guard, you'll become a top-class player.

Power Shots

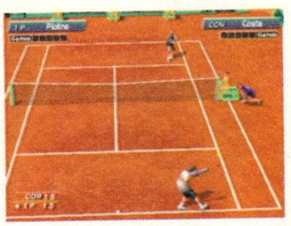
The way to make a shot powerful is to ensure that you get to the ball early, thus giving yourself plenty of time to play the shot. The more time you have pressing the A button, the more powerful the shot.

Lobs



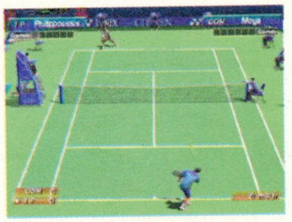
Use the lob sparingly when playing against CPU players, as they'll normally get to it. Against human opponents it's a great shot to play every now and again, as it'll totally fool them if you play it at the right time, leaving them stuck to the spot – not to mention fuming.

Topspin Shots



To play a topspin shot which will make the ball rush through and not bounce very much, make sure you have plenty of time to play the shot and press forward on the stick/pad.

Smashing



This is all about timing – and when you get it right, there'll be no stopping you. When your opponent lobs you, try to get right underneath it: the longer you spend building up the shot, the more powerful it will be. You need to be in the front half of the court to smash successfully – if you try it from the back, more often than not you'll hit the net.

Drop Shots

Like the topspin shot, make sure you have plenty of time to play the shot and then pull back on the stick/pad, thus making the ball drop near the front of the court, not bouncing much. Deadly if combined with lob shots.

Doubles

When playing doubles, make sure that you stay to your half of the court and don't poach your partner's shots – it'll leave big empty spaces and you'll get thrashed. When playing with a CPU partner, you can press the Left Trigger button to determine where he plays – baseline, front court or normal – depending on your own style of play.

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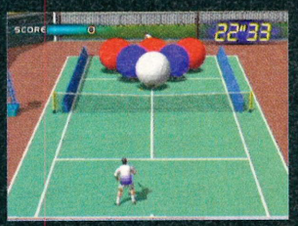
The World Circuit Challenges

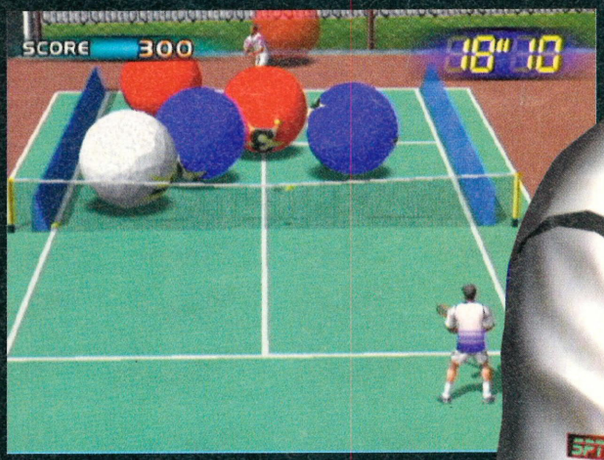
Within the 'World Circuit' there are eight different challenges which will help you improve all areas of your game. They will also help you earn loads of money to buy the bonus characters, their outfits and the bonus courts. Each challenge has four stages, although only three of these are revealed, the fourth being an extra level which will unlock eight 'special' outfits. When you have completed the three levels, a silver statue will appear; and when you have completed the fourth level, it'll be a gold statue

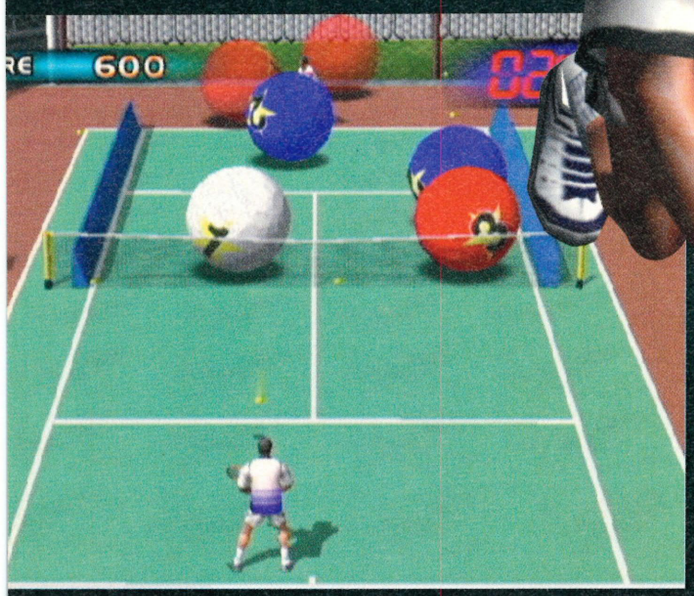
Giant Ball



Bonus Shirt: Flaming shirt and racquet

In this challenge you have to hit a number of giant balls (from three to six) off the court using powerful shots in a limited amount of time. The best way to do it is to stay at the back of the court and hit strong shots at the balls, concentrating on one at a time. The most annoying thing about this challenge is that the balls always roll forward – frustrating but practice will make perfect. To get the bonus outfit, you need to complete the challenge before the timer turns red.

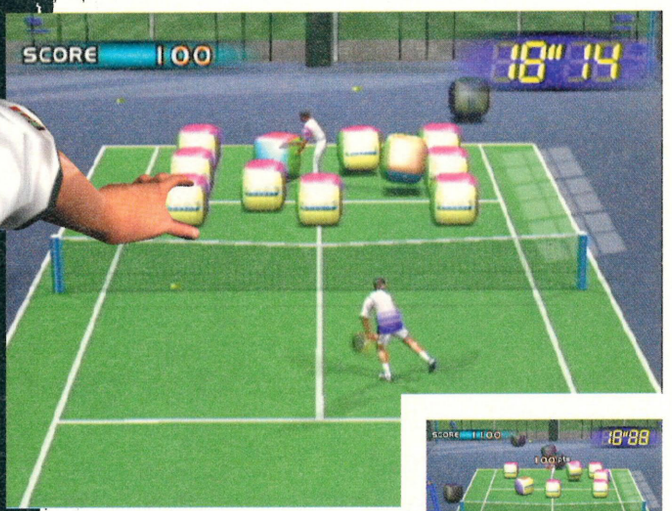




Cannon Ball

Bonus Shirt: Camouflage shirt and radio racquet

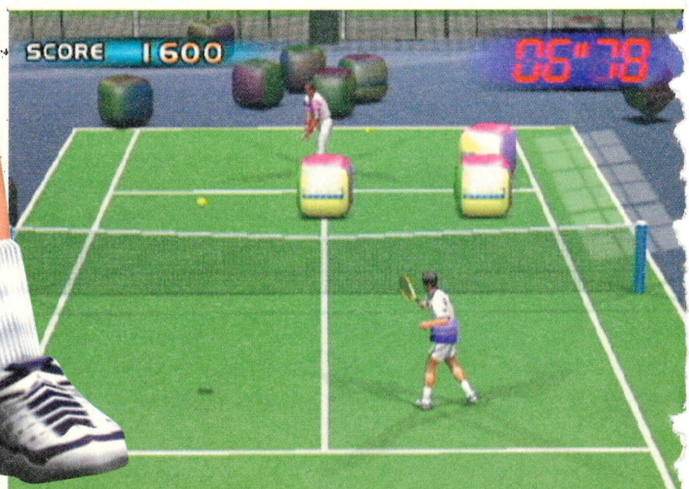
The aim of this challenge is to hit the ball-firing machines (from three to six) with the yellow balls, while avoiding the red ones, within a set time limit. If a red one hits you, a machine that has turned off will restart. This challenge is all about accuracy, so stay near the back of the court and give yourself time to aim your shots – it also gives you a greater chance of dodging the red balls. The bonus outfit will become available if you finish the challenge before the timer turns red.

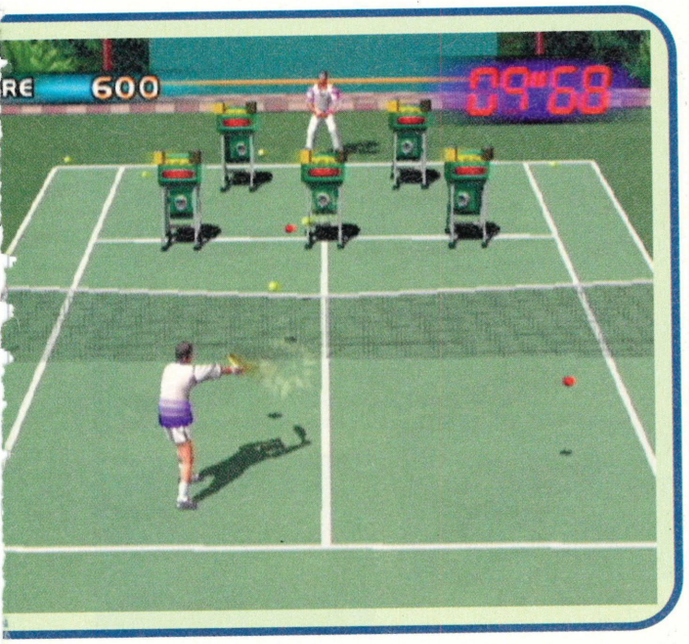


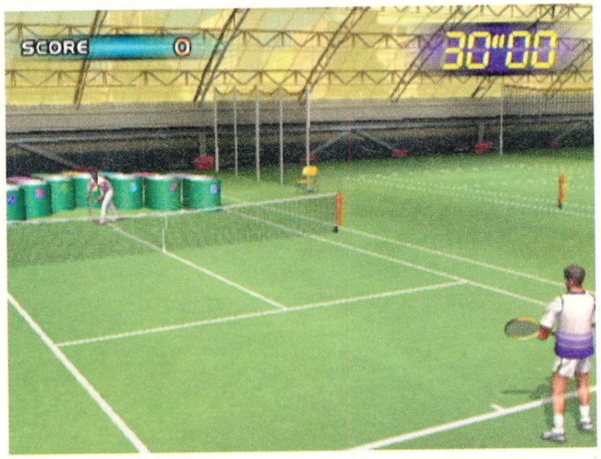
Smash Box

Bonus Shirt: Zebra shirt and racquet

This challenge will test your smashing skills to the limit as you have to knock a set of boxes off the court. Starting with nine and going up to 15, the time limit is exceptionally tight (you need 15 seconds left on the clock for the bonus shirt) so you have to make sure that every ball is hit and is on target.



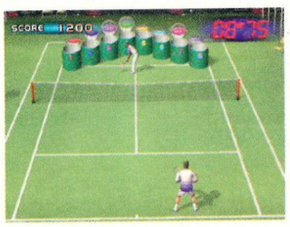


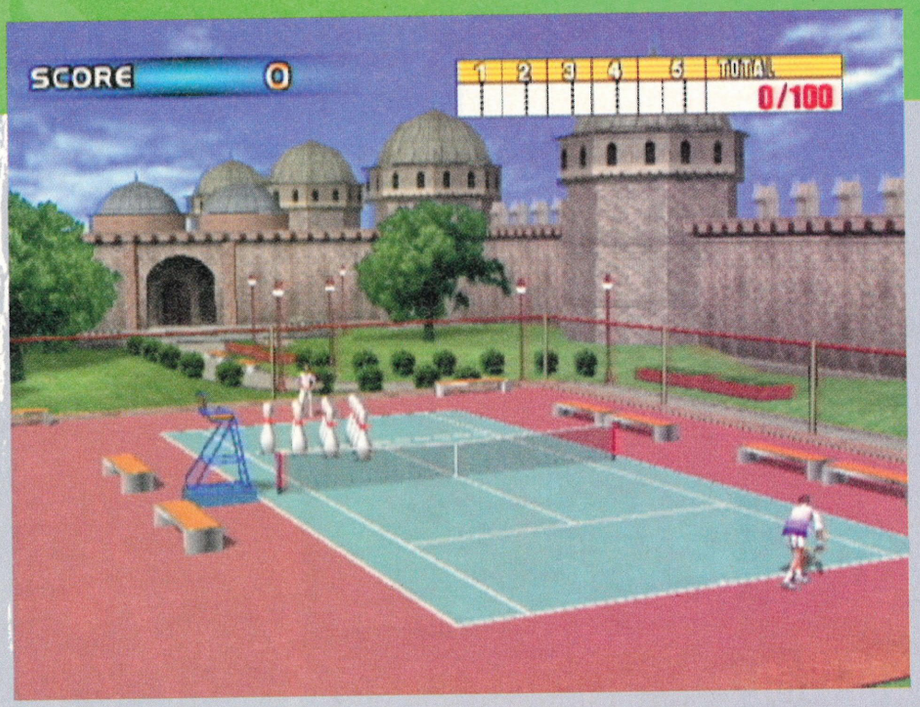


Drum Shooter

Bonus Shirt: Giraffe shirt and racquet

The 'Drum Shooter' challenge tests your lobbing skills as you have to lob the balls into the drums located around the court. The first two levels are relatively simple as there's plenty of time and the drums are all in a row. However, their numbers increase and their alignment is changed too so you have to move forward and back to hit them. Start at the back and get the wide ones first before moving forward, but never getting too close, to get the more central ones. You need to hit every ball straight into the drums to get the bonus outfit.





Pin Crasher

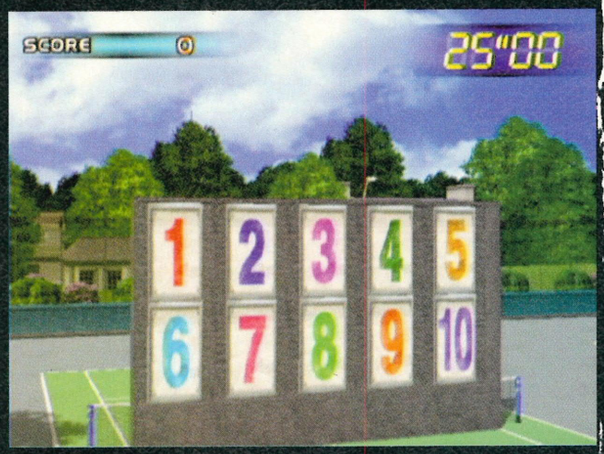
Bonus Shirt: Bowling shirt and bowling pin racquet

Virtua Tennis's very own Crazy Bowling is probably the hardest of the challenges, but it'll improve your serve no end. Bowling rules apply as you need to knock down a set number of pins to progress to the next level. You need all strikes to get the bonus shirt. To complete this challenge, always remain in the same place, using the stick/pad to subtly change the angle of the ball. The lob serve works pretty well for this too as it gives more curve, but you don't need to be on full power to win.

continued>

players' guide

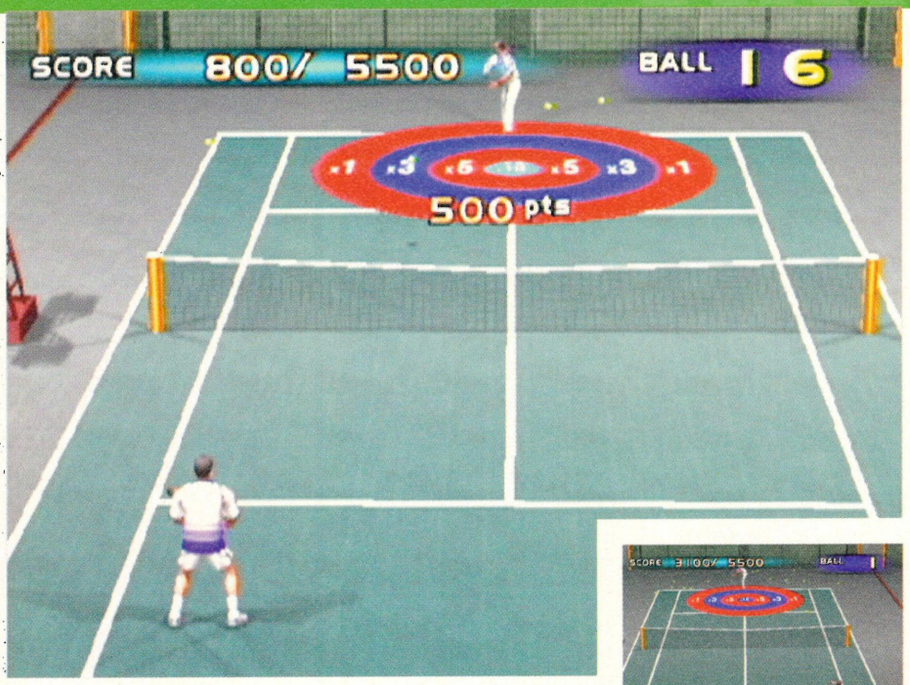
continued>



Big Wall

Bonus Shirt: Spanish shirt and tambourine racquet

The best way to do this challenge is to either pick off all the bottom numbers first or the top set, going along from left to right in a row rather than up and down. Use lobs to get the top set and normal shots for the lower ones but don't get too close, otherwise you'll smash the ball, thus making you miss the next shot. Time is of the essence in this challenge: to get the bonus outfit, you need to hit all the numbers before the timer turns red.

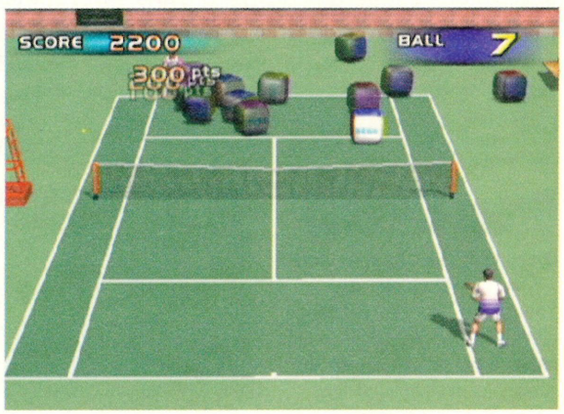


Bull's Eye

Bonus Shirt: Sunflower shirt and racquet

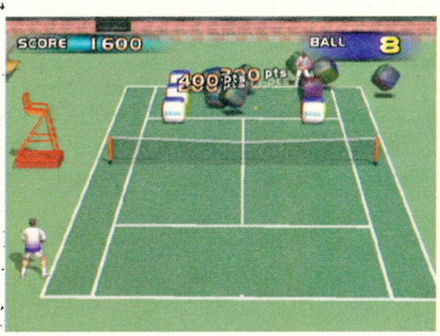
Coach will hit 20 balls to you which you must then return, aiming for the giant target. To start with, you only need 2,500 points, but this number steadily increases – to get the bonus shirt, you need a massive 7,000 points. It's fairly tough as it allows for no margin of error, so make sure you hit every ball and that it scores points. It's best to stay near the back of the court as this won't stretch you too much, thus giving you more time to aim your shots. Using the lob can work pretty well for this too.

Return Ace



Bonus Shirt: Chinese shirt and wok racquet

This challenge will test your return-of-serve skills; accuracy is the key to success here. To start with, there are only nine boxes in the court, but this number climbs to 15 for level 3. You get ten balls each time, but if you want to get the bonus outfit you need to knock all 15 off with two balls. The best way to do this is to hit the balls from as wide as possible, thus giving you the angle to knock off the maximum number of boxes in a row. Remember, you don't need to hit every box with the ball – boxes that knock each other will count as well. Do the same again from the other side and hopefully you'll be able to clear the lot.



The Players

> Many of these faces will be familiar to you as they are real-life tennis stars. However, look a little further and you will find a raft of fantasy all-stars for you to try out.

Jim Courier
Country: USA
Skill: Various Shots
An all-round player with no great skill, so he's ideal for newcomers to the game.

Cedric Pioline
Country: France
Skill: All-Round Player
Another character for beginners, although slightly better than Courier.

Tim Henman
Country: England
Skill: Volley Master
Relatively fast and extremely good at the net with good ground-strokes.

Tommy Haas
Country: Germany
Skill: Strong Forehand
Despite a good forehand, he's pretty slow and really bad at the net.

Mark Philippoussis
Country: Australia
Skill: Big Server
Relatively quick around the court, his serve and long reach make him a good choice.

Carlos Moya
Country: Spain
Skill: Powerful Stroke
Slow around the court, bad at the net, but a good baseline player.

Tomas Johansson
Country: Sweden
Skill: Fast Mover
Quick around the court and a good volleyer, but his all-round play is lacking.

Yevgeny Kafelnikov
Country: Russia
Skill: Strong Backhand
Another good character for beginners, as well as for back-court players.

Pieter Tinbergen
Country: Netherlands
Skill: Serve & Volley
An average player who's best used for volleying at the net.

Rolf Euler
Country: Switzerland
Skill: Volley Virtuoso
His play is of a similar standard to Henman's, but his reach is worse.

Davor Tesla
Country: Croatia
Skill: Wide-Angle Shots
Probably the worst player here, with slow movement and a poor reach.

Gilles Altman
Country: Canada
Skill: Big Server
When you nail the serve, he's a great player, but it's the only thing going for him.

Shyam Singth
Country: India
Skill: All-Round Player
Similar to Courier and Pioline, but quicker. He's also the best doubles partner.

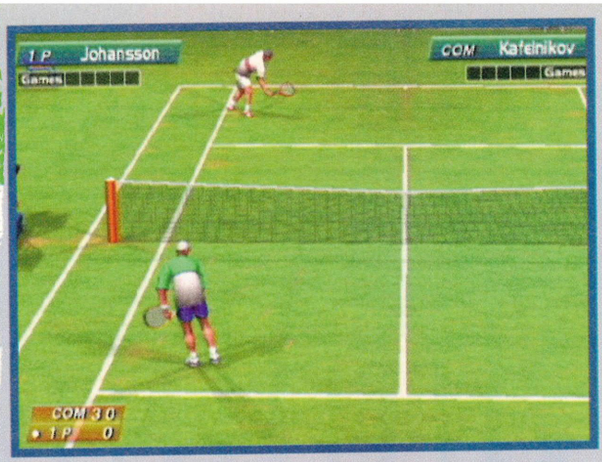
Bruno Costa
Country: Brazil
Skill: Strong Forehand
Another strong baseline player, although he's a little slow around the court.

Raf Ventura
Country: Italy
Skill: Hard Hitter
A fantastic baseline player, but pretty awful if you get him to the net.

Masayuki Inoue
Country: Japan
Skill: Fast Mover
Faster than Road Runner around the court, with an average all-round game.

Master
Skill: High Performer
Arthur Ashe or not, he's still a great player with an impressive all-round game. Worth persevering for.

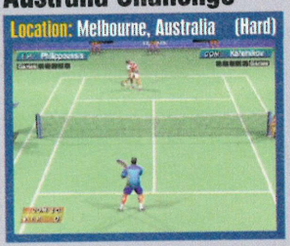
King
Skill: Perfect Player
What more can we say? He's the king of the court and the perfect tennis player.



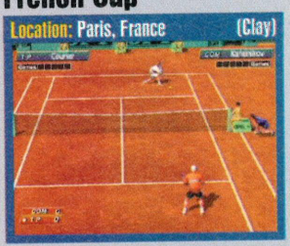
The Courts

> What would tennis be without a number of different courts to play on. Here though, you don't just get the traditional grass courts to try out your skills, you'll also have to master clay *and* indoor courts. You didn't think that it would be easy, did you?

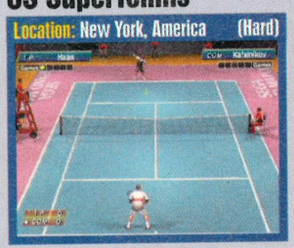
Australia Challenge
Location: Melbourne, Australia (Hard)



French Cup
Location: Paris, France (Clay)



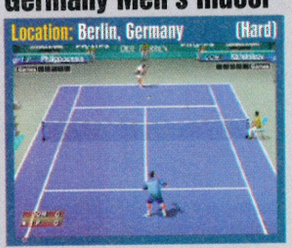
US SuperTennis
Location: New York, America (Hard)



The Old England Championships
Location: London, England (Grass)

Sweden Grand Prix
Location: Stockholm, Sweden (Hard)

Germany Men's Indoor
Location: Berlin, Germany (Hard)

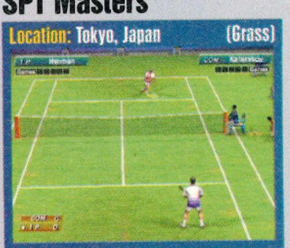


Russia Tennis Classic
Location: Moscow, Russia (Carpet)

Spain International
Location: Barcelona, Spain (Clay)

Sega Grand Match
Location: LA, California (Carpet)

SPT Masters
Location: Tokyo, Japan (Grass)



walkthrough

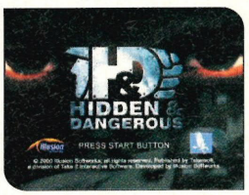
Hidden & Dangerou

Keep failing basic training? Can't get past selection? You're weak and you need the DREAMCAST SOLUTIONS Hidden & Dangerous guide to put some steel in your balls and lead in the Nazis! These pages will help you through...

essential information

Dreamcast solutions

Hidden & Dangerous



Publisher	Take 2/Talon Soft
Developer	Illusion Softworks
Origin	UK
Price	£39.99
Genre	Action
Release	Out Now

one player

vibration pack

keyboard

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

Get your head round this control system.

- Aim
- Move back
- Strafe right
- Strafe left
- Move forward
- Secondary command
- Fire
- Pause/options
- Change views/ character

The Weapons Of War

As you'd expect there's a huge range of weapons available to the allied forces which you lead, but choosing which weapons are best for which missions is where the challenge lies.

Colt 1911

Calibre	.45
Effective Range	40m
Magazine	8 cartridges
Mass	1.2kg

Sten Gun

Calibre	9mm
Effective Range	160m
Magazine	32 cartridges
Mass	3.7kg

MP 40

Calibre	9mm
Effective Range	150m
Magazine	32 cartridges
Mass	4.70kg

MP44

Calibre	7.92
Effective Range	700m
Magazine	35 cartridges
Mass	4.3kg

Johnson M 41

Calibre	0.30
Effective Range	400m
Magazine	5 cartridges
Mass	4.75kg

Lee Enfield Mk 4

Calibre	0.303
Effective Range	800m
Magazine	5 cartridges
Mass	4.2kg

K 98

Calibre	7.92mm
Effective Range	1500m
Magazine	5 cartridges
Mass	5kg

Bren Gun

Calibre	7.62
Effective Range	600m
Magazine	30 cartridges
Mass	8kg

Browning

Calibre	0.30
Effective Range	1500m
Magazine	Ammunition belt
Mass	14kg

MG 34

Calibre	7.92
Effective Range	600m
Magazine	30 cartridges
Mass	8.5kg

ZB 26

Calibre	7.62
Effective Range	600m
Magazine	30 cartridges
Mass	9kg

Other Weapons

Panzerfaust anti-tank rocket launcher
M1A1 Bazooka
Enemy hand grenades
British hand grenades
Combat knives
Flare gun
TNT explosives
Anti-infantry mines
Anti-tank mines

Name And Rank

Selecting the correct men for the job is vital if your mission is to be successful. Here's the lowdown on the men at your disposal.

Major William 'Mad' Calvert
An all-round soldier, with a long and colourful career. He was one of the men who were present at birth of SAS.

Major Paul Mountbatten
Originally a member of the Singapore garrison. He compensates for his not-so-good physical condition by his phenomenal dexterity and impressive surveillance abilities.

Lieutenant Geoffrey 'Frankie' de Throi
A French volunteer. Being a member of a good family, he had been offered a cushy office position in the Vichy government. He refused it, however, and fled to England.

Lieutenant Lasse Thekjus
A member of the Norwegian Royal Army and a seasoned war veteran from the battle for Narvik. After German occupation of his country he was active in the underground resistance.

Lieutenant John Whintson
Joined the SAS as a volunteer at the time of its establishment. He did not take part in many battles but he proved himself as a good all-round, reliable soldier.

Lieutenant Sir Thomas 'Lord Mule' Woolley
Nicknamed 'Mule' by his friends for his ability to carry heavy loads for long distances. Distinguished himself during operations of the LRDG (Long Range Desert Group).

Lieutenant Anthony 'Eye' Switcher
A surveillance operations specialist. This subtle soldier is able to pass even the most vigilant patrols unobserved.

Sergeant Jiri 'Butcher' Trebissky
A soldier in the Czechoslovakian Army in Britain. After occupation of his fatherland, he managed to escape to France, where he then joined the Foreign Legion.

Sergeant Chester 'Fairbairn' Ranking
A New Zealander, chosen for the SAS for his activities in Burma. One of his specialities is ambushing and stabbing the enemies.

Sergeant Andreas 'Dutch' Gulp
An ex-member of the Dutch Royal Navy. After the Blitzkrieg in 1940, Andreas 'Dutch' Gulp was captured and held as a POW, but later escaped to Britain.

Private Daniel Paczowski
A soldier of the Polish Army in Great Britain. An ex-officer of the Polish Cavalry he was, paradoxically, captured and held as a POW by Russians. He escaped and reached Norway via occupied Poland.

Private John Smith
As he was not one of the lucky ones who reached the beaches of Dunkirk in time, he had to steal a German gunboat and cross the Channel by himself.

Private Jullio 'Macho' Zapata
This Spanish Republican escaped from Spain to France after victory by fascists in his country, and joined the Foreign Legion. After the fall of France, he joined the British Army.

Private George Aldridge
Was injured during the Dunkirk evacuation. He underwent the SAS selection process for units even though he had been offered retirement on account of his injuries.

Private Henry William 'Big Willy' Slim
An ex-Sapper and explosives specialist in the British Army. For a short period he attended the Army Academy, but was expelled due to his controversial attitudes towards his lecturers.

Private David Jankins
He got into the SAS on account of his good results during parachute training, having attained better results than many officers.

Private Jan Skocir
A soldier in the Czechoslovakian Army. He used to be an executive in the Intelligence Section of the Defence Ministry of Czechoslovak Republic.

Private David Rodney
A volunteer-reservist. During admission tests he achieved average results, but was accepted due to a shortage of applicants. He has not taken part in any combat yet.

Private Robin 'Hood' Smedley
Before joining the SAS, Smedley underwent training for the Commandos. He excelled in long-distance shooting.

Private Willfred 'Policeman' Towny
An ex-Scotland Yard investigator. Joined the Army in 1939 and served with the MP both in France and North Africa. In North Africa he was transferred to the LRDG for a short spell.

Private Irwin 'Yankee' Bootskin
After the beginning of war in Europe, this young American set out for France and joined the Foreign Legion.

Private Thomas Smooth
A volunteer-reservist. He went through the standard selection procedures with satisfactory results. His only weak point is his inability to take good cover.

Private John Brown
A volunteer-reservist. He went through the standard selection procedures with very good results.

Private Ted 'Seaman' Silk
Previously with the Royal Navy. He served on a minesweeper for two years. He went through the standard selection procedures with satisfactory results.

Private William Hobbs
An ex-high school professor of chemistry who went through several weeks of training handling explosives.

OP. IRON SWARM — MISSION 1

Amber Arrow

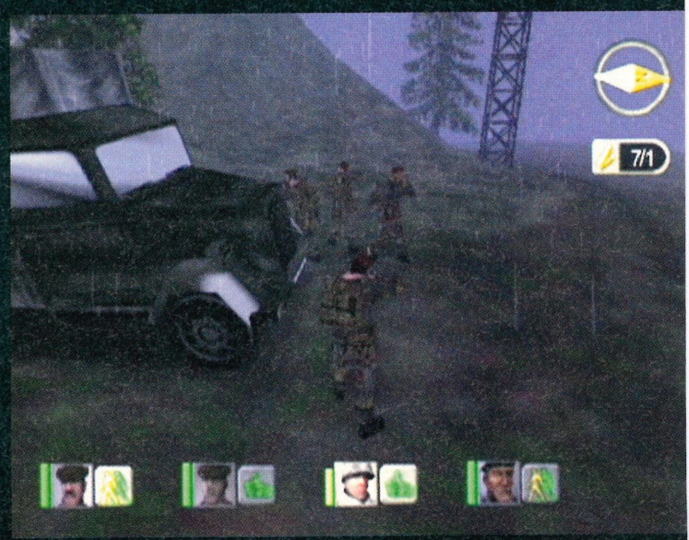
You start in the rain near a riverbank, camouflaged by the trees, not that anyone can see much in the mist! Take your sharp shooter east and perch him on the rocks above the hut. There is one guard on patrol, by the bridge. If you shoot him, two more will burst out of the wooden hut so move your heavy gunner up and hide him behind the big boulder with a view of the hut. Now shoot the patrolling guard with the sharp shooter – one of the emerging Germans will stand in front of the logs, the other will head around the back of the building and may come back forward. Take out the visible German with the sharp shooter and then advance your machine gunner with caution to take out the third.

Position your sharp shooter next to the hut with a view of the bridge. Place the heavy gunner in the cover of a bridge pillar and have him aim right down the bridge.

Between them they should take care of a pair of guards who are patrolling up and down the bridge. They may take their time so stay alert. Move everyone else up and put them behind the bridge supports for protection.

When a train rolls by towards the enemy, move your heavy gunner down the left side of the bridge, using the train for cover. Stop him just before the end of the bridge and drop down, aiming just left of the right bridge support. A patrolling guard will make an obvious target – there's another near the hut and a third by the tunnel entrance along the tracks so move the gunner into the cover provided by the bridge pillar. Move your sharp shooter up to take out the two guards – the third one is just visible in the mist behind some logs.

With all resistance eliminated, move your guards up the riverbank towards the waiting truck. When all four men are by the truck, the mission is complete.



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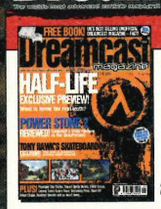
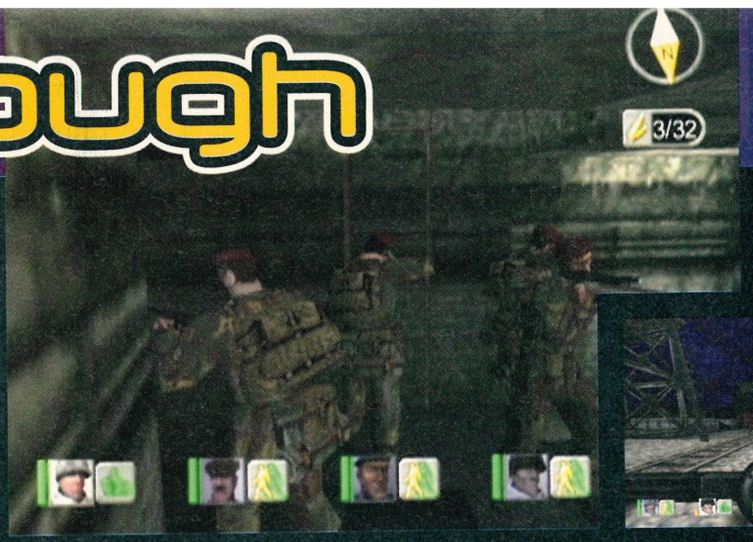
essential information

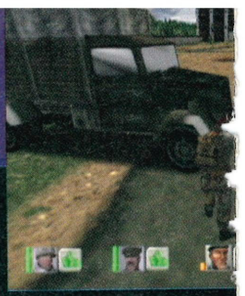
Dreamcast magazine says

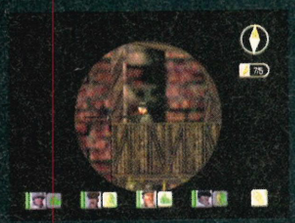


"Once you've been sucked in there's no escaping – that's how addictive it is!"

walkthrough







Private John Jeffers
Before the war he served in the Royal Navy as a cannon-crew member on a destroyer. After two years he was demobilised; no reason was given. Afterwards he was active in SOE.

Private Paul 'Pilot' McGatt
Before the war, he used to fly gliders. He preferred serving in the SAS to the RAF. He went through the standard selection procedures with satisfactory results.

Private Jan Kazowietsky
A Polish emigrant. Before the war he taught physical education at high school in Warsaw. He happened to be in Britain in the autumn of 1939 and after the occupation of Poland by Germans.

Private John Stirling
A volunteer-reservist. Before the war he used to be a forester in a small county near Edinburgh. He achieved very good results in the selection process, especially in shooting.

Private Jacob Wingate
A volunteer-reservist. He served for a year in the anti-aircraft defence in London and experienced horrific bombings in 1940. His superiors rate him as a very disciplined soldier.

Private Gilbert Caven
Was a civilian employee of the Army for a considerable time, involved in training of parachutists. His results in the selection procedure were very good.

Private George Darmont
After the fall of France, this French soldier managed to escape to Britain, together with those who remained from the Dispatch Unit. His results in the selection process were very good.

Private William 'Spider' Web
A volunteer-reservist. Due to his excellent results during shooting tests, he was attached to a training program for snipers.

Private Anthony Saber
Participated in the battle for Narvik. He was seriously injured, but recovered quickly. Before the war, he acquired plentiful experience in fighting in Arctic regions.

Private David Lincoln
A volunteer-reservist. He went through the selection process with average results. He was accepted due to shortage of applicants.

Private Thomas Mills
A volunteer-reservist. He passed selection tests at his second attempt with very good results. He got injured during his first attempt and was admitted to hospital.

Private Jan Wolchowski
A Pole from Gdansk, who escaped to Britain in early 1939, when the intensity of fascists' violence increased. He passed admission tests with very good results.

Private Jim Bird
Before the war he worked as a labourer in forestry. He passed selection tests satisfactorily, but in his test of ability to survive in open nature he passed with very good results.

Private Tony Atkins
Before the war he worked for an armament factory and has a good knowledge of handling all kinds of weapons. He was noticed as being a crack-shot.

Private Robert Vanguard
Member of the Royal Navy. Before joining the SAS he served as a heavy anti-aircraft gunner on a gunboat. He passed the admission tests satisfactorily and his crack marksmanship was noticed.

OP. IRON SWARM MISSION 2

Heart Of Bell

Move your men down the sewer and up the ladder, then line them up between the hole and the nearby truck, covering the approaches. Make sure you don't stray into the open as the towers in the corners of the compound can pick off your men. If you edge a man to the east you will see a guard in the open – shoot him but don't get in sight of the tower guard.

The first element of the German ground patrol will come up between the gas towers, but your men should be able to take them out without incurring injury. Another one usually comes around from behind the trucks, so make sure you spot him between all the debris.

Look at the gas tanks and find the one with the ladder. Move your sniper up the ladder and have him crawl along the tank tops until he can see the Germans in the towers. Take them out one by one, ensuring that they actually die and don't just duck out of sight for a while. The third patrolling soldier can also be shot from up here.

Advance towards the building, blowing up the nearby set of gas tanks as you go. Move one soldier around the trucks and you should see some white barrels creep into view near the far gas tanks. Shoot these and you will eliminate another guard without any risk at all. If you want you can rush a man up the north eastern gun tower and use the tower gun to shoot down the final guard in the open. Remember to blow up the second set of gas tanks before you advance into the building. Have your sniper turn the corner from behind the train trucks so that you can sight on and take out the guard protecting the door to the building.

Chuck a grenade inside to take care of the guards on the floor that you can't see – they will kill you if you simply rush in. Another guard is high up on a gantry on the south face of the wall – if you rush a man in and have him run up the steps then you can stalk your prey down.

Another guard is in an office on the top floor of the stairs. Take your sniper to the far side of the building and go up the ladders to get a good sight and take him out. Now move a man into the office to get the info you need, then take everyone back to the sewer where you started to complete the mission.

OP. IRON SWARM MISSION 3

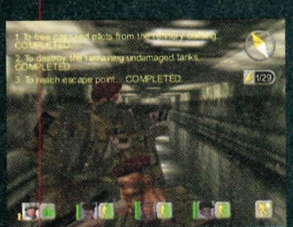
Whirlwind

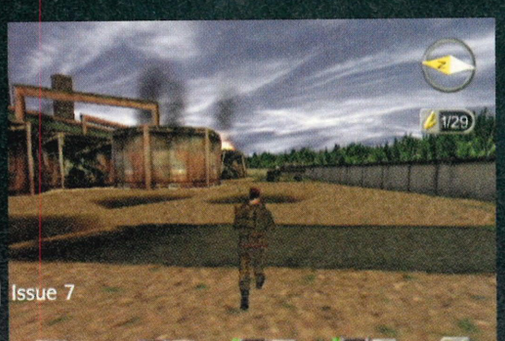
Before you start this mission note that the auto configuration system gives your second man a flare gun but no offensive weapon. Give him a Sten Gun to keep him happy. It also seems pointless to use the flares as your man just shoots them straight up, illuminating you rather than the enemy. Keep your men close to the fence and crawl them around the south and western perimeter of the base towards your objectives. You shouldn't have to engage the guards around the first two sets of lights you see – remember that your heavy gunner can't crawl with the Bren gun deployed.

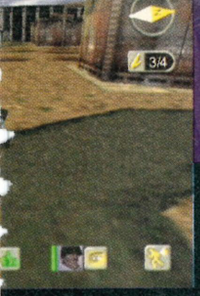
Keep the Germans as far away as possible but you will still get into the odd scrap. Rotate among your men so that those with a bead on an enemy soldier can take him down. Don't try and shoot them yourself, and keep checking on the map for the highlighted locations of the enemy troops, making sure that your men point in the right direction.

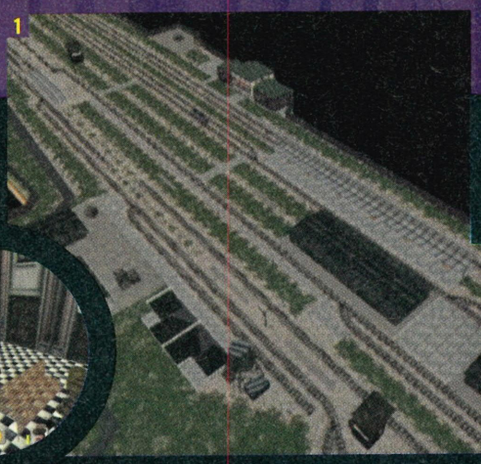
As you pass the main railway tracks and the big rise, you might have to manually get your men over the hump. Also be careful when going near the trains as on a soldier can die by getting trapped under one. When you reach the tracks that run by the building in which the airmen are kept, advance slowly in a widely spread front. Your sniper should be able to take out the patrolling guards.

When you reach the station, there are two guards inside against the far wall, one to the left of the door and one to the right. There's a civilian in the far left-hand corner – don't shoot him! With that part complete run the commando with the explosives over to the 'cistern' truck and plant a bomb, then approach the corner of the station. There's a guard in the tower and one on the floor. Take them out but don't use the truck as cover as they could shoot and detonate it. With the immediate opposition eliminated, plant the final









[1] Use the maps to plan your next move and to see where the enemy is. [2] Plant the explosives and run. [3] Get your sniper into position and pick them off one by one. [4] War – it's a bloody business.

bomb and retrace your steps carefully. There are a pair of guards at the entrance to your escape road – make sure you don't blunder into them.

OP. IRON SWARM **MISSION 4**

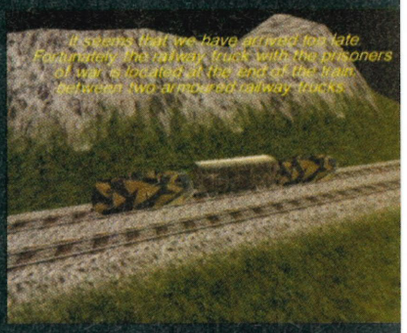
Phoenix Fell

This mission puts you up against sizeable odds, so pack all the explosives you can to make life easier. Initially there is a guard on top of the right-hand hill defending the buildings who you should take out with the sharp shooter. There are also two guards on the road ahead of you near the bridge – advance carefully and take them out. With them gone move your sniper to the valley between the two hills on the approach to the buildings.

Peek your sniper up the hill and start taking out the guards that you can see. Advance a couple of steps at a time, taking out the half a dozen or so blue uniformed guards in the compound. There are some green uniformed guards patrolling outside the fences – they pose a major threat, especially the one on top of the left hill who will be above you. Advance your other three fighters along the edge of the road very carefully. Park them before they get in sight of the armoured trucks.

Keep moving your sniper around the base until he gets to the top of the hill and you are convinced there is nothing moving. Once you are at the top of the hill you should run back down and around the back of the left-hand hill to get a shot at two Germans who you can't see from your initial position.

Now move him to get a better sight of the train and look around. There should be a guard on patrol on the far side of the train and you should see the heavy machine guns protruding from the yellow armoured coach. They can shred your guys as they move and you can't shoot them back, but an explosive planted from close in should do the job. Advance your explosives man up the near side of the bridge and climb up onto the track. The guards inside will start shouting but can't do much. Make sure you get your man a safe distance from the ensuing explosion. Do the same to the other three trucks and you should have completed the mission and rescued the pilots.



[5] Get that bazooka out and blow the buggers up. [6] Creep around the train, there's someone right around the corner. [7] The ruins are full of Germans. [8] It's all about stealth in this game.

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walkthrough

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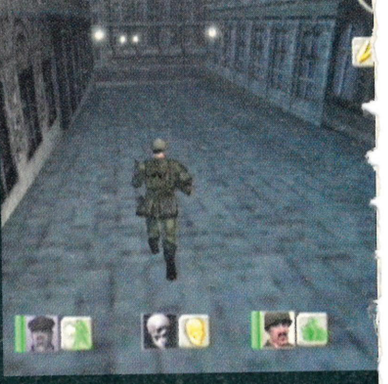


OP. SILVER GATE **MISSION 1**

Broken Knife

Your four men are spread over a wide area and are miles from the objective – firstly, get them all ducked down so that they aren't visible to the Germans, then have a look around the map. You want to get the north east corner with as little trouble as possible. The Germans stick mainly to the roads and buildings. It may be slow going but crawling through the thickest undergrowth is the best way to stay safe.

The two places to be wary of are the barrier across the road and the final building near the aqueduct before you can escape – three guards are on the blind side of the building. There are concentrations of guards around here as well as solo patrols up and down the roads, so watch out.

OP. SILVER GATE **MISSION 2**

Into The Darkness

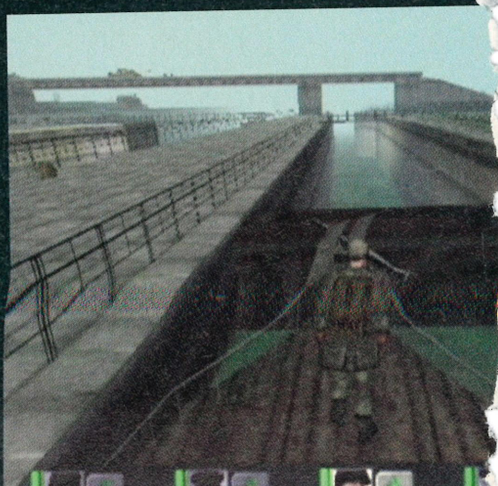
Move everyone up behind the car for a little security – firing a shot on this level will spell certain disaster so put your guns away and tell your men to hold fire. Your first action should be to find some clothes. Take the whole squad, turn left down the street and run along the wall for cover until you find an archway, just past the car. Go through the archway, turn left and proceed until you can see across a street into a courtyard. You should be able to bomb across the street and into the yard without being spotted. Take each man up to one row of the clothes and hit 'U' to take them, then put them on to blend in with the natives!

Proceed through the town towards the inn, trying to keep your distance from the patrols. Although you have donned a disguise, after a while the guards might start taking interest in you. It is a good idea to stick to the side streets when walking towards the inn. Then, go down the stairs to the pier. There is one guard there whom you have to get rid of, but you can't shoot him so use a knife. Board the boat and sail off quickly in a westerly direction. Soldiers drinking in the pub are likely to hear the sound of boat's engines, run out of the pub, and start shooting at you.

OP. SILVER GATE **MISSION 3**

Tree At The End Of The Garden

To start with, disembark as near to the right river bank as possible. If you sail too near the lock chamber gate, the guards will notice and start firing at you. Reach the bank of the river and proceed slowly in a westerly direction



towards the bridge. If you approach the fence too suddenly, the alarm will be set off. Take cover lying down and watch the enemy for a while. While one group of enemy soldiers is running along the path towards you from the direction of the bridge, the other group runs out from the building on the left. Eliminate them and slowly proceed. Have your sniper take out the two guards by the tank on the bridge, as well as the pair of guards at the entry to the bridge. Don't take too long because enemy reinforcements are on their way from the town and will be here shortly. Watch out for an enemy sniper hiding on the water tank near the coal storage and for the guards underneath the tank, when approaching the bridge. There is yet another guard by the tank. After taking him out, nothing will prevent you blowing up the gate of the lock chamber using the tank.

It is possible that in the meantime, the reinforcements from the town have reached the place. You have to guard both banks of the river and stop the enemy's advancement. All you have to do after that is shoot the guard by the turnpike and the one along the path on the right river bank.

OP. SILVER GATE MISSION 4

Grave On The Mountain

Shoot the patrol on the bridge right at the start of the mission. From your side of the brook, have your sniper eliminate soldiers by the machine gun post, aiming at the eastern side of the bridge. Not only will the enemies hidden in trenches start firing at you, but you could also step on landmines. The other bank of the brook has also been mined.

You have to proceed across the ford that is to the right of the bridge. As you are nearing the ford, a patrol walking the inner perimeter of the base will attempt to stop you. Proceed very carefully towards the trenches. Spray the area to the front and left of you with your automatic weapons. Let the sniper survey the terrain to see if anybody has survived.

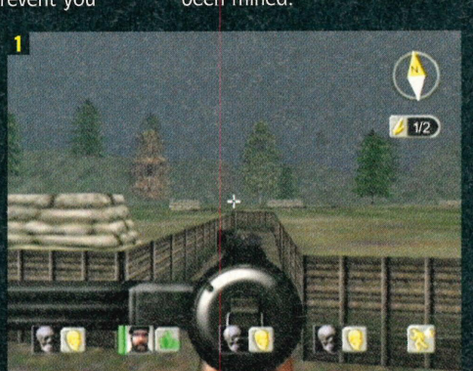
Head along the left side of the bunker – try to get as near as possible to the trenches. there may be more mines around you. Pay attention to bunker exits! Most of them are guarded, or the enemy might storm you from them. If you manage to get as far as the second bunker, you've got it made. The only thing that you have to watch for now is a soldier who might be on to the left or right of the base – once he's gone nothing can stop you!

OP. SILVER GATE MISSION 5

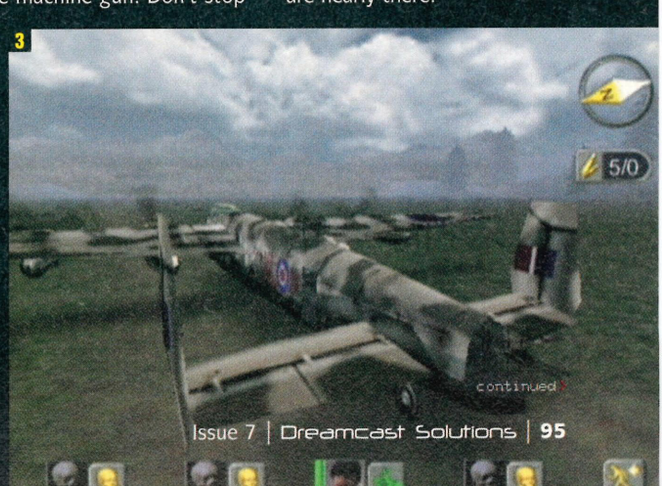
Last Courtesy

In this mission, the enemy will lead an attack against you from the side of the forest. You will have a few seconds at the beginning of the mission before the attack starts. You need proper weaponry, which you will find in the shed. The best weapon is, without any doubt, a machine gun. Take up a position in front of the shed. Pick out the enemies with the help of the sniper rifle and eliminate them from long range. If you spot a larger group, use the machine gun. Under no circumstances should you let the attackers get near you. Roughly 30 seconds after the attack has commenced, a motorcyclist on a bike equipped with a machine gun will ride out of the forest. Spray him with a burst from the machine gun. Don't stop firing – enemies are plentiful. On the other hand, do not waste your ammunition, make sure you are accurate.

After about 15 minutes of onslaught, turn one of your men with a submachine gun around towards the forest – a group of about six men is advancing from that side. After getting rid of them, you can devote all your resources to fighting off the enemy attacks. As soon as the music starts playing and you have fulfilled your first task, wait for the plane. It will arrive in about 20 seconds. Wait for it to turn and board it from the side facing away from the shed (there is a small stepladder leading to the door of the plane). If you haven't eliminated all Germans, fire from the aircraft's door or use the turning tower on top of the plane's fuselage. The moment the plane starts moving, you are nearly there!



[1] Running around like a gopher in the bunkers sure is fun. [2] Get all your men together before advancing any further [3] Once in the bomber it's up, up and away.



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walkthrough

OP. FIEND'S CALL — MISSION 1

Fire Portal

Proceed with caution through the labyrinth towards the building. On your way, you will encounter two soldiers on patrol, whom you have to eliminate very quickly. After reaching the building, shoot dead the officer standing on the balcony. Wait there for a two-man patrol whose route takes them past the building, then move over to the main entrance. In quick succession, you have to liquidate the guards of honour standing by the entrance and the driver standing by the limousine. The last enemy you have to deal with is a guard by the gate.

It is quite probable that in the entrance hall there's a patrol checking the lower level. Beware also of three officers standing and chatting on the stairs. Although they are not heavily armed, they might complicate things. You can expect the guard from the upper level to rush to their assistance. To the left of the staircase, there are two guard dormitories where you'll find several unarmed soldiers. Eliminate them and slowly climb the stairs leading to the first floor.

In the first floor hall, one guard armed with a submachine gun is sitting down. Another one is pacing the corridor. After you have killed the last guard, clean out the room of 'secretaries' armed with pistols. There is a secret entry on the first floor (to the right of the main staircase) leading to a spiral staircase. When moving on this staircase, watch out for the soldier who is on his way from the archive room (situated in the attic) to the prison and storeroom (in the cellar). First, go upstairs and destroy the archives. Before entering the passage in front of the archive room, throw a hand grenade in to get rid of one guard.

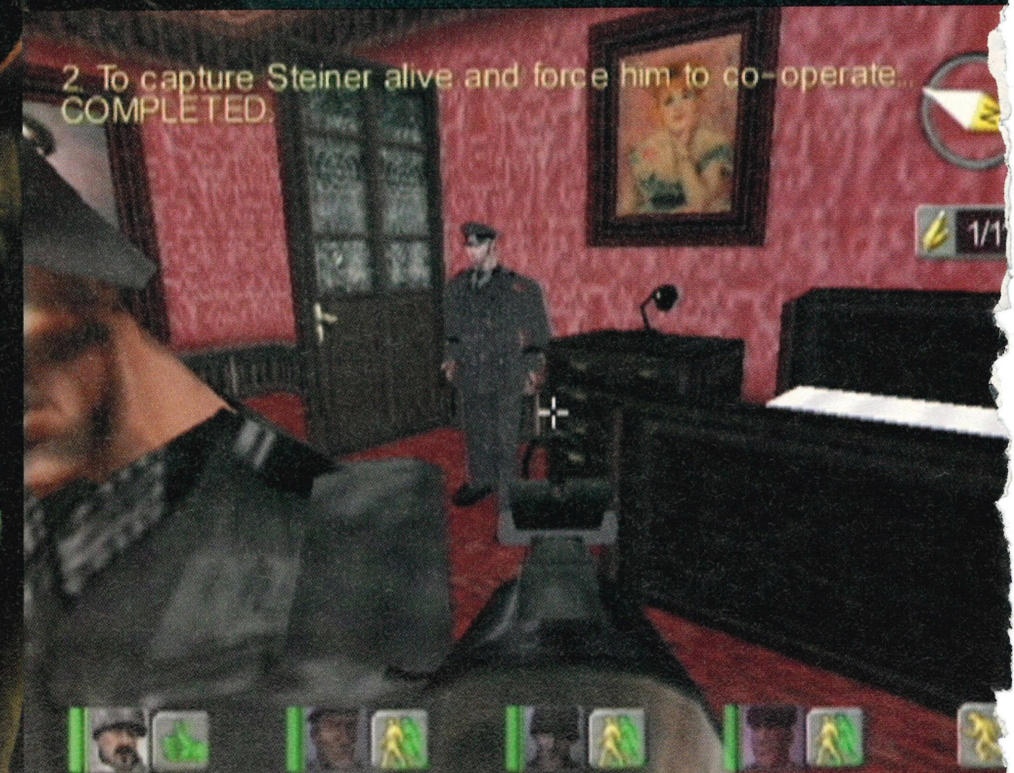
Once you have done that, place one charge into each smaller archive room – the main archive is guarded by one man. Kill him, place the explosives and run away fast. Now free all the captured pilots – search the entire building carefully, watching for any sign of the guards. When you descend down to the cellar, eliminate two guards that are patrolling there. Both have the keys to the cells where the pilots are being held. After freeing them, proceed with caution towards the gate.

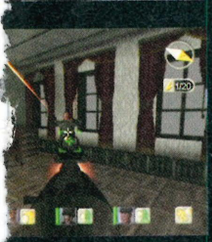
OP. FIEND'S CALL — MISSION 2

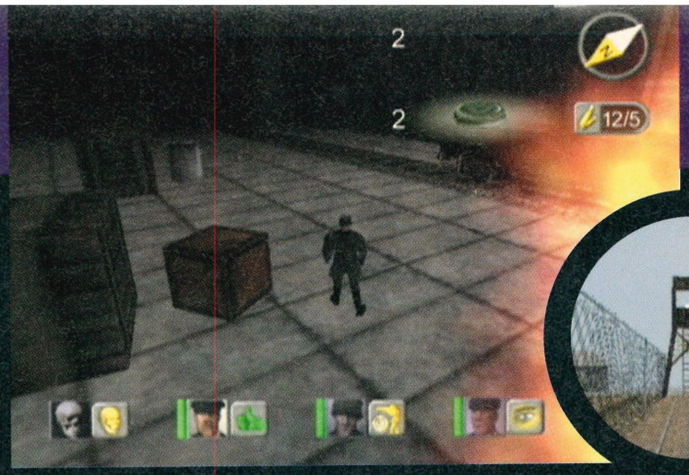
Trap Key

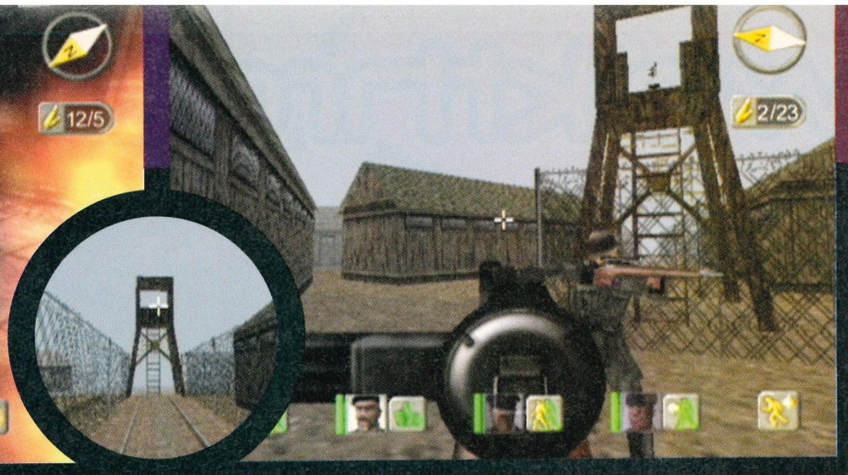
Shift your men south into a position from which they can see the terrace of the villa. Using your sniper rifle, eliminate the patrol on the veranda and the men operating the searchlight. Also eliminate the patrol pacing outside the wall – it will be passing you only a few meters away. Wait until the patrol guarding the house comes near and kill them too.

Now you can get inside the garden through any gateway. Send two of your men to the access road (on the other side of the villa) and remove the









guards standing by the gate. The outside is now clear of all enemies. Penetrate the villa via the French windows and kill the German standing in a short connecting passage to the dining room. Wait a few seconds and eliminate the other German who will come to his comrade's help.

Send two men through the kitchen into the passage to kill two Germans guarding there. In the meantime, carefully open the door leading into the main hall and throw a hand grenade inside – this will rid you of guards standing in the corners of the hall. Charge the hall and watch out for the German standing on the gallery; shoot him with a round from a submachine gun. The last two enemy soldiers are in the radio room, located on the lower floor, and there are some more in the guards' dormitory. Now you can begin taking the upstairs – through the study, get inside Steiner's bedroom and kill his bodyguards. However, you must not hurt Steiner himself – you are going to need him!

In the meantime, send your men to the passage connecting the residential rooms. Their task is to eliminate the guard in the passage and to clean out residential rooms. Kill Steiner's assistant who is in a small room, and simultaneously burst into the main bedroom. The mission ends with you approaching Steiner and listening to a short dialogue. For him to give himself up, it is essential that all his bodyguards have been eliminated.

OP. FIEND'S CALL MISSION 3
Viper's Nest

The mission starts in Steiner's office, in an underground factory. Steiner had purposely opened the safe in a way that started the alarm and is trying to escape. You do not need him anymore. Wait in the office and eliminate any soldiers coming through. Then move over to the drawing office and try to destroy as many enemies as you can through the wide door. Take cover behind the drawing boards and furniture. As soon as the area around the door is clear, run out into the underground factory. Take cover, as one stray bullet apparently hit the explosive storage and a massive explosion did the demolition work for you!

Now all that matters is to get out. It is impossible to determine how many enemy soldiers the explosion killed. Proceed slowly towards the exit, using cases and columns as cover, and eliminate any enemies that are threatening you. You do not have to kill them all – try to get to the exit from the underground as quickly as you can.

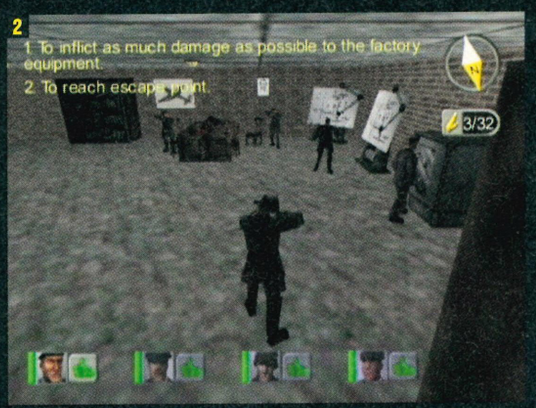
OP. FIEND'S CALL MISSION 4
Escape From Hell

Your mission starts by the tunnel exit. Quickly shoot the nearest guard – this will start the alarm, but you will also avoid the nasty surprise of crossfire. Proceed speedily towards the guards' hut, near the first guard. Have your sniper take down the men in the machine gun tower, left of the path. Quickly hide behind the guards' hut and shoot the men in the machine gun tower, right of the path. This should be easy for a slowly side-stepping sniper.

Now there are two ways of progress open to you: you can either proceed directly (through a two-winged gate) or try to fight your way through underneath the machine gun towers, to the right of the gate. The second way will allow you to mow down the reinforcements, who will start running out just as you are nearing the car park. Choose two men from your team armed with automatic weapons (submachine guns would be the best) and liquidate the reinforcements. Watch out for more running from the direction of the car park! Try not to hit the barrels and cars littering the park.

The armoured vehicle may be resistant to firing from infantry weapons, but not to an explosion. After capturing a transporter, send one sniper to reconnoitre the terrain and destroy the two machine gun towers left, if you have not done it already. In front of the car park building, there are several panzerfausts. Pick up as many as you can manage - they will prove handy later. Some distance after the camp, turn right and drive the short distance into the forest. Send a man with a submachine gun to the guards' hut near the bridge, and a soldier armed with a panzerfaust towards the brook, so that he is as far as possible from the bridge. The bridge is guarded by a tank and if its crew notices you, you're in trouble.

First, have the man with the panzerfaust eliminate the tank, and then order the man with the submachine gun to eliminate the patrol that runs out of the guards' hut and mines half of the bridge. When crossing the bridge, move along the left side – it has not been mined. The mission ends on the other bank of the brook. You have to reach it with the armoured transport under your command!



[1] Burst into the room and spray your bullets, gunning down any Germans in the process. **[2]** At the start of each level you will be given your objective. **[3]** Once you're in the armoured truck put your foot to the gas and speed to freedom. **[4]** Even though you're disguised you're still everyone's prime target.

walkthrough

continued

OP. FIEND'S CALL MISSION 5

Close Fire

Park your half-track around the nearest turn and use the bazooka to destroy the tank that is in hot pursuit. Once it has been blown away advance slowly, keeping an eye out for Germans and taking them out from a distance. Also look out for mines and avoid them!

Any tanks you come across should be taken out with the bazooka. Run your bazooka carrier around to the side or rear of the tank for more effective killing. Once past the enemy encampment, there's a short cut leading to the rocks that will help you avoid some of the enemy forces.

OP. FIEND'S CALL MISSION 6

Crystal Falcon

You have about three quiet minutes in this mission, which should allow you time to get your defences sorted. Quickly send out two soldiers to the pier to the Catalina. On the pier, there are several packages with anti-tank mines, two machine guns with a hundred and fifty cartridges, and two bazookas.

Lay mines on the path, a little to the left of the armoured transporter to start with, and then lay some more on the bank to the left of it, by the willows.

The Tiger tanks are your primary targets, worry about infantry later Position your first soldier by the machine gun in the shed housing the boats. Equip the other two with submachine guns and position them on the hillock behind the shed. Equip the last member of your group with one bazooka and hide him behind the hillock, near the armoured transporter.

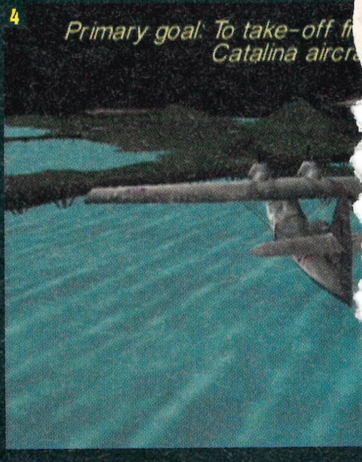
He will be your last chance should any tank get through the mines. If a tank does get through, nip over the hill and attempt to destroy the tank before it comes too close to you. After three minutes of relative quiet, a massive artillery bombardment on the front of the island commences. Make sure you withdraw all your soldiers from there!

Destroying the infantry is not too difficult once you have destroyed the tanks. Some throw hand grenades, so do not let them to get too close to you. During the first assault made by the infantry, try to pull back the anti-tank defence to a level with other soldiers. If your enemies are too near, retreat to the shed and the second machine gun. After you have destroyed all enemy soldiers, get all your men on the plane.

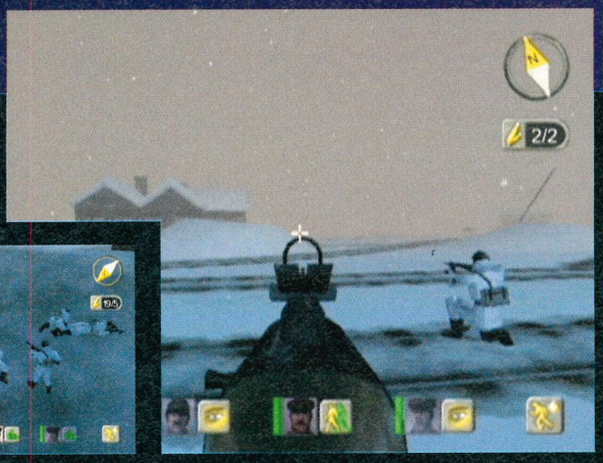
OP. SIGN OF THE CROSS MISSION 1

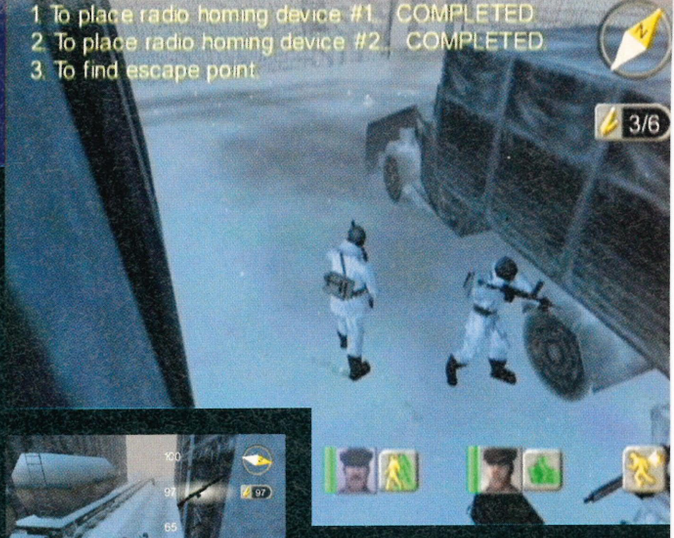
Thor's Hammer

This mission begins with you disembarking in some hidden corner of the power plant. Don't hang about for too long there, as you could be discovered by the patrol. To start with, advance with great caution to the left, towards the fence. In quick succession, remove the machine gun shooter from the first tower, the guard by the gate and the second machine gun shooter. Send one soldier to eliminate the reinforcements, who will run out of barracks. Do not allow the reinforcements to get to the towers with machine guns. Now, continue with destroying the towers left of the starting point. When you reach the corner fence, return to the gate and proceed very carefully in the direction of the actual power plant. It is quite possible that your previous actions have woken up the reinforcements in other barracks. If you notice anything of the sort, eliminate them without any hesitation. Have the sniper constantly checking the area in front of you. If you spot in the fog two silhouettes moving about the entrance to the power plant, shoot them with fire from your automatic weapons or have your sniper deal with them. Beware of the patrol consisting of three men, pacing the inner complex continuously. Wait for them to appear from around the corner then shoot at the barrels stored here. This will rid you of both: dangerous barrels and three annoying enemies. Dispatch



[1] Beware of the chasing tank – it'll bombard you with shells till you die. [2] You won't be getting away in that! [3] Oh no, here come the Germans – just pray those land mines work. [4] The plane does actually fly, honest.





one soldier with transmitters to place a homer next to railway carriages. This soldier should also kill the patrol guarding the second entrance to the power station. The rest of the commando is going in the direction of large petrol tanks, located on the coast. Stop midway and spray the area ahead of you blindly. It is quite probable that this has killed the patrols guarding the cranes. Advance slowly towards the other barracks. If you have alerted the reserves be careful and watch the machine gun towers to your left. To your right, there is a soldier pacing up and down. Do not rush into action against him, as he is being covered by a sniper on the coastal tower. Only when you are sure that you have removed all enemy soldiers in the vicinity, creep towards the barracks and cover the advance of your soldier inside the complex. He can now emerge from the gap between the trucks and place the second radio homer. Now you have five minutes to get to the exit. Have your sniper take down the guards on the towers and those standing by the gate. Advance slowly towards the gate. If you want to enjoy the sight of the fireworks by the Navy, hang around the gate. Your mission ends at the retreat point behind the gate.

OP. SIGN OF THE CROSS **MISSION 2**

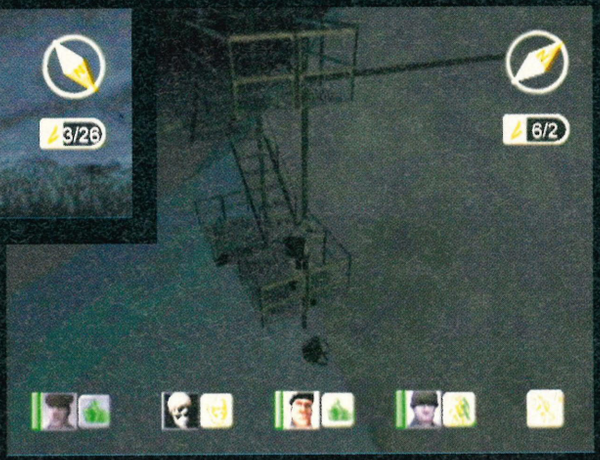
Snow Demon

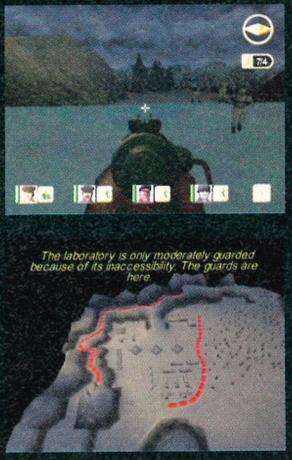
Head east along the rocky path. After a while, you will encounter an enemy patrol and a soldier positioned by the antenna on the hill. He has a machine gun and can hit you from long range. Advance carefully, scout the terrain through the sniper as far in front of you as you can, and try to shoot the enemy patrols before they notice you.

Eliminate the guard on the hill with your sniper rifle to put the machine gun out of action. The alarms will start and more enemy soldiers will be running out from the buildings. Move carefully to the edge of the rocks and start firing on the camp with your machine and submachine guns. After eliminating the enemies in the camp, divide into two groups.

The first group, carrying the time charges, sets out in direction of the antenna. Carry on along the rocky path until you come to some stairs. Climb the stairs leading to the antenna and destroy it with the charges. Return the same way and wait by the parked lorry in the camp for the other group.

The second group, in the meantime, has to descend to the camp. There you have to go west towards the forest, and carry on until you come to a laboratory building. Enter the building through one of the entrances and try to get to the main laboratory. Kill the guards you come across on your way there. Do not attempt to enter the lab immediately – there are three guards waiting inside, armed with assault rifles. To kill them, open the door to the lab, fire a volley of shots into the room in the direction of the guard, then duck behind the passage wall. If you have not killed him, he will start pursuing you. As soon as he steps out of the lab, nail him! Do the same with the other guards – you can enter the lab and fix the timed bomb onto the barrel with the chlorine. After blowing up the lab, go to the car park and meet with the first group. Only the last car is filled with fuel – get in and drive in north, out of the camp.





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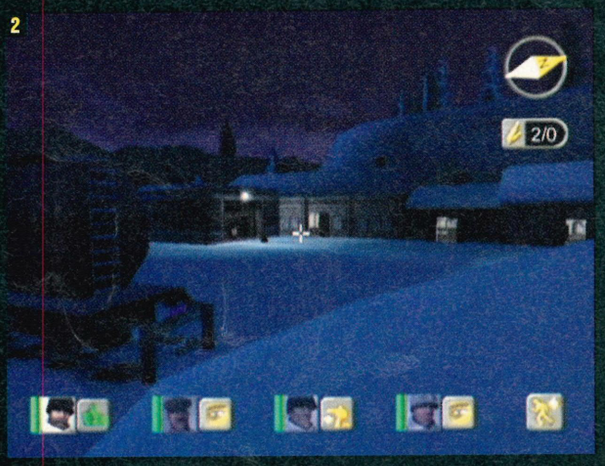
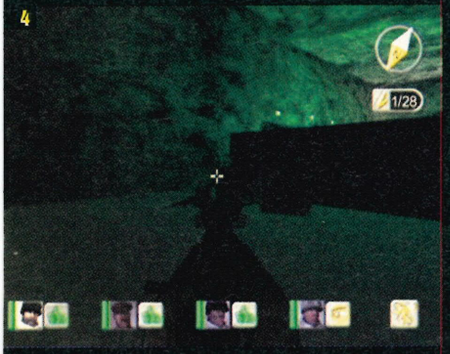


[1] Once you're in the complex you have to be on your toes at all times. [2] Don't stay in the snow too long or you'll freeze to death. [3] With the mission complete head for the getaway vehicle. [4] With a gun like that, no-one's gonna mess.



OP. SIGN OF THE CROSS MISSION 3
Thirteenth Chamber

You are in front of the south entrance to a heavy water factory disguised by the enemy as a brewery. Head towards the entrance to the compound. Before you enter, throw a hand grenade over the wall. This should take care of two guards. Now enter the compound, kill the guards that are standing by the west gate and the guard circling the compound.

Divide your team into two groups. The first group, equipped with the machine gun, should take cover, lying down behind a heap of snow and aiming their weapons on the west gate, at the door of the guardhouse. This provides cover for the second group, on their return. The second group enters the brewery building through the open gate. Cross over, passing the brewery vessels, to the east wall where you will discover a steel gate. After going through, you find yourself in a red lit corridor. The leads to a large area – carry on slowly to the next blue cave.

You will have to be careful here, as there are two guards to the north. After you have killed them, four more will run towards you. Throw a hand grenade inside the room on your left to kill anyone inside. In here, you will find some weapons – now head east. Through a narrow passage you will come to a big cave – the heart of factory.

Kill three more guards and lay the timed charge by a green barrel holding heavy water. Get out as quickly as possible because the explosion is somewhat large. Now head back to the first group. If they have been successful in eliminating all the reinforcements, set out towards a parked lorry. As you near it, two more enemy soldiers will charge you from the guardhouse on the right. Shoot them, board the truck, and scoot.

OP. SIGN OF THE CROSS MISSION 4
Volven Hunters

Move a commando and kill the guard in the garage behind the heap of the snow, then head towards the fortress. All the patrols are moving along the side, facing the bay where the main entrance is. Use the snow heaps as cover, and kill the guards as they pass by in front of your guns. Remember to protect your rear – at some point, two soldiers will come out from the opposite fortress.

Clear out the area in front of the fortress and get inside. Advance slowly and cautiously and take any equipment that might be useful to you from

the dead – some of them carried assault rifles, ho-ho! You'll have to fight your way through to the ops room. The keys to the door leading to the tunnel are kept there. You will also find the fortress commandant, who you have to kill even if he gives himself up. As soon as you have the keys, enter the tunnel. Search the rooms you are passing on your way for goodies.

OP. SIGN OF THE CROSS MISSION 5

Hunt For The Golden Fish

This mission starts at the end of the tunnel, in the second fortress. Climb the stairs, then eliminate the technician sitting at the table and the soldier passing by. Climb out of the shaft and divide into two teams. Storm the large hall through two openings in the sides of the tunnel and kill everybody there. Watch out for an open door leading to a pool – there are two guards there. Get into the ammo store through a small entrance and kill the men inside. Position two of your men by the wide gate leading to the pool area, where the submarine is, and two by the narrow door leading to the ammo store. Burst in simultaneously and shoot everything that moves. Empty the room by the pier where the submarine is as well. Now lay the charge in the first porthole of the submarine. Give yourself plenty of time to get out. There will be more guards in the rooms you have come through so be careful on the way out. Once outside, capture a vehicle and open the gate to get out. There are three soldiers outside who stand between you and escape.

OP. BABYLON MISSION 1

Mission Babylon

Crouch and try to stick as close to walls of the ship as you can. Whichever way you go, guards will fire a few flares so that they can see you. The guards will attempt to seize the captain's bridge, above it and below decks. Without a map, keep switching men to see where they are.

Firstly, head down one side of the deck and kill anyone you come across. When you reach the end of the boat, fight your way along the other side, back to the other end. When you reach the bridge, open the door carefully and throw in a hand grenade. Have a look inside to see if the decoding machine is in there. If not, find any other open door and search the lower deck. There are a few soldiers wandering around there. First, look inside the radio room on the first deck. If you don't find the machine there either, you will have to go below to the store at the stern. As soon as you have it, return to your boat.

OP. WRATH OF THE GODS MISSION 1

Kings Road

At the start of the mission, stick to the left side of the street and advance very carefully. Keep the scientist to the rear! In the fog in front of you, there are two machine gun nests. Turn left and you will find a group of rebels, pursued by Germans. Shoot the pursuers immediately then head along the street up to the cross section, before the bridge. Turn left again – a group of soldiers is hiding around the corner to your right by a burning tramway. A few of them are watching the square while others are watching the direction from which you are approaching. Worse, there is a sniper hiding high above you in the ruins of an attic. After clearing this position, enter the side street opposite the burning tram. As you reach a small open area, you'll witness an execution going on. You can't prevent it but at least kill the soldiers.

Climb the ladder to get onto the roof and from here, let your sniper do away with the troops hidden in the church tower. Another obstacle is the tank parked in the shop window in the square. It is not vital to destroy the tank. If you have removed all the snipers, after passing the church head up the hill and watch out for the enemies running down towards you.

After killing the last of them, storm the artillery positions on the hill. After taking these positions, you will be able to comfortably eliminate all the snipers and men above the square and on the hill.

OP. WRATH OF THE GODS MISSION 2

Last Man Takes All

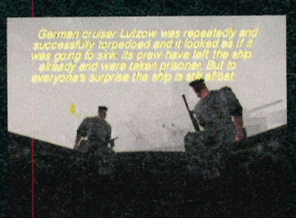
Let three of your men run ahead, with the last man looking after the scientist. This pair will always be the last to go through. Your most important weapon on this level is the sniper rifle. Use max zoom and destroy the first crew on the anti-aircraft gun to the left of the road. Run over to the wreckage of a fighter plane and destroy the crew on the gun over the rails. Watch the horizon at all times as there are lone soldiers wandering about.

When you have cleared the visible area, move over to the low brick building. There is a tower with a searchlight in front on it. Get the sniper to the top and aim at the roof of the control tower – there are four machine gun nests there. Shoot at the machine gun at the centre of the roof. There is a case with ammunition and if you're lucky, you will get rid of them in one go.

Reinforcements will be running out of the nearby building to take the places of the dead behind the guns. Take them out, starting with those nearest to the guns. Red Army units are going to help out, as they are attacking from the other side. As soon as you get rid of all the enemies in the tower, you can advance along the lower hangar towards the terminal. Be careful not to shoot a Russian by mistake.

Watch out for solitary soldiers hiding in dark corners of the ruins of buildings. When you reach the building, and you are sure that there are no guards left, bring over the soldier accompanying the scientist. They can then head to the building, while you are clearing the runway of guards. Head out towards the end of the runway – the fiercest resistance will come from men in barracks on the western side of the airport.

Kill all of the attacking soldiers as soon as you reach the end of the landing strip. An Allied bomber will fly overhead and will land on the next runway. Move your men to the plane and send for the soldier looking after the scientist. Wait for the plane to stop and board it to complete the game.



Questions and Answers

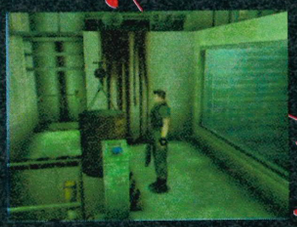
RESIDENT EVIL CODE: VERONICA SPECIAL

Flippin' heck – what's wrong with you people? We print a complete walkthrough to *Resident Evil Code: Veronica* a few months back and you're STILL sending us letters about how you're stuck on the game. Crikey, you must be really awful...

Still, we're here to help so if you've got a question for the gaming chimps then don't be shy – write to us today at **Q&A, Dreamcast Solutions, Paragon Publishing, Paragon House, St Peters Road, Bournemouth BH1 2JS** or send an email to **dreamcast@paragon.co.uk**

DOUBLE CHOCOLATE MAGNUM

Q I read your solution to *Code: Veronica* and I have to say that you made a massive error... you missed out the Colt Magnum completely! It's the most powerful gun in the game and essential for beating the last Alexia monster – because you didn't point it out, I missed collecting it and now can't beat her. Are you going to admit your mistake or what?
Yours frustratedly,
Steve Fletcher, via email



A 'Yours frustratedly'? Maybe it should be 'Yours can't read-ly'... it's there in black and white on the eighth page of the second half of the guide. Are you sure you're reading the same one as we printed? Probably not. Still, we'll tell you where it is anyway...

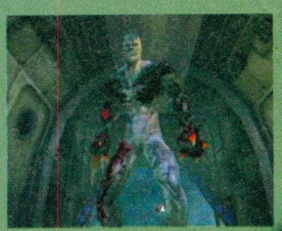
During Chris' adventure in the Antarctic Facility, you'll find a room with a huge glass tank full of water – just to the left of this is a lift that goes down into the Weapons Room below. The Magnum is down here, but you can't reach it unless you've got the Fire Extinguisher from Claire's adventure. Make sure you've placed it in a Storage Box, then collect it as Chris and use the tank of Extinguisher Fluid to refill it before putting out the flames below and grabbing the Magnum. See? Couldn't be easier...

MORE TYRANT TROUBLES

Q Okay, I'm fighting the T-078 Tyrant for the second time but I've only got three grenade rounds and nothing else. Any ideas how I can do it? I only ask because I can't run away for long enough without getting killed.
Yours hopefully,
Andrew Gibson, via email

A This is the one we get the most mail about, even though we printed the answer last month... and the month before that. Hey, we're not here to criticise (well, actually we are) so here's what we said... all over again.

For starters, make sure you're well tooled up before the fight. If you haven't got any ammo, you won't be able to beat him – how on earth did you end up with only three grenade rounds anyway? Also, try to lure him towards the open back of the plane before running to hit the Crate Release button – that way, he'll have less chance of stopping it. Finally, don't let him hit you! If you get hit more than twice, heal yourself immediately or you're a goner!



SQUASHED LIKE A BUG

Q I know it probably makes me sound really weak, but I'm stuck near the end of *Code: Veronica*. During the section where you have to play as Claire, I just can't seem to get the Emergency Keycard out of the cannon without getting squished by the giant block. What am I doing wrong? Is there a knack to it or am I just totally useless?
Cheers chaps,
Nick Rapson, via email

A Wow, a reasonably decent question. We'll admit that Claire's part of Chris' adventure is a bit tricky Nick, but it's totally possible. Once you've tipped up the cannon and revealed the glass globe with the Keycard inside, dash past the block and pick up the globe. Now turn around and edge forward, watching the shadow of the block above – when you touch the edge of it, step back as it crashes down. Now quickly step forward and place the globe beneath the middle of the block (the spot where the shadow is lighter) to smash it. Finally, all you have to do is run in and grab the card... but you only get one chance. Mess it up and you'll be a splatter all over the floor!

IT'S THE 'Beat Mathers' Challenge!

Only one winner this month... it looks like Mart's finally succeeded in beating the whole of the country! Mind you, that's not good for business so if we don't have any more winners by next month, we're going to print a whole new set of challenges just to give you all a chance. Can't say fairer than that, can we? Now, bow down before this month's champion...

Game: Tony Hawk's Skateboarding

WINNER!: Scott Smith, Warrington
Highest Score – 215, 853pts
(Downhill Jam stage, Single 2min Session)

Remember, everyone – the rest of the challenges still stand and we've even thrown in a new one to keep you all occupied. First person with the best score gets a set of Joytech goodies to use on their beloved Dreamcast, while everyone else gets the privilege of knowing that they're not good enough... now get gaming!

Challenge One

Game: Wacky Races
Record Time – 1'05"41
(Battle Arena challenge, Snowfall Peaks course)

Challenge Two

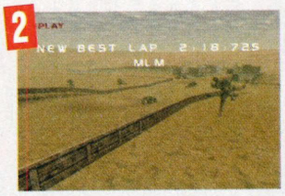
Game: 4Wheel Thunder
Record Time – 2'18"725
(Canada Outdoor Daylight course, 3 laps)

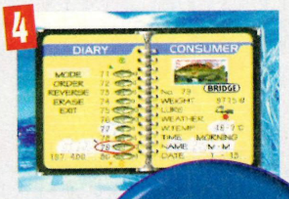
Challenge Three

Game: Power Stone 2
Record Score – 8'14"39
(Adventure Mode Completed, Difficulty Level 4)

Challenge Four

Game: Sega Bass Fishing
Biggest Fish Caught – 9715kg
(Consumer mode, normal difficulty)





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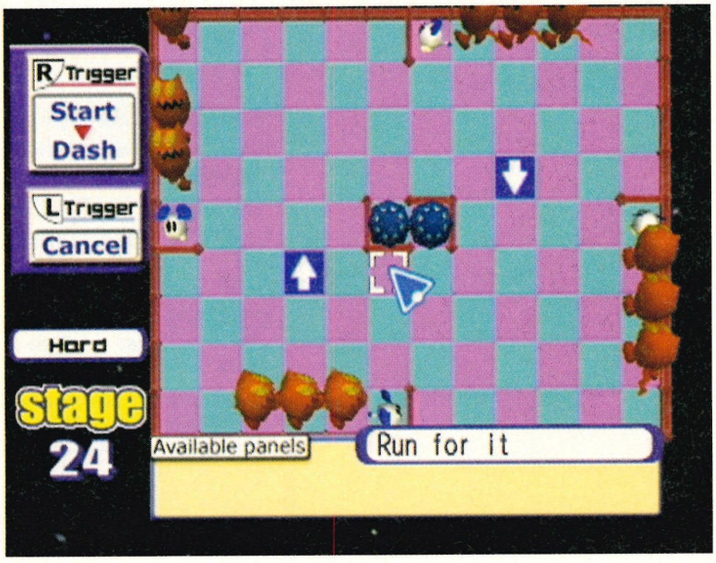
Fax: 01202 299955
Web site: www.dream-cast.net

Chu Chu And Swallow

Q Please help! I am stuck on Stage 24 of Hard mode in *Chu Chu Rocket!* and it's driving me insane! Everything I do gets those poor little mice killed – you've got to tell me how to do it! Thanks in advance,
Mr Anonymous (no name, you see), via email

A Oh, come on – this is one of the easier levels of Hard mode.What's wrong with you? Mind you, if you couldn't include your name in the email you sent us then no wonder you can't do it... oh well. Here's the solution to the level, presented in screenshot form – are we just too kind or what?



Crappy Races

Q I know you said it was an excellent game (and I agree with you), but *Wacky Races* is also one of the toughest racing games I've ever played! I can get quite a way into it but when it comes to beating the extra characters – especially Dick Dastardly – I just can't do it! Have you got any cheats that might be able to help me out?
Thanks guys!
Chris Doran, Bolton

A Hmm, sounds like you're in a spot of bother, young man. How about some rather nifty little cheat codes to help you on your way? Just don't tell anyone we gave them to you... go to the Cheats menu (it's located on the central signpost in the main hub) and enter 'WackySpoilers' to unlock all the tracks and challenges, 'WackyGiveaway' to open up all of the extra characters or 'BargainBasement' to give each character all of their special attacks. Remember not to put spaces in-between the words or the cheats won't work!

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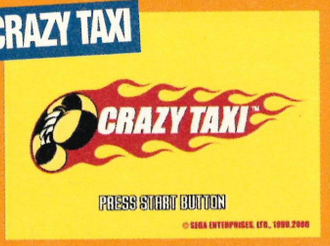

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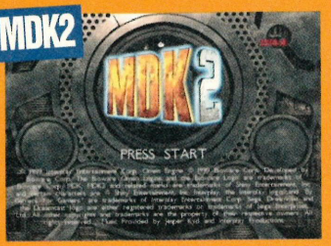
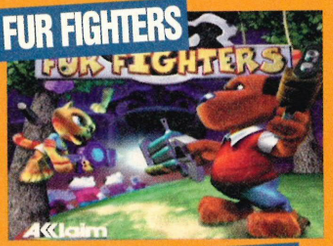
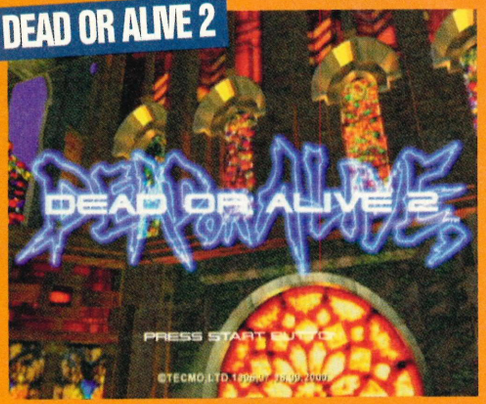


FUR FIGHTERS

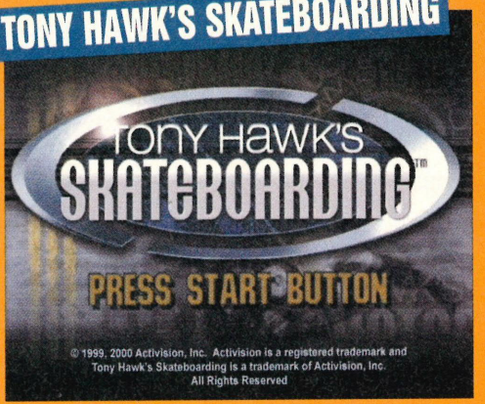


DEAD OR ALIVE 2



MARVEL VS CAPCOM 2

TONY HAWK'S SKATEBOARDING



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4WHEEL THUNDER

Full Pause Screen
Press X + Y for a full pause screen.
Jackpot Cheat
To increase your chances of hitting the jackpot, save your game after every race in the Championship mode. Then if you do get to go for the jackpot, you can reload your game until you win.
Extra Tracks
Complete Championship mode to unlock six extra tracks, Arcade Outdoor mode for eight more, and Arcade Indoor for five extra tracks.

BUST-A-MOVE 4

More Puzzles
On the title screen, press X, Left, Right, Left, X – you'll hear a noise if you get the cheat right. Now you can choose Puzzle mode and enter the Arcade section in order to access more puzzles than you would have normally.
Bonus Characters
At the title screen, press Right, Right, X, Left, Left – again, you'll hear a sound if you've entered the code correctly. Now when you go to the Character Select screen in any of the game modes, you'll find the extra characters waiting for you.
Tarot Reading
At the title screen, press Up, X, Down, X, Up. Now if you go to the Options menu, you'll be able to try your hand at a spot of Tarot Card reading... it's strange, but surprisingly fun!

Talk Demo
Enable the Bonus Characters and Tarot Reading cheats, go to the title screen and press X, Up, Left, Down, Right, Up, X, Down, Left, Up, Right, Down, X. After you hear the sound confirming the cheat, enter the Options screen in order to access the new goodies.

BUGGY HEAT

Additional Colour
Getting bored of the same old car colours? If so then successfully complete Expert mode to unlock a third colour scheme to brighten up your life.
Extra Buggies
To access some hidden buggies successfully complete Expert mode in first place and you will be rewarded with the Beelzebub Buggy. To access the Jet Buggy achieve 100% on the level checker when building your car.
Additional Expert Races
To gain access to some extra expert courses complete Expert mode on the championship difficulty using the Beelzebub Buggy.

CHU CHU ROCKET!

Sonic Adventure Chaos
Complete the 25 Challenge mode levels in order to transform the mice into Chaos from *Sonic Adventure*.
NiGHTS Angels
Complete the 25 Mania mode levels in order to transform the mice into angels from NiGHTS.
Hard Mode Puzzles
Complete all of the puzzles in Normal mode.
Special Mode Puzzles
Complete all puzzles in Hard mode.
Mania Mode Puzzles
Complete all of the puzzles in Special mode.

CRAZY TAXI

Another Day Mode
To play in Another Day mode press R at the Driver Select screen and then press R a second time and hold it down while you select your cabbie. The words 'Another Day' will appear and it will change various things in the game, like your starting position, and you will have new fare locations.
Expert Mode
To access the Expert mode, press and hold L+Start and R+Start just before the Driver Select screen appears. This will then switch off both destination markers and arrows.
No Guiding Arrows
To play without any arrow markers hold R+Start before the Driver Select screen. A message 'No Arrows' will appear if done correctly.
No Destination Mark
To play without the green destination markers press and hold L+Start before the Driver Select screen. A message 'No Destination Markers' will appear if done correctly.
Access Taxi Bike
To access the Taxi Bike press L+R+Start three times after you select your character before the game starts. Alternatively, the bike will be unlocked if you finish all the Crazy Boxes.
View Change and Speedometer
To be able to change your view and to see your speedometer, plug a controller into port 3 and then press Start on that controller after you have started a game in either Arcade or Original mode. You can then change your driving view by pressing B (press A to switch back) and Y. To bring up a speedometer, simply press X five times.

DEAD OR ALIVE 2

3D Character Select
Turn off the 'Quick Selector' in the Vs mode options.
Bounce Trick
On the Options menu, select 'Others' and you'll be able to increase or decrease the age: this will determine the bounciness of the girls' breasts. The older you are, the bigger you will bounce!
Camera Control
Hold B during your character's victory pose and use the analogue pad in order to rotate the camera around them.
View Hidden Cut-Scene
Play as Ayane in Story mode. When you get to the battle with Kasumi, you must KO her on the ice pit and she must be about 10ft away from you. If done correctly, the fireball cut-scene from the intro movie will take place.
Taunts
Move forward, back, forward and then punch and kick at the same time to perform a taunt.

DYNAMITE COP

Enable Bonus Missions
To enable the bonus missions, complete the first three missions to unlock three more missions. Mission four is based on the first mission with only one life, no continues and double damage weapons. Mission five is based on mission two and has a time limit on each room and no continues. The sixth mission is based on the third mission with little health, few health power-ups, no other type of power-up and no continues.
Play As Monkey
Successfully complete missions four to six and Monkey will then be unlocked.
Play As Original Bruno
To unlock the original Bruno from the Die Hard Arcade, collect all of the illustrations in the game and he will be unlocked.
Access Tranquilliser Gun Mini-Game
Successfully complete the main game once and this mini-game will be made available.
Infinite Credits For The Tranquilliser Gun Mini-Game
Successfully complete the first three missions without using any continues.

ECW HARDCORE REVOLUTION

Play As Joey Styles
Win the Acclaim belt in Career mode.
Play As Joel Gertner
Win the Acclaim belt in Career mode.
Play As Tommy Rich
Win the ECW World TV belt in Career mode.
Play As Cyrus The Virus
Win the ECW World TV belt in Career mode.
Play As Taz
Win the ECW World Heavyweight belt in Career mode.
Play As Louie Spicoli
Win the ECW World Heavyweight belt in Career mode.
All Jobbers
Defend the ECW World Heavyweight belt five times in Career mode.
Play As Beulah McGillicutty
Win the ECW World Tag Team belt in Career mode.
Play As The Sheik
Win the ECW World Tag Team belt in Career mode.
Play As Bill Alfonso
Complete Tournament mode as Rob Van Dam.
Play As Judge Jeff Jones
Complete Tournament mode as Mike Awesome.
Random Head Mode
Complete Tournament mode as Louie Spicolli.
Big Head Mode
Complete Tournament mode as Rhino.
Little Head Mode
Complete Tournament mode as Roadkill.
Headless Mode
Complete Tournament mode as Taz.
Big Hands Mode
Complete Tournament mode as Jason.
Big Feet Mode
Complete Tournament mode as Balls Mahoney.
Fat Man Mode
Complete Tournament mode as Spike Dudley.
Hangman Mode
Complete Tournament mode as Sal E. Graziano.
Ego Mode
Complete Tournament mode as Chris Chetti.
Custom Wrestler Textures
Complete Tournament mode as Tommy Dreamer.

FIGHTING FORCE 2

Select Level
Press Left, Up, X, Up, Right, Y at the Press Start screen. If the code has been entered correctly the screen will flash and when you start a new game, the list of levels will appear.
Fireworks
Complete the game and then enter the Options screen and choose the Fireworks option.

GTA2

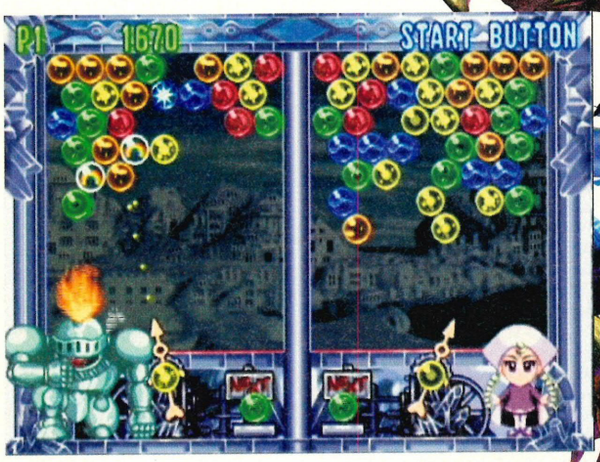
Get $500,000
Enter 'MUCHCASH' as a player name.
Access All Weapons
Enter 'BIGGUNS' as a player name.

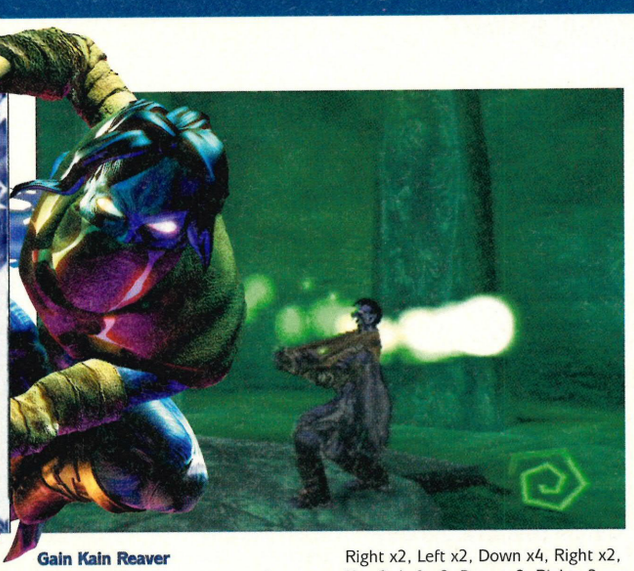
HYDRO THUNDER

All Tracks In Two-Player Mode
To unlock the secret tracks you must win every race in two-player mode – you will eventually manage to unlock all the tracks and all the boats.
Race In A Fishing Boat
Not satisfied with all the boats on offer? Well, to play as a Fishing Boat you must first unlock all the hidden tracks. Then, when at the Boat Selection screen, highlight Thresher and then hold Left Shoulder and Right Shoulder buttons and press View twice. Then select Chumdinger and you will race in a fishing boat.
Turbo Start
To get a turbo start hold the Left Shoulder button while the game is loading. As the number three disappears, release it and then hold the Right Shoulder button. As the number two fades reverse the process (ie. release the Right Shoulder and hold the left one). As the number one fades repeat step one (ie release Left Shoulder and hold right one).
Bonus Track
If you think you've finished all the tracks then think again. Before starting a game, go to the Options menu and highlight Back. Then press Up, Up, Down, Up, Down, Down, Start and you will open a new track.

INCOMING

Cheat Mode
To access the Cheat mode, and therefore the key to certain success,





all you have to do is press Up, Down, Left, Right, X, Up, Down, Left, Right and Y at the main menu and all of a sudden it will display a Cheat menu with options that include Level Select, Infinite Lives, Infinite Shields and loads more!

JIMMY WHITE'S 2: CUEBALL

Cheat Mode
To access the Cheat mode, enter the snooker hall and use the Explore mode to zoom in on the single stool to the left of the table – this will take you into a mouse hole. Now look around the hole until you see the message 'Cheats Activated' and this will allow you to play against all the players.

JOJO'S BIZARRE ADVENTURE: HERITAGE FOR THE FUTURE

Unlock Kid Mode (Jojo)
To be able to play the characters appearing as kids you need to defeat more than fifteen characters in Survival mode, thereby unlocking the mode.

Fight As Young Joseph (Jojo)
Complete Arcade mode with Joseph to unlock young Joseph.

Fight As Dio (Jojo)
To unlock Dio complete Arcade mode with Jotaro.

Fight As Evil Dio (Jojo)
To unlock Evil Dio complete Arcade mode with Dio.

Access Alessi Mode (Heritage)
To unlock Alessi mode complete the Arcade mode with Alessi.

Fight As Young Joseph (Heritage)
To play as young Joseph in Heritage For The Future, complete the Challenge mode with Joseph.

Fight As Evil Dio (Heritage)
To play as Evil Dio in Heritage For The Future, complete the Challenge mode with Dio.

Fight As Lover Soul (Heritage)
To play as Lover Soul in Heritage For The Future, complete Challenge mode with Jotaro.

Fight As Alternate Holhorse (Heritage)
To play as an alternate Holhorse complete the Challenge mode with Holhorse.

Fight As Alternate Kakyouin (Heritage)
To play as an alternate Kakyouin you must complete Challenge mode with Kakyouin.

Fight As Kam (Heritage)
To play as Kam in Heritage For The Future, you must complete Challenge mode with Anubis Nitoutruu Polunaref.

LEGACY OF KAIN: SOUL REAVER

Gain All Abilities
To gain the ability to pass through shut gates, climb walls, fire force projectiles, swim and have the Soul Reaver pause the game and then hold L or R and press Up x2, Down, Right x2, Left, B, Right, Left, Down.

Refill Health
To recharge your health pause the game, hold L or R and press Down, B, Up, Left, Up, Left.

Regain Maximum Health
To regain full health pause the game, hold L or R and press Right, B, Down, Up, Down, Up.

Upgrade Health To Next Level
To upgrade your health to the next level pause the game, hold L or R and press Right, A, Left, Y, Up, Down.

Recharge Magic
To recharge your magic pause the game, hold L or R and press Right x2, Left, Y, Right, Down.

Maximum Magic
To gain maximum magic pause the game, hold L or R and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers
To have the ability to pass through barriers pause the game, hold L or R and press Down B x2, Left, Right, Y, Up.

Wall Climbing
To have the ability to climb walls pause the game, hold L or R and press Y, Down, X, Right, Up, Down.

Hurt Raziel
To be able to hurt Raziel pause the game, hold L or R and press Left, B, Up x2, Down.

Gain Soul Reaver
To get the Soul Reaver pause the game, hold L or R and press Down, Y, X, Right x2, Down x2, Left, Y, Down.

Gain Aerial Reaver
To get the Aerial Reaver pause the game, hold L or R and press A, Right, Up x2, Y, Left x2, Right, Up.

Gain Kain Reaver
To get the Kain Reaver pause the game, hold L or R and press A, B, Right, Y, Left x2, Right, Up.

Gain Fire Reaver
To get the Fire Reaver pause the game, hold L or R and press Down, Up, Right, Up, Down, Left, B, Right, Down.

Make Fire Reaver
To make the Fire Reaver pause the game, hold L or R and press Y, Right, Down, B, Up.

Cast Force Glyph
To cast a force glyph pause the game, hold L or R and press Down, Left, Y, Down, Up.

Cast Stone Glyph
To cast a stone glyph pause the game, hold L or R and press Down, B, Up, Left, Down, Right x2.

Cast Sound Glyph
To cast a Sound Glyph pause the game, hold L or R and press Right x2, Down, B, Up x2, Down.

Cast Water Glyph
To cast a Water Glyph pause the game, hold L or R and press Down, B, Up, Down, Right.

Cast Fire Glyph
To cast a Fire Glyph pause the game, hold L or R and press Up x2, Right, Up, Y, X, Right.

Cast Sunlight Glyph
To cast a Sunlight Glyph pause the game, hold L or R and press Left, B, Left, Right, Right, Up x2, Left.

MARVEL VS CAPCOM

Play As Lilith
To play as Lilith highlight Zangief at the Character Selection screen and then press Left x2, Down x2, Right x2, Up x2, Down x4, Left x2, Up x4, Right, Left, Down x4, Right x2, Up x4, Left x2, Down x4, Right, Down. Lilith will then appear below War Machine.

Play As Roll
To play as Roll highlight Zangief at the Character Selection screen and then press Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right, Up x2, Right x2. Roll will then appear for selection to the right of Mega Man.

Play As Gold War Machine
To play as Gold War Machine highlight Zangief at the Character Selection screen, then press Left x4, Down x2, Right x2, Down x2, Left x2, Up x4, Right x2, Left x2, Down x4, Right x2, Up x2, Left x2, Down x2, Right x2, Up x5. Gold War Machine will then appear above Zangief.

Play As Shadow Lady
To play as Shadow Lady highlight Morrigan at the Character Selection screen, then press Up, Right x2, Down x4, Left x2, Up x4, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up x2, Right x2, Up x2, Left x2, Down x5. Shadow Lady will then appear for selection below Gambit.

Play As Red Venom
To play as Red Venom highlight Chun-Li at the Character Selection screen and then press Right, Down x4, Left, Up x4, Right x2, Down x2, Left x2, Down x2, Right x2, Up x4, Left x2, Up. Red Venom will then appear for selection above Chun Li.

Play As Orange Hulk
To play as the Orange Hulk highlight Chun-Li at the Character Selection screen and then press Right x2, Down x2, Left x2, Right x2, Down x2, Left x2, Up x4, Down x2, Right x2, Up x2, Down x4, Up x4, Left, Up. Orange Hulk will then appear for selection above Ryu.

Play As Akuma
To play as Akuma, press Down, Down/ Back, Back, Fierce Punch. NB. You must have reached at least Level 1 on your hyper-combo bar.

Play As Ken
To play as Ken while using Ryu in the game, press Down, Down/Back, Back, Medium Punch.

Play As Onslaught
To play as Onslaught you must unlock all the hidden characters and then the Onslaught option will appear in the game menu.

Full Pause Screen
Pause, then hold Y and press X.

Select A Special Partner
To select your special partner before the Special Partner screen actually appears, hold the corresponding buttons and your special partner will be chosen.

Unknown Soldier.....Hold Start + Weak Punch
Lou.....Hold Start + Medium Punch
Arthur.....Hold Start + Weak Punch + Medium Punch
Saki.....Hold Start + High Punch
Ton-Pooh.....Hold Start + Weak Punch + High Punch
Devilot.....Hold Start + Medium Punch
Anita.....Hold Start + Weak Punch + Medium Punch + High Punch
Pure and Fur.....Hold Start + Weak Kick
Michelle Heart.....Hold Start + Weak Punch + Weak Kick
Mighty Thor.....Hold Start + Weak Kick + Medium Punch
Cyclops.....Hold Start + Weak Punch + Weak Kick + Medium Punch
Magneto.....Hold Start + Weak Kick + High Punch
Storm....Hold Start + Weak Punch + Weak Kick + High Punch
Jubilee.....Hold Start + Weak Kick + Medium Punch + High Punch
Rogue.....Hold Start + Weak Punch + Weak Kick + Medium Punch + High Punch
Psylocke.....Hold Start + Medium Kick
Juggernaut.....Hold Start + Weak Punch + Medium Kick
Iceman.....Hold Start + Medium Punch + Medium Kick
Colossus.....Hold Start + Weak Punch + Medium Punch + Medium Kick
US Agent.....Hold Start + High Punch + Medium Kick
Shadow.....Hold Start + Weak Punch + Medium Kick + High Punch
Sentinel.....Hold Start + Medium Punch + Medium Kick + High Punch

MARVEL VS CAPCOM 2: NEW AGE OF HEROES

Switch Character Order
When you pick your three characters at the start of the game, you don't have to keep them in the same order. If you want a character other than your first selection to begin a fight, you can do it – just hold down the L button before a fight to start with your second fighter or the R button to begin with the third character.

Alternate costumes
In order to change the costume of your chosen character go to the Character Selection screen, then highlight a fighter and press A or Y rather than X. Remember that you won't be able to change costumes if you haven't actually bought them for that character!

Cheaper Hidden Characters
Don't like the price that a hidden

continued

character you want to buy is offered at? The prices change every time you visit the shop – just keep exiting and entering the Shop screen until the price of any hidden characters is slightly more reasonable.

MDK2

Kurt Wearing Boxers
Hold L + R and press Xx2, Y, X at the main menu.
Indy 500 Camera View
Pause the game and hold L + R and press B, A, B, A.
Slow Motion Mode
While playing as Max, hold R and press Upx4.
Full Pause Screen
Pause the game and press X + Y.
Hidden Artwork And Sounds
Place the game disc in a PC compatible CD-ROM drive to find images and sounds from the game.

MILLENNIUM SOLDIER: EXPENDABLE

Shield
Up, Down, Left, Right, X, Up, Down, Left, Right, Y
Level Skip
Y, Y, X, X, L, R, Down, Down, Up, Up
Grenades
Down, Down, Down, Down, Down, Up, Up, Up, Up, R
Lives
A, B, X, Y, L, R, Up, Down, Left, Right
Credits
A, B, Left, A, B, Right, B, A, Down, R
Easter Egg
L, Left, R, Right, X, X, Down, Down, R, L
Game Won
L, R, Left L, R, Left, Right, Left, Right, Y, X
Level Select
Up, Down, Up, Down, Up, Down, Left, Right, Right, Y

MORTAL KOMBAT GOLD

Access Cheat Menu
At the Start screen quickly press Up twice, Down twice, Left twice and Right twice. If the code is entered correctly a laugh will be heard followed the word 'Outstanding'.
Enter the Options screen then press L+R and the Cheat menu will appear with various options to choose from.
Easy Endings – These will allow you to see a player's ending by only beating one character.
Fatal 1 – To enact a character's first fatality simply press High Punch.
Fatal 2 – To enact a character's second fatality simply press High Punch.
Pit Fatal – To enact the 'Pit Fatal' hold Down and press High Punch
Fight As Goro
To play as Goro enable the Cheat menu and at the Character Selection screen, select the hidden icon and hold L+R and press Up, Left, A.
Fight As Noob Saibot
To play as Noob Saibot enable the Cheat menu and at the Character Selection screen, select the hidden icon and hold L+R and press Up twice, Left three times, A.
Play As Sektor
To play as Sektor enable the Cheat menu and at the Character Selection screen, select the hidden icon and hold L+R and press Up four times, Left four times, A.
Alternate Fighter's Costumes
Highlight a character and hold Start and any button to rotate them to reveal their second costume.

NBA SHOWTIME: NBA ON NBC

Play Any Player On Any Team
To play any character regardless of what team they're on, go to the Enter Initials screen and enter the first three letters of the team the player plays for and then enter his jersey number as the PIN.
Change Costumes
To see a player's alternative costumes when creating a player press Up or Down and his clothes will change.
Play As Team Mascots
To play as a team mascot enter any of the following names and corresponding PIN and you will unlock that mascot.

Team	Name	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228

Create-A-Player Characters
To play any of the following hidden players enter their name and PIN number to unlock them.

Team	Name	PIN
Kerri the Female Player	KERRI	0220
Kerri in Alternate Uniform	KERRI	1111
Lia the Female Player	LIA	0712
Lia in Alternate Uniform	LIA	1111
Small Alien	SMALLS	0856
Large Alien	BIGGY	0958
Pinto Horse	PINTO	1966
White Horse	HORSE	1966
Nikko the Devil Dog	NIKKO	6666
Clown	CRISPY	2084
Pumpkin	JACKO	1031
Wizard	THEWIZ	1136
Referee	THEREF	7777
Retro Rob	RETRO	1970
Old Man	OLDMAN	2001

Play As Midway Staff

Midway Staff	Name	PIN
Mark Turmell	TURMEL	0322
Rob Gatson	GATSON	1111
Mark Guidarelli	GUIDO	6765
Dan Thompson	DANIEL	0604
Jeff Johson	JAPPLE	6660
Jason Skiles	JASON	3141
Sal DiVita	SAL	0201
Jennifer Hedrick	JENIFR	3333
Jennifer Hedrick	JENIFR	1111
Eugene Geer	E GEER	1105
Matt Gilmore	MATTG	1006
Tim Bryant	TIMMYB	3314
Jim Gentile	GENTIL	1228
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Andy Eloff	ELOFF	2181
Mike Lynch	LYNCH	3333
Paulo Garcia	PAULO	0517
Brian LeBaron	GRINCH	0222
Alex Gilliam	LEX	0014
Jim Tianis	DIMI	0619
Dave Grossman	DAVE	1104
Tim Moran	TIMCRP	6666
Larry Wotman	STRAT	2112
Chris Skrundz	CMSVID	0000
Beth Smukowski	BETHAN	1111
Paul Martin	STENTR	0269

Unlock Other Players
To play as any of the following players, some of whom are sports commentators and announcers, enter the name and PIN at the Enter Initials screen.

Person	Name	PIN
Shawn Liptak	LIPTAK	0114
Isiah Thomas	THOMAS	1111
Tim Kitzrow	TIMK	7785
Willy Morris	WIL	0101
Greg Cutler	CUTLER	1111
Chad Edmunds	CHAD	0628

Access Hidden Courts
To access play on one of the following hidden courts enter the denoted combinations of buttons immediately after having selected a player at the Choose Team screen.

Court	Code
Team 1 (Left)	Hold Up + Turbo
Team 2 (Right)	Hold Down + Turbo
Street Court	Hold Left + Turbo
Island Court	Hold Right + Turbo
Midway Court	Hold Up + Shoot + Pass
NBC Court	Hold Down + Shoot + Pass

Access Cheat Codes
After you've chosen all your players etc and you are at the Tonight's Match Up screen, you can use the Turbo, Shoot and Pass buttons to change the symbols at the bottom of the screen and so activate the cheats. For example, for 'Show Hotspot' you would press Turbo once but not Shoot or Pass, and then press Down.

Cheat	Code
Show Shot %	0-0-1 Down
Tournament Mode (no power-ups)	1-1-1 Down
Show Hotspot	1-0-0 Down
No Hotspots [Note 1]	2-0-1 Up
Fog On [Note 2]	1-2-3 Up
Thick Fog On [Note 2]	1-2-3 Down
Swamp Fog On [Note 2]	1-2-3 Right
Night Fog On [Note 2]	1-2-3 Left
Snow On [Note 2]	1-2-1 Left
Blizzard On [Note 2]	1-3-1 Left
Rain On [Note 2]	1-4-1 Left
Big Head Mode	2-0-0 Right
No Replays	3-3-1 Left
Team Uniform [Note 1]	4-0-0 Right
Midway Uniform	4-0-1 Right
Home Uniform	4-1-0 Right
Away Uniform	4-2-0 Right
Alternate Uniform	4-3-0 Right

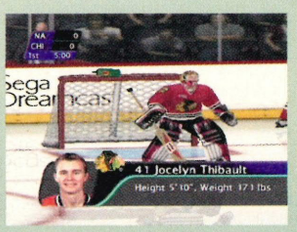
Note 1: Two-player agreement required.
Note 2: Only on outdoor courts.

NBA2K

As with most American sports games there are a whole host of cheat codes for *NBA2K*. Simply enter the following codes at the Code Selection screen, found in the Options menu, in order to get the corresponding cheat.
Access Bonus teams
To access three extra teams enter 'DEVDUDES' as a code. The NBA2K, Sega Sports and Sega will then be unlocked and available to play on outdoor courts.
Play With Big Heads
To have your team play with big heads enter 'FATHEAD' as a code.
Giant Sized Players
To play with giant sized players (and to make slam dunking even easier) enter 'MONSTER' as a code.
Miniature Players
To play with a team the size of the 'Borrowers' enter 'LITTLEGUY' as a code.
Access Fat Players
To have a team full of lardy boys enter 'DOUGHBOY' as a code.
Play With 2-D Players
To play with a team made up of 2D (and wafer thin) players, enter 'SQUISHY' as a code.
Play With Big Feet
Fed up with your size tens? Then to make your players' feet more like size thirties enter 'BIGFOOT' as a code.
Play With Big Ball
To play with a bigger sized basketball enter 'BEACHBOYS' as a code.
Suffering Coaches
To have your teams' poor coach writhing around in agony on the sidelines just enter 'COACHOUCH' as a code.
View Hidden Message
To see a message in the crowd reading 'Hi Mom, love your child', enter 'HIMOM' as a code.

NFL BLITZ 2000

Choose Plays Off-Screen
At the Play Selection screen move to the top left box and then press Up twice. Your choice of play will then be hidden and chosen secretly on your VMU.
Access Hidden Players
To access hidden players enter one of the following player names and the PIN number when at 'Enter Names For Record Keeping'.



Cheat Codes

When at the Versus screen press Turbo, Jump and Pass and the icons below the helmets change. Depending on how many times the buttons are pushed, a different cheat will be activated. When the buttons have been pressed, press the indicated direction on the D-pad and if the code has been entered correctly you will hear a sound and see the name of the code appear. For example, if you want to activate Infinite Turbo press Turbo five times, Jump once and Pass four times before pressing Up. You can activate more than one cheat per game.

Cheat	Code
Infinite turbo	5-1-4 Up
Unlimited throwing distance	2-2-3 Right
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defence	4-2-1 Up
Power-up team-mates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Red, white and blue football	3-2-3 Left
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection [Note 1]	1-1-5 Left
Show more field [Note 1]	0-2-1 Right
No CPU assistance [Note 1]	0-1-2 Down
Power-up speed [Note 1]	4-0-4 Left
Hyper blitz [Note 1]	5-5-5 Up
Smart CPU opponent [Note 2]	3-1-4 Down
Deranged Blitz mode [Note 2]	2-1-2 Down
Ultra Hard mode [Note 2]	3-2-3 Up
Super Passing mode [Note 3]	4-2-3 Right
Super Blitz mode [Note 3]	4-4-4 Up
Tournament mode [Note 3]	1-1-1 Down
Always quarterback [Note 4]	2-2-2 Left
Weather: clear	2-1-2 Left
Weather: muddy	5-2-5 Down
Weather: rain	5-5-5 Right
Arizona Cardinals playbook	1-0-1 Left
Atlanta Falcons playbook	1-0-2 Left
Baltimore Ravens playbook	1-0-3 Left
Buffalo Bills playbook	1-0-4 Left
Carolina Panthers playbook	1-0-5 Left
Chicago Bears playbook	1-1-0 Left
Cincinnati Bengals playbook	1-1-2 Left
Cleveland Browns playbook	1-1-3 Left
Dallas Cowboys playbook	1-1-4 Left
Denver Broncos playbook	1-1-5 Right
Detroit Lions playbook	1-2-1 Left
Green Bay Packers playbook	1-2-2 Left
Indianapolis Colts playbook	1-2-3 Up
Jacksonville Jaguars playbook	1-2-4 Left
Kansas City Chiefs playbook	1-2-5 Left
Miami Dolphins playbook	1-3-1 Left
Minnesota Vikings playbook	1-3-2 Left
New England Patriots playbook	1-3-3 Left
New Orleans Saints playbook	1-3-4 Left
New York Giants playbook	1-3-5 Left
New York Jets playbook	1-4-1 Left
Oakland Raiders playbook	1-4-2 Left
Philadelphia Eagles playbook	1-4-3 Left
Pittsburgh Steelers playbook	1-4-4 Left
San Diego Chargers playbook	1-4-5 Left
San Francisco 49ers playbook	1-5-1 Left
Seattle Seahawks playbook	1-5-2 Left
St. Louis Rams playbook	1-5-3 Left
Tampa Bay Buccaneers book	1-5-4 Left
Tennessee Titans playbook	1-5-5 Left
Washington Redskins book	2-0-1 Left

Note 1 – Two-player agreement required.
Note 2 – Only in one-player game.
Note 3 – Only in two-player game.
Note 4 – Two human teammates required.

Name	PIN
ALEC	1197
ALIEN	1111
AOB	1111
AUBREY	7777
AZPOD	4777
BOXER	2111
BRAIN	1111
BRIAN	2221
CALEB	0996
CURTIS	1111
DANIEL	0604
DAVID	3333
DINO	1111
EDDIE	3333
FORDEN	1111
FRANZ	1010
GENTIL	1111
GRINCH	0222
GRINCH	2220
GUIDO	2222
GUMBY	8698
JAPPLE	6660
JASON	3141
JEFF	1111
JOVE	6644
LEX	7777
LT	7777
LUIS	3333
MOOSE	1111
MXV	1014
NATHAN	0515
NICO	4440
PIRATE	1111
PUNKB	2112
PUNKR	1221
RAIDEN	3691
RALPH	1111
RANDU	6666
ROOT	6000
SAD	1111
SHINOK	8337
SHRUNK	6666
SKULL	1111
SMILE	1111
THUG	1111
TREX	1111
TURMEL	0322
WHODAT	1844

NHL2K

Play As Programmer Team
Hold L+R and press Bx2, and X on controller 4 at the 'Black Box' logo.

Big Head Mode
Hold L+R and press B, A, B, Y on controller 4 at the 'Black Box' logo. If done correctly the words 'Oh Black Box Baby' will be spoken.

Wayne Gretzkey Message
Enter 'Wayne Gretzkey' as a name in the Create a Player option to see the message 'Thanks For The Memories' appear.

Dale Hunter Image
Enter 'Dale Hunter' as a name in the Create a Player option to see his picture in the Edit Lines menu.

Marty Reasoner Image
Enter 'Marty Reasoner' as a name in the Create a Player option to see his picture in the Edit Lines menu.

Ron Hextall Image
Enter 'Ron Hextall' as a name in the Create a Player option to see his picture in the Edit Lines menu.

Tony Twist Image
Enter 'Tony Twist' as a name in the Create a Player option to see his picture in the Edit Lines menu.

Other Players
Enter any person that retired during the 1998-1999 season in the Create a Player option to see his picture in the Edit Lines menu.

Programmer Images
Enter any of the names from the development team that are listed in the instruction manual in the Create a Player option and the picture of the corresponding person will appear in the Edit Lines menu.

PEN PEN

Play As Hanamizu
To play as the eighth comedy character you must complete all the tracks while earning all silver medals.

Alternate Costumes
To unlock every costume of your character you must finish in first place on all courses and course variations twice.

POWER STONE

The World Of Power Stone
Finishing the game with each character opens up a different page in the World Of Power Stone book (found in the Collection menu on the title screen). Each page contains a new option or item that can be used either in the game or on your VMS and is usually selected by highlighting the page and pressing the A button. Here is a selection of the new goodies that you can access...

New Fighting Items
The first four times you complete the game will open up the front four pages of the Power Stone book. These contain new items that will appear at random in the fighting arenas if you turn them on in the Options screen. In order of appearance, the items are an Extending Kendo Stick, a Gatling Gun, an Alien Ray Gun and a Shield – while carrying the shield you will be invincible to attacks but will be unable to attack yourself.

Virtual Mode
Complete the game as Kraken and the Virtual mode appears on page five of the book. This is a normal one-player game with the exception that it turns the whole fight into a first-person perspective, making winning that much tougher!

Dual Virtual Mode
This option appears on page six of the book when you complete the game with Valgas. It is similar to the one-player Virtual mode only it allows two people to play in a split-screen, first-person perspective fight!

Play As Valgas B
Complete the game on any difficulty level but without using a continue. Now check page twelve of the Power Stone book to be able to play as the super-powerful Valgas B that appears at the end of the game. Sadly, you can only use him in VS mode and even then only one of you can actually choose him per match – bummer!

Watch Endings
Each time you finish the game, a new character ending will be added to page fourteen of the Power Stone book. Choose this page to watch any of the endings for the characters that you've finished the game as.

Extra VMS Games
You will open up a new game that can be downloaded into your VMS when you complete the game for the fifth, sixth and seventh time. You will need a totally empty VMS to download the game into – playing these games will earn you points which can then be used to get more pages of the Power Stone book! In order of opening, the games are Fokker's Plane Chase, Ayame's Ninja Star Throw and Gunrock's Slots.

RAINBOW SIX

Cheat	Button/Stick Combination
Avatar (Single Player) God	Analog-stick Up + D-pad Down + A
Team God	Analog-stick Left + D-pad Down + A
Heavy Breathing	Analog-stick Down + D-pad Down + A
Big Head	Analog-stick Up + D-pad Down + X
Mega Head	Analog-stick Left + D-pad Down + X

Polska (Change Faces).....Analog-stick Down + D-pad Down + X
Brains (Better Team AI) .Analog-stick Up + D-pad Down + Y
Stumpy (Short Team).....Analog-stick Left + D-pad Down + Y
Side Scroller (Stick Men) Analog-stick Down + D-pad Down + Y
Victory (Impossible To Lose)..Analog-stick Up + D-pad Down + B
Clodhopper.....Analog-stick Left + D-pad Down + B
Rudeness (Instant Death).....Analog-stick Down + D-pad Down + B

RAYMAN 2

Access Globox Disc
Hold L + R and press Bx4.
Bonus Map
Press A, B, X, Y, X, Y before the 'Access Denied' message.
Kaleidoscope Textures
Press Down, A, Down, B, A, Y, Xx2.
Rayman VM Icon
Press Up, X, Y, Down, Y, X, Left, Right.
Full Life
When playing a game, hit R repeatedly in a constant rhythm
Full pause screen
Pause the game and press X + Y.

READY 2 RUMBLE BOXING

Two-Player Level Select
When playing in two-player mode, press the Left Shoulder button for the two-tier arena and the Right Shoulder button for the Championship arena. If you press the Left and Right Shoulder buttons together then you'll get the gym!
Change the Cornerman's Voice
When you're on the Character Selection screen press the X button plus any direction on the D-pad to select different cornerman voices.
Outfit Change
There are different outfits for the boxers in the game. To access them press X + Y together when you select your character.
Hidden Leprechaun
You can play the game as a Leprechaun if you go to the Character Select screen and press X + Left Shoulder + Right Shoulder together.
Life Recover
When you look like you're out for the count, rotate the analogue joystick clockwise and your boxer will recover much faster.
Unlock Bronze Class
Enter your gym name as 'Rumble Power'.
Unlock Silver Class
Enter your gym name as 'Rumble Bumble'
Unlock Gold Class
Enter your gym name as 'Mosma!'.
Unlock Champ Class
Enter your name as 'Pod 5!'.

RESIDENT EVIL CODE: VERONICA

Battle Mode
Complete the game with any ranking and Battle mode will automatically be saved to the VMU making it selectable at the main menu.
First-Person View
In Battle mode pick up Alexia's sniper rifle once she drops it towards the end of Disc 1.
Play As Steve Burnside In Battle Mode
Get the Gold Lugers from the basement office in Disc 2. The right combination is red, green, blue, and brown. You can also unlock Steve Burnside by doing well with Chris in Battle mode.
Play As Albert Wesker in Battle Mode
Do well with Chris in Battle mode.
Play As Alternate Claire In Battle Mode
Do well with Claire in Battle mode.
Get Linear Launcher In Battle Mode
To Unlock the Linear Launcher get an A ranking with Chris, Steve Burnside, Albert Wesker and both versions of Claire in Battle mode.
Get Rocket Launcher
Get an A ranking in the normal game by completing it without saving and without using any first aid sprays, and no retries. Also save Steve from the Luger quickly, give the medicine to Rodrigo and complete the game with a time less than 4:30.

SEGA BASS FISHING

Bonus Practice Levels
To access more Practice levels complete Arcade mode once to unlock three new levels. To access the Palace level in Practice mode complete Lake Paradise in Consumer mode. To unlock the Falls level in Practice mode complete Lake Crystal in Consumer mode.
Change Lure Colour
To change the colour of your lure press Up or Down when you are in Consumer mode.
Sonic Lure
To gain the Sonic Lure complete all five tournaments in Consumer mode.
Alternate Clothes And Boat Colour
To get some new clothes and to change the colour of your boat reach the final tournament in Original mode.

SEGA RALLY 2 (JAPANESE VERSION)

Extra Vehicles
There are loads of cars available at the start of the game, but the further you get into the championship, the more vehicles you'll get to drive about in. Check out the list to see how to earn these little beauties!

Name of car	What to do to get it
Subaru Impressa 555	Finish 1st in the 1st Year of Championship mode
Mitsubishi Lancer EVO 4	Finish 1st in the 2nd Year of Championship mode
Toyota Celica GT-Four ST-185	Finish 1st in the 3rd year of Championship mode
Mitsubishi Lancer EVO 3	Finish 1st in the 4th year of Championship mode
Peugeot 106 Maxi	Finish 1st in the 5th year of Championship mode
Lancia Delta Integrale	Finish 1st in the 6th year of Championship mode
Fiat 131 Abarth	Finish 1st in the 7th year of Championship mode
Peugeot 205 Turbo	Finish 1st in the 8th year of Championship mode
Renault Alpine A110	Finish 1st in the 9th year of Championship mode
Lancia 037 Rally	Finish 1st in the 10th year of Championship mode

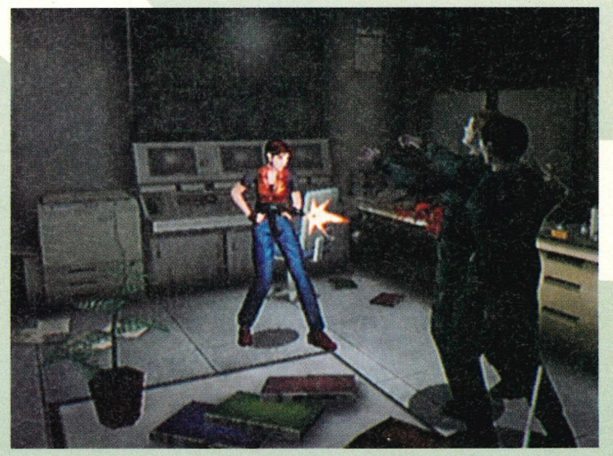
Secret Track
If you manage to finish in first place in all ten years of Championship mode, you can race one last time on the super-secret course.
Access All Cars
Go to the title screen and press Up, Down, Up, B, A, Left, B, B, Down (using the D-pad, NOT the Analogue Stick) to open up all the cars without playing through the game.
Access All Tracks
Go to the title screen and press Up, Left, Down, Right, B, A, B, Right, Down. This will open up all of the tracks in the Championship mode.

SLAVE ZERO

Invincibility
To become invincible press L+R+B on controller two while playing in single-player mode.
Gain Full Health And Ammunition
To recharge your health and get a full compliment of ammunition press L+R+X on controller two while playing in single-player mode.
Toggle Enemy AI
To throw the enemy into confusion press L+R+A on controller two while playing in single-player mode.

SONIC ADVENTURE

Chaos And Your VM
One of the most interesting things about *Sonic Adventure* are the Chao, the little creatures you can breed, manipulate and download to your VM to take away with you! The important thing to remember is that if you want a top-rating Chao, you'll need to do nurture and love him. Are you ready for some hand-held fun? Then follow us as we take you through the basic ins and outs of Chao raising, VM style...
Put It In, Take It Out
The first thing you'll need to know is how to actually download your Chao into a VM. This is done through the Chao Gardens and if you follow these simple steps, you'll have a miniature version of the Chao in no time at all.
1. Make sure that you've got a VM inserted into the pad of your Dreamcast that has over 128 blocks of memory spare on it – that's virtually the whole thing! If there isn't enough room, you won't be able to put a Chao onto the VM so you may have to delete some files to fit him in.
2. Choose the Chao you want to place inside the VM and pick him up with the Y button. Carry him over to the strange controller-shaped pedestal placed inside the Chao Garden and stand on the large red button at the front. Now place your Chao down so that it sits on the small trapdoor in front of you.
3. A screen will come up with the list of VM units that you can place the Chao into – you will have a choice if more than one VM is inserted into any of the Dreamcast pads. Select the VM that you'd like to play with your Chao in and press the A button.
4. After a brief period, the Chao will disappear into the controller and reappear on your VM – the controller pedestal will signal 'OK!' to show that the transfer worked. You can now take out the VM and play with your Chao to your heart's content!
5. Removing a Chao is a similar process – stand on the button of the pedestal without placing a Chao on the trapdoor and a list of removable Chao will appear if any exist. Simply choose the Chao you want to remove and then he will appear in front of you shortly. Remember that this is the only way to get rid of Chao information from a VM unit as it cannot be deleted by conventional means.
Work, Rest And Play
Once you've placed the Chao in your VMS, it's time to start them on their quest! The object of the game is to help your Chao develop its abilities as it makes its way along a route of quest stages – there are fifteen in total to choose from but only five are used in each quest. Each stage requires your Chao to have a particular ability – however, being proficient in that ability doesn't mean the stage will end any sooner. Along some of the routes, he'll even get to meet one of Sonic's friends, or maybe the blue wonder himself!
Be My Guide
To start your Chao off on his quest, get your VM into Game mode by pressing the Mode button until an 'Ace of Spades' appears and then hit the A button. Once the title screen appears, press the A and B buttons together and you're off on the adventure of a lifetime (for the Chao, anyway). Most of the time, you can pretty much leave him to his own devices as he walk along but at certain points you'll need to help him out of a situation – a noise will tell you that you have to do something. Here's a guide to what might happen to your little buddy...
1. If your Chao simply stops walking, sits on a beach ball, falls asleep or gets scared by something on his travels, he just needs a little encouragement to help him along. Press the A button to get him moving again.
2. If he finds a chest along the way, you'll have to make a choice out of the three boxes to decide what he gets out of it. It could be good, it could be bad – until you make the choice, you just won't know!
3. A message may appear on the screen telling you that your Chao is happy, has done well at something in particular or is developing properly. To get past these, just press the A button until it disappears.
4. A picture of a Chao standing at a signpost means that they have reached the end of their current quest stage and must now choose a direction to go in. You can either make the choice for yourself from the two options on the screen or let the Chao choose for itself... although it may sometimes make the wrong choice!
5. If a large '?!' symbol appears on the screen, it's time for a fight! When the fight begins, there will be a row of boxes along the bottom of the screen with the two fighting Chao above, as well as their relevant energy – your Chao is always on the right. The Chao swinging his fist is the one taking a turn to attack – if it's your man, you've got a chance to hit the other guy! All of the boxes will be blacked out with the exception of one – this number of clear boxes goes up according to the strength of the your Chao (if he has a strength of 200 or more then there will be two clear boxes, 400 makes



three boxes clear and so on). To attack you must stop the moving cursor over the clear box; get it and you'll score a hit but miss and you'll fall flat on your face. Chao take it in turns to attack and the last one standing is the winner!

Fancy A Game Of Cards?

One of the sure-fire ways of getting goodies that you can use to boost your Chao abilities is to play the Fruit Matching game in the Quest menu (brought up by pressing the A button). When you start the game, you'll get a brief glimpse of a screen containing six pairs of fruit in various positions. The screen will then go blank and you'll have three chances to try and match up the pairs by remembering where each of the different fruit were. It takes a bit of practice but if you can remember a couple of the fruits that look similar, you won't get confused between them. The less times you get it wrong, the better the prize you get, but mess up three times and you won't get anything except one very disappointed Chao!

Fruit And Veg

The main way to build up the abilities of your Chao inside the VM is to feed them different kinds of fruit, collected through playing the Fruit Matching game, winning fights or opening chests. Each fruit gives the Chao a boost in a particular field and the more fruit you feed them, the better they become! Even better, any fruit left over after a quest is carried onto the next adventure and if you remove the Chao from the VM while it still owns fruit, then the fruit will pop out with it and you can then feed it to other Chao! To feed your Chao a fruit, bring up the Quest menu with the A button and then select the Items menu – this will give you a list of fruits available that you can give to your friend. Use our guide to the different fruits in the game to help work out exactly what you need to feed your babies to make up for the areas that they're lacking in! The stipulations tell you if you need to perform a special function to get the fruit – however, all fruit can be found randomly in chests as well.

Yellow Fruit
Ability Affected: Swimming (+4pts)
Stipulations On Getting Fruit: None

Purple Fruit
Ability Affected: Flying (+4pts)
Stipulations On Getting Fruit: None

Green Fruit
Ability Affected: Running (+4pts)
Stipulations On Getting Fruit: None

Red Fruit
Ability Affected: Strength (+4pts)
Stipulations On Getting Fruit: None

Haste Fruit
Ability Affected: Speeds you up through your current quest stage
Stipulations On Getting Fruit: You need to achieve a perfect round when you are playing the Fruit Matching game.

Star Fruit
Ability Affected: Slows down cursor during your next fight
Stipulations On Getting Fruit: Get a perfect round when playing the Fruit Matching game

Chao Fruit
Ability Affected: All Abilities (+4pts)
Stipulations On Getting Fruit: Get a perfect round when playing the Fruit Matching game

Heart Fruit
Ability Affected: Recovers all Health Points
Stipulations On Getting Fruit: Get a perfect round when playing the Fruit Matching game

Random Fruit
Ability Affected: Makes your Chao very unhappy
Stipulations On Getting Fruit: Do something bad!

SOUL FIGHTER

Access Cheat Codes Screen
To access the screen that will allow you to enter the codes for the cheats press Left on the D-pad and Y when the *Soul Fighter* logo appears on the screen. Then go to the Options menu and exit it. The next screen to appear will be the Cheat Code screen.

High Energy
To get high energy enter ABXXYA as a code.

All Weapons
To access all weapons enter XAAYBB as a code and you will instantly play with all weapons

Level Codes
To bypass levels enter the following codes.

Level 2 .....AABXYA
Level 3 .....XAYAAB
Level 4 .....YYBAXA
Level 5 .....BABXXY
Level 6.....XAXBYY
Level 7 .....ABXBYB
Level 8 .....YBBAXY
Level 9 .....BYAAXB
Level 10.....XABBAX
Level 11 .....YBYXAB
Level 12 .....XBAXBY

SOUTH PARK RALLY

Cheat Mode
Complete Championship mode without using any tokens to unlock all tracks, cars, skins, and other cheat options.

Random Checkpoints
Complete Championship mode.

Speech Test
Complete Championship mode.

Cheat Sheet
Win the Rally Days 1 race without collecting any pick-ups.

All Skins
Collect the three hidden pick-ups in the Valentine's Day race.

Race As Bebe
Lose the Cowdays race without collecting any health pick-ups.

Race As Big Gay Al
Win the Pink Lemonade race.

Race As Cartman Cop
Hit Chicken Lover five times with the salty balls in the Read-A-Book Day race.

Race As Damian
Win the New Year's Eve race and be the only racer to touch the millennium key.

Race As Death
Win the Halloween race after dropping off four candies at a time.

Race As Grandpa
Win the Halloween race.

Race As Ike
Collect the hidden pick-up on top of the airplane in the Memorial Day race.

Race As Jesus
Win the Christmas race.

Race As Mephisto
Win the Independence Day race.

Race As Mr Garrison
Activate all four checkpoints on the Rally Days 2 race.

Race As Mr Mackey
Win the Spring Cleaning race.

Race As Mrs Cartman
Drop off all lemonades without letting anyone else get to a checkpoint in the Pink Lemonade race.

Race As Ned
Collect thirteen turbo pick-ups in the Independence Day race.

Race As Pip
Activate checkpoints one and four on the Rally Days 2 race.

Race As Satan
Win the New Year's Eve race.

Race As Scuzzlebutt
Find a Phillip Phart on the Easter Egg Hunt race. Then find the waterfall and Phart your way to the Golden Cow next to the waterfall.

Race As Sheila Broflovski
Collect the Pot Pie next to the building on the Easter Egg Hunt race.

Race As Shelly
Win the Valentine's Day race.

Race As Starvin Marvin
Lose the Thanksgiving race without collecting any turkeys.

Race As Terrance and Phillip
Collect the four hidden pick-ups in the Christmas race.

Race As Tweak
Collect five caffeine pick-ups in the Spring Cleaning race.

Race As Visitor
Collect the hidden pick-up above checkpoint one and the other pick-up that is between checkpoint four and the wood bridge in the Memorial Day race.

SPEED DEVILS

Access All Cars And All Tracks
Fed up of not having enough money to buy your dream car? Then fear not as you can access all tracks and all the cars. All you have to do is press B, Right, B, Right, Up, B and Up when playing the game.

Infinite Nitros
To help you on your way to bust some speed guns, try using these infinite nitros. Press Down, Up, Down, Up, A, X and A whilst you are playing the game.

Gain Extra Money
Money makes the world go round, so to earn a few extra bob simply press A, Right, A, Right, Up, B and A as you're driving along and you'll be instantly richer.

STAR WARS EPISODE 1 RACER

Bonus Characters
Finish first place on the following tracks and you'll unlock the corresponding racer:

Racer	Track
Sebulba	Boonta Classic/Galactic
Aldar Beedo	Beedo's Wild Ride/Amateur
Ratts Tyerell	Howler Gorge/Semi-pro
Mawhonic	Andobi Mountain Run/Galactic
	Slide Paramita AP
	Centrum/Invitational
Clegg Holdfast	Aquilaris Classic/Amateur
Bullseye Navior	Sunken City/Semi-pro
Ark Bumpy Roose	Bumpy's Breakers/Semi-pro
Wan Sandage	Scrapper's Run/Semi-pro
Bozzie Baranta	Abyss/Invitational
Neva Kee	Baroo Coast/Semi-pro
Ben Quadinaros	Inferno/Invitational
Teemto Pagalies	Mon Gazza Speedway/Amateur
Mars Guo	Spice Mine Run/Amateur
Boles Roor	Zugga Challenge/Semi-pro
Fud Sang	Vengeance/Amateur
Toy Dampner	Executioner/Galactic

STREETFIGHTER III: DOUBLE IMPACT

Play As Yang
To play as Yang highlight Yun and press any kick button when you are at the Character Selection screen.

Play As Akuma
Highlight Sean at the Character Selection screen and press Up.

Play As Gill
To play as Gill complete either of the two games on any difficulty setting and then highlight Sean at the Character Selection screen and then press Upx2.

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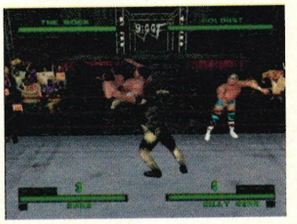


Play As Shin Akuma
To play as Shin Akuma reach the final boss in *SFIII: Second Impact* without loosing any rounds, getting three perfects along the way. Then defeat Akuma with Super Arts or a Perfect and Shin Akuma will appear. Defeat him and he will be unlocked for you to play. Then at the Character Selection screen highlight Akuma, hold Start and press any kick or punch button.

Access Extra Options
To access extra options enter the Options screen on either game and hold L+R until you have entered the whole code. Highlight 'Game Option' and press Leftx2, Xx2, Rightx2. Then highlight 'Button Config' and press Leftx2, Yx2, Rightx2. Next highlight 'Screen Adjust' and press Leftx2, X, Y, Rightx2. Finally highlight 'Sound' and press Leftx2, Y, X, Rightx2. If the codes have been entered correctly the 'Extra Options' should be unlocked.

Full Pause Screen
To get a full pause screen, pause the game and press X+Y

TONY HAWK'S SKATEBOARDING

Play As Officer Dick
To unlock Officer Dick collect all thirty tapes with any character in Career mode.

The Super Code/Private Carrera
Start a game (in any mode) using Officer Dick. Pause the game and hold the Left Trigger then press Y, Up, Y, Up, B, Up, Left, Y. The screen will not shake like in all other codes. Quit the game and begin another one. In the Character Selection screen Officer Dick will be replaced by Private Carrera. If you try to restart a session, the game will freeze and you cannot unfreeze it.

Unlock Everything
Pause the game and hold the Left Trigger then press B, Right, Up, Down, B, Right, Up, X, Y. This will give you 50 tapes with each character, all the videos, stages and boards.

Unlock All Levels
Pause the game and hold the Left Trigger then press Y, Right, Up, X, Y, Left, Up, X, Y. The stages will still appear unavailable. Go ahead and choose them anyway!

Skip To Restart
Pause the game and hold the Left Trigger then press X, B, A, Up, Down. This code will allow you to restart the level from various different areas.

Special Meter Always Full
Pause the game and hold the Left Trigger then press A, Y, B, Down, Up, Right. Now you can pull off those special moves whenever you like!

Slow Motion
Pause the game and hold the Left Trigger then press X, Left, Up, X, Left. Wow, just look at the Matrix-effect!

Big Head Mode
Pause the game and hold the Left Trigger then press X, B, Up, Left, Left.

Stats At 10
Pause the game and hold the Left Trigger then press X, Y, Up, Down. You'll be given max stats for your current skater.

Stats At 13
Pause the game and hold the Left Trigger then press A, X, X, Y, Up, Down. Now your skater will have stats over the max level!

Special Moves
You can only perform these moves when your characters's 'Special Meter' is flashing yellow.

Andrew Reynolds
Backflip.....Up, Down, B
Heelflip Bluntslide.....Press Down, Down, Y
Triple Kickflip.....Press Left, Left, X

Bob Burnquist
One Footed Smith .....Press Right, Right, Y
Backflip.....Press Up, Down, B
Burntwist .....Press Left, Up + Y

Bucky Lasek
Fingerflip Airwalk .....Press Left, Right, B
Varial Heelflip Judo .....Press Down, Up, X
Kickflip McTwist.....Press Right, Right, B

Chad Muska
Frontflip.....Press Down, Up, B
360 Shove-It Rewind .....Press Right, Right, X
One Footed 5-0 Thumpin' .....Press Right, Down, Y

Elissa Steamer
Backflip.....Press Up, Down, B
Judo Madonna ....Press Left, Down, B
Primo Grind .....Press Left, Left, Y

Geoff Rowley
Darkside Grind.....Press Left, Right, Y
Backflip.....Press Up, Down, B
Double Hardflip .....Press Right, Down, X

Jamie Thomas
Frontflip.....Press Down, Up, B
540 Flip.....Press Left, Down, X
One Footed Nosegrind .....Press Up, Up, Y

Kareem Campbell
Frontflip.....Press Down, Up, B
Kickflip Underflip Press Left, Right, X
Casper Slide .....Press Up, Down, Y

Officer Dick
Yeeeehaw Frontflip .....Press Down, Up, B
Assume The Position.....Press Left, Left, B
Neckbreak Grind .....Press Left, Right, Y

Private Carrera
The Well Hardflip.....Press Right, Left, X
Somi Spin.....Press Left, Down, B
Ho-Ho-Ho.....Press Left, Up + Y

Rune Glifberg
Kickflip McTwist.....Press Right, Right, B
Christ Air.....Press Left, Right, B
Front Back Kickflip .....Press Up, Down, X

Tony Hawk
360 Flip To Mute .....Press Down, Right, X
540 Board Varial....Press Left, Left, X
Kickflip McTwist.....Press Right, Right, B
The 900 .....Get a lot of air and press Right, Down, B

TOY COMMANDER

Access All Rooms
To access all the rooms, and to have all missions unlocked, pause the game and then hold L and press A, Y, X, B, Y, X, and a note will be heard.

Switch Machine Gun
Pause the game, then hold L and press B, A, Y, X, A, B. A note will heard if entered correctly.

Fix Toy
Pause the game, then hold L and press A, X, B, Y, A, Y. A note will be heard if entered correctly.

VIRTUA FIGHTER 3TB

Fight Against The Name Entry Character
To make all the opponents you face turn into the fighting letter from the Name Entry screen, follow these instructions on the Character Select screen:
- Highlight Akira and press Start
- Move to and highlight Lau then press Start
- Move to and highlight Pai, hold Start and press X
- Now choose your character as normal and start fighting!

Play As The Name Entry Character
Turn the tables and face all of your opponents as the Name Entry Character yourself! Follow these instructions when on the Character Select screen:
- Highlight Akira and press Start.
- Move to and highlight Lion then press Start.
- Move to and highlight Pai then press Start.
- Choose the character you want to fight as and you'll be the fighting letter!

Play As Silver Dural
To take control of the silver robot girl at the end of the game, simply press Start, X and A simultaneously at the Character Selection screen.

Alternate Costumes
If you fancy a bit of a change in your character's dress sense, simply hold down the Start button and then select your fighter with the A button. They will now appear ready to fight in their alternate clothes.

Slow Motion Replay
If you want to savour the final moments of your last victory, just press and hold the Dodge button when you are at the KO screen to watch the following replay in slow-motion.

V-RALLY 2

All Cars And Tracks
If you don't want to play through the whole game to access everything, just go to the Options screen and choose Game Progression. Now press L, R, Left, Right, Left, Right, Up, Down, Up, Down, A, A, Start – once you've done that, you can highlight any empty box on the screen (extra cars, tracks and so on) and press A to fill it in. You can now choose any of them that you want!

WILD METAL

General Cheats
Skip Levels .....Press Up, Right, B, Y, Down, Left.
Invincibility Press Y, Right, B, Left, X, Down.
Regain Full Health Press Down x2, A, X, B, X.
Access All Weapons .....Press A x2, Right, Y, A, Right.
Speed Boost ..Press Up, X, Down, B, A, Y.
Reveal All Token Locations ....Press Y, B, A, Left, Down x2.
Friendly AI Units ...Press B, Down, A, Down, X, Y.

WORMS ARMAGEDDON

Unlock Bonus Scheme 1
To unlock Bonus Scheme 1 you must complete all of the training modes with at least a Bronze rank in multiplayer mode.

Access Cheat Mode
To access the following cheats you must complete the corresponding missions which you will then be able enable at the Weapons or Games Option screens.

Cheat	Object
Bleeding Worms	Gain gold medal in Basic Training mode
Aqua Sheep	Gain gold medal in Super Sheep Racing Training mode
Long-bow Power-Up	Gain gold medal in Euthanasia Training mode
Shotgun Power-Up	Gain gold medal in Rifle Range Training mode
Grenade Power-Up	Gain gold medal in Artillery Range Training mode

Sheep In Every Crate .....Gain gold medal in Crazy Crates Training mode
Invincibility .....Gain an elite rank in Deathmatch mode
Laser Sight.....Succeed in Mission 4
Jetpack.....Succeed in Mission 8
Walk Fast .....Succeed in Mission 13
Invisibility.....Succeed in Mission 16
Low Gravity.....Succeed in Mission 20
Indestructible Environments..Succeed in Mission 25
Super Banana Bomb
Power-Up.....Succeed in Mission 33
Full Worm Game Options .....Gain gold medals and elite ranks in every mode

WWF ATTITUDE

Career Mode Bonuses
To unlock the following bonuses and wrestlers, win the appropriate championship titles and pay-per-view events in Career mode with any wrestler on any setting.

European Title
If you win the European Championship you will unlock Sable, Marc Mero, Trainer as well as a Squeaky mode (when the wrestlers speak in a squeaky voice) and new customisations in the Create Wrestler mode.

Intercontinental Title
You will unlock Jacqueline and Chyna as well as Big Head mode and more points in the Create Wrestler mode if you win the Intercontinental Title.

WWF Heavyweight title
If you win this title you will unlock Head and two more modes of play – Beep mode and Ego mode. The Beep mode gives you the option to bleep out the foul language used by the wrestlers. The Ego mode makes the wrestlers' head grow when they gain momentum and then shrink when it decreases.

King Of The Ring Pay-Per-View
You will unlock Kurrgan and Taka Michinoku if you win this.

SummerSlam Pay-Per-View
You will unlock Sgt Slaughter and Shawn Michaels when you manage to win this title.

Royal Rumble Pay-Per-View
You will unlock Jerry Lawler and Paul Bearer if this is completed.

Reveal Wrestlers Moves
To find out the moves for any boxer enter the 'Create Wrestler' mode and select their move set before going to the edit option where their moves will be revealed. Otherwise you can press Pause during a bout and go to the moves list which will tell you what moves you can do at that time.

Taunts
To taunt your opponent hold Kick and Tie-up and then press Up, Left, Down, or Right.

VIGILANTE 8: SECOND OFFENSE

Password Screen
To access the Password screen enter the Options screen and select 'Game Status'. Then highlight a character and press L+R and the Password screen should appear if the code has been entered correctly.

Rapid Fire
To remove any delay when shooting weapons enter 'RAPID_FIRE' as a password and you will then have rapid fire.

Super Missiles
To have access to super missiles which will inflict more damage enter 'BLAST_FIRE' as the code.

Faster Cars
To make your chosen vehicle go faster enter 'MORE_SPEED' as a password.

Heavier Cars
To increase the weight of your vehicle to prevent you being rammed over and to allow you to ram more effectively, enter 'GO_RAMMING' as a password.

Access Fast Action
To enable a random fast action arcade feature enter 'QUICK_PLAY' as a password.

Attract Enemies
To have three enemies to attack you all at once enter 'UNDER_FIRE' as a password.

Access Slow Motion Mode
To make everything move in slow motion enter 'GO_SLOW_MO' as a password.

Access No Enemies In Arcade Mode
To play the Arcade mode free of enemies enter 'HOME_ALONE' as a password.

No Gravity
To reduce gravity in the game enter 'NO_GRAVITY' as a password.

High Suspensions
To play with high suspension enter 'JACK_IT_UP' as a password.

Big Wheels
To play with big wheels on your vehicle enter 'GO_MONSTER' as a password.

No Wheel Attachment Icons
To prevent wheel attachment icons from appearing enter 'DRIVE_ONLY' as a password.

View All End Sequences
To view all the end sequences of the characters together enter the letters 'LONG_MOVIE' as a password.

Bonus Characters
To access the bonus characters within the game, you must complete all of the following missions so you can then unlock the corresponding character.

Lord Clyde
To play as Lord Clyde you must complete all the missions in Quest mode with Nina Loco, Dallas 13 and Molo.

Obake
Complete all the missions in Quest mode with Lord Clyde.

Boogie
To play as Boogie complete all missions in Quest mode with Obake.

Houston
To play as Houston complete all missions in Quest mode with Sheila, The Flying All-Star Trio and John Torque.

Convoy
To play as Convoy complete all missions in Quest mode with Houston.

Dave's Cultsmen
To play as Dave's Cultsmen complete all missions in Quest mode with Convoy.

Chassey Blue
To play as Chassey Blue complete all missions in Quest mode with Agent R. Chase, Garbage Man and Astronaut Bob O.

Padre Destino
To play as Padre Destino complete all missions in Quest mode with Chassey Blue.

Dusty Earth
To play as Dusty Earth complete all missions in Quest mode with Padre Destino.

Interceptor Missiles
Attack 1: Up, Up, Down, Machine Gun
Attack 2: Up, Up, Up, Machine Gun
Attack 3: Up, Up, Right, Machine Gun

Bull's Eye Rockets
Attack 1: Up, Down, Down, Machine Gun
Attack 2: Up, Down, Up, Machine Gun
Attack 3: Up, Down, Right, Machine Gun

Sky Hammer Mortar
Attack 1: Down, Down, Down, Machine Gun
Attack 2: Down, Down, Up, Machine Gun
Attack 3: Down, Down, Right, Machine Gun

Bruiser Cannon
Attack 1: Down, Up, Down, Machine Gun
Attack 2: Down, Up, Up, Machine Gun
Attack 3: Down, Up, Right, Machine Gun

Roadkill Mines
Attack 1: Left, Right, Down, Machine Gun
Attack 2: Left, Right, Up, Machine Gun
Attack 3: Left, Right, Right, Machine Gun

Brimstone Burner
Attack 1: Right, Left, Down, Machine Gun
Attack 2: Right, Left, Up, Machine Gun
Attack 3: Right, Left, Right, Machine Gun

VIRTUA STRIKER 2: VERSION 2000.1

Play As MVP Yuki Chan Team
To play as the MVP Yuki Chan team highlight Yugoslavia at the Team Selection screen in Arcade mode and then press 'Start'. Then highlight USA and press 'Start' and do the same for both Korea and Italy. The new team should appear above Japan.

Play As MVP Royal Genki team
To play as the MVP Genki team enable the code used to play as the MVP Yuki Chan team. Then highlight the MVP Yuki Chan team, hold 'Start' and press A. If done correctly the word 'Rainbow' should be spoken.

FC Sega Team
To play as the FC Sega team highlight France at the Team Selection screen in Arcade mode and then press 'Start'. Then highlight Chile and press 'Start' and do the same for South Africa, England, Germany and Argentina in that order. If this has been done correctly then the FC Sega team will appear in the corner of the screen.

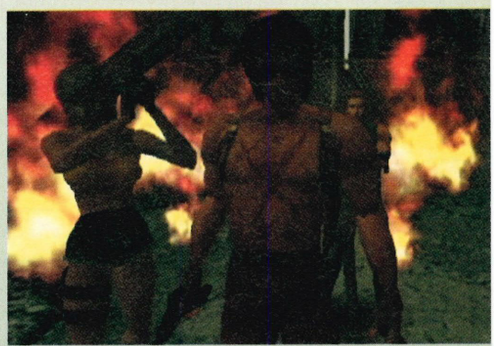
Change Uniforms
To change the uniforms of the players highlight a team and then hold X+Y and press A.

Access Bonus Teams
To access bonus teams complete the Ranking mode with a high grade to unlock the team that was defeated in the finals.

ZOMBIE REVENGE

Access Cheat Mode
To access the Cheat mode you must accumulate points on the VMU mini-games to unlock 'Eternal Life', 'Area Select', 'Free Continue' and 'Free Time Limit' as cheat options in Original mode.

Change Costumes
In order to change your character's costume, just highlight the character when you are at the Character Selection screen, then hold 'Start' and press B, X or Y.



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G
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Generator Vol. 1
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Giga Wing
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H
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Hardcore Heat
Hidden & Dangerous
House Of The Dead 2
Hydro Thunder

I
Incoming

J
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K
King Of The Fighters '99

L
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M
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Metropolitan Highway Battle
Millenium Soldier: Expend.
Mortal Kombat Gold

N
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O
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Suzuki Alistare Ext. Racing
Sword of the Berserk

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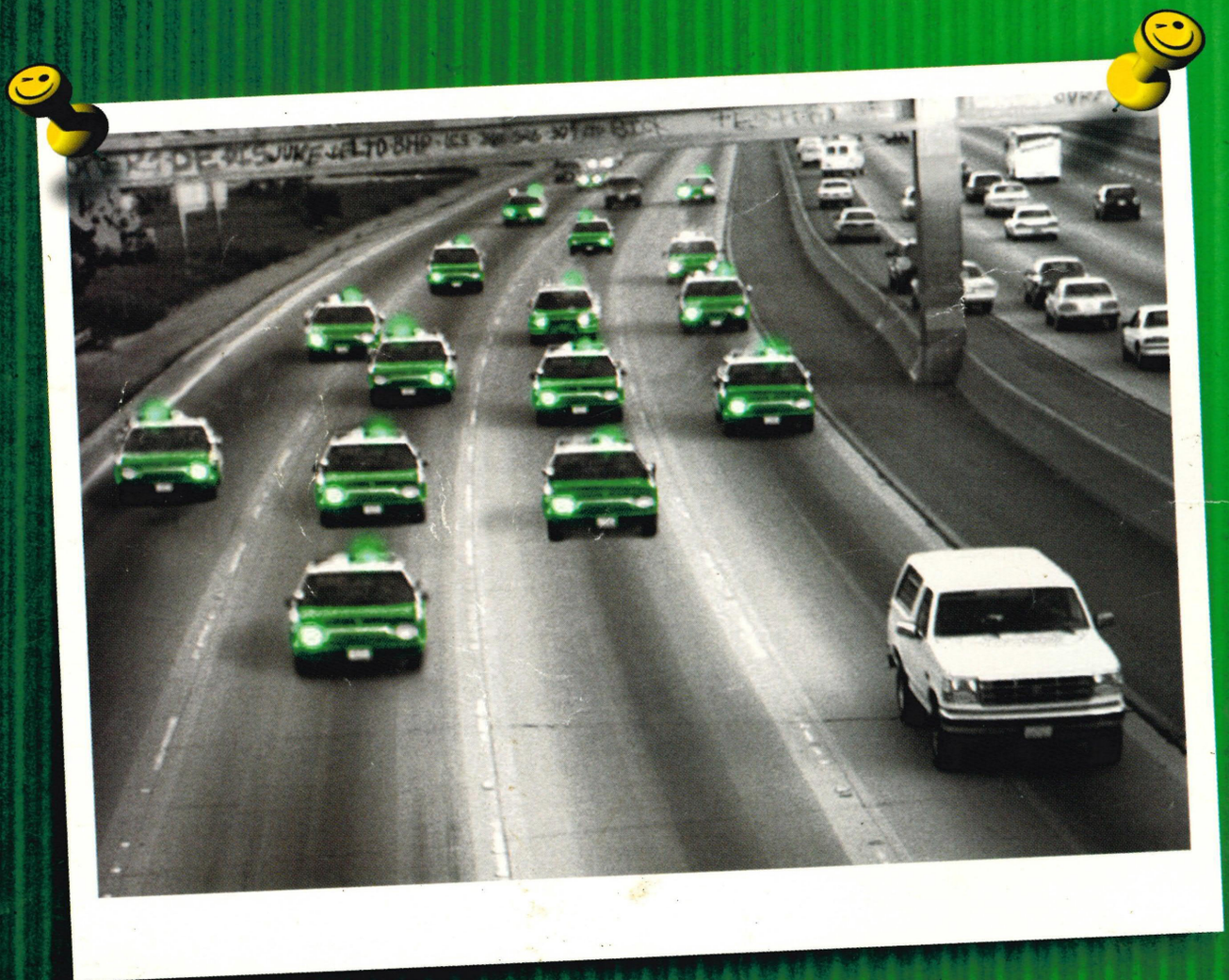

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