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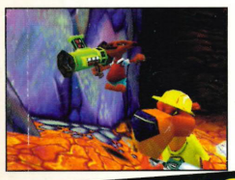
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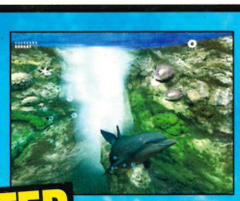
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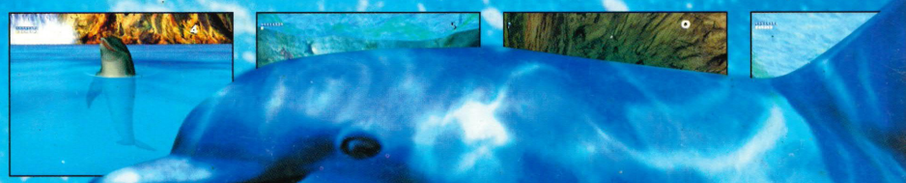
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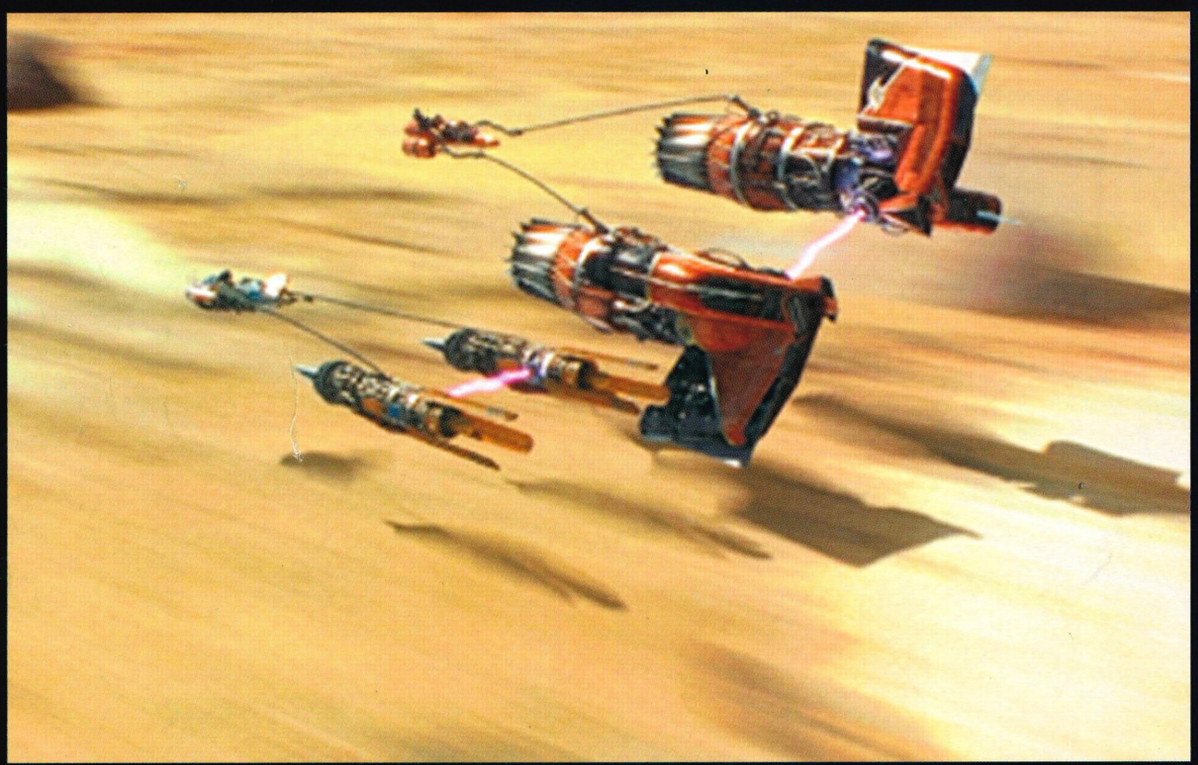
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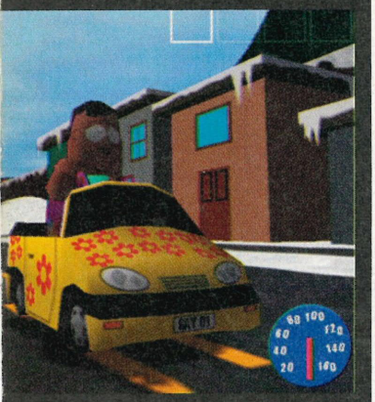
Welcome to your dream...



REGULARS

Cheat News Network

114> Every new 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

118> 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!

Internet

120> What's happening in the wild and wacky world of the Internet? Find out over on these pages – then go to the sites using your trusty Dreamcast!

Databurst

122> 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.



Fur Fighters

6> **They're cute and cuddly – but pack some impressive firepower too!** Acclaim and Bizarre Creations have produced one of the most original games yet on Dreamcast – and we've joined together with the developers to bring you the ultimate guide to the game. This issue we tackle the first three worlds.



Dead Or Alive 2

44> **This Tecmo game certainly has 'talent'!** If you're looking for special moves for this beat-'em-up extraordinaire, here at Dreamcast Solutions we've got the lot!



56> **Fast, frantic and loads of fun.** That's the best way to describe *Star Wars Episode 1: Racer* from LucasArts and Sega. With our track maps and step-by-step guide to the best racing lines, you'll soon be coming in first on every race!

Star Wars Episode 1: Racer





AT A GLANCE

red hot GUIDES

> All the best Dreamcast players' guides and walkthroughs can be found in Dreamast Solutions.







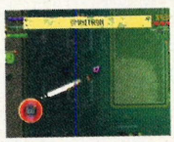








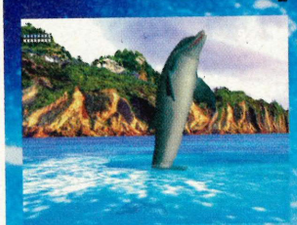




GTA2

84 **This game has done big business over on the PlayStation, and is already repeating the performance for Dreamcast.** We've got detailed level maps of each city, along with the best tips you're going to find anywhere!

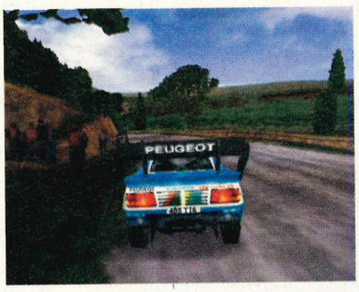
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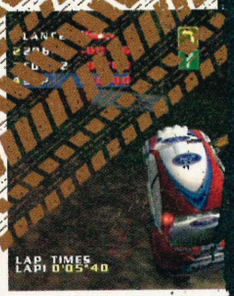




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112 **This quality rally game challenges Sega Rally to the top spot!** We've compiled a bunch of driver strategies to help you improve your race, and exposed all the cheats!







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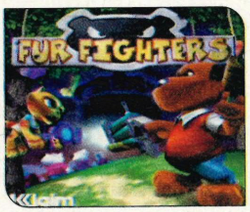
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walkthrough

Fur Fighters

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Dreamcast solutions
Fur Fighters



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


one player


vibration pack

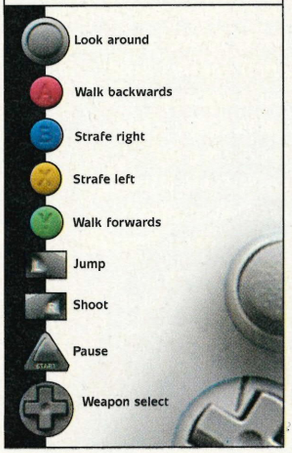


visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

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



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...



WITH EXCLUSIVE MAPS FROM...
BIZARRE CREATIONS

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!

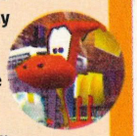
BAD POINTS
When it comes to running, Rico's is more of a waddle – and his jumps leave a lot to be desired. If you need to react fast on land, this is not the character to choose.



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 allow him to 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!

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

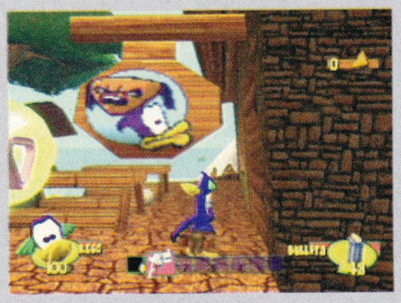
THE FUR FIGHTERS' VILLAGE

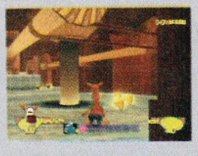
You'll start out your adventure in the Fur Fighters village, where you can explore all their huts. Each hut contains a mini-game that you can return and play once you have defeated that character's boss.

You'll also find The Undermill in the village where six babies can be found. This is a special training zone where you can fine-tune your Fur Fighter's fighting skills. General Bristol and Sergeant Sternhauser will put all the fighters through their paces – this is a good place to start out, so you can get used to the controls and quirky gameplay of *Fur Fighters*.











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New Quack City

Tokens in hub: 10

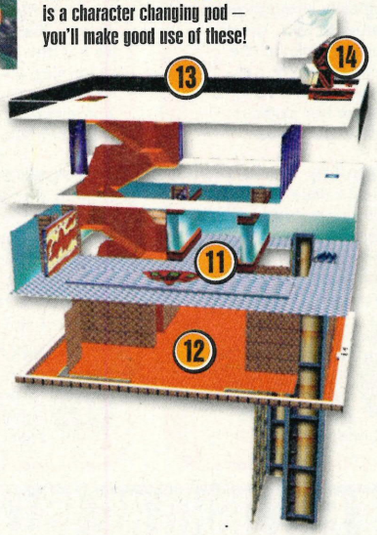
This world is nothing but a sprawling metropolis! General Viggo has his bears running amok here while he plans the theft of the Roquefort Diamonds. These jewels are the largest pair of diamond earrings in the whole wide world! With the cash he can get for these he can ensure his company has enough power to take over the universe... that's if the Fur Fighters don't stop him in his tracks!

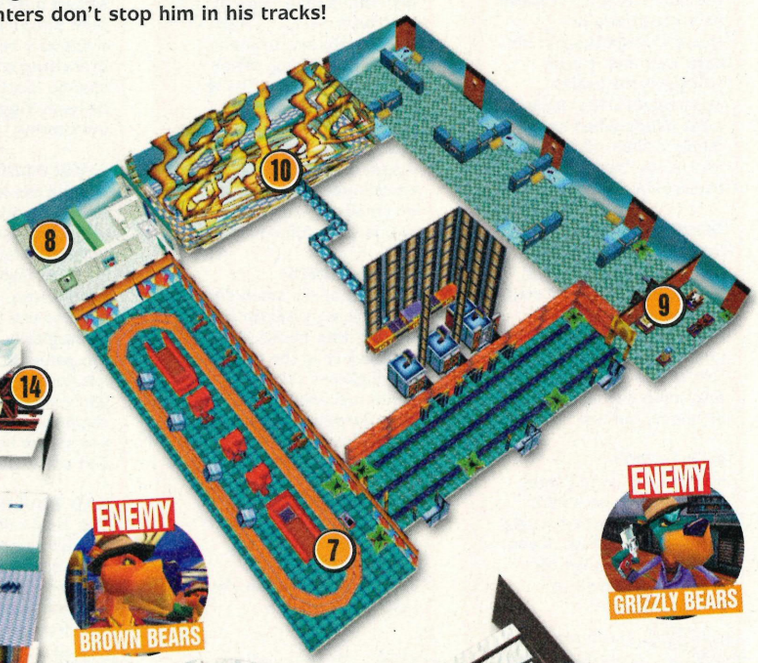




[1] As you start out in New Quack City, make sure you check around for power-ups! [2] This is a character changing pod – you'll make good use of these!







World Quack Centre

LEVEL ENTRANCE

> From the entrance to the subway go right at the junction and then go over the bridge on the right.

TOKENS NEEDED:	BABIES TO RESCUE:
50	9

1> When the level starts take the right-hand passageway into the Chinese restaurant. Jump on top of the table by the first fish tank and use the Rico changer. Swim to the bottom of the first tank using Rico – there is a tunnel there. Swim down this tunnel and it will bring you up inside other fish tanks. Keep going and eventually you will come out inside the fish tank in the restaurant's kitchen. Collect the Rico baby in this fish tank.

2> Next make your way into the laundry, which is off from the kitchen, and use the Chang changer. Go back into the kitchen and get the Chang baby who is sitting on the kitchen draining board.

3> Make your way back to the hotel foyer and keep going through the opposite corridor to the one you first took. Follow this around until you come to a shop called 'Dirtee Dawg Air'. Shoot the glass at the front of this shop, go inside and use the Roofus changer.

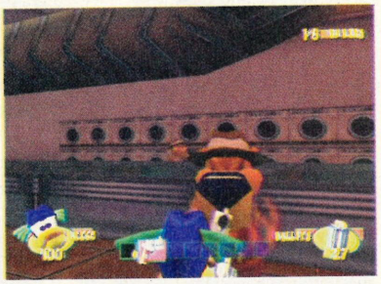
4> Keep going down the corridor. Just past Dirtee Dawg Air there is a large set of golden double doors, with a row of three tokens in front of it. The doors will open automatically





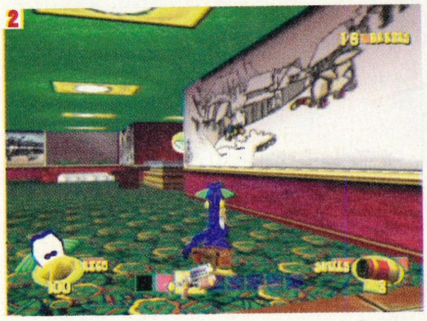
toptip
Fur Fighters

> When you first change into Chang be alert! There will be a surprise bear attack for you to deal with. Get those guns blazing!



[1] This game is all about finding little babies and rescuing them – he's a Rico baby who's in a right flap! **[2]** You need to collect plenty of tokens to gain access to later levels – look everywhere!

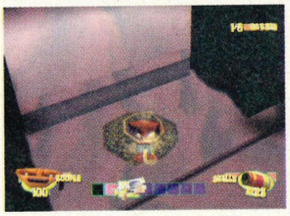












toptip
Fur Fighters

> There's a disco in this level where Sergeant Sternhauser will challenge you to a memory game – win and you'll get four tokens as a prize!

as you approach. Go through them and turn immediately right. There should be a large plant-trough with a dog digger in the centre. Use this dog digger and you should come out within a glass tank. Use the dog diggers within the tanks until you get to the third tank – there's a Roofus puppy inside waiting to be collected. Collect the puppy then use the final digger to escape.

5> Go back through the double doors and take a left. Now continue down the corridor until you come out in a large lobby with another set of double doors, and three lifts.

6> Go through the golden double doors and make your way out to the large clock at the other side of the outdoor area. Below the clock is a lift. Ride the lift to the top and then jump from the top of the lift onto the minute hand of the clock. When the security guard has left his post use the middle lift to go up to the middle floor of the building.

continued >

walkthrough

continued>

7> Upon leaving the lift, turn left and go into the gym area. Go to the far end of the gym. Jump onto and run to the end of the treadmill with the Juliette changer at the end. Change into Juliette, then run to the end of the treadmill at the other end of the gym and collect the Juliette kitten.

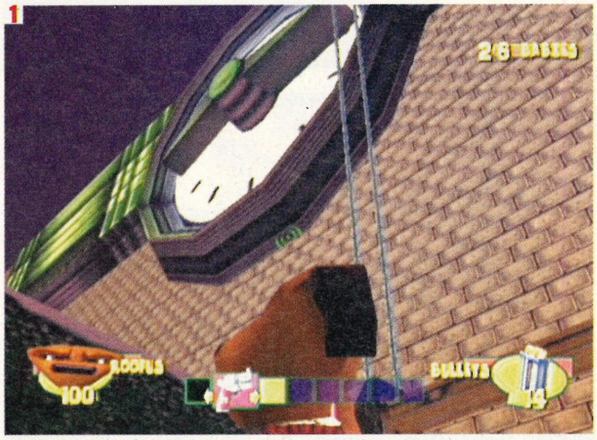
8> Go to the end of the gym and while still using Juliette, enter the first shower you come to and collect the Juliette kitten.

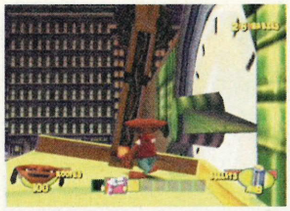
9> Next go back to the lobby where the lift arrived and keep going around into the architect's office. Inside this office there is a model of a skyscraper with an arrow shaped plaque at the bottom of it. Push this model until you get a sequence with a security guard. Now run into the office area; go on through and into the room with the swimming pool. Climb to the top of the first driving board and use the Rico changer, then pick up the two plugs in the corners of the room. Dive in and use the plugs to raise the water level twice. Swim to the surface, collect the next plug, put it in the hole under the water, get the fourth and final plug and do the same. Now climb into the ventilation shaft once the water is at its maximum level.

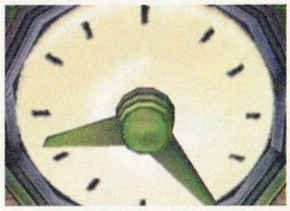
10> Run to the end of the ventilation shaft and you should come out behind three lifts. On your left will be a large block with '10 tonnes' written on it. Push this until it falls and one of the lifts is catapulted through the roof. Jump on top of the left-most lift and then fall down. Change to Bungalow in the lobby. Now jump into the lift that you just ran over the top of.

11> Ride this lift to the top, collect the Bungalow Joey then use the lift to go back down to the middle floor.

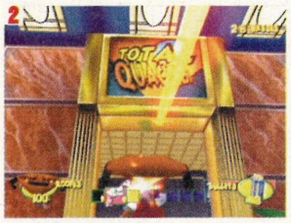
12> Enter the lift next to the one you have just used. This will take you up to the top floors of the level. Once there, make your way around the top floors until you come to the large central area on this floor. There are two buttons on this floor which operate the counterweight for the skyscraper. Alternately press

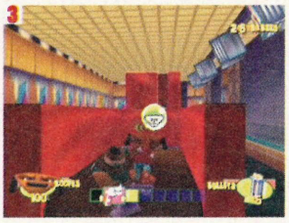






[1] It's a long way up to the clock, but if you manage to work out the lift without getting killed, you'll soon find yourself in front of the clock face. [2] The World Quack Centre is full of small shops that hide all kind of power-ups and goodies. [3] In the gym you'll have to be fast to get to the pod! [4] Watch out for pesky bears!

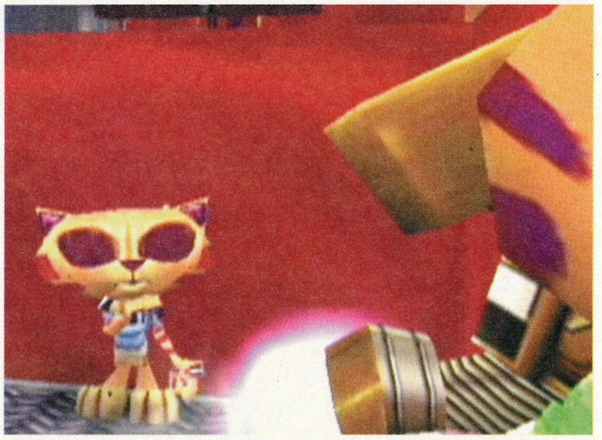




toptip
Fur Fighters

> When standing on the clock hands you have to wait for the clock to pass 8:15 for the guard to move away.











the two buttons to make the skyscraper swing from side to side. Do this repeatedly until you are rewarded with a scene which shows the skyscraper swinging from side to side, and a Roofus puppy will jump from the opposite building onto this one. Use the Roofus changer then go around to where the lift arrived on this floor and there should be a puppy waiting for you to collect!

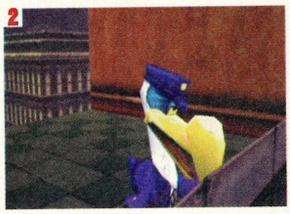
13 Now change to Bungalow, use the stairwell and make your way up to the skyscraper's rooftop. Once there, use the platform that the mast is mounted on to get to the four landing lights at the corners of the rooftop. Light all four landing lights and when the chopper has landed, jump up to the cockpit and get the Bungalow baby. Now push the large gorilla crate out onto the rooftop and press the button on the side.

14 Once the bi-plane scene has ended, use the platform by the mast to get on top of the fallen mast. Run over to the other building's rooftop, collect the Bungalow Joey and exit the level.

toptip
Fur Fighters

> There's a laundry room just beyond the kitchen – find it and you'll have loads of tokens to pick up, but watch out for the bears!





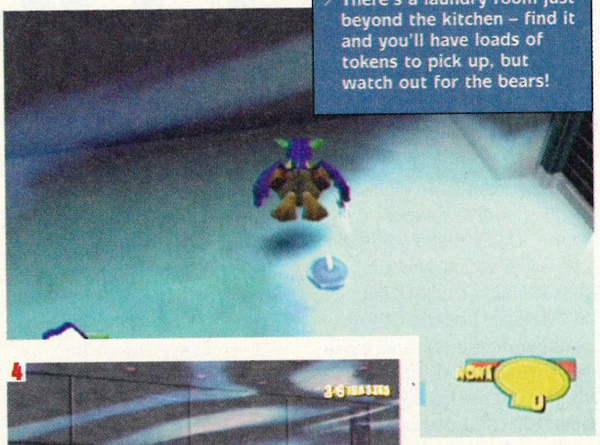






[1] Make sure you pay attention to the 'No Quacking in the Pool' sign! [2] The security guard looks tired. [3] You'll find all kinds of model buildings in the office – but you only need to deal with one.







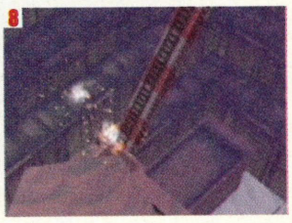
[4] Rico is the best Fur Fighter for dealing with water. [5] When bears attack under water, the best thing to do is swim away fast! [6] An air duct makes a good hiding place from bears!

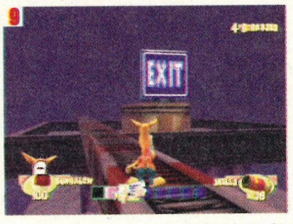






[7] Each lift has a giant counterbalance weight to make it work. Just imagine what would happen if you unbalanced one of the lifts! [8] Woah! I hope there was no-one important inside the lift – bears don't count. [9] At last, the exit. Just run on through to return to the central hub of this world.





continued >

continued>

Lower East Quack

LEVEL ENTRANCE

> At the first junction in the main hub at the start of the world head left and then take the first left to get the subway that will take you to this level – easy!

TOKENS NEEDED: 100
BABIES TO RESCUE: 11

1> At the beginning of the level use the slope to leave the train station and at the bottom turn right, making your way down the street. Dead ahead you will see a fire escape (behind the first ambush truck). Climb the fire escape, use the Chang changer at the top and make your way around the ledge at the top of the building until you reach an open window.

2> Go through the open window and you will find yourself inside a hotel. Once inside explore until a baby emerges from one of the rooms. Collect the baby then leave and go back down to the bottom of the fire escape.

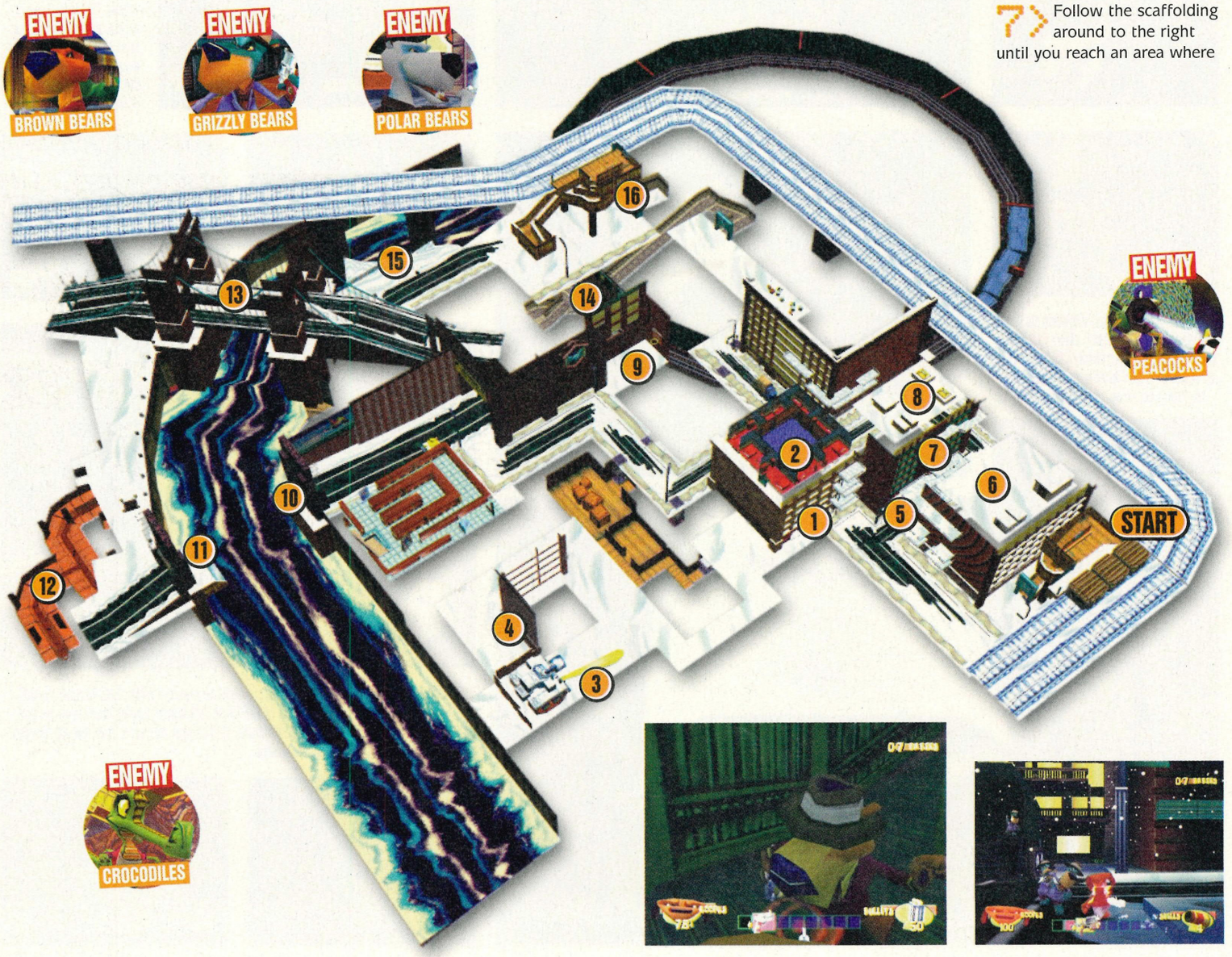
3> Once back at the bottom, continue past 'Quack Donalds' until you reach the area with the tank. Shoot the tank and continue around the area until you reach a 'Target' fence. Pick up the beetle shield, which is found in a nearby doorway, and wait for the tank to approach.

4> When the tank is in front of you manoeuvre the Fur Fighter so that the tank shoots the fence, allowing you out. Now position the Fur Fighter next to the second target fence behind the first and again try to make the tank shoot the fence. Once this is done you are free to collect the baby.

5> Make your way back to where the first truck ambush occurs and move to below the other fire escape. There is a button on the left-hand side of the Tweet-11 store. Press the button then climb the scaffolding to the rooftop high above.

6> Use the Tweek changer at the top and climb back down so that you are still on the top level of the scaffolding.

7> Follow the scaffolding around to the right until you reach an area where





there is a gap in the handrail and a chain of tokens, which will take you to some scaffolding on the other side of the street.

8 Jump and fly over to the other scaffolding using Tweek and make your way around until you come to a ladder that takes you up to a second rooftop. Climb the ladder; collect the Tweek baby then fly down to street level to continue around.

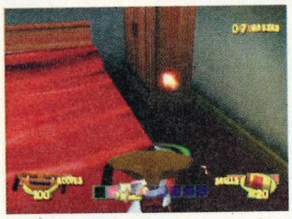
9 Follow the street until you come to a second ambush truck that will spew out polar bears all over the road. After this truck has been dealt with, follow the left-hand road at the T-junction and keep on following this path, keeping your eyes open for the basketball court in a corner. Once you find the basketball court, win the sub-game to earn a dime. Collect this then continue around until you come to a large lowering bridge and a taxi.

10 Stand to the right of the bridge so that you can see the other side, then drop down to collect the Tweek baby.

11 Use Tweek to fly from the right-hand side of the lifted bridge, down to the control centre on the other side of the river. Go inside and press the button to lower the bridge. Fly back across onto the gantry at water level and use the ladder to climb back up. Go up to the taxi and climb in. The driver will take the Dime from you and drive you to the other side of the river.

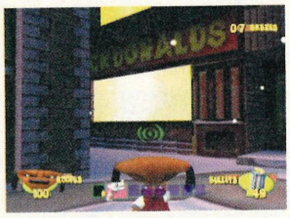
toptip
Fur Fighters

> Make sure you check out all the fire escapes around this snowy level – they hide plenty of tokens!



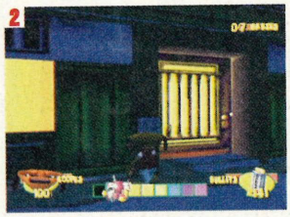










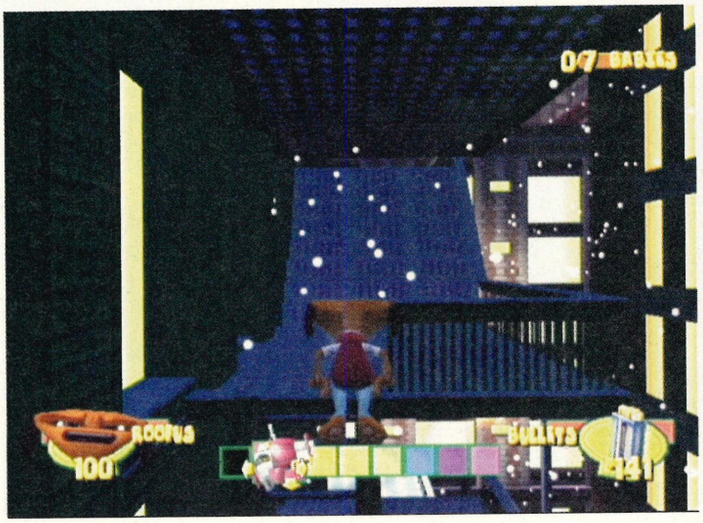


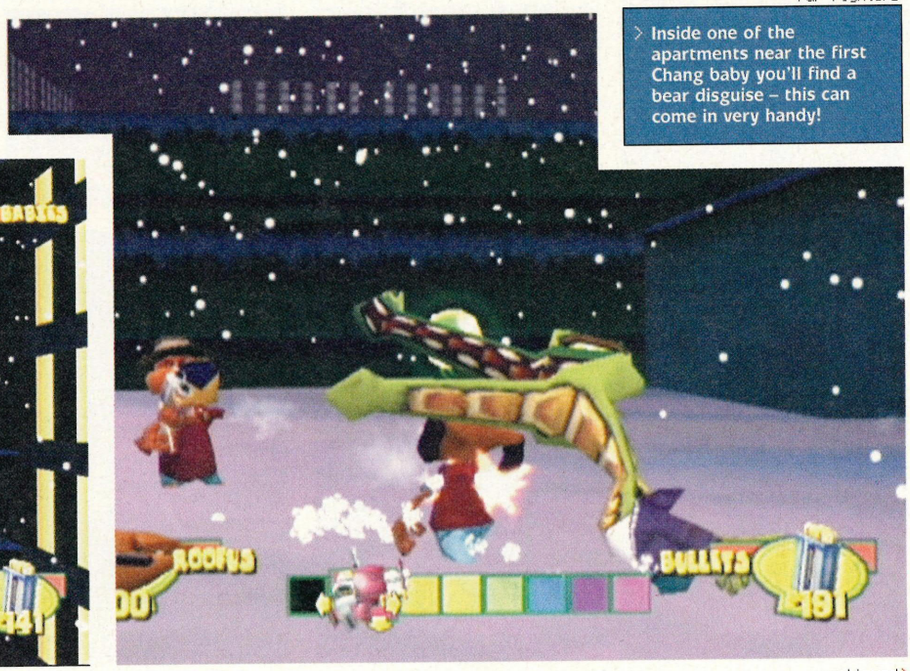


[1] Never get too close to the bears – they can pack a mean punch! [2] These houses may look inhabited, but whoever lives there has locked up tight – don't bother with them! [3] You need to climb up the fire escape to continue.

toptip
Fur Fighters

> Inside one of the apartments near the first Chang baby you'll find a bear disguise – this can come in very handy!

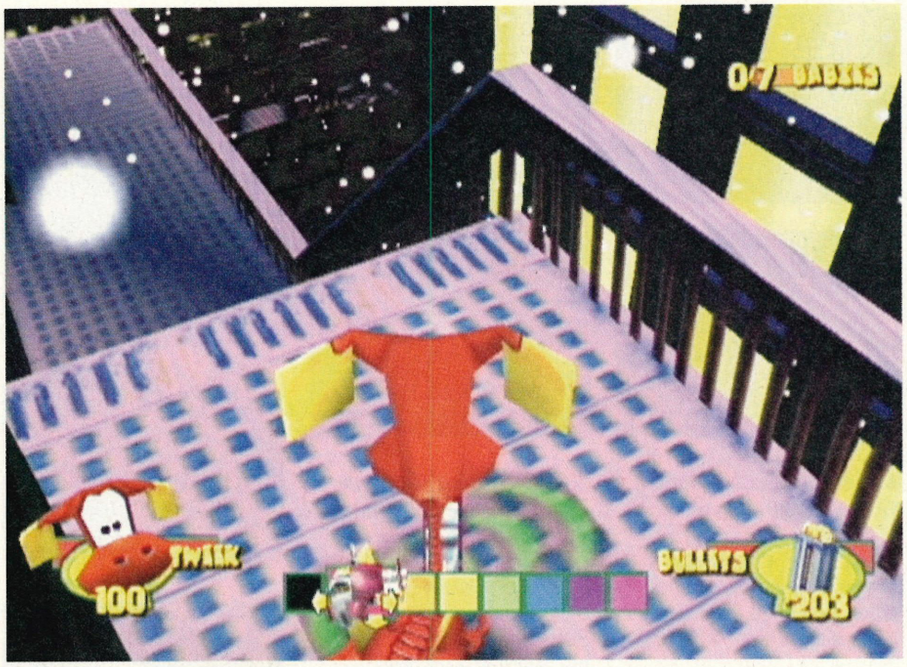


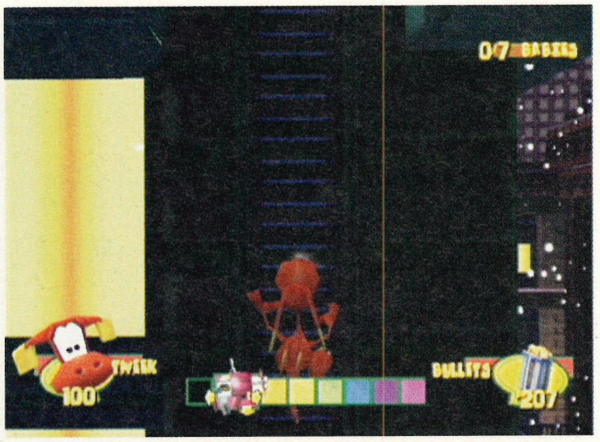


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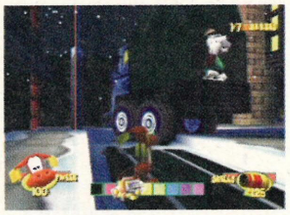
walkthrough

continued>











12> Once on the other side follow the path along the river, looking for an alcove to your left with a hole that you can drop down. Drop down the hole into the sewer and change into Rico. Go right until you come to a dead end with some deeper water. Swim down into the deeper water – there's a button at the bottom. Press this button to make the water rise and follow the sewer round until you come to a ladder reaching down from the ceiling. Climb this ladder, collect the Rico baby then climb back up onto the street.

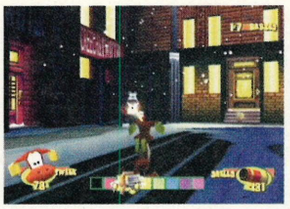
13> Make your way over to the second bridge and follow the underpass though onto the bridge. Use the Bungalow changer inside and go to the middle of the path that takes you over the bridge. You will notice a gap in the fence – use this to jump onto one of the trucks that passes by, then jump onto one of the trucks passing in the opposite direction. Finally, jump onto the balcony with the Bungalow baby, rescue him and drop down the hole in the middle of the bridge.

14> Go back to the Rico changer in the sewer, change to Rico then go back over the bridge to the second train station. Once at the station use the lower passage to go down to the subway station. Get the Rico baby then go back up to station two. Go right to the top and change to Roofus.

toptip

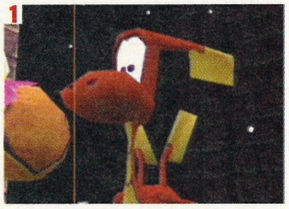
Fur Fighters

> You get a one-minute shopping spree on this level – use it to stock up on ammo and health – there's even a rocket launcher to be had up on the second floor!





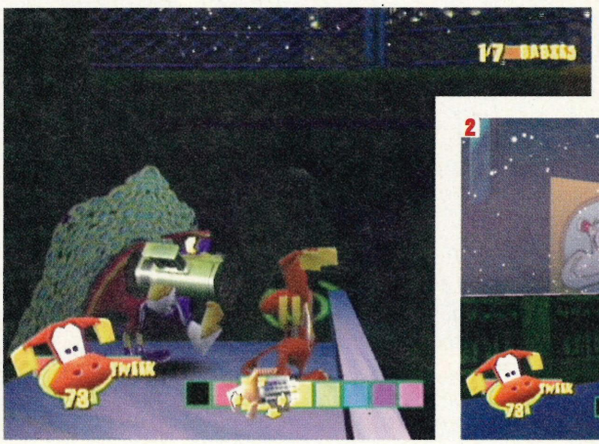




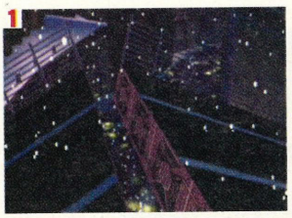
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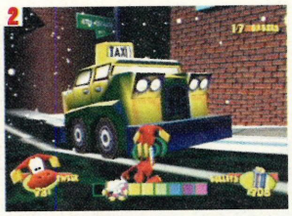
[1] When Tweak rescues one of his siblings, he gets all emotional! [2] Big yellow buttons are always exciting in Fur Fighters – they all do something special!



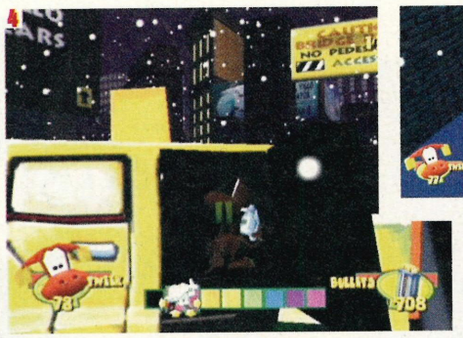


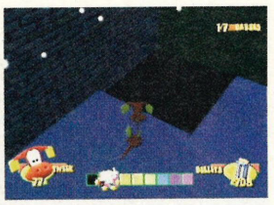






[1] If you get it right, the bridge will close, allowing you to cross over. [2] Don't bother walking though, take a taxi ride and travel in style. [3] The driver is very friendly, but his driving style leaves a little to be desired – hold on tight!





[4] Your bullets don't last forever – keep a look out. [5] When a crocodile has your head it its mouth it's usually game over!





Collect the Roofus puppy here, and then make your way back down and out of the station the way you came in.

15> Go to where there is a Roofus puppy sitting on some ice by the river and look up to the rooftops. On top of one of the rooftops is a large water tank. Shoot the tank to bring it crashing down. The water will freeze, enabling you to collect the baby on the ice.

16> Make your way to the right of the entrance of station two and out of the exit.





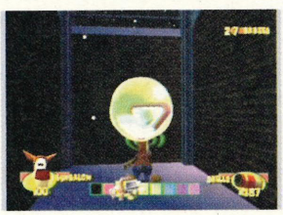


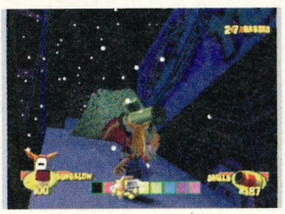


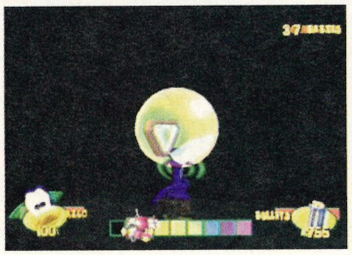


[6] Ahh, father and son reunited at last – it makes it all worthwhile! [7] Jumping onto the lorries from the foot bridge is quite a tricky manoeuvre!









continued>

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Quackenheim Museum

1



LEVEL ENTRANCE

> After leaving Lower East Quack take the next left and you'll find yourself heading towards the Quackenheim Museum.

TOKENS NEEDED: 150

BABIES TO RESCUE: 9

[1] Doesn't it sound posh – 'The Solomon R Quackenheim Museum'! In reality (if there is such a thing in this game) it's full of dodgy bear paintings and cat modern art!

1> At the start of the Quackenheim Museum level go straight ahead and enter the main area with the gold statue. Go down the corridor towards the giant skittles and go into the old temple exhibition. Step into the Bungalow changer and head towards the temple corridor monument. As Bungalow you will need to run through, avoiding the deadly blades, and jump over the trapdoor just before grabbing the baby from the plinth.

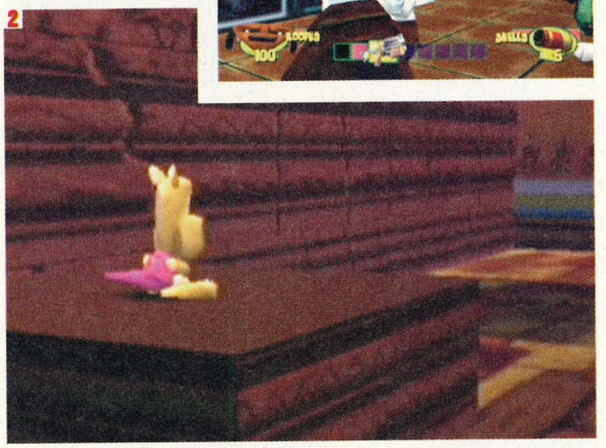
2> Take the corridor with the Bear Photography around the back to the main area and on the way jump into the Roofus changer.

3> Back in the main area go up the slope to the first floor. Shoot the frayed rope that holds the sign up which will in turn knock the wardrobes over. This will eventually send the final wardrobe crashing to the floor, allowing you to get the ticket stub from the collection box. Go down and

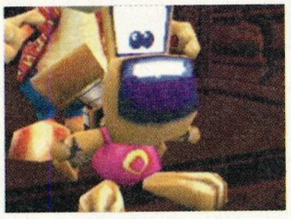


[1] Why do these bears remind us of Arthur Daley from Minder? [2] Ahh, a lone Bungalow baby waiting to be rescued. [3] The polar bears are a little tougher than the brown bears – must be the cold!







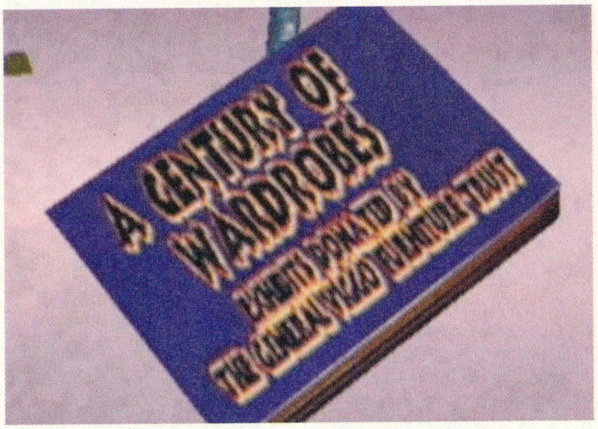


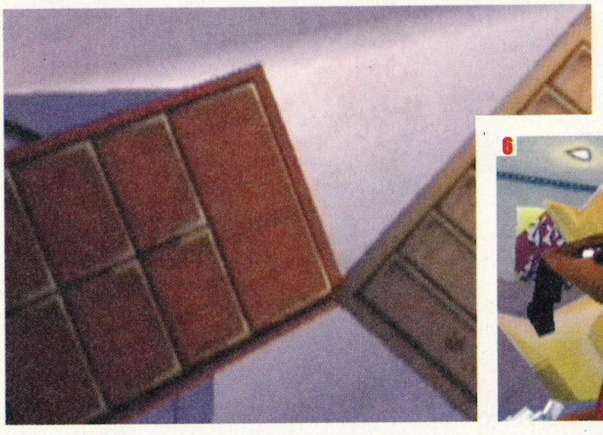
toptip
Fur Fighters

When rampaging through the diamond room make sure you smash open all the display cases – you'll find lots of tokens!









[4] You should only change into another character if you're sure you need to for the next puzzle. [5] Ooo, look – the rope on the sign is frayed! [6] What a handsome doggy chap he is!

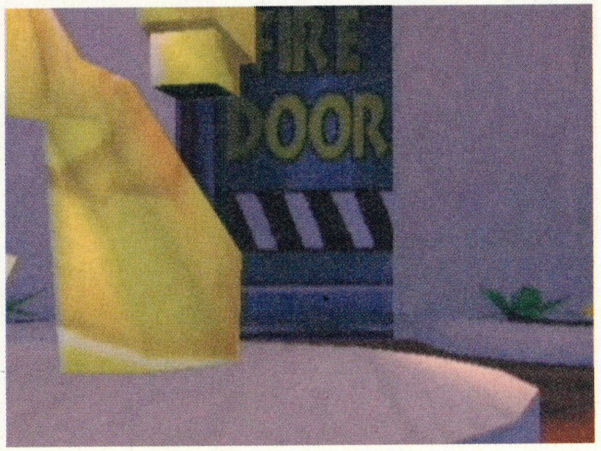


get the ticket stub. Now head towards the cloakroom. All doors leading out of the main area will suddenly shut, trapping you in with the statue. Bristol will appear and you will be left to attack the statue which, when defeated, will open up the doors from the central area, allowing you to go into the cloakroom. Put the ticket stub into the ticket machine and the Roofus baby that was trapped in the cloakroom will now be available.

4 Go back up to the first floor and go to the cinema to watch Claude's film where he will allow you to find out the combination to the vault in the basement of the gallery.

5 Go into the room with the large kinetic sculpture and change into Bungalow. Now jump onto the moving waves, from there onto the aircraft carrier and then quickly hop onto Viggo's arm. From here jump onto the ledge with the Juliette changer. Change to Juliette and from there jump onto Viggo's jaw. Now climb the cat claw marks to the top of his head. From here jump onto the helicopter and then onto the ledge to grab the Juliette kitten.

6 Make your way back to the main area and go up to the second floor where you will find the Japanese rock garden. Change to Bungalow and jump onto the rocks and then onto the top of the glass cabinet in order to get the Bungalow baby.



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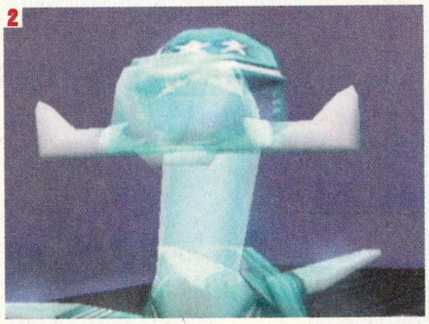
walkthrough

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1



2



[1] Roofus always looks like he has the weight of the world on his shoulders! [2] Make sure you take notice of General Bristol – he knows his stuff! [3] And you thought it was just a normal statue – take cover!

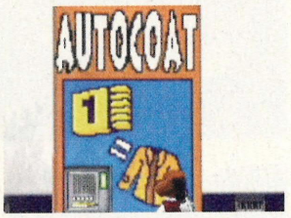
7> Travel through the bear art gallery into the 'Hall of Mineral Wonder'. Go and speak to the security guard and then go back to the meteorite nearest the entrance and push it up to the second meteorite, releasing the key to the diamond room. In the diamond room go and change into Chang and then push the two cubic diamonds into the path of the laser beam so that Chang can sneak through to get the Chang baby.

8> Go back to where the kinetic sculpture is and go down the slope into the basement.

9> Go through the storeroom and release the pressure in the boiler room. The door will open, revealing a Tweek baby behind it. Run past the baby into the small storage room and change into Tweek. Go back to get the Tweek baby and then go to the storeroom.







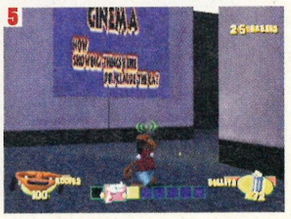
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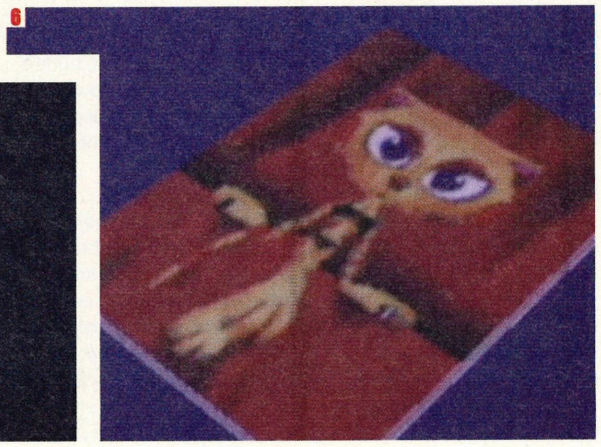


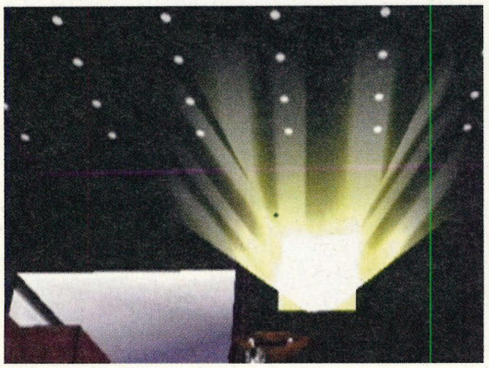
5



[4] Why would Viggo pick on such cute little creatures as the Fur Fighters babies? [5] Wonder what's on at the cinema? [6] Hmm, some arty film by Claude the Cat – it's not going to break any box office records, but make sure you watch closely!

6







Climb to the top of the shelves and make your way into the far corner where the other Tweek baby is!

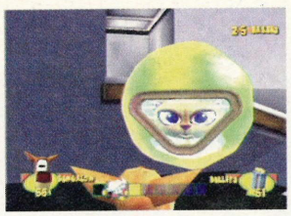
10 Go back down to where the Tweek changer was and carry on until you come across the Roofus changer. Change into Roofus and then go back to the shelves at the bottom of the ramp with the Peacock on the top and climb to the top. Now jump onto the shelves around the corner and run along to get the Roofus baby on the top of the crate.

11 Now go and change back into Tweek. Go up to the massive vault door and enter the combination you got from Claude the Cat. The vault will open and you will find the large diamonds in there that were once in the diamond room on the second floor. Climb up to get the Tweek baby.

12 Finally head for the level exit at the back of the vault and you've completed the museum.









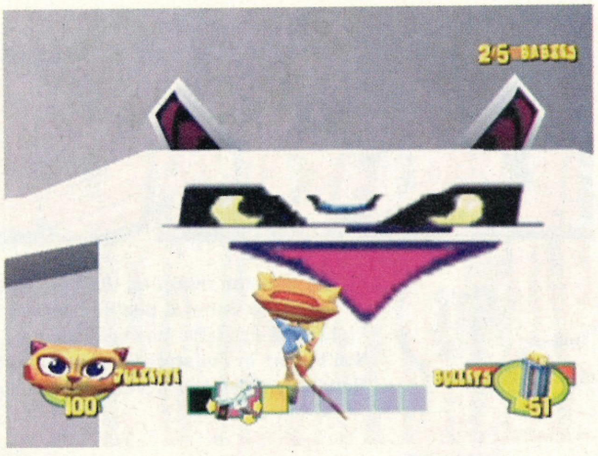
1



2

[1] No museum would be complete without a funny kinetic sculpture!
[2] Up on Viggo's face, only Juliette can complete this task.







GUARDIAN BOSS GWYNTH

BABIES NEEDED: 25

The evil Viggo has captured one member of each of the Fur Fighters' families and turned them into genetically modified fiends to use as guardian bosses! You'll need to use the correct Fur Fighter to defeat each guardian boss – the first is Gwynth, the mum of Tweek.

You fight this beast over the rooftops of the city. The one snag is that Gwynth is only vulnerable in the mouth – when she opens wide give her a spray of ammo. As she circles around, make sure you stay on the other side of the roof to avoid her fire breath and stomping feet.

If Gwynth takes off, you can't harm her. Just watch out as she's set fire to the roof you're standing on. Leap from the roof to the next and continue the bombardment. After finishing off three rooftops, you should eventually bring her down to the ground.



continued >

walkthrough

continued

Beaver Power

Tokens in hub: 10

As you can imagine, Viggo Industries takes an enormous amount of power to run, so much in fact that the General decided to buy the local dam from the beavers and use it for himself! The Fur Fighter babies have been put to work around the site and now you've got to rescue them from Viggo's grasp! You'll start in the storage area, Compound Factions, then go on through the God Machine Valley where you'll find large machines working, finishing up at the Beaver Dam.



toptip

Fur Fighters

Be very careful on this level when firing near TNT crates – one stray bullet and these things will blow everything sky-high! Try to tempt any enemies away from the crates before letting them have it.

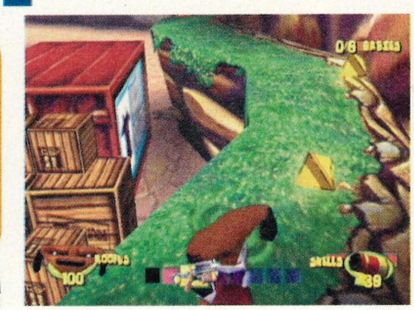
Compound Factions

LEVEL ENTRANCE

As you enter the Beaver Power world, go around the first bend and walk up to the gate that you'll find on your right-hand side.

TOKENS NEEDED: 200

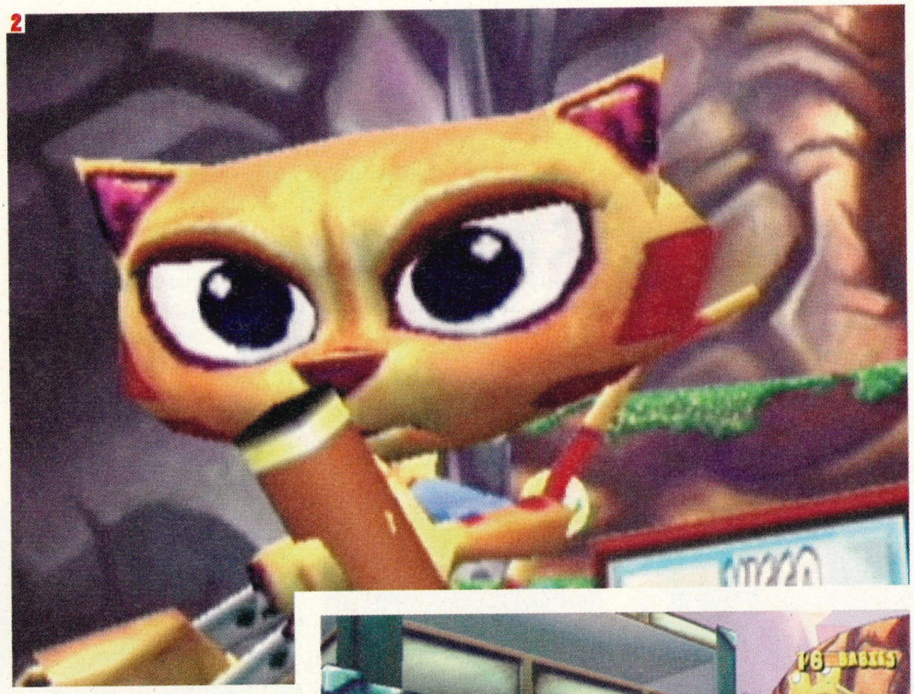
BABIES TO RESCUE: 9











toptip

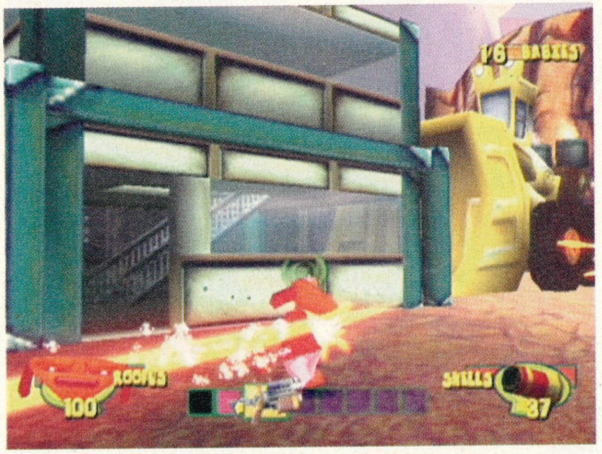
Fur Fighters

> Make sure you play around with all the vehicles – by moving them or using them to knock down buildings you'll be able to uncover new tokens and special hidden items.





[1] The Fur Fighters seem so small when compared to the giant machinery you'll find in this world. [2] Each time one of the Fur Fighters picks up an object, you get a close up of them examining it. [3] What's that shining in the distance? A useful character changing pod maybe? [4] Watch out around the wheels – you can easily get squashed! [5] With the starting handle in place, this digger does the hard work for you!















1> At the start of the level, jump on top of the crates to your right to get on top of the large containers, then jump from the top of the large containers onto the ledge beside them.

2> Run along the ledge until you reach the Juliette changer, change into Juliette, then use the cat scratches to climb up onto the higher ledge and get the baby.

3> Drop down from the ledge and chase after the truck that is driving round and round in the centre of this area. Collect the starter handle, which is at the rear of the vehicle.

4> Continue into the next area where there is a portacabin on stilts. Just on the right as you enter this area is another set of cat scratches. Climb these and use the Roofus changer at the top.

5> Use this changer then drop down and go to the digger that is behind the other, lower portacabin. Use the starter handle at the back of the second digger. This will cause the digger to push the portacabin under the portacabin-on-stilts. Run inside and use the ladder to get up to the top cabin and rescue the Roofus baby.

6> Now go to the alcove behind the digger that contains the dog-digger. Use the dog digger, and once on the other side of the gate, press the button to open the gate.

7> Go to the change pod and change to Juliette. Now go back through the gate and continue down this path until you reach some more cat scratches leading up to a ledge.

8> Climb up onto the ledge and follow it until you reach the gate. Climb up the cat scratches at the sides of the gate, then run along the top of the ledge, drop down and rescue the Juliette baby.

9> Next make your way along the path which starts behind the big gate, and continue along it until you come to a sudden drop in the path with a ledge to the left and some containers to the right.

10> Drop down onto the ledge, then jump across onto the large containers you can see. Make your way across the containers using the planks and rescue the Juliette baby on the last container.

11> Continue along the path until you reach a long, steep slope with a Chang character changer at the top and some portaloos at the bottom.

continued>

walkthrough

continued>

12> Slide to the bottom of the slope and take a left into the Dynamite maze.

13> Navigate the maze until you find a Bungalow changer at the opposite end. Use the character changer and with Bungalow go searching for the smaller boxes dotted about the maze which enable you to climb up onto the top of the crates. Near where you enter the maze there is a set square which you need to collect first, and then head on to the set of double doors at the opposite end of the maze.

14> Once through the double doors shoot the lock of the cage and rescue the Bungalow baby. Then make your way back out of the maze and out of the Dynamite building. Continue straight on when you leave the Dynamite building and you will come to a large demolition machine (ball and chain).

15> Jump into the cab of the ball and chain machine, and use it to smash the wobbling block of concrete. Save the baby inside the concrete.

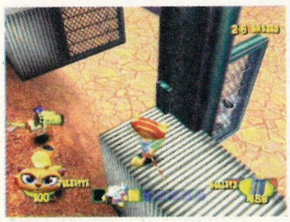
16> Take the set square from the dynamite maze to the Foreman beaver's hut. Chat with the foreman and exchange the set square for the safety certificate. Take the safety certificate and make your way towards the gate which is guarded by a beaver.

17> Give the beaver the safety certificate, go through the open gate, take the first right into the muddy area and use the Roofus changer. Leave this area, turning right then next left.

18> You will come to a large area with a windy slope on the left, and some scaffolding straight ahead. There is also a large yellow truck here. Jump into the rims of the wheels of the truck and 'log roll' it towards the scaffolding. When it is as near as it will go, go round the front of the truck and jump up on the bumper, then from the bumper onto the scaffolding. Climb up to the top of the scaffolding and rescue the Roofus baby at the top.

19> Next go back to the area with the dynamite maze/foreman's hut and change back to Juliette, then return here.

20> With Juliette, go to the top of the windy slope, then follow the

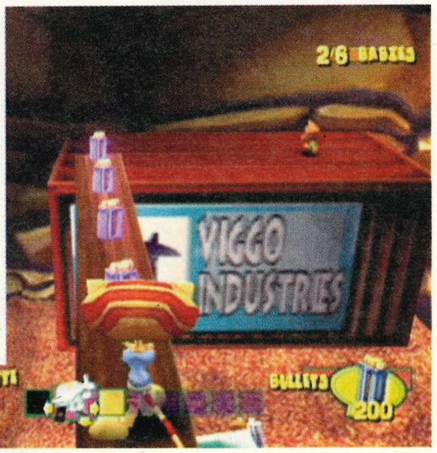


1



2





3



toptip

Fur Fighters

> You'll find many tokens hidden away behind the crates on this level. Make sure you explore every nook and cranny before leaving the level.

[1] This level makes good use of Juliette and her special wall climbing abilities – watch out for those scratches! [2] Peacocks are particularly nasty enemies – they're armed with rocket launchers! [3] With big pink eyes like this, it could only be a Juliette baby – or a werewolf! [4] Blast open the portaloos and you'll disturb the bears who were busy inside! [5] Do exactly what the sign says or you'll be blown sky high with one bullet! [6] Smaller crates allow you to climb up onto the higher ones.

4





path as far as it will go. Collect the Juliette baby then return to the area with the scaffolding in it.

21 Leave this area, taking a left turn, and you will come out by a large warehouse with a large mud pool full of floating containers opposite it.

22 Enter the left-hand warehouse doo, and use the Bungalow changer which is behind the crates at the back.

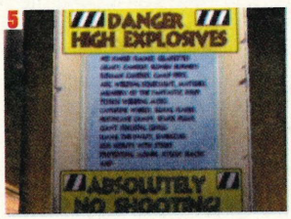
23 Climb to the top of the crates then drop down. When the steamroller approaches, climb up onto one of the stacks of crates in the path of the steamroller, then jump over the steamroller as it approaches.

24 Use the floating crates and steamroller that is now chugging through the mud pool outside to get up onto the top ledge where you can rescue the Bungalow Baby.

toptip
Fur Fighters

> Near the ball and chain machine you'll find a secret path. Shoot the wall to open it up and you'll find a stash of ammunition and tokens inside.

25 Follow the path past the Steamroller warehouse to exit the level.

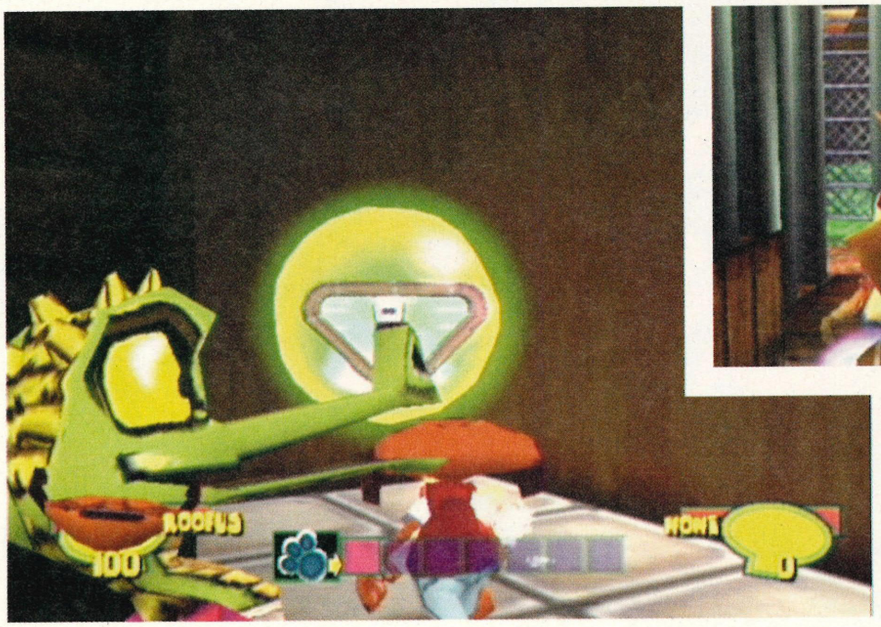






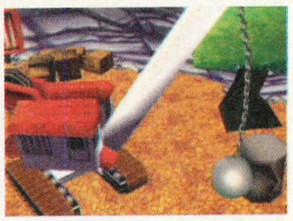






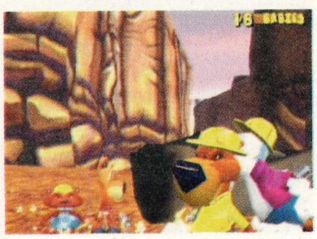






toptip
Fur Fighters

> Another secret area on this level can only be reached when you are Chang. It can be found after gate number two.



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God Machine Valley

LEVEL ENTRANCE

> Make your way through the hub until you reach the steam shovel. Now enter the door in the back of this contraption to discover God Machine Valley!

TOKENS NEEDED: 250

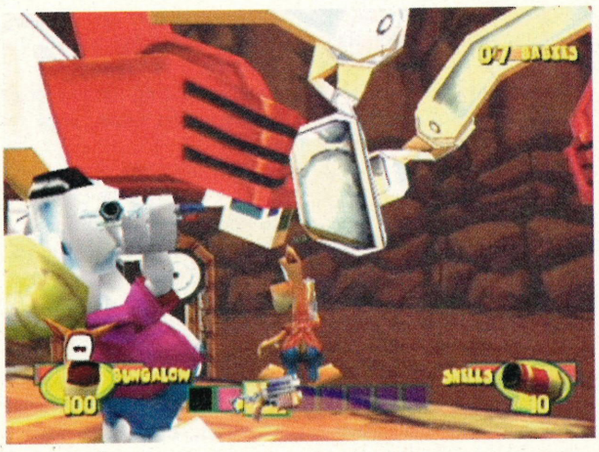
BABIES TO RESCUE: 10





1> At the start of the level leave the first area and go into the large area with the big rotating God of Crushers. Run around the ledge at the outside of the area, using the caves to dive for cover when the crusher wheel passes by. Go into the cave, which is in the second alcove and use the Bungalow changer. Leave the cave and





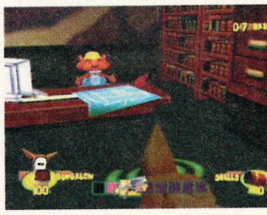
continue around the ledge until you come to a gantry area.

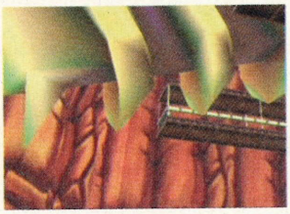
2 Use Bungalow to jump over the mounds of dirt behind the gantry, then to jump on the scoop of the digger on the other side. Now jump off onto the top ledge to get the Bungalow baby.

3 Continue past the area with the digger, past the sign which reads 'Danger! Blasting ahead' until you reach an area with two red containers, a portahut and a Roofus changer. Jump up to the portahut, go inside, play and win the arm-wrestling sub-game and collect the union pass. Use the Roofus changer, then return back to the 'Danger! Blasting Ahead' sign.



4 Pass under the sign and into the dynamite maze. Navigate the maze and look for a ledge with a Roofus baby on top. When you approach the puppy, you'll get a short movie in which the baby inadvertently sets off the fuse for the dynamite in the maze. Now escape from the maze before the fuse runs its course, then once the maze has exploded, return back and collect the puppy.





toptip

Fur Fighters

> Right at the start of this level you can find lots of tokens around the big digging machine.





5 Go back to the gantry by the first big area and approach the beaver at the top. Press the button at the top of the gantry and wait for the big crusher to stop rotating. Go back to the cave with the Bungalow changer and use it. Jump on the teeth of the big excavator wheel and ride it up to the top of the big machine. Make your way along the conveyor belt, avoiding the rollers and crushers, and collect the Bungalow baby at the end. Drop down onto the shoot and slide down onto the top





toptip

Fur Fighters

> Inside the God of Processors, on the very top catwalk, you will find four doors leading to ledges – these hide lots of extra tokens!

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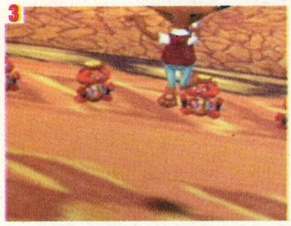
walkthrough

continued>





[1] The red line that winds through the rocks is a fuse. As this is a dynamite blasting area, you should get out double quick! [2] The golden rule in playing Fur Fighters – if you see a big red button, push it and see what happens!





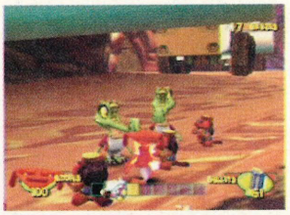
of the dumper truck, and then use the lift at the base of the gantry to get back up to the top.

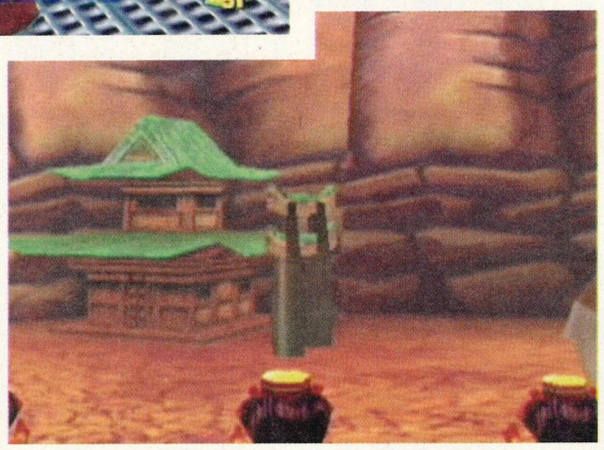
6> Make your way back to where the two containers and Roofus changer are, then use the three lifters to jump up onto the ledges at the top. Jump down from the taller, smaller ledge onto the longer ledge below. Follow the ledge along until you come to an arched entranceway, go inside and use the Juliette changer on the left.

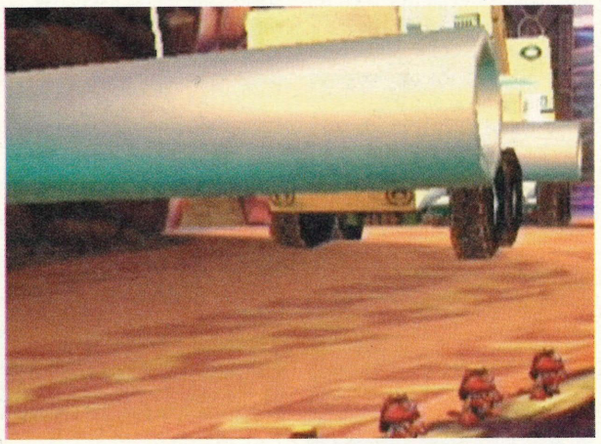
7> Go back outside and return to the area with the Roofus changer. Go under the sign which says 'CAUTION! DRILLING AHEAD' and into the area containing the huge drill. Jump on the drill bit and run against it as it turns so that Juliette climbs to the top. Jump off onto the gantry and collect the Juliette baby.

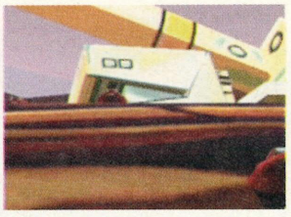
8> Go back to the area with the Roofus changer and still using Juliette, keep going until you come to two large cranes that are carrying large metal pipes. Continue past the two cranes into the area with the hippy beavers. On the right-hand side of this area there is a large boulder which is being held in place by a much smaller boulder. Shoot the smaller boulder, then when the cranes have moved into place, jump into the pipe tube from the temple and then into the second pipe from the first one. From the second pipe, jump onto the top ledge to rescue the Juliette baby.

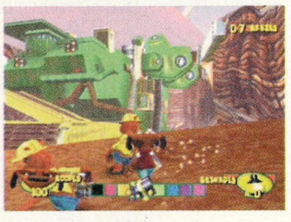
9> Leave the hippy beaver area. Change to Roofus and come back, then go straight over and down the long slope which takes you to the 'God of Processors', a huge, green machine. Use the buttons at the bottom of both conveyors to change their positions, then climb up and use the conveyors to get into the cave on the other side of the river. Follow the cave until you come to a ledge with a Roofus baby on it. Collect this baby, then go back through the cave, across the conveyor.











[3] The hippy beavers are worried about the Japanese temple – they think the bears want to bulldoze it. [4] Hit the switch on the conveyor belt to move it around. [5] Don't get in the way while the belts are moving though!





10> Drop down and switch the conveyors back to their initial positions, then climb back up and use the conveyors to get into the big green machine. Once inside, change to Chang and work your way through the series of cogs and crushers and into the first pool of water. Ride the huge rotating cog upwards, and shoot the grate on the air vent to the right of the cog. Jump off the cog and go into the air vent. Follow the air vent round and shoot the grate at the other end. Jump down into the second pool, climb out and climb up the first flight of stairs to the first gantry. Go to the end of the gantry and through the small vent at the end.

11> Once outside the God of Processors, use the control panel to make the huge claw pick up the pipe below. Slide down the pipe and collect the Chang baby below.

12> Use the stepping stones to make your way back to the bottom of the conveyor belts. Make your way back up towards where the two cranes were and turn left, then take an immediate left to where large laser drills can be seen at work. Time your way through so that you use the alcoves to hide from the beams as they pass you by. At the end of this there is a Chang baby. Collect the baby then drop down the ledge at the end.

13> Use the stepping stones to get back over to the exit, and leave the level to finish.





[1] The crocodiles are a nasty piece of work – they go into mad shooting frenzies!
[2] Inside the big green machine – where do you go now?



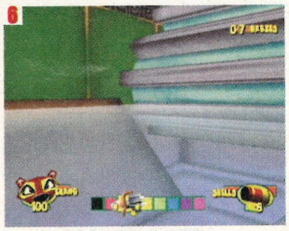
[3] Ride the conveyor belt – it saves on paw leather! [4] Chang is the best character for inside this giant machine – he can get into the small holes!



toptip
Fur Fighters

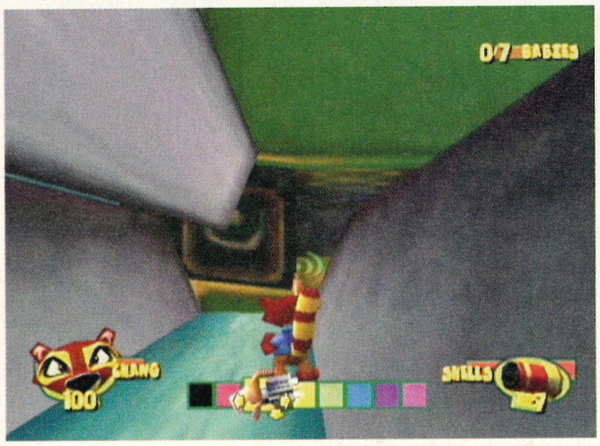
> If you use Bungalow in the blasting area, he can reach tokens that the other Fur Fighters might have missed!

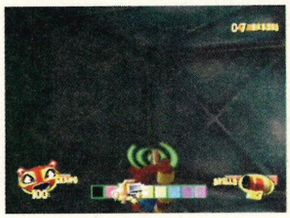




[5] If you don't time this move correctly, Chang will end up like a pancake!
[6] Catching onto the cog here takes a little practice. [7] Once the grill has been shot off the air vent, you can jump on inside and continue your adventure.













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Beaver Dam





LEVEL ENTRANCE

> Move on through the hub until you reach the docks on the right-hand side. Now take the door in the building on the left to enter Beaver Dam.

TOKENS NEEDED: 300

BABIES TO RESCUE: 7

1> As soon as you enter the level change to Juliette and climb the side of the big wall with the water pouring out of it. Run along the top of the wall and jump down to the little yellow lift. Ride the lift to the top.

2> Here you will need to be Bungalow. Make your way to the helicopter and shoot the cockpit window out and then shoot the button to open the helicopter's front door.

3> Here's a tricky puzzle involving kittens and cement! You need to mix some concrete to fill the gap to reach the kitten. The cement is made by mixing sand, cement and water. Turn the cement pump on by pressing the button next to the truck.

4> Change to Juliette and climb the wall to reach the sand pump. You need to stabilise the loader before you can pick up some sand so touch the two stabilisers on each side of the loader. Shoot the button on the top of the loader to fill the hopper with some sand then press the button to start the sand pump.

5> Now change to Rico and run back to the

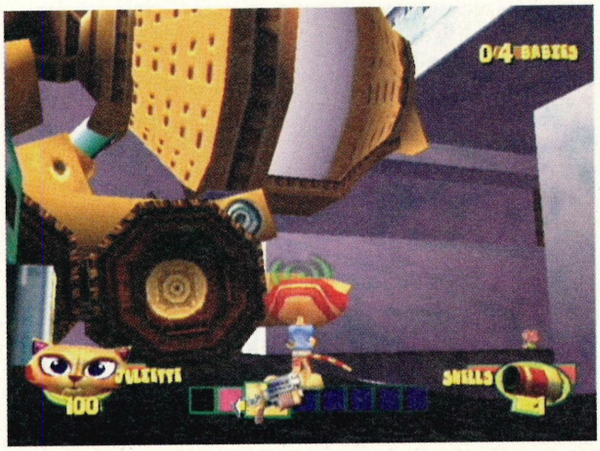
















pool. Dive in and follow the pipe down, press the button to pump some water and climb back up to the cement mixer. Press the mixer button to pour out the finished cement. Change to Juliette and rescue Francois the kitten before the cement hardens!

6 Now it's time to rescue a kitten on a gantry. Vincent can be found in the large pool room at the end of the gantry.

7 To rescue the penguin baby through the pipes make sure you change to Rico then dive into the pool and look for a pipe outlet. Swim inside the pipe and head down. Avoid the shrimps until you reach a door. Swim through, turn around and press the button to lock the door and lower the water level.

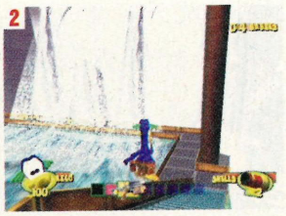
The baby is in the room above so move the large crate so it is directly beneath the hole and press the button to flood the room (careful because it will open the door and let the shrimps in). When the crate is floating, climb up and rescue Isabella.

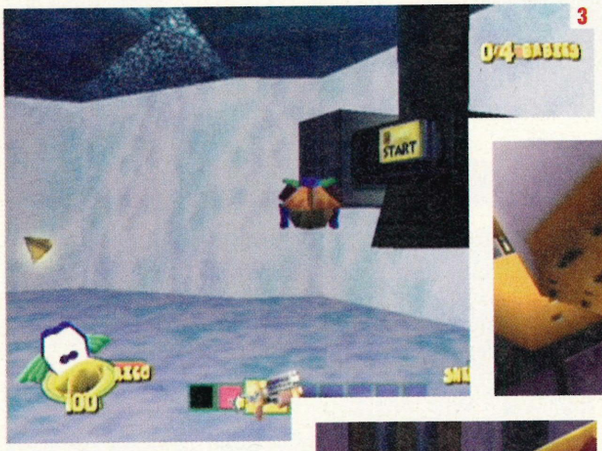
8 As you enter the generator building to the right of the steps you will find Lauren, hiding in an alcove – that's another baby rescued!

9 To find a dragon baby with a transformer, first you need to get Tweek, so head up to the top of the generator building. If you try and walk into the beaver's room you will be rushed by some angry crocs. Deal with them and watch the beavers turn on the power. Grab Tweek and run down to the transformer yard (behind the model dam there is an alcove with a Beetle Shield – grab this too). Watch out around the transformers as the power is now on and the water is electrified. Grab Fweek and wave him off. Now you









[1] Rescuing the stranded kitten is quite a tricky task. [2] You'll need to dive down deep into the water to start the water pump. [3] Press the button and that's another task completed.











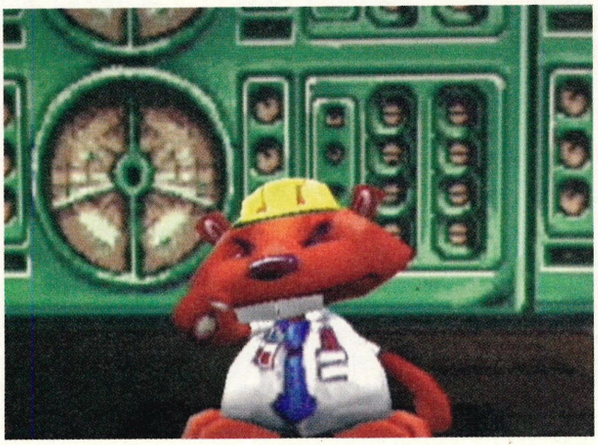




toptip

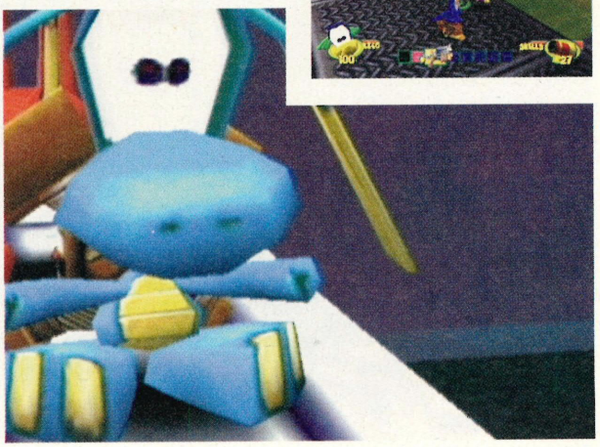
Fur Fighters

> As ever, there are many tokens on this level that you can only reach when you are Bungalow – his extra jump height allows you to get into all those hard to reach places!





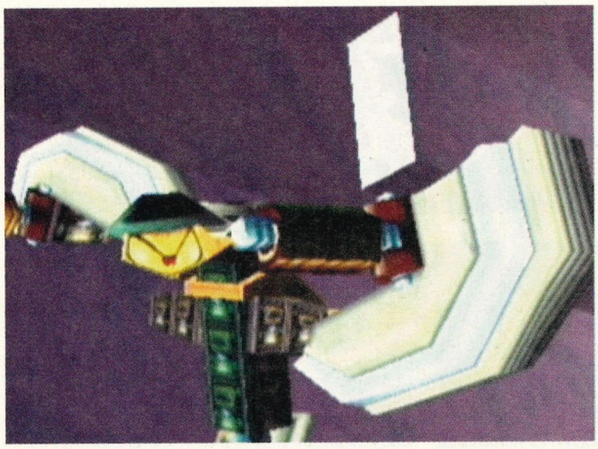




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walkthrough

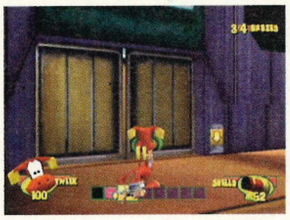
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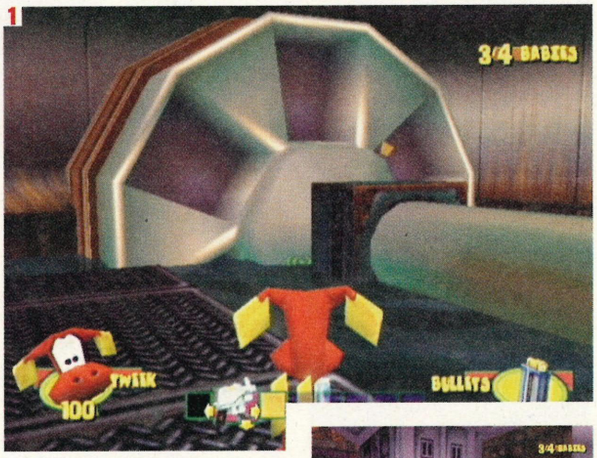








1





2



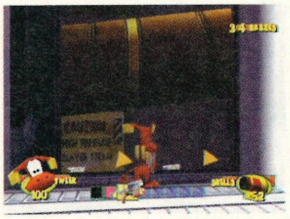
[1] Fur Fighters is not just fun, it's educational. Well, you do get to visit a working dam! [2] Arrggh, bombs – duck! Geddit?



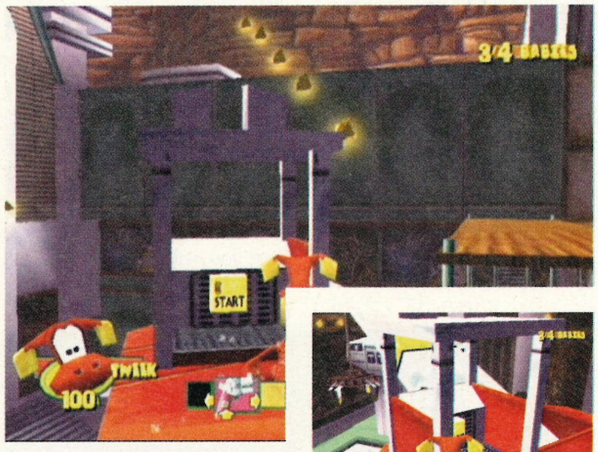
discover why you picked up the Shield as the Transformer robot wakes up. Shoot him in the eye to kill him and also unlock the door to get into the dam.

10> Catch the lift up into the dam. Shoot out a panel in its ceiling; change to Bungalow and jump to the roof of the lift. Shoot the lift button from the roof and watch out for a secret chamber as the lift descends.

11> To rescue Gweek, a dragon baby, from the top of lift will be tough as the lift has no power, so you will have to get turbine number two working.

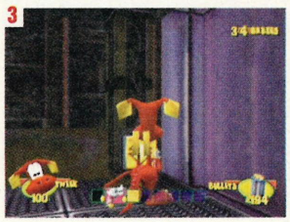


12> As you will need to be Tweek to rescue this baby change to him and head over to the ship. You need to install the generator that's in the ship's hold, but the ship is too high for the crane. Climb onto the ship and drop onto the far side of the lock where you find the lock control. Press the button to lower the

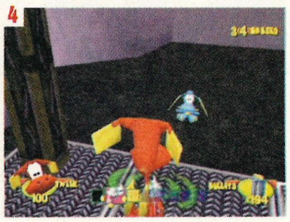


[3] If you complete the tasks in the right order... [4] ...your reward is finding a little baby Tweak!

3

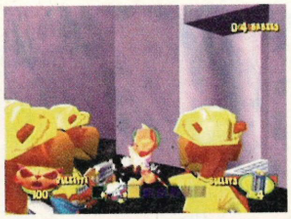


4



















toptip

Fur Fighters

> Make sure you check out all the hiding places at the top of the dam – you'll find lots of extra tokens here.

water level and the ship. Cross back to the other side and climb up to the crane that will now grab the generator and fit it in place. The lift should now work so head on up to reach Gweek.

13 Now make your way along the top of the dam to the exit. Well done, you've finished!







[1] You can't have a dam without a giant generator. [2] Doesn't it look big from down here? [3] If all the enemies start attacking at once – run for it! [4] This crane comes in very useful for moving very large and heavy objects around. Think about it – what could it move?

GUARDIAN BOSS JUANITA

BABIES NEEDED: 50

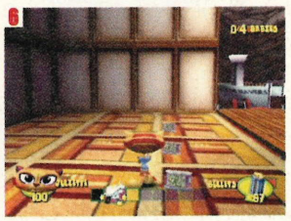
>This deranged penguin was once Rico's wife, but Viggo has turned her into a menacing boss. As you enter her lair in the Beaver Dam waterlocks, the door will slam behind you and Juanita will start to bombard you with sonic blasts from behind. Let her swim by, staying just short of her tail to avoid the deadly shells. As you dive down, make sure you pick up bombs – there's a bomb launcher near the entrance to the level.

With the bomb launcher and a selection of bombs, start blasting them at Juanita from the catwalk when the water level drops. She will be firing piranhas at you – run from left to right to avoid these. After three direct bomb hits, Juanita will jump onto the catwalk and give chase! Using one of your regular weapons, fire across the catwalk to hit her, always trying to stay well ahead. She will eventually give up the fight!



[5] Of course it's all worthwhile in the end – look at their cute little faces. Who could resist? [6] Oh dear, it looks like Juliette is lost.









continued>

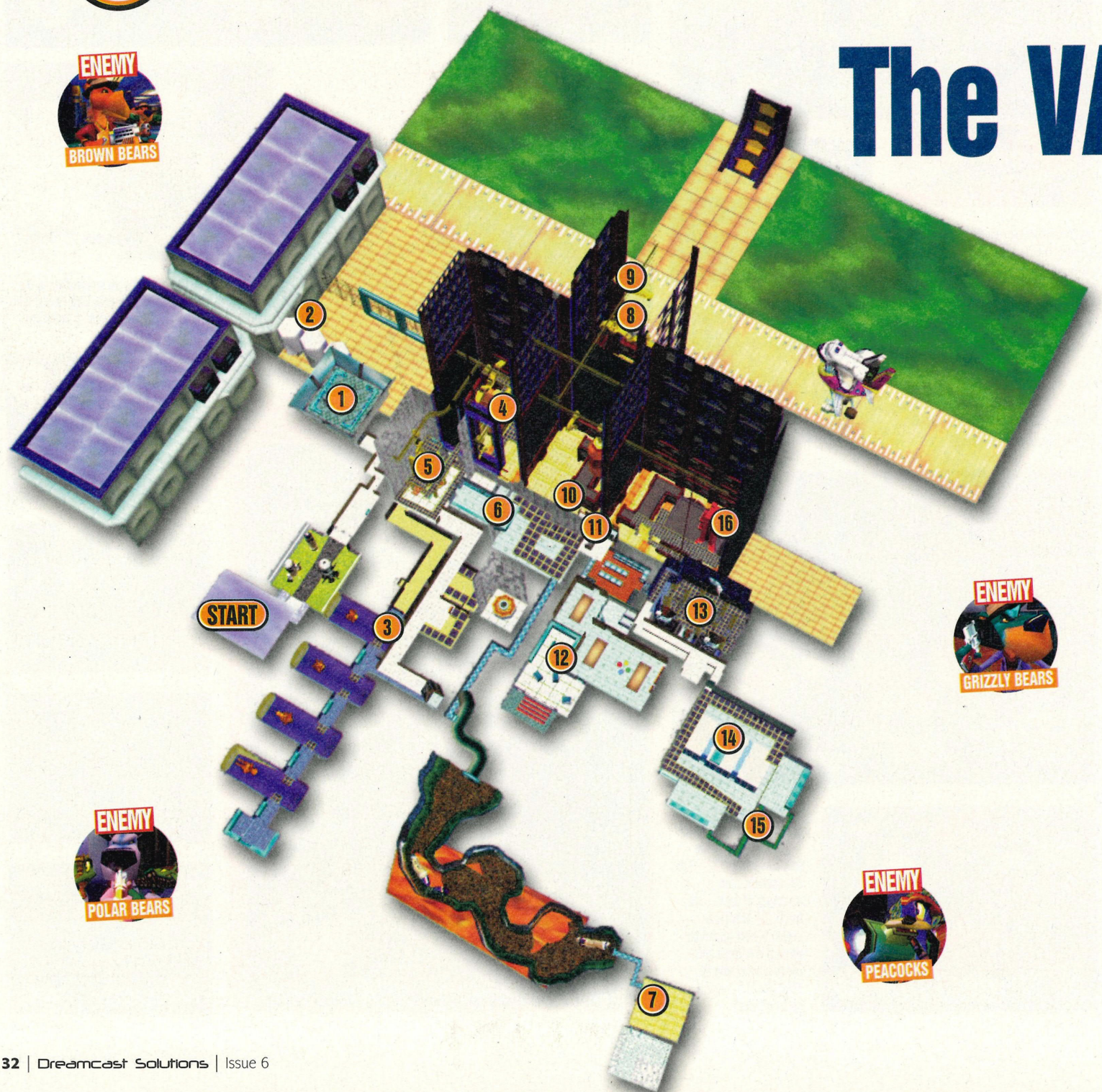
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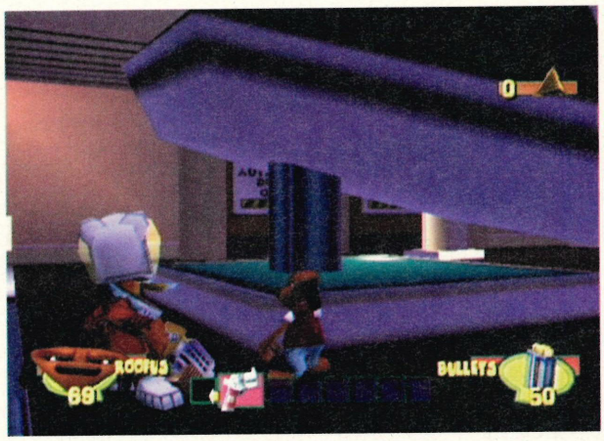
Cape Canardo

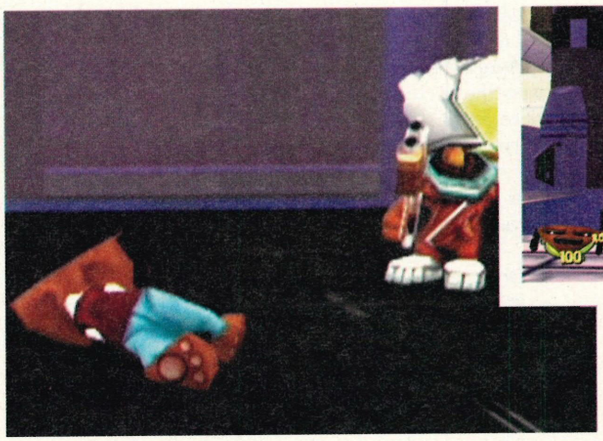
Tokens in hub: 10

After being defeated once again by the Fur Fighters, General Viggo had to hatch another cunning plan. This time he bought up the entire space program from Cape Canardo, shot himself into space and attempted to drop a giant anvil on Roofus's head! Of course, he failed but he also left a string of babies to be rescued from the space crazy bears! To do this you'll have to assemble a shuttle, get to the launch site and take off to space station Meer!

The VA









B Building

LEVEL ENTRANCE

> Right at the beginning of the level, hang a left and go on through the double doors to find The VAB Building.

TOKENS NEEDED:	BABIES TO RESCUE:
350	5



1> At the start of the level follow the corridor and take a left at the first T-junction. Use the lift to go up to the control tower. Talk to the duck in the tower to play the aircraft landing sub-game. Once the plane is landed make your way back out of the control tower, and out into the open area where a jumbo jet will be waiting.

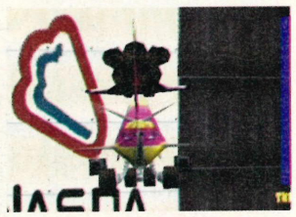
2> Go to the two fuel tanks which are on your left as you leave the control tower area. Climb to the top of the tanks, change to Tweek and fly across so that you land on the right-hand wing of the jumbo. Jump up into the cab and collect the Tweek baby inside.



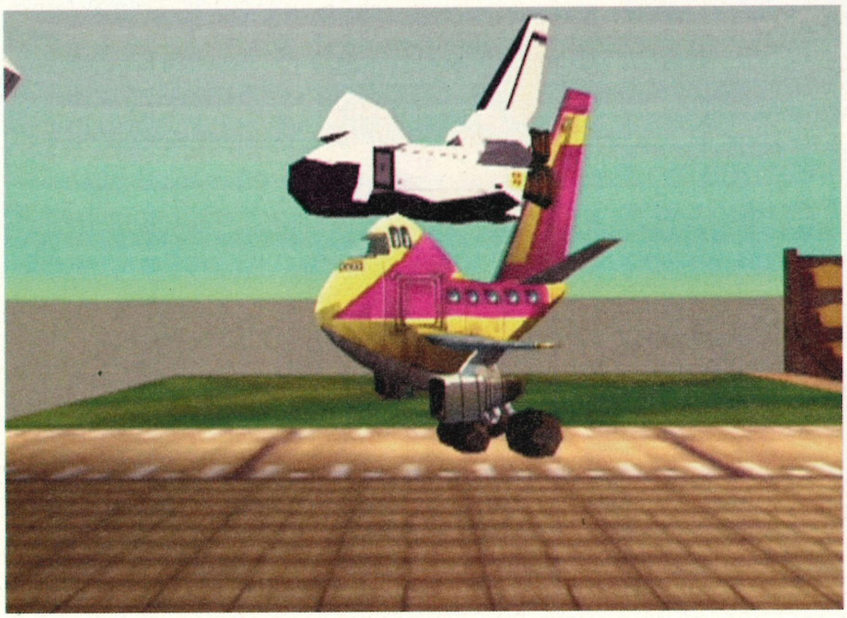
3> Get back down onto the ground and go into the VAB building proper. On entering the first VAB bay (the shuttle should be loaded into here) head immediately right and follow the corridor until you reach an alcove with a Bungalow changer within. Use the changer then continue through the doors at the end of the corridor. Jump over all of the wind tunnels until you reach the room at the end. Collect the Bungalow baby then return to the first bay.

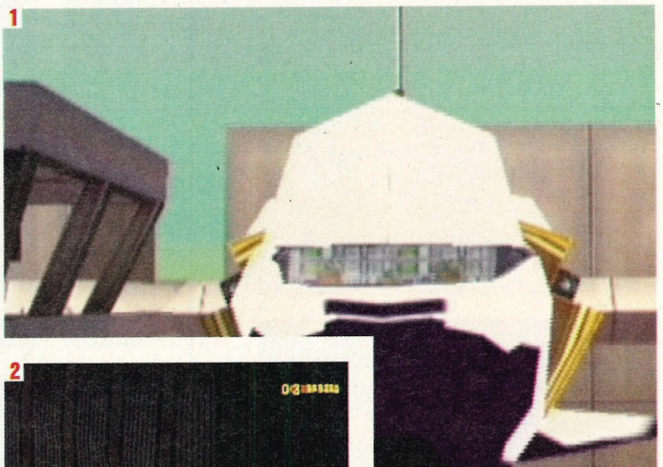






4> When back in the first bay, use the staircase to get up onto the gantry, then follow the gantry along past the control terminal on the left and into the corridor on the other side of the room.







[1] This level is all about space shuttles – you'll get to see a lot of these! [2] All the bears get to wear helmets around Cape Carnado – it makes them feel important.

continued >

walkthrough

continued>

5> You will come out in a room that has a satellite with a large yellow scaffold surrounding it. Follow the gantry down to the bottom of the room and use the Juliette changer. Climb up to the top level of the scaffolding, then press the button on the control terminal at the top. Jump across to the high gantry, press the button then jump back onto the scaffolding and work your way back down to the bottom.

6> Once back at the bottom of the room, follow the gantry back up and press the button on the control terminal. Then take the doorway next to the terminal, talk to the space duck and play the buggy sub-game.

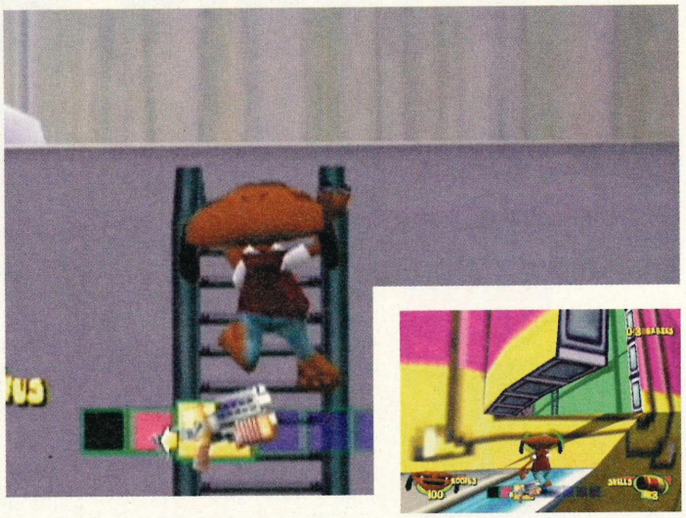
7> Drive the buggy through the grate in the corner of the room, through the vents, storm drain and swamp, up the crashed rocket, into the second grate, though the air duct, through the basketball court and into the swimming pool area. Push the soap into the pool, then drive the buggy into the pool to clean it. Now drive the buggy all the way back taking care not to drop the buggy into the mud or flip it. Drive the buggy up the ramps in the room where the buggy started, then into the chamber at the top. Now press the button in the buggy room to load the buggy into the shuttle.

8> Go back into the first bay and take the corridor next to the set of stairs; you should find yourself in a large room with a pair of booster rockets and their mountings in the centre. Use the Tweek changer at the bottom, then climb the stairs at the side of the booster mountings and press the left-hand button. When the claw has picked up the booster you will notice that one of the boosters has not been picked up as the claw is broken. Look at the booster, you will notice that there is a sign on the side of the booster which reads 'TARGET ROCKETS'. Shoot this sign, then when the panel lifts up, shoot the button beneath. Once the rocket has run its course, press the right-hand button on the control terminal to load the boosters onto the fuel tank, then return to the first bay.

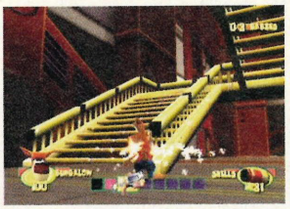
9> On returning to the first bay, climb back up the stairs onto the gantry, then press the button on the control terminal to load the shuttle onto the boosters and fuel tank.

10> Go back to the booster room, but take the right-hand corridor off this room. You should now be in the second bay with the shuttle.











toptip
Fur Fighters

> You can find a hoard of Pet Yums if you look behind the console to the right of the duck in the first control tower.





[1] You'll need to make good use of the map to navigate your way around this level. Things can get very confusing! [2] A Juliette character changer – there must be some wall climbing antics in store later in the level!





11> Go to the far side of the room and press the button on the control terminal to load the whole lot into bay three. In one corner of this chamber there is a tall ladder which takes you up onto the top of the mountings in this room. Climb this ladder then use Tweek to fly across the room into the corridor on the other side.

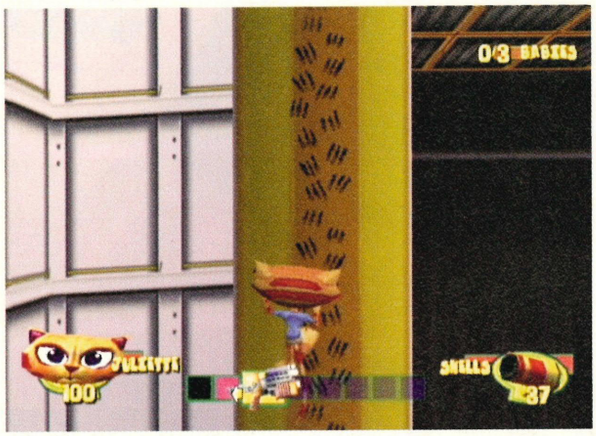
12> Once at the other side, follow the corridor around until you come to a lift. Use this lift to get down to the kitchen, then go straight through the opposite door as you exit the lift. You should now be in a canteen area. Go across the canteen, past Sergeant Sternhauser and through the door on the opposite side. You are now in a laser test room. You need to align all of the shiny surfaces (doors and cabinets) by pushing them so that the laser beam reflects off them and onto the toaster in the kitchen. If you do this correctly some toast should pop out. Collect the toast and put it on the serving trolley in the kitchen, then push the trolley up to the security guard by the door.

13> Go through the door and into the booster test area. Use the Juliette changer in this room and run past the three boosters. Use the cat scratches to climb up to the second level of the room and get past the next three boosters. There is a Juliette baby at the end of this – collect the baby then make your way back out of the booster room, taking the other corridor from the one you came in. Follow this corridor around until you come to a large computer room. Look for a slope that takes you up onto the top gantry and climb it. Go through the top corridor and follow it until you come out on a high gantry in bay three. Climb to the top of this gantry, go into the space shuttle cab and then collect the unformatted mission disk.

14> Go back to the computer room and look for a floppy drive on the side of one of the big computer terminals. Use the disc and you will be shown a cut-scene of the computer blowing a fuse. Climb back up onto the top gantry, use the Chang changer, then jump on top of the computer terminal and drop down inside the machine. Follow the corridors inside the computer until you come to the fuse.

15> Push the right-hand fuse into the other fuse's position, make your way back out of the computer and go back to the floppy drive. Use the unformatted mission disk again and take the formatted disc, return to the shuttle and put the disc back where you got it. Go back to the bottom of bay three, changing to Roofus on the way and go to the cab of the crawler on which the shuttle is loaded.

16> Collect the little baby you find in the cab, press the button on the terminal next to the crawler and walk out of the double doors to finish this spacey level.

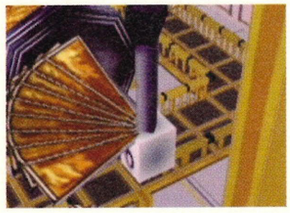


toptip
Fur Fighters

> It's very important that you keep the buggy clean. When taking it back to the control room be very careful – you can easily get it dirty again!





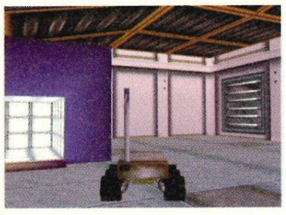






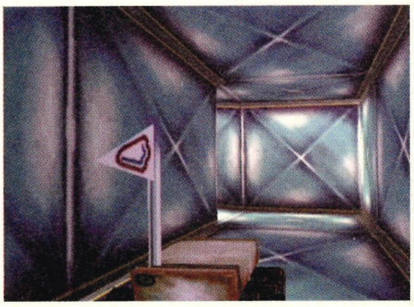
toptip
Fur Fighters

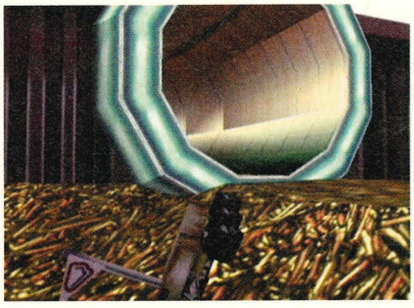
> If you complete the training that Sergeant Sternhauser has planned for you he will smash open a drinks machine giving you ammo, health and tokens!













[1] Down inside the computer, Chang has to use his amazingly small size to search out a broken fuse. Once he's found it, the computer will once again work and you can complete the adventure. [2] How do crocodiles fit into a computer then? [3] Chang may be small, but this crocodile is very big – we wouldn't want that inside our Macs!

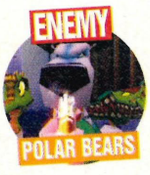
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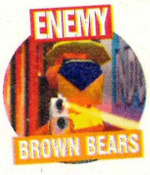
walkthrough



VLF Facility







LEVEL ENTRANCE

To the right of the museum take the double doors and enter the launch pad.

TOKENS NEEDED:	BABIES TO RESCUE:
400	10



toptip

Fur Fighters

Right at the very start of this level you should turn around immediately – a large health boost will just be lying there waiting to be picked up!

1> Go into the room with the pipe maze in it. Change into Chang (the changer is behind the pipe on the right-hand side of the room). Run through the maze until you get to the pipe that runs through a gap in the wall. Run down between the pipe and the wall and you will find a small gap at the end that Chang can get under to retrieve the baby that waits at the other side.

2> Go back to the corridor where you started the level and take the corridor around to the radio telescope dish area. Change to Bungalow. Climb up to the platform and switch all of the dishes on. Jump along each dish to get to the Bungalow baby.

3> Go back around to the first corridor and go into the building at the end. Press the button that rotates all of the solar panels and then go into the kiosk that holds the plasma blaster. Rotate each panel in turn so that they direct the plasma blasts to the door. It will then explode, allowing you to get the Roofus baby behind the glass door. Press the button at the end of the gantry to open the door that leads to the swamp.

4> Run around to the swamp and change into Rico. Dive under water and find the hole in the crashed shuttle exhaust – climb up the inside of the shuttle, shoot the windows out and jump onto the top of







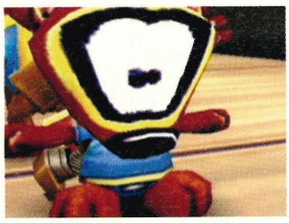


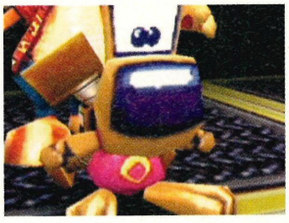
[1] Chang can squeeze down the side of the large pipes – all the other Fur Fighters would be too big! [2] Messing around with satellite dishes is your next task. [3] If there's a ladder, climb up it and see what you can see from the top!



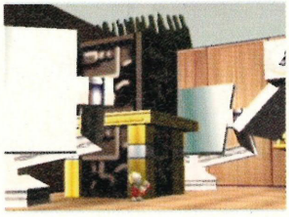


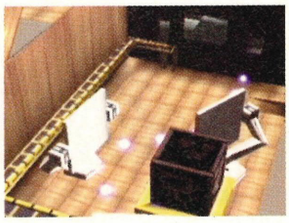












the tree branch. From here jump onto the top of the shuttle to get the Rico baby.

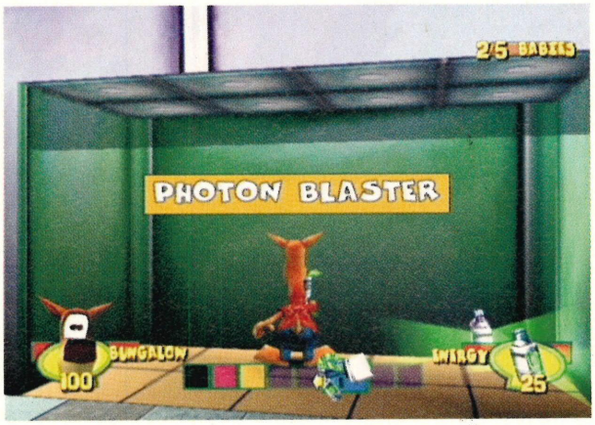
5> Whilst in the swamp go and collect the four-leaf clover that lies on the table in the red dome-shaped building.

6> Leave the swamp and take the path that leads to the big control tower. Go up to the top of the control tower where you will have to challenge some bears to a race between two shuttle carriers. When you win the race you will open the gate at the end of the level that allows you access to the level exit.

7> Go back down to the bottom of the control tower, change into Roofus and go along the corridor, taking a right. This leads to the science lab in which a scientist shows you his new form of energy. Shoot the hatch on the back of his experiment to get the lucky elastic band.

8> Go through the door opposite the one you came in through, climb up the ladder and jump across to get the Roofus Baby.

9> Climb down the ladder beyond the baby and change into Chang. Run around the corner to the entrance to the launch pits. Time it well and run through the pits without getting hurt. Climb the ladder that waits at the end of the pits. At the top run around to the door



continued>

walkthrough

continued





toptip

Fur Fighters

> If you search through the pipe maze you can find yourself a bunch of tokens and a bomb launcher!

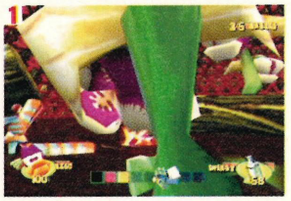




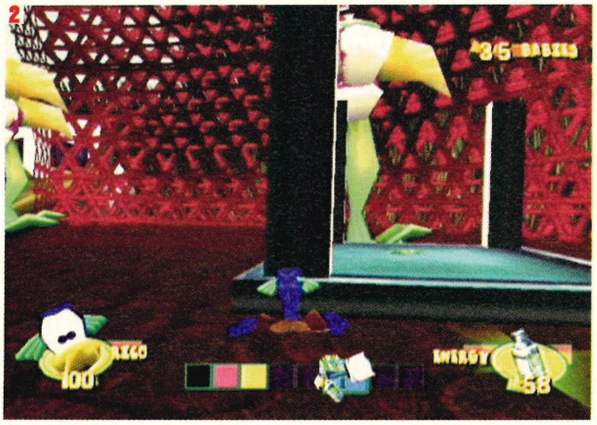








[1] Snapdragons can't move from their spot because they've put down roots, but they can give a nasty bite! [2] There's a four-leaf clover on that table, for some reason!



beyond which lies a Juliette baby and character changer. Change to Juliette and grab the baby. The countdown to launch will begin. Climb the gantry and get in the basket to slide down to the bunker, where you will be given the lucky rabbit's foot.

10 Go through the door and run back to the corridor that leads from the control tower. Now go and change back to Roofus, go back up the corridor and take the other route that leads to the room that is filled with control panels.

11 Run over to the glass kiosk that holds the baby at the end of the room. Press all the buttons in the time limit and then collect the baby.

12 Run back to the room beyond where the scientist showed you the new type of energy and change into Bungalow.

13 Go back to the control panel room and go through the door at the other side to find the coach. Give the ducks their lucky charms and let the coach take you through the large gates.



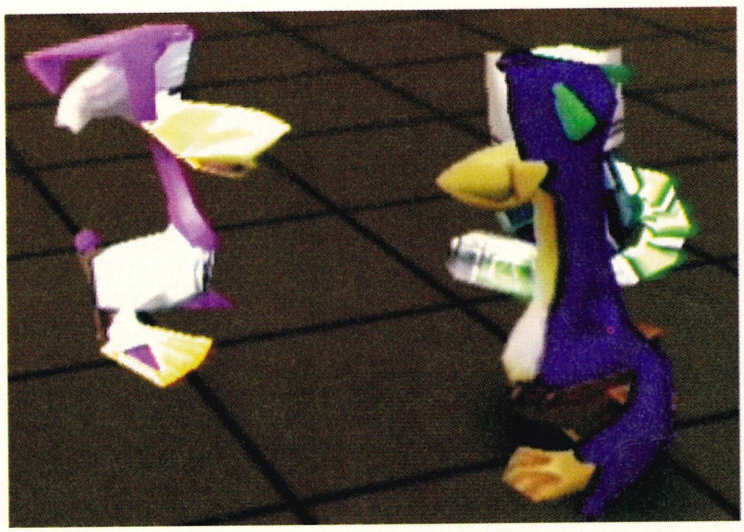


[3] Explore the swamp thoroughly to make sure you get all the tokens. [4] Picking up the clover, Rico looks very proud of himself. He doesn't realise he's also stepped on a snapdragon – ouch!

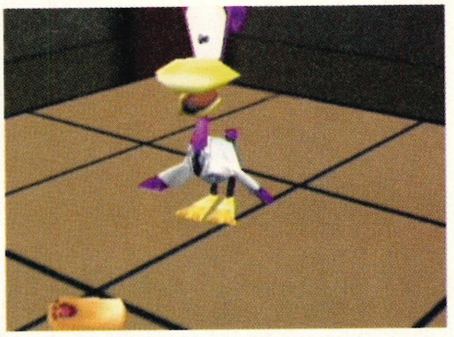
14 Jump onto the top of the bus shelter to get the Bungalow baby.

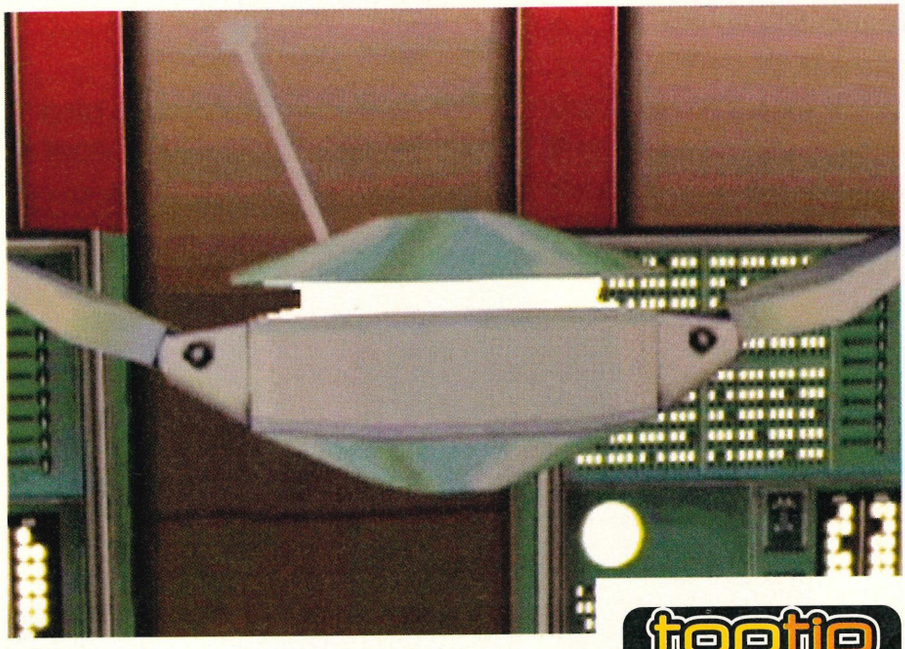
15 Run around the corner to get to the fuel pumping area. Change to Chang and then go and pump the fuel through in order to get the Chang baby.

16 Run back and take the right out of the fuel pump area. Change to Roofus and go up in the lift at the base of the shuttle launch tower. Grab the Roofus baby and go through the level exit.

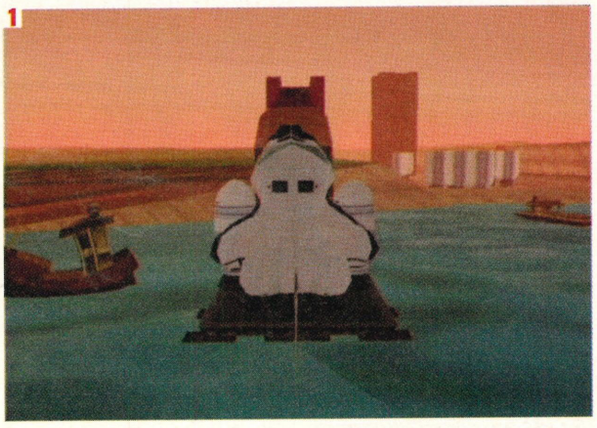








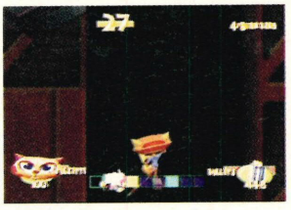
[1] A shuttle carrier race! Unfortunately, you've got obstacles in the way of yours!

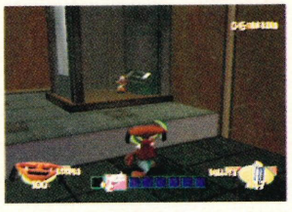


toptip

Fur Fighters

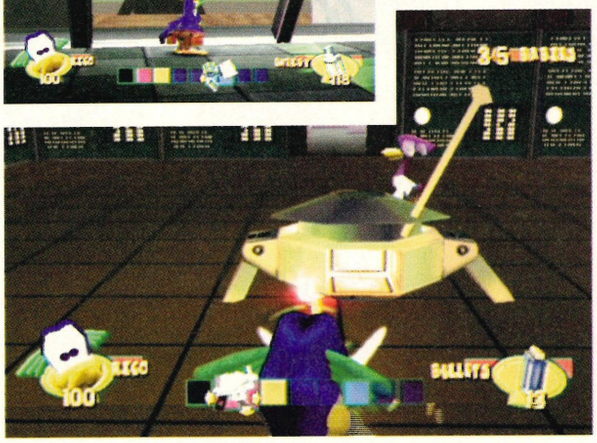
> When you leave the laser area look out for a bear disguise – using this will really confuse those bears!







[2] The shuttle is in place and ready for take off. [3] Watch out for the fiery bursts – they're deadly! [4] Watch the little kitty take off and head for home.









continued >

LEVEL ENTRANCE

> From the start of the world head straight on and through the Planetarium, then go right where you will find a rocket ready to take you to this level!

TOKENS NEEDED: 450

BABIES TO RESCUE: 4

Space Station Meer







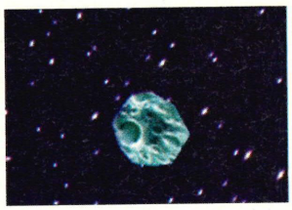
1> Take a left when you enter the space station. When you enter the rotunda, walk left as far as you can and take the door on the right. Talk to the gyro meerkat who tells you he left the gyro co-ordinates on his desk at Cape Canardo.



[1] Right at the start of the Space Station Meer level, Roofus must hang a left and start spinning in space! **[2]** These large metal doors open automatically. **[3]** Ooo, it's scary in here!



[4] It's just like stepping into a Star Trek episode! **[5]** Chat with the meerkat (Space Station Meer – meerkat – do you get the gag?) – he has some information for you.





You'll need to find them to rescue the Bungalow baby you can see in his counterbalance module.

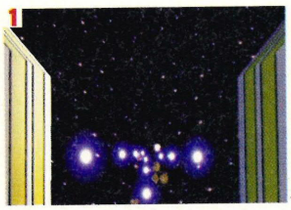
2> Talk to the asteroid defence meerkat found here. When he leaves his post be prepared to take over his laser cannon and defend the station from an asteroid storm!

3> To reach the Bungalow baby that is through the oxygen door you'll need to collect four oxygen bottles.

4> In the forest bio-dome there's a puppy standing on the top of a large rock by a gherkin. The rock is too high for Roofus to reach so continue through the next two bio-domes to find the dome's shutter control button. Press this and return to the gherkin to find it has grown in the powerful rays of the sun. Use the gherkin to jump over to rescue Vincent, the little Fur Fighters baby!

5> Collect the oxygen bottle in the winter bio-dome. You'll need it later.

6> There's another oxygen bottle on top of one of the large computer banks in the large computer bank room.

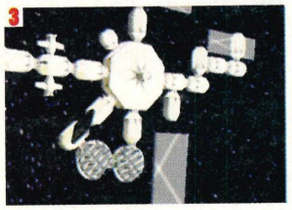


7> The station is running on low power. To progress further than the reactor room you'll have to increase the station reactor's power by raising and lowering its rods. Take care not to overload or over-cool the reactor

8> Another oxygen bottle can be found at the bottom of the reactor room.

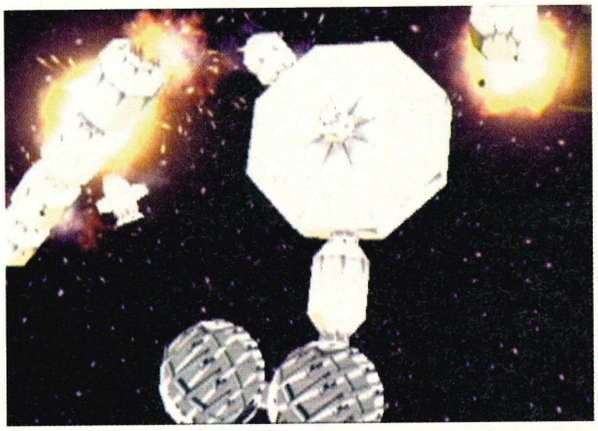
9> Inside the space telescope control room start the telescope and zoom in to Cape Canardo. The telescope will zoom into the room where you can see the gyro co-ordinates the meerkat



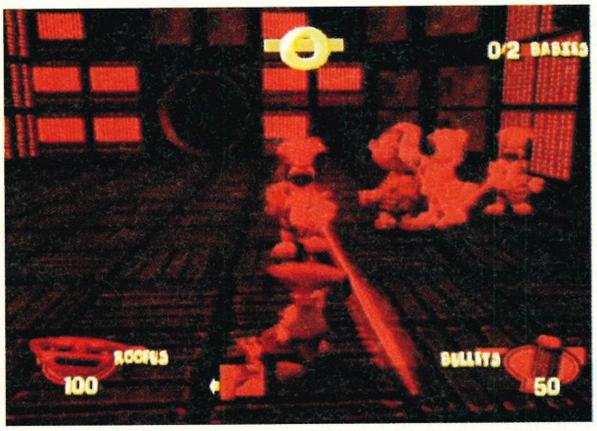


[1] Shooting down asteroids isn't the easiest challenge in the game! [2] If you miss one single asteroid it's the end for everyone on the space station! [3] These fragile panels are no defence against asteroids – that's why they need you!







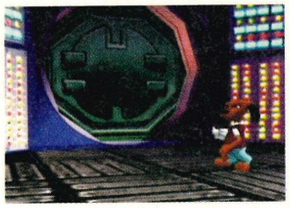


toptip

Fur Fighters

> While you're on the space station you will notice that the gravity is a lot lower than down on Earth. This means that all the Fur Fighters can jump much higher than they used to – and Bungalow can now reach for the skies!







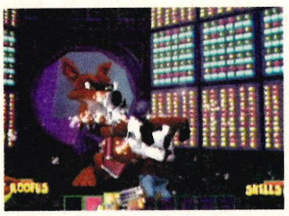




continued>

walkthrough

continued>



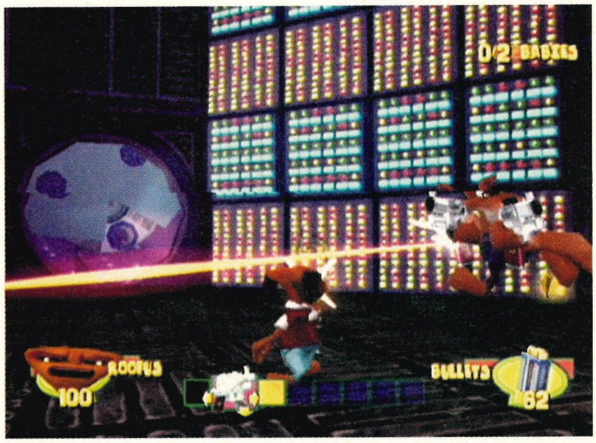


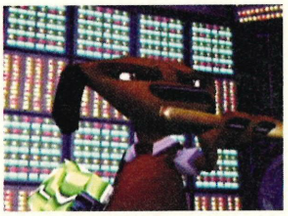


left behind. Exit the telescope controls and grab the printout from the computer. Return this to the gyro meerkat and he will open up the door. Kill the bears and rescue Josie (if you look at the Cape Canardo landing facility you'll see a puppy down there).

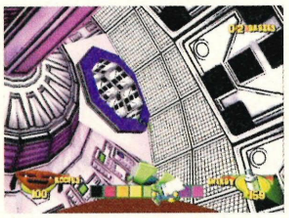
10> To get to the oxygen bottle on top of a computer bank in the giant computer bank room, first make sure you're bungalow, then press the lever that the computers warn you not to press. When the big square maintenance robot comes to return his precious lever to the neutral position, jump on top of him, and from there to the top of the giant banks

11> You won't be able to progress further than this room until you fight the 31st Century Fox – and he's tough!







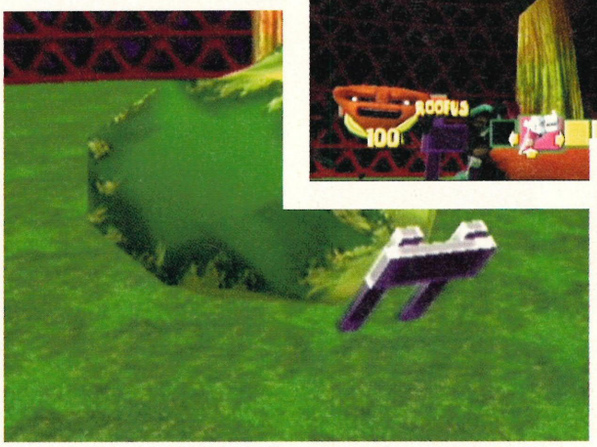












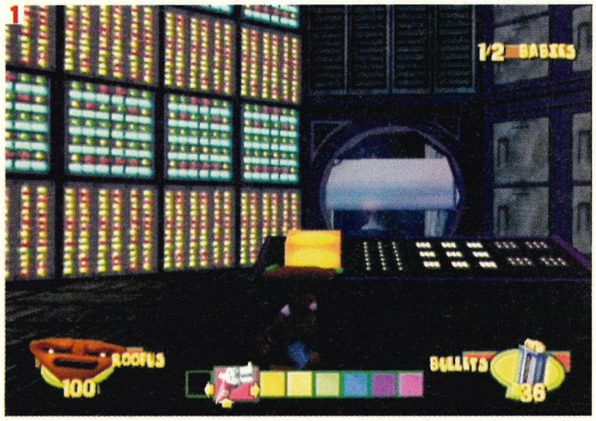


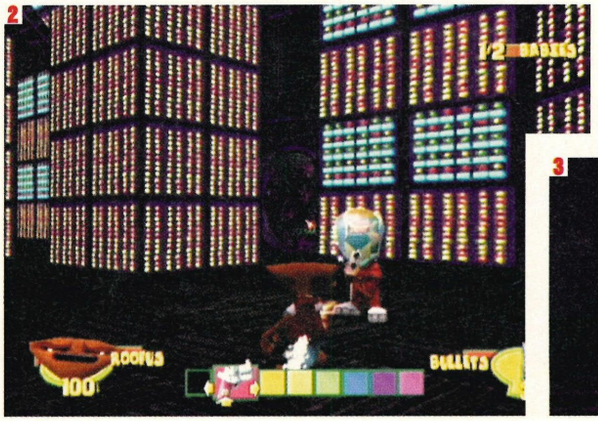


toptip

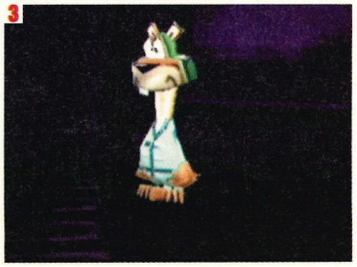
Fur Fighters

> Many of the areas on Space Station Meer have tokens hidden near the doorways. You might miss these if you're in a hurry to complete your tasks, so make sure you go back and check!

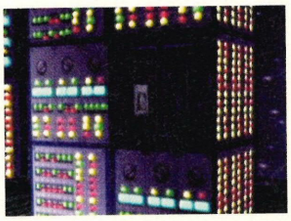




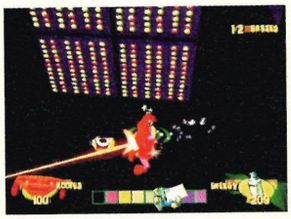
[1] Because the space station rotates it's very easy to get completely lost on this level. If you do, use the map to go back to the start. **[2]** Look at the stupid helmets these bears wear! **[3]** The meerkats look pretty dumb too!



12 Return to the rotunda and go across the corridor to this door. You'll need all four oxygen bottles before you can re-pressurise the next chamber, allowing you to progress and save Josie the kangaroo baby waiting on the other side.



13 Ensuring that you're Roofus, use the space shuttle to return to Earth and reach the puppy and level exit waiting for you there.



1



[1] Two crocodiles on one small dog doesn't make a very fair fight in our book. Get some big weapon out and blow them away!

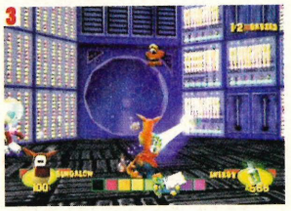


2



[2] As the automatic doors open, be ready with your firepower, just in case bears storm the room. [3] The gravity on Meer allows the babies to jump really high!

3



GUARDIAN BOSS CLAUDE

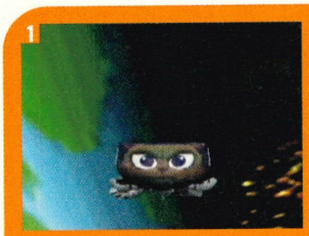
BABIES NEEDED: 65

This time it's Juliette who has to take on an old flame. Claude is her husband, but he's been turned bad by Viggo. The plucky cat will pop on a space suit – be very careful not to let her fall into oblivion while you're fighting! Unfortunately, you can only do Claude harm when he has landed on the panels – save your ammunition when he's up in space! He'll fire a large plasma cannon as soon as Juliette arrives – jump or avoid this at all costs!

When you've hit Claude a few times the panels of the satellite will explode – move quickly to the centre and go through the hatch that opens up to find another panel. This time Claude will send down a shower of plasma bolts that create energy rings when they hit the ground – avoid these and fire plasma beams back. You have to repeatedly hit Claude until he flies off to another panel.

If you continue to avoid Claude's attacks by leaping and dodging, firing back with plasma blasts whenever possible, he will eventually come down to the ground and you will have beaten him!

1



2





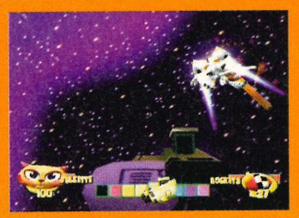
[1] If Juliette falls from the satellite panel when fighting Claude, she'll float forever in space! [2] He was once her husband, now he's out to kill her!













MORE FUR FIGHTERS ACTION NEXT ISSUE

www.dream-cast.net

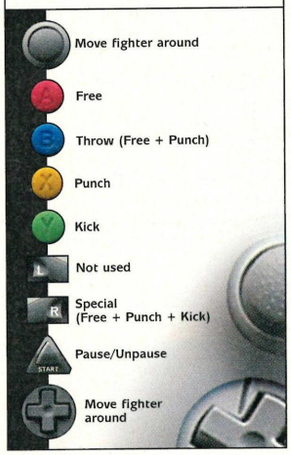
players' guide



It's the hottest beat-'em-up ever and it's finally arrived! If you need the best moves around then look no further – we've got them here!

CONTROLS

You'll need to learn the basics first – try some controls for starters...





KASUMI

Female Ninja In Captive

Fighting Style .....Mugen-Tenshin Ninjutsu/Tenjinmon
Age .....N/A
Height .....5'2"
Weight .....106 lbs
Nationality .....Japanese
Primary Partner .....Hayabusa
Secondary Partner .....Gen Fu

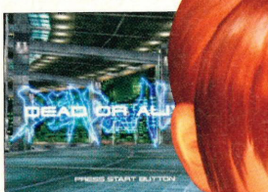
Official Bio

Kasumi is a true-bred 'female ninja', of the 'Mugen-Tenshin' style. In an attempt to settle her brother Hayate's old scores, she became a 'runaway shinobi'. Immediately after Dead or Alive 1 World Combat Championship, she was taken captive by the Super-human Development Project. While held captive, her clone, Kasumi 'X' was created.

essential information >

Dreamcast solutions

Dead Or Alive 2



Publisher	Acclaim
Developer	Tecmo
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	N

Standard Moves

Heaven's Edge X
World's Edge .....df + X
Earth's Edge .....d + X
Roundhouse Kick .....Y
Sidekick .....df + Y
Low Kick .....d + Y
Turning Jab .....X (Away)
Turning Tiger Uppercut .....d + X (Away)
Turning Low Punch .....D + X (Away)
Turning Roundhouse .....K (Away)
• Double Roundhouse .....YY (Away)
Turning Sidekick .....d + Y (Away)
Turning Sweep .....D + Y (Away)
Turning Moonlight Kick .....u + Y (Away)
Advancing Spin Edge .....uf~X
Advancing Jumpkick .....uf~Y
Advancing Hop Upper .....uf, X
Advancing Hop Sweep .....uf, Y
Hopping Spin Edge .....u~X
Hopping Jumpkick .....u + Y
Hopping Turn Upper .....u, X
Hopping Sweep .....u, Y
Back Hopping Upper .....ub, X
Back Hopping Sweep .....ub, Y
Rising Mid Kick .....K (As You Rise)
• Combo Rising Punt .....Y, f + Y (As You Rise)
Moon Lake Kick .....A + Y (Grounded – Face Down, Head Towards)

Basic Striking Moves

Skyscraper Kick .....uf + Y
Dragon Punt Kick .....u + Y
Moon Wheel Kickflip .....ub + Y
Floating Heaven's Edge .....u + X
Evading Heaven's Edge .....b + X
• Double Combo Punch XX
•• World's Edge Combo XXX
••• Flashing Punch Combo XXXX
•• Michizane Flash Kick .....XXY
••• Michizane Cmb Kick .....XXYY
•••• Michi. Thunder Kick .....XXYYY
••• Michi. People's Kick .....XXY, df + Y
••• Michizane Earth Kick .....XXY, d + Y
•• Moon Breaker Combo .....XX, ub + Y
••• Light Bullet Combo .....XX, f + X
••• Light People's Kick .....XX, f + X, Y
•••• Light Rev. Murder .....XX, f + X, YY
•••• Light Void Murder .....XX, f + X, Y, d + Y
••• Light Heaven's Kick .....XX, f + X, f + Y
••• Light Low Savate .....XX, f + X, d + Y
•• Flame Knee Combo .....XX, f + Y
••• Flame Moon Combo .....XX, f + YY
••• Tears of the Moon Cb .....XX, f + Y, d + Y
• Heaven's Edge Flash .....XY
•• Heaven's Edge Combo .....XYY
••• Heaven's Edge Thunder .....XYYY
•• Heaven's Edge Kick .....XY, df + Y
•• Heaven's Edge Earth .....XY, d + Y
Flash Bullet Elbow .....f + X
• Flash People's Kick .....f + XY
•• Flash Reverse Murder .....f + XYY
•• Flash Void Murder .....f + XY, d + Y
• Flash Heaven's Kick .....f + X, f + Y
• Flash Low Savate Kick .....f + X, d + Y
World's Edge .....df + X
• World's Flash Punch .....df + XX
• World's Low Savate .....df + X, d + Y
Flash Roundhouse Kick .....Y
• Combo Roundhouse .....YY
•• Thunder Kick .....YYY
• People's Kick .....Y, df + Y
• Earth's Kick .....Y, d + Y
Shadowless Knife .....f, f + X
• Shadowless Earth Kick .....f, f + X, d + Y
Flame Knee .....f + Y
• Flame Moon Kick .....f + YY
• Tears of the Moon Kick .....f + Y, d + Y
Wolf's Fang Sweep .....f, f + Y
360 Spinning Slap .....X + Y
Kasumi Wind Kick .....A + Y
• Wind & Heaven Kick .....A + Y, Y
• Wind & Tears Kick .....A + Y, d + Y
Spinning Low Kick .....d + A + Y
Spinning Kasumi Kick .....df + A + Y
Turnaway Mist Illusion .....df, df + X
Super Axe Kick .....b + A + Y
Fan Dance .....df, df + Y
Turn New Moon Kick .....b + Y
• Turnaway Moon Kick .....b + YY
Heaven's Advance Dance .....uf + X, Y

Throws

Kasumi's Reversal .....A + X
Waltz of Kegon .....f + A + X
Hawk in a Catalpa Tree .....f + A + X (Near Wall)
Heaven's Cascading Kick .....b + A + X
Discovery of Silence .....b + A + X (Near Wall)
The Flying Swallow .....u + A + X
• Swallow Reverse Drop .....b + A + X
Heat Haze .....f, f + A + X
• Thorn Drop .....d + A + X
• Thorn Crush .....d + A + X (Near Wall)
Gloom .....df, df + A + X
Wolf's Jaw Kick .....d, db, b + A + X
White Rainbow .....A + X (Rear)
Reverse Flying Swallow .....u + A + X (Rear)
Leaping Circle Dance .....f + A + X (Rear)
Flying Rainbow Splash .....d + A + X (Crouch)
Rear Rainbow Splash .....d + A + X (Rear, Crouch)
Advance of the Swallow .....db + A + X (Crouch)

On Downed Opponent

Hawk's Talon Kick .....u + X + Y
Tile Splitter .....d + X

Special Moves

Special Taunt .....b, f, b + A + X + Y
Back Handspring .....ub + X
Heaven's Dance Flip .....uf + X

Tag Team Moves

Double Gloom .....f, f + A + X + Y (to Hayabusa)
Thunder Palm-Talon Kick .....f, f + A + X + Y (from Hayabusa)
Tag Gloom .....f, f + A + X + Y (from anyone EXCEPT Hayabusa)

MOVE KEY

Having trouble working out what all these moves actually mean? Well, here's the key to our moves list to teach you how to pull off those all those devastating strikes!

U.....Up
UF.....Up-forward
F.....Forward
DF.....Down-forward
D.....Down
DB.....Down-back
B.....Back
UB.....Up-back

X.....Punch
Y.....Kick
A.....Free

360.....Rotate D-pad 360°
Lower Case Directions
(u, d, f, etc).....Tap direction
Upper Case Directions
(U, D, F, etc).....Hold direction
ab.....Press buttons in quick succession
a + b.....Press direction/button 'a' and button 'b' together
a~b.....Press button 'b' immediately after direction/button 'a'
a, b.....Press button 'b' after direction/button 'a'
a>b.....Pause briefly after direction/button 'a' before pressing button 'b'

(Rear).....Perform move behind opponent
(Crouch).....Perform move on crouching opponent
(Away).....Perform move facing away from opponent
(Near Wall).....Perform move near outside wall
(Side-Step).....Perform move while side-stepping
(Grounded).....Perform move while lying on ground
(As You Rise).....Perform move as you rise from grounded position
(during AoP).....Perform move during Art Of Phoenix (Helena ONLY)
•.....Number Of Dots Indicates Continued Move

Standard Moves

Jab.....X
Mid Punch.....df + X
Low Punch.....d + X
Roundhouse Kick.....Y
Sidekick.....df + Y
Low Kick.....d + Y
Turning Jab.....X (Away)
Turning Mid Punch.....d + X (Away)
Turning Low Punch.....D + X (Away)
Turning Roundhouse.....K (Away)
Turning Mid Kick.....d + Y (Away)
Turning Sweep.....D + Y (Away)
Trembling Fang Drop.....u + Y (Away)
Advancing Hopping Palm.....uf~X
Advancing Jumpkick.....uf~Y
Advancing Hop Step Palm.....uf, X
Advancing Hop Sweep.....uf, Y
Hopping Palm Strike.....u~X
Hopping Jumpkick.....u~Y
Hopping Step Palm.....u, X
Hopping Sweep.....u, Y
Back Hopping Step Palm.....ub, X
Back Hopping Sweep.....ub, Y

Basic Striking Moves

Jab.....X
• Double Punch.....XX
• Delayed Chop Combo.....XXX
• One-Two Backfist.....XX, b + X
•• Stepping Palm Combo.....XX, b + X, f + X
•• Palm-Flipover Combo.....XX, b + X, Y
• One-Two Hawk Kick.....XXY
•• Raging Hawk Combo.....XXYY
•• Hunting Hawk Combo.....XXYYY
•Rolling Handstand.....XX, d + Y
• Roundhouse.....XY
• Double Roundhouse.....XYY
Trapping Elbow.....f + X
• Knee.....f + XY
• Snap Knee.....f + XYY
Stepping Palm Strike.....f, f + X
Leaning Uppercut.....u + X
Spinning Backfist.....b + X
• Stepping Palm.....b + X, f + X
• Standing Axle.....b + XY
Delayed Chop.....ub + X
Low Spinning Backfist.....db + X
• Breakdance Sweep.....DB + XY
360 Uppercut.....d, df, f + X
Roundhouse Kick.....Y
• Downchop.....YX
• Hayabusa Axle Kick.....YY
Diving Somersault Kick.....uf + Y
Rising Punt Kick.....u + Y
• Punt-Falling Axe Kick.....u + YY
Shinobi Illusion Kick.....ub + Y
Rising Illusion Kick.....K (Side-Step)
Sidekick.....df + Y
• Sidekick-Breakdance.....df + Y, d + Y
Jumping Knee.....f + Y
• Knee-Snapping Kick.....f + YY
Dashing Hop Slide.....f, f + Y
Breakdance Sweep.....db + Y
• Dance-Handstand Roll.....db + Y, D + Y
• Dance-Handstand Option.....db + Y, d + Y
• Double Breakdance.....db + Y, db + Y
• Breakdancing Fury.....db + Y, db + Y, D + Y
Back Leg Sweep.....f, b + Y
Light Wheel Kick.....b + Y
Stepping Illusion Kick.....d, df, f + Y
Rolling Handstand.....D, b + Y
Shoto.....X + Y
Double Palm Strike.....b + X + Y
Turnaway Tiger UpKnife.....df + X + Y
• Tiger-Super Axe Kick.....df + X + Y, Y
Flying Hawk Kick.....A + Y
• Raging Hawk Kick.....A + Y, Y
• Hunting Hawk Kick.....A + Y, YY
Handspring Kick.....b + A + Y
Handstand Option Roll.....d + A + Y
Backroll Handstand Kick.....df + A + Y
Handstand Position.....d + X + Y
• Rollout Jab.....X
• Rollout XY Combo.....XY
• Handstand Kick.....Y
• Double Spinning Kick.....YY
• Rolling Catapult Kick.....X + Y
• Hyper Spin Sweep.....A + Y
• SuiJuu Nage.....A + X
• Head Hunting.....b + A + X
• Rollout.....d
• Backwards Stepout.....b, b

Throws

Juuji-Karami.....A + X
KubiKiri-Nage.....f + A + X
Church Bells Ring.....f + A + X (Near Wall)
Shiho-Nage.....df + A + X
Yama-Arashi.....b + A + X
Falcon Kick.....f, f + A + X
Dream Shadow.....b, f + A + X
Falling Thunder Strike.....d, db, b + A + X
Rising Thunder Palm.....d, df, f + A + X
• Kama-Itachi.....d, f, u + A + X
•• Hankou Drop.....360 + A + X
Ura Nage.....A + X (Rear)
Jinryuu Drop.....b + A + X (Rear)
Falling Dragon Strike.....f, f + A + X (Rear)
Neck Hunting Flash.....d + A + X (Crouch)
Hopping Spin Move.....db + A + X (Crouch)
Carry The Jar Across The Waterfall.....d + A + X (Rear, Crouch)

On Downed Opponent

Nara Drop.....u + X + Y
Double Tiger Fang.....d + X

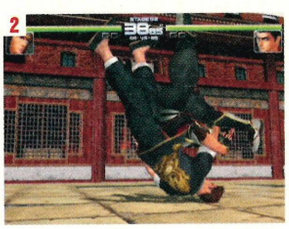
Special Moves

Basic Taunt.....d, d + A + X + Y
First Special Taunt.....b, f, b + A + X + Y
Second Special Taunt.....f, b, f + A + X + Y
Handstand Position.....d + X + Y
Diving Somersault.....uf + X
Triangle Jump.....u, f (Near Wall)

Tag Team Moves

Thunder Palm-Talon Kick.....f, f + A + X + Y (to Kasumi)
Double Gloom.....f, f + A + X + Y (from Kasumi)
Tag Rising Thunder.....f, f + A + X + Y (from anyone EXCEPT Kasumi)
• Tag Kama-Itachi.....d, f, u + A + X
•• Tag Hankou Drop.....360 + A + X





[1] Hayabusa's lightning-quick punches and kicks make him the ideal fighter if you're looking to finish the opponent off very quickly.
[2] He's also got some amazing throws and can even appear out of thin air!

HAYABUSA

A Ninja Like No Other

Fighting Style Hayabusa Ninjutsu
Age.....23
Height.....5'10"
Weight.....154 lbs.
Nationality.....Japanese
Primary Partner.....Kasumi
Secondary Partners.....N/A

Official Bio
Hayabusa is the modern super ninja and the best friend of Kasumi's brother. Being a super ninja he has the responsibility to confront Bankotsubo, the Evil Tengu, who came from the dark world into human existence. To face the evil Tengu would be a suicidal act for any human being, but Hayabusa owes it to himself and to mankind to confront his fate. Don't let his enemies get a moment to recover – just pound them into submission instantly!

Or Alive 2

essential information 2

Dreamcast magazine says



"The gameplay is nothing short of dazzling in every department!"

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[1] If you're going to use a Combo Throw, make sure you do it before the opponent can escape! [2] Eh? What d'ya mean, "Can I see your bus pass?" Take that! [3] For an old bloke, Gen Fu can really give you a good kicking! [4] One quick shove and you'll be falling through the air... ouch!

Standard Moves

Jab X
Upslice ..... df + X
Low Punch ..... d + X
High Front Kick ..... Y
Front Kick ..... df + Y
Low Kick ..... d + Y
Turning High Palm ..... X (Away)
Turning Rising Palm ..... d + X (Away)
Turning Low Backfist ..... D + X (Away)
Turning High Front Kick ..... K (Away)
Turning Hook Kick ..... d + Y (Away)
Turning Low Kick ..... D + Y (Away)
Advancing Hop Punch ..... uf~X
Advancing Jumpkick ..... uf~Y
Advancing Hop Palm ..... uf, X
Advancing Hop Sweep ..... uf, Y
Hopping Punch ..... u~X
Hopping Jumpkick ..... u~Y
Hopping Double Palm ..... u, X
Hopping Sweep ..... u, Y
Back Hopping Dbl Palm ..... ub, X
Back Hopping Sweep ..... ub, Y

Basic Striking Moves

Palm Uppercut ..... u + X
• One-Two Palm XX
• Straight Strike Combo XXX
Upslice ..... df + X
• Indecision Slice ..... df + XX
High Slap ..... uf + X
Elbow Strike ..... f + X
• Elbow-Upslice ..... f + XX
• Indecision Combo ..... f + XXX
• Side Bodycheck Combo ..... f + XX, X + Y
Cross Elbow Strike ..... b + X
• Cross Violent Slice ..... b + XX
• Cross Jab ..... b + X, f + X
• Double Palm Combo ..... b + X, f + X, X + Y
Upwards Riot Chop ..... DF + X
Stepping Palm Strike ..... f, f + X
Overhead Slice ..... df, df + X
Scoot Punch ..... d, df, f + XX
Headbutt ..... X + Y
Violent Slice ..... f, b + X
Short Bodycheck ..... db, f + X
Stomping Double Palm ..... f + X + Y
Death Touch ..... d + X + Y
• Stomping Bodycheck ..... d + X + Y, bf + X
High Double Palm ..... b + X + Y
Turnaway Flipover Upper ..... db + X + Y
Side Bodycheck ..... df + X + Y
Low Backfist ..... db + X
Low Reverse Punch ..... df + Y
• Low Reverse-Jab ..... df + YX
• Spinning Hammer ..... df + YX, bf + X
Shot Knee Strike ..... F + Y
• Shot Knee Hopkick ..... F + YY
Low Kick ..... db + Y
• Low-Side Bodycheck ..... db + Y, f + X
Hopkick ..... u + Y
Jumping Crescent Kick ..... uf + Y
• Crescent Sweep ..... uf + Y, d + Y
Reverse Cartwheel Kick ..... ub + Y
Step Thrust Kick ..... f + Y
Leaping Toe Touch ..... A + Y
Leg Sweep ..... d + A + Y

Throws

Side Cross Wrap ..... A + X
Grasping the Heart ..... b + A + X
Dragon Shoulder ..... b + A + X (Near Wall)
Shuutai ..... f + A + X
Rolling Earth Wind ..... f, f + A + X
• Monkey Style ..... f + A + X
Unlock The Chains Of The Three Emperors ..... d, db, b + A + X
Close The Clouds And Grasp The Moon ..... d, df, f + A + X
• Close The Clouds And Catch The Falling Star ..... A + X
Spread the Tiger's Tail ..... A + X (Rear)
Leaning Position ..... f + A + X (Rear)
The Horse's Iron Head ..... d + A + X (Crouch)
Raccoon-Cat up a Tree ..... db + A + X (Crouch)
Great Cross Splitter ..... d + A + X (Rear, Crouch)

On Downed Opponent

Falling Kick ..... u + X + Y
Earth Palm Strike ..... d + X

Special Moves

Basic Taunt ..... d, d + A + X + Y
Special Taunt ..... b, f, b + A + X + Y
Arrow Step ..... d, df, f + X
Back Cartwheel ..... ub + X

Tag Team Moves

Kung Fu Fighting ..... f, f + A + X + Y (from Helena)
Assault And Battery ..... f, f + A + X + Y (to Helena)
Moon Toss-Heaven Dance ..... f, f + A + X + Y (to Kasumi)
Rising Palm Thrust ..... f, f + A + X + Y (from anyone EXCEPT Helena)

GEN FU

The Legendary Go Ken

Fighting Style ...Xinyi Liuhe Quan
Age 65
Height ..... 5'7"
Weight ..... 172 lbs
Nationality ..... Chinese
Primary Tag Partner ..... Helena
Secondary Tag Partners ..Kasumi

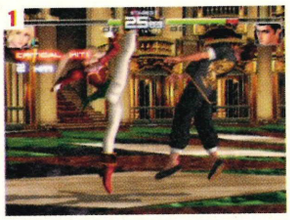
Official Bio
Gen Fu is bringing back his legendary attack, GO KEN (fatal iron fist) that he once swore he'd never use again because of its awesome destructive power. He needs to win the prize money from Dead or Alive World Combat Championship so that he can provide a cure for his sick granddaughter's rare disease.





[5] Gen Fu uses lots of surprise attacks, so make good use of them! [6] Hey, check out the funky backflip – amazing!







[1] Helena is a high-kicking, speed-fighting opera singer. Oooh. [2] If you can master the Art of Phoenix moves, you can really catch your opponents by surprise. [3] I win, I win! She might be a pretty face, but she won't hesitate in beating you into the ground!

HELENA

In Vengeance Of Her Mother

Fighting Style	Pi Qua Quan
Age	21
Height	5'7"
Weight	108 lbs
Nationality	French
Primary Partner	Gen Fu
Secondary Partner	N/A

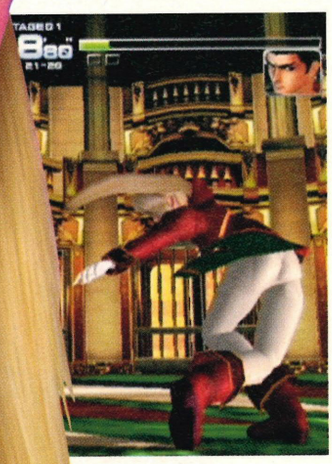
Official Bio

She is the daughter of Fame Douglas and a world class soprano singer who is an expert in Pi Qua Quan. While performing at the opera house, a shot was fired at her but killed her mother instead. While she was trying to find the culprit she learned that the murder of her parents is somehow related to the 'Dead or Alive World Combat Championship'.









Standard Moves

Drill Palm	X
Mid Stabbing Fist	df + X
Low Bent Fist	d + X
High Spin Kick	Y
Spin Kick	df + Y
Thigh Sweep	d + Y
Front Hop Split Hand	uf~X
Front Hop Rising Kick	uf~Y
Front Hop Random Palm	uf, X
Front Hop Turning Kick	uf, Y
Hopping Split Hand	u~X
Hopping Rising Kick	u~Y
Hopping Random Palm	u, X
Hopping Turning Kick	u, Y
Back Hop Random Palm	ub, X
Back Hop Turning Kick	ub, Y

Basic Striking Moves

Random Palm	f, f + X
Drill Palm	X
• Whirling Palm	XX
•• Thrust Palm	XXX
•• Reaching Heel	XXY
•• Ankle Thrust	XX, d + Y
•• Fisting Reverse	XX, B
••• Twin Whirling Palm	XX, B + X
•••• Final Thrusting Palm	XX, B + XX
• Snap Kick	XY
•• Double Snap Kick	XYY
••• Ultimate Snap Kick	XYYY
Rising Knife Edge	u + X
Operatic Fist	ub + X
Jab Palm	df + X
• Thrusting Knife Edge	df + XX
Backhanded Rear Fist	b + X
• Side Palm Edge	b + XX
•• Side Thrust Palm	b + XXX
Sweeping Knife Edge	uf + X
• Backhand Push	uf + XX
• Faceless Kick	uf + XY
• Delayed Ankle Thrust	uf + X, d + Y
Ducking Back Fist	b, b + X
• Return Fist	b, b + XX
•• Below The Belt	b, b + XX, d + X
Slap	f + X
• Revealing Spin Fist	f + XX
Lighting Reverse Punch	db + X
Wings Of The Eagle	X + Y
• Wings Of The Phoenix	X + Y, X + Y
Knee Lift	Y
• Twin Knee	YY
•• Rapid Knee	YYY
Advancing Knee Strike	f + Y
• Phoenix Thrust	f + Y, d + Y
• Advancing Double Palm	f + YX
Mafia Kick	b + Y
• Lifting Twin Mafia Kick	b + YY
Airborne Phoenix	u + Y
Reversing Point Kick	ub + Y
Hopping Ankle Thrust	f, f + Y
• Swift Low Fist	f, f + YX
•• Double Palm Push	f, f + YXX
Reverse Ankle Thrust	db + Y
• Low Palm Push	db + YX
Shin Strike	d + Y
• Turning Mule Kick	d + YY
Duel Karate Kick	uf + Y
Vicious Phoenix	D + A + Y
Phoenix Upper	DF + X
• Twin Phoenix Upper	DF + XX
Phoenix Blade	d, df, f + X
Castaway Fist	b + X + Y
Sweeping Knife Edge	d, db, b + X
Gut Palm	f + X + Y

Back Striking Moves

Backhand Slice	d + X (Away)
Facing Slice	D + X (Away)
Turning Raised Heel	K (Away)
Mule Kick	d + Y (Away)
Phoenix Thrust	D + Y (Away)
Facing Random Palm	X (Away)
• Advancing Palm	XX (Away)
•• Building Palm	XXX (Away)
••• Critical Palm	XXXX (Away)
•• Reversed Palm	XX, b + X (Away)
••• Switch Palm	XX, b + XX (Away)
•••• Heavy Critical Palm	XX, b + XXX (Away)
Lifting Knee	f + Y (Away)
• Phoenix Returns	f + Y, d + Y (Away)
• Forceful Phoenix	f + YX (Away)
Hard Advancing Palm	f + X (Away)
Whirling Phoenix Rising	X + Y (Away)
Advancing Sweep	f, f + Y (Away)

Art Of Phoenix Moves

Standing Jab	X
• Rapid Jab	XX
•• Delayed Phoenix Fist	XXX
•• Phoenix Talon	XXY
Advancing Phoenix	f + X
• Airborne Phoenix	f + XX
•• Final Phoenix Strike	f + XXX
•• Airborne Phoenix Talon	f + XXY
Reverse Side Palm	b + X
• Lifting Knee Check	b + XY
•• Phoenix Returns	b + XY, d + Y
•• Twin Phoenix	b + XYX
Harsh Knee	DF + Y
• Phoenix Prepares	DF + Y, D + Y
Whirling Palm Push	f, f + X
Punt Kick	Y
Rising Punt Kick	f + Y
Phoenix Sweep	D + A + Y
Twin Rising Knife Edge	X + Y

Throws

Whirling Blade	A + X
Dragon Choke Toss	b + A + X
Slamming Heel	b + A + X (Near Wall)
Symphony Fist	f, f + A + X
Weighted Lift	d, df, f + A + X
Rear Weighted Lift	A + X (Away)
Typhoon Elbow	A + X (Rear)
Diaphragm Check	d + A + X (Crouch)
Lifting Beat	db + A + X (Crouch)
Double Retort	d + A + X (Rear, Crouch)

On Downed Opponent

Phoenix Drop	u + X + Y
Downed Thrust	d + Y

Special Moves

Art of Phoenix	d + X + Y
Phoenix Advance	f (during AoP)
Phoenix Retreat	b (during AoP)
Phoenix Rising	u (during AoP)
Phoenix Reverse	ub (during AoP)
Phoenix Forward Dash	f, f (during AoP)
Phoenix Back Dash	b, b (during AoP)
Phoenix Crouch	d, d (during AoP)
Special Taunt	b, f, b + A + X + Y

Tag Team Moves

Assault And Battery	f, f + A + X + Y (from Gen Fu)
Kung Fu Fighting	f, f + A + X + Y (to Gen Fu)
Rushing Arm Bar	f, f + A + X + Y (from anyone EXCEPT Gen Fu)

[4] Helena's got quite a good range, so you don't need to get too close to do some damage! [5] Her variety of throws can be used as a last resort or when you're doing well!







continued>

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Standard Moves

Jab X
Upper ..... df + X
Low Knuckle ..... d + X
High Kick ..... Y
Middle Kick ..... df + Y (Away)
Low Kick ..... d + Y (Away)
Turn Spin Knuckle ..... X (Away)
Turn Middle Knuckle ..... d + X (Away)
Turn Low Knuckle ..... D + X (Away)
Turn Spin Kick ..... K (Away)
Turn Sidekick ..... d + Y (Away)
Turn Low Kick ..... D + Y (Away)
Turn Savate ..... A + Y (Away)
Moonsault Attack ..... X + Y (Away)
Front Fist Drop ..... uf~X
Drop Kick ..... uf~Y
Front Step Hammer ..... uf, X
Kangaroo Knee Kick ..... uf, Y
Flying Fist Drop ..... u~X
Branching Kick ..... u~Y
Step Hammer ..... u, X
Kangaroo Knee Step ..... u, Y
Back Step Hammer ..... ub, X
Back Step Low Drop ..... ub, Y

Basic Striking Moves

• Jab – High Kick ..... XY
• Jab – Straight XX
•• Machine Gun Middle ..... XXY
•• Machine Gun Elbow XXX
••• Machine Gun Knee ..... XXXY
Knuckle Arrow ..... ub + X
Blazing Chop ..... u + X
Backhand Elbow ..... uf + X
• Back Elbow – Knee ..... uf + XX
Double Hammer ..... b + X
Low Spin Knuckle ..... df + X
Elbow ..... f + X
• Elbow – Back Knuckle ..... f + XX
•• Infinity Combo ..... f + XXX
•• Ultimate Combo ..... f + XXY
•• Spin Knuckle Combo ..... f + XX, d + X
•• Low Drop Combo ..... f + XX, d + Y
Dashing Upper ..... f, f + X
• Double Upper ..... f, f + XX
•• Combo Drop Kick ..... f, f + XXY
Tina Special ..... f, f + X + Y
Vertical Back Chop ..... DF + X
• Vertical Hammer ..... DF + XX
Dolphin Upper ..... df, df + X
Rolling Elbow ..... D, DF, F + X
High Kick ..... Y
• Ankle Spin Kick ..... YY
Middle Kick ..... df + Y
• Double Middle Kick ..... df + YY
Step Kick ..... uf + Y
Back Brain Kick ..... ub + Y
Drop Kick ..... u + Y
Front Step Kick ..... f, f + Y
Jumping Knee Pat ..... f + Y
• Knee – Hammer ..... f + YX
Turn Low Kick ..... D + Y
• Key Kick ..... D + YY
•• Double Key Kick ..... D + YYY
Crash Knee ..... df, df + Y
Dancing Doll Kick ..... A + Y
Shoulder Tackle ..... b, f + X
Short Range Lariat ..... X + Y
Elbow Suicida ..... f + X + Y
Rolling Sabot ..... b + Y
Front Roll Kick ..... f + A + Y
Low Drop Kick ..... f + A + Y
Moonsault Press ..... b + X + Y

Throws

Death Valley Bomb ..... X + A
Body Slam ..... f + A + X
• Texas Driver ..... d + A + X
Bust Cyclone ..... f + A + X (Near Wall)
Frankensteiner ..... b + A + X
Hammer Throw ..... f, f + A + X
• Japan Ocean Suplex ..... A + X
Bust J.O.S. ..... f, f + A + X (Near Wall)
Tackle ..... b, f + A + X
Oki-Agari Tackle ..... A + X (Grounded – Face Down, Head Towards)
• Tackle – Giant Swing ..... b, db, d, df, f + A + X
Piledriver ..... f, b + A + X
• Gorii Bomb ..... d + A + X
•• Skytwister Press ..... d, u + A + X
Flying Mare ..... d, db, b + A + X
• Surfboard-Style Lock ..... b, f + A + X
•• Japan Ocean Suplex ..... d, u + A + X
Fisherman's Suplex ..... b, db, d, df, f + A + X
Japan Ocean Cyclone ..... D, f, b + A + X
German Suplex ..... A + X (Rear)
• Double Break ..... d + A + X
Release German Suplex ..... f + A + X (Rear)
Bust Suplex ..... f + A + X (Rear, Near Wall)
Full Nelson ..... f, b + A + X (Rear)
• Dragon Suplex ..... f, b + A + X
Bass Bomb ..... d + A + X (Crouch)
• Trans-Four Leg Lock ..... d, d + A + X
Double Arm Suplex ..... db + A + X (Crouch)
• Tiger Driver ..... d + A + X
Japan Ocean Bomb ..... df, df + A + X (Crouch)
Neck Crasher ..... d + A + X (Rear, Crouch)

On Downed Opponent

Hip Drop ..... u + X + Y
Elbow Drop ..... d + X

Special Moves

Basic Taunt ..... d, d + A + X + Y
Special Taunt ..... b, f, b + A + X + Y
Front Roll ..... d + X + Y

Tag Team Moves

Spike Tombstone ..... f, f + A + X + Y (from Bass)
Double Armstrong Buster ..... f, f + A + X + Y (to Bass)
Bombe de la Rougeau ..... f, f + A + X + Y (to Zack)
Iron Claw – Skytwister ..... d, df, f + A + X + Y (from Bass)
Double Lariat ..... d, df, f + A + X + Y (to Bass)
Tag Arm Drag ..... f, f + A + X + Y (from anyone EXCEPT Bass)



TINA

Superstar Of Women's Wrestling

Fighting Style ..... Pro Wrestling
Age 22
Height ..... 5'9"
Weight ..... 115 lbs
Nationality ..... American
Primary Partner ..... Bass
Secondary Partner ..... Zack

Official Bio

Tina is the superstar of the women's wrestling world and the daughter of the undefeated champion of professional wrestling, Bass. Because of her beauty and her superstar status her victory in the Dead or Alive World Combat Championship will surely push her popularity into the next level.













[1] Hey, that's a mighty fine headlock you've got there ma'am... mind if I have a go? [2] Power Clothesline coming in at five o'clock – watch out! [3] Bass is a big guy, but that doesn't mean he can't high-kick with the rest of them! [4] You're going to need more than an Aspirin after this major headbutt!





Standard Moves

Palm Jab	X
Elbow Smash	df + X
Low Knuckle	d + X
High Kick	Y
Front Kick	df + Y
Low Kick	d + Y
Swing Palm	X (Away)
Round Back Knuckle	d + X (Away)
Swing Low Palm	D + X (Away)
Round High Kick	K (Away)
Round Middle Kick	d + Y (Away)
Round Low Kick	D + Y (Away)
Toras Kick	b + Y (Away)
Round Muscle Elbow	X + Y (Away)
Front Air Knuckle	uf~X
Front Bronco Kick	uf~Y
Front Neck Shoto	uf, X
Front Leg Break	uf, Y
Jumping Knuckle	u~X
Bronco Kick	u~Y
Neck Shoto	u, X
Jumping Leg Break	u, Y
Back Neck Shoto	ub, X
Back Leg Break	ub, Y
Rising Low Drop Kick	D + A + Y (Grounded – Face Up, Head Away)

Standard Moves

Palm Jab	X
• Double Palm	XX
• Combo Gong	XXX
• Combo Hammer	XX, d + X
• Combo High Kick	XXY
• Jab – Front Kick	XY
• Combo Kick Rush	XYY
Body Hook	f + X
• Wild Swing	f + XX
Hell Strike	X + Y
Elbow Bat	uf + X
• Elbow Rush	uf + XX
Texas Chop	b + X
• Shoto Gun Chop	b + XX
• Stun Gun Chop	b + XX, X + Y
Proton Hammer	db + X
• Power Gong	db + XX
Knee Lift	f + Y
• Knee Hammer	f + YX
Jumping High Kick	u + Y
Smash Going	f, f + X
Bear Crash	df + X + Y
• Bear Scissors	df + X + Y, X
Front Kick	df + Y
• Kick Crash	df + YY
One-Hand Hammer	u + X
Buffalo Crash	df, df + X
Drop Kick	d, df, f + Y
Flying Cross Chop	f, f + X + Y
Kenka Kick	f, f + Y
Mongolian Chop	ub + X
• Hell Scissors	ub + XX
Rolling Axe	bf + X
Bass Lariat	f + X + Y
Front Roll Kick	f + A + Y
Leg Break	db + Y
Low Drop Kick	d + A + Y
Muscle Elbow	b + X + Y
Burning Soul	d + X + Y
• Axe Bomber	d + X + Y, X + Y

Throws

Falcon Arrow	A + X
One Foot Headbutt	df + A + X
Rear Foot Headbutt	df + A + X (Rear)
Ferocious Bull Headbutt	df + A + X (Near Wall)
Waterwheel Drop	b + A + X
Bear Press	b + A + X (Near Wall)
Bass Tornado	f + A + X
Flying Body Scissors	u + A + X
Dynamite Lariat	b, f + A + X
Atomic Hammer Crash	b, f + A + X (Near Wall)
Powerslam	f, f + A + X
• Oklahoma Stampede	f + A + X
Kitchen Sink	d, db, b + A + X
• Stretch Plum	d + A + X
•• Manhattan Drop	d, u + A + X
Superfreak Powerbomb	b, db, d, df, f + A + X
T.F.B.B.	D, f, b + A + X
T.F.B.C.	D, f, b + A + X (Near Wall)
Escape Back	A + X (Away)
Dangerous Back Drop	A + X (Rear)
Locomotion Backdrop	A + X (Rear)
Argentine Backbreaker	b + A + X (Rear)
Reverse Powerbomb	u + A + X (Rear)
Atomic Drop	f, f + A + X (Rear)
• Face Crusher	f + A + X
Iron Claw	b, db, d, df, f + A + X (Rear)
• Grizzly Launcher	d, d + A + X
• Grizzly Crush	d, d + A + X (Near Wall)
Bass Bomb	d + A + X (Crouch)
Spiral Bomb	db + A + X (Crouch)
Double Arm DDT	df, df + A + X (Crouch)
Calf Branding	d + A + X (Rear, Crouch)

On Downed Opponent

Double Knee Drop	u + X + Y
Stomping	d + Y

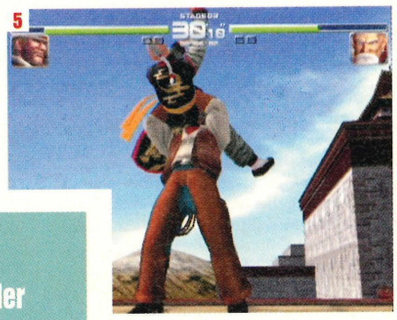
Special Moves

Basic Taunt	d, d + A + X + Y
Special Taunt	b, f, b + A + X + Y

Tag Team Moves

Twin Armstrong Buster	f, f + A + X + Y (from Tina)
Double Lariat	d, df, f + A + X + Y (from Tina)
Spike Tombstone	f, f + A + X + Y (to Tina)
Iron Claw – Skytwister	d, df, f + A + X + Y (to Tina)
Arm Lock – Legdrop	f, f + A + X + Y (from Leon)
Tag Powerslam	f, f + A + X + Y (from anyone EXCEPT Tina/Leon)
• Tag Oklahoma Stampede	f + A + X

[5] When Bass picks you up, there's only one way to go... down! [6] I'm the best! Up yours, creep! [7] Ooh, now you know that this move is going to leave a bruise in the morning!







BASS

Professional Wrestler

Fighting Style	Professional Wrestling
Age	46
Height	6'5"
Weight	346 lbs
Nationality	American
Primary Partner	Tina
Secondary Partner	Leon

Official Bio

He is the father of Tina who doesn't like his daughter using her sex appeal to gain her celebrity status. He enters the Dead or Alive World Combat Championship to protect his beloved daughter from getting hurt and at the same time he hopes to teach his daughter about the tough reality of the World Combat Championship.

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Standard Moves

Jab X
Upper ..... df + X
Low Knuckle ..... d + X
High Kick ..... Y
Middle Kick ..... df + Y
Te Ran ..... d + Y
Turn Knuckle ..... X (Away)
Turn Elbow ..... d + X (Away)
Turn Low Knuckle ..... D + X (Away)
Turn Heel Kick ..... K (Away)
Turn Upper Kick ..... d + Y (Away)
Turn Low Spin Kick ..... D + Y (Away)
Turn Sok Club ..... b + X (Away)
Turn Spinning Heel Kick ..... b + Y (Away)
Leap Down Blow ..... uf~X
Leap Side Kick ..... uf~Y
Forward Step Elbow ..... uf, X
Forward Step Knee ..... uf, Y
Air Down Blow ..... u~X
Air Side Kick ..... u~Y
Step Elbow ..... u, X
Step Knee Kick ..... u, Y
Feint Elbow ..... ub, X
Feint Middle Spin ..... ub, Y
Rising Head Spring ..... F + Y (As You Rise)
• Spring Heel ..... F + Y, K (As You Rise)
Hell Needle ..... u + X
Ti Sok Bon ..... db + X
Rising Heel Kick ..... u + Y
Sok Club ..... d, df, f + X
• Double Impact ..... d, df, f + XX
• Spinning Heel Kick ..... d, df, f + XY
Tei Sok Tron ..... f + X
• Double Sok ..... f + XX
• Elbow Middle Kick ..... f + XY
•• Elbow Double Middle ..... f + XYY
••• Elbow Triple Middle ..... f + XYYY
•••• Inferno Rush ..... f + XYYYY
Tei Sok Ran ..... f, f + X
Half Spin High Kick ..... b + Y
• Half Spin Sook Club ..... b + YX
• Half Spin Heel Kick ..... b + YY
Tei Kau Tron ..... f + Y
• Gatling Knee ..... f + YY
Heat Sunrise ..... ub + Y
Tambourine Kick ..... b, b + Y
• Tambourine Heel ..... b, b + YY
Sway Blow ..... ub + X
• Jab - High Kick ..... XY
•• Jab - High Turn Heel ..... XYY
••• Jab - High Triple ..... XYYY
•••• Boost Rush ..... XYYYY
• Jab - Straight XX
•• Vulcan Flame XXX
••• Mebius Rush ..... XXXY
•• Vulcan Middle Kick ..... XXY
••• Vulcan Double Middle ..... XXYY
•••• Vulcan Triple Mid ..... XXYYY
••••• Mad Beast ..... XXYYYY
•• Vulcan Low Kick ..... XX, d + Y
••• Vulcan Double Low ..... XX, D + YY
•••• Vulcan Triple Low ..... XX, D + YYY
••••• Mad Hound ..... XX, D + YYYY
•• Vulcan Knee Kick ..... XX, f + Y
•• Vulcan Edge ..... XX, f + X
••• Genocide Rush ..... XX, f + XY
••• Devil's Rush ..... XX, f + XX
••• Vulcan Fake ..... XX, b
••• Fake Spinning Middle ..... XX, b, Y
Upper ..... df + X
• Hell Smash ..... DF + XX
•• Heaven Smash ..... DF + XXX
Slam Knuckle ..... b + X
High Kick ..... Y
• High Turn Heel Kick ..... YY
•• High Turn Triple ..... YYY
••• Mephisto Rush ..... YYYY
Middle Kick ..... df + Y
• Double Middle Kick ..... df + YY
•• Triple Middle Kick ..... df + YYY
••• Middle Kick Rush ..... df + YYYY
•••• Demon Rush ..... df + YYYYY
Te Ran ..... d + Y
• Double Low Kick ..... D + YY
•• Triple Low Kick ..... D + YYY
••• Low Kick Rush ..... D + YYYY
•••• Barrier Rush ..... D + YYYYY
• Te Ran Straight ..... d + YX
•• Tricky Middle Kick ..... d + YXY
••• Tricky Double Middle ..... d + YXYY
•••• Tricky Triple Mid ..... d + YXYYY
••••• Tricky Beast ..... d + YXYYYY
•• Tricky Low Kick ..... d + YX, d + Y
••• Tricky Double Low ..... d + YX, D + YY
•••• Tricky Triple Low ..... d + YX, D + YYY
••••• Tricky Hound ..... d + YX, D + YYYY
•• Vulcan Elbow ..... d + YXX
••• Mebius Rush ..... d + YXXY
•• Vulcan Knee Kick ..... d + YX, f + Y
•• Vulcan Edge ..... d + YX, f + X
••• Genocide Rush ..... d + YX, f + XY
•• Vulcan Fake ..... d + YX, b
••• Fake Spinning Middle ..... d + YX, b, Y
Zack Tornado ..... d + A + Y
Spinning Middle Kick ..... A + Y
Twister Upper ..... df + X + Y
Kau Roy ..... f, f + Y
Flying Knee Kick ..... f + X + Y
Devil's Upper ..... df, df + X
• Devil's Elbow ..... df, df + X, f + X
Vertical Axe ..... X + Y
Airwalk ..... f, f + X + Y
Raising Knee ..... df, df + Y
• Overhead Kick ..... df, df + YY
Turn Bazooka ..... b, f + X

Throws

Wild Throw ..... A + X
Stunner ..... b + A + X
Go Ko Tei Kau ..... f, b + A + X
Nightmare Stand ..... f, b + A + X (Near Wall)
Hard Rush ..... df, df + A + X
Splash Dunk ..... d, df, f + A + X
Fly Bo Deing ..... d, df, f + A + X (Near Wall)
Neck Hunting ..... A + X (Rear)
Violence Beat ..... b + A + X (Rear)
Beast Fang ..... d + A + X (Crouch)
Heartbreaker ..... db + A + X (Crouch)
Reverse Beast Fang ..... d + A + X (Rear, Crouch)

On Downed Opponent

Foot Stamp ..... u + X + Y
• Stepping Wave ..... u + X + Y, b, f + X + Y
Wild Heel ..... d + Y

Special Moves

Basic Taunt ..... d, d + A + X + Y
Special Taunt ..... b, f, b + A + X + Y
Fake Roll ..... d, df, f + T

Tag Team Moves

Double Flapjack ..... f, f + A + X + Y (to Leon)
Double Headbutt ..... f, f + A + X + Y (from Leon)
Bombe de la Rougeau ..... f, f + A + X + Y (from Tina)
Tag Funky Elbow ... f, f + A + X + Y (from anyone EXCEPT Leon/Tina)

ZACK

A Funky Thai-Style Boxer

Fighting Style: .Thai Style Boxing
Age: 25
Height: ..... 5'11"
Weight: ..... 172 lbs
Nationality: ..... American
Primary Partner: ..... Leon
Secondary Partner: ..... Tina

Official Bio
His muscular strength and rare kick-boxing style grabs the attention of all that witness his fighting. He is a self-taught genius of Thai boxing. He re-entered the Dead or Alive World Combat Championship in order to feed his hunger for public attention and to win the prize money. Because of his frank and funky personality, his popularity is growing.





1



2

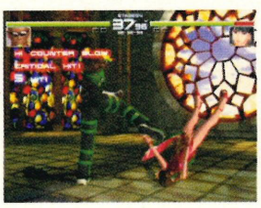


[1] His powerful punches are perfect for those who want to take it to the edge with Zack! [2] See what we mean? That's raw power! [3] It might be the Stone Cold Stunner, but this guy certainly ain't Steve Austin... check out the hair!

3











Standard Moves

Jab X
Palm Stamp ..... df + X
Low Knuckle ..... d + X
High Kick ..... Y
Middle Side Kick ..... df + Y
Low Kick ..... d + Y
Turn Back Knuckle ..... X (Away)
• Smash Hook ..... XX (Away)
•• Smash Upper ..... XXX (Away)
Turn Bodyblow ..... d + X (Away)
Turn Low Spin Knuckle ..... D + X (Away)
Turn Spin Kick ..... K (Away)
Turn Sidekick ..... d + Y (Away)
Turn Low Spin Kick ..... D + Y (Away)
Assault Down Palm ..... uf~X
Assault Front Kick ..... uf~Y
Assault Smash Hook ..... uf, X
Assault Leg Spike ..... uf, Y
Air Down Palm ..... u~X
Air Front Kick ..... u~Y
Step Smash Hook ..... u, X
Step Leg Spike ..... u, Y
Trap Smash Hook ..... ub, X
Trap Leg Spike ..... ub, Y

Basic Striking Moves

Palm Arrow ..... ub + X
Tomahawk Elbow ..... uf + X
Smash Hook ..... u + X
• Smash Upper ..... u + XX
To-raa-su Kick ..... K (Side-Step)
Rising Tomahawk ..... uf + Y
Javelin Kick ..... u + Y
Body Savate ..... A + Y
Blast Back Knuckle ..... b + X
• Blast To-raa-su ..... b + X
• Blast Drive Knee ..... b + X, f + Y
Knee Lift ..... f + Y
Smash ..... DF + X
Heel Hammer ..... b + Y
Head Bat ..... X + Y
Arm Grenade ..... f + X + Y
Flame Knuckle ..... f, f + X
Shoulder Tackle ..... b, f + X
Swing Double Hammer ..... b + X + Y
• Reverse Double Hammer ..... b + X + Y, X
Leg Spike ..... db + Y
Body Blow ..... f + X
• Stomach Crush ..... f + XX
•• Solid Crush ..... f + XXX
•• Crush Leg Spike ..... f + XX, d + Y
• Stomach Break ..... f + XY
Jab X
• Jab – Bodyblow ..... X, f + X
•• Rush Savate ..... X, f + XY
•• Rush Leg Spike ..... X, f + X, d + Y
• Jab – High Kick ..... XY
• Jab – Straight XX
•• Storm Hook XXX
•• Storm Blast Knuckle ..... XX, b + X
•• Savate ..... XXY
•• Storm Upper ..... XX, db + X
High Kick ..... Y
• Trap Heel Hammer ..... YY
• Trap Double Hammer ..... YX
•• Trap Reverse Hammer ..... YXX
Giant Upper ..... d, db, b + X
Side Scimitar ..... f, f + Y
• Scimitar Lock Heel ..... f, f + YY
Turn Low Javelin ..... d + A + Y

Throws

Victor Knee Cross Lock ..... A + X
Neck Hanging Tree ..... b + A + X
Neck Hanging Blow ..... b + A + X (Near Wall)
Arm Lock ..... f + A + X
Firestorm Knee ..... f + A + X (Near Wall)
Pivoting Leg Sweep ..... b, f + A + X
• Standing Achilles Lock ..... f, b + A + X
•• Reverse Prawn Hold ..... d + A + X
Crab Scissors ..... df, df + A + X
• STF ..... d, d + A + X
Standing Arm Lock ..... d, db, b + A + X
• Neck-Arm Gammadion ..... f, b + A + X
•• DDT ..... d + A + X
Windmill Backbreaker ..... d, df, f + A + X
Desert Bridge ..... d, df, f + A + X (Near Wall)
Jumping Arm Cross Lock ..... A + X (Rear)
Hell Hazard Lock ..... f + A + X
Sleeper Hold ..... b, f + A + X (Rear)
• Swing Sleeper ..... f, b + A + X
• Swing Bless Wall ..... f, b + A + X (Near Wall)
Side Lock ..... d + A + X (Crouch)
• Reverse Arm Cross Lock ..... d + A + X
•• Crazy Crash ..... d, d + A + X
Snake Facelock ..... db + A + X (Crouch)
Rear Snake Facelock ..... db + A + X (Rear, Crouch)
• Reverse Arm Lock ..... d + A + X

On Downed Opponent

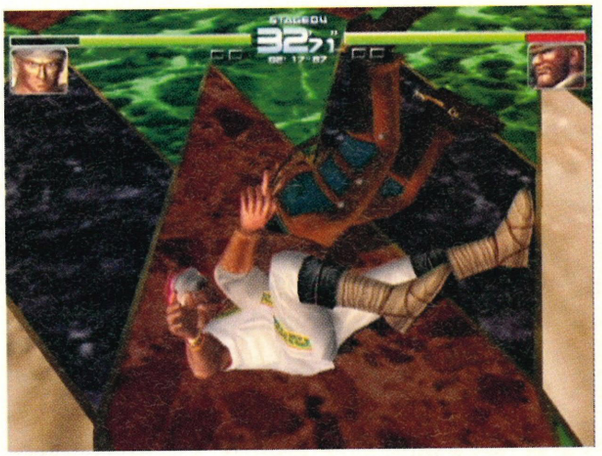
Knee Drop ..... u + X + Y
Stomping ..... d + Y
Ground Submission ..... d + A + X

Special Moves

Special Taunt ..... b, f, b + A + X + Y

Tag Team Moves

Double Flapjack ..... f, f + A + X + Y (from Zack)
Double Headbutt ..... f, f + A + X + Y (to Zack)
Arm Lock – Leg Drop ..... f, f + A + X + Y (to Bass)
Tag Neck Cross Lock ..... f, f + A + X + Y (from anyone EXCEPT Zack)

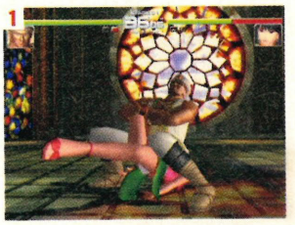


LEON

Mercenary Soldier

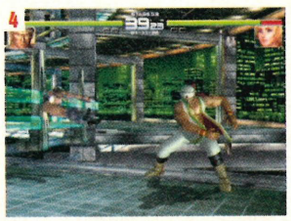
Fighting Style: Russian Martial Arts
Age: 42
Height: 6'4"
Weight: 282 lbs
Nationality: Italian
Primary Partner: Zack
Secondary Partner: Bass

Official Bio
Leon is a lonely soldier who wanders all over the world. His lover Roland, a woman thief of the Silk Road, died in his arms saying, "The man I love is the strongest man in the world!" In order to fulfil the last words of his lover, he aspires to be the strongest man on earth.









[1] Leon's holds mainly consist of some nasty bone-breaking grapples... like this one. Ooh, painful! **[2]** He's also got a rather meaty range of kicks and punches that'll do some damage. **[3]** What's that? You don't like the hat? Well, I'll show you what fashion is all about! **[4]** Just pick 'em up and throw 'em down... that's the way to play the game!



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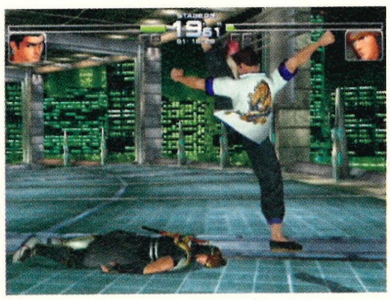
[1] This Flying Bulldog is actually a Combo Throw – it's tricky, but painful! [2] Aah, you fight like a girl! Jann Lee slaps his opponent around... [3] One of the better surprise attacks, you can catch your opponents off-guard with this!

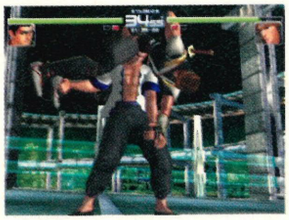












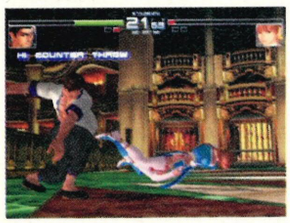
JANN LEE

Passionate Fighter

Fighting Style	Jeet Kune Do
Age	20
Height	5'8"
Weight	165lbs
Nationality	Chinese
Primary Partner	Lei Fang
Secondary Partner	N/A

Official Bio

Jann Lee fights from his soul. Trained by a renowned master of martial arts, he shows up to battles where only the strongest of men fight. With a bird-like cry, he strikes with his soulful dragon attacks. His life's destiny is to the most powerful fighter alive. Some think he is too self-possessed, which keeps women from getting close to him.





[4] Jann Lee's speed can easily force an opponent into a dangerous position... like this one! [5] Aargh! This is the most annoying throw in the whole game!



Standard Moves

Lead Jab	X
Lead Upper	df + X
Low Knuckle	d + X
High Kick	Y
Sidekick	df + Y
Thrust Kick	d + Y
Turn Jab	X (Away)
Turn Bodyblow	d + X (Away)
Turn Low Knuckle	D + X (Away)
Turn High Kick	K (Away)
Turn Sidekick	d + Y (Away)
Turn Spin Kick	D + Y (Away)
Blind Knuckle	db + X (Away)
Blind Elbow	X + Y (Away)
Front Jump Knuckle	uf~X
Front Jump Snap Kick	uf~Y
Front Jump Spin Knuckle	uf, X
Front Jump Spin Kick	uf, Y
Jump Knuckle	u~X
Jump Snap Kick	u~Y
Jump Spin Knuckle	u, X
Jump Spin Kick	u, Y
Back Jump Spin Knuckle	ub, X
Back Jump Spin Kick	ub, Y

Basic Striking Moves

Knuckle Upper	uf + X
Back Hook	u + Y
High Shin Knee Kick	ub + Y
Rear High Kick	u + Y
Kick Upper	uf + Y
• Double Rising Kicks	uf + YY
Chastisement Chop	b + X
Sway Jab	ub + X
• Jab – High Kick	XY
• Sonic Hook	X, f + X
• Sonic Spin Kick	X, f + XY
• Sonic Low Spin Kick	X, f + X, d + Y
• Sonic Blow	X, d + X
• Sonic Upper	X, d + XX
• Combo Low Pin Kick	X, D + XY
• Lead Hook	XX
• Back Knuckle	XXX
•• Dragon Rush	XXXY
•• Dragon Cannon	XXX, f + X
•• Dragon Slicer	XXX, d + Y
• Combo Knuckle Upper	XX, F + X
• Combo High Kick	XXY
Body Blow	f + X
• Body Upper	f + XX
• Body Low Spin Kick	f + X, d + Y
Flash Hook	f, f + X
• Flash Spin Kick	f, f + XY
• Flash Low Spin Kick	f, f + X, d + Y
Low Dragon Hammer	db + X
Dragon Hammer	bf + X
Shin Knee Kick	A + Y
• Shin Knee High Kick	A + Y, Y
Middle Hook Kick	b + Y
• Double Hook Kick	b + YY
Thrust Kick	d + Y
• Thrust Spike Kick	d + YY
• Thrust Spin Kick	D + YY
Side Kick	df + Y
• Side Master Kick	df + YY
• Dragon Strike	df + X, f + X
• Side Back Kick	df + Y, b + Y
Snap Kick	f + Y
• Snap Spin Kick	f + YY
• Snap Spike Kick	f + Y, bf + Y
Dragon Low Kick	db + Y
Low Spin Kick	d + A + Y
Dragon Blow	d, df, f + X
Dragon Elbow	X + Y
Dragon Knuckle	D, bf + X
Dragon Kick	d, df, f + Y
Dragon Spike	bf + Y
Flash Turn	b, b + X
High Kick	Y
• High Spin Kick	YY
Dragon Flare	f, f + Y
Dragon Step High	f + A + Y

Throws

Hell Drive	A + X
Dragon Gunner	f + A + X
Piggyback Throw	b + A + X
The Way of the Dragon	d, db, b + A + X
The Wall of the Dragon	d, db, b + A + X (Near Wall)
Headlock	d, df, f + A + X
• Bulldog Headlock	b, b + A + X
Dragon Rave	A + X (Rear)
Chastisement Punch	d, df, f + A + X (Rear)
Front Facelock	d + A + X (Crouch)
Side Buster	db + A + X (Crouch)
Punishment Punch	d + A + X (Rear, Crouch)

On Downed Opponent

Trample	u + X + Y
Enter the Dragon	u + A + X + Y
Low Snap Kick	d + Y

Special Moves

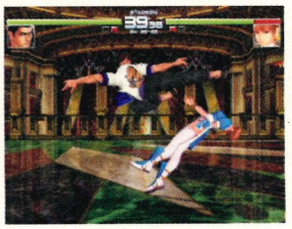
Special Taunt	b, f, b + A + X + Y

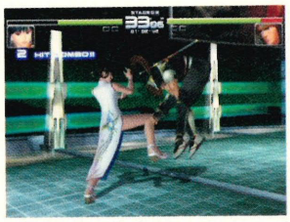
Tag Team Moves

Skyscraper – Dragon Kick	f, f + A + X + Y (from Lei Fang)
Double Dragon Fist	f, f + A + X + Y (to Lei Fang)
Tag Deep the Dragon	f, f + A + X + Y (from anyone EXCEPT Lei Fang)











LEI FANG

T'ai Chi Quan Genius

Fighting Style.....T'ai Chi Quan
Age.....19
Height.....5'4"
Weight.....110lbs
Nationality.....Chinese
Primary Partner.....Jann Lee
Secondary Partner.....N/A

Official Bio
Lei Fang is one of the younger fighters and has been called a fighting genius by many. To fight and defeat Jan Lee is her ultimate goal. Jann Lee's absolute dominance in the combat arena only fuels her challenging spirit. Her desire to defeat him drives her to enter the Dead or Alive World Combat Championship.



Standard Moves

Jab.....X
Uppercut.....df + X
Low Punch.....d + X
High Front Kick.....Y
Front Kick.....df + Y
Low Kick.....d + Y
Turning High Palm.....X (Away)
Turning Mid Palm Strike.....d + X (Away)
Turning Low Palm Strike.....D + X (Away)
Turning Armada Kick.....K (Away)
Turning Front Kick.....d + Y (Away)
Turning Low Kick.....D + Y (Away)
Turning Delayed Palm.....X + Y (Away)
Advancing Hopping Palm.....uf~X
Advancing Jumpkick.....uf~Y
Advancing Hop Palm.....uf, X
Advancing Slide Kick.....uf, Y
Hopping Palm Strike.....u~X
Hopping Jumpkick.....u~Y
Hopping Double Palm.....u, X
Hopping Slide Low Kick.....u, Y
Back Hopping Palm.....ub, X
Back Hopping Slide Kick.....ub, Y

Basic Striking Moves

Stepping Fist.....uf + X
Dashing Elbow Strike.....u + X
Single Jumpkick.....uf + Y
• Double Jumpkick.....uf + YY
Rear Hopping Crescent.....ub + Y
Step Double Palm Strike.....f, f + X
Eye Gouge.....f, b + X
Power Bodycheck.....b, f + X
The Lone Gold Chicken.....X + Y
Sliding Low Kick.....d, d + Y
Elbow Strike.....f + X
• Elbow – Gold Chicken.....f + XY
Back Leaning Fist.....b, b + X
Stomping Palm.....b + X
• Stomping Fist.....b + XX
Low Upwards Knife Edge.....db + X
• Low Bodycheck.....db + XX
Trapping Strike.....d, df, f + X
Low Swipe.....df, df + X
• Swipe –Jumpkick.....df, df + XY
•• Swipe – Twin Jumpkick.....df, df + XYY
• Swipe – Bodycheck.....df, df + X, X + Y
Stepping High Kick.....f + Y
Stepping Punt Kick.....f, f + Y
Spreading Kick.....u + Y
Armada Kick.....b + Y
• Armada – Spin Sweep.....b + YY
•• Armada –Leg Sweep.....b + YY, d + Y
Low Shin Kick.....db + Y
• Low Shin-Sliding Kick.....DB + YY
Front Kick.....df + Y
• Front K-TA Bodycheck.....df + Y, X + Y
High Double Palm Strike.....f + X + Y
Delayed Palm Strike.....ub + X
Back Hopping Palm.....ub, X
• One-Two Punch.....XX
•• One-Two-Windmill.....XXX
••• One-Two-Elbow Strike.....XX, f + X
••• Elbow-Chicken Combo.....XX, f + XY
•• One-Two Stomp Palm.....XX, b + X
••• Stomping Fist Combo.....XX, b + XX
•• One-Two-Sky Kick.....XXY
••• Sky Armada Combo.....XXYY
••• Sky Mid Sweep.....XXY, d + Y
•• Sliding Kick Combo.....XX, d + Y
• Jab-Low Straight Punch.....X, DF + X
•• Double Palm Combo.....X, DF + XX
•• TA Bodycheck Combo.....X, DF + X, X + Y
• Jab-Armada Kick.....XY
•• Armada-Mid Combo.....XYY
••• Armada-Leg Sweep.....XYY, d + Y
High Front Kick.....Y
• Front-Armada.....YY
• Front-Mid Sweep.....Y, d + Y
Double Eye Gouge.....b + X + Y
Low Double Fist Strike.....db + X + Y
Turnaway Bodycheck.....d + X + Y
Jumping Crescent Kick.....A + Y

Throws

Collapsing Monkey.....A + X
The Common Man's Horse Has Its Dutyb + A + X
Reversal of Fortune.....b + A + X (Near Wall)
Pressing Spinfall.....df + A + X
Kneeling Strike.....b, f + A + X
The Bent Knee Staggers.....f, f + A + X
The Bent Knee Dominates.....f, f + A + X (Near Wall)
Challenge the Hand and Strike the Chest...d, df, f + A + X
• The Fat Prince Ensnares the Fish.....b + A + X
•• Fat Prince Combo.....f, f + A + X
•• Request the Bodycheck.....b, f + A + X
Uranui-Hijisui.....d, db, b + A + X
Takuchuu Treason.....A + X (Rear)
Airwalk.....f, f + A + X (Rear)
A Knee To The Head Opens The Back.....d, df, f + A + X (Crouch)
Touitsukon.....d + A + X (Crouch)
The Lone Gold Chicken.....db + A + X (Crouch)
Take the Hand.....d + A + X (Rear, Crouch)

On Downed Opponent

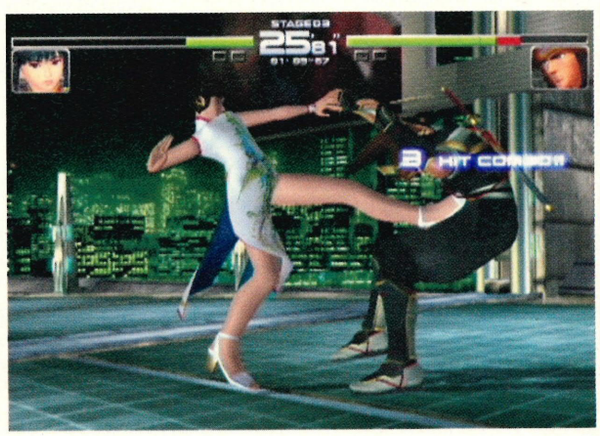
Falling Double Strike.....u + X + Y
Earthquake Stomp.....d + Y

Special Moves

First Basic Taunt.....d, d + A + X + Y
Second Basic Taunt.....b, b + A + X + Y
First Special Taunt.....f, b, f + A + X + Y
Second Basic Taunt.....b, f, b + A + X + Y

Tag Team Moves

Double Dragon Fist.....f, f + A + X + Y (from Jann Lee)
Skyscraper – Dragon Kick.....f, f + A + X + Y (to Jann Lee)
Tag Kneeling Throw.....f, f + A + X + Y (from anyone EXCEPT Jann Lee)



continued >

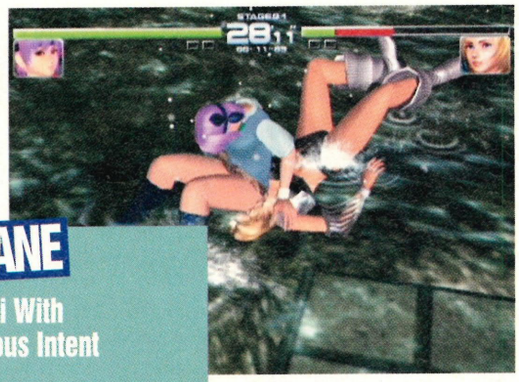
continued>







[1] Ayane's the kind of high-flying girlie that we like to have around! [2] With her acrobatic style, she can really do some fancy throws... [3] Like this one for example! Ooh, mind my back, missus!



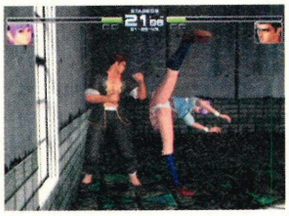
AYANE

Kunoichi With Murderous Intent

Fighting Style.....Mugen-Tenshin Ninjutsu/Hajinmon
Age.....N/A
Height.....5'2"
Weight.....104lbs
Nationality.....Japanese
Primary Partner.....Ein
Secondary Partner.....N/A

Official Bio

Ayane is Kasumi's half sister and a ninja assassin who is destined to live in the shadow of Kasumi. Expert in 'ninjutsu', her deadly fighting style has given her the nickname 'Female Tengu'. She joins in the Dead or Alive World Combat Championship as an assassin in pursuit of Kasumi. Ayane secretly admires Hayate, Kasumi's brother.







Standard Moves

Supreme Edge.....X
Wind Murder Knife.....df + X
Earth Edge.....d + X
Supreme Heaven Kick.....Y
Flash People's Kick.....df + Y
Flowing Dust Kick.....d + Y
Front Arc Sky Murder.....uf~X
Front Arc Sky Kick.....uf~Y
Front Earth Mount.....uf, X
Supreme Earth Kick.....uf, Y
Arcing Sky Murder.....u~X
Arcing Sky Kick.....u~Y
Double Earth Mount.....u, X
Supreme Earth Kick.....u, Y
Back Spinning Dust.....ub, X
Back Landing Wolf Lance.....ub, Y
Rising Illusion Lance.....A + Y (Grounded – Face Up, Head Towards)

Basic Striking Moves

Supreme Edge.....X
Combo Edge.....XX
God's Double Mount.....XXX
Edge – Heaven's Kick.....XXY
Edge – Combo Kick.....XXYY
Edge – Wave Needle.....XX, f + X
Edge – Shadow Claw.....XX, f + XX
Supreme Heaven Kick.....XY
Wave Needle.....f + X
Shadow Claw.....f + XX
Mount Destruction.....f, f+ X
Double Supreme Kick.....f, f+ X, f + Y
Wind Murder Knife.....df + X
Murderous Dragon Wheel.....df + X, b + X
Earth & Thunder Thrust.....df, df + X
Earth & Thunder Blaze.....df, df + X, D + Y
Spinning Nishi Knife.....b + X
• People's Kick.....b + XY
• Flying Eagle Kick.....b + X>Y
• Rev. Earth Kick.....b + X, d + Y
• Flying Swallow Kick.....b + X>d + Y
Floating Heaven's Edge.....uf + X
One-Two Stab.....uf + XX
Wind Spirit Mount.....uf + XXX
Wind Spirit Kick.....uf + XY
W. Spirit Heaven Kick.....uf + XYY
Gleaming Saber of Light.....db + X
Dust Kick.....DB + XY
Supreme Heaven Kick.....Y
Combo Heaven Kick.....YY
Swift Thunder Kick.....f + Y
Thunder – Dragon Lance.....f + YY
Thunder – Wolf Lance.....f + Y, d + Y
Blue Heaven Kick.....u + Y
Dragontail Fan Splitter.....uf + Y
Autumn Moon Wheel.....ub + Y
Hatchet Spirit Kick.....b + Y
Splitting Heaven Kick.....A + Y
Splitting Earth Kick.....df + A + Y
Wolf Lance Kick.....d + A + Y
Comet Murder.....X + Y
• Comet – Supreme Edge.....X + Y, X
•• Comet – God's Attack.....X + Y, XX
•• Comet – Dust Splitter.....X + Y, XY
••• Comet – God Splitter.....X + Y, X, ub + Y
••• Comet – God Kick.....X + Y, X, d + Y
Illusion Lance.....d, df, f + Y
Dust Splitter.....d, df, f + A + Y
Victory Thread Kick.....b + A + Y

Facing Away

Silken Edge.....X
Back Shadow Arc.....d + X
Back Earth Edge.....D + X
Back Heaven's Kick.....Y
Back People's Kick.....d + Y
Back Earth Kick.....D + Y
Back Combo Edge.....XX
Silk-Double Mount.....XXX
Silk-Comet Murder.....XX, b + X
Silk-Comet Rend.....XX, b + XX
Silk-Comet Attack.....XX, b + XXX
Silk-Dust Splitter.....XX, b + XXY
Silk-Comet Splitter.....XX, b + XX, ub + Y
Silk-God Kick.....XX, b + XX, d + Y
Silk-Rising Attack.....XX, f + X
Silk-People's Kick.....XX, f + XY
Silk-Flying Eagle.....XX, f + X>Y
Silk-Earth Kick.....XX, f + X, d + Y
Silk-Flying Swallow.....XX, f + X>d + Y
Silk-Light Saber.....XX, db + X
Silk-Dust Kick.....XX, DB + XY
Wind Rite.....u + Y
Phantom Moon Wheel.....ub + Y
Balance Wheel Knife.....b + X
• Supreme Edge.....b + XX
•• God's Attack.....b + XXX
•• Dust Splitter.....b + XXY
••• God Splitter.....b + XX, ub + Y
••• God Kick.....b + XX, d + Y
Lonesome Light Saber.....db + X
Lonesome Dust Kick.....DB + XY
Circle Flying Wheel.....ub + X
Circle Flash Kick.....d + A + Y
Empty Sky Lance.....A + Y

Throws

Crimson Leaf Crumbler.....A + X
God's Circle Dance.....f + A + X
Light Circle Dance.....f + A + X (Near Wall)
Mist Illusion.....b + A + X
Peach Blossom Fan.....b, f + A + X
Plum Blossom Fan.....b, f + A + X (Near Wall)
Avalanch Wheel.....f, f + A + X
• Ice Pillar Drop.....>u + A + X
Dreams of Butterflies.....d, df, f + A + X
Dreams of Chaos.....d, db, b + A + X
Wandering Sword.....A + X (Away)
Dark Raven.....f + A + X (Away)
Flowing Sand Drop.....A + X
Disturbing the Tea Bush.....f + A + X
Reverse Dark Raven.....f + A + X (Away)
Instant Drop.....d + A + X (Crouch)
God Hiding in the Night.....db + A + X (Crouch)
Sharp Cut.....d + A + X (Away, Crouch)
Dream Wheel.....d + A + X (Rear, Crouch)
Heaven's Battle Dance.db + A + X (Rear, Crouch)

On Downed Opponent

Mist of Ice Crystals.....u + X + Y
Tile Splitter.....d + X

Special Moves

Basic Taunt.....d, d + A + X + Y
Special Taunt.....b, f, b + A + X + Y
Treason.....u + X
Moonsault.....ub + X
Billows of Wind.....f, f (Away)
Revolving Winds.....f, F (Away)
Mountain Wind.....df (Away)
Mountain Wind Frost.....DF (Away)
Mountain Wind Current.....df, B (Away)
Mountain Frost Current.....df, DB (Away)

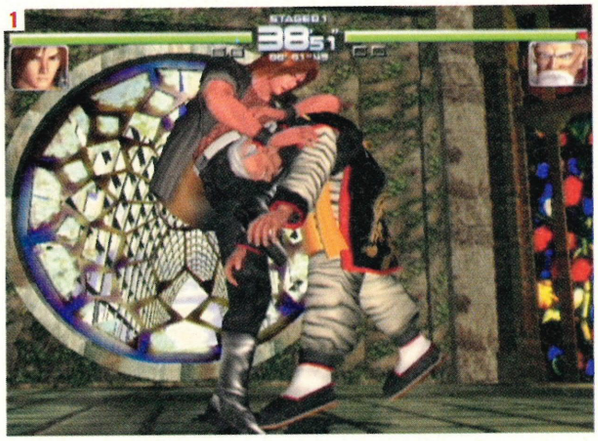
Tag Team Moves

Wind Dance/Tower Kick...f, f+ X + Y + A (to Ein)
Double Roundhouse...f, f + X + Y + A (from Ein)
Rushing Crimson Leaf.....f, f + X + Y + A (from anyone EXCEPT Ein)

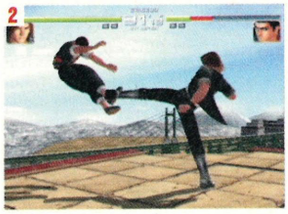


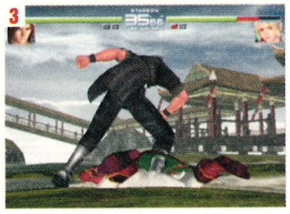






[1] Ein's so nasty, he doesn't even give old men a chance to hit him! [2] Thwack! He's also got some serious range on his kicks... [3] Hold still – this won't hurt!





EIN

The Lost Past

Fighting Style	Karate
Age	23
Height	5'11"
Weight	165 lbs.
Nationality	Unidentified
Primary Partner	Ayane
Secondary Partner	N/A

Official Bio

Ein was left to die in the esoteric Black Forest of Germany. Even though he suffered amnesia, his deep desire to fight stayed intact with his beaten body. He mastered karate in a very short period. He hopes to find answers to his life time search of self-discovery through participation in the Dead or Alive World Combat Championship.



Standard Moves

Strike of Order	X
Rising Strike	df + X
Low Strike	d + X
Roundhouse Kick	Y
Front Kick	df + Y
Low Kick	d + Y
Turning Fist of Truth	X (Away)
Rounded Reverse Punch	d + X (Away)
Turning Low Punch	D + X (Away)
Reverse Back Kick	K (Away)
Turning Heel Drop	d + Y (Away)
Turning Low Heel Sword	D + Y (Away)
Jumping Back Kick	u + Y (Away)
Front Jump Strike	uf~X
Front Jump Kick	uf~Y
Front Jump Twin Strike	uf, X
Front Jump Water Kick	uf, Y
Jumping Strike	u~X
Jumping Kick	u~Y
Jumping Double Strike	u, X
Jumping Water Kick	u, Y
Back Jump Twin Strike	ub, X
Back Jump Water Kick	ub, Y

Basic Striking Moves

Hilt Strike	f + X
My Wife	bf + X
Double Fist Strike	f + X + Y
Dusty Wind	d, df, f + X
Clogging Strike	u + X
Ice Splitter	ub + X
Rising Elbow Strike	uf + X
• Thunder Warrior	uf + XY
Strike of Order	X
• Combo Punch	XX
• Wind Combo	XXX
• Claw Combo	XX, f + X
•• Bull Reining Combo	XX, f + XX
•• Fog Chime	XX, f + XY
•• Falling Light	XX, f + X, d + Y
• Combo – Roundhouse	XXY
•• Combo – Combo Kick	XXYY
• Combo – Low Kick	XX, d + Y
•• Scarlet Sparrow	XX, d + YY
•• Dragon Tail	XX, D + YY
• Punch – Roundhouse	XY
• Punch – Combo Kick	XYY
Claw Hand	f, f + X
• Bull Rein	f, f + XX
• Sidekick	f, f + XY
• Water Kick	f, f + X, d + Y
Iron Hammer	b + X
• Low Heel Sword	b + X, d + Y
• Heavenly Shores	b + X, d + YX
• Iron Hammer Combo	b + XX
• Purple Haze	b + XXX
• Fuumon	b + XX, d + Y
Roundhouse Kick	Y
• Back Kick	YY
Rising Roundhouse	K (Side-Step)
Raised Front Kick	b + Y
Jumping Knee Kick	f, f + Y
• Falling Star Kick	f, f + YY
• Leftover Stars	f, f + YYY
Heaven's Lance	df, df + Y
Heel Drop	u + Y
Wind and Clouds	bf + Y
Ruler of the Skies	d, df, f + Y
Tears of Light	A + Y
• Hop Kick	A + Y, Y
• Water Kick	A + Y, d + Y
Jewel of Light	b + A + Y
Thrusting Elbow	X + Y
• Dawn's Chimes	X + Y, f + X
Knee Kick	F + Y
• Demon Tooth	F + YY
Heel Sword Kick	f + Y
• Heel Sword Combo	f + YY
• Line of Stars	f + YYY
• Sirius Kick	f + YY, f + Y
Low Heel Sword	db + Y
• Silver Wolf	db + YY
• Style of the Sword	db + YX
• Heel Sword Claw	db + Y, f + X
• Thunder Cow	db + Y, f + XX
• Celestial Thunder	db + Y, f + XY
• Global Thunder	db + Y, f + X, d + Y
Low Kick	d + Y
• Leopard Tail	D + YY
Jumping Front Kick	uf + Y
• Flying Kirin	uf + YY
Wind of Light	f + A + Y
Crane Wheel	ub + Y
Front Kick	df + Y
• Jumping Combo Kick	df + YY
• Celestial Kirin	df + YYY

Throws

Water Moon	A + X
Frame of the Dragon	b + A + X
Frame of the Boulder	b + A + X (Near Wall)
Firelight	df, df + A + X
Violent Flames	df, df + A + X (Near Wall)
Billowing Wind	f + A + X
Crimson Lotus	d, db, b + A + X
Double Acme	A + X (Rear)
Summit of Stars	b + A + X (Rear)
Flooded Moon	d + A + X (Crouch)
Peck of the Shrike	db + A + X (Crouch)
Crane Fist Pinch	d + A + X (Rear, Crouch)
Water Wheel	db + A + X (Rear, Crouch)

On Downed Opponent

Demon Smasher	u + X + Y
Low Level Punch	d + X

Special Moves

Basic Taunt	d, d + A + X + Y
Special Taunt	b, f, b + A + X + Y

Tag Team Moves

Wind Dance/Tower Kick	f, f + A + X + Y (from Ayane)
Double Roundhouse	f, f + A + X + Y (to Ayane)
Tag Firelight	f, f + A + X + Y (from anyone EXCEPT Ayane)

walkthrough

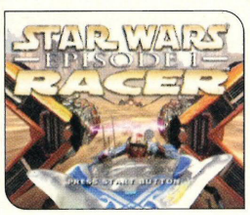
Star Wars Episode I Racer

Taking on the best Podracers in the galaxy is a tough challenge. Get ready to feel the force with our guide to becoming the ultimate champion!

essential information

Dreamcast solutions

Star Wars Episode I: Racer



Publisher	Activision
Developer	LucasArts
Origin	USA
Price	£39.99
Genre	Racing



two players



race controller



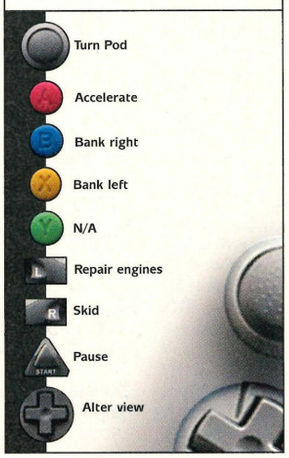
visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

Before you become a champion Podracer, you'll need these controls...



HINTS AND TIPS

You can unlock the hidden characters in the game by achieving these times...

Seulba
The Boonta Classic
Galactic Circuit
Lap Time: 02:04:210
Race Time: 06:20:012

Aldar Beedo
Beedo's Wild Ride
Amateur Circuit
Lap Time: 01:02:986
Race Time: 03:16:697

Ratts Tyerell
Howler Gorge
Semipro Circuit
Lap Time: 01:31:370
Race Time: 04:48:510

Mawhonic
Andobi Mtn. Run
Galactic Circuit
Lap Time: 01:39:309
Race Time: 05:05:648

Slide Paramita
AP Centrum
Invitational Circuit
Lap Time: 00:58:410
Race Time: 03:03:260

Clegg Holdfast
Aquilaris Classic
Amateur Circuit
Lap Time: 01:04:700
Race Time: 03:16:926

Bullseye Navior
Sunken City
Semipro Circuit
Lap Time: 01:52:620
Race Time: 05:43:101



ode 1



essential information >

Dreamcast magazine says

"If you're a Star Wars fan you'll love this game despite its obvious frailties!"

PLANETS

> *Star Wars Racer* is set across eight different planets spread across the galaxy and mastering all of them is going to take practice and skill. From icy wastelands to jungle tropics and barren desert to an ominous prison complex, each will present a challenge you'll have to overcome if you want to become the Supreme Podracer!

Tatooine

This planet is the home of Anakin Skywalker and provides the setting for one of the toughest races in the game. The Boonta Eve Classic (the race from the film) is hosted by none other than Jabba the Hutt and gathers the best pilots in the galaxy to test their skills against one another. There are loads of caves and canyons waiting out there in the bleak sands of Tatooine so it's up to you to find and use them to your advantage.



Aquilaris

Like something out of *Waterworld*, Aquilaris is one giant ocean broken only by a small number of islands and floating cities. Connected by underwater tunnels and oversea bridges, these rare points of dry land provide the base for some of the speedier tracks in the Podracer tournament. You'll be speeding across open reefs, through leaky passages and even around the half-submerged sunken city so make sure you keep your feet dry!

Mon Gazza

Huge mining cranes and burning gas exhausts block out the sky of this heavily polluted industrial planet. The courses set on Mon Gazza range from short, speedy tracks to long and tortuous ones littered with danger. You'll be racing through dusty spice fields and construction yards before plunging engines-first into the deep, dark strip mine shafts of the planet. Watch out for the drilling equipment and transport craft located around the track.

Malastare

The fastest races of championships are from Malastare. This dry moon leaks methane gas from its surface which gathers in gas pools and lakes. Use the open straights to pull away from competitors and keep your eyes open for short cuts opportunities – you'll need to be a skilled racer if you're to beat Sebulba.

Oovo IV

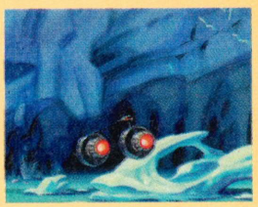
Deep inside the asteroid the prison inmates dig for ore that is transported through zero gravity tunnels to the surface – you'll be using many of these tunnels as the race progresses. Watch out for the huge rock fragments blocking your way and the frequent narrow passages that you will encounter here.

Ord Ibanna

Ord Ibanna was once a thriving colony of gas mines and refineries, but now everything has been abandoned. Negotiating these airborne walkways at high speed is tricky as you'll experience a long drop if you slip up. Taking a wrong turn at an intersection can put you behind so keep your eyes on the road.

Baroonda

Baroonda is full of treacherous forest, rocky trenches, watery marshes and even an active volcano at its centre. The fact that tracks change terrain constantly makes things even worse as you hurtle around some of the sharpest hairpins you're ever likely to see and end up splattering your Pod against the wall. A horrible, horrible place.



Ando Prime

Located in the coldest regions, Ando Prime is perfect for mastering your short cut skills. The weaving passages mean you can cruise to victory or explode in failure in the blink of an eye. Beware of the dangerous ice formations lurking in the dark depths of the frosty caverns.

Ark Bumpy Roose

Bumpy's Breakers
Semipro Circuit
Lap Time: 02:09:358
Race Time: 06:47:380

Wan Sandage

Scrapper's Run
Semipro Circuit
Lap Time: 00:44:904
Race Time: 02:23:978

Bozzie Baranta

Abyss
Invitational Circuit
Lap Time: 01:02:639
Race Time: 03:12:934

Neva Kee

Baroo Coast
Semipro Circuit
Lap Time: 01:38:300
Race Time: 04:59:640

Ben Quadinaros

Inferno
Invitational Circuit
Lap Time: 00:59:549
Race Time: 03:04:160

Teemto Pagalies

Mon Gazza Speedway
Amateur Circuit
Lap Time: 00:16:072
Race Time: 00:52:081

Mars Guo

Spice Mine Run
Amateur Circuit
Lap Time: 01:29:470
Race Time: 04:30:880

Boles Roor

Zugga Challenge
Semipro Circuit
Lap Time: 02:01:261
Race Time: 06:10:897

Fud Sang

Vengeance
Amateur Circuit
Lap Time: 01:16:880
Race Time: 03:51:921

continued >

RACE 1 THE BOONTA TRAINING COURSE

Amateur Podracing Circuits • Planet: Tatooine • Type: Desert

You can tell from the name of the course that this one's a pushover. Use your boosts over the open desert plains and take care through the canyon to come out victorious.



As soon as the race is underway bank hard to the left to make it round the long, wide turn after the start line. Now hit the Boost and race across the open desert flats at full pelt just before the path begins to narrow.



Soon enough you'll find yourself whizzing down some tighter tracks that lead into the desert canyon. Cut the corners off by riding over the banked sides of the course and use the Boost Engines again a little more sparingly.



You can Boost along the straighter sections of the slope down here but as soon as you see the canyon wall ahead, slow down a little. Getting into the canyon is easy enough but don't hit the walls as you enter or you'll explode.



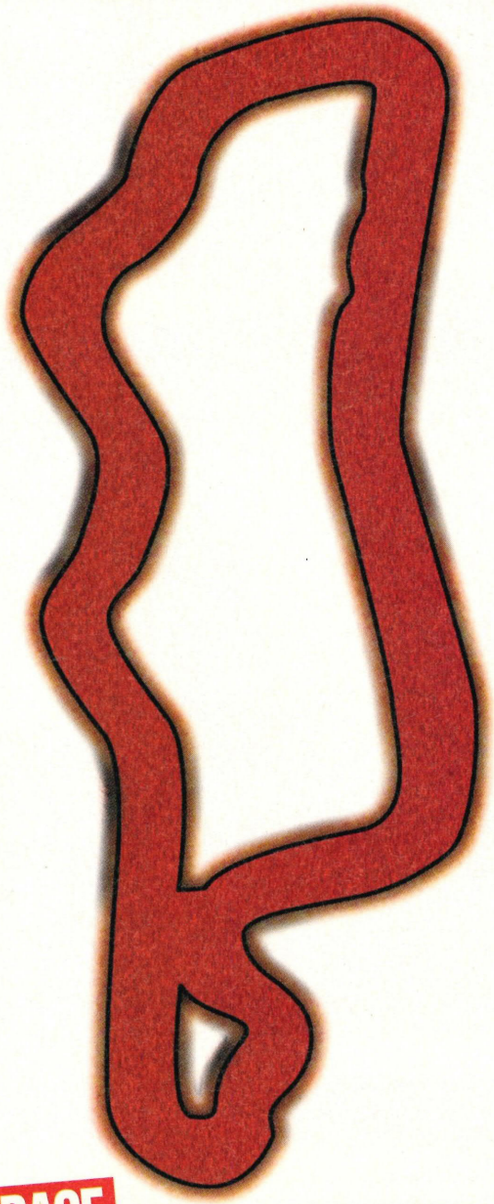
Inside the canyon you'll find a narrow and twisting path between the high rock walls with sloped banks on either side. Use these banks to speed round tight corners safely and watch out for the sudden sharp turns and chicane.



When the path starts to straighten out get as close to the middle of the track immediately. If you don't then you'll really come a cropper when you slam full speed into the wall surrounding the narrow passage exit.



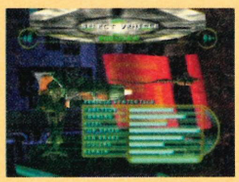
Once you've emerged from the narrow canyon safely you can really put the pedal to the floor. Slam on your Boost Engines but be careful not to hit any rocks that will slow you down or even kill you before the finish line.



RACE FAVOURITE

Sebulba

The reigning Podracer Champion, his Pod is one of the best in the galaxy with above-average acceleration and turning as well as the highest top speed around. Of course, to be the man you have to beat the man so get out there!

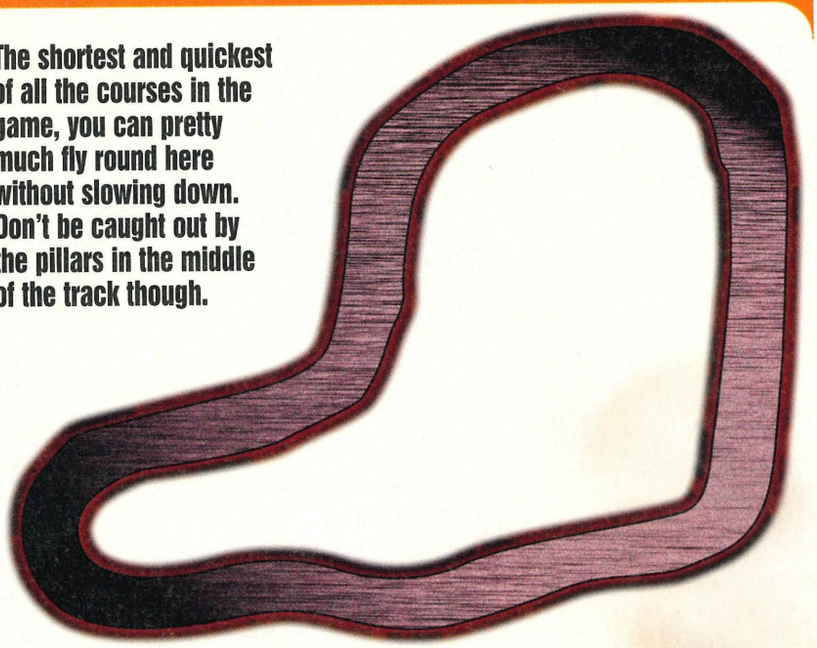




MON GAZZA SPEEDWAY RACE 2

Amateur Podracing Circuits • Planet: Mon Gazza • Type: Mining Colony

The shortest and quickest of all the courses in the game, you can pretty much fly round here without slowing down. Don't be caught out by the pillars in the middle of the track though.



1



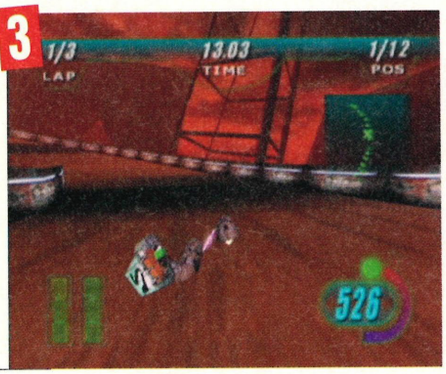
Watch the lights at the start of the race and use the Turbo Start method to fly away from the pack when they turn green. Keep straight and you won't have to swerve to avoid the first huge pillar awaiting ahead.

2



If you power the engines up fast enough you should be able to Boost down through this tunnel. Be careful to cut them out just as you reach the end or you'll wind up as a messy stain on the track wall in front of you.

3



Take the gentle bend to the right and then left after the tunnel and stick to either of the sides of the course as you exit them. You should be at full pelt so be careful not to slam into the pillar lying in the middle of the road.

4



Straight after the first pillar is a long banked corner to the left so pull your Pod hard in that direction to keep your speed up as you turn it. As you exit try to activate your Boost Engines for the short straight that's coming up.

RACE FAVOURITE



Teemto Pagalies

Teemto is a strange creature – coming across as some kind of hybrid between an insect and a rabbit, he's certainly a unique character. His huge Podracer has good turning but below par acceleration so he's one to experiment with.

5



The important thing to remember about this track is that once you've souped up your Pod it's very easy to lap people. Do this with caution as if you crash into them, your Pod will be torn to pieces by the collision.

6



There's another wide sweeping corner to the left just after the second pillar so again bank hard to make it round safely. Now watch for two very fast little chicanes that will sneak up on you just before the finish line.

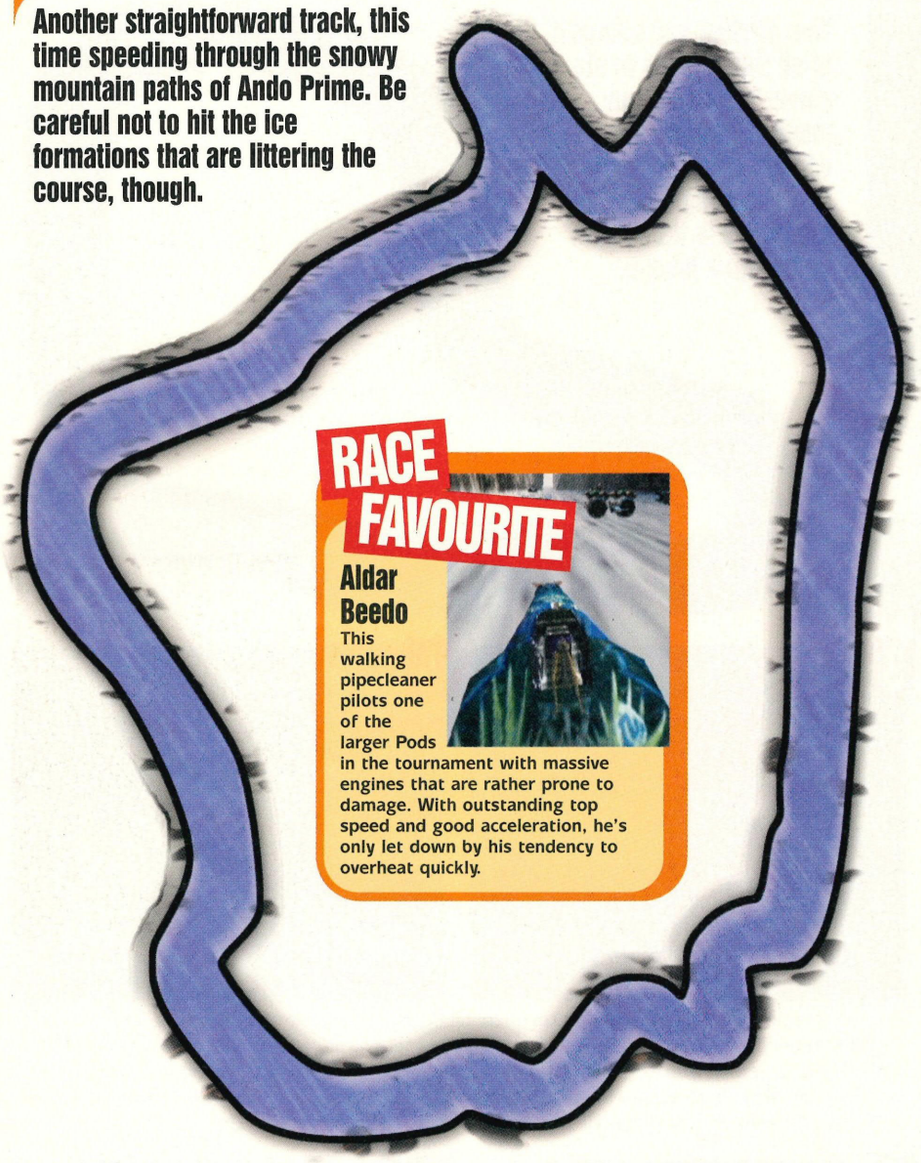
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RACE 3 BEEDO'S WILD RIDE

Amateur Podracing Circuits • Planet: Ando Prime • Type: Glacier

Another straightforward track, this time speeding through the snowy mountain paths of Ando Prime. Be careful not to hit the ice formations that are littering the course, though.



RACE FAVOURITE

Aldar Beedo

This walking pipecleaner pilots one of the larger Pods in the tournament with massive engines that are rather prone to damage. With outstanding top speed and good acceleration, he's only let down by his tendency to overheat quickly.

1



The start of this course is a breeze. Swerve round the statue and then follow the gliding path up through the mountains watching out for any potentially dangerous obstructions like rock formations blocking your way.

2



Shortly after the second archway, turn left next to the huge rock column to mount the ridge to the side of the course. Now race along and smash through the ice barrier at the end to speed through this short cut passageway.

3



Be careful not to take the corner just before the bridge with too much speed unless you can handle it. If you hit one of the nearby ice formations it could throw you into the air and send you hurtling off into the crevice.

4



After the two tight crevice passages keep as straight as possible when you hit the ice glaciers. You have very little traction so one false turn and you'll miss the next arch and smash straight into the wall in a big explosion.

5



Fly off the final glacier and then slam on your Boost Engines as you race along the slalom. Watch out for the holes in the ground to leap over and makes sure your engines don't overheat too much as you go.

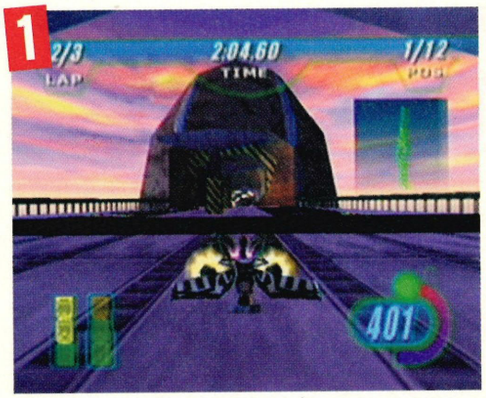
6



Just after the next cavern the path splits in several different directions. They all lead through to the ice caves so take either on – they're all as quick as each other although the left-hand route is easier.

AQUILARIS CLASSIC RACE 4

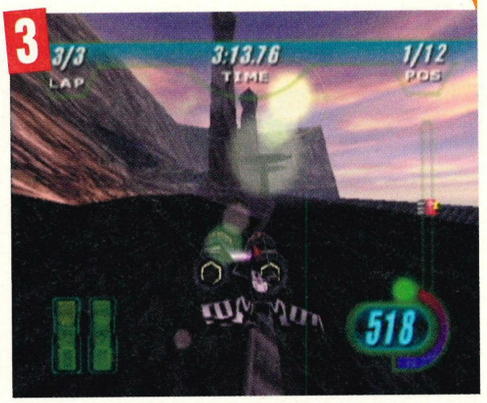
Amateur Podracing Circuits • Planet: Aquilaris • Type: Sub-aqua



Speed off from the start and keep to the left so that you can get through the narrow tunnel ahead. Dodge all of the columns blocking the track and then use your Boost Engines to speed past the pillars and into the opening.



You'll find yourself in the maze of underwater tunnels running through the ocean. They're all easy to negotiate but once you come into an open cavern use the rock ramps to leap over any nearby Pods and reach the next tunnel.



As soon as you emerge from the first tunnel section, take this sharp left onto the raised path to cut out most of the tricky corners covering the island. Be careful of the quick left-hand turn following the exit into the next tunnel.



As you cruise down the next section of tunnel, take care not to come into the next cavern section too fast. There are two sets of sliding doors that open and close alternately so pick the right path through or you'll crash out big time.

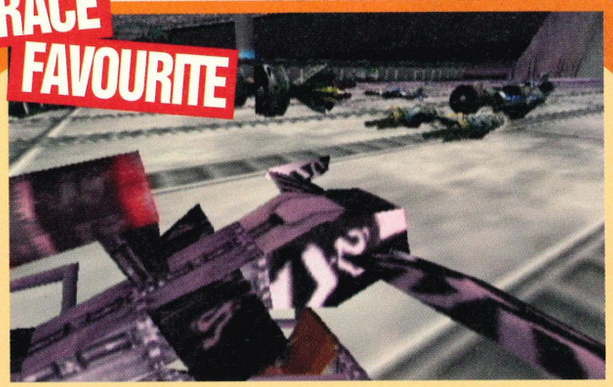


Through the doors you'll get out onto dry land so take the hard left turn and fly along the reasonably straight section ahead. Now speed through the underwater tunnels and ruined city which is all pretty straightforward.



Out of the long tunnel section, fly up this easy straight and then ease down on the speed to avoid crashing here. There are some tight winding turns through this section so go careful and pick up the pace on the other side.

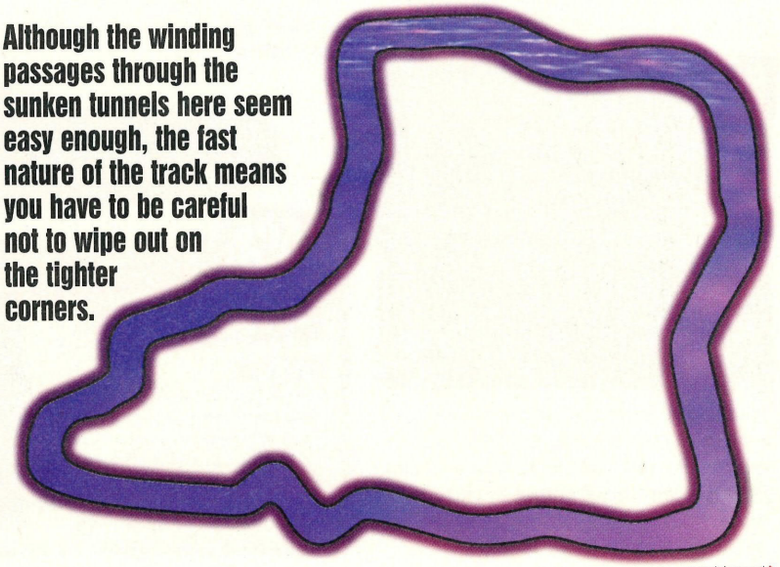
RACE FAVOURITE



Clegg Holofast

If anything's certain in an intergalactic Podrace, it's that you won't be leaving the road in this little motor. Talk about sluggish – bad acceleration and handling with average turning makes this Pod a real nightmare to race.

Although the winding passages through the sunken tunnels here seem easy enough, the fast nature of the track means you have to be careful not to wipe out on the tighter corners.



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RACE 5 MALASTARE 100

Amateur Podracing Circuits • Planet: Malastare • Type: Gas Moon

The fact that this is a night-time track means you have to keep your eyes peeled for any sudden turns in the track as well as the short cuts you need to use to win comfortably.



The start of the course isn't too hard – a few simple lefts and rights to warm you up before the tough parts. Concentrate on the road in front and stay to the left in order to speed past the rock column blocking half the track.



After the next corner you'll race across a vast gas lake. Visibility here is bad because of all the fumes rising from the lake so use the track-side lights to guide yourself back onto the track, using your boost engines to cross quickly.



Take the slightly heavy right turn and then watch the map to find the short cut. It's a darkened dirt ramp on the right-hand side so head into the wall and use it to cut off the wide corner ahead to save your precious seconds.



Just after the short cut you'll have to pass through a dark tunnel that splits into three different paths. The quickest route here is obviously through the middle one but be careful to avoid the badly placed pillar in the middle of the road



Out of the tunnel there's a couple of easy turns but make sure you keep in the middle of the track. Get your speed right up (use Boost if you can) to sail cleanly over the immense chasm or you'll be dashed on the rocks below.

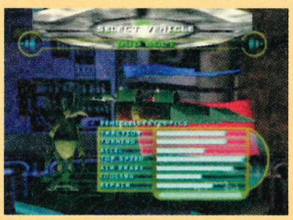


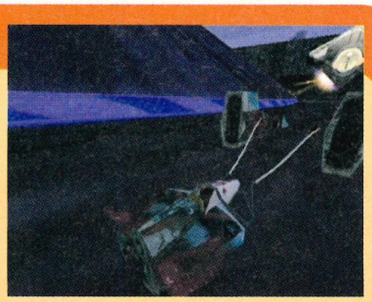
Once you've landed the massive jump don't relax for a second. You'll have to slam on the air brakes and use your sliding technique with the Z button to make it round the very tight hairpin before the gentle left turn up to the finish.

RACE FAVOURITE

Dud Bolt

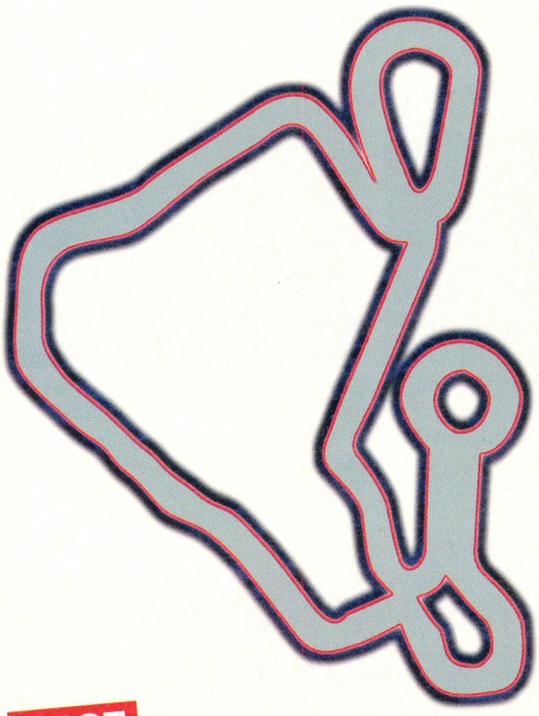
Everyone's favourite duck-billed platypus drives a Pod that pretty much matches his name – a dud. It's medium in size with average acceleration and handling and awful turning abilities. Try to stay away from this one if you can.





VENGEANCE RACE 6

Amateur Podracing Circuits • Planet: Oovo IV • Type: Prison Colony



Filled with tight sections of barrier-lined track and several potentially lethal obstacles, Vengeance is not a nice course. Concentrate and learn each of the corners to survive.

1



The start leads through the prison complex and is simple enough. Once the walls start closing in, though, be careful – it's easy to do major damage to your engines on these tight platform sections and the dark corner ahead.

2



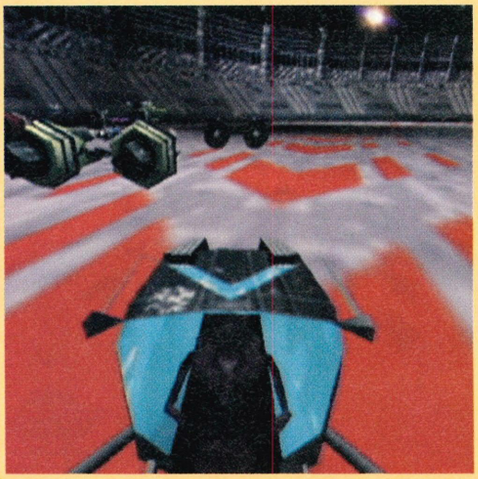
Through the next hazard-marked narrow opening the path splits in two. Both paths are the same and consist of several very tight turns so make sure to drop your speed enough to prevent any unnecessary and messy crashes.

RACE FAVOURITE



Fud Sang

Isn't this guy a singer in Jabba's house band? Anyway, if he's trying his luck at Podracing he shouldn't give up his day job – a small Pod that's a little slow on the turns but enhanced by slightly better acceleration.



3



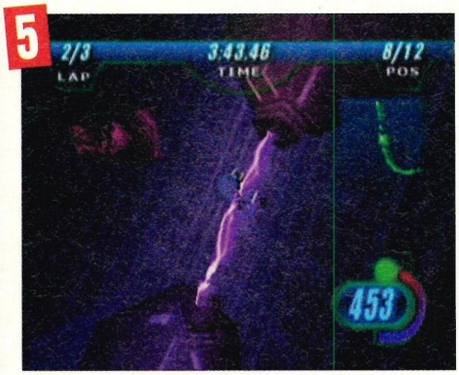
Along from the split path are some easy turns followed by a long straight. Don't use your Boost though – the huge rotating fans here are tough to dodge at high speed and will cut your Pod to shreds if you collide with one.

4



More incredibly tight track lie in wait so make sure you stick to the centre of the course. This is also the best route through the rotating gate that switches from being very wide to incredibly narrow whenever it feels like it.

5



You'll now venture into the anti-gravity tubes that lead to the heart of the asteroid. Use Boost whenever possible here but watch out for stray rock fragments that will cut your Pod in two.

6



Another section of tube leads to a dark area filled with pillars. Fly through the lights to stay in one piece, then follow the tube back to a dirt track that leads back to the prison complex and to the start line.

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RACE 7 SPICE MINE RUN

Amateur Podracing Circuits • Planet: Mon Gazza • Type: Mining Colony

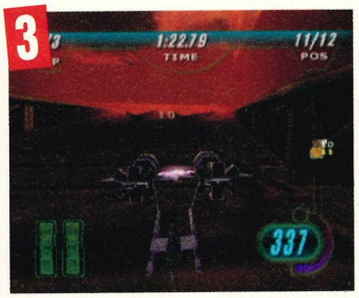
The next course through this industrial complex is a little trickier. There's opportunity to use the Boost often but know when to cut the power and keep your Pod in one piece.



Follow the passages from the start and use the banks on either side if you find yourself sliding out on the turns. When the path splits, take the left hand route and do the same again at the next signposted diversion.



The quickest route through the Spice fields is to stick to the left – after the second split, there's a third unmarked separation. Go up to the left and through the arches to wind up passing this huge crane first.



Over the bridge and round a slightly harsh left-hand bend is another track split. This time use the middle path and Boost your engines along – cut them out before you reach the end or you'll smash into the wall.



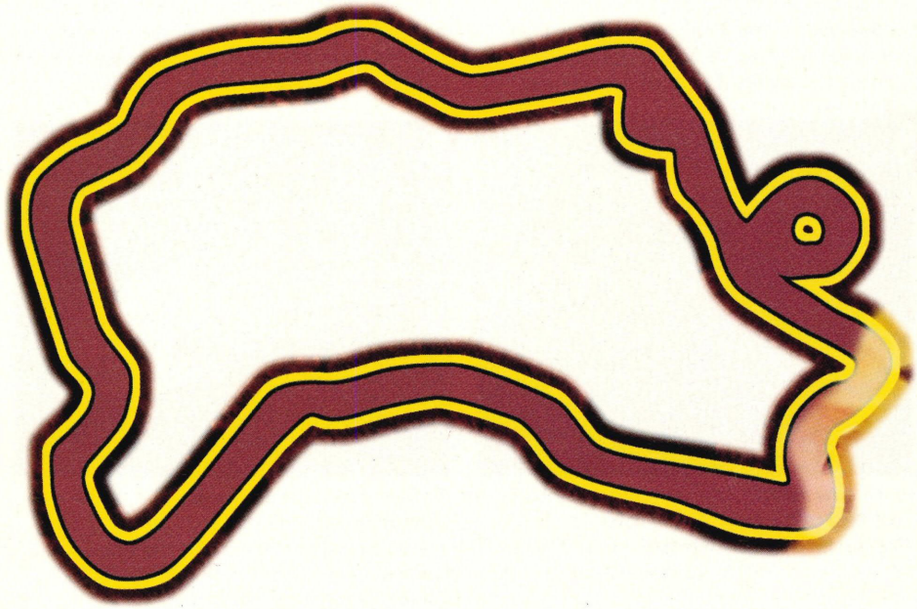
After the right-hand turn use your Boost Engines again and fly down this tunnel at speed. If you're using a Pod with good cooling you can use them twice but watch for any passing Spice transports that'll block you.



This section of green barriers is home to some winding chicanes. If you keep your line in the centre of the course you'll be able to stay quite straight and not go flying off in all directions or hitting the walls.



Eventually the path splits in two leading to a pair of tunnels over a lava pit. Both are the same so there's no real advantage here – just be ready for the narrow, twisting passage ahead that leads to the finish.



RACE FAVOURITE

Mars Guo

If you use the cheat, he'll be replaced with Jinn Reeso (see Sebulba's Legacy). Lizardman Mars has the biggest racer of all the Pods but don't let that fool you. The surprisingly good turning gives him the edge in a tight spot.

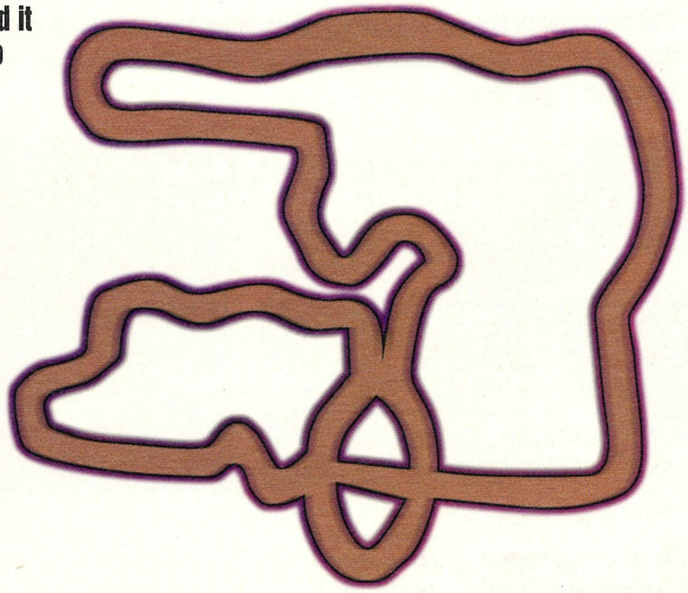




THE SUNKEN CITY RACE 1

Semi-Pro Podracing Circuits • Planet: Aqualaris • Type: Sub-Aqua

Much of this track is similar to that of the Aquilaris Classic but instead it takes a longer route through the Abandoned City. Take the short cut to win by a landslide!



RACE FAVOURITE



'Bullseye' Navior

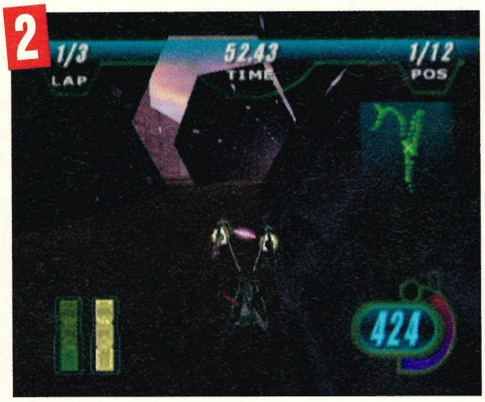
Looking like a mutant version of Dipsy from the Teletubbies, 'Bullseye' is another of the boys that we favour the most. Top traction and sensitive handling more than make up for his slight disadvantage when it comes to accelerating. He'll be replaced by Cy Yunga if you use the code (see Boonta Classic).

1



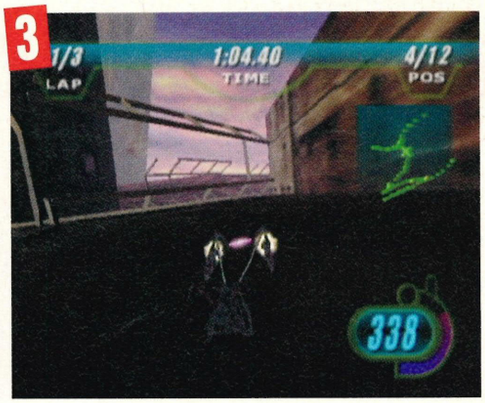
Follow the guide for the Aquilaris Classic. Past the set of sliding doors get ready for a different route and exit the tunnel to pass through the Abandoned City.

2



Save time by staying to the left and aim for the tiny gap located to the side of the pipe. If you're not going too fast you should make it without blowing up.

3



Power down the straight parallel to the pipe and when you reach the large building at the end make a left U-turn. Swerve through the barriers and back onto the track, cutting out the entire section!

4



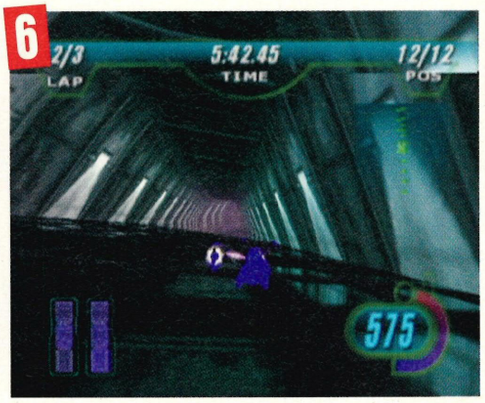
The course once again joins that of the previous track but then suddenly shoots off to the left rather than the right. Follow the tunnel and take the gentle right-hand curve along the clifftop until you reach the metal bridge.

5



Race across the bridge and enter the stadium that is located above the finish line. You can take this path at speed, but be careful of understeering the long corners and skidding out into the side barriers.

6



Out of the stadium take another path along the clifftop and stick to the far left to mount the concealed ramp. Use the raised platform to overtake and rejoin the course near the sharp turns at the end.

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RACE 2 HOWLER GORGE

Semi-Pro Podracing Circuits • Planet: Ando Prime • Type: Glacier

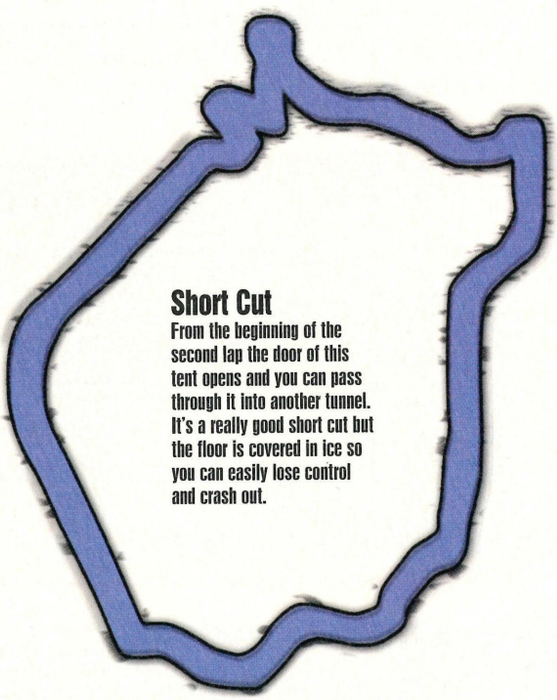
A tricky course for people reluctant to slow down when it comes to hard corners. Use the brakes often if you think you're going to crash and try to use the handy short cut if you can.

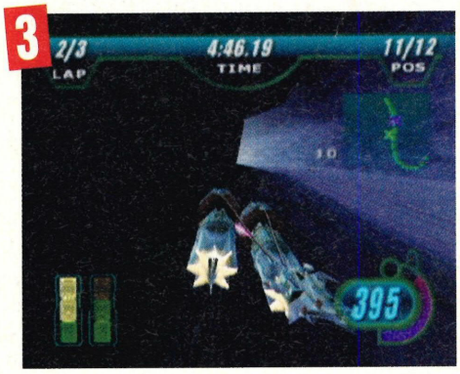


While the course uses some elements of the earlier ice track it diverts early and heads deeper into the mountains. Take the path through the shallow snow trenches that winds left and right before entering the cavern ahead.



Just inside the first cavern the track splits in two. The left-hand path is longer but easier to use while the right path is somewhat faster but filled with tricky turns and obstacles. Take the path that best suits your driving style.





When the two tracks meet each other again you'll speed out of one narrow cave and around a wide right-hand turn into another. This one is very tricky with several hard turns to make so keep your speed down and get through safely.



On the other side of the difficult tunnel use the Boost Engines to power up the slope. As you leap the crest pull back, keeping your Boost running. Push forward to land quickly but watch for the loss of traction on the ice coming up.



After the metal ramp to get off the frozen lake drop off to the left-hand side. The trench is straight so you can use the Boost and it also cuts out the incredibly narrow openings you have to pass through below.



Enter the passage at the end of the trench and follow the path as it curves left and then rejoins the clifftop road. Avoid all the rock formations blocking your route before ending up back near the finish line.

RACE FAVOURITE



Ratts Tyerell

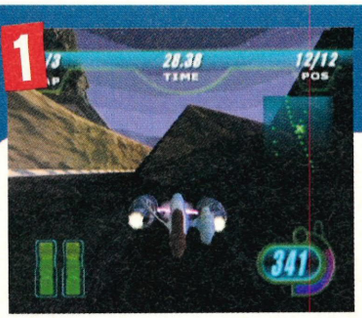
Small man, big Pod – with the highest acceleration of them all Ratts drives a real monster of a racer. Of course this means that he suffers a little on his handling abilities but makes up for it with good turning skills.



DUG DERBY RACE 3

Semi-Pro Podracing Circuits • Planet: Malastare • Type: Gas Moon

A fast course with plenty of sharp corners waiting to catch out careless Podracers. Use braking and sliding often to keep on top of the race.



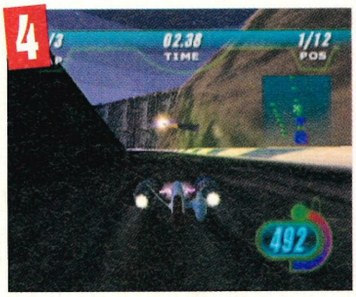
1 Be careful of the nasty hairpin that is directly ahead of the start. Make a hard left then watch on the right for an opening that lets you cut off the tougher portion of track below.



2 The corners following the chicane aren't too tough. Watch for a slightly harder right-hand turn that'll throw you to the outside as you may collide with the pillar waiting just around the bend.



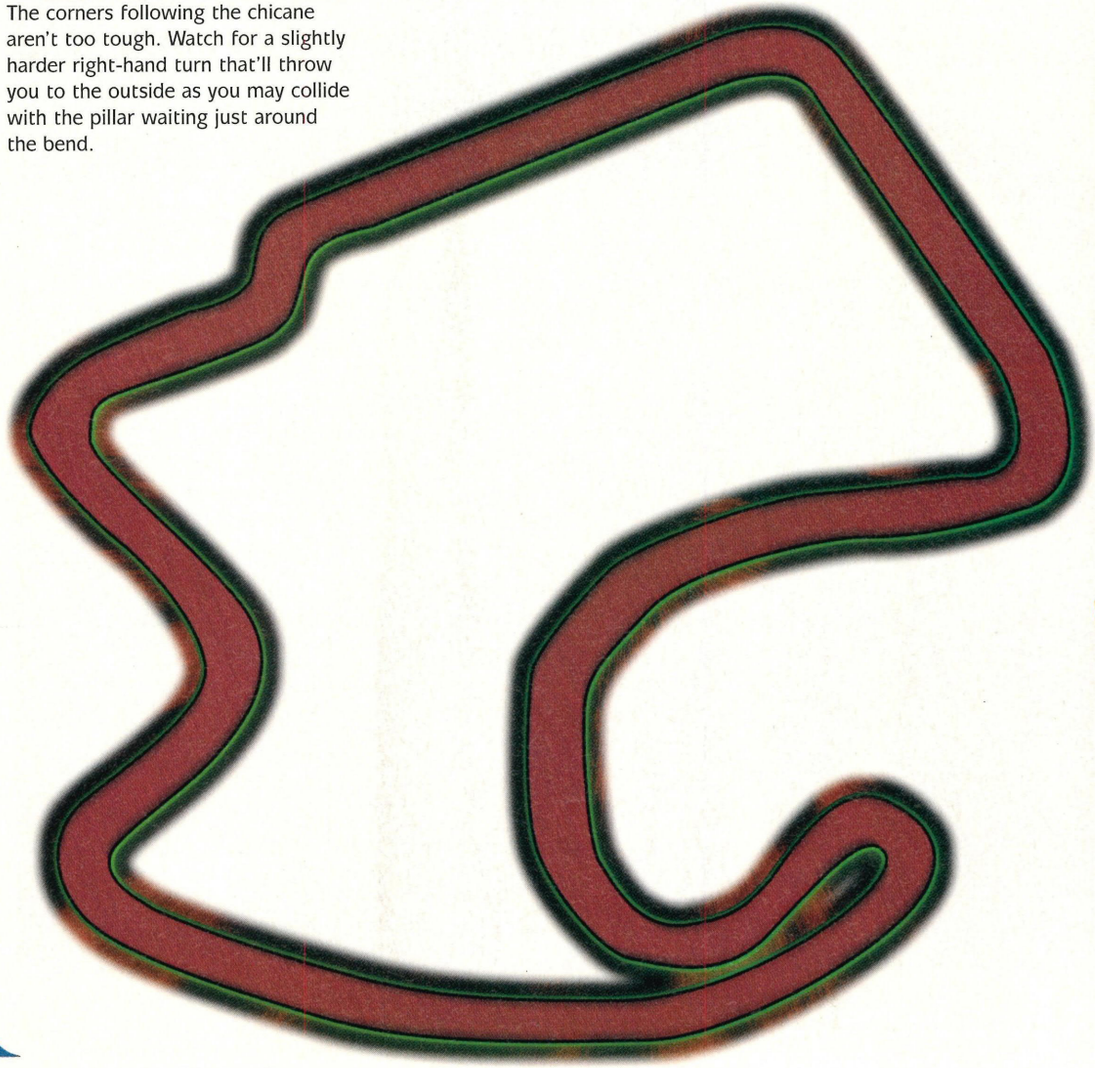
3 Take the left immediately following the short cut then hit the Boost Engines and fly down the tunnel at full speed. Cut the power when you eventually exit from the tunnel and then take the corner that follows with caution.



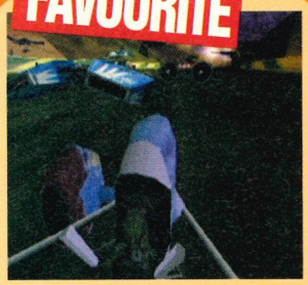
4 The next tunnel is fraught with danger as the path widens and narrows frequently. You must make some quick turns as the passage weaves right and then left with narrow openings being your only way of escaping in one piece.



5 Once you've exited the tunnel keep the pace up before slamming on the air brakes and sliding to the left with a hard turn. This chicane is incredibly small but can easily catch out those who aren't paying full attention to the track.



RACE FAVOURITE



Elan Mak

If you use the cheat, he'll be replaced with Jinn Reeso (see Sebulba's Legacy). Lizardman Mars has the biggest racer of all the Pods but don't let that fool you. The surprisingly good turning gives him the edge in a tight spot.



6 Enter the last tunnel ahead and hit the Boost for a long straight that leads virtually all the way to the finish. Just watch out for hitting the sides and tearing the engines from your Pod with the impact.

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RACE 4 SCRAPPER'S RUN

Semi-Pro Podracing Circuits • Planet: Ord Ibanna • Type: Floating City



RACE FAVOURITE

Wan Sandage

He might look like a hat-rack with a personality but don't judge a book by its cover. Wan's Podracer is a little awkward with its large size but the excellent turning and handling definitely make up for the poor acceleration.

The easier of the three floating tracks. Be careful when travelling at high speeds around the airborne paths of Scrapper's Run as one slip can lead to you plummeting to your doom.

1



This first track round the Floating City begins reasonably straight but because the course is restricted to narrow paths you can easily damage your craft on the sides. Top racers can take the gentle curve to the left at Boost speed.

2



Pass through all the arches and drop down into this next tunnel. Again, you can use the Boost here but because the tunnel is so incredibly short it's probably not advisable unless you want to explode in a shower of flames.

3



Use the banked sides of the tunnel to take the heavy left-hand corner without losing speed. Watch out for the drop just past the turn as going too fast will slam you into one of the overhanging archways beyond the jump.

4



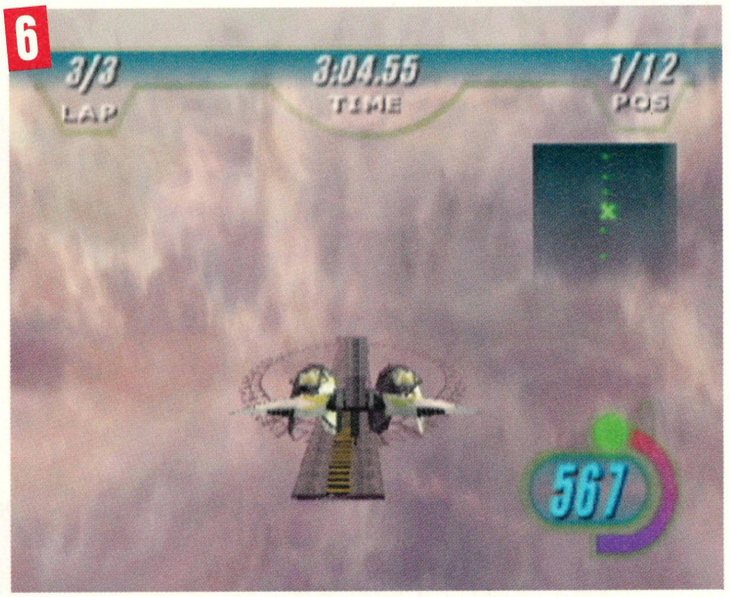
As soon as you land hit the brakes and swing the Pod to the right in order to avoid hitting the wall directly in front of you. Now follow the enclosed section of track – the corners are gentle so you can take most of them at speed.

5



Remain as straight as possible along the suspension bridge as it's easy to fall off. Push any nearby opponents to their deaths and then watch out for the very hard left turn at the end of the short straight ahead.

6



Enter the next section of track and be careful not to hit the sides as you make the turns. Finally, slam on the Boost and stay central to leap through the suspended opening and over to the finish line.

ZUGGA CHALLENGE RACE 5

Semi-Pro Podracing Circuits • Planet: Mon Gazza • Type: Mining Colony

The final course on Mon Gazza merges the two previous tracks as well as throwing in some surprises of its own. Learn the best route and stick to it to come out victorious.



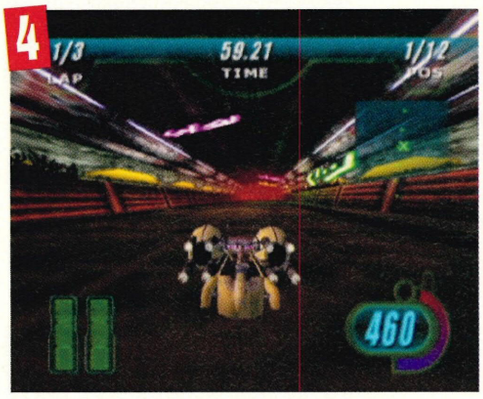
Follow the original speedway track at the start before cutting off into a sandy side tunnel. On the other side there's a mad split in the track that's hard to navigate through so try to stay central and race along as best you can.



Pass under the huge cranes and race under the overhead arches at top speed before whizzing past another crane. At the fork ahead take the right-hand branch as it means you don't have to take a very hard turn later to get back on track.



Clear of the split, hit the Boost Engines and race down the long straight but slow down for the sudden right-hand turn that waits halfway along. Now pour on the power again and speed past the next straight until you reach the end.



The horribly tight neon turns from the Spice Mine Run are back and they're even harder than before. Use the braking and sliding technique as before to get through them unscathed then take either of the two new lava tunnels.



As soon as you emerge from either tunnel take the banked left turn and then watch for the hard corners ahead. Now speed up and centre yourself on the track before leaping over the lava chasm jump.



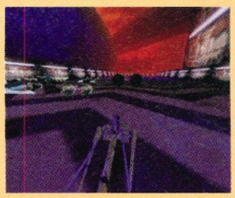
Once you've landed the jump swerve right and Boost along the tunnel. Leap over the ridge, turning hard right in the air to make it under the crane safely before weaving through the chicane up to the finish.

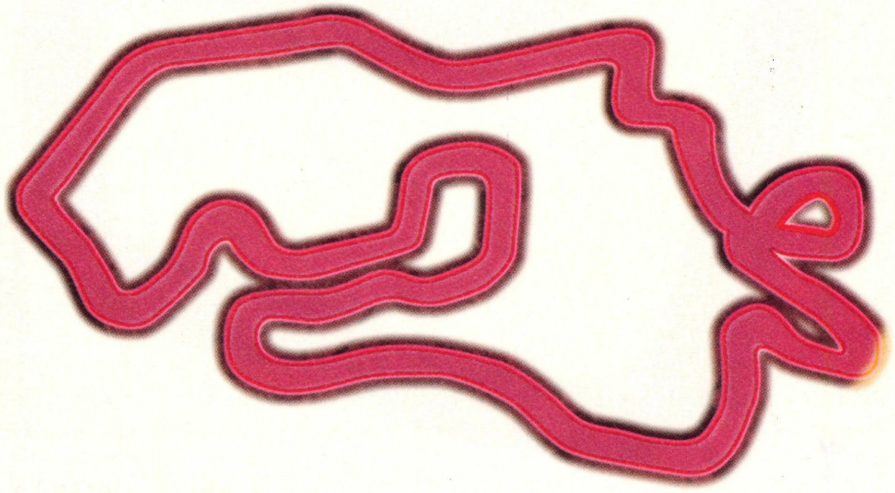
RACE FAVOURITE

Bols Roor

Another one of those average guys is Boles Roor. Average-sized Pod, average handling and turning, average acceleration and top speed... he's just average all together. Just don't tell him that to his face or you're likely to get hurt!







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RACE 6 BAROO COAST

Semi-Pro Podracing Circuits • Planet: Baroonda • Type: Swamp

Although this course might seem easy it's just a taster of the horrors Baroonda has to offer. Be grateful – the worst is yet to come!



The start and finish straight lead through a huge stadium with long heavy turns. Try to take them at full speed if you can and cross the wooden bridges along the way without hitting the sides too often.



As soon as you cross the third bridge, brace yourself for another one of those big jumps. Lean your Pod to the left as you leap so that you don't miss the landing – you're aiming for the narrow path just below you.



Follow the walled path along the mountainside before pulling left and racing out onto the beach. Although the sand is easy to traverse your main threat are the numerous trees and statues that lie all over the course.



At the far end of the beach prepare for some tough corners. These turns are the first real test of your braking and sliding skills so take care when progressing and you'll be through without losing your place.





Ignore the next set of hard corners. Look for a thinner patch of jungle ahead and fly straight into it. There are two possible short cuts here if you keep your eyes peeled.



Rejoin the mountain path and make a wide U-turn left through the hillside. Cross the bridge and re-enter the city before riding to the finish – watch out for these pillars just near the end.

RACE FAVOURITE



Neva Kee

One of our personal favourites once he's been kitted out, Neva Kee is one nippy little bugger. His tiny Pod makes negotiating tight corners a breeze but his low acceleration means one crash could put you out of the race for good.

BUMPY'S BREAKERS RACE 7

Semi-Pro Podracing Circuits • Planet: Aqualaris • Type: Sub-Aqua



The last of the submerged courses is a tough one. A variety of slow, wide turns and dangerously fast hairpins lie ahead so use the brakes often.

1

The race begins in another stadium high above the rest of the course. Speed out of there and follow the course right before hitting the Boost Engines and taking the huge leap off the crest to the track below. Remember not to land too heavily.

2

There are two more smaller jumps ahead for you to take before you end up running along a mountain path. Take the wide series of left and right turns at speed by pulling back on the stick as you corner to lift your nose up and tighten the turn.

3

As you exit the final corner get ready for the jump that is just in front of you and then slam on the brakes. If you don't turn quickly to the left you'll slam into the incredibly hard hairpin turn that's coming up fast after the jump.

RACE FAVOURITE

Ark 'Bumpy' Roose



For every winner in the Podracing tournament, there's a loser. 'Bumpy' is that loser – with a real dog of a racer, his chances of winning are nil. Low acceleration plus poor turning and handling mean you should soup this one up to have any chance.

4



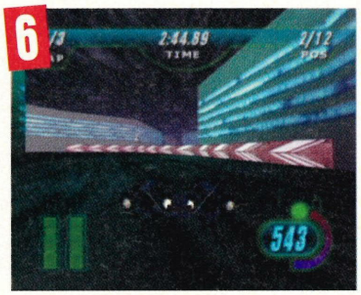
Out of the tunnel go straight ahead and fly off the track to the path running under the waterfall. The lower route is not only quicker and cuts off the wider top corner but it's wider too so you won't hit the walls as much.

5



Continue along the mountain path and then race through a short tunnel and head on back into the open. Make the big jump and take care to avoid hitting your head on the arch. You will then rejoin the Sunken City track.

6



When you pass the large yellow sign be ready to slam on the brakes pretty sharpish – there's one nasty left-hand hairpin ahead. Now carry on down the tunnel and follow the mountain path round back up to the finish.

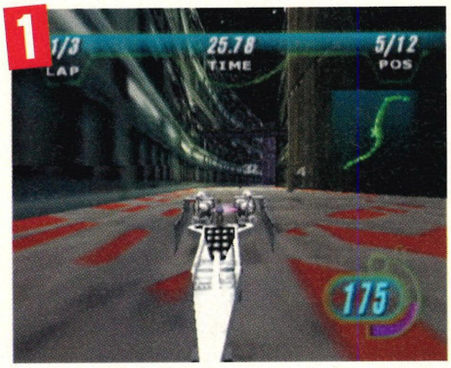
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RACE 1 EXECUTIONER

Galactic Podracing Circuits • Planet: Oovo IV • Type: Prison Asteroid

Considering this is the first course of the Galactic tournament, it's not that tough. Make sure you've upgraded your Pod to the max – the tracks might be easy but that doesn't mean the opponents will be. Just remember to take the vital short-cut.



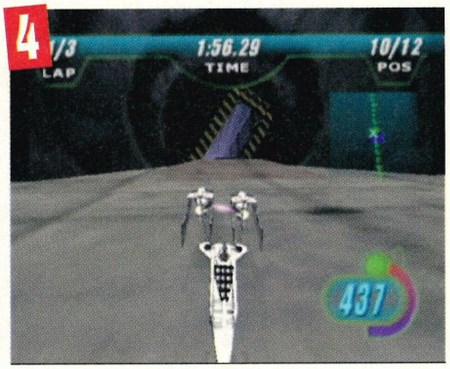
As with the last Oovo IV track, try not to hit the sides of the narrow path. This time, though, the course bends off to the left and passes through a rather tight opening before flying down a slope and through a tunnel.



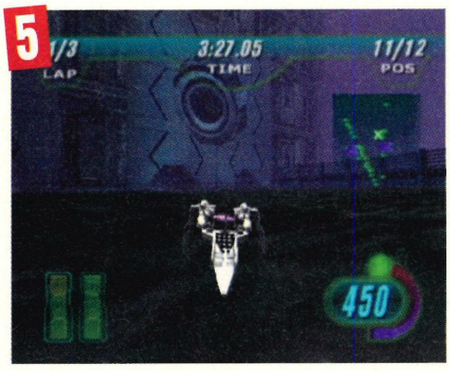
Use your airbrakes to slow down – if you don't then you'll fly out of the tunnel and miss the ultimate short cut. At the exit make a quick turn and get up onto the ledge above the slope. Boost along this long straight.



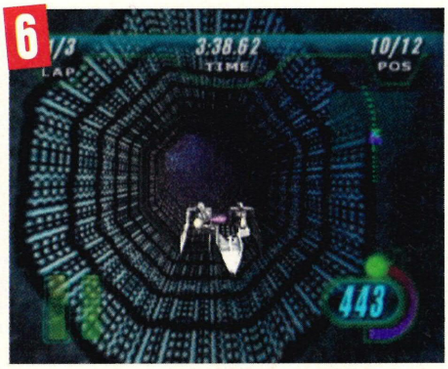
As you rejoin the course and miss all the tricky right turns, boost again and slide through another narrow opening. Now slow down and race at the wall before pushing the stick forward and dropping into the exhaust vent.



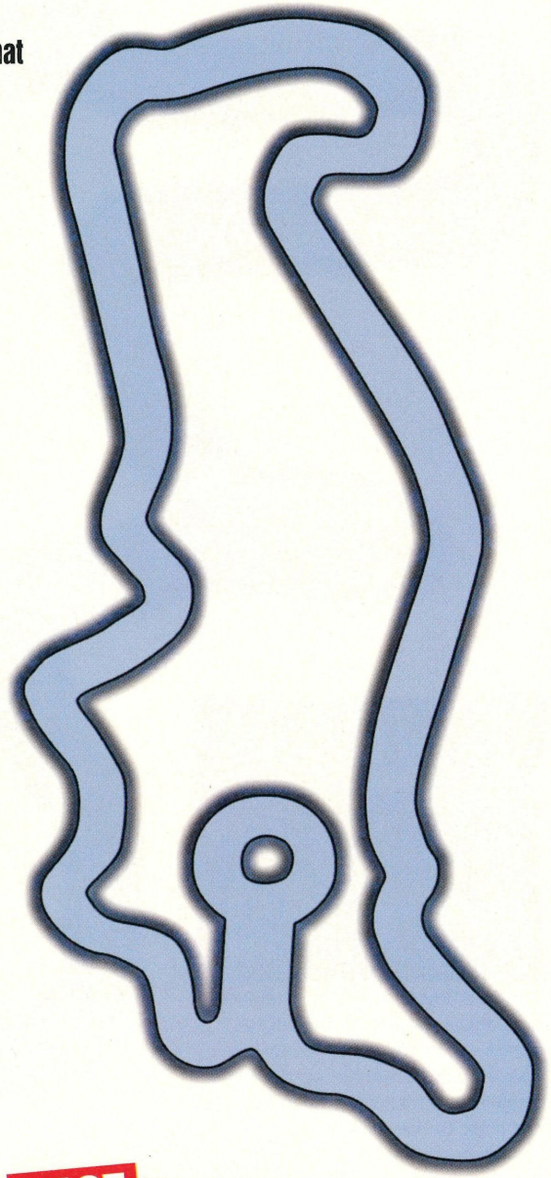
Travel down the anti-gravity tunnel dodging any rock fragments then fly round the long left-hand curve, using the banked wall if you have to. Across the ore flats is another rotating gate so stick to the centre of the course to pass it.



Ride across the very narrow path along the top of the pipe and drop onto some more ore flats. Of the four tunnels ahead, the two middle ones are the shortest and easiest to pass through so use either of those to stay in front.



When the four tunnels merge, you'll enter the last of the anti-gravity tunnels. Apart from the worm halfway down, this tunnel is empty so Boost along it and drop out the other end. Then follow the wide path back to the finish.

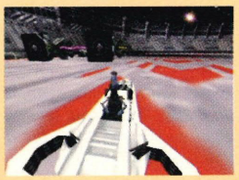


RACE FAVOURITE

Toy Dampner

Yes, he's got a ridiculously stupid name. But give him a chance – his slightly small Podracer has a few surprises hidden under the bonnet. Easy to handle but slightly dodgy on turns, it also has an average rate of acceleration.

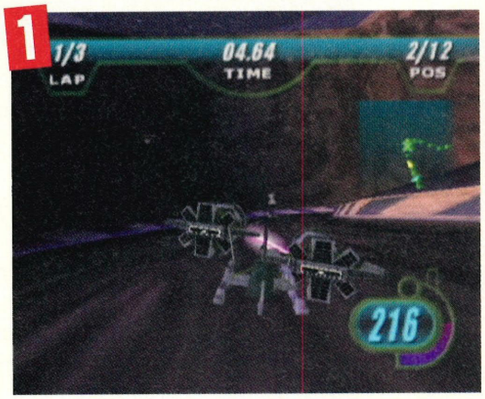




SEBULBA'S LEGACY RACE 2

Galactic Podracing Circuits • Planet: Malastare • Type: Gas Moon

Rumour has it that the Podracer champion Sebulba personally designed this course himself. It's a fast track with some difficult hairpins so be careful out there.



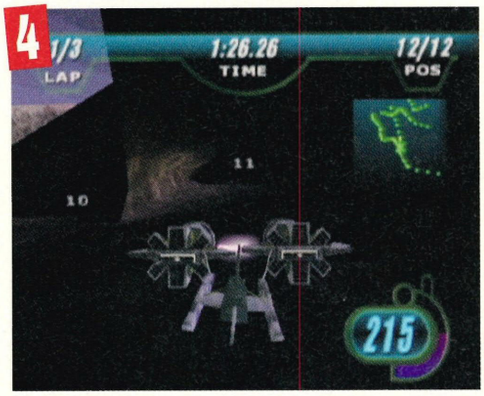
Immediately after the start you'll have to hit the brakes and slide round this heavy right-hand hairpin. As you turn, wait until you're facing in the direction you want to travel before hitting the power again and curving to the left.



Just around the next bend is another gas lake for you to cross. Avoid the rock pillar and look for the lights that indicate the exit. Now pass through a short tunnel and take another heavy right-hand hairpin.



As you see the tall rock column looming ahead, the path splits in two. Neither path has any advantage over the other but the left-hand track goes high while the right drops into a tunnel. Use either to speed round the bends.



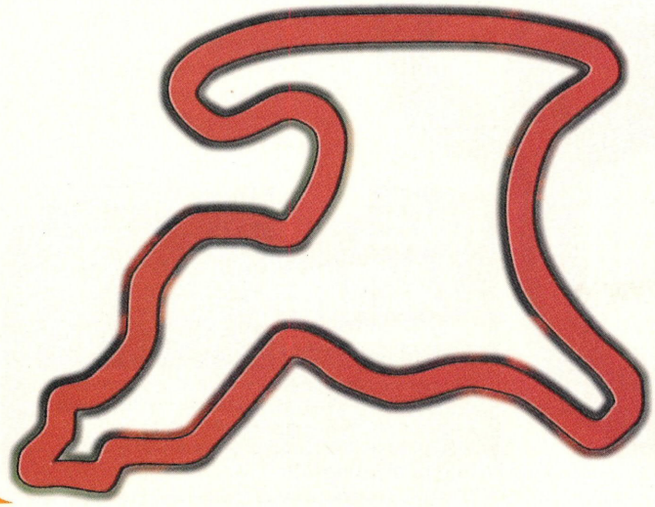
After a short while you'll see a tunnel positioned on the right. Quickly turn your Pod and slip into the opening – although there's a slightly heavy turn just ahead it'll cut out all the hard turns that cover the track to the left of you.



Pass round the gentle right and left bends before sticking close to the left-hand wall. The barrier drops away and you could fall to the lower track – stay on top along the straight road over to the finish ahead.



If you fall down you'll have to pass through a nasty series of heavy left and right turns along the tunnel passing through the mountain. You'll lose time and race position here so try to avoid it if you can.



SECRET PODRACER



Jinn Reeso

The bigger and uglier brother of Mars Guo can only be found if you use the cheat to get him but it's worth it. He's got the biggest Pod in the whole tournament and with good speed and traction, it makes him one to watch out for during the race.

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RACE 3 GRABVINE GATEWAY

Galactic Podracing Circuits • Planet: Baroonda • Type: Swamp

ARGH! Possibly the most horrible course in the entire game, you will be tearing your hair out for a while here. Master the brake and slide technique – it's your only hope!

1



The beginning of the course is a reverse of the end portion from Baroo Coast so cruise over the bridges and out of the city. Climb the mountain path that curves to the right and then do a hard left round the sandy hairpin at the top.

2



From the second lap onwards, the rock blocking this passage will explode and leave the path open. It's a tough turn to the right that requires precision control but if you make it, you'll avoid the two nasty sand turns to the left.

3



The sand trench is full of difficult turns that can catch you out – the walls are easy to hit and the corners themselves are longer than you'd think. Use the brake and slide technique, pulling back on the stick to sharpen the turn.



4



Use the brief respite in the jungle to repair your engines and then at the fork ahead take the right-hand track. It's easier to negotiate than the left one and lines you up more accurately for the narrow passage that lies up ahead of you.

5



Through the next arch be careful as the turns here are rather heavy and hidden in the undergrowth. In the dense forest section, watch out for the sudden fork that threatens to split your Pod in two.

6



A tight series of left and right hairpins through the swamp lie ahead of you so keep the speed down and get through as best you can – damaging the Pod is pretty inevitable though.

RACE FAVOURITE



Anakin Skywalker

The boy wonder and future Lord of the Dark Side, Anakin is what could be termed as the 'beginners' Podracer. Medium sized with slightly above average acceleration, turning and handling make him one to start out with.

ANDOBI MOUNTAIN RUN RACE 4

Galactic Podracing Circuits • Planet: Ando Prime • Type: Glacier

Combining elements of the first two glacier tracks as well as a whole new ice canyon, the Mountain Run is easy enough. Stick to the fastest routes that we've shown you here.

1



As your driving improves you should be able to boost all the way along this opening straight up to the junction. The track reverts back to the right-hand turn here so race along and take the right-hand turn of every fork ahead.

2



You should have a fairly powerful Pod by now so the best tactic is to keep in a straight line through these tunnels – stick the routes on the right. Swerve through any ice formations and cross the bridge to the mountain road.

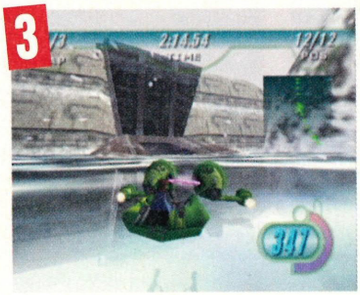


RACE FAVOURITE

Mawhonic

Look at the engines on that! Despite the overly large size of his Podracer, Mawhonic manages to bring a bit of flair to the tournament. One of the fastest Pods in the galaxy, he compliments that with impressive turning and handling abilities.

3



After the heavy left turn, plough up the hill and Boost off the crest, cutting the engines if it looks like you'll fall. Cross the ice lake but this time drop down into the tunnel that has opened up where the ramp was.

4



Try to Boost down the tunnel without touching the sides – doing so cuts out the Boost power. Watch out for the nasty track splits that are positioned at intervals down the tunnel as you can easily crash into them.

5



As you exit the underground tunnel you wind up on top of a giant glacier with massive ice formations. All the routes are full of difficult turns. Take a trip to the left-hand path and plough the way up the slope.

6



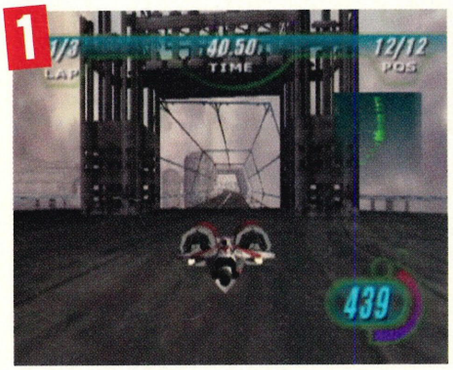
The quickest way to the finish is via the ice crevice on the left. It runs right off the map and you'll need a Pod with good turning abilities. Now use the tent short cut near the finish line.

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RACE 5 DETHRO'S REVENGE

Galactic Podracing Circuits • Planet: Ord Ibanna • Type: Floating City

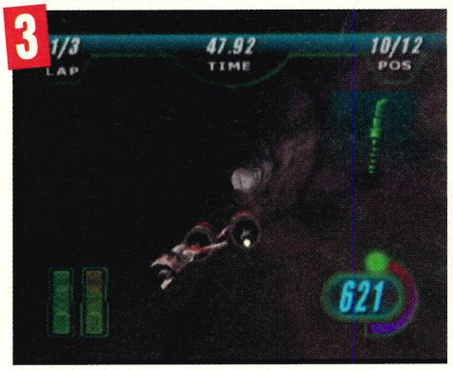
Not an incredibly tough course but one with plenty of opportunity to take some short cuts and embarrass the opposition. Be sure to cut corners in order to breeze home in first position.



Use the start to get as much distance between you and the opposition as possible – use the Boost if you're confident enough. Watch out for the sudden unmarked turn into this arch as missing it will cost you time.



When you enter the hanging bridge you can either fall off the side onto the lower track or use cautious driving to stay on top. Practice staying up but remember to pull up over the gaps to prevent crashing.



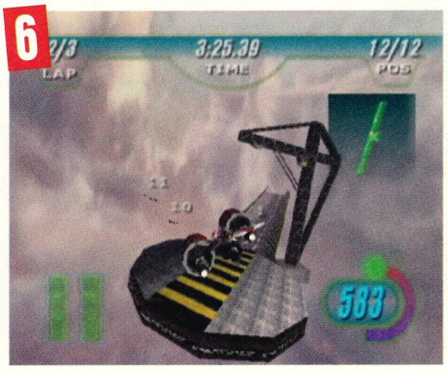
Up ahead is a huge pipe that you must race down before it narrows. Stay central to avoid riding up the sides and hitting the wall at the end before entering the next hanging wire bridge on the other side of the pipe.



As soon as you leave the bridge you'll pass between two lit pillars. Ignore the rest of the pillars and slide between the two buildings on the right to cut out the whole corner. Now race across the narrow path to the tunnel.



Fly into the metalframe tunnel and either race down the slope into the lower tunnel or across the top to use the tunnel exit as a ramp. Hit the ramp with a Boost and you can leap on top of the next passage ahead.



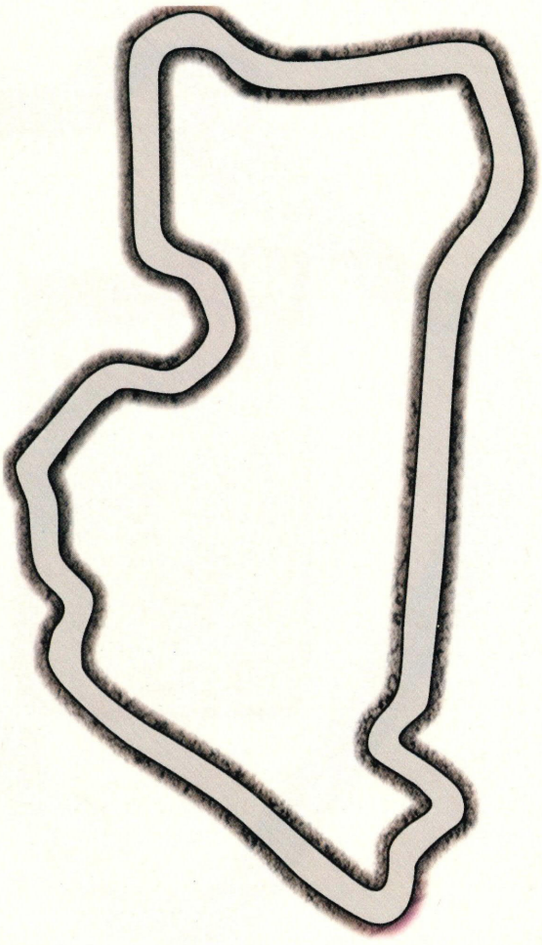
Whether you pass over or race through the second metalframe tunnel, you'll end up racing up a huge slope. Use Boost and hold back on the stick to make the gap and then leap another abyss to the finish.

RACE FAVOURITE

Ody Mandrell

Like Anakin Skywalker, Ody Mandrell is one to select if you're just starting out and looking for a racer to try out with. Middle-of-the-road in every department but better acceleration, Ody is a bit tasty once he gets upgraded a little.

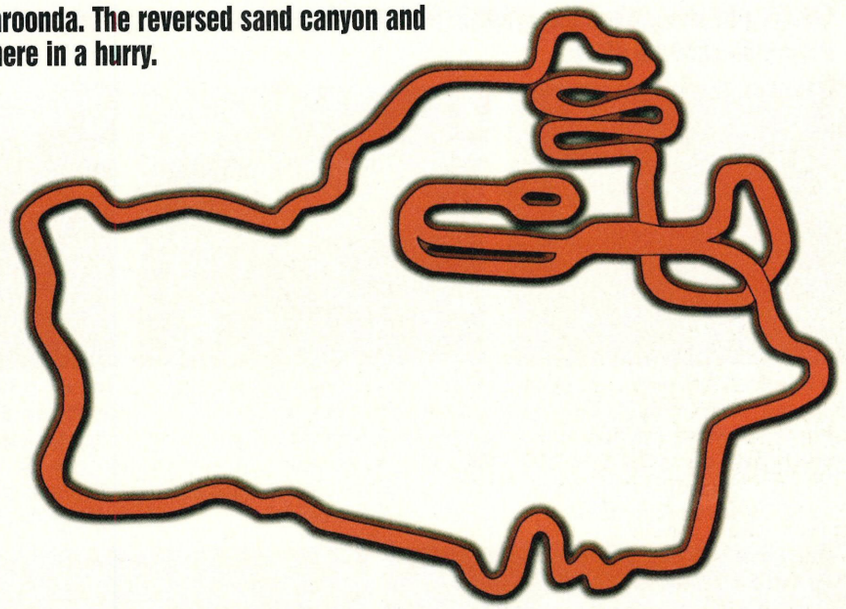




FIRE MOUNTAIN RALLY RACE 6

Galactic Podracing Circuits • Planet: Baroonda • Type: Swamp

It's another tricky course brought to you courtesy of Baroonda. The reversed sand canyon and the fast lava pits mean that you won't be coming first here in a hurry.

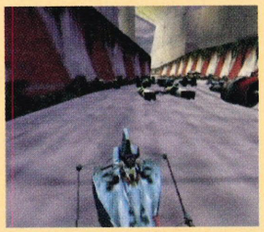


RACE FAVOURITE

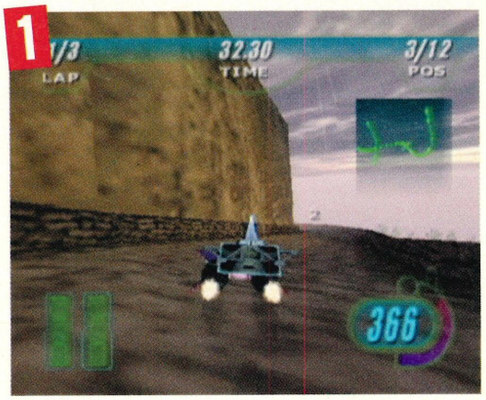
Ebe Endocott

Another one of the beginner craft is driven by this character. His haircut might not be to everyone's taste but his Pod handles well with good acceleration even though it's a little sluggish on the heavier turns.





1



Weave round the city streets and cross the bridge before using the new path to cross to the opposite island and follow the mountain path up and over the gap by the waterfall.

2



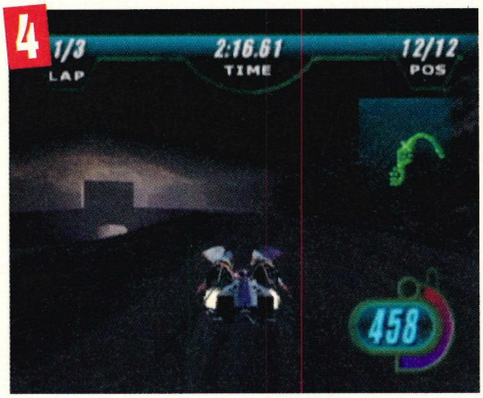
There is more mountain trail ahead followed by some tricky turns through the undergrowth. Use the brake and slide technique to get through them; repair engine damage on the next straight.

3



Cross the ash-covered rock path and head for the volcano. Ignore the steam and go through to the passage on the other side. Don't fall into the unprotected lava flow to the right of the path.

4



Across the next rock path and into the tunnel beyond, take a quick turn to the left or right to avoid proceeding down the slope ahead. Now turn back to follow the hidden path behind the boulder and cut out some of the lava pit below.

5



The next lava pit is filled with obstacles so stick to the main path – falling into the lava won't hurt you, but it's easy to lose your bearings. Exit the pit and climb the ramp ahead before re-entering the jungle.

6



This is the same sandy canyon as the last track, only mirrored. The turns are even tougher here though so use the brake and slide and take the short cut that opens after the second lap up to the finish.

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RACE 7 BOONTA EVE CLASSIC

Galactic Podracing Circuits • Planet: Tatooine • Type: Desert

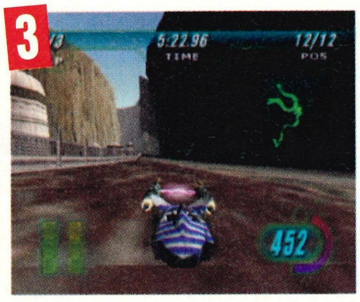
Finally you've reached the ultimate Podrace. Keep your wits about you and make sure you don't let Sebulba intimidate you – this is your chance for glory!



The Boonta Classic begins the same as the last Tatooine track so use the Boost to full effect. Just before the course diverts, cut to the right and up the narrow ramp to fly over the track below and through an arch.



Follow the winding path, avoiding rocks on the course and then through the high-walled canyon with very tight turns. Mount the ramp on the right before flying off and over the deep crevice below.



The shortest route lies to the right – hit the ramp and ride up through the slightly hard turns to the ridge. Look out for the rock pillar on the exit slope and use the brake and slide to swerve through the tricky gorge.



You now have a chance to power up your Boost Engines as you fly over the crests. Keep at top speed for as long as possible without overheating but watch out for the Pit Of Sarlak hidden behind the second ridge.



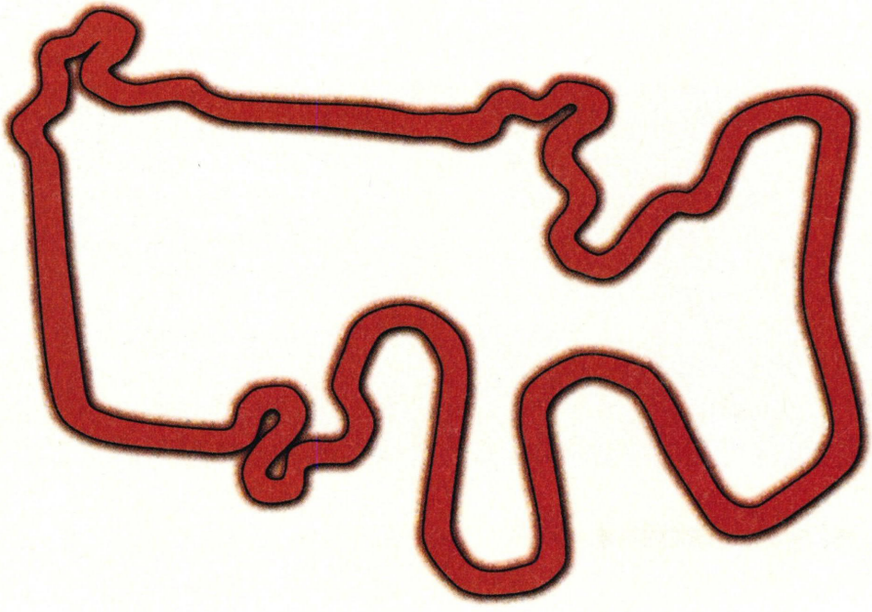
At the end of the long Sarlak straight enter the series of rock arches. The corners are tricky so take care and watch for the sly short cut hidden on the left halfway down.



Pass through the crevice at the end, and stay central to avoid hitting the rocks. Enter Sandpeople Gorge and dodge the fire jets – stay high in the canyon beyond to avoid more flames.



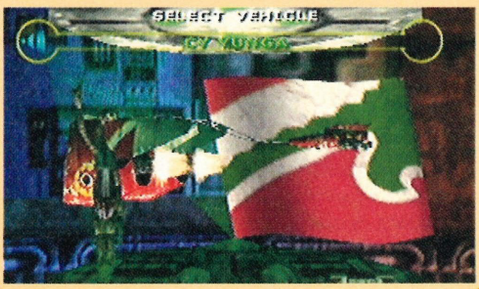
The final stretch of the Boonta Classic is familiar – you'll enter a narrow canyon and rejoin the path near the end of the Training Course. Head for the clear finish straight and hit the Boost Engines.



SECRET PODRACER

Cy Yunga

This one-eyed wonder has a Pod with engines the size of... well, huge engines but he's pretty tasty on the track. With excellent stats in all categories, he is only let down by his slight lacking in the acceleration department so try him on for size.



ANDO PRIME CENTRUM RACE 1

Invitational Podracer Circuits • Planet: Ando Prime • Type: Glacier

The first of the Invitational courses can be accessed by completing the Amateur Podracing Tournament. Much of this race is through the city so there's little ice here to compete with.



When the race begins don't deviate from the course – the snow slows you down. Instead stick to the curvy road before racing through the tunnel into the caves.



Inside the cavern guide your Pod down the right-hand path, staying on the left. You'll smash through some ice into a narrow tunnel and cutting off some heavy corners.



When you finally enter the main stadium stay on the lower levels. Nip round the central column via the left path and slow down to take a heavy left into the icy side tunnel.



Cross the main bridge into the city and stick to the right-hand wall to drop down a slope. Follow the maze of roads between the buildings and pass under the overhanging arches.



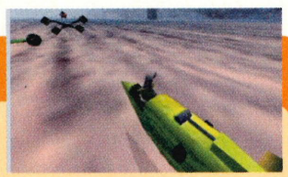


Through the arches ease the Pod to the left and whip round to take the left fork. Climb the ramp and speed under the arches – this route has more opportunity for using Boost.



Keep the Boost heated up and reactivate it as you leap over the ridge. Power the Boost back up as you land and then race on over to the finish.

RACE FAVOURITE



Slide Paramita

The somersaulting bloke with a face like the back end of a Womprat has a sensitive Pod that is second-to-none. Highly responsive with good turning and handling capabilities, he's let down by his mediocre acceleration.

continued >

continued>

RACE 2 ABYSS

Invitational Podracer Circuits • Planet: Ord Ibanna • Type: Floating City

By winning the Semi-Pro Podracing Tournament, you get the invitation to this race. Cautious driving will help you through here – more haste, less speed!



Speed away from the start and watch for the hazard signals on the track. As soon as they appear, slam on the brakes and gently cruise through the wireframe tunnel. You MUST NOT fall into the lower section of the track or you'll regret it...



What did we say? You've fallen off and look what's happened – you've lost five places already. That's because the lower course is twice as long as the higher one! Don't say that we didn't warn you...



Assuming you're on the upper track, pull back on the stick to cross over any gaps in the road and get onto this solid piece of track. Power over the rise and rejoin the main course ahead of the rest before speeding down the next wireframe tunnel.



Slow down at the pillars marking the end of the tunnel – you need to drive at the wall directly ahead. There's a narrow gap that you can squeeze through to cut off the corner on the right and get even further in front if you're really careful.



Zip into the next tunnel and use the brakes again to stay on top of the passage. Drop off the end and you'll be on the roof of a tunnel – head between the two flags and cut out even more of the track.



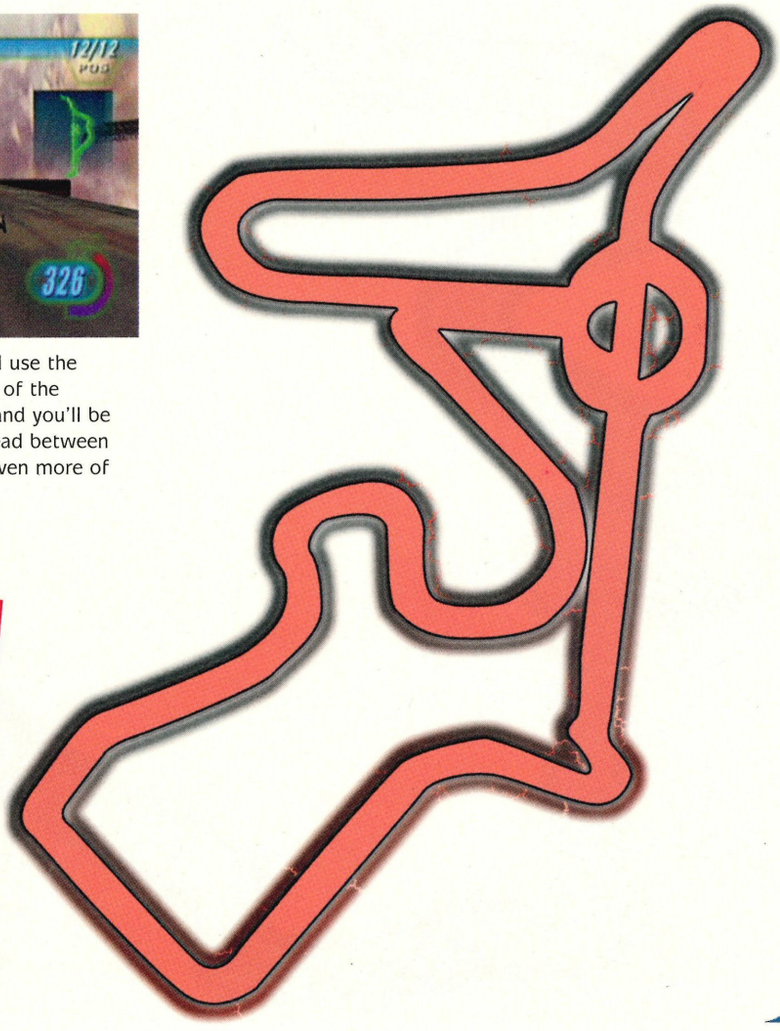
Leap over the two floating sections and swerve past the sharp trench turns. Stay central and you'll avoid the walls as they widen and narrow before you leap through the tight floating opening to the finish line.

RACE FAVOURITE

Bozzie Baranta

Favouring the Invitational courses, Bozzie loves a good challenge. His small Pod has good turning but average handling and acceleration.





THE GAUNTLET RACE 3

Invitational Podracer Circuits • Planet: Oovo IV • Type: Prison Colony

Complete the Galactic Podracing tournament and the final journey to the Oovo IV prison colony is yours. It's a long and demanding track across the ore flats so don't relax for a second.





Follow the same course as for the Executioner, but turn right after the narrow opening. Boost on and when you see a rock column, cut power and turn left to the asteroid surface.

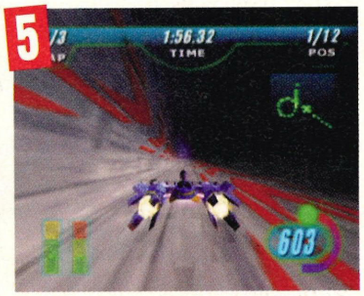


The ore flats are easy to negotiate but if you stray from the light-coloured road your Pod will slow down, so don't do it too often. Beware of falling meteors too!

Race over the ridge through the dust and hit the Boost along the straight. When you hit the metal plate in the floor, make a hard right across the ore flats. This will slow your Pod.



Enter the canyon at the end of the ore flats and take the turns carefully. Keep to the centre of the track and when the road slopes down, take the tunnel through the rock.

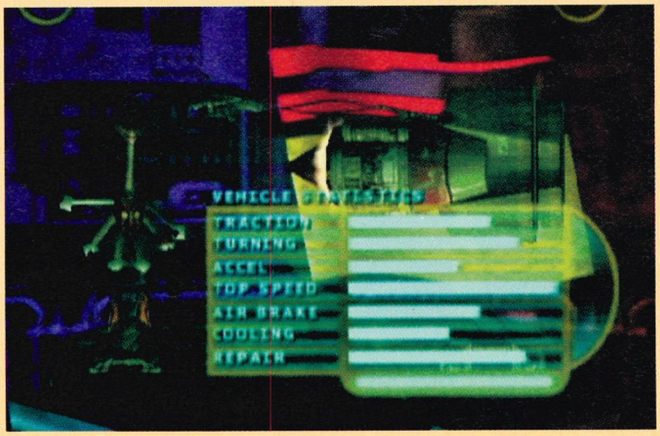


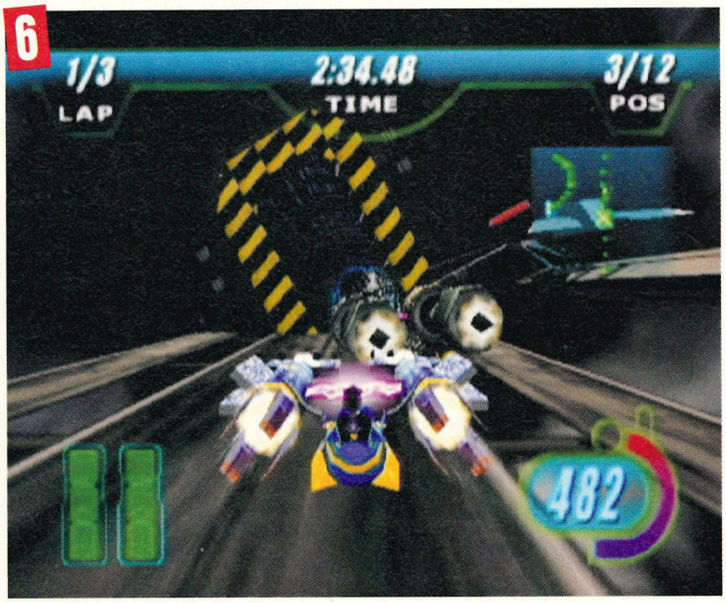
The path around the colony is wide so crashing isn't a problem. When you hit another dusty straight, use the Boost until just before the rock column to make the wide turn.

SECRET PODRACER

Gasgano

The resident octopus knows how to put on a show and often does so in his Pod by overheating with incredibly frequency. His mediocre handling and terrible turning skills are only made up for by some average acceleration.





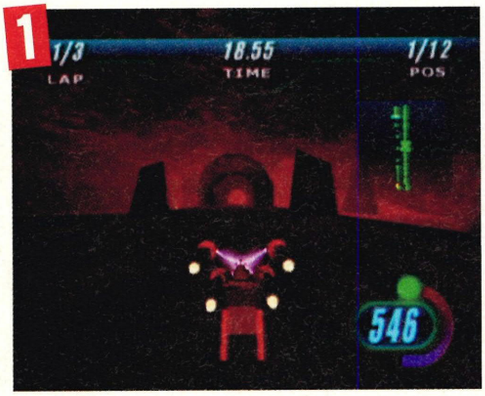
Drop down the slope from the outer colony into the prison complex itself. The narrow paths aren't too tough, so you shouldn't have too much of a problem here, but watch out for the malfunctioning gate that leads to an anti-gravity tunnel and the finish line.

continued >

RACE 4 INFERNO

Invitational Podracer Circuits • Planet: Baroonda • Type: Swamp

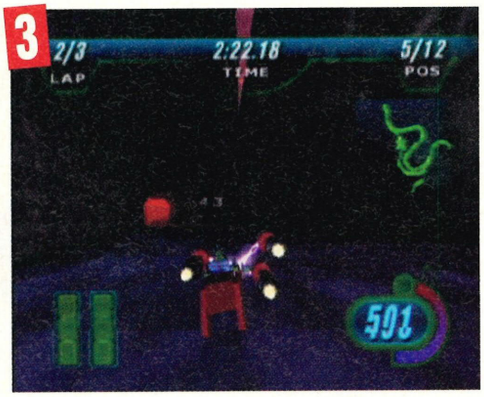
The final Invitational course is for pure Podracing champions only. To open it, you must come first on every other track in the game – it's not an easy task by any means!



Fly away from the start and keep the speed up as you race around the wide U-turn straight ahead. Stick to the top track and pass under the arches – dropping to the right cuts out the turns but the ash there slows your Pod down to a crawl.



Through a short tunnel the path splits in two, each one leading to a wooden bridge. Taking the right-hand path is easier but the exit from the left is smoother – neither offers any real advantage so the choice is entirely up to you.



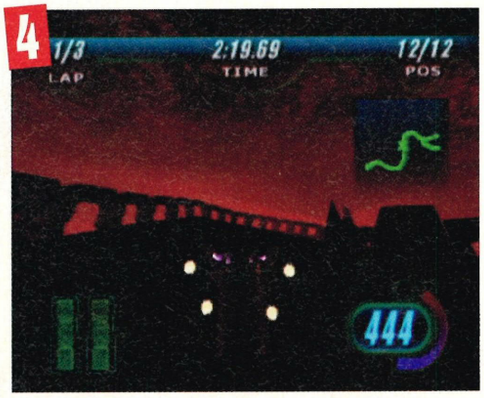
Follow the long, heavy turns that weave through the lava pit beyond the bridges. Stick to the left and whizz through the cave into the open. You'll cut off the incredibly difficult U-turn on the right as you re-enter the volcano.



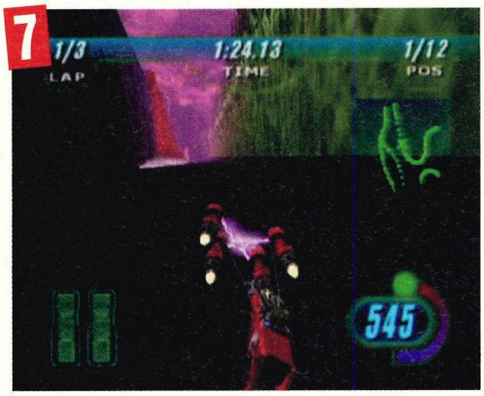
SECRET PODRACER

Ben Quadinaros

With a head like a malformed helium balloon, Ben is the favourite on the toughest track of all. He's also the only racer with a four-engined Pod but his turning is a bit slack and the motors tend to overheat a little quickly.



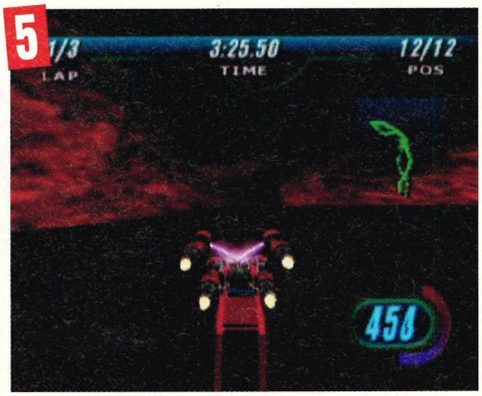
There are a tricky series of turns along a ridge here barricaded by rocks. Try using the brake and slide – alternatively, take this quick short cut on the left to cut out the hard corner.



As you race along to the bridge over the lava, watch for the rocks lining the edge of the ledge. When the rocks end you must turn slightly right and leap from the bridge onto the lava below – do it right and you'll be heading for the next cavern.



In the next lava cavern, stick to the path in the middle as it curves back and forth. If you drop down then it makes navigating the cave harder so stick to the track and then drop off when the top course veers off to the left to reach the exit.



Exit the volcano at full pelt, taking the long path up to the finish line – be careful not to crash out amid all the smoke that'll be blocking your view. On the final straight stay to the right to avoid the lava in the road and you're home free!

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ANT LIFE

US ON
TOSYNTHESIS

itchell

surd that Professor J. Higgens
d suggest that carbon dioxide from
s was contributing to the green house
ct. Has this been proved by scientific
oards? Has it been analysed? The
wer can only be an emphatic, 'no'

clear to all involved that the chemical
stries and the output from fossil fuel
e major culprits. How many endless
es have biochemists conducted to
this fact? The answer is too many
ber. The humble plant therefore
be held solely responsible for
truction of the planet.

we could see the warning signs
vidence. The study conducted
cNeal laboratories in California
ning. Even at the time, it was
ndustries that were at fault.
AG Pollock went some way to
at the Munich conference of
when he stated, 'We have
akers culpable for an
d disaster waiting in the
urse, this was largely
e press. No surprise there as
gely sponsored to attend by
oard. Yet even today with
e have we're holding
dle. My view is to let the
one, enough is enough.

edback on this issue
views.

Popcorn Analysis

After several hundred minutes of research I have come to a final conclusion. The appropriate time required to successfully complete the making of Popz microwave popcorn (excluding travel time from the box to the microwave) is two minutes 23 seconds. This was found to be two minutes shorter than hard boiling a single egg and one minute shorter than making a cup of tea. On average it took one person 15 minutes to consume a complete serving, whilst it takes only two minutes to consume divided by three people with normal appetites.

A.Nal, Colwall Green, Malvern

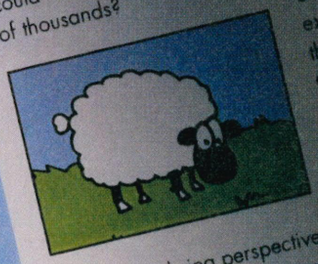


Figure 1: Popz Popcorn

ModernScientist • 22 May 2000

Feedback

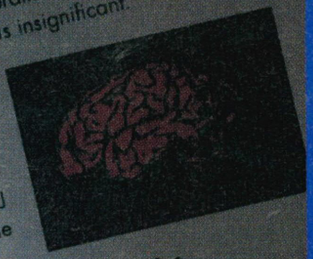
Genetic engineering is always in the news. Yet the press persist in providing imbalanced reports that bring invaluable research into disrepute. How many times have we heard of 'Dolly' the sheep? And how many times have we heard that cloning could actually save the lives of thousands?



We need to bring perspective back to this important issue. Breakthroughs in surgery won't happen without the appropriate support.

Dorothy Spears
Newcastle-upon-Tyne

Undoubtedly your Feedback item on 25 March, which largely focused on pathology, was pathological itself. How can you substantiate the theory that Einstein's family gave his brain to a clinical pathologist? It has been clearly proved that it was donated to a laboratory in Munich engaged in research of the human brain. As to the extraordinary assumption that Einstein's ability is linked to a Sylvian fissure this clearly has two drawbacks. One, comparison cannot be drawn between Einstein's brain and that of persons possessing the same ability. Two, comparison between his brain and 200 normal brains is insignificant.



Keir Stanlet
Wickham, Hampshire

The issue raised by AJ Appledon on p12 of the Modern Scientist is entirely at fault. Batteries are now produced as standard with specific guidelines as to units for the density of lead oxide. So the inference that battery plate manufacturers could be

If you have any feedback on these issues we welco your views.

Please write to:
Editor

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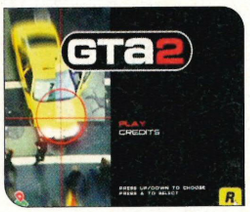
GTA2

Think you've got what it takes to be a tough guy in the big smoke? We don't think so – that's why we've been nice and given you the full lowdown for all those shifty jobs the gangs have to offer in *GTA2*!

essential information

Dreamcast solutions

GTA2



Publisher	Take 2 Interactive
Developer	Liquid Games
Origin	UK
Price	£39.99
Genre	Crime



one player



vibration pack



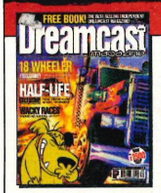
visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

essential information

Dreamcast magazine says



"GTA2 is immensely satisfying once you've got to grips with the tricky control."

CHEATIN' GANGSTA!

A tough game like *GTA2* needs some tough cheats, so here they are – just for you. To enter them, simply go to the Main Menu screen and enter any of the codes below as your player name. To enter multiple codes, enter a code and press Start before entering the next one.

CHEAT	NAME
Level Select	SESAME
99 Lives	BIGCATS
Invincibility	INFINITY
All Weapons	BIGGUNS
Infinite Double Damage Power-Up	DBLWAMMY
Infinite Invisibility Power-Up	SCOOBYDO
Infinite Electro Gun	BIGFRIES
Infinite Flame Thrower	TOASTIES
Keep Weapons After Dying	LOSTTOYS
No Police	LAWLESS
$500,000	MUCHCASH
$10 Million	ULTIMATE
5X Multiplier	BOYAKASH
Maximum Respect From All Gangs	ALLFREND
Maximum Wanted Level	BADBOYZ
Gore Mode	WOUNDED
Elvis Pedestrians	ERRHUH

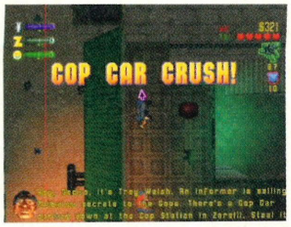
DOWNTOWN SECTOR

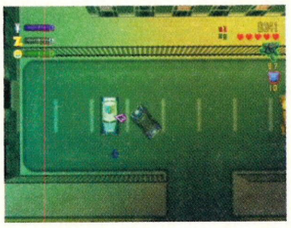
ZAIBATSU TERRITORY

Easy Missions

GREEN PHONE (LEFT)
DRUG DEALIN'!
REWARD: $20,000
ZGL1 – Grab a car and drive over to pick up the fresh supply of drugs.
ZGL2, 3, 4 and 5 – Race around the city and deliver the drugs to the four Z-Dealers around the streets. You've only got three minutes to complete your task so shift it!

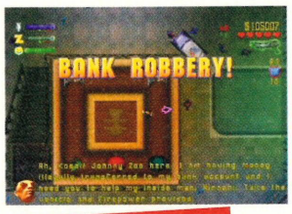
GREEN PHONE (RIGHT)
COP CAR CRUSH!
Reward: $20,000
ZGR1 – Head for the Cop Station in Zarelli and pick up the Cop Car.
ZGR2 – Drive to the Train Station and meet Shady, the dirty Zaibatsu snitch.
ZGR3 – Take the car over to the car crusher in Zarelli and mash the car up good.





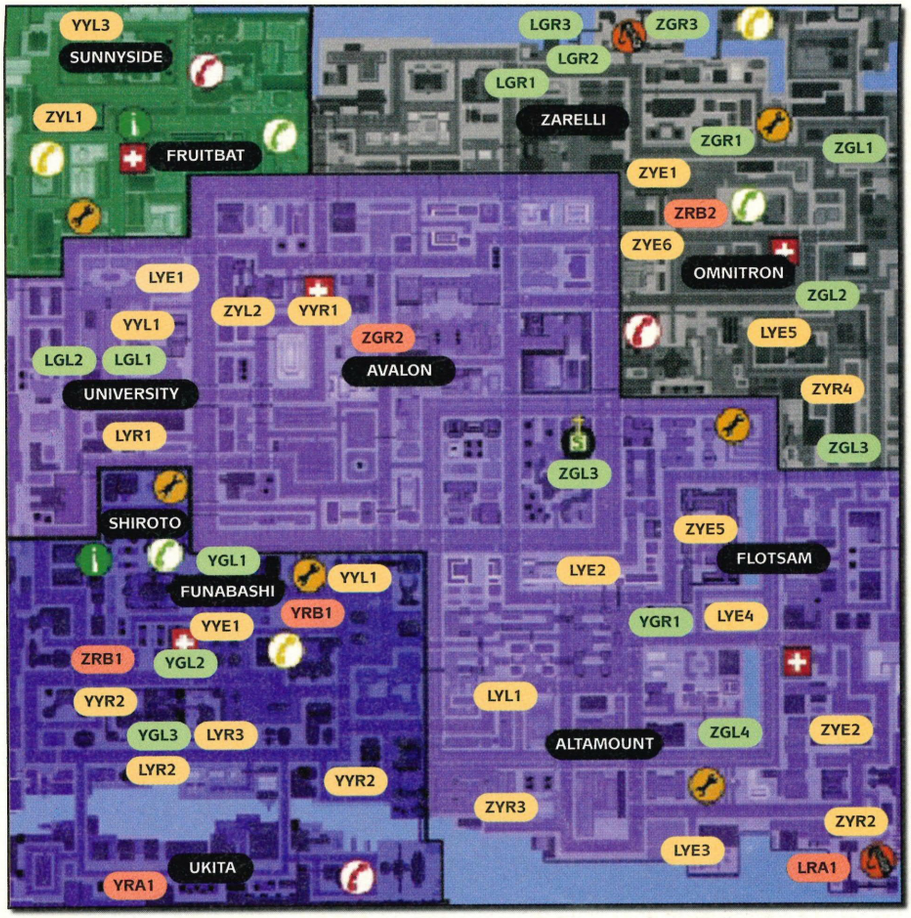
Intermediate Missions

YELLOW PHONE (LEFT)
KILL LOONIES!
REWARD: $40,000
ZYL1 – Visit Fruitbat and pick up the special Loony Dementia parked outside one of the buildings.
• Go to the nearest workshop and rig the car with a bomb.
• Now return to where you collected the car and drop it off, detonating the bomb as you leave.
ZYL2 – Run to the car park in Avalon and collect the van parked there.
ZYL3 – Drive into Zarelli and pick up the group of Z-Men waiting for you.



YELLOW PHONE (RIGHT)
YUTES MUST DIE!
REWARD: $40,000
ZYR1 – Go to the Casino in Funabashi and interrogate Lefty. Beat him up until he talks and then blow his brains out!
ZYR2 – Pick up the Yute car from the South Docks in Flotsam.
ZYR3 – Visit the Easy Rider Whore House and collect the leader of the Yutes.
ZYR4 – Take the car back to the Zaibatsu HQ. Once the Z-Men have got their information, return the car to the South Docks and crush it.

YELLOW PHONE (EITHER) –
BIG BANK JOB!
REWARD: $40,000
• Hunt down the bank van circling around the city and steal it without anyone noticing.
ZYE1 – Return to Zarelli and pick up the gang of Z-Men waiting on the street.
ZYE2 – Drive to the Third World Bank in Flotsam and pick up the cash. Don't be too rough on the van or the guards will get suspicious.
ZYE3 – Ignore the alarms and get back in the van. Take it to the safehouse, pronto.
ZYE4 – Go and meet Rollo Tamassi who will sort out the package for the cops.
ZYE5 – Return to Flotsam and meet the bent cop who will take the package.
ZYE6 – After his 'unfortunate accident', grab a nifty car and race to the safehouse in Omnitron. Watch out for the police roadblocks and the SWAT teams!



Hard Missions

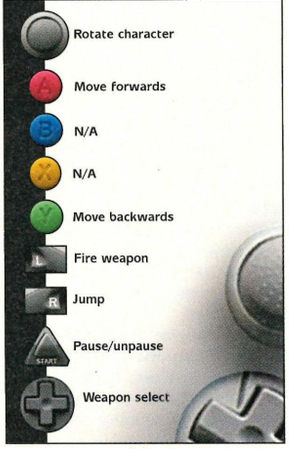
RED PHONE
ARMOURED CARS!
REWARD: $60,000
• You've got six minutes to drive around the city and locate two Yakuza Miara cars. The aim is to blow them up before they can get away.
• They are heavily armoured and don't stop if you try to block them off so it can be tricky. The way to do it is to rig a motor with a bomb and hunt down one of the cars.
• Get in front of it and detonate the bomb, waiting in the car until the last second – that way if he tries to overtake you, you can anticipate his move and make sure the bomb destroys him.

RED PHONE
BANK VAN THEFT!
REWARD: $60,000
ZRB1 – Follow the bank van to the bank in Funabashi and then steal it as soon as the guard gets in. You'll have to chase it round the city if you miss so don't screw up!
ZRB2 – Get back to the safehouse as quickly as possible. Don't let the Yakuza cars that come after you ram your motor off the road!



CONTROLS

Oi, fella – I've got some controls straight off the back of a lorry for ya...



YAKUSA TERRITORY

Easy Missions

GREEN PHONE (LEFT)
GET ZITZAKI!
REWARD: $20,000
YGL1 – Grab the marked car parked outside the building.
YGL2 – Rush over to the hospital and collect Dr Zitzaki.
YGL3 – Take the car with the Doc inside to the Yakuza J-Lab and drop him off.

GREEN PHONE (RIGHT)
BANK ROBBERY!
REWARD: $20,000
YGR1 – Collect the car outside where the phones are and drive to the bank in Flotsam. When you get there, kill the two guards and grab the loot.
• Get back in the car and head for the workshop in Funabashi to have your car sprayed another colour.
YGR2 – Take the motor over to the safehouse nearby and deliver the cash.

Intermediate Missions

YELLOW PHONE (LEFT)
DESTROY HAPPY GAS!
REWARD: $40,000
YYL1 – Grab a decent car and head for the University car park.

continued >

walkthrough

continued>

When the Loonies get out of their cars, mow them all down!
YYL2 – Get your hands on an Ice Cream Truck and visit the workshop in Funabashi to rig the motor with a bomb.
YYL3 – Go to the city asylum and arm the bomb outside. Now leg it away before the explosion goes off!

YELLOW PHONE (RIGHT)
GET GAMA REI!
REWARD: $40,000
• First off, grab yourself a Medicar. Try mowing down a few civilians in cold blood and wait for the paramedics to show up before nicking their car.
YYR1 – Race over to the hospital and pick up Gama Rei before the police can get to you.
YYR2 – Get to the safehouse near the J-Lab as quickly as you can. Watch out for the cops and Loony assassins!

toptip
Extra Information>

> Whatever you do, don't mess with the cops! They're incredibly good at their jobs in this city and you'll have a tough job trying to get rid of them without some bloodshed.

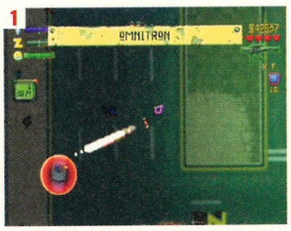
YELLOW PHONE (EITHER)
FOLLOW TRAITOR!
REWARD: $40,000
YYE1 – Leave the phone area on foot and follow the traitor to his hideout. Don't get too close to him or he'll spot you.
YYE2 – Once you know where he lives, meet Refried Noodle who will teach you some vital torture techniques.
• Grab a car and race back to the traitor's hideout. Now run down the three men on the left before they can blow you up.

Hard Missions

RED PHONE
STEAL SWAT VAN!
REWARD: $60,000
• Drive around the map and cause mayhem by blowing things up and killing people. When your Wanted meter reaches 'Four', the SWAT team will come after you!
• When they catch up with you, let them get out of the truck and



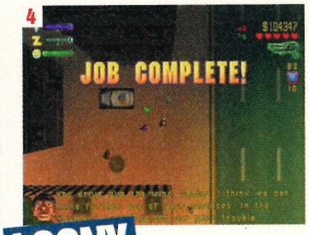
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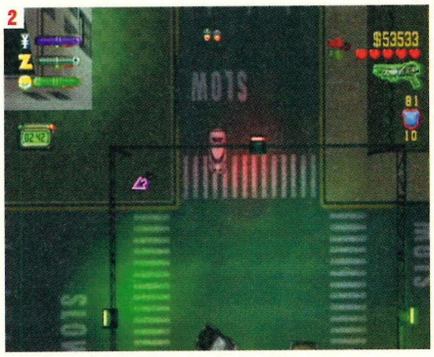
then kill them all. They're wearing body armour so watch out!
YRA1 – Steal the SWAT van and then take it to Johnny's garage in Ukita.

RED PHONE
STOP THE TANK!
REWARD: $60,000
YRB1 – Grab the Rocket Launcher and drive over to meet the oncoming Tank.
• Mow down the guards and then get out and blast the Tank with rockets before it can reach the end of the road.

4

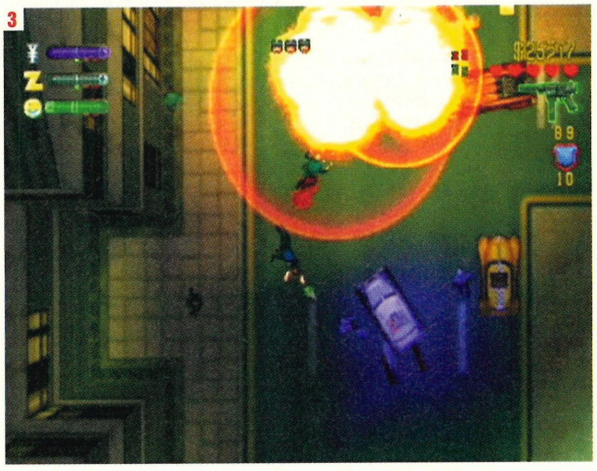


2



[1] If you get hold of the power weapons like the Rocket Launcher you can really do some damage! [2] Don't stop – the clock's a-ticking! [3] Cor, just look at the state of that! Major explosions ahoy! [4] Make sure you do exactly what you're told if you want to complete the job!

3







LOONY TERRITORY

Easy Missions

GREEN PHONE (LEFT)
PIZZA CAKE!
REWARD: $20,000
LGL1 – Go to the University and collect the explosives that have been left there.
LGL2 – Pay a visit to the Pizza Cake restaurant and deliver them the nasty package.
• After the explosion, hunt down the Pizza Cake delivery van and swerve in front of it to stop it. Now jump out of your car and blow the van up.

GREEN PHONE (RIGHT)
RADIO ZA-ZA!
REWARD: $20,000
LGR1 – Drive to the front gate of the Futuro FM building in Zaibatsu territory.
LGR2 – Now go round the back and cross the walkways near the docks to collect the explosives.
LGR3 – Turn around and head for the station generator. Drop off the bomb and then run away quickly!

Intermediate Missions

YELLOW PHONE (LEFT)
WHO'S BEHIND YOU!
REWARD: $40,000
LYL1 – Go and meet Cosmo Trouble in Altamount. When you get there, mow down all of the three Zaibatsu hitmen that try to kill you.
• When they're all dead, steal one of their Z-Types for good measure!

YELLOW PHONE (RIGHT)
DESTROY J-LAB!
REWARD: $40,000
LYR1 – Go over to the University and collect some more explosives.
LYR2 – Drive to the Yakuza J-Lab complex and dump the car at the gates.
LYR3 – Climb the stairs to the roof and kill the guards. Drop off the explosives and return to the gantry above to watch the fireworks.

YELLOW PHONE (EITHER)
GET ISETTA!
REWARD: $40,000
LYE1 – Head for the University and meet Dodo.
LYE2 – Now drive to the Harman Hotel and collect the guns and bombs that have been left there for you.
LYE3 – Pick up Lance who's waiting for you in Flotsam.

toptip
Extra Information>

> Each time you complete all seven jobs for a particular gang in a particular area, you'll open up a bonus level. These involve driving around a small map area, wasting as many of a set target as you can before the time runs out.

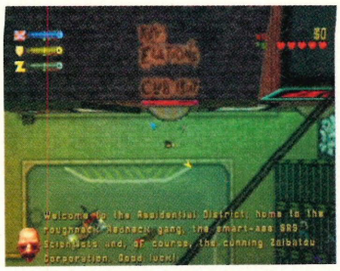
LYE4 – Go to the Cop Compound. Wait for Lance to bribe the first guard and then sneak in and kill the other one from a distance. Blow the locks open with Molotov Cocktails to release the gate.
LYE5 – Get in the Limo and drive it back to the safehouse in the asylum.

Hard Missions

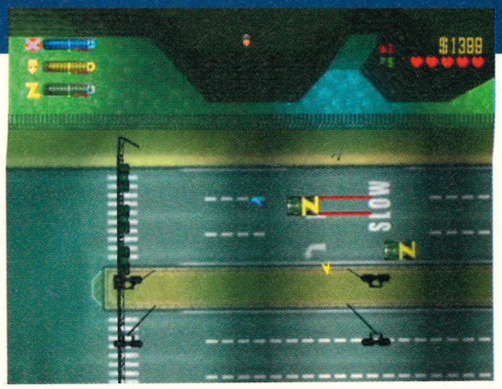
RED PHONE
TAXI DRIVERS MUST DIE!
REWARD: $60,000
• Hunt down the three taxis that have been targeted for destruction. Steal each one and kill the people inside – watch out as there are more people to deal with each time!
LRA1 – Take each taxi to the South Docks in Flotsam and get them crushed before chasing the next one.

RED PHONE
START A GANG WAR!
REWARD: $60,000
• To come out on top here, you'll need to cause some trouble for the other gangs in the area. Race into Zaibatsu territory and steal yourself a Z-Type.
• Drive into Yakuza territory and hunt down the three crack Yakuza that need to be wiped out. No guns – you can only run them down!
• When they're dead, grab a Yakuza Miara and return to Zaibatsu territory. Now find the three elite Z-Men and return the favour by running them down too!

RESIDENTIAL SECTOR







ZAIBATSU TERRITORY

Easy Missions

GREEN PHONE (LEFT)
RS DESTRUCTION
REWARD: $30,000
ZGL1 – Go to Montana's house in the Mobile RV Park and kill all the Rednecks around it before stealing the rigged Pickup.
ZGL2 – Drive to the SRS Clone Test Centre and park the Pickup outside. Now detonate the bomb and stand well back!

GREEN PHONE (RIGHT)
FLAME IT!
REWARD: $30,000
• Find a Cop Car and steal it.
• Track down the SRS Security Van driving around the city. Pull up in front of it with your sirens blazing and when the driver gets out, go and steal the van.
ZGR1 – Go back to The Village and park the van in the garage.
• Find a Fire Truck from nearby – there will a couple driving around outside but you could always blow up a car or two to get their attention.
• Park it outside the garage and have the Flamethrower fitted.
• Take the Fire Truck to the Mobile RV Park and flame-grill at least ten Rednecks. It doesn't matter if they're people or cars – just burn them!

Intermediate Missions

YELLOW PHONE (LEFT)
OPERATION Z!
REWARD: $50,000
ZYL1 – Go and grab the Redneck Pickup parked outside the Bowling Alley. Take it back to the garage in The Village where you took the SRS Security Van.
• Hunt down the loaded SRS Meteor racing around the city. Steal it and then return it to the garage in The Village as usual.
ZYL2 – Go to Disgracelands and steal the Red Limo parked there. To get in, you'll have to jump over the fence using the ramp nearby. Getting out is also done by using the ramp on the inside of the south fence. Now take the Limo to the garage as well.
ZYL3 – Grab a Truck Cab and pick up the trailer next to the Cop Station located in Morton. Take it to the crane in The Village to unload the Cop Car and then park the car in the garage as normal.

YELLOW PHONE (RIGHT)
VALDEZ ALERT!
REWARD: $50,000
ZYR1 – Wait for the other Z-Men to arrive and then head for the SRS Research Centre. Use the huge ramp nearby to get inside.
ZYR2 and 3 – Track down the two Cold Fusion generators and blow them up using a Rocket Launcher. You'll have to cross walkways and jump between crates to reach them.
• Now leave the centre by the way that you came in.

YELLOW PHONE (EITHER)
COP STEALIN'!
REWARD: $50,000
• Cause plenty of chaos and get the SWAT team after you. When they find you, slaughter them all and steal their van.
ZYE1 – Take it to the garage in The Village and drop off the van.
• Now steal a Special Agent car. Killing Agents is tough though so don't underestimate them!
• Take this car back to the garage as well to receive your reward.

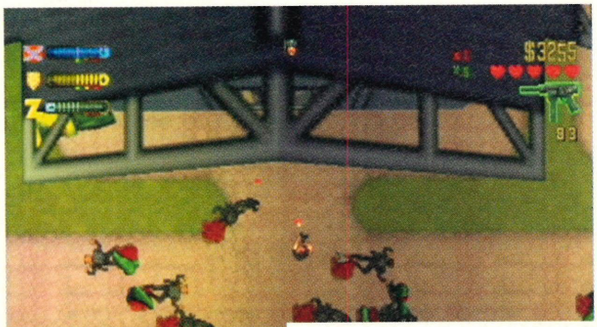
Hard Missions

RED PHONE – MALL MURDER
REWARD: $70,000
ZRA1 – Wait for the other Z-Men to show up and then head for the Xanadu Mall.
• You've got to kill twenty SRS men but without your car! Only people killed by you (not the other Z-Men) with guns count so be careful of any SRS guys with Flamethrowers!

RED PHONE
DECOY TRAILER
REWARD: $70,000
ZRB1 – Head for the Video Shop near the Cop Station.
ZRB2 – Use the nearby walkways to get onto the roof and blow up the generator to open the gate.
ZRB3 – Steal the trailer with the Special Agent car on it and drive out of the station.
• Race around the city for one minute, keeping the cops busy while Red pulls off his little 'job'.

toptip
Extra Information>

> If you see the car you're driving start to give off flames, change it for another one quickly. Fire is a sure sign that your motor is going to blow so get away before it finally does!



SRS SCIENTISTS TERRITORY

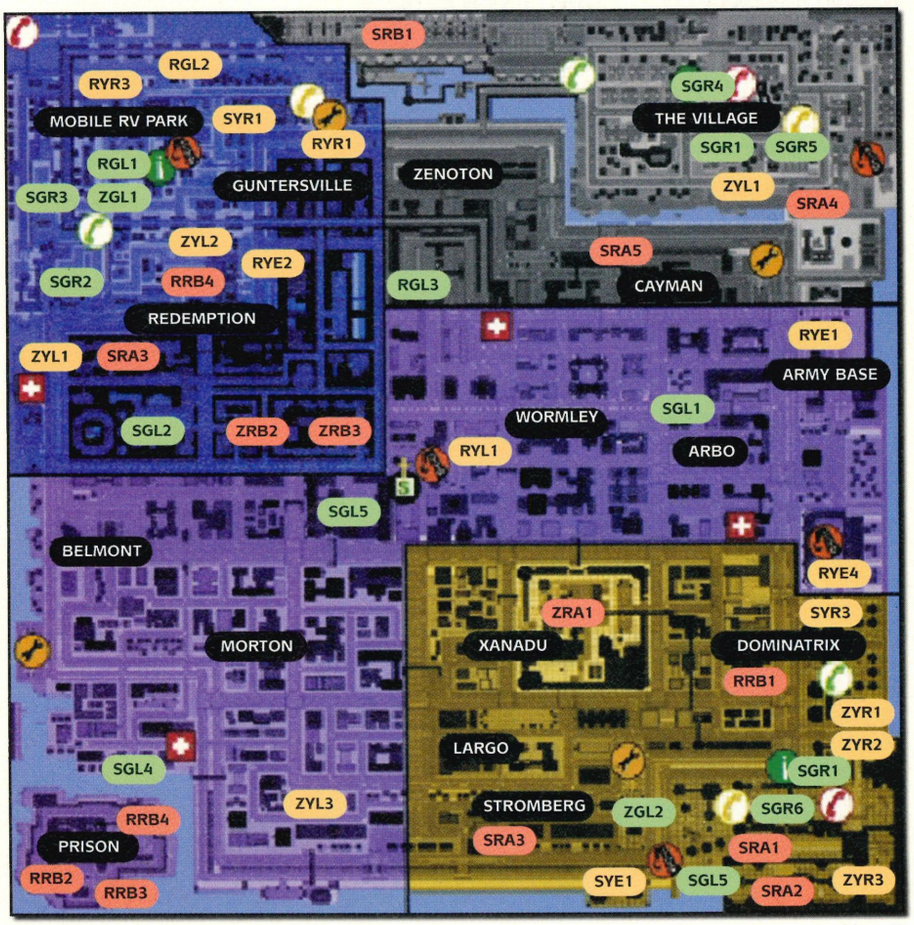
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Extra Information>

> Finding yourself a bit low on respect from a certain gang? Use the information phones to find out who their enemies are and then go and waste some of them on behalf of your gang. Your respect rating will be boosted no end!

Easy Missions

GREEN PHONE (LEFT)
PICKUP 'N' DROWN!
REWARD: $30,000
• Hunt around town until you find a taxi cab. Steal it. Be careful not to do too much damage to it or you'll attract the attention of the police.
SGL1, 2, 3 and 4 – Drive around the city and collect the four Z-Operatives that are waiting for you to arrive.
SGL5 – Take the taxi the South East Docks and leave it near the crane. Now watch the Zaibatsu men get dropped in the drink!

GREEN PHONE (RIGHT)
FAKE TRUCE!
REWARD: $30,000
SGR1 – Grab the SRS Limo.
SGR2 and 3 – Head over to the Mobile RV Park and pick up the two groups of the Redneck Delegation.
SGR4 and 5 – Drive to the Zaibatsu Village and collect the two groups of the Zaibatsu Delegation.



continued>

walkthrough

continued>

SGR6 – Take the Limo back to the SRS Scientist Research Centre and get out of the car while the meeting (ahem) starts.

Intermediate Missions

YELLOW PHONE (LEFT)
LABRAT'S PLAN!
REWARD: $50,000
• Hang around the phone until the SRS clones arrive and then grab a decent car.
SYL1 – Head for the Zaibatsu Village; when you get there, drive around and wipe out 17 Z-Men. Only leave your car if it's about to explode!

YELLOW PHONE (RIGHT)
RACE 'N' KIDNAP!
REWARD: $50,000
SYR1 – Drive over to the Opry Car Park in Redneck Territory and meet Dirk.
• Get into the middle car (it's the fastest) and hunt down the three escaped Loonies running round the city. Don't be too rough because you can't get out of the car!
• Return to the car park and collect your reward – Dirk's Pickup Truck.
SYR2 – Head over to the Ol' Banjo bar and collect Gran'pa; sound your horn when you get there to attract his attention.
SYR3 – Drive back to the SRS Research Lab and drop him off for his 'experimentation'.

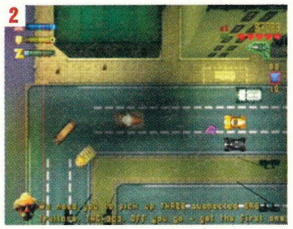
YELLOW PHONE (EITHER)
REDNECK ATTACK!
REWARD: $50,000
SYE1 – Steal a nifty motor and then race over to the SRS Power Generators.
• The Rednecks are coming to blow them up and you've got to hold them off for two minutes. Stay in front of the generators and then speed off and run over any that get too close before moving back again. Keep this up until the time runs out!

Hard Missions

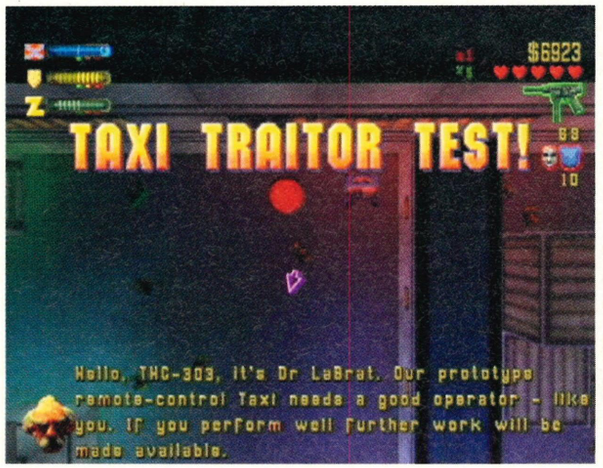
RED PHONE
RC TAXI!
REWARD: $70,000
SRA1 – Run up the stairs near the phone and grab the remote control for the RC Taxi.
SRA2 – Take the Taxi for a test drive on the practice circuit. You'll only get the job if you can complete five laps in less than two minutes.
SRA3, 4 and 5 – Drive the Taxi out onto the road and collect the three SRS traitors. You can only pick up one at a time so after you've collected each one, destroy the car – driving it into the water or blowing it up is the best way to do it. Kill all three traitors for the cash.

RED PHONE
THE DAM!
REWARD: $70,000
• Wait for the clone reinforcements to show up and grab a big car so that all of them can get in.
SRB1 – Drive over to the H2000 Water Company to the north. Watch out for the angry Z-Men as you go through the Village to reach it.
SRB2, 3, 4 and 5 – Use the narrow walkways to reach the four turbines. Check your weapons to find some Molotov Cocktails and a Rocket Launcher; watch out for the crack troops guarding the facility and blow the turbines to pieces

1


2


[1] When you've got enough respect, you'll have your pick of the jobs. [2] Driving the remote control taxi is tough – don't crash or you'll waste your chances of success!



3


REDNECK TERRITORY

Easy Missions

GREEN PHONE (LEFT)
BLOW UP!
REWARD: $30,000
RGL1 – Collect the rigged Pickup from Montana's house.
RGL2 – Drive to Fat Boy Jim's trailer and try out the explosives by blowing it up!
• Return to Montana's house and grab another rigged Pickup.
RGL3 – Go into Zaibatsu territory and blow up the barricade blocking the entrance onto the raised bridge.

GREEN PHONE (RIGHT)
GANG CAR BANG!
REWARD: $30,000
• Head for Zaibatsu territory and grab yourself a Z-Type.
• Race into SRS territory and mow down any twenty SRS men. Make sure they don't blow up your car with their Flamethrowers!
• When that's done, grab an SRS Meteor from the local area.
• Go back to Zaibatsu territory and run over twenty Z-Men. Go on – be brutal! Remember that you have to use the car so no guns!

Intermediate Missions

YELLOW PHONE (LEFT)
IN TOO DEEP!
REWARD: $50,000
• Hang around the phone and wait for the two Z-Types full of Zaibatsu assassins to turn up. When they arrive, wipe them out!
RYL1 – Take one the Z-Types (they're great cars) and race over to the Wormley Train Station. Kill all the guards



4


around the Limo by running them down!
• Go to the workshop in Cayman and rig the car with a bomb.
• Return to the Train Station and park the car next to the Limo before detonating the bomb.

YELLOW PHONE (RIGHT)
BENSON BURNER!
REWARD: $50,000
• Hunt down the Benson driving around the city that the Cop Chief wants so badly.
RYR1 – Take it to the workshop in Guntersville and rig it with a bomb.
RYR2 – Drop off the Benson at the crane near the Mobile RV Park.
• Grab yourself a Truck Cab – there will be lots of them driving about.
RYR3 – Collect the trailer by reversing into it and then return to the crane and get the Benson loaded on board.
RYR4 – Drive to the Cop Compound south of the Military Base and then drop off the Benson. Boom!

YELLOW PHONE (EITHER)
SECOND HAND TANK!
REWARD: $50,000
RYE1 – Go over to the Military Base and nick the Tank. As soon as you leave the base the Army will be after you, so watch out!
RYE2 – Race back to the safehouse in the Mobile RV Park as quickly as you can. Stick to the back roads or you'll run into an Army road block!

Hard Missions

RED PHONE
GANGLAND NONSENSE!
REWARD: $70,000
• Grab a nice big car before you answer the phone. Wait for the gang of Rednecks to turn up and then pile into the motor.

toptip
Extra Information>

> Try to work out the quickest routes between the various gangland areas. That way, if you need to go in and waste some guys you'll know the fastest way both in and out of the danger zone.

[3] Kill Frenzies are the best way to really rack up some points – just don't get caught by the cops! [4] Awww, you got nabbed! We said to keep away from the fuzz... [5] The Electro-gun is an amazing weapon, because it can attack multiple targets at the same time.

5


• Head for SRS territory and locate five SRS Meteors to destroy. You'll have a Rocket Launcher if you check your weapons so it won't be too tough for you.
• Don't waste any shots though – when you've blown up five cars, you have to go to Zaibatsu territory and get rid of five of their Z-Types as well!

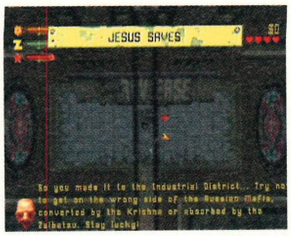
RED PHONE
ALMA MATER RETURN!
REWARD: $70,000
RRB1 – Drive to the strip club in Dominatrix and get into the car parked outside. Don't worry about the cops – you're supposed to get arrested!
RRB2 – When you get to prison, meet the Hump to get the Emergency Access card.
RRB3 – Go to the guard room and grab a uniform and a gun.
• Run around the prison and gun down the eight guards.
RRB4 – Make your way onto the roof via the ramp in the exercise yard and blow up the two gate locks to open the doors.
• Grab a car from the car park and leap the bridge to get back onto the road.
RRB5 – Head for Disgracelands to change clothes. Use the ramp near the fence to get in as before.

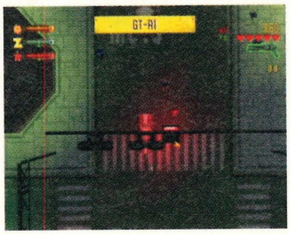
toptip
Extra Information>

> Always tool yourself up with as many guns and armour points as you possibly can carry. You don't want to be caught out without ammo in the middle of a fully-fledged gang war now, do you?

INDUSTRIAL SECTOR

ZAIBATSU TERRITORY





Easy Missions

GREEN PHONE (LEFT)
GRAND THEFT AUTO!
REWARD: $40,000
ZGL1 – Go to the Krishna Crushers and steal the Jefferson parked there.
ZGL2 – Take it to the Zaibatsu Power Core and park it in the garage.
• Drive into Russian territory and hunt down the Bulwark driving around. Steal it and take this to the Power Core garage as well.
ZGL3 – Go to the Azari Docks and collect the Rumbler parked on the island. You'll have to walk some of the way to find it. Take it to the Power Core garage.
ZGL4 – Steal a Truck Cab and go to the Azari Heights Cop Station to collect the trailer.
• Drive this into the garage at the Power Core as well to finish the mission.

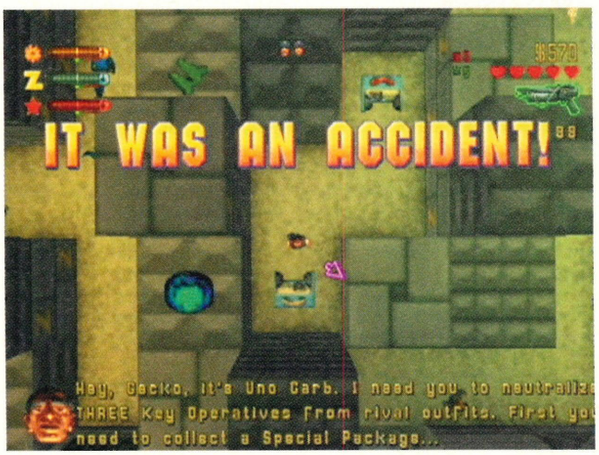
GREEN PHONE (RIGHT)
IT WAS AN ACCIDENT!
REWARD: $40,000
ZGR1 – Pick up the special package that is located in the Narayana Warehouse.
ZGR2 – Take it to Bilovski in Lubyanka and watch him die!
ZGR3 – Steal a Hot Dog Van and then meet the Z-Operative in the Sennora car park.
ZGR4 – Deliver the hot dogs to the Krishna in Maharishi. Make sure he dies from the poison!
ZGR5 – Meet the last Z-Operative who is on the roof of the building.
• Drive the RC Limo into Russian territory and track down the group of Russians searching for the car.
ZGR6 – Lead them into Krishna territory and set up a 'meeting' with the group of Krishnas there.

toptip
Extra Information

> Saving might sound like a good idea but don't go doing it at every opportunity. Considering that it costs a whopping $50,000 for one save point, it's not exactly the bargain of the century!

Intermediate Missions

YELLOW PHONE (LEFT)
PAYBACK!
REWARD: $60,000
ZYL1 – Meet Ziggy Pole. He won't deal with you unless you look like a Russian so steal a Bulwark before you meet him.
ZYL2 – Go and meet the next Z-Dealer.
ZYL3 – There's another dealer in Krimea. Kill him and his men when they refuse to pay up.
ZYL4 – Meet the last dealer in Sennora. Follow him after the meeting to pick up the cash.
ZYL5 – Visit the Brown Eye Sewage Works. Sneak in through the back entrance and blow up the generators to open the gates.
ZYL6 – Steal the Russian Truck and deliver it safely to the safehouse in Bayano.





YELLOW PHONE (RIGHT)
LOCK OUT!
REWARD: $60,000
ZYR1 – Head for the Tedium Docks to collect the stolen truck.
ZYR2 – The gates will be locked so go and fetch Satchmo the Safecracker. Take him back to the doors so that he can unlock them.
• Go into Russian territory and steal a Russian Bulwark. Go back to the docks and sneak past the security into the complex. Jump the ramp into the area where the van is.
• To open the gates, you'll have drop onto the walkway on the right and run all the way round in order to blow up the two generators above.
ZYR3 – Steal the truck and then just take it back to the Zaibatsu safehouse.

YELLOW PHONE (EITHER)
GANG WAR!
REWARD: $60,000
• Go into Russian territory and steal a Bulwark.
• Drive to Krishna territory and kill twenty Krishnas by running them down – they mostly hang around the Vedic Temple.
• Now steal a Karma Bus from the nearby streets.
• Take it back to Russian territory and flatten twenty Russians in the same way. Check around the Docks to find loads of them hanging around – don't stop, just mow them all down!

Hard Missions

RED PHONE
I'D LIKE A TANK PLEASE BOB!
REWARD: $80,000
• Cause mayhem until the SWAT team arrives. Kill them all and then steal their truck.
ZRA1 – Take the truck back to Escobar and then drop it off in the garage.
• Continue to kill people and when the Feds turn up, kill them and steal the Special Agent car. Take this back to the garage too.
• Get the Army after you! Nick a Tank and take this to the garage as well to collect your cash.

RED PHONE
ARMY BASE ALERT!
REWARD: $80,000
ZRB1 – Go to the Army Base and steal another Tank. It's quite heavily guarded by other Tanks and soldiers so be really careful!
• Drive it all the way back to the same garage in Escobar as before and drop it off.

toptip
Extra Information

> If you do manage to evade the filth for long enough, things will start getting a little bit tougher. Roadblocks will be erected and the local cops might even call in a SWAT team!

RUSSIAN TERRITORY

Easy Missions

GREEN PHONE (LEFT)
R. S. L. BOWS!
REWARD: $40,000
RGL1 – Run over and pick up the Krishna Bus parked in Pravda.
RGL2 – Drive it to Maharishi and pick up all the Krishnas waiting for a ride.
RGL3 – Return the bus to the meat processing plant and unload the passengers.
• Use the ramp on the left to climb up on top of the cage and then observe the processing of the Krishnas.
RGL4 – Collect the Hot Dog Van from the right of the plant and take it over to the Kovski Diner in Sennora.

GREEN PHONE (RIGHT)
RUSSIAN SAILORS!
REWARD: $40,000
RGR1 – Drive over and grab the Z-Type that is parked in the alleyway in Tedium.
RGR2, 3, 4 and 5 – Race all over town and pick up the four Z-Dealers from the streets.
RGR6 – Take the car to the Azari Heights Docks and leave it near the crane. Wait for the car to be dropped in the sea before moving away.

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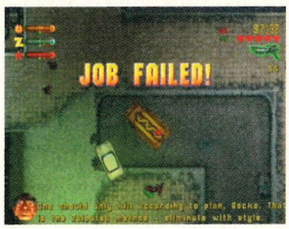
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Intermediate Missions

YELLOW PHONE (LEFT)
KARMA ASSASSINS!
REWARD: $60,000
• Move out into the main road and take out the eight Krishna assassins that turn up in various Krishna buses. Stand still and be patient – they will come to you.
RYL1 – Grab a car and nip into the nearby workshop in Lubyanka to rig the car with a bomb before heading to the Train Station.
• Wipe out all the guards and then detonate the bomb next to the armoured bus to kill the assassins inside.

YELLOW PHONE (RIGHT)
7OFFICER DOWN!
REWARD: $60,000
• Find a Cop Car in the local area and blow it up using whatever weapons you've got your hands on.
• Continue to cause mayhem until you're wanted enough for the SWAT team to arrive. Kill them all and nick their van before destroying that too – drive it into the water and then jump out just as it's going off the edge.



• Finally, massacre loads of people and get the Feds after you. Get hold of a Special Agent car and blow this up as well to claim your money. They're quite well armoured so take care!

YELLOW PHONE (EITHER)
TANKS A LOT!
REWARD: $60,000
RYE1 – Grab a car and race over to meet the two oncoming Zaibatsu Tanks. Kill all the surrounding Z-Men before getting out of the car.
• Run circles around the Tanks so that their turrets can't lock onto you. Throw everything you've got at them – if they reach the end of the road, you've had it!

Hard Missions

RED PHONE
VEDIC MASSACRE!
REWARD: $80,000
RRA1 – Go and meet Ivan and his band of mercenaries.
RRA2 – Head for the Vedic Temple and start killing Krishnas. No vehicles are allowed – only hand-held weapons!
• Once the timer starts, you've got to survive for two minutes while killing Krishnas. Watch out for the priests with Flamethrowers!

RED PHONE
SUPER GRASS RESCUE!
REWARD: $80,000
RRB1 – Grab a good car and then head for the Zaibatsu Power Core.
RRB2, 3, 4 and 5 – Take care of the guards and use Molotov Cocktails on the four generators to unlock the cell door.
• Go back to the cell and pick up the prisoners. Lead them to the main gate and protect them from the Zaibatsu assassins that attack.
RRB6 – Grab a big car so everyone can get in and take it to Uncle Vanka in Lubyanka.
• Get back on the road and steal a Cop Car.
• Chase down the informant and get him to make a run for it by pulling up in front of him with you sirens going.
• Run after him until he gives up and then lead him back to your Cop Car.
RRB7 – Take him back to the Lubyanka Docks and then let the Russians have their way with him!



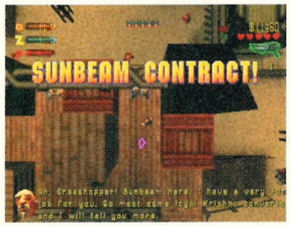


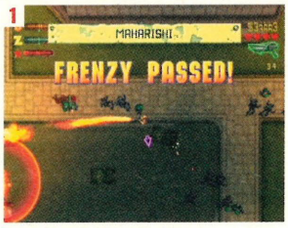
toptip
Extra Information>

> A bit short of cash? Find the nearest crane and then steal as many cars around it as you can, dropping each one to be crushed and making yourself a tidy packet into the bargain.

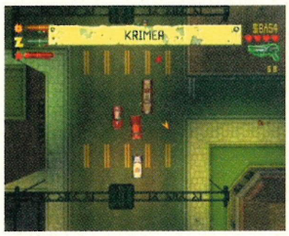


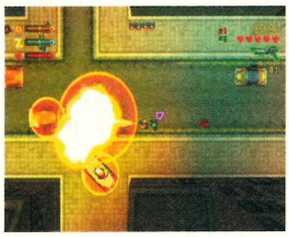






[1] Nothing quite like the taste of toasted Krishnas early in the morning!
[2] Get hold of a tank and no-one will be able to get in your way. Yee-haw!





toptip
Extra Information>

> Don't just walk down the middle of the road – you're likely to get run over! Considering that you're a menace on the roads, don't you think that there might be some other maniacs out there too?

KRISHNA TERRITORY

Easy Missions

GREEN PHONE (LEFT)
POLICE CAR SCRAP!
REWARD: $40,000
• Find a Cop Car and steal it.
KGL1 – Take it to the Gonad car crushers and get it mashed into a block of twisted metal.
• Now go and find three more Cop Cars, taking each one to the crusher before going to find another one.

GREEN PHONE (RIGHT)
DECONSTRUCTION YARD!
REWARD: $40,000
KGR1 – Pay a visit to the Construction Yard in Lattero.
KGR2 – The gates will be locked so go and pick up Leo the Locksmith from the Water Towers in Krimea.
• Help him destroy the generators with Molotov Cocktails and then take him back to the gate of the Construction Yard.
KGR3 – Once he opens it, run inside and kill the Zaibatsu Construction Manager.
KGR4 – Now find the Zaibatsu Truck nearby and blow that up as well.

toptip
Extra Information>

> Get your Wanted rating high enough and it'll get serious – the Feds will be on your ass! They don't hold back and consider the death of civilians as an 'acceptable loss' in capturing you. Gits!

Intermediate Missions

YELLOW PHONE (LEFT)
COSSACK CONVERSION!
REWARD: $60,000
KYL1 – Head for the Lubyanka Warehouse and steal the truck.
KYL2 – Drive to the Mad Island Docks and pick up the four groups of Russians.
KYL3 – When they've all got in, drive to the Conversion House in Krishna territory.

YELLOW PHONE (RIGHT)
SUNBEAM CONTRACT!
REWARD: $60,000
KYR1 – Get a big car and pick up the group of Krishnas.
• Drive into Russian territory and kill some Russians. This will draw out three car loads of Russian assassins that you'll have to deal with – kill them all to complete the contract.

YELLOW PHONE (EITHER)
D-CON LABS!
REWARD: $60,000
KYE1 – Visit the DeCon Labs in Escobar. To get the Krishnas out, you'll have to destroy the three Tanks inside the complex with a Rocket Launcher.
• Once you've found the prisoners, go and get a Karma Bus from Krishna territory. Return to the Labs and collect the prisoners then take them to the Vedic Temple where they will be reconverted.

Hard Missions

RED PHONE
ROOFTOP RESCUE!
REWARD: $80,000
KRA1 – Pay a visit to the Zaibatsu Power Plant.
KRA2, 3 and 4 – Use the walkway around the building to the north to reach the roof of the plant and destroy the three generators.
KRA5 – Follow the Krishnas to the Limo, killing any Z-Men on the way.
• Get in the other Limo and drive a little way forward to meet the Zaibatsu road block. Kill all the guards and then ram the centre van out of the way to clear the road.
KRA6 – Lead the Krishnas back to the safehouse. Don't speed off – let them keep up with you. Watch out for the Z-Men with Rocket Launchers!



RED PHONE
POWER STATION!
REWARD: $80,000
KRB1 – Pick up the group of Krishnas waiting on the street.
KRB2 – Drive over to the Kovski Power Station located in Russian territory.
• Run around the area, killing all the guards you meet. There are four marked guards – when you kill them, make sure you leave a bomb behind by standing where they were before moving on.
KRB3 – When all four bombs are set, head for the raised gangway and watch the explosions from a safe distance.

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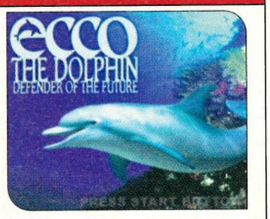
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Dreamcast solutions

Ecco The Dolphin:
Defender of the future



Publisher	Sega
Developer	Appàloosa
Origin	US
Price	£39.99
Genre	Adventure


one player


vibration pack



visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

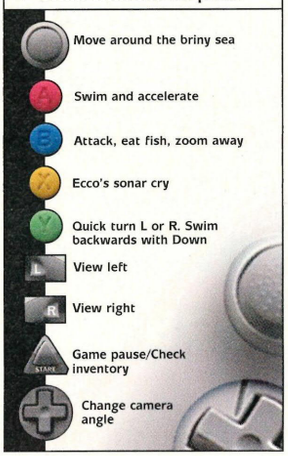
essential information >
Dreamcast magazine says



"As soon as you see Ecco the Dolphin in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-shirt UK' tournament!"

CONTROLS

Use these controls to swim with the Dolphins



ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

Ever wanted to swim with the dolphins? Well now's your chance with this beautiful game from Sega. With a little help from our walkthrough, you might avoid being eaten by sharks too!

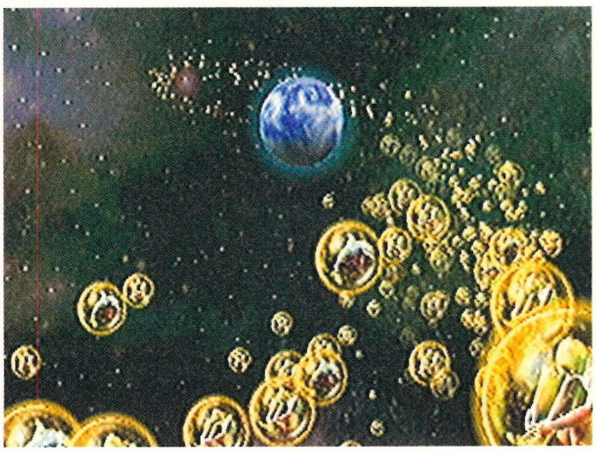
When the entire Earth is taken over by a dastardly breed of extra-terrestrial bullies known only as The Foe, there is only one ecological avenger who can come to the rescue of all human and dolphin kind – Ecco the Dolphin, Defender of Future.

His first dizzyingly beautiful and enticingly realistic three-dimensional free-moving adventure sees him battling against mammoth sharks, evil squids and despicable alien beings, avoiding jellyfish stings and deceitful dolphins while helping out sea mammals along the way.

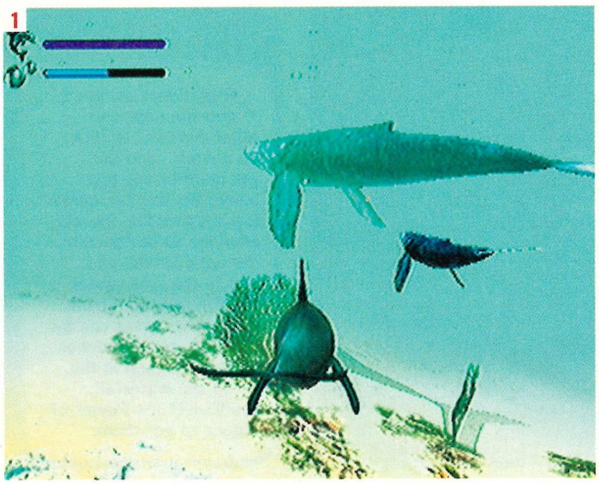
Ecco the Dolphin: Defender of the Future really is an absolutely huge adventure, with an exhaustive amount of puzzles and hidden features. In fact, there's really so much in this colossal game that it's impossible to give one all-encompassing guide to completing it. However, it is also one of the hardest games available at the moment, and some of those puzzles are more than a little tricky to get your head round. This guide will show you the route through each level without spoiling the game, leaving many of the surprises intact for you to discover.

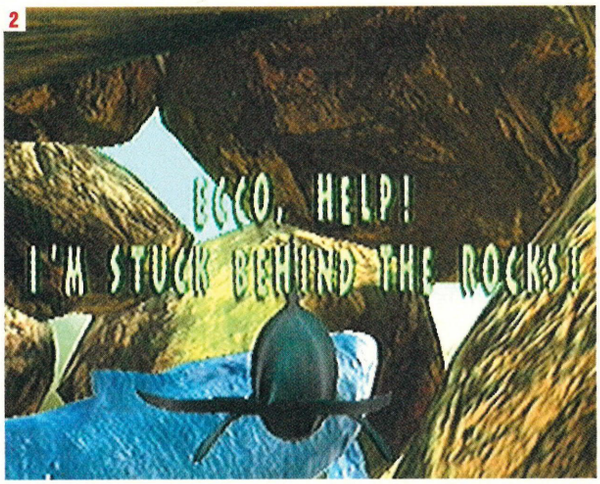




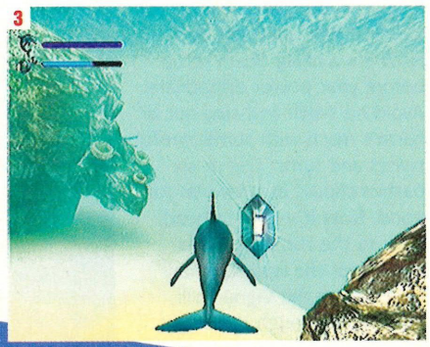












[1] With the family re-united, it's time to split. Ask Mama Whale for details. [2] You'll need to round up a posse if the baby's gonna be home for tea! [3] These crystals will give you cryptic clues throughout the game.

SONGS

Ecco can learn different songs throughout to help him in his quest! Once you collect each different tune, enemies become friends, friends become allies and inanimate objects reveal hidden depths.

Song Of Ray
This piscine ditty when used on manta rays will make them your slaves, and they will swim wherever you tell them.

Song Of Shark
Jaws and his buddies are usually a pain, but use the Song of Shark and they'll stop biting you. They may even be totally stunned!

Song Of Fish
Singing the Song of Fish will make certain piscine perishers follow you throughout the level.

Song Of Turtle
Use this song on any of the turtles, and they likewise will follow you around the level.

Song Of Plant
You may see ball shaped ink plants around some of the later levels. Sing this song in their direction and they will reveal stinging vines.

GIFTS

Ecco can collect extra gifts throughout the game, some of which have extremely important uses!

Power Of Air
This gift gives you a whopping air count, but it soon returns back to normal again.

Power Of Sonar
With this gift your once only slightly useful sonar can be turned into a weapon, and even breaks rocks!

Power Of Vigour
This mighty gift gives Ecco a new lease of life. You can now jump higher, push rocks easily and swim much faster.

Power Of Stealth
This sneaky gift later on in the game prevents enemies from seeing you, and allows you to access mirrors.

Power Of Endurance
With this you get a massive energy boost, but it will return to normal again when you get hurt.

Power Of Morphing
On a couple of occasions this gift will be used to transmogrify you into a small fish.

LEVEL 01
AQUAMARINE BAY

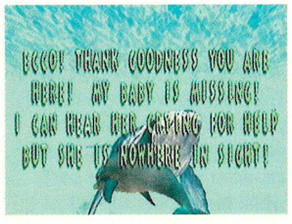
Those who've played around with Ecco's moves for a while may want to get through the first level as quickly as possible, but for the novice, here's a great chance to hone your skills and find out just what the grinning hero can do! Go and have a bit of a natter with the old dolphin, and he will guide you through Ecco's moves.

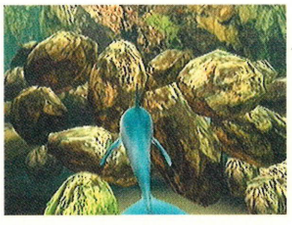
Once you're on top of being a dolphin, a quick movie sequence tells you it's time to move. An earthquake has trapped the baby whale! Talk to its mother before heading off past the doorway and the waterfall to where the baby is trapped. You can tell the place by a green rock amongst the debris. Use your sonar on the baby before zipping back to the starting area, where there are two dolphins waiting for you to help save the miserable mammal.

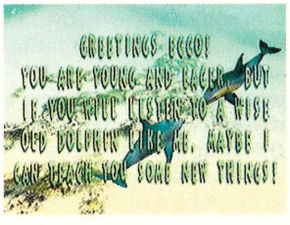
You can put your fins up while the other lads do all the heavy work, and then head back to mum whale. A few challenges await you if you talk to the old dolphin, but there are only so many fish races you can stomach. The mother whale will now guide you to the waterfall. When she blocks the flow, the way out is open.

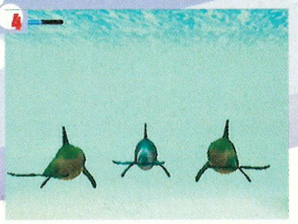
VITALITS

The five crystals are easy to find here. Firstly, check the plants above the water, and look for one at the side of the tower of rocks, and another near the logs, at the top of the tower. The third is beneath the arch underwater, and the most difficult one is near the waterfall, and has to be jumped at. You can get hold of the fifth by performing a tail walk after winning the fish race.

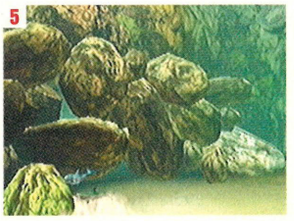


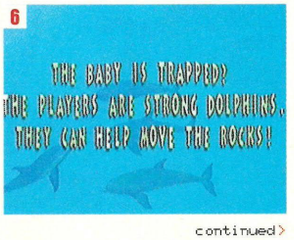






[4] Guide the trio back to the baby for the best results. [5] And soon the rocks will tumble down allowing you to free the poor little chap! [6] It's always good to have a bit of a pointer!





continued>

walkthrough

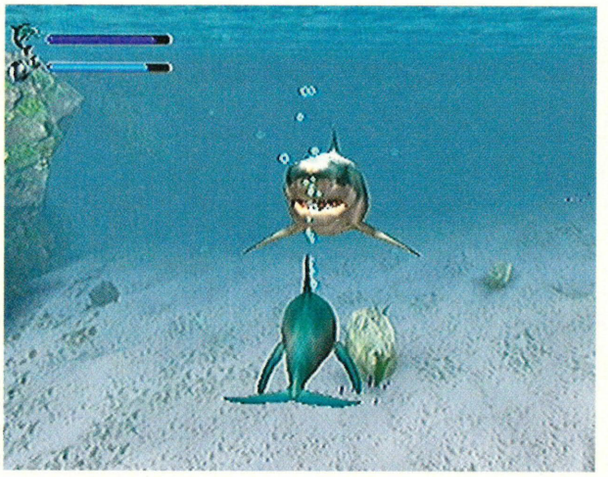
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LEVEL 02
PERILS OF THE CORAL REEF

There's no turning back now – it's victory or tuna nets for you! You can start this level by racing the two other dolphins in the opening area, but it's not crucial. Exit the enclosure and head left. You'll bump into a lonely dolphin whose brother is training turtles.

There is a gap in the wall just above here that you'll need to jump over to reach this fishy relative. You'll have to dispose of the sharks here, which can be difficult. Bide your time and attack them from the side. Eat fish if they get their teeth into you. Once the sharks have gone, you'll be taught the Song of the Turtle. It's of no use, so leap back over and learn the Song of Sharks. You'll now be able to zoom around to where another dolphin is zipping around in circles trying to catch a yellow fish. Head his prey off at the pass and he'll teach you the Song of the Fish. This enables you to go through either one of the tunnels you will have noticed on your journeys. Instruct the red and yellow fish to follow you down the piranha-infested tunnel, and you'll get through. If you want to be able to see down the dark tunnel, pick up some yellow illuminating fish. Either way, you'll end up face-to-face with a Great White Shark!

Position yourself so you can escape his attacks via the holes in the central stone. Sooner or later he'll get stuck in one of them, and then you can zip out and attack him. This will give you the Power of Vigour, but don't rest on your laurels – he'll soon get out! Now it's a nasty death scrap before your power disappears. Avoid his teeth and stay out of harm's reach with some careful twists and turns; five or six bashes should destroy him for good. Now it's time to head back to the fish chase area. Jump over the wall to a new area, where the Vigour will guide you through the bright light to the next challenge.

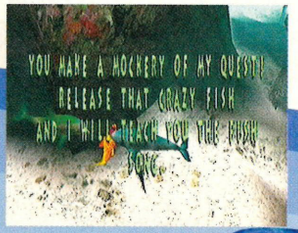


VITALITS

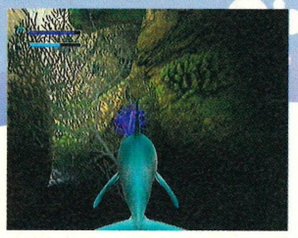
Right from the start you can race the other dolphins to pick up a vitalit, and then get another one just below the dolphin who's lost his brother. There's also one to be found in the dark tunnel, and two in the area where the Great White Shark was killed. These can be found by some rocks at the seabed, and in the air by the waterfall. You'll need the Power of Vigour to get them.



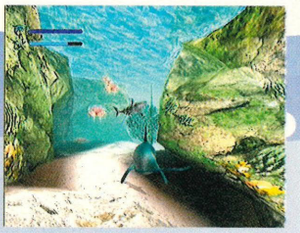








LEVEL 03
TRIAL WITHOUT ERROR





VITALITS

Near the entrance to the scared dolphin's cave you will find the first vitalit, with the second one nestling behind some rocks by the hammerhead sharks. Another vitalit is hidden in the rock face next to the octopus' cave, and you'll be given another one when you've returned all the babies to their mother. Finally, when you go to get the Power of Vigour before exiting the level, check out some rocks nearby, and you'll be able to complete the set.

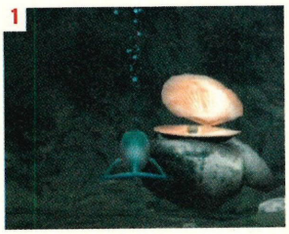


Once you begin to explore this new world, you will discover a distraught mother dolphin. All three of her babies have gone missing! To find and rescue the first one find a big rock leaning up against a wall.

The second baby is here, so have a word and catch him. Just ahead is an area packed with nasty hammerhead sharks. Get rid of all of them, and the second baby will be reachable. You can now have a word with yet another dolphin swimming around inside a vine covered cave on the way to the shark area. He's terrified of the toothy sharks, so use the Power of Vigour to get rid of them and he'll swim off.

Once your business with him is concluded, you can zoom all the way to the third baby dolphin, who is waiting for you inside a tunnel in the main area. Lead him back to his mum, and the easily scared dolphin will point out a hazardous rock face. Grab the Power of Vigour from the nearby archway and you can push off the one rock, revealing the octopus' cave. The dolphin will go in first if you speak to him, and then get caught by the octopus, allowing you to zoom past while his back is turned.

1

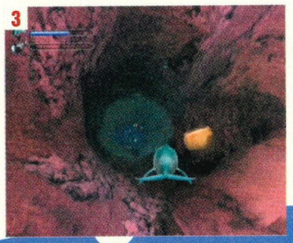


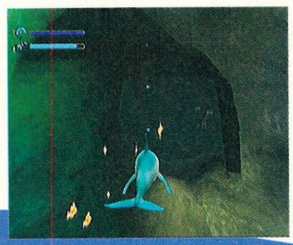
[1] Your sonar can reveal many secrets [2] Every level should start with thorough exploration [3] Don't be afraid to explore murky tunnels

2



3





LEVEL 04
FOUR WAYS OF MYSTERY

You'll see a huge eel outside the exit to this level, which should be avoided at all costs, not to mention the annoying little ones! Pick up the Power of Air in the central area and swim through the tunnel with the purple crystal.

You'll soon come upon a fellow dolphin on the hunt for a blue fish. This piscine treat is to be found zipping around in the main area, so take your time to grab it before heading back to the lonely dolphin. This will allow you to learn the Song of Ray.

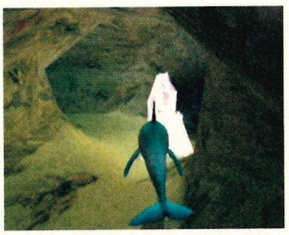
You will now be able to make your way through the tunnel with the red crystal inside. Through here is waiting a huge Manta. Use your brand new song and he will head for the huge eel mentioned earlier. When he faces towards the exit, hide below him before heading for the exit at breakneck speed.

You'll wind up back in the second level area, and the Power of Sonar will be yours. Find the rock in this area and push it into the nearby hole. You can now follow it until you cross a Power of Sonar icon. Retreat to the first area and use this new ability on the rocks to the left side of the green fence. You can now get through to the main area, and exit as you did originally.

Now you're back in level three, you can use your Power of Sonar to smash a hole in the wall where you get the clue about crocodile teeth. Just enter here, and you're done!

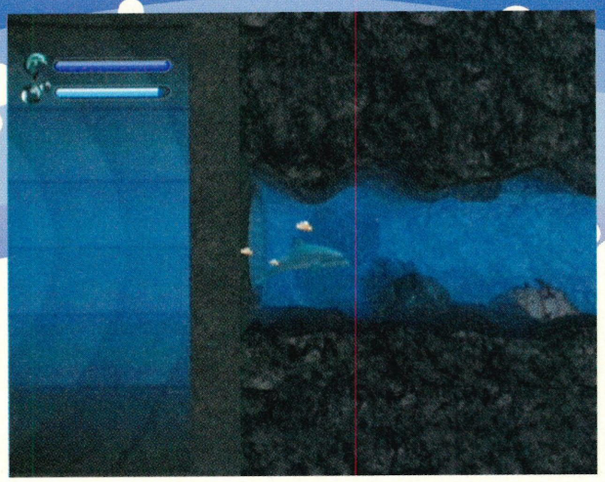
VITALITS

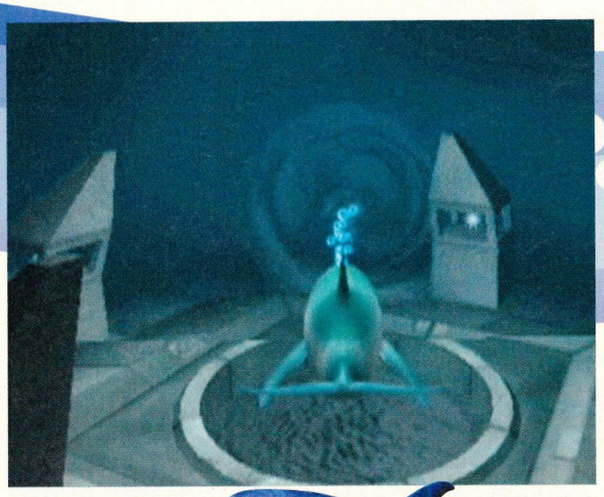
While forcing your way around these huge areas, you can find the first vitalit just above the water where the loner dolphin swims. The second one is through the yellow crystal tunnel (in a dead end) and the third is near the top of the Manta area. Two more can be reached via a tunnel to the right of the purple crystal, near the exit, and finally you can only get the last one by coming back after getting the Power of Sonar. The vitalit is hidden in a secret area only reachable by knocking a hole halfway down the red crystal tunnel.

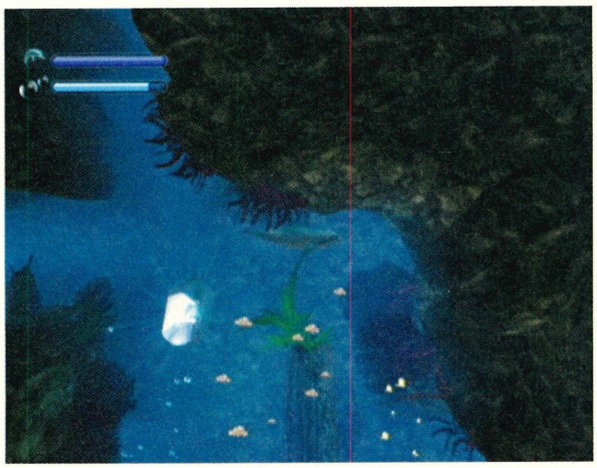












LEVEL 05
PASSAGE FROM GENESIS

This fun level is fifth on the list, but you can only reach it from the seventh level, Up and Down.

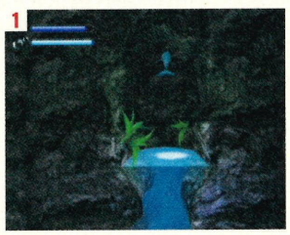
When you begin that level, look near the red rock. There is a boulder just asking to be shoved down the nearby hole, and if you follow it closely, you'll arrive by a strange series of lights embedded in four columns. Hit these with the Power of Sonar and the level is unlocked. Now you can swim around quite happily, grabbing hold of all five vitalits that are scattered around the two-dimensional level, reachable by using the Power of Sonar on the boulders.

infoburst

Extra information

To keep Ecco's energy supply healthy, there are plenty of unsuspecting fish bobbing around to chomp on. Beware of red and yellow speckled fish, though, unless you want a mouth full of poison. Collecting all the vitalits will expand your energy bar a little each time, but it decreases later in the game.

1



[1] In these early levels there are many chances for air. [2] You can avoid this whole level if you're eager to get on!

2



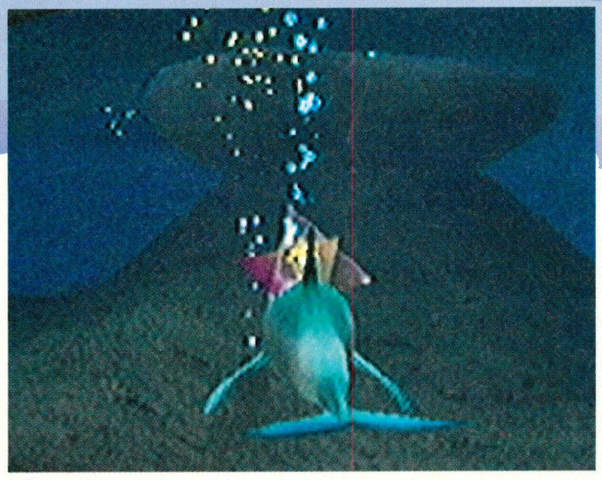
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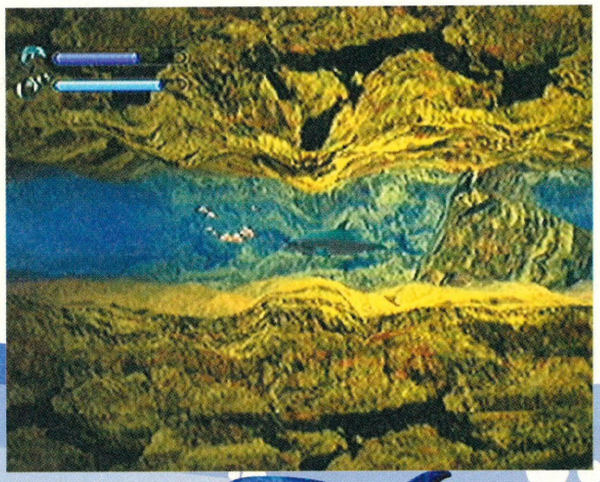
LEVEL 06
PATHWAYS FROM NOWHERE

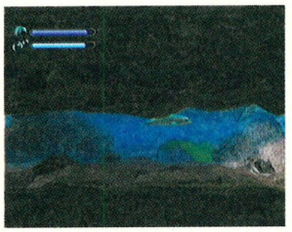


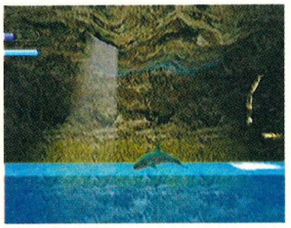


Yet another two-dimensional fun level only available if you take your time in the Up and Down level.

You'll find five jewels at the top of the water; one behind the logs, two around the side, and another two floating in the air (jump high to get these). When you have been able to get all five jewels in the level, head for the disc shaped object at the top of the waterfall with them before leaping over the small pool next to the bigger pool and you're there. Happy hunting!



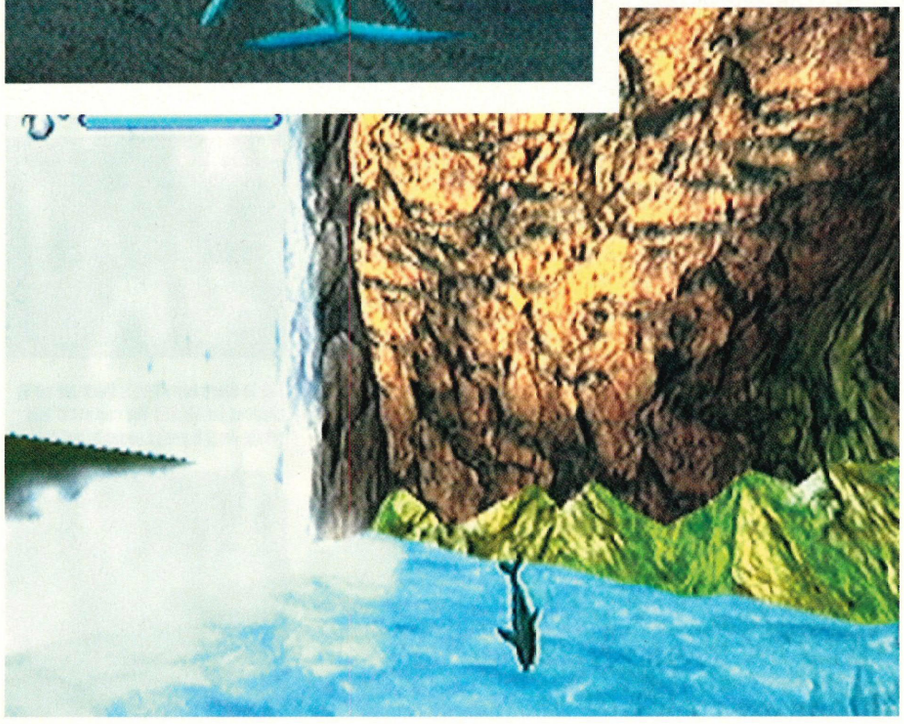






LEVEL 07
UP AND DOWN

The infamous level itself! If you don't feel like exploring Ecco's two-dimensional side, or if you've already done with levels five and six, you can get on with the game.

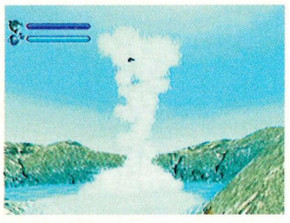


You find yourself at the bottom of a volcanic area. Use the Power of Endurance to push the boulder here down the hole before following it down.

When you've picked up the Power of Sonar, you can zoom back up and hit the big red rock. This will explode, releasing a rush of water. Go with this to be propelled through a tunnel. This will bring you out eventually at the top of the area, but be careful to dodge all the nasty hazards on the way up!

Now it's time to chat to the turtle waiting down the waterfall. Sing him your special song, and he'll follow you to the Manta relaxing near the Power of Stealth icon, blocking the exit. Position the turtle right before hitting him. He will fall down onto the Manta, who will quite rightly move himself. Now use the Power of Stealth on the mirror door you couldn't reach before, and the way out is clear.



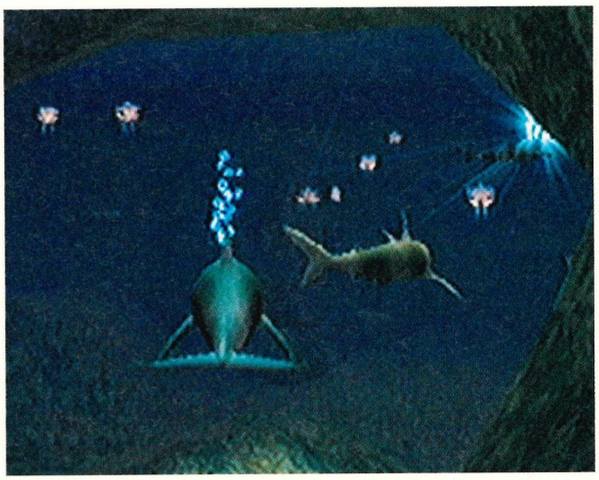


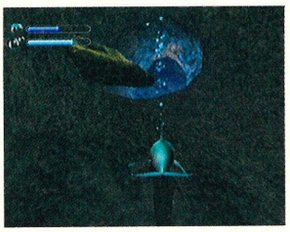


VITALITS

The first of the five vitalits is waiting in a small cave right at the starting point, but you'll have to be sharp to get the three located in the tunnel. You may go so fast you'll miss them! Never mind, there's another one you can get via the Power of Endurance at the bottom of the waterfall.

LEVEL 08
ROARING FORCES







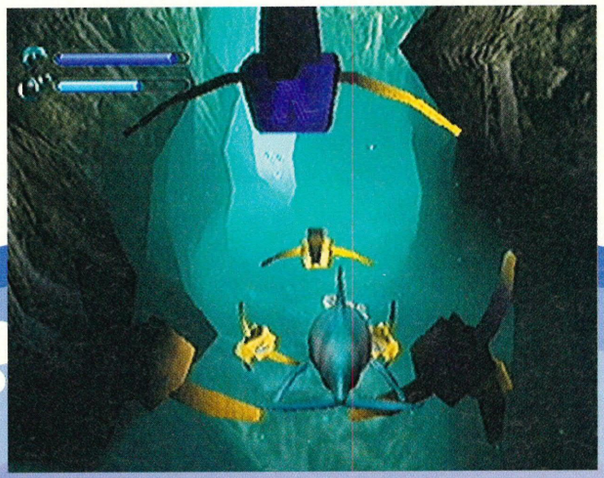
The first thing you see when you reach Roaring Forces may be a load of sharks, but don't worry – they're easily dealt with. Send them all to fishy hell (or just avoid them) and grab the Power of Stealth icon just up ahead.

Swim into the open tunnel and an eel will start chasing you. Be careful to avoid all of the electric attacks he throws at you, and you will soon turn up by a picture puzzle surrounded with switches.

There's not much of a challenge here, as the two dolphins are pointing to the relevant switches. Once you're over that, a new passage will be reachable. Head down it and you'll come upon a busy little fish. Time for a bit of magic. Via the Power of Morphing icon in the centre of the room, you can turn into the little fish just by touching him! Now head for the grate that you saw earlier. The new slimline Ecco can simply swim through to Atlantis!

VITALITS

Near the logs at the top of the water lies the first vitalit, but the others aren't so easy to reach. However, you'll discover one in the passageway revealed by completing the puzzle, and another above the doorway that leads to the grate.







VITALITS

Where you come across the Power of Sonar icon, examine a plant just to the right and the first vitalit will be yours. The others are around the exhibition halls area. One is above the main entrance, and another can be found once again hidden in a plant, around the side of the hall itself. Yet another is waiting for you in the bottom of the hall with the green door. For the last vitalit, you'll have to swim to the top of the cathedral, and jump to reach it as it hangs in the air.

LEVEL 09
ATLANTIS LOST

There are five jewels to be found in this reasonably small level. When you have them all, you can return to the guardian, but the final one can be tricky to reach.

The first is hidden in the sandbank not far from the starting point. The first set of jellyfish that you come across signal that the second is nearby, behind a rock. You'll find the third very low down.

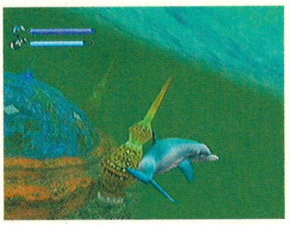
When you see a boulder and hole scenario, head down and you'll arrive at an area with jump rings. You'll find the jewel nestling at the bottom of this place. For the fourth, you'll have to mosey on over to the door totally blocked by rocks in the corner of the map. Use the Power of Sona, and the jewel will be uncovered. When you've got these first four, the guardian will be pleased to see you, and each jewel reveals a hoop above the water. With a little practice you can easily jump through these, and going through them will open an exhibition door revealing four energy spheres.

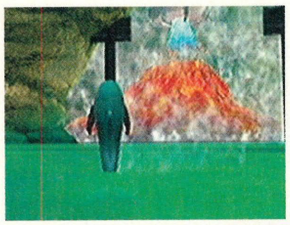
When you now enter the cathedral, the speed rings will be available. You'll have to swim through them all to obtain the final jewel, and it may take a little time. But, hey, you're a dolphin, how much time do you want? When the fifth is obtained, take it back to the guardian and you're done.

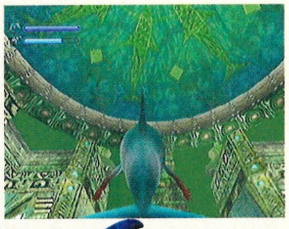
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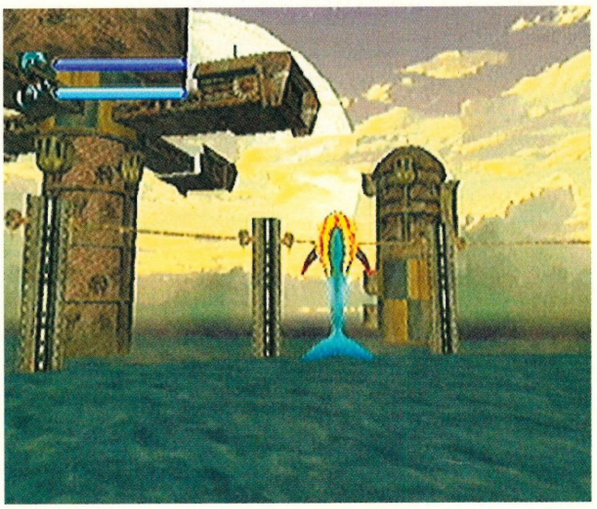
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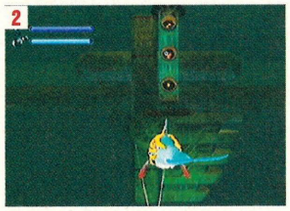


1



[1] Jellyfish don't hurt you much – replace lost energy with fishies. [2] This switch is easily sorted. On with the game!

2



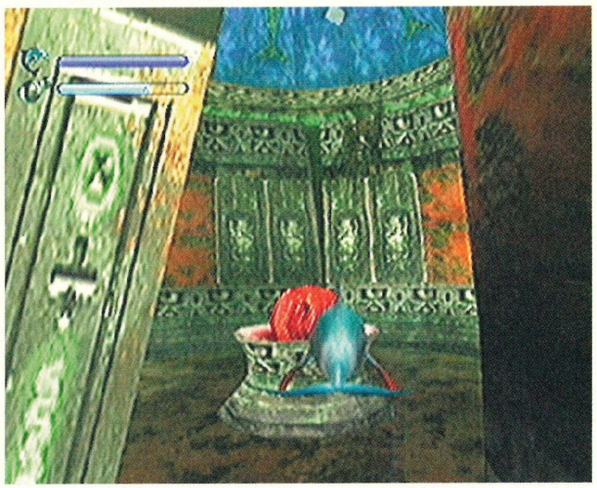
LEVEL 10
SHRINE OF CONTROVERSY

From the second you materialise in this new level you have to head down to the bottom, where you'll see a big wheel. Head for the tunnel next to this and you'll wind up in a cave filled with dye.

You'll come out as red as a particularly red tomato, and the crimson dolphin will at last be prepared to talk to you. Go up and have a chat, and he'll agree to help you open the main building in the level.

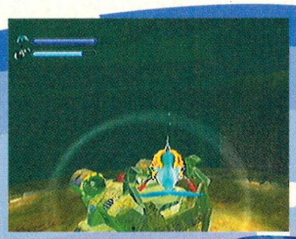
Return to the middle depth where you should find a tunnel containing a pretty nippy yellow dolphin. Follow him in order to do battle with the leader. This should be no problem, and he will soon agree to help you out as well.

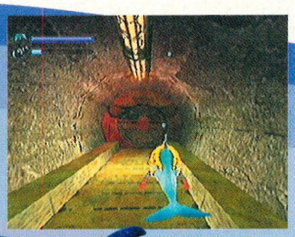
You will also have met a rather snobbish circle dolphin on your travels. To get him to lend a hand in your quest, just head down to the wheel mentioned earlier and push it with your nose. Now head on back to the main door of the building, and the whole gang will open it for you. Once you're through, get hold of the safety harness that is clearly visible and track back to the other door that previously wouldn't budge. Now just a simple use of sonar sees the door flying open, and the level is through.



VITALITS

Straight away you should notice the circle hides a vitalit, so there's your first. The others will be a little harder to find though.





LEVEL 11
MASTER OF FORGOTTEN SKILLS

This time head for the top when the level starts. Here you'll find a fan-like contraption with red switches located around the side of it. If you hit the switches in the correct combination it will move the crane. It will automatically send over the tractor to where it is reachable.

Now it's time to get moving the crates dotted around the area. The important crate is the full one, and this should be pushed to the door. Remarkably, all you need to drive the tractor is your ever-handy sonar. Cry once for it to move and again for it to stop. When the tractor reaches the crate it should lock onto it, and you can clear the way better. When the full one reaches the door, you can barge your way through no trouble.

1



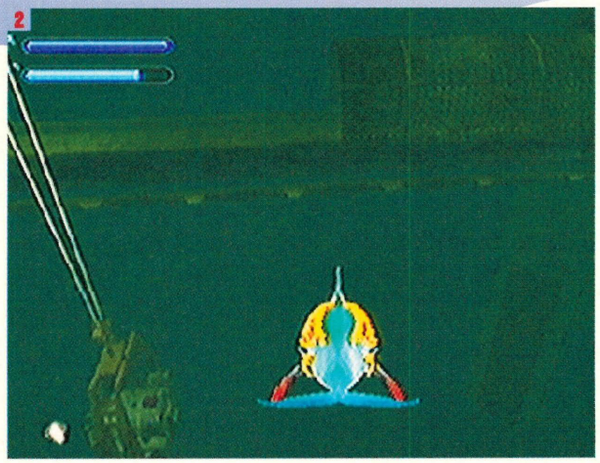
[1] You've got to manoeuvre Ecco carefully to control the tractor. [2] This crane functions automatically.

3



[3] Moving the crates can be awkward, but you've got all the time in the world to get the right formation.

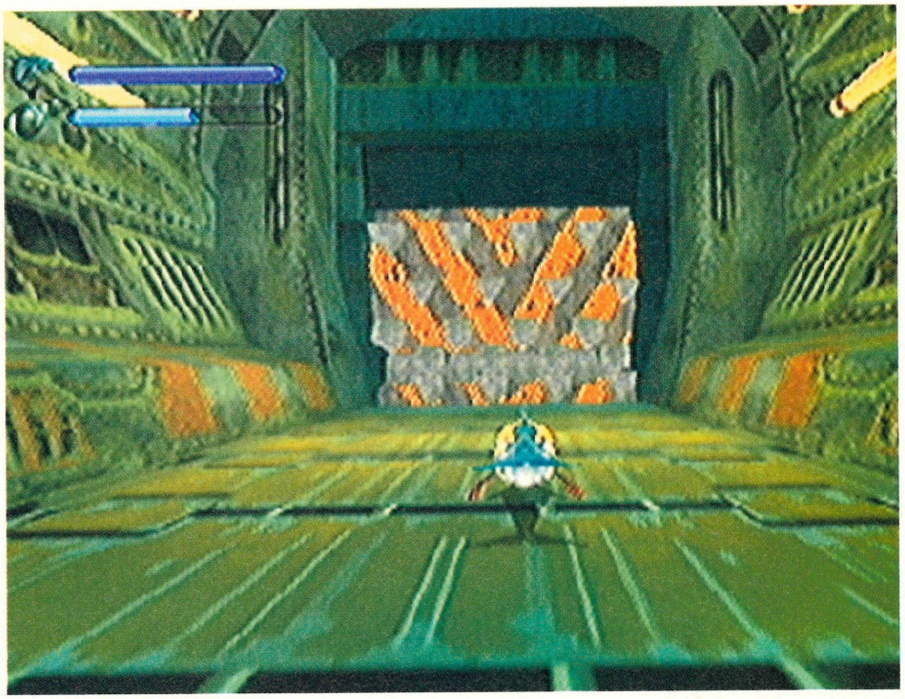
2



VITALITS

You can find one vitalit behind the fan at the top of the level, and another one is sitting in the tractor.

LEVEL 12
PROCESS THAT NEVER ENDS



Yet again there's a lot of dingy tunnels to get through before you meet any other friendly fish in this level. Eventually you will come across a dolphin trapped behind glass.

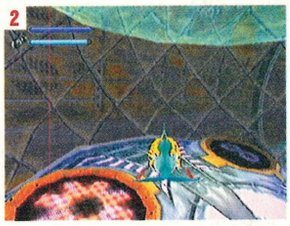
After a brief chat, he will begin the mechanism driving the crushers you will already have seen, and the conveyor belt. There are other dolphins around only too pleased to lend a hand with getting the cart from the last level further along the machine. It will eventually tip over, sending rocks smashing onto the belt.

Now head for the small control rooms around the area and use the switches there to keep the crushers open as the rocks roll by, and you will soon arrive at the next area. Now it's time to make use of that safety harness from before. Use it to pick up rocks (this may take a little practice) and send them into the middle of the crusher. Once they are all reduced to gravel, the exit in the floor will open wide, and you're done.

VITALITS

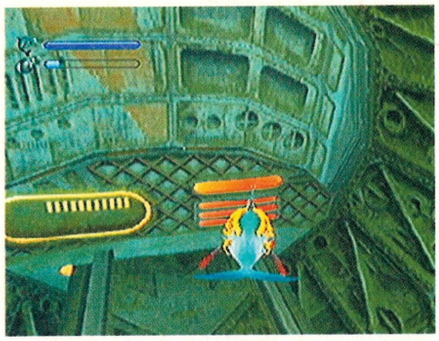
There is one vitalit in one of the small control rooms, but it's above the water, so you'll have to get jumping.



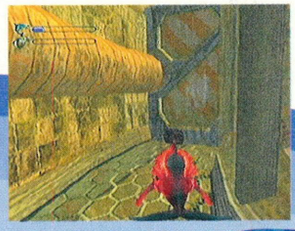


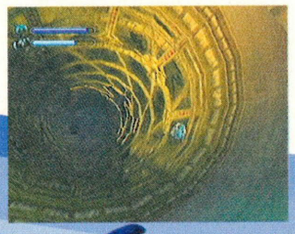
[1] Never quit a level near the end – all that hard work gone! [2] Some switches need to be experimented with to get the correct result. Take your time and breath!



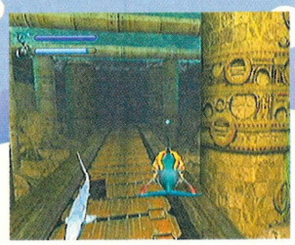




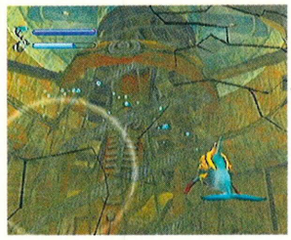








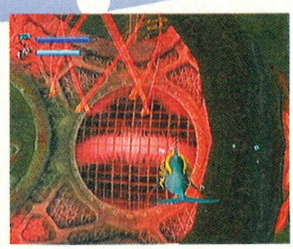
LEVEL 13
BLADES IN MOTION



Ecco faces another nasty challenge which only your ingenuity can conquer. You materialise in an underwater maze. Air is going to be a real problem here, so be as fast as you can and prepare yourself when you do get your gills into the oxygen.

All of the power globes dotted around the maze need to be activated. If you see a sheet of glass that is cracked, use you sonar on it and it will become a new passage. As you get to the end of the maze (trial and error will see you through) you will approach a bright light. Avoid this and head left for a face-to-face encounter with a vicious crayfish.

Killing the crayfish may also take some trial and error, but it's quite straightforward if you're handy with your nose. Keep to the bottom of the area and attack his breastplates every time he attacks. Each of the two plates must be hit three times before he goes belly-up and an exit is made. All you have to do now is keep on lighting the similar power globes, exit through the opened door and the level is complete.



continued >

walkthrough

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LEVEL 14
PERPETUAL FLUIDITY

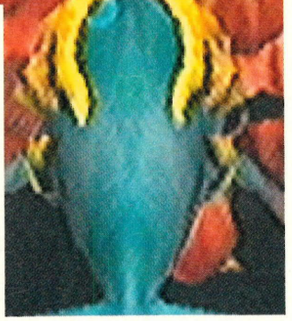
When you approach the first tunnel on this level, note the red objects just in front. Use your sonar on them before going through to the minefield! You'll need to pick your way very carefully through this treacherous stretch of water, but you can use your safety harness to move both enemies and mines around safely.

If you're skilled enough to get through all that without being blown up, you'll meet a simply massive (and unbeatable) shark. Don't be afraid – when the going gets tough, the tough hide! Head for the bars nearby and you'll come upon another switch. This will open a door up ahead and it's puzzle time again. First open the red door, then the green door, then the red with green door, then blue and yellow door, then black and white and finally the blue and yellow door. This will allow the water to rise. Be very careful not to hit a switch that decreases the water level if you want to complete your mission. With a bit of experimentation, you'll find out how the whole mechanism works.

When you reach the blue and yellow door, activate the switch that opens the blue door. There's another switch inside that will allow the water to rise for the final time. Now head back out and you'll find a new yellow door. Hit the switch to make this open. You will also find white doors at the top that allow you to reach areas without any further fuss. Head for the yellow door, then the nearest white and you're out of there! The main thing with such insane switch bashing and door mazes is to keep your cool, watch out for hazards and experiment. It might take you a while!



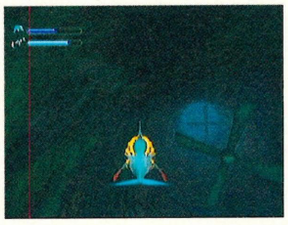


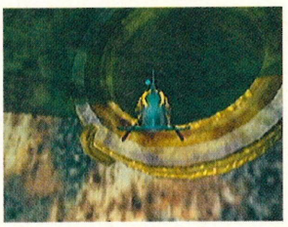


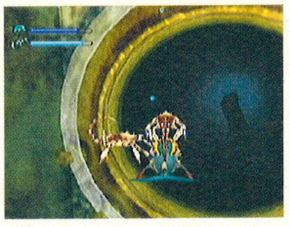
[1] The first set of shells can be destroyed but others could spell your doom! [2] Piranhas could be lurking in one of the central pipes. Zoom away from them! [3] Can't get through a door? Back to the switches!



















VITALITS

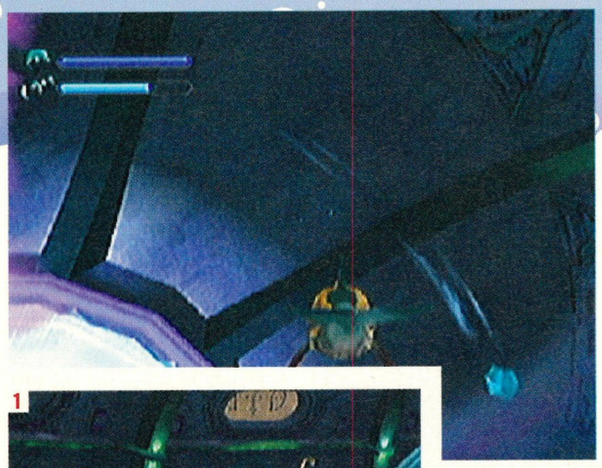
If you're on the lookout for the vitalits, it's going to be a tricky search. There is one lying in a cage at the bottom of one of the rooms, and yet another can be found by jumping out of the water a little further on.

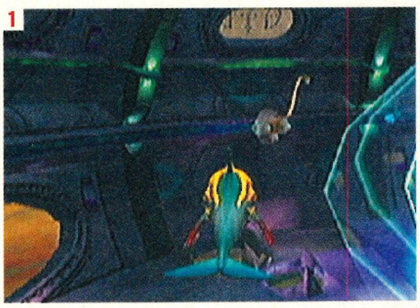
LEVEL 15
OBSCURE WAYS TO TERMINUS

There is plenty to see and do on this level, but not actually much of a challenge. All you have to do is get out of here!

It's going to get pretty annoying as you always end up in the middle of the area, or even the start, as the current washes you round and back. If, however, you press down on your sonar to reveal the map, you will see the current that will whisk you off to a new room round by the exit door. Thank the dolphin God for that!



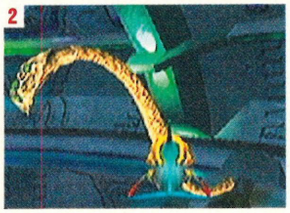




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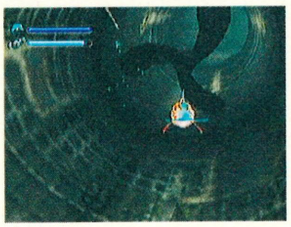
[1] If you're well versed in sonar targeting, these crystals will be easy picking. [2] This snakey alien will crop up a lot. It's usually easy to avoid if you don't challenge it.





2







1

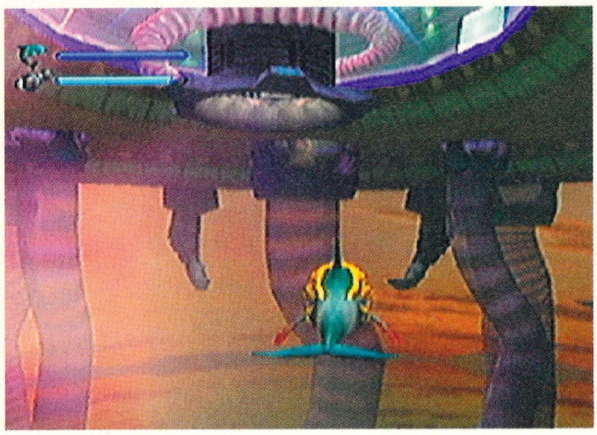




LEVEL 16
SLEEPING FORCES OF DOOM

Again, this adventure is quite self-explanatory, and it is left up to your ingenuity to save the day and move on to the next level.

Notice all the crystals lying around here. Once again, your sonar will come in handy as you hit each crystal into the core that you can see, or even hit the crystal in the snake's grasp. Pretty soon there will be a large explosion! Now you can find the golden globe, and be done with this level!



VITALITS

Finding the right current may be tricky but if you spend a little time leaping over the walls that join each individual room together, you'll find all five vitalits hanging in the air, no trouble.



2

[1] Ecco's been taken for a ride! [2] The sonar map doesn't stay up long, but it's crucial to the completion of this level.

infoburst

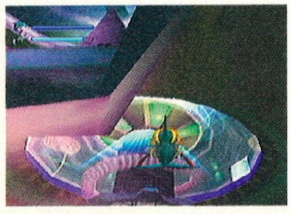
Extra information

Your usually useful sonar will turn into a squeaky chatter when you leap out of the water – but don't hold down A, as it can limit Ecco's flexibility. However, press A when facing up above the waves and you will flap about quite happily.



VITALITS

You'll find a vitalit around the side of the room.

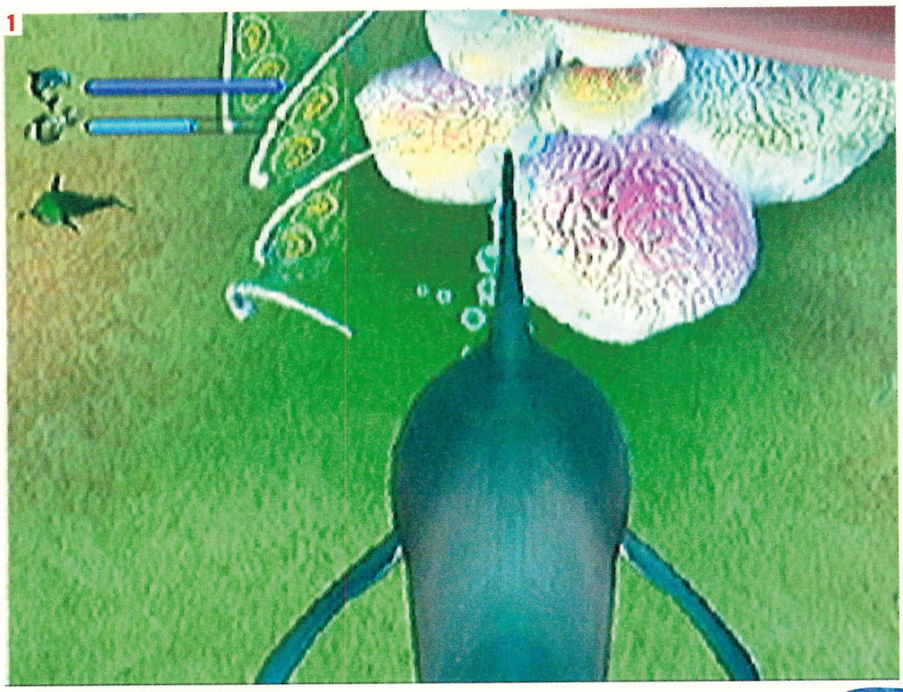


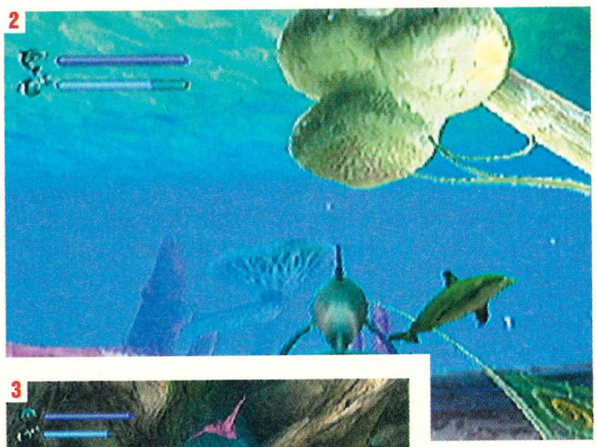


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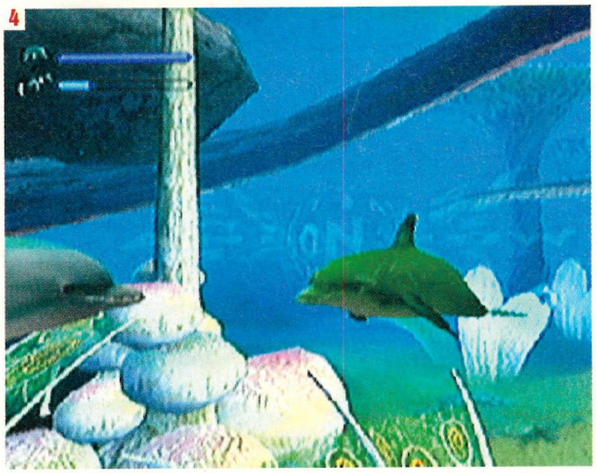
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[1] Sometimes a chat can be very useful... [2] ...but some dolphins just talk rubbish. [3] Always swim behind these for special gifts. [4] He may be green, but this helpful chap will give you plenty of clues.



LEVEL 17
ANGUISH OF DEARTH

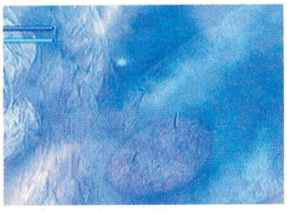
Our fishy hero swims into a mysterious village and meets a rather quiet dolphin. Move along to where a passage is blocked by lots of rocks.

Use the Song of Fish on the school you find inside before swimming back to the grumpy old dolphin. Now he's prepared to talk, before you move on to find the Clan's lair. Back through the passageway is a very large fish surrounded by its young. Head for the clan fence and you'll discover a stealth icon down by the left wall. Make full use of this and head top speed for the huge fish. The doorway to the next level is inside his stomach, so swim straight through his mouth. Urgh!

infoburst

Extra information>

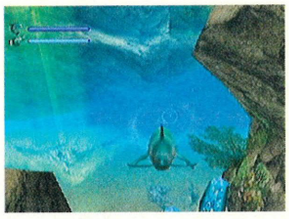
> Always make sure your air supply is high! Air can be replenished by hitting the surface, or in underground levels, through spouts. Don't stray too far from a supply.



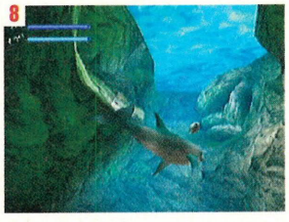




[5] You'll meet this big catch right at the end... [6] ...but the big fella's not going to let you enter his mouth until you've managed to get the Stealth Power...

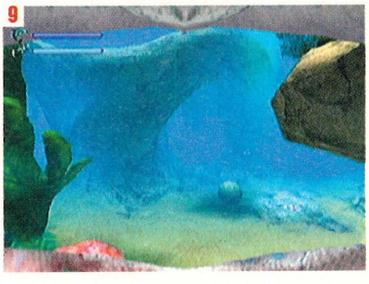


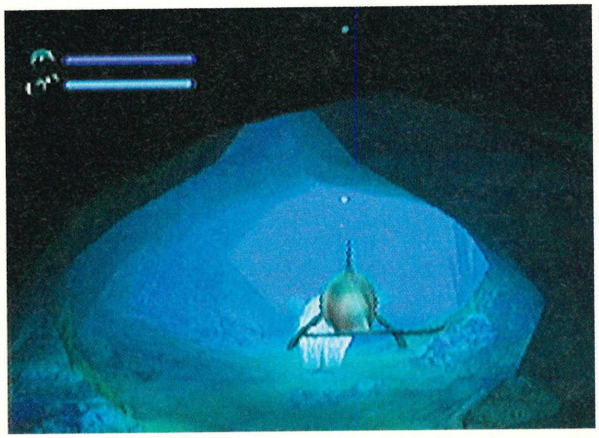






[7] The Power of Sonar always comes in handy when faced with nasty rocks. [8] It's nice to be back in fresh water but watch out for hazards! [9] Once you've done your Jonah impression, it's time to go.







LEVEL 18 ENTRAPMENT

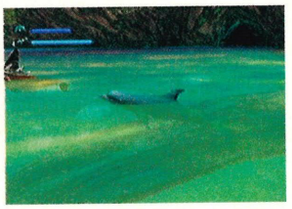
Again, there's nothing like the Power of Stealth to stop yourself getting noticed in the big city. You'll find the appropriate icon down by the gate to the large building just up ahead of the starting point.

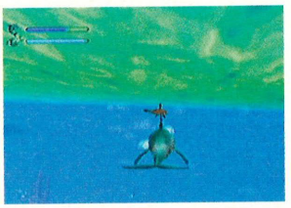
Look for a large red and yellow flower shaped object. This can be used like a trumpet before you return to the gate. You now miraculously have access to the main building.

A poor defenceless dolphin is being tortured inside! Use the Power of Stealth again to hide yourself before pressing the switch to the right of the door and you'll be able to glide in through the open window. You can pick up the Power of Endurance here, and press every switch giving you access to the main console. At last you will be able to get in and help your comrade. Avoid the baddy here, and break all the wires as you go along. When he's free, you need to get out of there quick!

Carefully make your way back through the city, keeping to the right and making sure that all the villains lurking in the shadows don't hurt him. Eventually you'll reach a passage full of stinging vines. You can use you sonar to reveal all the stinging plants, but otherwise it's a difficult assault course to make your way safely through until you learn the Song of Plants.

Return to the village you were in earlier and pick up the Power of Sonar. Once again, open the passageway filled with rocks and bring the school of fish to the old dolphin. He will get his son to lead you to the exit. Vive La Resistance!







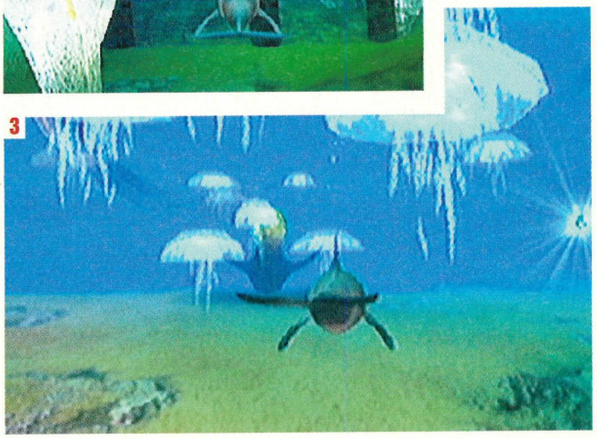
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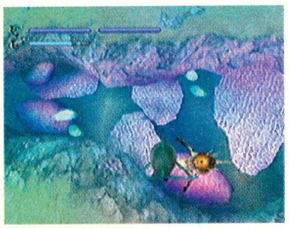
> Avoid most enemies - killing them is futile and dangerous. Reserve your strength for the bosses where you need it!

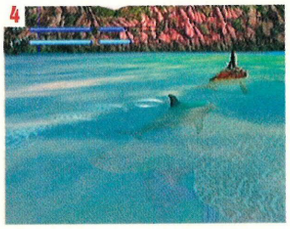


[1] It may look like fern, but these gates are actually impenetrable. **[2]** These spiky gits are the Clan – and they pack a punch! **[3]** Keep low to avoid the jellyfish.











[4] The Clan will chase after you even when you pop up for a little fresh air. Quick – run! Well, swim, anyway. **[5]** The gates run all the way to the top of the level, so you're not getting out that way!



continued >

walkthrough

continued>

LEVEL 19
CAVERNS OF HOPE

Ecco's mission now really starts to hot up as he joins the dolphin resistance. From the start, make your way round to the leader. Instantly the Clan all burst in, trapping all the valiant sea-mammals.

Go to the front of the area and enter the tunnel here. Through this you'll come upon a whole host of tunnels. On the way you'll pass an area filled with resistance members hurling rocks. It's a bit much to be hit by your own comrades, so you will have to carefully dodge each missile.

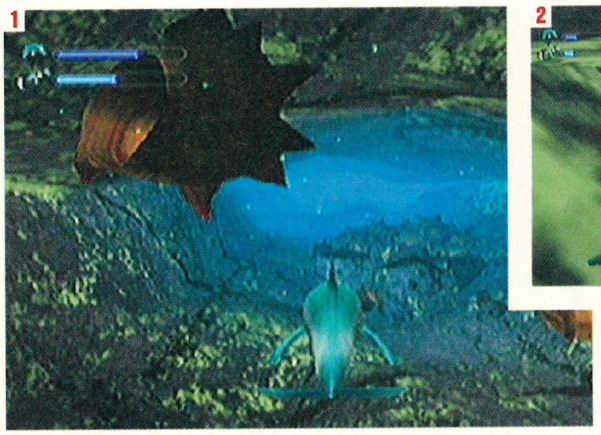
Keep travelling, leaping over the next pool until you reach the crystal telling you where to find yet another scaredy-dolphin. You can take care of him by calling him on past the many hazards. He'll pass by quite happily, but if he does get hit by anything you'll have to start again. It will take a lot of persuasion to stop him from retreating every time this happens, but once you're past all the danger, he will lead you to a door through which you will come up against another vicious boss.

There is a complicated clue attached to the battle of the giant Alligator, but if you beat the shark in level two, this beasty won't be impossible to get rid of. Take your time and dodge all his attacks. It will take several hits before he dies, but there's little more to the battle than just all-out attack. Once the scaly foe is down, you can just pass through the exit and prepare for level twenty.

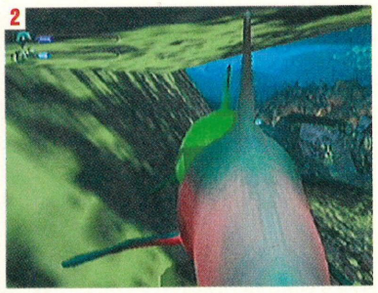


VITALITS

Look in one of the shell huts near the start of the level – there's a vitalit here. The second is directly above a breathing hole a little further on.

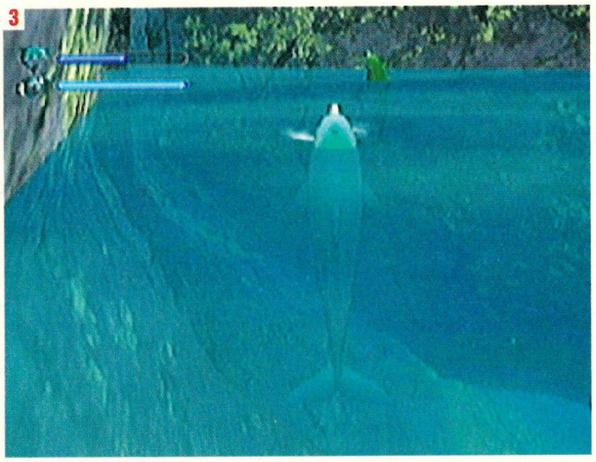


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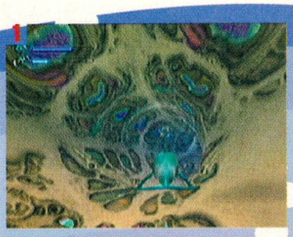
2

[1] Keeping tight to the left or right can protect you from rocks. [2] But the misled dolphins can still attack you in person, so zoom ahead. [3] At last – a chance to get some oxygen!



3

LEVEL 20
LAIR OF EVIL



1

[1] Zoom quickly through the opening tunnels. [2] And you'll soon meet a friend... or foe. [3] Take the chance to have a nippy breather... [4] ...before you're taken away with the flow. [5] If you're having Clan troubles... [6] ...it's really best to go. When through to here, the end is near.



2



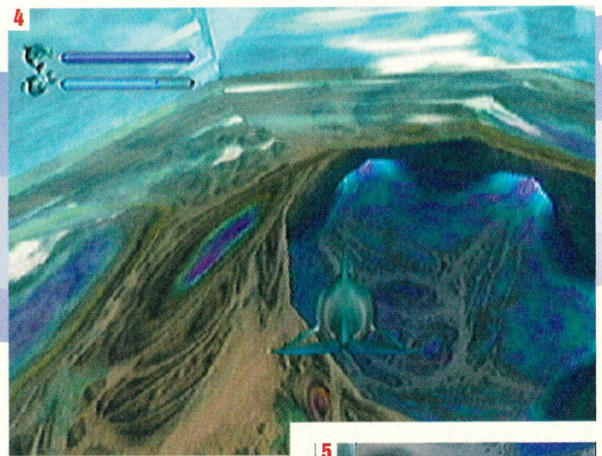
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Head to the right from the very start of the level and keep travelling until you reach the very rude and dangerous dolphin at the end of the passages.

There may look like no escape, but although the central door looks locked, it is slightly ajar. Creep in through the gap. Pass down this corridor until you reach a room with a clamshell in it. The switch situated on the right will miraculously open it, revealing another switch. Another switch to the right will drop a batch of dye into the open shell. Time it right and you can now activate this switch inside the clam before the shell shuts on you. You'll notice that you have a higher rank than before, but you're not quite there yet!

However, you can now get in even more rooms, including one filled with pipes. In here is a large friendly dolphin. To mend the printing machine, follow your new pal until he arrives at the generator in the shape of a starfish. Head downwards until you find yet another switch close to a Power of Sonar icon. Flick the switch and pick up the power.

Now you can shoot the vine clogging up the system and head back to the room with the clamshell inside. The switch that came in so useful earlier will now be able to control the level three printing machine. Print yourself now and you'll be ready to head back to the room where you first made the acquaintance of the dolphin. One of the pipes that adorn the walls will be twisted open (you may have to do this yourself) and you can swim through to the next chapter.



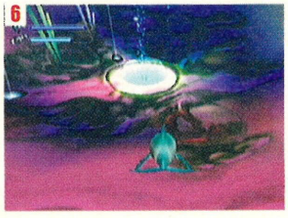
4

VITALITS

Follow the first path outlined and you will find a large circle-shaped object. There is a vitalit in here. Another can be obtained in one of the main rooms later on. Look for the room with three doors and you will find a vitalit above one of them. Another vitalit is to be found behind the altar in the last room.



5



6

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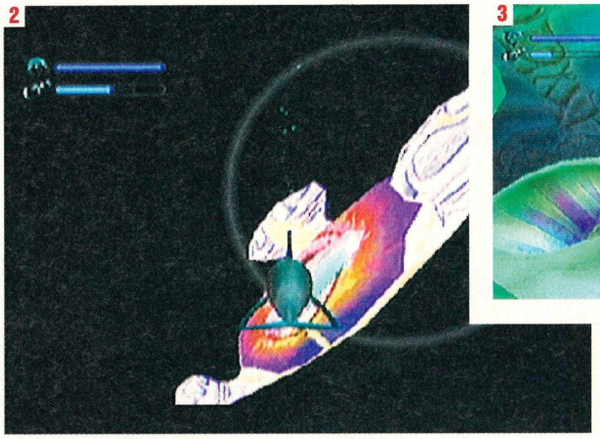
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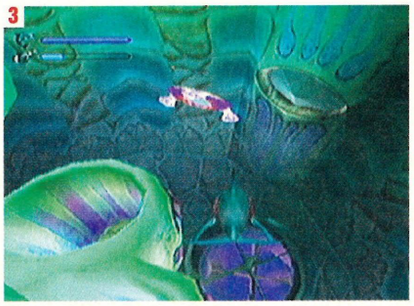
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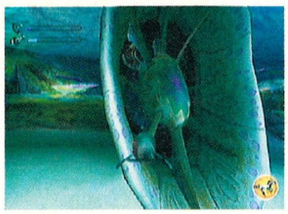
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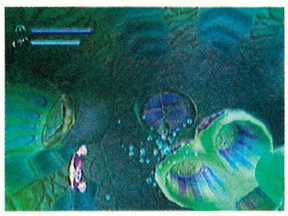


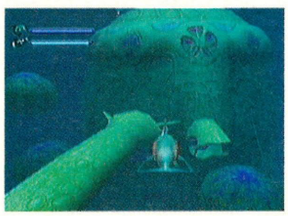




[1] Time to start exploring at your leisure. [2] There are many switches to be activated, you know. [3] The machinery still won't function... [4] ...until you've flicked every switch.







LEVEL 21
POWERS OF LEVITATION

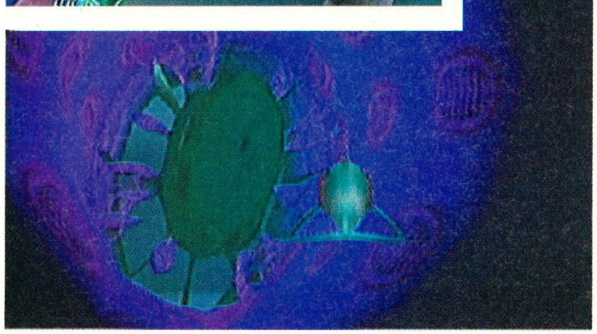
Making your way around the perimeter of this new area, you will find three fans that need to be entered one at a time. Each contains a switch to be activated before all three are working.

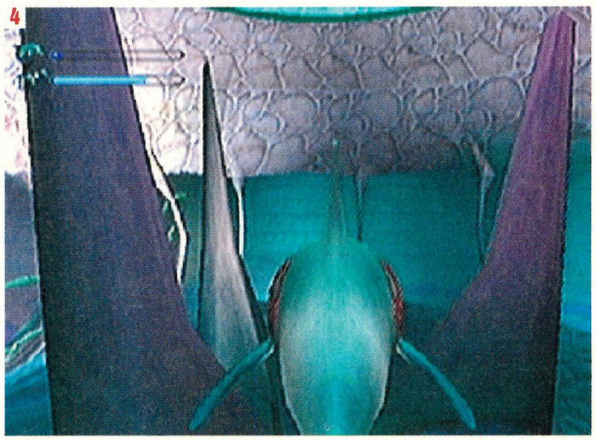
Now look for the room containing the computer before exiting to the main room outside. Enter the tunnel that is set in the left-hand wall and you will come upon a door. Through here is a round area that has many passages.

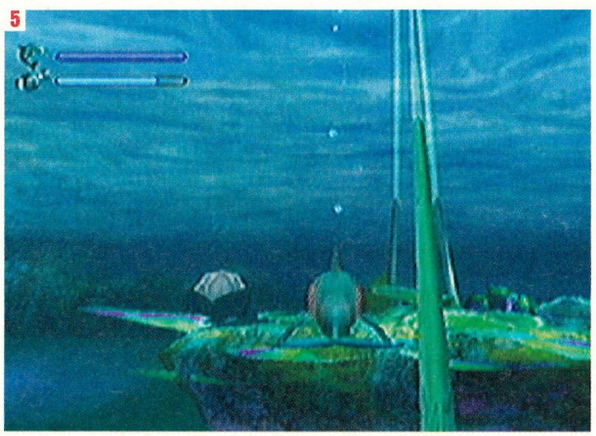
Don't bother with the dolphin here, he's too busy inspecting the place to chat to the likes of you! Enter the nearest room where a mysterious wall harbours a Power of Stealth icon. Now, utilising this new find you can follow the inspector dolphin (though you'll have to keep your distance). He will go through a pipe exit that was previously locked, but now you can dive in behind him if you're quick about it. Through here you'll find an ally that will help you to activate the machine which will unlock the eight generators. You're still a dolphin short of attaining this, though.

To find this missing mammal, retreat to the round area. Down each passage is a generator. Hit each switch here and chat to every whale you see. They are engineers and come in very handy. Now the other one will be rounded up, so return to the computer console in the small room, and set everything going. Now you can exit the level.

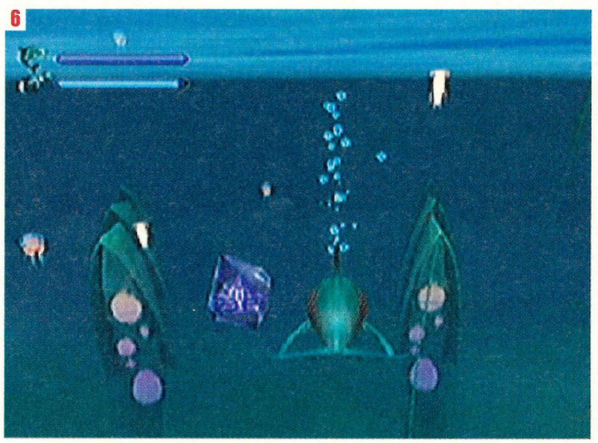








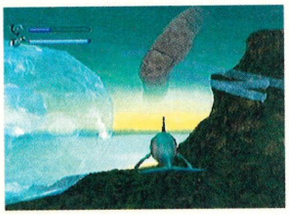
[5] The city looks so pretty, but there's danger hidden inside... [6] ...but Power of Stealth will lose yourself and let you really hide.



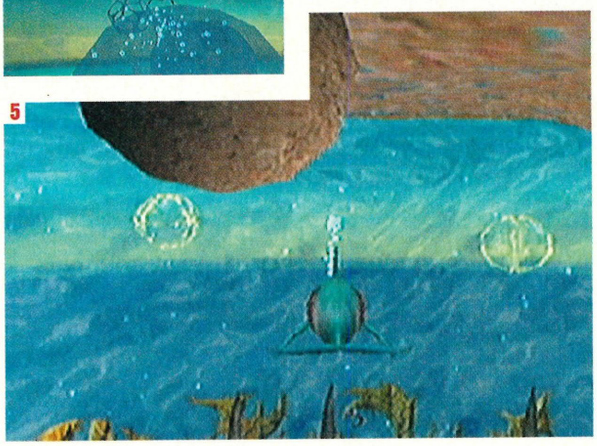
VITALITS

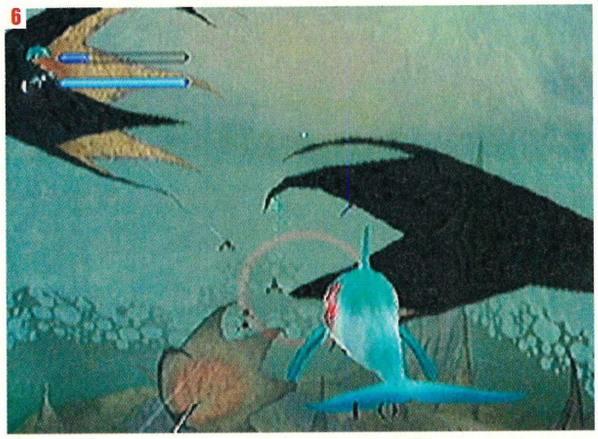
There's a vitalit right at the start of this level, next to one of the fans. The next one can be observed in a secret room near where you meet the inspector dolphin. Another one lies just by one of the generator switches.















[1] How did they do that? Keep yourself straight ahead. [2] It's a long long way down! [3] Plan the big jumps very carefully – it's best to jump in a high arc.





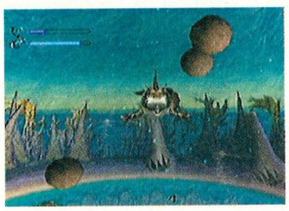
You'll appear in front of a set of doors that need to be leapt over in order to reach the first of three pools. The first one is full of strange floating spheres. Jump into these to get to a corridor leading to another set of floating spheres.

These watery orbs need to be jumped over in order to get to another pool containing a tube. Climb up this and you'll be face to face with the first battle in this treacherous level.

The Ice and Fire battle is quite straightforward. Avoid the fire dolphin's machinations and try to lead him into the ice. When he hits the ice he will be stunned and open to your attack, although only for a short while. Similarly, when he turns to ice, you will have to lead him into the fire, opening him up to attack again. Repeat this process enough times and the fight will be over.

You'll now reach a giant squid that blocks your progress. Head to the west and jump in the first ball you come across. If you follow the watery path you will arrive in front of an ice covered rock. Use your sonar on this and part of the pipe that props up the annoying squid will be gone. Return to the squid and again head west, but take the different route that also leads to an ice covered rock.

Repeat the sonar process and another pipe will be released. Another ice-covered rock is to be found by heading east from the squid and when you have hit this, your way will be freed by the unfortunate demise of Mr Squid. Above where he was sitting you will see yet another ice covered rock. Hit this and the water pipes will be activated. You will now be able to get on to the next battle, through another suction pipe.



To rid the seas of this nasty looking enemy, you have to make use of the balloons that fly around the area. Protect yourself against all harm, bursting the larger balloons all the while. The smaller ones can be hit back at the monster and will cause a little damage. It's a laborious process, but with a little practice, you should be able to hit him several times and carry on with the level.

Follow the level around until you get to a round pool filled with windows. Perched near one of these is an exotic looking bird. You can send him flying with a quick burst of sonar, before heading all the way back to where you fought the monster. The bird has settled down a dead ending to the west. Call him and he will fly you to the final suction pipe. Climb up through this and your last battle in this level awaits.

VITALITS

One of the five vitalits is easily found within one of the eggs in the final battle.



The Mutaclone (trio of nasty dolphins) is a nasty piece of action. Down below you'll find a collection of eggs that must all be smashed as quickly as possible. Avoid the gas that leaks out as they will reverse your controls, and controlling Ecco is hard enough in the first place! With all of the eggs destroyed, the Mutaclone's shield is gone. You can now get rid of two of the three evil dolphins you can't help but have noticed, causing the third to set off after you in hot pursuit. Zoom through the toxic egg and he will be hot on your tail, poisoned by the fumes. When he is stunned you can bash him good. Repeat the process ad infinitum and sooner or later you will be proved the better dolphin.

[4] Once you've rounded the mountain, the first battle is close by. [5] The fish that barge down the pipes can knock you into oblivion. [6] As a member of the Resistance, you must kill the Mutaclone. [7] But it's most important to survive – sometimes they just die!

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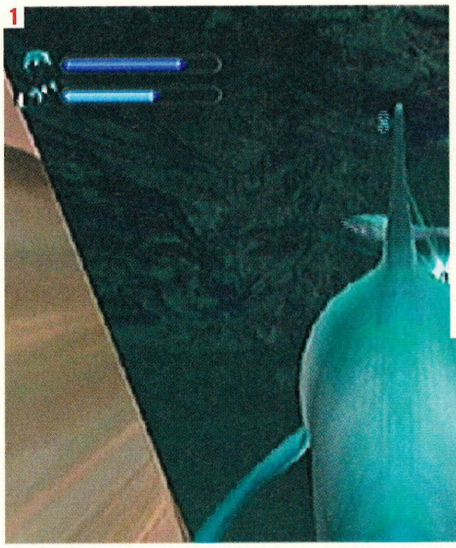
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LEVEL 23 CHANCE OF RECKONING

This new area contains a plethora of whirlpools and rocks so pay attention!

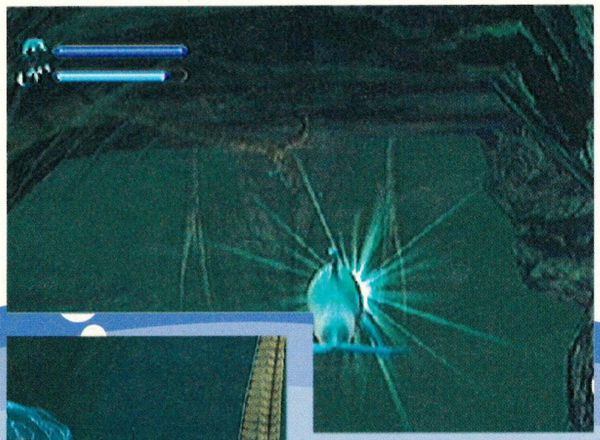
Simply push the rocks into the whirlpools, including the one that has to be freed via the Power of Sonar, and the water will rise. Quickly despatch all the enemies in this area if you feel the need, but the most important thing to do is to take on the mighty Queen. Her eyes are protected by shield-like contact lenses that need to be destroyed with the Power of Sonar.

Once each of these shields is down you can bash her in the eyes, causing untold discomfort. Disturbingly, you can now go through into her head where yet another eye is waiting to be destroyed. Repeat the process and a new hole will open up in the area, leading to the next level.





[1] Baddies are hard to avoid while the water is rising. [2] Watch out for exploding green bats. Always. [3] Once everybody's free, you're almost done! [4] There are some baddies that are just best avoided.



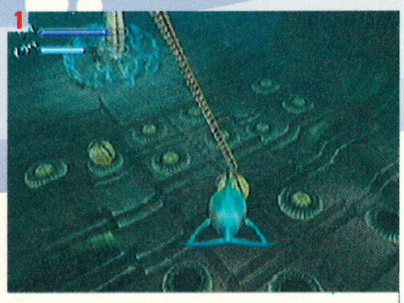




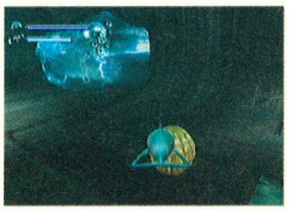


LEVEL 24 HATCHERY

[1] It's useful to find a nook to hide in here... [2] ...so you can attack quickly when the shield is down. [3] The machine won't last long.









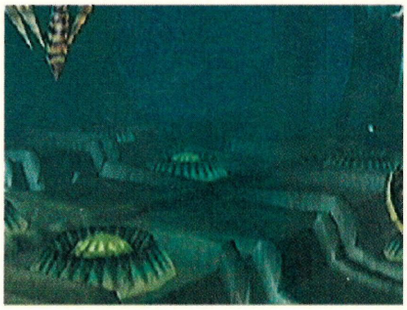
VITALITS

You can find vitalits in the tunnels of this level. One is available right at the very end, but to find the other one you have to flick the switch that opens the tunnel seen earlier.

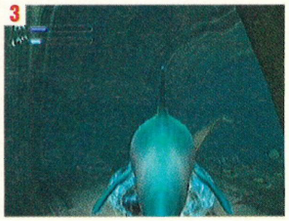
In the dead centre of this strange new place you can clearly see a complicated piece of machinery – this needs to be destroyed if the earth is to be kept free of The Foe, but it's unreachable.

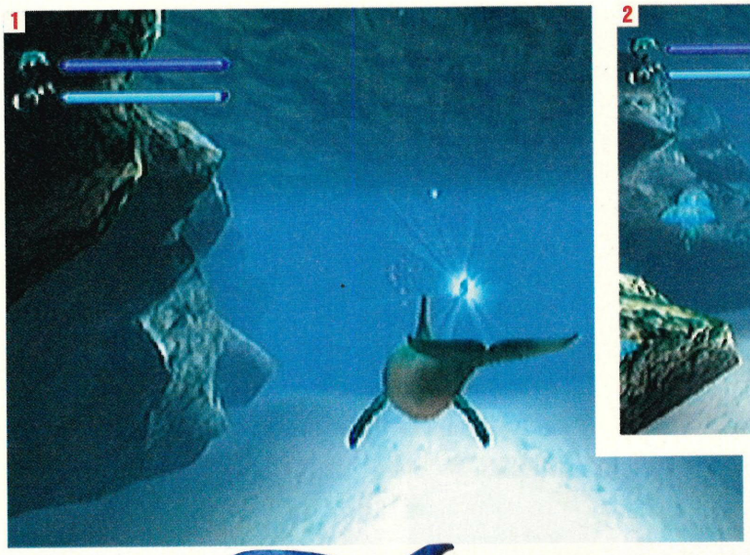
Note the switches on either side of the wall where an extra-terrestrial shark is hanging around (avoid him like the plague). Every so often these will light up.

If you time it properly, you can hit these switches and lower the shield. Every time this happens you have a short time in which to get in and bash away at the machine. Be quick about it, though, and repeat the process four times. Before you know it, the alien's plans will be dashed, and you can swim on through one of the pipes to freedom.

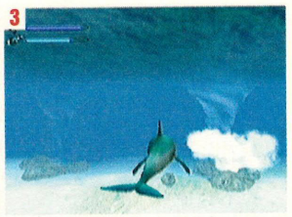












[1] The crystals can still be relied upon to guide you in your mission. [2] But if they can't a Power Icon is just as helpful. [3] Especially when it comes to pushing huge rocks around. [4] Ecco's chance of reckoning comes at last. Plug the gap!

VITALITS

In the beginning area you will find four alcoves set into the ground – there is a vitalit in each of these for you to collect. The fifth and final one is just before you run out of the level.



LEVEL 25
SEEDS OF POISON

All your fishy friends need to be saved from The Foe, and you're quickly running out of breath!

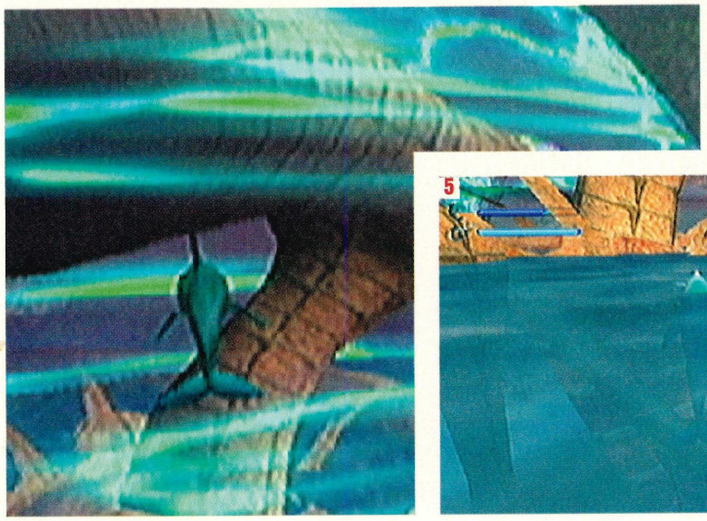
Air can be obtained from a hollow at the bottom of the area. There will be a tube looming up ahead of you when you start out, so pick up the Power of Sonar and head up it.

You will see another alien egg that can be easily smashed. Another tunnel is right next to this, and yet another egg to be smashed via yet another sonar blast. Repeat this process until you see that all of the sea-creatures have been liberated from the alien menace and you can swim along with them all to the penultimate mission.

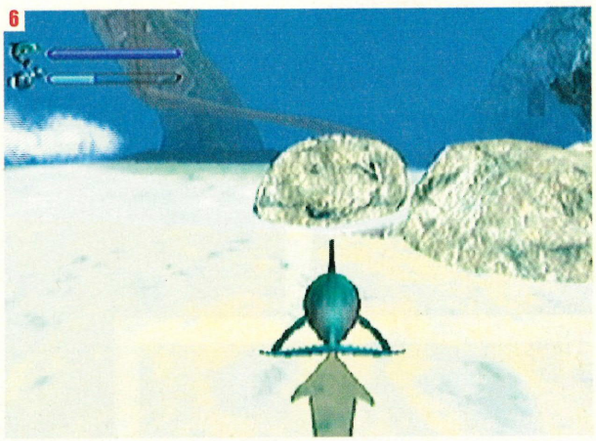


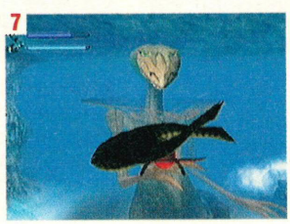


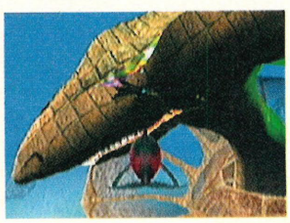




[5] Look at the size of that Foe! [6] Alien! Right ahead! [7] The Foe protects itself well – every hit unleashes an annoying little baddie.

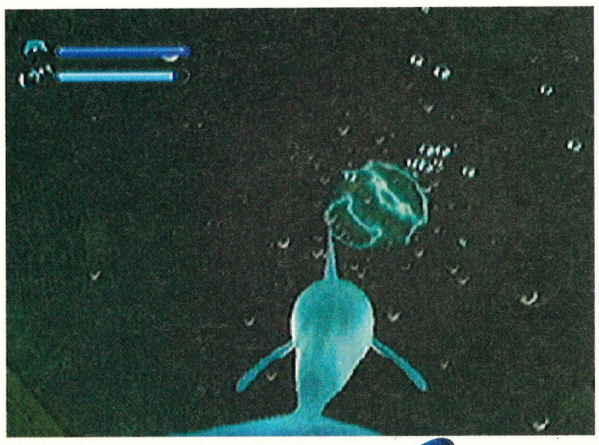


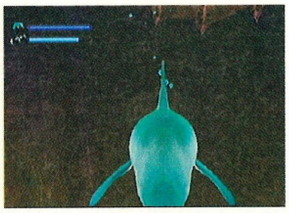


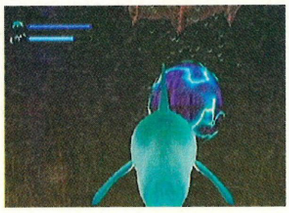


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LEVEL 26 TRANSFIGURATION

VITALITS

Three vitalits are easily found by breaking the rocks in the area where you found the Power of Morphing icon, but to get the next one you'll have to be pretty good at jumping. It's high in the air above the friendly glyph crystal.

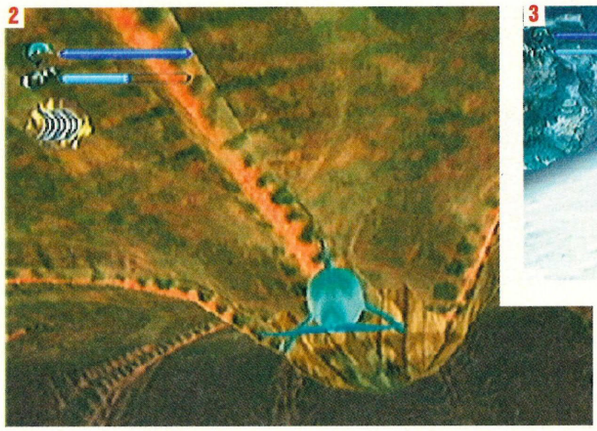


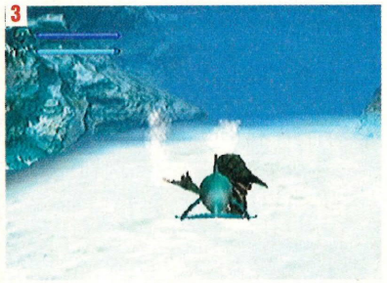
There are a lot of nasty enemies to be avoided here including bats that will try and attack you whenever you approach.

Zoom through the tunnel where you first saw them and pick up the Power of Sonar, allowing you to kill them all. Head down to the bottom of the deep blue sea and you will be met by another talking crystal. Hit the rock beneath this to reveal another Power of Sonar icon.

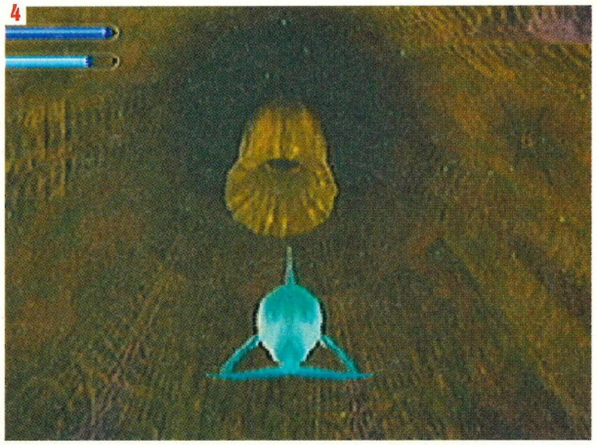
Head through the archway past another bat and crack one of the four rocks found inside. It will reveal a Power of Morphing icon, which in turn will allow you to once again become a small fish after touching one from the school down below.

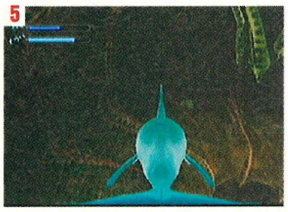
Another alien Queen awaits you. There are many hazards as you make your way to her, so keep out of harm's way, and there she is. When you see the chest with the red spot on it, all you have to do is hit it once and proceed into the unknown...

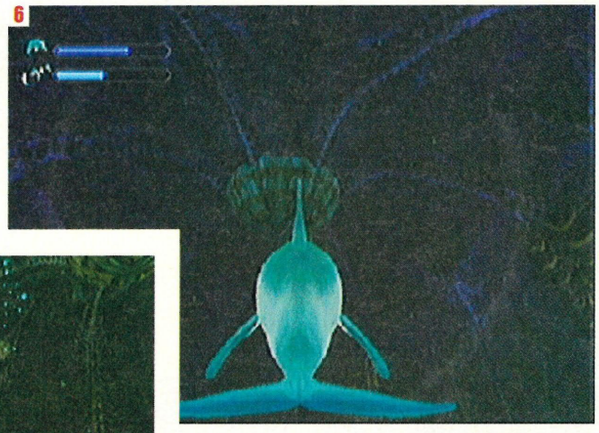




[1] No point in following the eggs- get to the heart of the matter. [2] Sonar that filthy alien bump! [3]These shoot nasty missiles, and you can't kill them! [4] Shoot here and you're through.







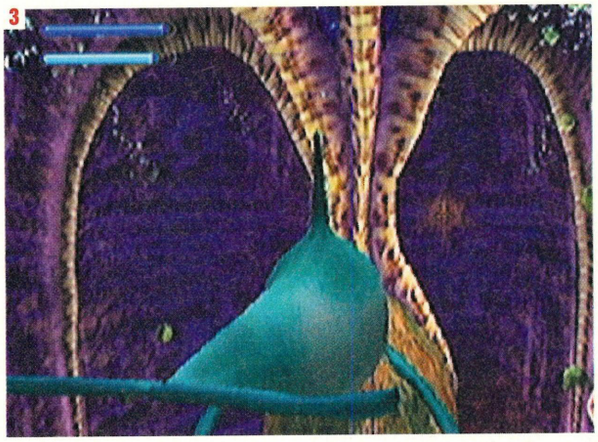


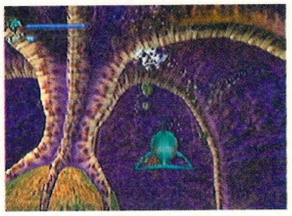


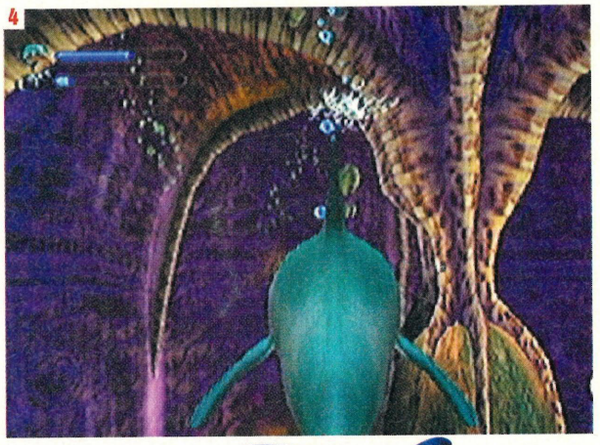
[5] This level is very difficult to manoeuvre through with any real speed. [6] To get through each new hole fast enough to sonar the final bump takes some careful swimming. [7] But once you've managed to clear the way... [8] ...it becomes a hell of a lot easier to swim around when you're a sardine!

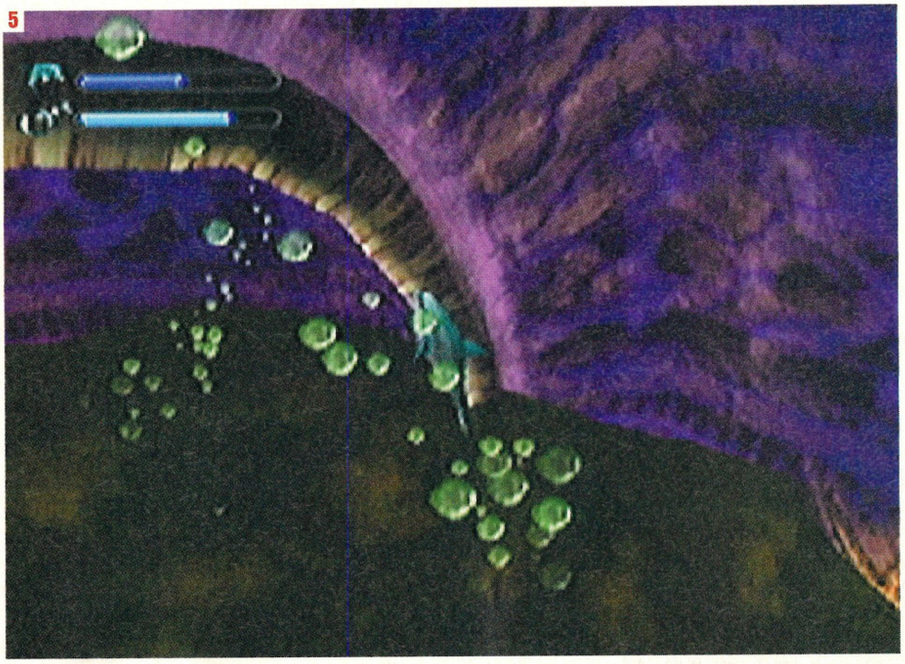






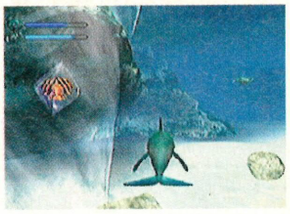








[1] Here it is – the very root of the problems! [2] It's going to be jolly difficult to fire away every exploding bat. [3] And a rising tide of alien gunk means that time may be short! [4] The bubbles aren't good for breathing – they turn into baddies! [5] Attack that heart and get on with your fishy little existence, why don't you.





Finally, after a long swim past sharks and jellyfish, through underwater cities and disused factories, Ecco comes to the final battle that will save the world once and for all (or at least until the next game).

Your fins may be a little tired, but there's little need to worry because if you managed all the other battles this close encounter will be a piece of fishcake.

The mighty alien mass lies ahead, shooting out an endless stream of lethal foes that you will have to be careful not to get killed by. Place yourself under where these nasty beasts shoot out and wait for a handy squid. Use your ever-trusty Power of Sonar to push the tentacled missiles into The Foe's heart until it's ready to be hit.

When Ecco thrusts his little fishy nose into the soft flesh of the invader's heart, the game is up. Humans and dolphins are now free again to roam the Earth, safe from extra-terrestrial troublemakers. Another day dawns.

VITALITS

In this small but deadly area you should explore the highest waters. If you are careful not to get hit, you will find all five vitalits embedded in little pits here. Now if you have managed to collect them all, you can congratulate yourself on being the cleverest thing on two fins!

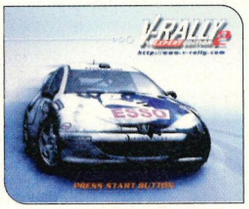
V-RALLY 2

Welcome to Deals On Wheels! Have we got a bargain for you! Our top car guide will tell you which pukka motor is best for pulling the ladies and for holding the road...

essential information >

Dreamcast Solutions

V-Rally 2



Publisher	Infogrames
Developer	In-house
Origin	UK
Price	£39.99
Genre	Racing



one player racing controller



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

HARD DRIVING

To get to the top, you need to know all the skills and tricks of rally driving. Don't be afraid to play dirty: remember, a good loser is still a loser!

DRAG

When driving on dirt or mud, your car's grip will be greatly reduced. This causes your vehicle to slew and spin out on corners. It also lets you pull off some cool powerslides. Be sure to change your car settings prior to racing on dirt.

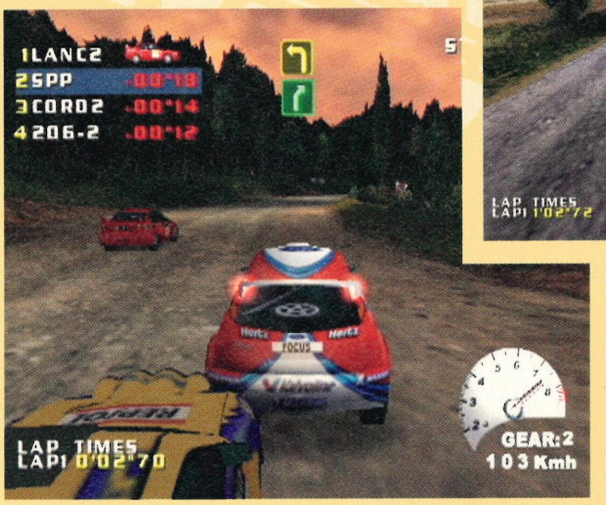
INSIDE LINE

To shave seconds off your lap time, always make for the inside line. Hit the brakes as you enter a corner, then cut inside sharply. Doing this should take you past the computer cars, as they tend to take the corners wide.



GOOD START

Getting a good start puts you on the right track for winning the race. When faced with superior drivers that don't give an inch, getting off the starting grid first is essential. Rev your engine until the needle is just below the redzone on the speedo. Then when the race starts, you should get off to a flyer.



[1] Stay in the middle of the road and you might just stand a chance of winning!

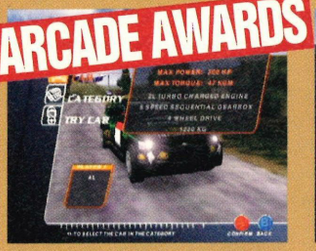


CENTRE OF THE ROAD

When you are on the straights, try to stick to the centre of the road. This forces the other cars to try and go round your vehicle, allowing you to ram them in the process. It also forces them to



ARCADE AWARDS

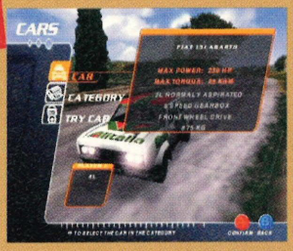


FORD ESCORT

Win Arcade Level 1 to win the Ford Escort WRC V-Rally.

Max Power.....300 HP
Max Torque.....47 KGM
Engine.....2L Turbo Charged
Drive.....Four Wheel
Weight.....1230 KG

This is every Barry Lager's favourite chick magnet. After scoring this car in Arcade mode, you can cruise around the V-Rally circuit, pulling all the top totty you can find. Won't help you win many races though.



FIAT 131 ABARTH

Win Arcade Level 2 to obtain the Fiat 131 Abarth.

Max Power.....230 HP
Max Torque.....23 KGM
Engine.....2L Atmospheric
Drive.....Front Wheel
Weight.....875 KG

The Fiat is a nice little mover. It has reasonable power with which to move its lightweight frame. Being small has its advantages, however. The Fiat is easy to handle and recovers well from crashes.



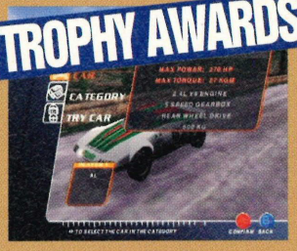
PEUGEOT 205

Win Arcade Expert mode to get the Peugeot 205 T16.

Max Power.....430 HP
Max Torque.....50 KGM
Engine.....1.8L Turbo Charged
Drive.....4 Wheel
Weight.....910 KG

This compact power-mobile has superb acceleration but its high power-to-weight ratio means it gets a bit sloppy on the corners. Getting the Peugeot up to speed isn't much of a problem. Getting it to slow down again is.

TROPHY AWARDS

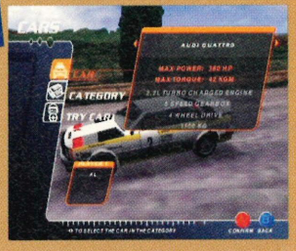


LANCIA STRATOS

Win the European Trophy to gain the Lancia Stratos.

Max Power.....270 HP
Max Torque.....27 KGM
Engine.....2.4L V6 Engine
Drive.....Rear Wheel
Weight.....900 KG

The Lancia Stratos is a highly manoeuvrable piece of machinery. High-speed chicanes and corners prove no problem for its slick handling. This makes up for its lack of horsepower on straights and hills.



AUDI QUATTRO

The World Trophy winner will get the Audi Quattro.

Max Power.....360 HP
Max Torque.....42 KGM
Engine.....2.2L Turbo Charged
Drive.....Four Wheel
Weight.....1100 KG

The four-wheel drive, coupled with the 360 HP engine, makes the Audi a formidable all-terrain car. Definitely the machine to use on Expert tracks, though slightly twitchy around corners.





go wide, onto the dodgy ground that is at the side of the road.

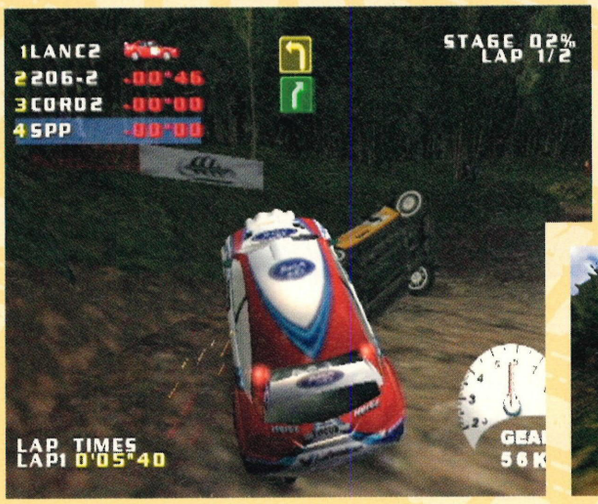
FISH TAILED

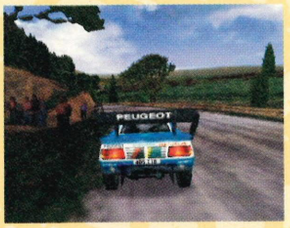
This time-honoured tactic is useful for moving your way up the leaderboard. Simply hit the back wheel of your opponent's car as he takes a corner and watch him lose control. Take care though: the CPU cars will often catch on and then go on to use the same move against you!

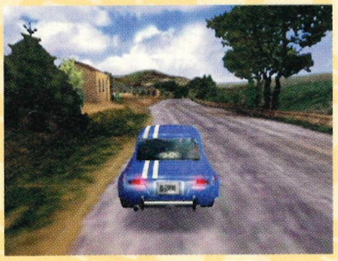
SLIPSTREAM

The art of slipstreaming is an essential one to learn. Position your car directly behind the vehicle in front of you. This will decrease your wind resistance. You can then use the extra speed that you gain to pass the leading car, by just pressing down hard on the accelerator.



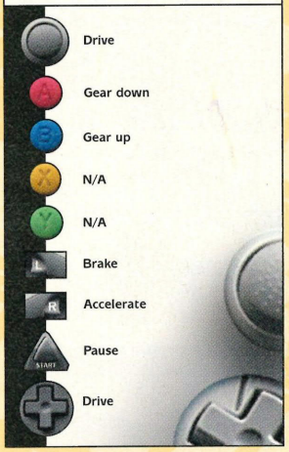


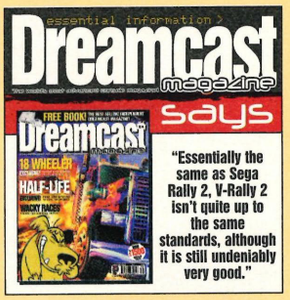




CONTROLS

You can take to the road with confidence with these controls...

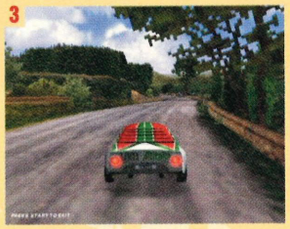




2



3



[2] Access all the tracks and cars by activating the cheat over on page 128. [3] Pretty cool car, huh? [4] Take note of the directions to help you get around!

4



CHAMPIONSHIP AWARDS

PERFORMANCE

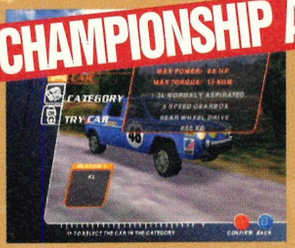


TOYOTA CELICA

The Expert trophy winner will win the Toyota Celica 4WD.

Max Power.....300 HP
Max Torque.....51 KGM
Engine.....2L Turbo Charged
Drive.....Four Wheel
Weight.....1200 KG

The Toyota is a very heavy machine and handles like a brick on street tracks. Use it primarily for off-road racing. Its superb torque will get you round those harsh corners and back up to speed in no time.

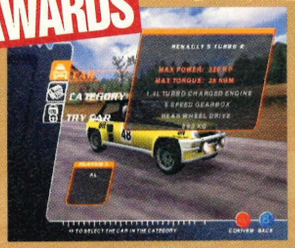


RENAULT 8 GORDINI

Win the European Championship to drive the Renault 8 Gordini.

Max Power.....88 HP
Max Torque.....12 KGM
Engine.....1.3L Atmospheric
Drive.....Front Wheel
Weight.....850 KG

Well done! You've completed the European championships and been awarded the s**t-box. Only drive the Gordini for a cheap laugh, or if you want to give the other drivers a sporting chance.



RENAULT 5 TURBO 2

The World Champion will get the Renault 5 Turbo 2.

Max Power.....230 HP
Max Torque.....25 KGM
Engine.....1.4L Turbo Charged
Drive.....Rear Wheel
Weight.....880 KG

This is the car to pick on those winding street tracks. Its rear-wheel drive gives outstanding manoeuvrability and turning performance. Most bends can be taken at high speed, allowing the Renault 5 to pass faster cars.

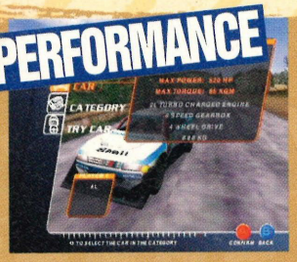


RENAULT ALPINE A110

The Expert Champion gets an Alpine Renault A110.

Max Power.....172 HP
Max Torque.....20 KGM
Engine.....1.8L Atmospheric
Drive.....Rear Wheel
Weight.....685 KG

The Renault Alpine is a hill-climbing car. Its rear-wheel drive is great for use on rugged inclines. It does lack power though, but it more than makes up for this on corners and hills.



PEUGEOT 405 T16

Get 10,000 performance points to win the Peugeot 405 T16.

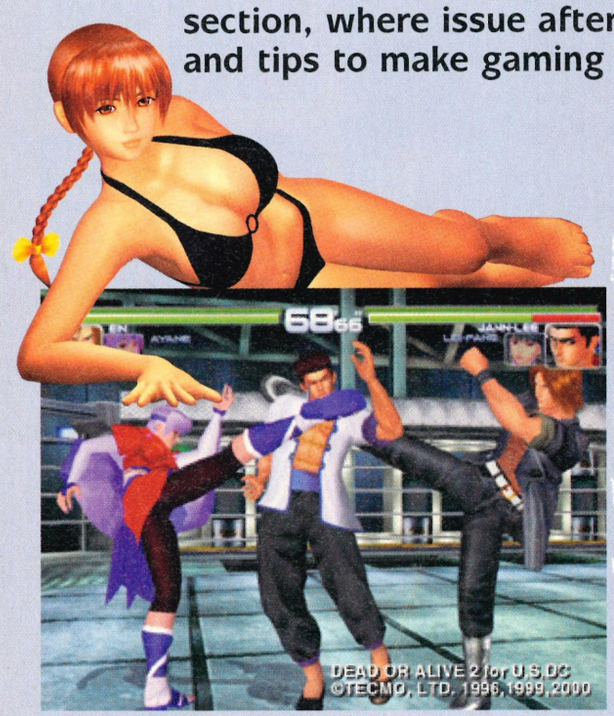
Max Power.....520 HP
Max Torque.....65 KGM
Engine.....2L Turbo Charged
Drive.....4 Wheel Drive
Weight.....880 KG

This car is an utter beast! With a massive 520 horsepower under the bonnet and a mere 880 kilogram frame, the 405 is one of the fastest vehicles in the game. On straight courses, this is the car to drive.

cheat network



Welcome to the invaluable DREAMCAST SOLUTIONS cheats section, where issue after issue we collate the best hints and tips to make gaming even more fun!



Resident Evil Code: Veronica

Battle Mode
Complete the game with any ranking and the Battle mode will automatically be saved to the VM, 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 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 Claires 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.

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.

Dead Or Alive 2

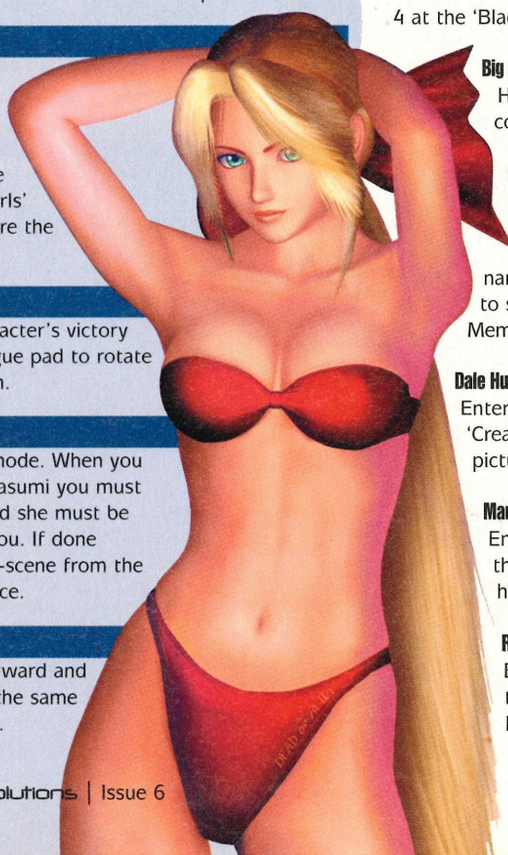
3-D Character Select
Turn off the 'Quick Selector' in the Vs mode options.

Bounce Trick
In the Options menu enter 'Others', where you will be able to increase or decrease the age – this will determine the bounciness of the girls' breasts. The older you are the bigger the bounce.

Camera Control
Hold B during your character's victory pose and use the analogue pad 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
Press forward, back, forward and then punch and kick at the same time to perform a taunt.



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.

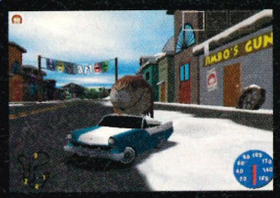
Ron Hextall Image
Enter 'Ron Hextall' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

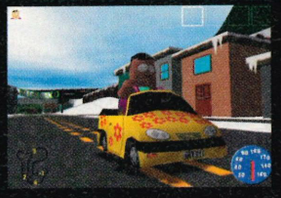
Tony Twist Image
Enter 'Tony Twist' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

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.







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 race 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 check point four and the wood bridge in the Memorial Day race.

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 and then if you do get to go for the jackpot, you can reload your game until you do win.

Extra Tracks
Complete Championship mode to unlock six more tracks, Arcade Outdoor mode for eight more and Arcade Indoor for five more tracks.



Classic Cheats

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 Carnage
To play as Carnage, 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, start the game using Ryu. Now press Down, Down/Back, Back, Fierce Punch. NB. You must have reached at least Level 1 on you hyper-combo bar.

Play As Ken
To play as Ken, start the game using Ryu. Now press Down, Down/Back, Back, Medium Punch. NB. You must have reached at least Level 1 on you hyper-combo bar.

Full Pause Screen
Pause the game, then hold Y and press X.

Select A Special Partner
To select your special partner before the Special Partner screen 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

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 is done correctly 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.

cheat news network



Rayman 2

> No arms, no legs, can dance a little... it's a bugger to play though. Not any more!

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 VMS 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.

GTA2

Get $500,000
Enter 'MUCHCASH' as a player name.

Access All Weapons
Enter 'BIGGUNS' as a player name.

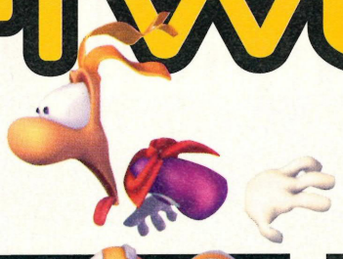
Star Wars Episode 1: Racer

> There'll be more cheats next month, but here's a handy character list for starters!

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





Tony Hawk's Skateboarding

> Can't get no grindin'? It's easy when you know how!

Play as Officer Dick
To unlock Officer Dick collect all thirty tapes with any character in Career mode.

Special Moves
You can only perform these moves when your character's Special Meter is flashing yellow.

Andrew Reynolds	
Backflip	Press 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

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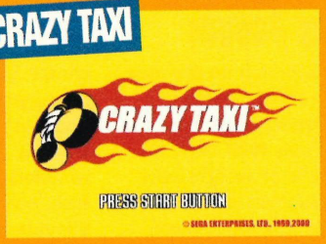
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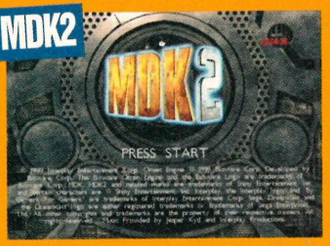
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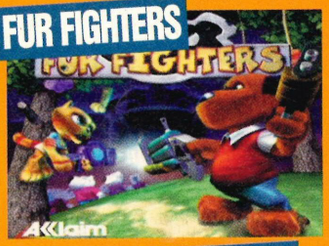
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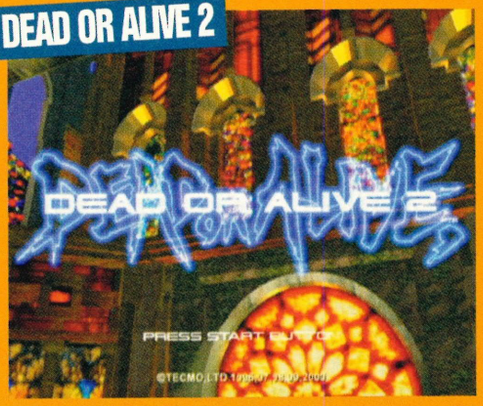
MDK2



FUR FIGHTERS



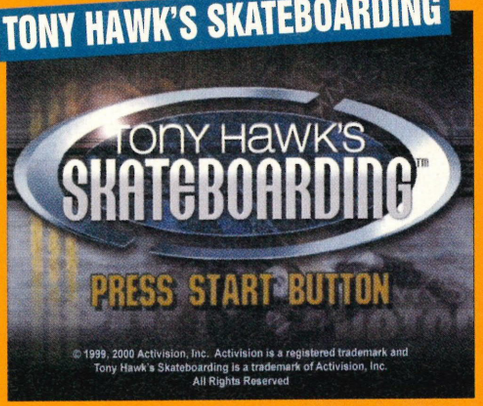
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MARVEL VS CAPCOM 2



TONY HAWK'S SKATEBOARDING



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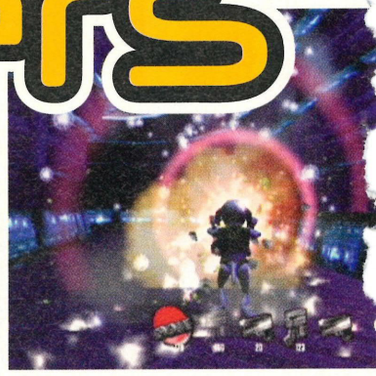
Or fill in this form, cut it out and send it to: DREAMCAST SOLUTIONS Subscriptions, Freepost BH1255, Bournemouth BH1 2ZZ.

● NOTE: Games are UK PAL versions.

Questions and Answers







All your gaming problems are sorted out by our very own games experts – we are here to help you!

Back once again by popular demand, our gaming chimps are here to answer any questions you might have about your favourite games. Whether you're stuck on a stage, having problems beating a boss or just want us to slip you a couple of cheats on the sly, this is the place to be...

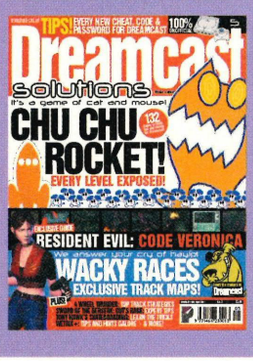
If there's anything you want help with (to do with games, obviously) then don't be shy – write, email or fax us with your quandaries to the address supplied below. We'll do our level best to help you out but we can't enter into personal correspondence – sorry.

contact

Getting help couldn't be simpler. We accept letters, emails, faxes, even pigeons!

Q&A
Dreamcast Solutions
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

Alternatively...
E-mail: dreamcast@paragon.co.uk
Fax: 01202 299955
Web site: www.dream-cast.net



Hydro Blunder

Q I've been playing *Hydro Thunder* for a while now and I've managed to unlock all of the easy, medium, hard and bonus courses (13 in total). I tried to enter the cheat you printed for an additional course, but it doesn't work – there isn't a 'Back' button listed in the Options as you said. I've tried to make the cheat work, but nothing happens. Please can you confirm if there is another track and if so, how it can be found?
Many thanks,
Derek Woolhouse, via email

A **Err... well, we've got a little confession to make to you Derek. As far as we can make out, both you and the chimp that decided to put that particular cheat into our mag have been 'had', as it were. There are only thirteen tracks in the whole game – three for each difficulty as well as four bonus tracks, so there isn't an extra course on top of that. Sorry if we misled you... needless to say, the chimp responsible has been slung out and shipped off to work on Michael Jackson's ranch.**

Cheeky Beggar

Q Good job on the mag – I love reading it. Anyway, I've been trying to play *WWF Attitude* for a couple of months now and I can't seem to find any cheats for it at all. Can you please give me some cheats for it... oh, and for *Ready 2 Rumble* as well.
Thanks – keep it up!
Pat (no last name... duh), via email

A **Crikey – you want the moon on a stick, you do. Anything else we can do? Shine your shoes? Scratch your arse? Okay, we'll just give you the cheats then...**

To unlock the cheats in *WWF Attitude*, you're going to have to finish various parts of the game; you can't just put them in from the start. By playing through and completing the different Pay-Per-View events, you will unlock more characters and options in the Cheats menu for you to use.

As for *Ready 2 Rumble* cheats, you can just enter your gym name as either 'Rumble Power', 'Rumble Bumble', 'Mosma!' or 'Pod 5!' to unlock the various levels. Also, hold down the two Shoulder buttons and 'X' on the Character Select screen to get the secret Leprechaun fighter. Are you happy now?

Rocket In My Pocket

Q Help! I know it's probably just me being incredibly useless, but I'm having problems completing one of the Stage Challenge levels on *Chu Chu Rocket!* and it's driving me mad. No matter how much I try, I can't manage to feed the Capu Capu on stage C5 – he keeps falling into the pit! Have you got any pointers that might be able to help me finish this before I pull all my hair out?
Yours desperately,
Scott Massey, via email

A **Not being able to give you a step-by-step guide to the level (because that would probably take up most of this page) it's going to be a bit tricky. Still, stick with us on this one...**

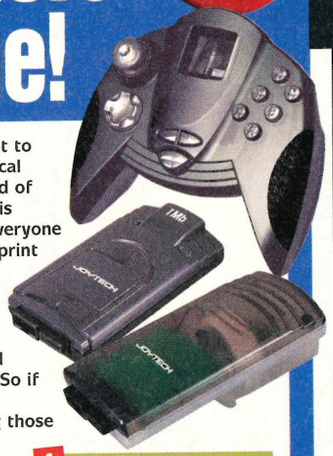
You'll see that the Chu Chus are running in circles in their little pens – there are several of these 'stop points' around the level that you'll be able to use to take a quick breather. Work out the path between each stop point, then move the Chu Chus quickly using your limited supply of arrows. It'll take a bit of practice and memory use but once you know the route, you'll be able to do it easily.





IT'S THE 'Beat Mathers' Challenge!

WIN! Fantastic Joytech Goodies!



› Since Mart issued the challenge for you lot to beat him last issue (though not in the physical sense, obviously) we've had a veritable flood of mail from people claiming to have topped his wonderful high scores. Of course, to give everyone a fair crack of the whip we're not going to print them this issue... you'll have to wait until next time to see if you've won a prize.

That's right – each month five lucky people who manage to beat our scores will win a colourful controller, Memory Card and Advanced Jolt Pack all courtesy of Joytech! So if you want to add a bit of colour to your Dreamcast gaming you'd better get beating those scores. Good luck!

1. Crazy Taxi
Highest Score – $16, 009.09
(Awesome Ranking, 48 passengers)
(Arcade Mode, 70secs, Normal Difficulty)

2. Soul Calibur
Fastest Complete Time – 03'42"33
(Time Attack, Normal Difficulty)

3. Tony Hawk's Skateboarding
Record Score – 70, 607 pts
(Downhill Jam Stage, Single 2min Session)

4. Sega Bass Fishing
Biggest Fish Caught – 9715kg
(Consumer Mode, Normal Difficulty)



sponsored by JOYTECH EUROPE

high score heroes



Send In Your Entries!

› **So, you've unpacked your Dreamcast, played your favourite game to death and just don't know what to do** with all those high scores that you are simply dying to show off to the world. Well, here's your chance to pamper your swelling ego by proving that you are the best gamesplayer in the whole wide world. All you have to do is send in your high scores to us and we'll print the best times/scores each month. You never know, if you do, you might just earn yourself a nice prize.

How To Send In Your Scores

Play any Dreamcast game and get yourself a top score – one which is better than your mates can even think of.

Use a camera or video recorder to capture the evidence of your amazing feat!

Send in your video or photographs to us with a letter detailing your scores and your name and address. We will scrutinise your efforts and weed out all the fakes, then print them in a forthcoming issue of DREAMCAST SOLUTIONS!

The address is...
High Score Heroes
Dreamcast Solutions
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

› Note: If you want your photographs or video back please make sure you include a stamped addressed envelope or jiffy bag and we'll return them to you.

Monkey Drinks Kerosene?

Q Do me a favour, will you? Can you print me some *MDK2* cheats because it's one of the toughest games I've ever played in my entire life!
Cheers guys,
Steven Culverwell, Bromley

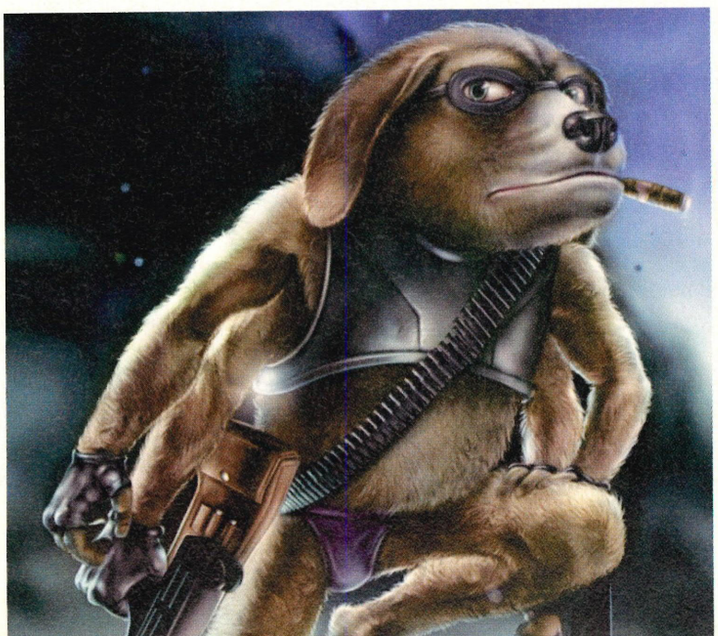
A Hmm, abrupt and to the point – you're a bit pushy, ain't ya?

Never mind... we'll let you off just this once and help you out, sonny. There aren't any cheats to make the game any easier, mind you – these are all just for fun, so enjoy...

Kurt In Boxers Shorts: Hold down L and R on the main menu, then press X, X, Y, X to make Kurt lose his suit.

Indy 500 Camera: Pause the game and hold the L and R buttons, then press B, A, B, A for a new view on life.

Slow Motion Max: Hold R and press Up four times on the D-pad in order to slow the whole game... right... down.



CHEATS UNLIMITED
THE UK's BIGGEST & BEST VALUE VIDEO GAMES SERVICE
CHEATS & TIPS FOR OVER 3000 GAMES



A
A Bug's Life
Aero Dancing
Aerowings
B
Blue Stinger
Buggy Heat
C
Chaos Adventure
Chu-Chu Rocket
Crazy Taxi
Cueball
D
Dead or Alive 2
Deadly Skies
E
Ecco The Dolphin
ECW Hardcore Rev.
Expendable
F
Fighting Force 2
Four Wheel Thunder
G
Gauntlet Legends
H
Half Life
House of the Dead 2
Hydro Thunder
I
Incoming
J
Jojo's Bizarre Adv.
L
L. of K.: Soul Reaver
M
Marvel vs Capcom
Monaco Grand Prix
Mortal Kombat Gold
N
NBA 2K
O
Omikron: Nom.Soul
P
Powerstone
R
Rainbow Six
Rayman 2
Ready 2 Rumble
Redline Racer
Resident Evil 2
Res. Evil: Code Ver.
Revolt
S
Sega Bass Fishing
Sega Rally 2
Shadowman
Silver
Slave Zero
Sonic Adventure
Soul Calibur
Soul Fighter
Soul Reaver
South Park
Speed Devil
Suzuki Alstare.Rac.
Sword of the Berserk
T
Tee Off Golf Enter
Tokyo Extreme Racer
Tomb Raider 4
Tony Hawk's
Toy Commander
Trickstyle
U
UEFA Striker
V
Vigilante 8: 2nd Off.
Virtua Striker 2
V-Rally 2
W
WWF Attitude

The above list is just a selection of what's on offer

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TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP
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Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 and will be terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our Customer Service: 08700 885 656
Check out our new website at www.cheatsunlimited.com

Web Watch

Another issue, another set of great Web sites for you to check out. However, if you are having a few problems, here's our handy reference guide to getting online.

1. Plug your Dreamcast modem into the phone line.
2. Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.
3. If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible via the Dreamcast.
4. Once you're logged on you're free to wander where you like by just typing in the address of the site you want to go – what could be easier?
5. To help you on your travels Sega has included some short cuts, and these options will appear when you press the left and right shoulder buttons.

L Left Shoulder Button

Home
Bookmark
Jump
Mail
Chat
Options
Disconnect

Home	Will take you back to the main DreamArena page.
Bookmark	A directory of Web sites including other Sega sites, BT, ICL and Arsenal FC, which you can highlight and then access without having to type out the address.
Jump	The way to get around on the Internet. A keyboard will appear on the screen and you can surf the Web by entering whatever Web site you fancy visiting.
Mail	Will take you to the email facility so that you can send letters to friends.
Chat	Takes you to the chat room menu in the DreamArena.
Options	Allows you to change various settings, including sound and contrasts, on your screen.
Disconnect	Will disconnect you from the Internet.

R Right Shoulder Button

Back
Forward
Reload
Cancel
Add Bookmark
Zoom
File

Back	Will take you to the page that you were at previously.
Forward	Will take you to the page that you've just come from if you've just left it.
Reload	Reloads the page that you're on.
Cancel	Cancels a previous instruction.
Add Bookmark	Will add a Web site's address to your bookmark list for future reference.
Zoom	The page will zoom in on an image or text on a page.
File	Takes you to the VM unit menu where you can, in the future, save items.

Get 'Em Che

Get Your Dreamcast Games On The Internet At Low, Low prices

One thing that people keep on asking us is why Dreamcast games are so goddamn expensive compared to PlayStation titles. Well, the thing is you don't have to shell out £39.99 every time you want a brand new game if you know where to look... and that's not in the high street shops of your local town. Take to the Internet super highway and you could find yourself some real bargains and save loads of money on all the latest games. And it's not just games that you can get on the cheap either, but all sorts of peripherals too, from controllers to steering wheels. So being the kind and helpful folks that we are, we hunted down the best deals on the Internet to help make sure you get the best out of your Dreamcast.

Pure Dreamcast

www.puredreamcast.co.uk

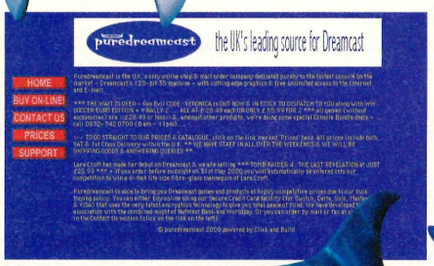
Dirt cheap deals can be found at Pure Dreamcast, a site dedicated entirely to Dreamcast titles and peripherals. There are loads of great package deals, including a Dreamcast for £166.99 as well as any two games (including all new releases) costing £28.49 for just £55.98. Now that's cheap





BEST BARGAINS	Price	RRP
Tomb Raider 4 and Resident Evil 2	£49.99	£79.98
House Of The Dead 2 and Gun	£46.99	£59.99
Hydro Thunder	£16.99	£39.99
Ready 2 Rumble	£18.99	£39.99
Virtua Striker 2	£19.99	£39.99

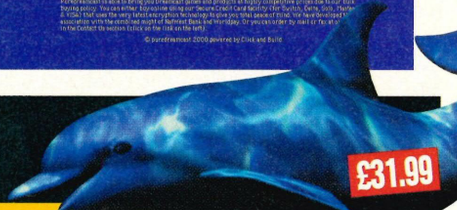




Software First

www.softwarefirst.com

Not only do Software First offer games on the cheap, they also offer a membership service allowing all members a further discount on products, which is pretty handy.





BEST BARGAINS	Price	Members	RRP
Ecco The Dolphin	£32.99	£31.99	£39.99
Tony Hawk's Skateboarding	£32.99	£31.99	£39.99
WWF Attitude	£18.99	£17.99	£39.99
SWWS	£19.99	£18.99	£39.99
UEFA Striker	£14.99	£13.99	£39.99

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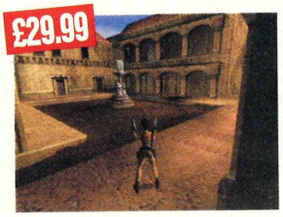


Gameplay

www.gameplay.com

You'll find some more top game deals going on at Gameplay, although there aren't as many bargains in regards to peripherals. Still, who's complaining when you can get *Sonic Adventure* for £19.99!





BEST BARGAINS	Price	RRP
Tomb Raider: The Last Revelation and Lara action figure	£32.99	£39.99
MDK2	£29.99	£39.99
Resident Evil Code: Veronica	£29.99	£39.99
Sonic Adventure	£19.99	£39.99
Legacy Of Kain: Soul Reaver	£29.99	£39.99





Simply Games

www.simplygames.com

Claiming to be Europe's number one games store, Simply Games certainly has some fantastic bargains – how about a Dreamcast and VM unit for just £149.99? Not bad, hey? And as for the games, they're just going at crazy prices.

BEST BARGAINS	Price	RRP
Crazy Taxi and Mad Catz Wheel	£59.99	£79.98
Dead Or Alive 2 and VM	£29.99	£39.99
Sega Bass Fishing and Rod	£49.99	£59.99
Ready 2 Rumble	£19.99	£39.99
Power Stone	£19.99	£39.99
Mad Catz MC2 Wheel	£44.99	£59.99



Webbed For Your Pleasure...

ZOMBIFIED

www.horrorfind.com

If you're a big fan of horror, you'll be wanting to use this search engine site. Horrorfind.com will help you find out all those things you always wanted to know about witches, zombies, ghouls, demons and anything else weird and damn scary. Careful mind, you might want a clean pair of pants on hand before you enter any of these sites.

Alternatively: www.zombiejuice.com/zombies.htm

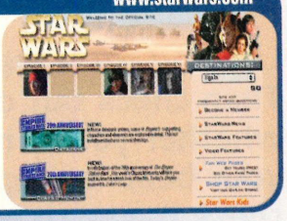


USING THE FORCE

www.starwars.com

If you're a *Star Wars* nut then you want to check this site out, with everything you ever wanted to know about the *Star Wars* universe. Along with all the news and features, there are in-depth looks at all the films. You want to know the anatomy of a Dewback? Well it's all here, along with a whole load more crazy facts you didn't know.

Alternatively: www.swzodiac.net

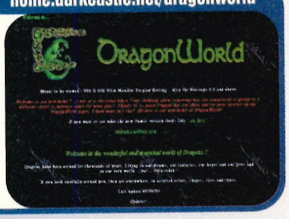


DRAGON FEVER

home.darkcastle.net/dragonworld

Have a penchant for dragons, do you? If so, this is the ultimate Web site for you with some great dragon artwork, information and stories. We reckon the best thing about this site, though, is the fact that you can even adopt a dragon! Obviously they're not real (or are they?) but frankly, who cares... we don't.

Alternatively: www.draconian.com

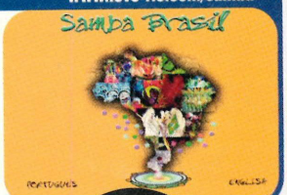


SAMBA TIME

www.love-rio.com/samba

Want to know all about samba? Well check out this Web site where you'll find out everything you ever wanted to know about the samba culture. There's a full history of samba, articles on what to wear at samba carnivals as well as lists of schools where you can learn to 'shake your bon bon', Ricky Martin-style.

Alternatively: www.sportsmusic.com/latin.html



databurst



Looking for a way to spruce up your gaming life? Then check out our huge list of Dreamcast cheats – whether you're rattled by your racer or bored of your beat-'em-up, you'll find something in amongst these pages to help you out...

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

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 Spicoll
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.

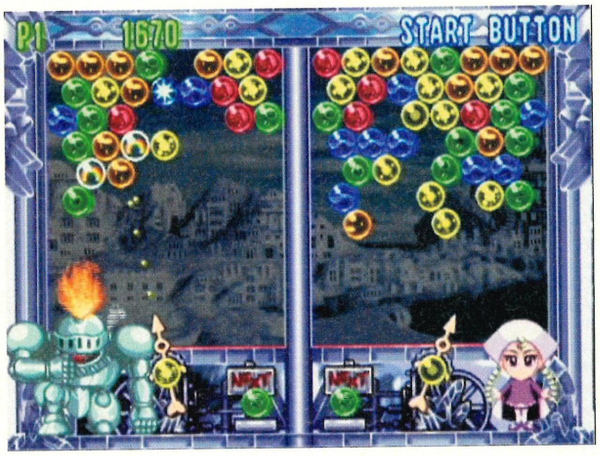
Race In A Fishing Boat
Not satisfied with all the boats on offer? Well, to play as a Fishing Boat you must first unlock all the hidden tracks. Then, when at the Boat Selection screen, highlight Thresher and then hold Left Shoulder and Right Shoulder buttons and press View twice. Then select Chumdinger 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 bought them for that character!
Cheaper Hidden Characters
Don't like the price that a hidden

continued >

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.

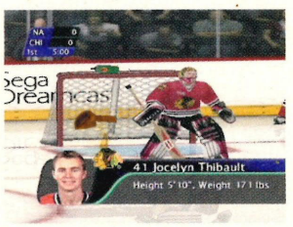
NFL BLITZ 2000

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



continued>

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

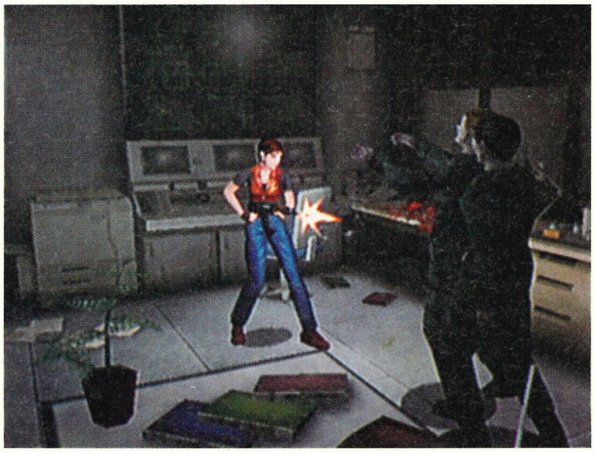
Secret Track
If you manage to finish in first place in all ten years of Championship mode, you can race one last time on the super-secret course.
Access All Cars
Go to the title screen and press Up, Down, Up, B, A, Left, B, B, Down (using the D-pad, NOT the Analogue Stick) to open up all the cars without 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.

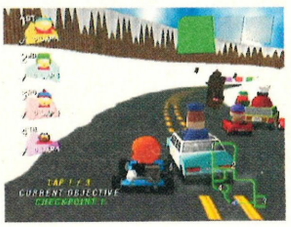
Play As Akuma
Highlight Sean at the Character Selection screen and press Up.

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.





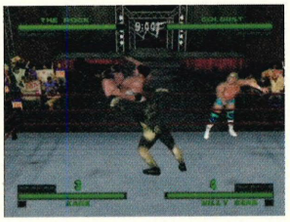














Play As Shin Akuma
To play as Shin Akuma reach the final boss in *SFIII: Second Impact* without loosing any rounds, getting three perfects along the way. Then defeat Akuma with Super Arts or a Perfect and Shin Akuma will appear. Defeat him and he will be unlocked for you to play. Then at the Character 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.

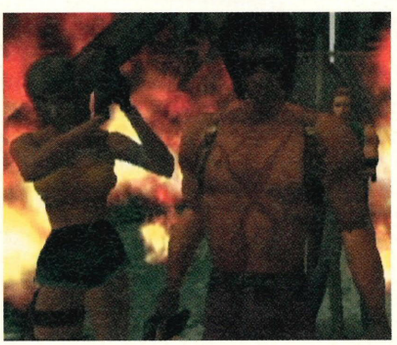
Change Uniforms
To change the uniforms of the players highlight a team and then hold X+Y and press A.

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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K
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NFL Quarterback Club 2000
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O
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Sword of the Berserk

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