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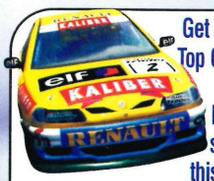
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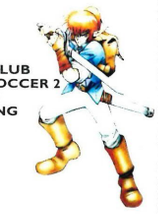
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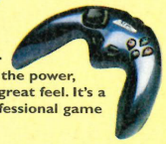
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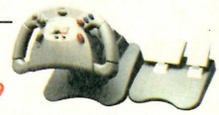
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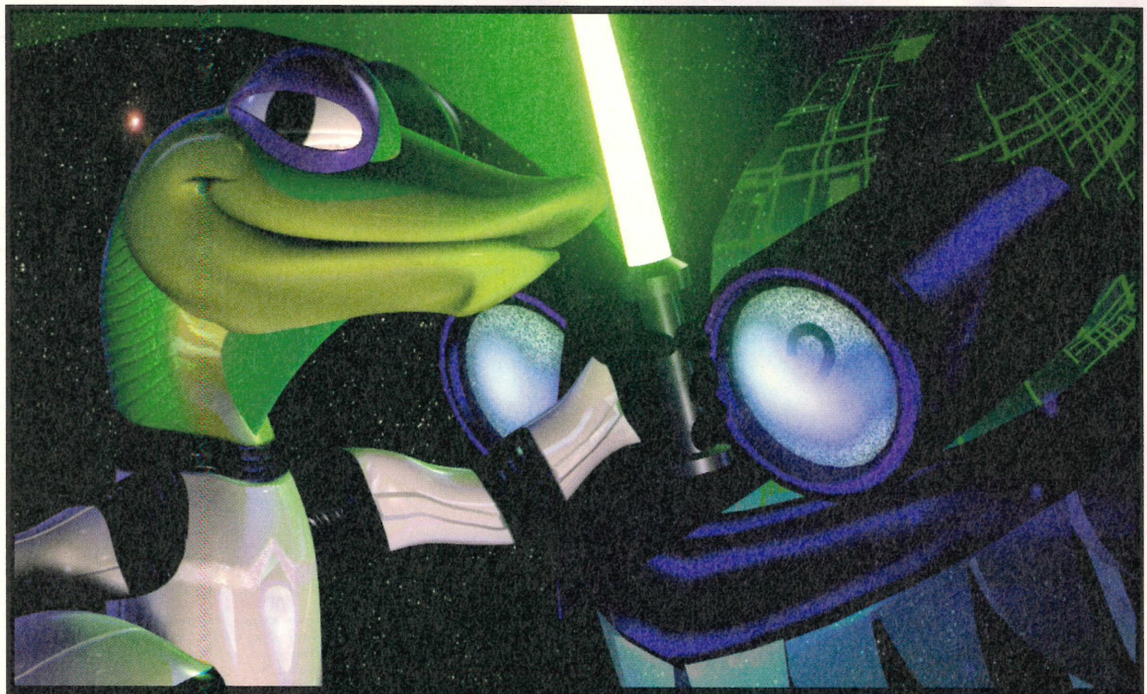
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Thanks to Keith & Stuart at Joypad games shop for all their generous help. Phone: 01202 311611.



16 Gex 3D: Enter the Gecko The first part of our gargantuan guide through the weird and wonderful world of Gex, including exclusive Media Dimension map and cheats.

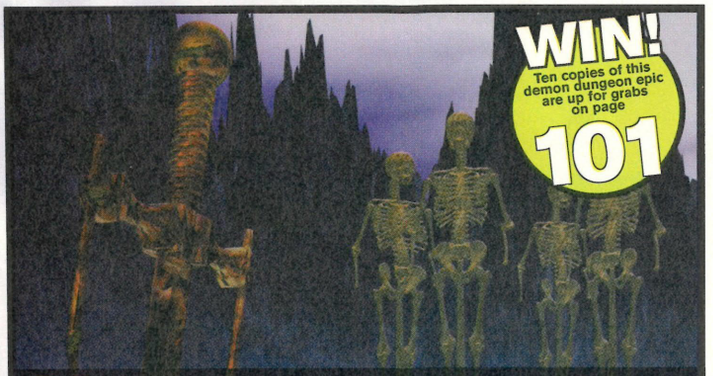


34 Tekken 3 Get to grips with all the moves for the main fighters in this brilliant beat-'em-up. Tune in next month for the secrets and endings.



40 Resident Evil 2 Bloody hell? No, it's bloody heaven as we guide you through Claire's first scenario and reveal the secret weapons and missions.

Officially The UK's Best-Selling Tips Magazine



56 Diablo Don't go down into the demonic dungeons without our comprehensive guide to the quests, weapons, and enemies. No serious adventurer should be without it.



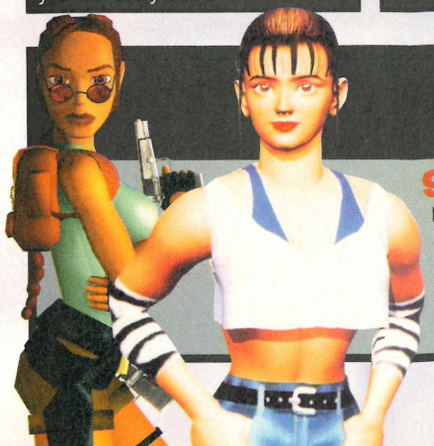
64 Need for Speed 3 Follow our annotated track guides and sneaky short cuts and you'll really be able to put your foot down to win every race.



72 Warhammer: Dark Omen The top tactics to help you win every battle.



84 Bloody Roar Our complete moves guide and secrets will drive you



90 Tekken 2 Revised moves guide for the classic beat-'em-up.

96 Tomb Raider Complete guide to all the secrets, plus cheats.

This month on PowerStation Street, Phil reveals his incredible secret: a gobsmacking *Gex 3D* guide. Ryan returns to solve *Resident Evil 2*. While deciding whether he's ill or not, Paul takes on *Tekken 3* and races away in *Need For Speed III*. Meanwhile Adam retreats into a mystical world to battle his demons in *Diablo* and *Warhammer: Dark Omen*. Tune in next month for more soap-tastic solutions! **Phil King, Editor**

Cheat News Network 006
Hot-off-the-press cheats and codes for the latest games

Hard Copy 008
Your views aired, and questions answered, in our letters section

Trashman's Rubbish Tip 012
Bobbins Girl continues to expose those hoax tipsters

Action Replay Codes 014
Resident Evil 2 codes for your Action Replay gizmo

Competitions 100
Win a load of steering wheels, light guns, pads, and games!

Subscription Offers 102
Amazing money-saving offers – grab a game and subscription

PSX-Tensions 104
First picture of Sony's PDA – and top Aiwa speakers to be won

Databurst 106
The A-Z of cheating, with thousands of codes and passwords

Official PowerStation Icons

Hurrah! Thanks to Sony for giving us exclusive permission to use their lovely official icons...

- 1 or 2 Players
- Memory Card 1 Block
- Mouse Compatible
- Analog Controller Compatible
- Optional Controller Steering Wheel
- Analog Joystick Compatible
- Link Cable 2 Consoles
- Multi Tap Compatible 1~5 Players
- Multi Tap Compatible 1~8 Players (=1~5, =6~8)

Icons © Sony Computer Entertainment Europe Ltd.

Contact PowerStation telephone 01202 299900 (Please remember to ring between 5:00–6:00 pm on weekdays only) fax 01202 299955 email powerstn@paragon.co.uk

Cheat News Network

All The Very Latest PlayStation Cheats And Codes

If there's a new cheat, we'll have it crammed into our hot-off-the-press news section. Remember, you can send your cheats in to CNN at the usual PowerStation address – the best ones win a Fire gold joypad.

Sponsored By FIRE Producers of BLAZE Peripherals

Alien Trilogy

Just in case the game gets a bit too hot for you, try putting in this password that was sent in by Mark Plausin from London. It will show you just what you are fighting for.

View Ending

QZBPSBBYRCPBZXBBBVBMNBB MBVW49DLK



Cool Boarders 2

Pervy Outfits

Oops, there was a gremlin in the works last issue which turned the button symbols for this cheat back to letters. So here it is again:

Highlight the Big Air option on the main menu and press ⇩, R1, ⇧, R1, ⇩, R2, ⇧, R2, ⇧, ⇧, R1, ⇩, ⇩, R2. Cindy will now wear a skimpy leather outfit (!) while Irin dons a school uniform (apart from in Competition mode). You can alter the outfits by pressing ✕ and moving ⇦ or ⇨.

Critical Depth

Well blow me down! Some of the tips we gave to get the bosses in this murky torpedo festival were for the yank version! Here is the lowdown on how to get the bosses on the English version.

Mr Phatt

When you reach Mr Phatt during a Missions game, finish him off with a combo that does more than 48 points of damage and you'll be able to select him on the character screen.



Abaddon

Put the game on the difficulty setting 'Captain' and when you complete it in Missions mode you'll be given Abaddon on the character select screen.

Agent 326

To get agent 326 on your list of characters, you have to complete the game with a final score of over one million points – good luck, you'll need it!

Overseer

Complete the game with all the starting characters.



Dead Or Alive (Import)

Bouncing mammaries aside, *Dead Or Alive* has more to offer than a large bust, it's stacked to the brim with cool cheat options, here are a few to get you started.

EXCLUSIVE

Deathtrap Dungeon

Level Select

On the main menu (with the three skulls) press:

L1, R1, △, △, □, ○, R1, L1

Now go to Load Game and all the levels will be available.



Control Posing Camera

When you are posing after a victory, you can change the camera angle by pressing a direction on the D-pad, and you can zoom in/out by pressing L1/R1.



Alternative Costumes

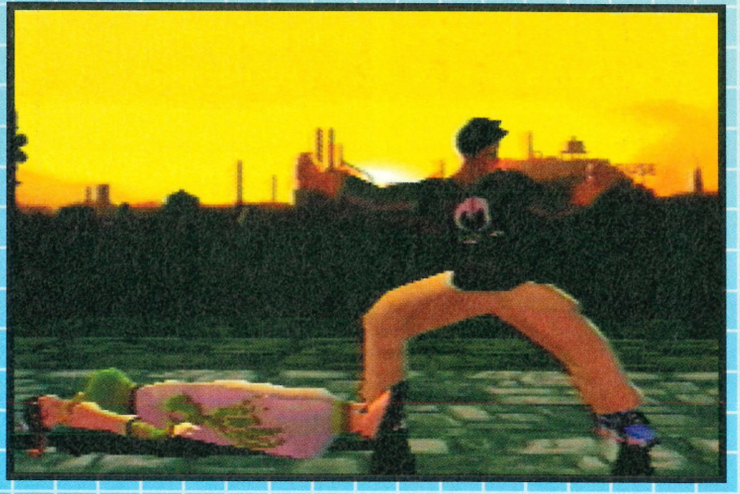
Reset the options to their default settings and finish the game on Tournament mode.

Unlock Raidou

Get all the costumes for all the characters then choose costume 14 for a female character or costume 5 for a male character and complete the game under the default settings.

Unlock Ayane

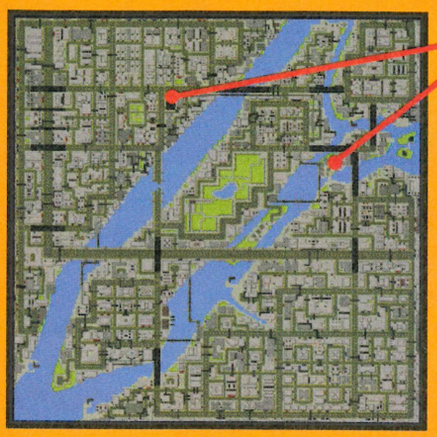
To play as Ayane you have to complete the game with Raidou on the default settings.

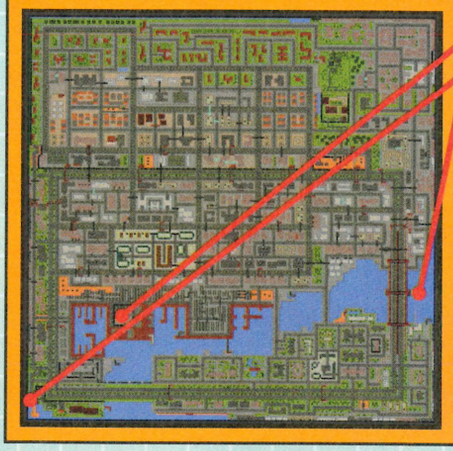


Grand Theft Auto

Extra Vehicles

Thanks to the reader who sent in maps showing the locations of the tanks and superbike. Unfortunately we lost the letter that came with them!





Extra Options

After playing the game for three hours, five new options will appear under the extra Config menu. Five more will appear every three hours until the timer reaches 15 hours.

Voice Option

Enable the Command List option, then complete all the moves on Training mode to activate the voice option.

Die Hard Trilogy

Extra Vehicles

Many thanks, and a gold joypad, go to Danny Northcott for sending in the locations of some nifty vehicles to drive on Die Hard 3.

First you need to input this cheat. Pause the game and hold R2, then press: ⇨, ⇧, ⇩, □. Your coordinates are the left and middle numbers at the bottom of the screen. Use them to locate the following:

Level 1: Police Car- 18, 112
Level 3: Hot Dog Van- 15, 10
Level 5: Ferrari- 44, 58
Level 7: Porsche- 18, 65
Level 8: Hot Dog Van- 15, 10
Level 9: Police Car- 36, 110
Level 9: School Bus- 26, 100
Level 11: Ferrari- 22, 45
Level 12: Pram- 45, 122
Level 13: Truck (start off in it)

Final Fantasy VII

Andy Zwadlo from the fax bureau scanned in this top tip for all you prospective Chocobo breeders out there.

Save Time When Chocobo Breeding

Before you breed Chocobos, save your game. This enables you to quit and reload if you don't get the ones that you want. Also, when you have caught four Chocobos, save the game before you take them to Chocobo Billy. That way if he says they are of poor quality, you can simply reload and get them reassessed which saves you the bother of having to go looking for four more Chocobos.

Formula Karts

Francis from Essex got himself a golden joypad for his effort in revealing these cheats for this sublime game.

Bonus Track

Enter the password WOODSTOCK to unlock an extra track.

Extra Kart

Enter the password CHIPPIE to reveal this beast of a machine.

Nanotek Warrior

Power-Up Weapon

Enter ×, △, ○, □, ○, ×, △, × as a password.

NASCAR Racing

Paintball Racing

When you are racing, pause the game and enter the Race Stats screen whilst pressing L1+L2+R1+R2. Go back to the race and hold △ to shoot out paintballs in front of the car.

One

Level Select

Enter HEVYFEET as a password.

All Weapons

Enter MAXPOWER as a password.

Rayman

Robert Garner from Ashbourne wrote in to correct the *Rayman* cheat password in Databurst.

All Levels, Abilities & 99 Lives

NW?WDI5!4Q

Total Drivin'

Hidden Tracks

More hidden tracks have made their way to us from Louis Nicholson from Basingstoke. Cheers, have a golden joypad on us. To activate these hidden tracks you must be team Ahmad.

Moscow 2

Near the end of the course you will see a ramp: use it to jump over the left-hand wall where the teleporter is located beside a building.

Egypt 1

After you have crossed over the third bridge, you'll see a building. Use the ramp on the right to get up to it, then drive around to get into the teleporter.

Tenchu (Import)

Extra Weapons

To get more weapons for your warrior, hold R1 and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, □, △ whilst you are on the select weapons screen.

Healing

To heal your ninja during the game, pause then press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, □, △. Your ninja will shout to signal that the code has worked. When you unpause the game you will have full energy.

George Stobbard Pockets

To give your pockets infinite depth, hold L1 and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, □, △ on the weapons selection screen.

Choose Level

Hold R2 and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, □, △, on the select stage screen.

X-Men: Children Of The Atom

Quick Continue

Press and hold L1 + L2 + R1 + R2, then tap Start when continuing in order to keep the same characters.

Star Wars: Masters Of Teräs Käsi

Midget Mode

Hold ⇧ + × + Select + R2 when choosing your fighter and keep holding them until the fight starts.

Tips Hotline

5–6pm, Mon–Fri

Tel: 01202 299900



We're happy to answer any queries you have regarding our cheats and guides. Please note that the Tips Hotline is now open between 5pm and 6pm, Monday to Friday. We regret we cannot answer tips calls at any other time, but we've got to get on with writing the magazine for you!

Hard Copy

Write to Letters, PowerStation, Paragon Publishing, St Peter's Road, Bournemouth BH1 2JS

High Scoring Heroes!
We're planning a proper high scores section in PowerStation, so we need your top scores for all well-known PlayStation games. However, as certain people have a tendency to exaggerate their gaming prowess, photographic or video evidence (no memory cards please) will be required for your score to be accepted. All the entries, no matter what the scores, will be entered into a prize draw. Send your scores to: High-Scoring Heroes, PowerStation, Paragon House, Bournemouth BH1 2JS.

Welcome to the correspondence section of PowerStation – the bit where you lot can interact with us lot to talk about all kinds of games-related nonsense and much more besides. Don't forget, we can help you with absolutely anything you'd care to chuck at us, whether it be release dates, what to buy, how to build a boat. You can have the full undivided attention of editor Phil by emailing us at powerstn@paragon.co.uk or writing to us at the address listed above. We look forward to hearing your comments.

LET'S ALL LINK UP

Dear Sir/Madam

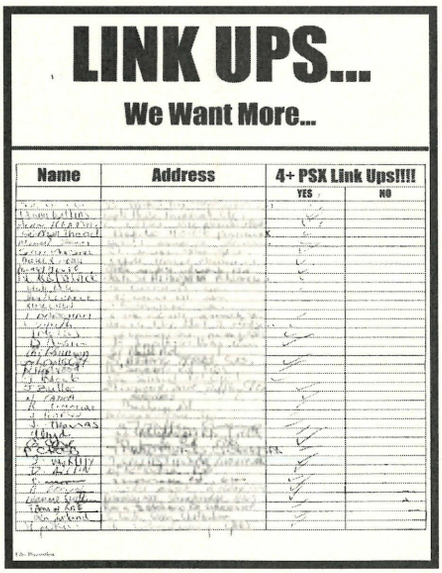
The PlayStation is a great little console. So why are not all games linkable? No wonder not many people are interested in link-ups, when most of the games are racers. Imagine Resident Evil or Tomb Raider II linked up, and choices of joining forces with a friend, walking around together, watching each other's back, or Death Match trying to stay alive. Also why can't we have multiple link-ups with three or four PlayStations joining up?

Sony always like to say how many consoles have been sold. Well what about the thousands that are sold second-hand? Why were these customers not happy?

I did a quick survey on who would like to link up. In about 30 to 40 minutes I collected no less than 45 names of people who were interested in link-ups and multiple console link-ups.

I am not a child. I'm 32 years old with my own successful business as a personal trainer. Playing the games gives me a chance to slow down and rest my body. Also I can pop it under my arm and go to a friend's and link up. I hope You'll take on board not just my thoughts, but the thoughts of other customers and not just throw this in the bin.

Joe Di Leo, Dursley, Gloucestershire



Above: Joe's petition for multiplayer link-up games – would you sign it?

It's a nice idea, linking up several machines to play multiplayer games. Realistically though, it's only likely to be viable over a network or the Internet – rather than several people meeting up with loads of PlayStations and TVs for a group session. Two-player link-ups are still rare enough events, as most people can't be bothered. This could be, as you say, because of the lack of non-racing linkable games, but you can't expect software producers to spend months developing a link-up option for a game if the majority of players aren't going to use it. Indeed, most of the linkable games you mentioned in your letter – such as Red Alert, Doom, and Duke Nukem – probably only had link-up modes because they were PC conversions. Network gaming is really taking off on the PC at the moment, but Sony have no imminent plans to do something similar involving the PlayStation. I'll pass your letter and petition onto them, though.

V-Rally Boy Racers
A beep of the horn to those thick Herberts who use the left lane to turn right on a roundabout. Never mind, here are some really top drivers who managed to race round *V-Rally*'s ES1 Corsica track in record time. This month Ben Haynes turbocharges to the top – well done!

44.24 Ben Haynes, Somerset
46.24 Eric Cowley-Booker, Chesterfield
46.88 Russell Butcher, Brentwood
49.28 Martin Otterwell, Trowbridge
49.99 Chris Gunton, Ramsgate
50.80 Len Brookes, Walsall
50.80 Daniel Baldwin, Southport
51.96 Chris Deavall, Stafford
52.07 Andy Palmer, Walsall
52.09 Dave Bate, Leigh, Lancs

POLICE INFORMER

Dear PowerStation

I am writing to tell you about the unknown effects of some of the cheat passwords you printed in your *G-Police* guide.

1. BENIHILL – civilian cars and transport travel at immense speed across the screen.

2. SUPACAM – this cheat is somewhat of an ego boost. While in combat with enemy aircraft you get to see their final moments before they are destroyed. In order to do this you must target them, then attack until their shield levels reach 0%, stop firing and watch them crash to the ground (close up and personal).

3. WOOWOO – as for this cheat, my friend says that it gives you a siren on the G-Police vehicles, although it hasn't worked on mine so he must be hearing things.

Mark Priestman, Hull

Thanks for that info, Mark. Sorry you missed issue #18, but the G-Police passcodes you wanted are all in our Databurst section.

"Bring back Mark Wynne"

Philip Bunting, Lisburn

I'd recognise that handwriting anywhere, Mark.

DON'T TRASH IT

Dear PowerStation

I am sick and tired of people writing in complaining that the Trashman page is rubbish and should not be printed. Well that's crap. Every month I enjoy reading Trashman. And anyway, what's one page? The rest of the mag is brilliant, so quit your moaning and leave space for decent letters to be printed.

Nathan Stanton, Devon

It's nice to know that someone likes the Rubbish Tip!

CUSHY JOB

Dear PowerStation

I feel that the butler in *Tomb Raider II* has one of the best jobs in the world. He follows Lara around the mansion in the hope of catching her wandering around



We reserve the right to edit your letters. Sorry, but we can't send personal replies – well we can, but we don't bleedin' want to!

her room naked. Or, if he doesn't do this, he'll pump her full of those drinks he is always carrying around so that he can get her drunk and do what so many of those writing in for naked Lara cheats would want to.

In issue #19 you defended the creepy, perverted little butler when you said in one of your letter replies that he was a loyal servant. But if he's so loyal, where was he in the final of *Tomb Raider II* when those thugs broke into Lara's mansion wielding baseball bats? Probably still stuck in the freezer after Jack C from Putney locked him in there.

Kirby, Leeds

I'm sure being at the beck and call of such a beautiful woman has its disadvantages... but I wouldn't mind having a go!

MISSING RESIDENT

To the scumbags at PowerStation

In issue #18, you gits wrote at the back that you would print the complete solution to *Resident Evil 2* in next month's issue. I had already bought the US version of the game, knowing that you nob-heads would print the goddamn thing, but when I bought issue #19 I blew my nuts trying to find the thing – you lying bums hadn't printed it!

Thanks for nothing.

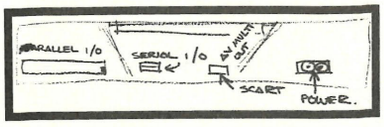
The Devil's Son

Most of your letter was sadly unprintable, 'son'. Anyway, I wish we'd never printed that bleedin' next month page, but we honestly thought we would be doing the RE2 guide in the following issue. A legal dispute meant that our guide (which is also being produced for a separate book) was put on hold. Since then, the game's official UK release date has slipped so much that we decided to delay publication of the guide. I know it's been annoying for those who have the import version, but the guide is currently being written and the first part is in this very issue – part two (with exclusive maps) next month. Our sincere apologies go to all those who've had to wait.

DODGY CONNECTION

Dear PowerStation

I have a PlayStation, TV, and stereo (all Sony). My PlayStation is connected to my TV, but how do I connect my PlayStation to my stereo? This is the back of my PlayStation:



Q&A

Don't be ashamed
Tell us your problems

Broken Sword II

...from Brian Doherty, Dundalk

I have been playing *Broken Sword II* for almost two months now and I finally got so peed off at not being able to get past Needle Rock that I bought your magazine. Anyway, when I got to the top of the mountain and used the theodolite, it said in the guide that when you leave the screen, the action will switch back to Nico. This does not happen and I am left in the middle of the forest. Did I do something wrong or did you leave out something?

You've gone the wrong way, Brian! Once you've established where the treasure is, you should then leave Needle Rock via the right, not the left.

Broken Sword II

...from Mrs Janet Newton

I had Broken Sword II for Christmas and became stuck on the stockade section. I was going to write to you, but struggled on, trying various things, when issue #18 came through the post.

The thing is, I had tried all the things you quoted and I still cannot get the hornets to chase Bert the stuntman. I have asked questions in various orders, asked all questions, asked different people in different orders, plus giving the pancake with syrup and throwing the buns, but as yet nothing has happened.

You still must have missed something in this section, otherwise the hornets would come out and chase the stuntman. Follow our guide to the letter, asking all the questions etc it says, and you should have no problems. Well it worked for us!

Exhumed

...from Jim Donoghue, Co Tipperary

Could you please help me with a spot of trouble in Exhumed? I am using your guide and am in Karnak after collecting the Sobek Mask. In the water near the camel there are meant to be tunnels, but where actually are they? I have spent three nights looking for them and cannot locate them.

Any assistance would be appreciated. By the way, Ireland has the highest amount of PlayStations per population – 17% of households have one. I don't know what it means except Irish TV is pretty poor!

The tunnels aren't hidden or anything – just follow the water round. Are you sure you're at the right camel? It should be the one where you exited on your previous visit to Karnak.

Resident Evil

...from Melvin Adams, Luton

I enjoyed your guide to *Resident Evil* (issue #18), but can you possibly help me with a couple of problems I'm having?

1. Your guide says to "look at pool table", which I did. Perhaps I'm thick but I did and don't understand.

2. I managed by luck to get into the drug storehouse (guardhouse 1F) and I know the V-Jolt formula is relevant to what's in there but "Chris can't handle chemicals". What do I do?

3. I've also noticed a room with a door panel (mansion 2D) which requires a code to enter. This map shows the room as 'rough passage'. How do I get into this passage and the surrounding rooms. I'm pulling my hair out because of this. Please can you help me?

1. The pool table's a red herring – you don't have to bother with it.
2. You have to get Rebecca to prepare the V-Jolt for you. This depends on which order you've done things previously in the game, but is not essential to complete it.
3. That room's just a short cut. You can only enter it when playing as Jill. Barry will give you the code on a piece of paper after you've defeated the snake in the lesson room.

Grand Theft Auto

...from Chris Armstrong, Norwich

I bought issue #19 of your magazine, mainly for the *Grand Theft Auto* solution. For a while now, I have been wondering about a number of vehicles that I have seen in reviews etc, but have never found in the game. According to your magazine, on Liberty City there are trains, fire engines, and helicopters. Or are there? Somehow I have the impression that these vehicles aren't in the PlayStation version of the game. Maybe this is due to memory restrictions. Are these vehicles only in the PC version?

You're not the only reader to write in about the elusive vehicles in Grand Theft Auto. To answer this burning question, we spoke to the programmers at DMA. They said that the fire engines and trains were omitted from the PlayStation version. The helicopter, apparently, was drawn by one of their graphic artists and mistakenly put in the manual – even though it's not in the game. However, the tanks are in there – see this month's CNN section for where to find them.

Tomb Raider II

...from Mr Blackbeard, Jolly Roger, The High Seas

Sorry, but I missed your issue #17 *Tomb Raider II* guide and need serious help on just one level, 40 Fathoms. I have the Japanese version of the game. I asked other magazines for help, but it wasn't good enough. They said in the fourth chamber in the sunken ship there's a switch to open a hatch for Lara to swim through, but the thing is I can't find this damn switch! I've checked all the rooms in the ship I can, swimming through, avoiding sharks, and there's not a switch in sight. Is there a possibility the Japanese version's level could be a little different from the other versions or do I need glasses?

Why the bleep did you buy the Japanese version anyway? Core Design have told us that the underwater switch is present on all versions of the game. So the only conclusion we can come to is that you have bought a pirated copy of the game, copied from an early preproduction gold disc. In this case it's unfinished, bugged, and there will be areas which can't be completed!

This should serve as a stern warning to anyone thinking of buying pirated software: not only does it harm the games industry, but you'll probably end up with a duff version of the game.

Nightmare Creatures

...from Steven Welsh, Skelmersdale

Your issue #18 *Nightmare Creatures* guide was brilliant, but for one part of it. In Level 2 there's a bit towards the end of the level where you say, "...cross the rickety bridge. Flick the first switch you find and batter your way through the grate and quickly run past the blue monster to head for the secret area opposite."

I have done this before the entrance collapses, but neither Nadia or Ignatius will enter the tunnel opposite. They just run against an invisible wall, then the wood collapses. Is there anything else that we need to know to get into the secret area?

No, you can't do it! For some strange reason, this secret area was taken out of the final version of the game – after our guide was written.

letters

continued

WINNER TAKES ALL

Nightmare Creatures (#18)
We asked you to design your own horror film, and you came up with some excellent ideas. Best of the lot was 'The Devil With The Horn', a rip-roaring tale of lust and murder featuring a Jekyll & Hyde female character, maverick policeman, and dim aristocrat. Author Lee Ciasullo of Stourbridge wins a trip for two to the London Dungeon, plus a copy of *Nightmare Creatures* and T-shirt.
Nine runners-up also get a game and T-shirt:

C Thacker, Norfolk
Richard Smith, Whitstable, Kent
Paul Preidkalns, Corby, Northants
Marc Hodgson, Plymouth
Paul Lowe, Barrow-In-Furness
Callie Maguiness, Seaford, East Sussex
Helen Little, Cornwall
Craig Horne, Dundee
Chris Davidson, Cheltenham

Broken Sword II (#18)
The absolutely correct answer was that there was only one Mayan Stone in the game. However, we made a slip of the tongue in our guide with a reference to two other stones, so we decided to accept 'one' or 'three' as correct answers.
Six lucky winners get a copy of *Broken Sword II*:

William Muir, Livingston, Scotland
Andrew Kearsley, Hyde, Cheshire
Jamie Akrill, Hull
Mr J Richmond, Lancaster
Dave Heddley, Failsworth, Manchester
Kieran Teasdale, Cockermouth, Cumbria

Actua Soccer 2 (#18)
The answer, of course, was (b) Chris Waddle, Stuart Pearce and Gareth Southgate.
Five top penalty-takers receive Actua Soccer 2 and T-shirt:

Dean Potterton, Cleethorpes
Mike Smith, Billericay
Paul Ryan, Margate
Matthew Cawley, Grimsby
Nicholas Ellis, London

FIFA '98 (#18)
As all football fans knew, the answer was (c) France & Brazil.
Ten lucky strikers win FIFA '98, EA Sports baseball jacket, T-shirt, plus a mystery item:

Marlon J Higgins, London
Mark Noble, Dundee
Simon Gumley, Leicester
Winston Harris, London
Jack White, Newcastle
John Sherralt, Macclesfield
Lee Storr, Lincoln
Steve Dodge, Weymouth
Mark Dixon, Bristol
Mr Anonymous, Gidea Park, Romford

Datel Champions (#18)
Damon Hill will be driving for the Jordan team this season, as most of you knew.
Five tyre-screeching winners receive Datel's Combat Champion and Racing Champion special cheat memory cards:

Ian Pursall, Wolverhampton
Haylee Emmett, Leeds
Ben Kemish, Jersey
Paul Parker, Doncaster
Colin Richards, Halesowen, W Midlands

I use a Scart lead to my TV, so what cables will I need? Where do I put them? How much will they be?
Me, Maidstone

Ah, you have one of the newer PlayStations with no separate AV sockets. You'll be pleased to know that you can buy a special Scart cable with extra audio leads (to plug into your stereo) from Gameplay for £10.99 (tel: 0113 234 0444).

ALTERNATIVE WEEDKILLER

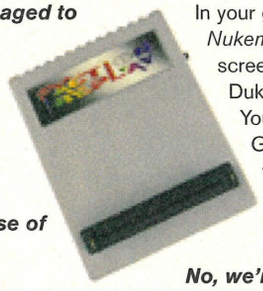
On *Resident Evil*, in the guardhouse there is a way to get Barry to kill Plant 42 for you if you're Jill. To do this you should not go and create the V-Jolt but go straight to Plant 42. Make sure you have the knife with you and start slashing Plant 42 where it can't hit you. When it goes up to the ceiling it will come back down, then let it come and pick you up. Barry should then come in with the flame-thrower and burn Plant 42 till it dies.
Toby Langley, Leatherhead

Cheers for that tip, Toby. Does anyone else know any more alternative tactics for Resident Evil?

MASTER MUDDLE

Dear PowerStation
I am writing to you about the Datel Action Replay codes which you print in your cool mag. When I select 'New Game', then the Master code appears, I entered the *Resident Evil 2* demo disc name, but what the hell is the actual Master code? I have entered every cheat for the game and checked the codes a billion times and they still don't work. Please tell me the Master code (if any) or is my Action Replay card broken?
Paddy McMullan, Co Antrim

No, you're Action Replay isn't broken (or whatever you said it might be!) – it's just that our codes were wrong. Sadly we haven't managed to get hold of corrected ones yet. As for the Master code, most games don't need one, but occasionally the Master code is needed to unlock the game to enable the use of other codes.



ANY EXCUSE

Dear PowerStation
It has come to our attention that in the past few issues you have been looking for an excuse to print pictures of sexy birds with big nawks. Well, look no further, for we have decided to do you and everyone else a favour:

Dear PowerStation, please could you print any pictures you like of sexy women with big nawks, be they the fleshy organic type, or the 'too good to be true' computer-generated ones? Or better still, you could have a 'page 3' type page where you could print pictures of said ladies and some vital stats and what they have to do with PlayStation games, if anything. Or even better still, you print a small picture in the bottom corner of each page, all at different stages of undress… [Snip! We get the picture!]
Reverend Lovejoy & Ned Flanders, Springfield

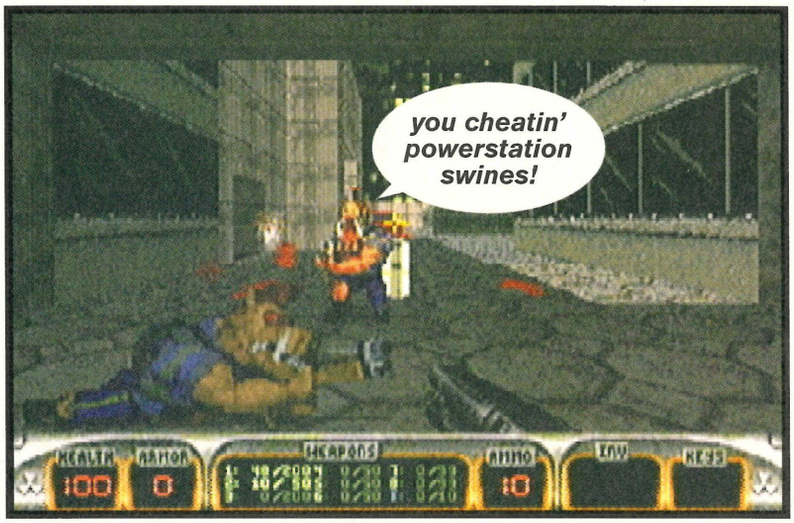
Oh go on then, seeing as you asked...



DUKE CHEATEM

Dear PowerStation
In your guide to *Duke Nukem* nearly all of your screenshots showed Duke's energy at 100. You must have used a God Mode cheat, so what is it?
John Walsh Fowler, Wexford, Ireland

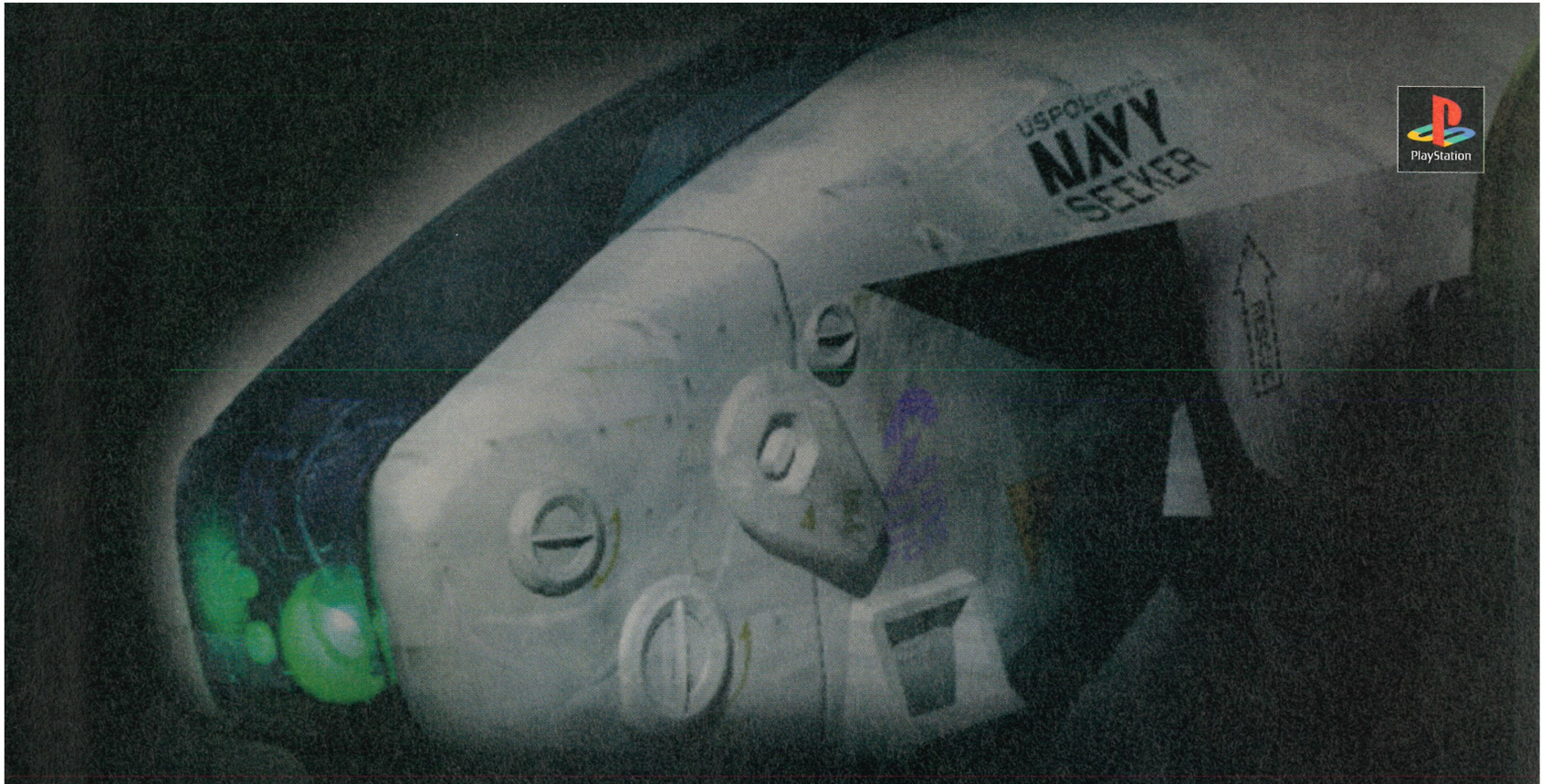
No, we're just so brilliant we didn't lose a scrap of energy! Okay, we had a God Mode on the preproduction version on the game we used, but it was taken out of the finished game – or so they tell us.



LITTLE BIG SECRETS

Dear PowerStation
I have recently purchased the excellent (but easy, thanks to your guide) *Little Big Adventure* and have noticed a few extra secrets.
When the inventor gives you the protopack, head back to Peg Leg Street (Principal Island) and you can then use it to cross the water behind Beatrice's house to get to the islet and the clover leaf box there.
When you go back to Citadel Island to get the fake ID card, go back to the tavern and you'll find a red Grobo clone outside. Kill him and get the key he drops and go in. Inside there is a green Grobo clone and a scientist. Kill the Grobo, grab the key, and kill the scientist. Then enter the wine cellar through the golden door. Inside is a box for clover leaves and some other goodies.
On Proxima Island there is a house near the shop with a Grobo in: talk to him and he'll give you a special chip. Then go back to the teleportation centre. In the first room there is a blue door – go through and there are tons of meca-penguins.
You can also put some clear water in the water tower and the yellow-shirted Rabbibunny librarian will give you some clover leaves.
Stephen Myles, Leeds

Many thanks for those tips, Stephen. I always wondered how you got across to that islet.



PlayStation

brahma force



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TOTAL PlayStation

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rubbish tip

start



SPOT THE TRASHMAN
If you see Trashman dossing around anywhere, don't feed him or give him any coppers. Instead take a photo and send it in to: **Spot The Trashman, Rubbish Tip, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** If we print your picture, you'll win a 'top prize' – whatever bobbins we can dig out of the office cupboard.
Thanks to **Kevin Sharpe of Horsham** for sending in this piccie of 'Trashman' having a fag. Nah, he's far too smart! But have a *Victory Boxing* T-shirt on us, anyway.
Keep sending any rubbish tips you find. Of course, any chump cheats sent to CNN will also get trashed on this page.

Top Ten Bobbins Soap Plots

1. Roy Cropper's woman turning out to be a man! (Coronation Street)
2. Fallon being kidnapped by aliens in the very last episode (The Colbys)
3. Big Ron winning half a million on the lottery – after the actor's death (Eastenders)
4. Mick Johnson turning into a crazed steroid junkie (Brookside)
5. Emily Bishop becoming an eco-warrior (Coronation Street)
6. Ron Dixon's mobile-shop rivalry with alter-ego Dick Ronson (Brookside)
7. The Pet Shop Boys getting lost and turning up in Ramsay Street (Neighbours)
8. Bobby Ewing doing a Rambo when someone shot his son's horse (Dallas)
9. The entire cast being mown down by gunmen, yet only two were 'killed off' (Dynasty)
10. Michael Palin appearing on the beach with wetsuit and surfboard (Home & Away)

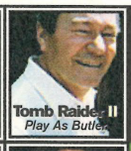
The Top Ten of Tips-related Nonsense

Hosted by Bobbins Girl

New Entry | Going Down | Going Up | Rock Steady



There's nothing more frustrating than seeing a cheat for a game you urgently require help on, only to find out the darn thing doesn't work. To expose the hoaxers, Bobbins Girl returns for another session – Trashman is still missing and was last spotted inspecting an Iraqi weapons factory. So here they are: the top ten bobbins tips sent in to us or discovered on the Net.

1 

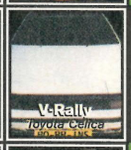
Go to Lara's Home and lure the butler into the kitchen freezer, then lock him inside. Now complete the assault course in a record time and return to the freezer to see the butler is frozen solid. Exit to the main menu and you can now play the game as the butler. (I forget which joker sent this one in, but that's probably just as well or I'd have his 'sweetbreads' served up for dinner – Bobbins Girl)



2 

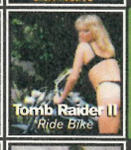
At the Options screen press ●, L1, ■, R2, ⇧, ⇨, ●, ⇧, L2, ⇩. If done correctly, the God Mode option will appear. (Oh God, this isn't the only dodgy Duke cheat we've seen lately. Sadly, it makes Duke about as invincible as a slug crossing a motorway. If I really had a proper God Mode, I'd strike down the satanic scum who made up such tommy-rot cheats; or make them listen to Cliff Richard 24 hours a day – Bobbins Girl)



3 

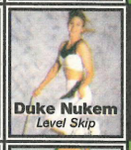
Complete Arcade and Championship on Pro level, coming first in each. Now use same car on first Arcade track (Corsica) in Time Trial and set a lap record under 1 minute. The barrier on the left after the start should disappear – drive down the lane to obtain the Celica. (That moaner Gary Shields is about as popular as Saddam Hussain. Maybe it's about the UN were sent in? – Bobbins Girl)



4 

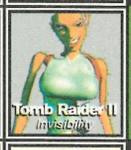
On the last level of the game, Home Sweet Home, go downstairs and out of the house. Go through the open front gates to find a motorbike which Lara can get her leg over and ride. Rev her up and head back into the garden to run over the gangsters. (If only I could remember which plonker called in to suggest this risible cheat, I'd ring more than their bleedin' number! – Bobbins Girl)



5 

On the episode select screen press L2, ⇧, ■, ⇧, ■, ⇨, ●, ●, R1, ⇦. If you were quick enough, Duke will say "Come get some!" and after you pick your difficulty a list of levels will appear. (If I ever find the Guyver chap who came up with this absolute load of twaddle, I'll be saying "come get some!" There possibly is a level select in the game, but this certainly isn't the code to obtain it – Bobbins Girl)



6 

At any time during the game press L1, L2, ✕, ●, ✕, L2, R2 and Lara will disappear, allowing her to wander round without being attacked. (Despite numerous attempts to get this cheat to work, Lara was still all too visible – although most blokes seem to prefer her this way. Thanks for completely wasting our time, Nic Brown of Loughton. Now do us a favour and disappear! – Bobbins Girl)



7 

Go to the car selection screen and press L1, R2, ○, ○, □, △, △. You'll then be able to drive a bus around those rally tracks. (There you are, just about to cross the finish line and win the race, when the bell rings and you have to stop to let some little old lady off. But of course, you don't because this cheat is complete and utter bobbins. I'll get you, Butler; or rather, Stephen Griffin of Dundee – Bobbins Girl)



8 

Enter 'SUCKMYROCKETS' as your name and you'll start the game with infinite rockets and ammo. (Er, excuse me, that's too many letters to fit! Some Irish geezer sent in this and another chump cheat. He even had the cheek to ask for a copy of the game. It turns out that the cheats do work... but only on the PC version! See that grey console in front of you, mate? That's a PlayStation, that is – Bobbins Girl)



9 

On the character select screen, highlight Mamma and continuously tap ● to the rhythm of The Spice Girls' hit Mamma (geddit?). Mamma should then disappear, to be replaced by those cute babes! (We just can't seem to shift the fab five out of our rubbish chart. God knows what bizarre bobbins cheats we'll get when the Spiceworld game's released – Bobbins Girl)

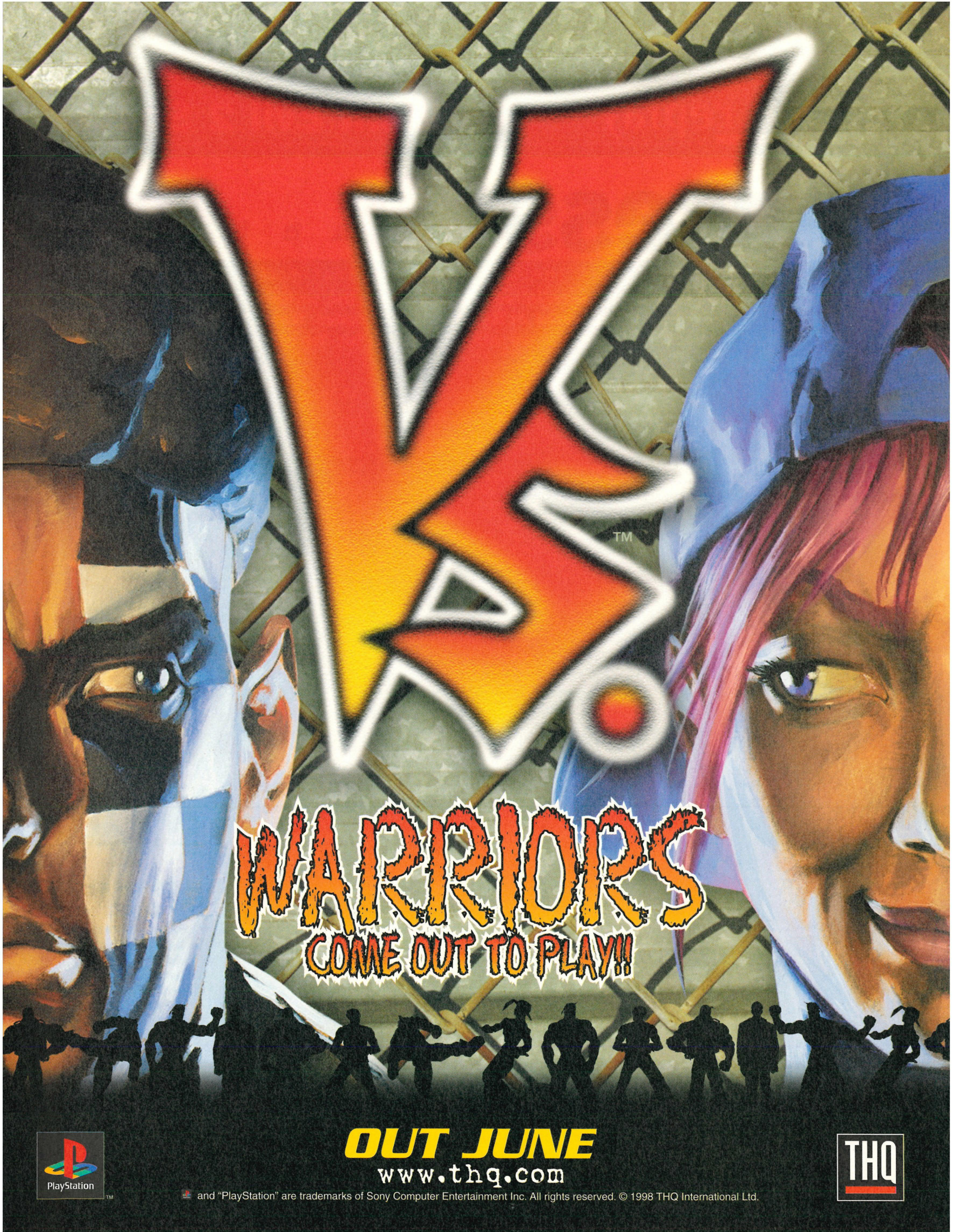


10 

When Chris is walking on the start-up screen, hold Select and R1 and tap in ▲ x3, ■ x3, ✕ x3, ● x3. Then when you go to choose Chris or Jill it will change to Barry and Wesker. (Bobbins it will! It's Resident Evil hallucination syndrome again, this time from Aberavon's Kevin Ayres. Anyway, who'd want to be Barry now he's in strife for shrinking Pat's washing? – Bobbins Girl)



end



OUT JUNE

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THQ

action replay

start

Resident Evil 2 Special

Access Granted

Our monthly update for all the latest and greatest Action Replay codes...

The Datel Action Replay is an essential add-on device for the serious PlayStation gamer. This month we present a bumperload of Resident Evil 2 codes. Note that these codes are for the US import version of the game – we will print codes for the official game as soon as we have them.

Resident Evil 2 (Import Version)

Notes:

- This game does not use a master code, so leave that area blank.
- Do not equip any weapons to the secondary characters in this game. This will cause the game to lock up and may cause loss of Game Save information.
- Codes for Leon are specifically for Leon and not to be used with Ada. Codes for Claire are specifically designed for Claire and not for use with Sherry.
- If these items show up within the secondary character's menu, do not equip them. The game will not lock up if they are in the menu, but will if they are equipped.

Leon

L1 + L2 Health Restore
D00C646C 0005
800C7E7A 00C8

L1 + □ For Shotgun
D00C646C 0084
800CCB68 FE07

L1 + △ For Magnum
D00C646C 0014
800CCB68 FE05

L1 + × For Custom Magnum
D00C646C 0044
800CCB68 FE06

L2 + □ For Sumachine Gun
D00C646C 0081
800CCB68 FE0F

L2 + △ For Custom Shotgun
D00C646C 0011
800CCB68 FE08

L2 + × For Custom 9mm (to replace the colt code)
D00C646C 0041
800CCB68 FE04

R2 + □ For Gatling Gun
D00C646C 0082
800CCB68 FE12

R2 + △ For Flamethrower
D00C646C 0012
800CCB68 FE10

R2 + × For Rocket Launcher
D00C646C 0042
800CCB68 FE11

Note: Crate codes do not work from a save.

Start With Bishop Plug In Crate
D00AAC8C 1000
800CCC78 013B

Start With Cabin Key In Crate
D00AAC8C 1000
800CCC50 0158

Start With Colt SAA In Crate
D00AAC8C 1000
800CCBA8 FF0D

Start With Cord In Crate
D00AAC8C 1000
800CCC80 0156

Start With Custom Handgun In Crate
D00AAC8C 1000
800CCB94 FF04

Start With Custom Magnum In Crate
D00AAC8C 1000
800CCB9C FF06

Start With Custom Shotgun In Crate
D00AAC8C 1000
800CCBA4 FF08

Start With Eagle Medal In Crate
D00AAC8C 1000
800CCC60 0148

Start With Flamethrower In Crate
D00AAC8C 1000
800CCBB0 FF10

Start With Fuse Case In Crate
D00AAC8C 1000
800CCC7C 014D

Start With G-Virus In Crate
D00AAC8C 1000
800CCC58 0152

Start With Gatling Gun In Crate
D00AAC8C 1000
800CCBB8 FF12

Start With Ink Ribbons In Crate
D00AAC8C 1000
800CCC90 FF1E

Start With King Plug In Crate
D00AAC8C 1000
800CCC6C 013E

Start With Knight Plug In Crate
D00AAC8C 1000
800CCC70 013D

Start With Lab Card Key In Crate
D00AAC8C 1000
800CCC44 0161

Start With Lockpick In Crate
D00AAC8C 1000
800CCC48 0130

Start With Magnum In Crate
D00AAC8C 1000
800CCB98 FF05

Start With Master Key In Crate
D00AAC8C 1000
800CCC40 0162

Start With Platform Key In Crate
D00AAC8C 1000
800CCC3C 0163

Start With Precinct Key In Crate
D00AAC8C 1000
800CCC4C 0159

Start With Red Jewel In Crate
D00AAC8C 1000
800CCC88 0133

Start With Rocket Launcher In Chest
D00AAC8C 1000
800CCBB4 FF11

Start With Rook Plug In Crate
D00AAC8C 1000
800CCC74 013C

Start With Shotgun In Crate
D00AAC8C 1000
800CCBA0 FF07

Start With Small Key In Crate
D00AAC8C 1000
800CCC8C 031F

Start With Special Key In Crate
D00AAC8C 1000
800CCC54 0153

Start With Submachine Gun In Crate
D00AAC8C 1000
800CCBAC FF0F

Start With Unicorn Medal In Crate
D00AAC8C 1000
800CCC64 0147

Start With Wolf Medal In Crate
D00AAC8C 1000
800CCC5C 0149

Claire

L1 + L2 Health Restore
D00C623C 0005
800C7C42 00C8

L1 + △ For Grenade Launcher
D00C623C 0014
800CC930 FE09

L1 + × For Grenade Launcher (Fire)
D00C623C 0044
800CC930 FE0A

L1 + □ For Grenade Launcher (Acid)
D00C623C 0084
800CC930 FE0B

L2 + △ For Bowgun
D00C623C 0011
800CC930 FE0C

L2 + × For Colt SAA
D00C623C 0041
800CC930 FE0D

L2 + □ For Spark Shot
D00C623C 0081
800CC930 FE0E

R2 + △ For Submachine Gun
D00C623C 0012
800CC930 FE0F

R2 + × For Rocket Launcher
D00C623C 0042
800CC930 FE11

R2 + □ For Gatling Gun
D00C623C 0082
800CC930 FE12

Note: Crate codes do not work from a save.

Start With Ink Ribbons In Crate
D013A2B2 0250
800CCA58 FF1E

Start With Small Key In Crate
D013A2B2 0250
800CCA54 031F

Start With Red Jewel In Crate
D013A2B2 0250
800CCA50 0133

Start With Cord In Crate
D013A2B2 0250
800CCA4C 0156

Start With Fuse Case In Crate
D013A2B2 0250
800CCA48 014D

Start With Serpent Stone In Crate
D013A2B2 0250
800CCA44 0136

Start With Jaguar Stone In Crate
D013A2B2 0250
800CCA40 0137

Start With Eagle Stone In Crate
D013A2B2 0250
800CCA3C 013A

Start With Bomb/Detonator In Crate
D013A2B2 0250
800CCA38 0142

Start With Unicorn Medal In Crate
D013A2B2 0250
800CCA34 0147

Start With Eagle Medal In Crate
D013A2B2 0250
800CCA30 0148

Start With Wolf Medal In Crate
D013A2B2 0250
800CCA2C 0149

Start With G-Virus In Crate
D013A2B2 0250
800CCA28 0152

Start With Special Key In Crate
D013A2B2 0250
800CCA24 0153

Start With Cabin Key In Crate
D013A2B2 0250
800CCA20 0158

Start With Precinct Key In Crate
D013A2B2 0250
800CCA1C 0159

Start With Lockpick In Crate
D013A2B2 0250
800CCA18 0130

Start With Lab Card Key In Crate
D013A2B2 0250
800CCA14 0161

Start With Master Key In Crate
D013A2B2 0250
800CCA10 0162

Start With Platform Key In Crate
D013A2B2 0250
800CCA0C 0163

Start With Grenade Launcher In Crate
D013A2B2 0250
800CC95C FF09

Start With Grenade Launcher (Fire) In Crate
D013A2B2 0250
800CC960 FF0A

Start With Grenade Launcher (Acid) In Crate
D013A2B2 0250
800CC964 FF0B

Start With Bowgun In Crate
D013A2B2 0250
800CC968 FF0C

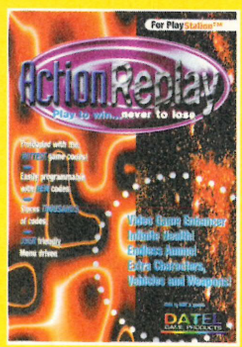
Start With Colt SAA In Crate
D013A2B2 0250
800CC96C FF0D

Start With Spark Shot In Crate
D013A2B2 0250
800CC970 FF0E

Start With Submachine Gun In Crate
D013A2B2 0250
800CC974 FF0F

Start With Rocket Launcher In Crate
D013A2B2 0250
800CC978 FF11

Start With Gatling Gun In Crate
D013A2B2 0250
800CC97C FF12



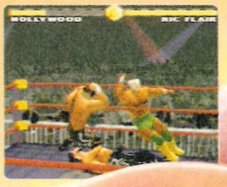
COMPETITION

Win An Action Replay!

You could win one of Datel's wonderful cheating devices by telling us which Resident Evil 2 character is named after a drink: a) Stella Artois, b) Harvey Wallbanger, or c) Sherry? Send your answer to: Replay #21 Comp, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Closing date: May 21st.

Any problems, ask your Agony Uncle.

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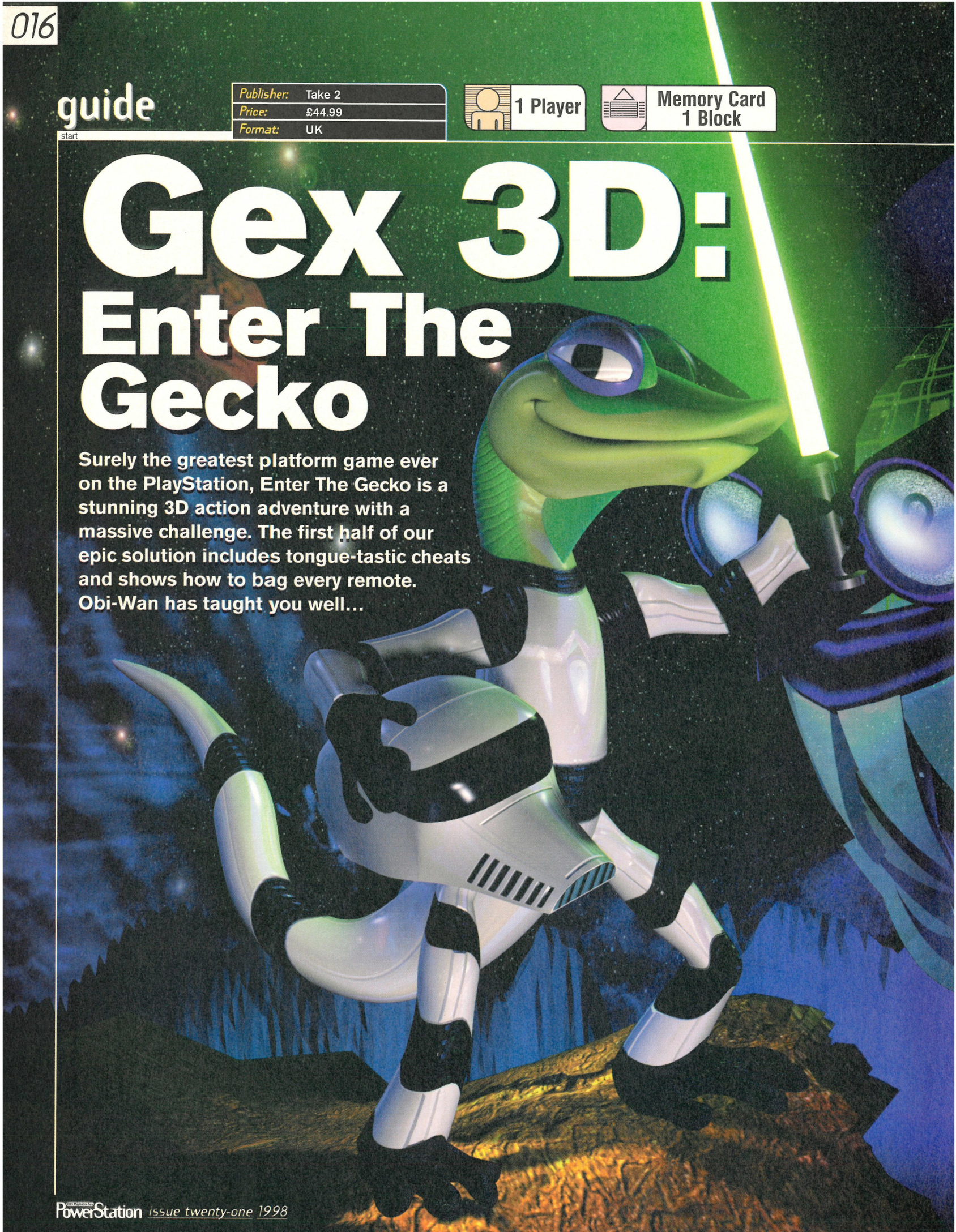
Publisher:	Take 2
Price:	£44.99
Format:	UK

1 Player

Memory Card 1 Block

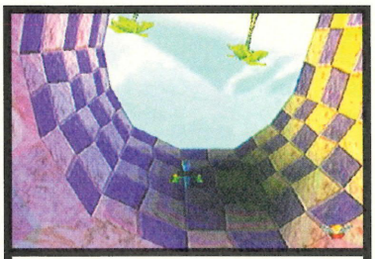
Gex 3D: Enter The Gecko

Surely the greatest platform game ever on the PlayStation, Enter The Gecko is a stunning 3D action adventure with a massive challenge. The first half of our epic solution includes tongue-tastic cheats and shows how to bag every remote. Obi-Wan has taught you well...



THE MEDIA DIMENSION

This is the place with all the TVs, where you choose which level to attempt next. Only one of six areas is open at the start, offering the choice of two main levels. Other levels and areas are opened up by collecting various coloured remotes or defeating bosses. You'll need to revisit areas to enter the bonus stages opened by completing later levels.



Secret Area

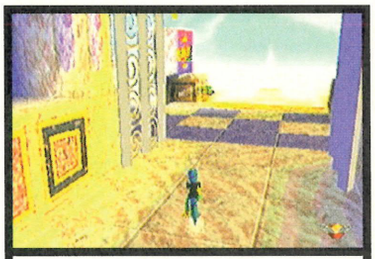
Access: Crawl under sticky arch by grey gates and onto top, then ride platform
Required: 4 Gold Remotes to open each level
Texas Chainsaw Manicure
Lava Dabba Doo
Mazed And Confused



Area 1

Out Of Toon
Smellraiser

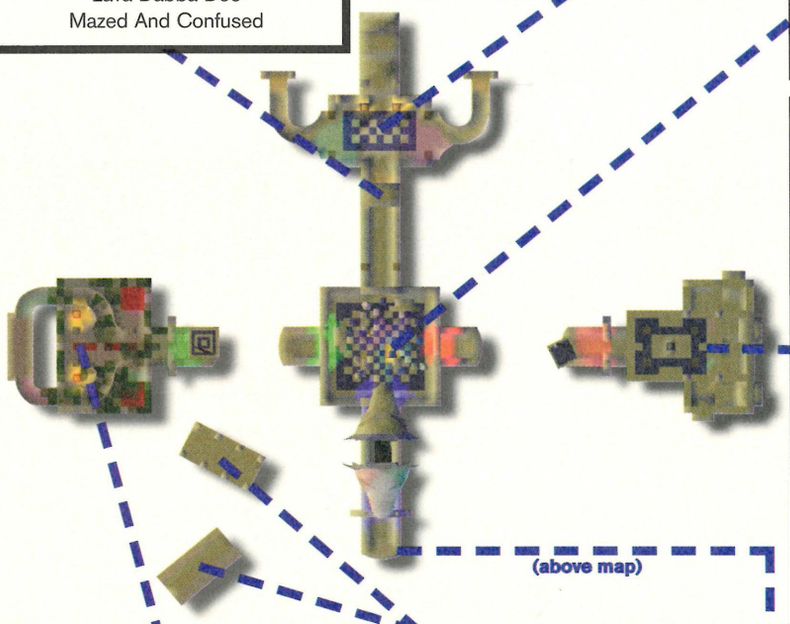
Boss: Gilligex Isle
Bonuses: Aztec 2 Step
Thursday The 12th



Area 2

Access: Through grey gates
Required: Beat Gilligex Isle
Frankensteinfeld
www.dotcom.com
Mao Tse Tongue

Boss: Mooshoo Pork
Bonuses: In Drag Net
The Spy Who Loved Himself

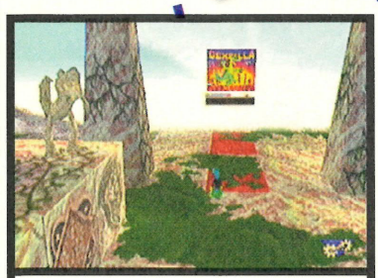




Area 3

Access: Through red gates, then ride platform
Required: Beat Moo Shoo Pork
The Umpire Strikes Out
Fine Tooning
Pangaea 90210

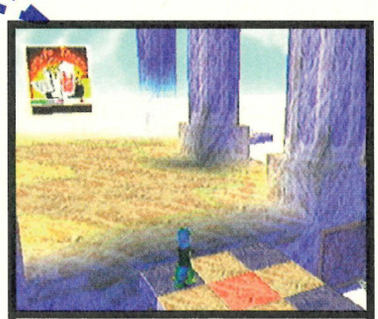
Bonuses: I Got the Reruns
Trouble In Uranus
Lizard In a China Shop



Area 4

Access: Through green gates, then ride platform
Required: 14 Red Remotes
Honey, I Shrunk The Gecko
Poltergex
This Old Cave

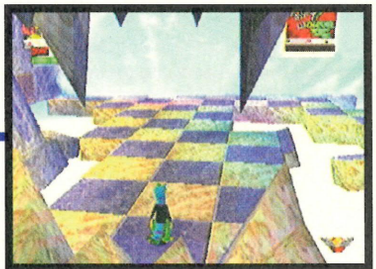
Boss: Gexzilla Vs Mecharez
Bonus: Bugged Out



Area 5

Access: Through blue gates, ride right platform
Required: Beat Mecharez
Pain In The Asteroids
Samurai Night Fever

Bonus: Chips & Dips

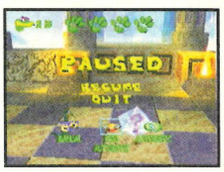


Area 6

Access: Through blue gates, ride left platform
Required: 26 Red Remotes
No Weddings And A Funeral

Boss: Channel Z

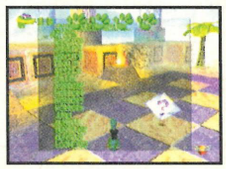
cheats



Infinite Lives
Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: ⇧, ⇧, ⇩, ⇨, △, ⇩. You'll hear a chime if it's worked, as with all the other cheats.

Invincibility
Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: ⇦, ⇨, △, ⇩, ⇨, ⇦.

Level Select

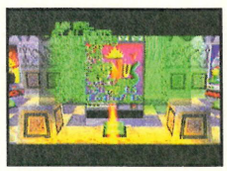


Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: ⇨, ⇨, ⇦, ⇨, △, ⇩, ⇨. Resume play and press Select to bring up the special menu. Press ⇦ at the top to access other parts of menu.

Gex Quotes
Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: △, ⇦, ○, ⇧, ⇩. Resume play and Gex will now make a comment every time you press Select.

Rambling Gex
Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: ⇩, ⇨, ⇧, ⇩, ⇨, ⇦, ⇨, ⇩, ⇩.

Debug Menu/Level Times



Input the Level Select code first. Then press Start to pause game and highlight the 'Quit' option. Hold L2 and press: ⇨, △, ⇨, ⇦, △, ✕. Resume play and return to the Media Dimension. Press Select to bring up the debug menu. Select 'Collectables Menu' from here and you can give yourself as many collectable and remotes as you want. Select 'Get All Remotes', then increase the Red Remotes to maximum to open up all the areas and levels. You can also hold □ to view the best times for each level.

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continued

AREA ONE



Level 1: Out Of Toon

Goals: 3

Collectables
1st: 30 Carrots
2nd: 40 Cans
3rd: 50 Detonators



Above: After tilting it up, run across the girder to jump to the ledge for a life fly.

Goal 1: Jump To The Teetering Rock
From the start, head up the left ledge, past the moving cliff. Watch out for falling hazards as you gather more collectables, then jump onto the floating girder. Tilt it so the far end is high, then quickly jump from the latter to the far ledge. Tail-whip the smiley face for more collectables, then the TV for a purple life fly.

Drop down and grab all the collectables there while you're at it: swipe the bee and stop sign. Jump onto the stool for a green health fly, then jump onto the ledge to swipe the red mushroom and planted carrots for more collectables. Search bushes etc for more.

Head back to the waterfall (below girder) and jump up the rainbows to ascend, swiping the fish for more collectables. Head along the left ledge from the top to find a snowy section. Drop down to it and slide across the ice. Run onto the snowy cliff when it extends, then jump from the end onto the green platform to claim the **Hidden Silver Remote**.



Above: Jump from the moving ice ledge to grab the Hidden Silver Remote.

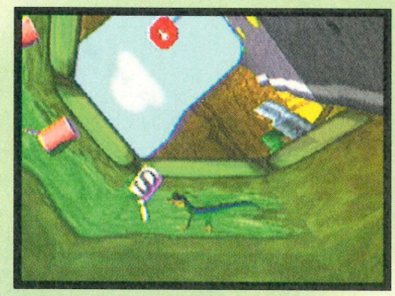
Return to the top of the waterfall and head right to find a rabbit hole. Jump into it for a quick costume change – what's up, doc? Turn around in the new area and enter the log to find another purple life fly. Exit the log and head forwards past the traps and hunter (swipe him for more collectables). Jump up the log ramp in the water and grab the green health fly on the rock at the top. Head right onto the ledge behind the tree to find a bee (swipe it) and purple life fly.



Right: Drop into the hole and you'll emerge in the next area wearing a rabbit costume.

Return to the rock and continue upwards, jumping up the tree stumps. Drop through the second rabbit hole to emerge by another waterfall. Swipe the checkpoint TV on the right ledge and jump up the ledges. After waiting for the wind to die down, head over the rock bridge. For an extra life here, jump onto the lift which arrives and ride it up to a wooden platform with a smiley face and purple life fly.

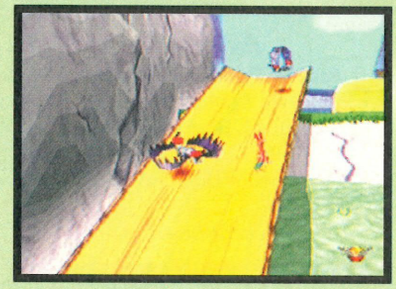
Go back down and grab the green health fly past the flowers, then cross the second bridge to reach a road. For extra collectables here, you can tail-swipe the grating, climb the ceiling of the tunnel,



and swipe the stop sign beyond. If you grabbed plenty of collectables earlier, you should get the **Reward Silver Remote**.

Proceed past the rail track and jump up the rocks. Run past the moving cliffs, then onto the rocks there. Now wait for both cliffs to come out again and quickly jump onto them and up to the next rock. Jump from here onto the teetering rock. Angle the far end upwards, then quickly jump from there onto the ledge with the Red Remote and exit.

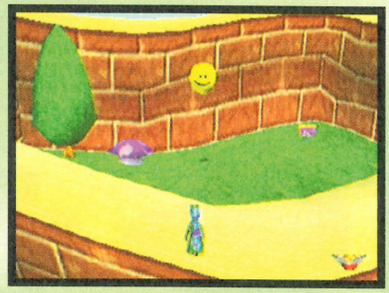
Goal 2: Hunt The Two Hunters
Head over to the waterfall (past the floating girder) and jump up the rainbows to the top. Head right and jump into the rabbit hole. Proceed past the traps and jump to tail-swipe the first hunter. Three hits will finish him off. Proceed up the log ramp and tree stumps and repeat your tail-swiping tactics to defeat the second hunter. Now go back down the ramp to grab the newly appeared Red Remote by the TV.





Goal 3: Whack Five Purple Mushrooms
From the start, turn around to find the first mushroom. Tail-swipe it for some carrots. Now proceed forwards past the stop sign: the second mushroom can be found behind the rock on the right.

Return to the start and head up the left ledge, past the moving cliff and falling hazards. Jump on the floating girder (as on Goal 1) and tilt the far end up to jump to the far ledge where the third mushroom awaits (plus smiley face and purple life fly).



Drop down and jump up the rainbows to ascend the waterfall. On the left you'll find the fourth purple mushroom. Drop down to the next level and go past the lift, round to the final mushroom, found opposite the waterfall. Return to the lift area to find the Red Remote and exit.



Level 2: Smellraiser

Goals: 3

Collectables
1st: 30 Skulls
2nd: 40 Tombstones
3rd: 50 Masks

Goal 1: Survive The Haunted Mansion
Head forward, then up the right stairs, grabbing skulls: jump over to the ledge behind the suit of armour for more. Drop back down and go up the left stairs for more skulls. At the top, head up the main staircase and jump over the gap to enter the doors.

In the library, swipe the bouncing pumpkin for more skulls, then jump onto the table. Ride it up to the ledge with a



ring of skulls. Turn right and jump via the next floating table to the ledge with a blood cooler. Smash the latter for more collectables, then swipe the fire fly. Use the latter and jump down, collecting the skulls en route. Collect more skulls as you climb up the far wall. Run past the face which comes from the wall and collect the tombstones before entering the doorway.

Tail-swipe the Frankenstein monster three times to dismember him, then repeatedly swipe his torso for more tombstones. Jump up the platform, then left to a ledge. Drop to the floor to grab more tombstones by the two axes. Jump back up to the ledge, then left to the alcove. Jump right and follow the walkway to find a green health fly.

Return to the ledge and climb the far wall, then jump via the chandelier (before it drops). Crouch by the crack (with red eyes) in the left wall to release more tombstones. Jump via the next chandelier, past the wall face to swipe the pumpkin for tombstones. Don't exit yet – head right to swipe the blood cooler. Push the far end of the bookcase to find a secret room with tombstones (you don't need to flick the switch for this Goal). Exit back to the walkway and go through the doorway.

Head downstairs to swipe the checkpoint. Jump onto the bookcases just to the left and grab tombstones. Crouch by the crack in the wall between them for yet more. Proceed round to the next pair of bookcases for more tombstones. Grab the green health fly just after them, and swipe the blood cooler.

Run past the TV (Goal 2 exit) and staircase, then step into the light to grab the life fly – the ghost can't get at you in the protective light. Once it's gone, head up the stairs, grabbing the masks. At the top, run away from the skull until it stops breathing fire, then swipe it. Grab all the masks, then jump to the ledge with the door. Don't exit yet – jump left to grab more masks on the bookcase. Drop down and head back upstairs to jump over to the door and exit.

In the next room, turn around to swipe the blood cooler. Head downstairs to the watery room. Collect the masks in the corners and above the floating tables (tail-bounce up). Jump up to the ledge with the health fly, then via the middle ledge to the door to exit.

Time your tun past the axes and head left to collect a health fly. Turn around to swipe the pumpkin and collect the masks – you should now get the **Reward Silver Remote**. Jump up the bookcases to find another fire-breathing skull. Swipe him when you get the chance, then run past the wall face and jump via the chandelier to the next ledge. Swipe the demonic Chucky doll, then run from his headless body to smash his skull.

Cross over to the ghost and step into the light. Turn right and wait until the ghost's out of sight to jump via the appearing table to the other side. Head through the door straight ahead. Before grabbing the Red Remote to exit, go upstairs to the reach the upper platform with blood cooler and life fly.



Goal 2: Smash Five Blood Coolers

Follow the same route as for Goal 1 to find all the blood coolers:

1. On the ledge accessed via floating table jump, after the first table ride.
2. In the very next room, by the pushable bookcase.
3. Just after the second pair of bookcases (far-left corner) in the 'Step Into The Light' room.
4. Behind you at the top of the stairs above the watery room.
5. On the upper ledge opposite the Goal 1 exit TV.

Once you've smashed them all, return to the 'Step Into The Light' room and grab the Red Remote to exit there.







Goal 3: Ride The Haunted Elevator

Follow the route for Goal 1 to reach the pushable bookcase. Go behind it to find a lever and flick it to activate an elevator later on. Now proceed toward the end of the level to the two exit doors after the second ghost. This time, take the left double doors to enter the elevator. Ride it down to the bottom, then go through the doors.

Before grabbing the Red Remote, however, head left through the arch and drop to the ledge for a life fly. Drop down to the bottom and follow the river through the arch to find the **Hidden Silver Remote**. Now return through the arch and jump back up the platforms to reach the Red Remote.



Boss: Gilligex Isle

Required: 3 Red Remotes

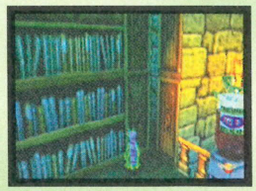
Stay in the middle and wait for the first of the three Tiki Brothers to hurl a trio of fireballs. You can swipe the blue one back, but you'll have to wait till it's the one in the middle of the trio to destroy the first brother. Once he's gone, jump over the right firewall which appears, then the left one (or vice versa).

Repeat the blue fireball swiping process for the second brother, jumping more firewalls. The third brother is a little trickier as he doesn't stay in the middle: just avoiding his fireballs and jumping the firewalls until you can knock a blue fireball back at him in the centre. You'll be rewarded with a **Gold Remote** and the gates to Area 2 opening in the Media Dimension.



Below: After defeating the first Tiki Brother, you'll have to keep jumping over the firewalls.

Left: The fifth and final blood cooler is found on the high ledge opposite the Goal 1 exit.



Above: You can push this bookcase to enter a room with goodies and a switch.



Above: Follow the water through the opening to find the Hidden Silver Remote.



Above: Avoiding the yellow fireballs, swipe the blue ones back at the Tiki Brothers.



Above: Once you defeat the third Tiki Brother, you're awarded the Gold Remote.

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AREA TWO

After defeating the Area 1 boss, the grey gates open to Area 2.



Level 1: Frankensteinfeld

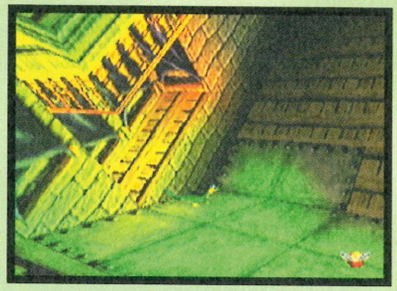
Goals: 3

Collectables
1st: 30 Skulls
2nd: 40 Tombstones
3rd: 50 Masks

Goal 1: Run The Axe Gauntlet

Avoid the steaming pink pit and swipe the pumpkin. Go through the door and avoid the hole in the ring of skulls. Exit through the green-lit door. Turn right and jump on the ledge, then jump via the appearing table to the next ledge. Grab the health fly, then swipe away the corner to find a secret fire fly. Now jump back the way you came, to the doorway, and head up the ramps. Gobble the fire fly and swipe the Frankenstein monster at the top.

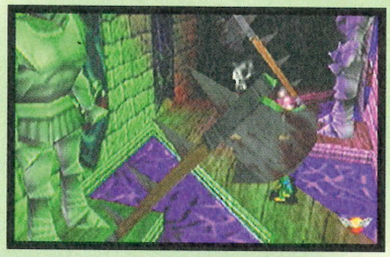
To the right is a pumpkin and a secret goodies tunnel behind it, if you want the collectables. Head over to the steaming pool and jump over it via the appearing table. Drop down to swipe another Frankenstein monster and grab the health fly. Jump up the other side, but watch out for the skulls thrown by the ghost: stay



left as you ascend the ramp. Swipe the swine, then head right to jump to a sticky wall. Crawl round it to the end, then drop onto the platform for a life fly. Jump off the open end of the platform to return to the top of the first ramp.

Head up the next ramp and run past the axe. Destroy the Chucky doll, as before. You can find more collectables by dropping into the alcove to the side of the first floor dip (but it's best to go for the Reward Silver Remote during Goal 2).

Jump up to the right ledge and swipe the pumpkin on the metal floor. Drop down from the end and head right up the

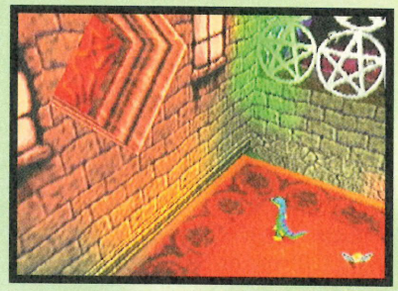


ramp, avoiding the skulls thrown by the ghost on the platform. Swipe him from behind, then jump over the pit. It's time to run the gauntlet along the path past the three axes – just time your moves. Head through the door and up the path to reach the Red Remote.

Goal 2: Head Down The Ramp

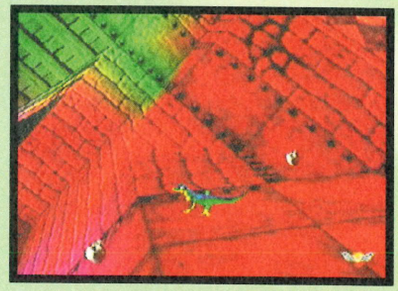
Note: To get enough collectables for the **Reward Silver Remote**, you'll have to backtrack and head along other Goal routes. However, it's easier to kill yourself towards the end of Goal 2 and repeat the main route (ignoring detours), getting the extra collectables from killing baddies.

In the first room, jump to the sticky girder above the steaming pit to collect the skulls. Drop back down and swipe the pumpkin, then exit. Grab the skulls around the hole, then go through the red-lit door.



Defeat the Frankenstein monster for skulls, then jump over to the large platform to swipe the pumpkin. Look around to spot the red diamond-shaped recess in the wall. Jump into it to find a secret tunnel containing the **Hidden Silver Remote**.

Jump back out to the large platform, then jump via the appearing table and two chandeliers to the other side. Swipe the pumpkin, then crawl up the sticky wall to

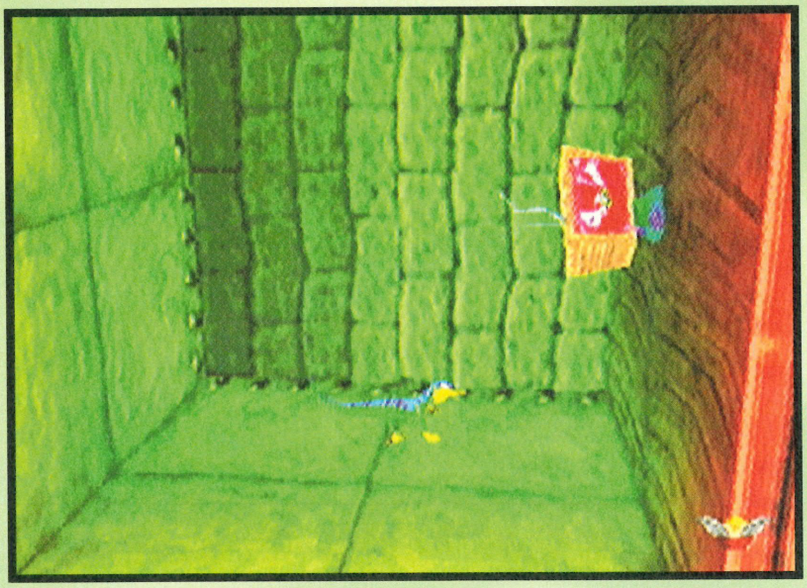


collect more skulls, including five at the top. Turn around and head back down, then turn left at the junction. Follow the path all the way round to find a fire fly.

Head back along the sticky path to the junction and take the opposite path. At the end, drop to the ground and head through the wall opening. Run past the two axes and onto another sticky wall. Drop off just before the opening to collect more goodies, then go past the axes again and back round. This time drop into the opening.

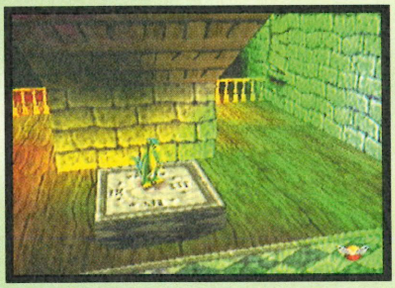
Below: After grabbing the health, you can swipe the corner to reveal a fire fly.



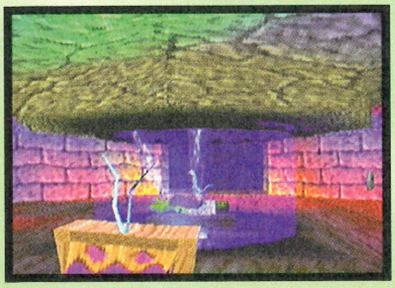


Drop into the room to swipe the Frankenstein monster and pumpkin. Grab the health fly, then jump into the low opening in the wall to find another health fly. Drop down and go back through the earlier opening, past the axes, to the sticky wall. Return to the place where you killed the monster and pumpkin. This time go through the doors.

Jump over and swipe the pumpkin, then head down the long ramp. At the bottom, swipe the Chucky doll and grab the goodies. Turn around and jump over the railing to go behind the ramp. Jump onto the clock-face platform to hear a bell ring. Go back over the railing and past the axes, then up the ramp to the clock. Drop



off the side and go underneath the clock to find a secret circular room with Frankenstein experiment, lots of collectables, and a life fly. Exit and head back to the clock-face platform. Jump across the platforms in the steaming pit to go through the door.

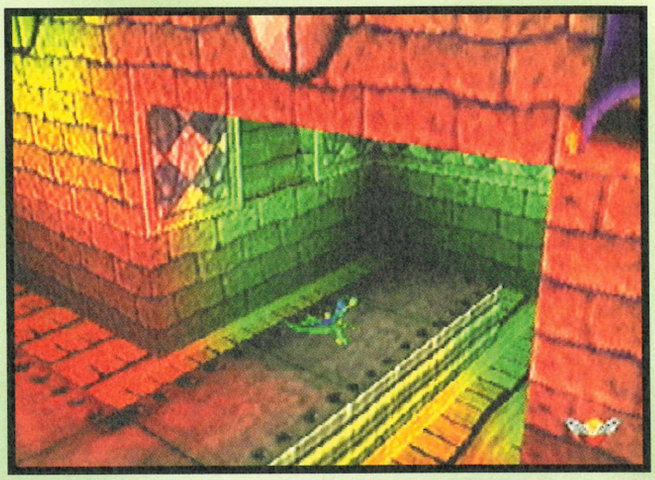


Kill the Frankenstein monster in the blood-soaked room, then jump onto the first sliding platform at the top of the slope. Jump to the next, then to the third, stationary platform. Jump into the alcove to get the health fly. Return to the first sliding platform and jump around the others, collecting the goodies, to the final landing. Head through the door to find a life fly. Return to the blood-soaked room, drop down, and exit.

Head over the steaming pit and back up the ramp to the clock. Jump to the right platform, then up the others to reach the high platform with the pumpkin. Swipe it, then jump to the next platform, and up to the door. Go through and dodge the skulls thrown by the ghost. Swipe him, then grab that Red Remote.

Goal 3: Stick Across The Ceiling Maze

Follow the main route for Goal 1 (ignoring detours) until you reach the high ledge with the metal pentagram floor. Instead of walking onto the latter, head right up the ramp towards the steaming pits. Jump via the appearing table to the next platform, then jump over to kill the pumpkin on the green platform. Jump via the next appearing table and two chandeliers to the other side and kill the Frankenstein monster there. Jump down to the L-shaped wooden ledge. Walk round to the end, then jump to the other side via another appearing table.

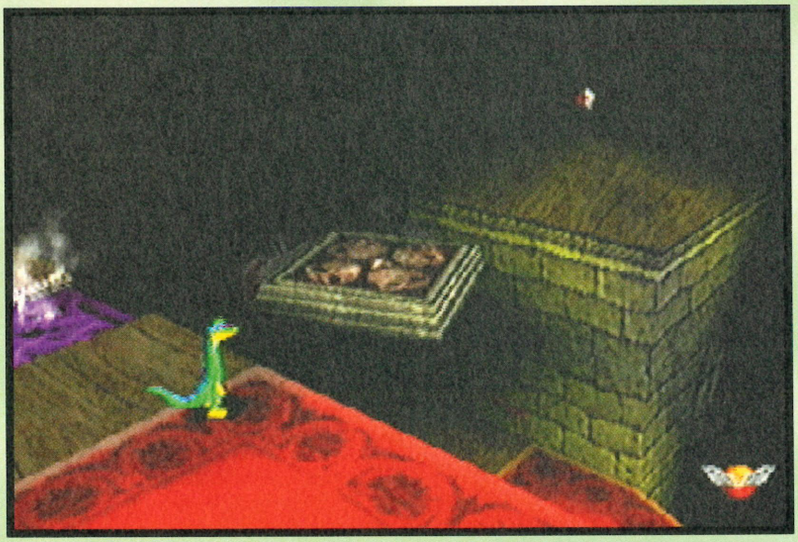


Above: Follow our route to reach the end of the sticky wall, then drop by the opening door.

Now jump onto the sticky wall and crawl up it. Continue round the path, avoiding the spiky baddies: at the junctions, head right, left, straight on, straight on, straight on, left, right. You should now reach the end in an alcove by an opening door: drop off and go through it.

In the next room, run up the ramp and do a karate jump to get over the gap – switching the camera to manual makes it easier. Swipe the pumpkin on the other side, then go through the door.

Follow the path round to the left and swipe the pumpkin at the junction. If you want some collectables, you can jump through the left window for a secret tunnel. Otherwise head right and swipe the Chucky doll, then go through the door. Head up the ramp, past the spiky baddies, to reach the Red Remote.





Above: Jumping this gap is tricky. Line it up with the manual camera, then do one of your karate kick leaps.

Left: For Goal 3, run up the slope opposite the metal floor and pumpkin, then jump right via the disappearing table.

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Level 2: Mao Tse Tongue

Goals: 2

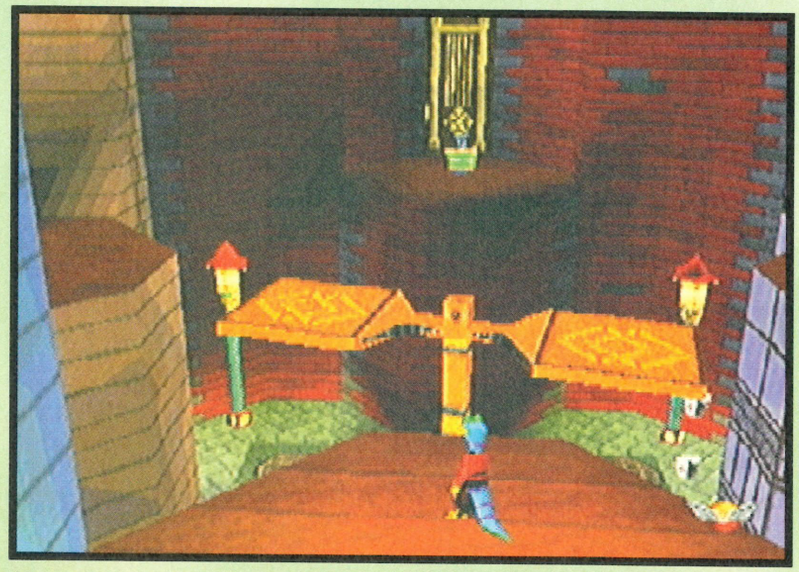
Collectables
1st: 30 Takeaway Cartons
2nd: 40 Yin Yangs
3rd: 50 Masks

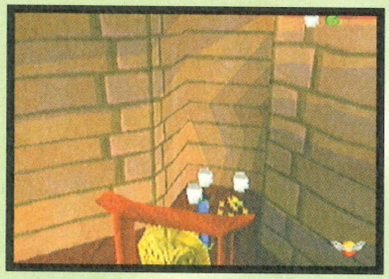


Above: At the start, jump up and swipe the neon sign to open a panel behind the large red pillar, containing a life fly.

Goal 1: Defeat The Deadly Dragon

Head right to the green neon sign and jump up to swipe it. Now go behind the large red pillar in the middle to find a life fly in the opened panel. Smash through the window of Crazy Quang's Clothing shop and swipe the ninja inside. Grab the takeaway cartons, then head through the opened doors. Defeat the brown shuriken-throwing ninja in the next room and collect the cartons. Proceed round to the right to find a giant rotating fan. Drop down to the floor and collect the cartons above the yin yang springboard (which gives you a mighty boosted jump). Jump on it again to get onto the rotor. Jump off onto the ledge with the gong. Hit the latter to make some steps appear in the room. Swipe the wooden door behind the gong to find some secret cartons.



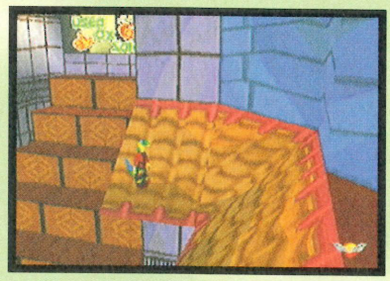


Leap back to the rotor, then off onto the ledge with the steps. Jump up to the third step, then get to the left side. Run right across the step to angle a jump onto the lowest part of the roof – tricky. Head round the roof and smash the first wooden door to find the **Hidden Silver Remote**. Continue round the roof, smashing two more doors to collect cartons.

Drop back to the steps and jump up them, then smash through the window at the top. Swipe the samurai's head twice, then go through the opened doors. Head round the roof and kill the black ninja who guards the vase. Swipe the latter for more cartons. Follow the path round to kill another ninja and break a second vase. Grab the yin yangs from the latter, then go through the opened doors.

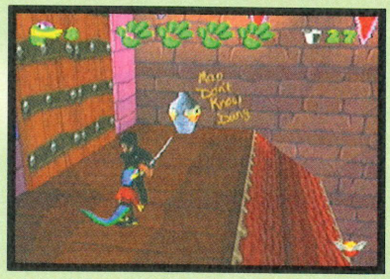
Hit the gong in the next room to open the doors. Go through and swipe the fire-breathing head when it's safe, then climb up the sticky wall behind it. Swipe the door at the top for a health fly. Jump to the platform with the cannon. Push the latter to aim at each gong in turn, swiping it to fire. Then shoot the door between them. Now climb up the newly appeared steps below it, to enter.

Grab the health fly in the next room, then kill the ninja and break the vase for more yin yangs. Smash the window and drop onto the orange roof. Head left and hit the checkpoint.



Go round the corner and jump onto the golden sticky wall. Crawl over to the right and drop onto the green roof. Smash the Used Junk shop window and enter. Kill the black ninja who attacks, then head through the doorway.

Kill the two scorpions outside by swiping them onto their backs, then hitting them three more times for the yin yangs. Defeat the samurai, as before, then jump up the steps, killing two more scorpions.



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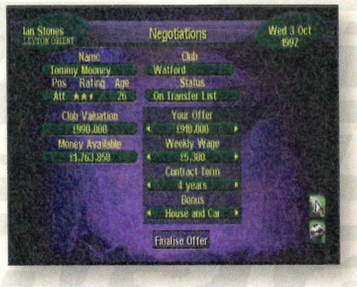
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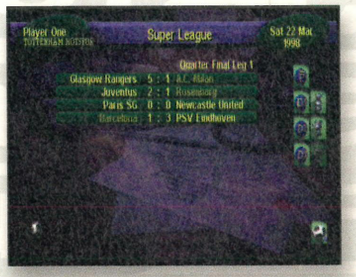
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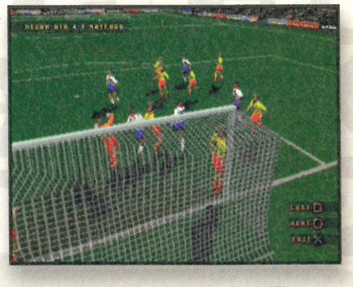
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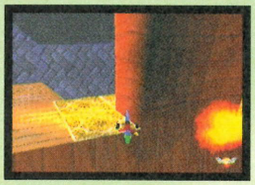
continued



Above: Whee! These rope slides are great fun. You get to use several in this section.

When it's safe, jump up and swipe the fire-breathing head.

Use the yin yang springboard to jump to the next platform, then jump onto the rope slide. Swipe the fire-breathing head at the other end and grab the health fly. Use the yin yang springboard to jump to the next platform for another rope slide. Kill the two black ninjas at the end and collect the goodies. Jump up the platforms to the high rope slide, then tail-bounce up to it to ride down to the doorway.



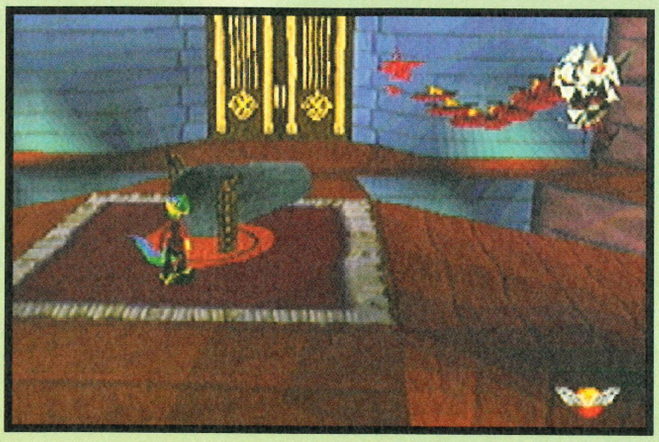
Above: Climb round and under on the sticky wall to reach the wooden ledge by the dragon.

In the next room, kill another black ninja for masks. Smash through the window and drop onto the red roof. Kill the black ninja round the corner, then ride the rope slide. Kill another ninja and break his vase, then head through the opened doors.

Now you need to defeat four brown ninjas, then three black ones. Collect all the goodies, then jump up the new triangular step to reach the sticky wall. Crawl the end, then underneath to emerge on a wooden ledge by the fire-breathing dragon. Push the cannon round just ahead if his path, then fire. It takes a few hits to the kill the dragon and open the doors. Before exiting, grab the health fly and masks behind the other doors (which you've probably blown up).

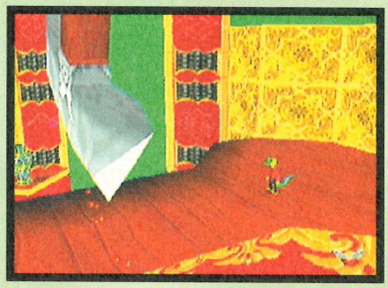
In the next room, break the vases on either side of the statue to claim your **Reward Silver Remote**. Then jump up behind the statue to grab the Red Remote.

Above: To defeat the dragon, keep moving the cannon around to aim just ahead of it.



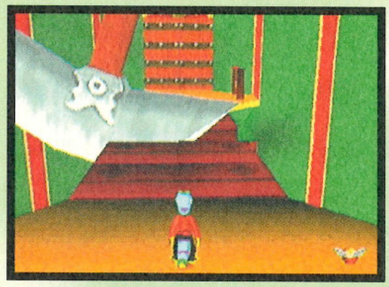
Goal 2: Traverse The Rocking Pillars

After the collecting the hidden life fly, as before, smash through the Quang's Medical Supply shop window. Defeat the black ninja inside, then go through the doors. Drop down and defeat two more black ninjas. Jump onto the gold sticky wall and climb up onto the wooden ledge. Wait for the first axe to swing past, then run past them both. Run over the



collapsing red sections and kill the brown ninja at the end. Do a running jump onto the gold sticky diamond to be flipped into the next room.

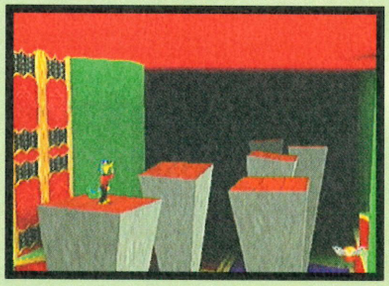
Drop down and jump up the opposite platforms to hit the gong. Jump up the newly appeared green pillars, then swipe the fire-breathing head. Use either of the yin yang springboards to jump to the upper central ledge. Collect the health fly, then jump past the blade over the collapsing bridge. Hit the gong to open



the doors. Go through the passage and into the next doorway.

In the large room you have to kill five black ninjas to reveal two more yin yang springboards. Use either to leap to the upper walkway. Swipe the fire-breathing head in the middle, then hit the two gongs at either end. Jump onto the newly appeared sticky diamond to be transported to the next room.

Head to the far end of the floor under the rocking pillars and use either



springboard to jump to the sticky wall above. Crawl round and drop onto the green ledge. Now leap diagonally across the rocking pillars, rotating the camera behind you for each jump, to reach the Red Remote at the far end.



Level 3: www.dotcom.com

Goals: 2

Collectables
1st: 30 Batteries
2nd: 40 Transistors
3rd: 50 Atoms

Goal 1: Scale The Bionic Launch Tower

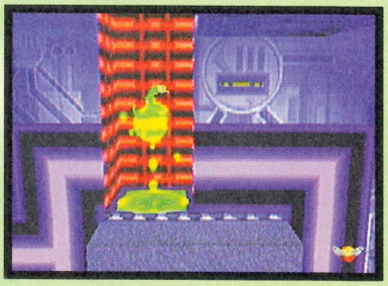
Note: There aren't enough collectables on either standard Goal route to get the **Reward Silver Remote**. The best tactic is to kill yourself towards the end of Goal 2 and repeat from the checkpoint.

Collect all the batteries on the floor first, then kill the capacitors for more. Jump onto the sticky yellow tiles for yet more goodies and drop off onto the ledge with the health fly. Drop down and jump up the ledges on the opposite side to reach the one with the green charger. Swipe the capacitor, then step into the charger to get a radioactive glow. This enables you



to activate the green bridges and use the green springboards. Quickly jump to the green cube to activate the first bridge. Cross it, then jump to the next green cube for another bridge. Use the springboard at the far end to reach the ledge above with a health fly.

Drop to the floor and use the charger there, then quickly jump up to the ledge with the green springboard which propels you to the ledge above. Follow it round and use another springboard to the reach



the higher ledge. Walk round to the right and kill the capacitor for its batteries, but don't enter the blue warp yet. Walk back round and jump to the charger on the ribbon. Jump left and use the springboard to leap up to the alcove with another health fly.

Drop down to the floor to collect the new transistors which should have appeared on the sticky walls – if they haven't, look around for any batteries you may have missed. Recharge your green glow and jump back up the two springboards to reach the high ledge again. Now enter the blue warp.



Swipe the capacitor in the tunnel, then follow the energy pulses along the walkway (to avoid them hitting you). Jump to the green lift, then wait for the energy pulse to go past on the right walkway before jumping over there. Head right to find a life fly.

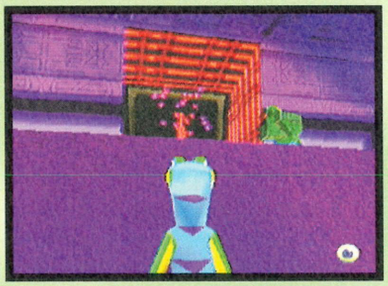
Return down the walkway, jumping the energy pulses and the gap (if you fall, you'll be returned to the start of the tunnel), collecting more transistors. Continue round to the two platforms, then along the next walkway, jumping the pulses. Swipe the two capacitors at the end and collect all the goodies before exiting through the warp.

Grab more transistors, then charge up and use the springboard in the corner. Collect the transistors and health fly, then hit the next springboard to reach the high ledge and another transistor. Swipe the robot for some more goodies (you should hit Tier 3). Jump via the platforms on the right to reach another health fly. Return to charge up, then use the next two springboards to leap up the ledges.

Kill the robot, then jump over to the charger on the right, and back again to use the next springboard, then the next one. Walk round and swipe the robot, then look around to see the **Hidden Silver Remote**. Reach it by jumping via the platforms on the right wall.



Now drop back down two levels to recharge. Quickly hit the three springboards in turn to reach the top. Grab the goodies, then look up to see a walker robot patrolling by the exit. Jump up and swipe him to bits, then grab the goodies and that Red Remote.



Goal 2: Cross The Data Bus Bridges

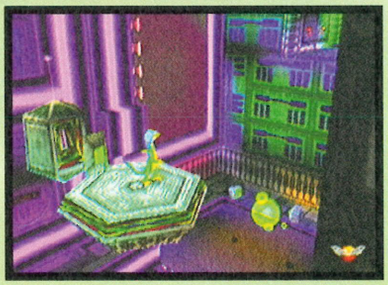
You can follow the start of Goal 1 to grab all the collectables and health flies in the starting room, before embarking on the following route.

From the floor, jump up the platforms to the charger on the ledge and use it. Jump over to the start of the first bridge, but instead of activating it, jump up to and use the nearby springboard. Quickly get the health fly and cross the next green bridge. Go over the ribbon to the alcove to enter the warp.

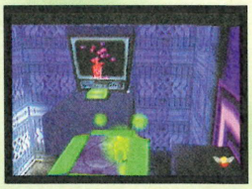
Swipe the capacitor, then proceed into the tunnel. As before, follow the energy pulse along the walkway and jump via the platforms to the next solid ledge. Wait for the pulse again, then proceed along the next section. Swipe the capacitor at the other end and exit through the warp.

Swipe the checkpoint, then kill another capacitor. Drop down to collect the goodies on the floor, then climb back up the sticky wall. Charge up and cross the three green bridges, jumping the gaps between the ends. Smack the robot and capacitor, then head through the warp.

Kill the two capacitors, then drop to the floor to collect more goodies. Charge up and jump back up via the two springboards. Walk round to the start of the ledge and jump to the rotating platform. Tail-swipe when the platform is exactly at the side while heading towards the far ledge – so that it's flung off in that direction. Jump off there and swipe the three capacitors to exit through the warp.



Jump up to the high charger platform to swipe the walker. Charge up and run back across the room to the green lift in the corner. Ride it up and cross the green bridge, then jump via the next lift to cross a second bridge. Jump into the charger and tail-bounce to the next green bridge. Jump from it to the green lift which floats across to the ledge with the Red Remote.

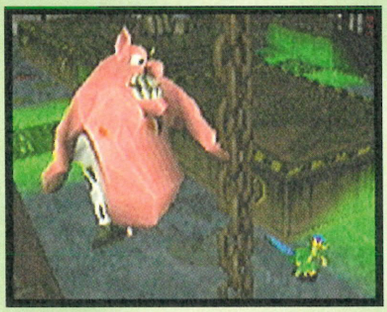


Above: To reach the exit, you have to move quickly across the green bridges, then jump to this floating platform.



Boss: Mooshoo Pork

Required: 9 Red Remotes



This boss may look a real swine, but he's a piece of pork pie to defeat, when you know how. At the start, just run away from him, around the electrified platforms, jumping the green slime pit on the near side. Don't get too far ahead or he'll turn round and go back the other way. Jump up and tail-swipe the large lever on the far side to fry him, then stand on one of the two side gratings: a safe area to avoid the shock waves he unleashes. Now approach the boss to lure him into chasing you again.

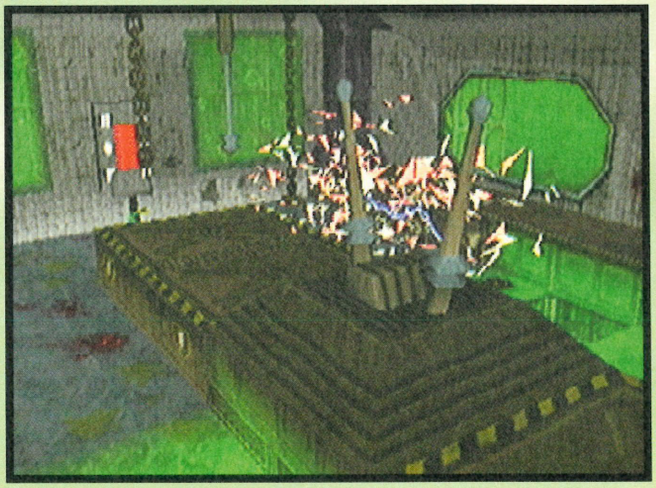
Repeat the process to flick the lever another two times. At this point, the swine removes the safety grates to reveal more slime pits, so you'll just have to time your jump over one of the shock waves. Lure the boss into chasing you once more, jumping over the slime pits to flick the lever and fry him one last time to shatter him and collect the Gold Remote.



Above: Jump up by the lever and tail-swipe to pull it and frazzle the boss.



Above: By standing on either of the gratings, you can avoid the blue shock waves when Mooshoo pulls the lever.

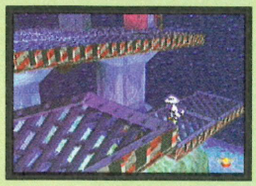


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AREA THREE

After defeating the Area 2 boss, go through the red gates and ride the floating platform to Area 3.



Above: From the start, jump up these metal platforms to collect your first goodies at the top.



Level 1: The Umpire Strikes Out

Goals: 2

Collectables
1st: 30 Rockets
2nd: 40 Phasers
3rd: 50 Spacesuits

Goal 1: Ride The Rocket

Gex dons his Stormtrooper suit for a bit of sci-fi action, but his progress on this level is complicated by a limited supply of air, indicated by the depleting bar on the right of the screen. Gex needs to regularly fill up at air stations or swipe air tanks to survive.

Jump up the metal platforms on the left (not the spinning ones below). Kill the scuttling spider, then grab the health fly. Swipe the air crate and collect the bubble. If you want collectables, swipe the crates and radar tower. Now do a running jump from the edge towards the green dot in the distance, to land on an invisible walkway. Go to the end to grab the health fly, air, and collectables. Then return and jump back to the main platform.



Above: See that green dot? Do a long jump towards it to land on an invisible walkway.

Drop back down and return to the starting station for more air, then drop down to the metal plating on the right side, by more crates. Follow



the rusting metal path and drop onto the rocky platform. Grab the air tanks, then head up the metal ramp to the metal platform. Wait until the three round floating platforms pass under the purple forcefield, then jump across them to reach the stationary ones on the other side. Jump up these to reach the large rock with an air station. Fill 'er up, then swipe that manta ray three times to kill it.

Grab all the collectables, then jump onto the platform with the pylon. Destroy it, then jump onto the flying saucer to take a ride down, but jump off at the end before it self-destructs! Grab the goodies and use the air station. Jump to the next platform to splat the spider and collect a health fly. Jump over to the next for the **Hidden Silver Remote**. Watch out for the



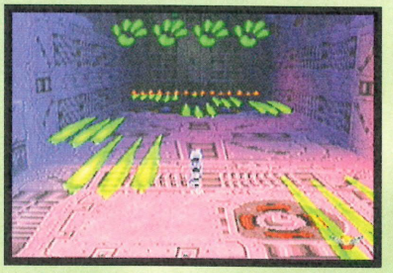
R2-D2-style robots to either side: run straight ahead and jump into the warp.

Back at the start, refill your air and return all the way to the large rock platform by where you found the flying saucer. This time go up the metal slope to the platform. Wait for the first floating



platform to pass under forcefield and into range before jumping onto it. Jump over the others and onto the left metal platform to collect a health fly and more air. From the far end, jump back onto a floating platform when near, and jump left up the rest to reach the rock and air station. Jump across the two round platforms to find the rocket.

Collect more air, then jump via the metal platform onto the top of the rocket. Step on the paw print and it'll fly you into a Death Star-style trench before crash-



landing. Turn round to find an air station. Fill up and continue in that direction. Kill or avoid the manta ray, spider, and R2-D2. Jump over to the platform loaded with crates, including air.

Turn around and head back to the air station. After refilling, continue onwards and zigzag through the laser fire from the spaceship. Jump into the hole at the end. Visit the air station, then swipe the alien's head to kill him. Kill R2-D2 – avoiding his explosion. You can now grab that Red Remote.

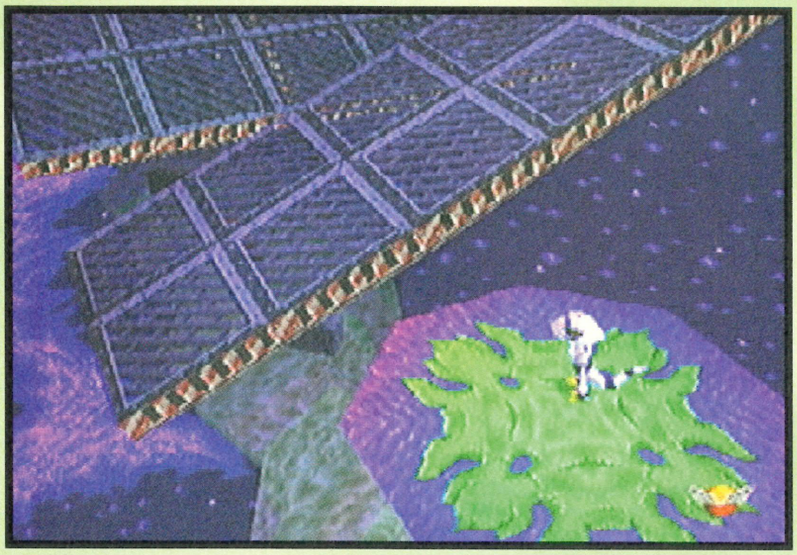
Goal 2: Enter The Battle Dome

Jump up the metal platforms, as in Goal 1, to grab the goodies and health fly. If you want, jump onto the invisible walkway to collect yet more.

Return to the start for air, then drop down and swipe the three crates. Head up the metal ramp and drop onto the large rock platform and kill the alien by swiping his head. Smash the radar tower







and grab all the rockets, then phasers. Jump via the floating platform, back to the start of the ramp. Grab some air from the starting station, then head up the ramp and time your jumps across those spinning platforms.

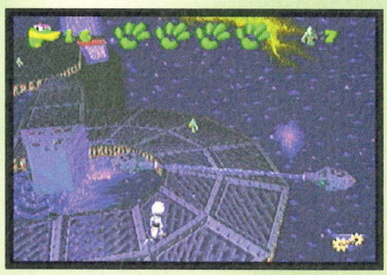
Jump down the stationary platforms and ramp. Go to all the holes (including one under the ramp) and swipe the worms that appear, for phasers. Grab the air tank, then jump via the round platform to the radio tower to the left of the ramp to destroy it. Return and take the pink lift down for some more air and phasers. Take the other lift back up and get that health fly.

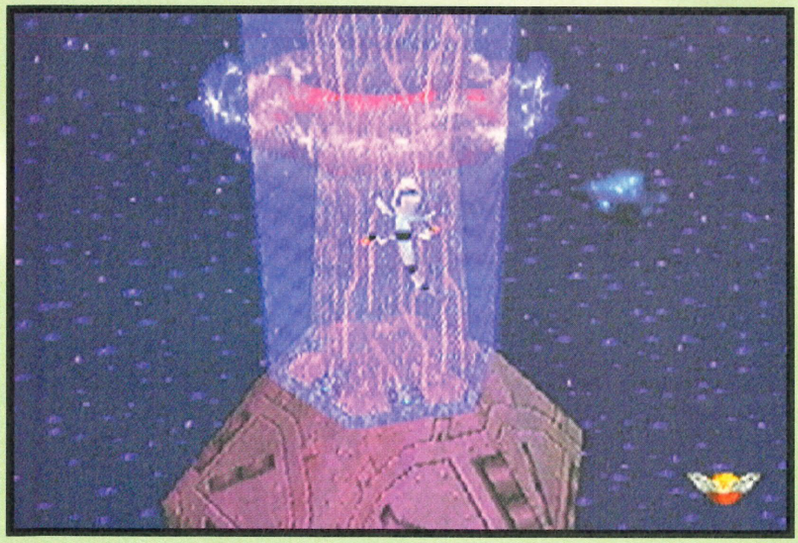
Jump back to the large rock and proceed past the asteroids to the air station. Proceed to the next series of floating platforms and jump across them to another air station. Before climbing up the energy tower, jump over to the rotating platforms: wait till each one is nearly flat before jumping to it. Grab the air and health fly from the rock platform at the end. Drop onto the large rock below the rotating platforms for more phasers and air. Ride the round lift back up to the floating round platform, then to the energy tower rock.

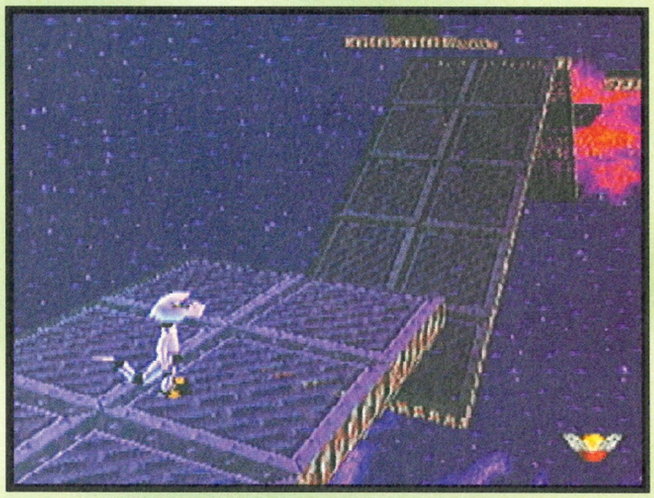
Refill your air, then jump onto the energy tower and climb up its sticky surface. Follow the energy ring up the purple part and collect the phasers from the metal section. Go up the next purple bit to the metal section for more phasers, then spacesuits. Proceed to the top and jump to the walkway. Kill the spider, then grab the air crates.

Now venture over to the curved path and collect the spacesuits, jumping over the energy beams. Jump onto the safe platform at the end. Instead of trying to jump over the large gap to the next safe platform, it's easier do a running jump right to the next curved bit. Head left to grab all the collectables, then proceed right to the safe platform by another energy tower. Do a running jump over to its rock. Before jumping onto the tower, swipe the crates for spacesuits and much-needed air.

Climb up the tower, as before, collecting all the spacesuits. At the top, jump to the walkway. Swipe the crate and the Dr Uranus and Buy Now signs for more spacesuits. Visit the air station, then jump over to the platform to kill the alien.







Jump onto the first rotating platform before it flattens out, then immediately run up and jump to the next, to run up it and jump to the stationary platform on the right. Swipe the crates for spacesuits and air, then jump to the opposite platform via the rotating one for more. Jump down to the next platform and hit the checkpoint.

Jump down to the large rock, collecting the spacesuits en route. Grab some air and jump down to the next rock to swipe more air and spacesuits. Take the pink lift down to another curved section. Swipe the crates for air and spacesuits. Visit the air station, then jump over to the first of a

Above: Jump onto the first rotating platform before it flattens out, then quickly onto the second and over.

Below: From the spinning platforms, you land on a platform above a curved section with moving energy beams.

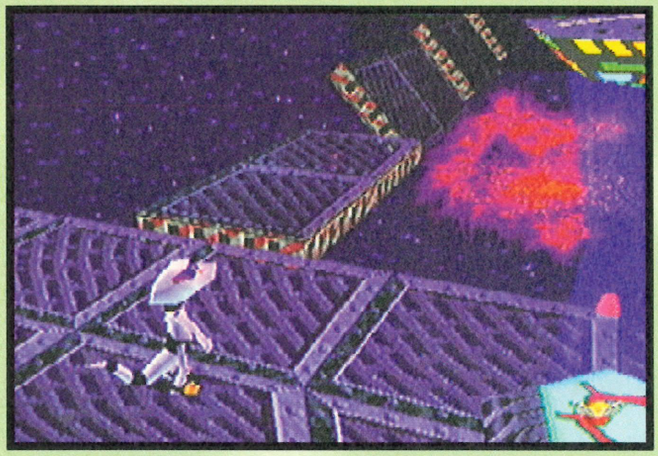


series of platforms: jump left and right up them, swiping the air and spacesuits crates on each – to get the **Reward Silver Remote**.

Visit the air station at the top, then jump via two spinning platforms to another curved section – with faster energy beams to jump over. Drop off the other end to the rock. Grab the air and climb up the energy tower. Jump to the walkway at the top to kill the spider and smash the signs for more spacesuits.

Visit the air station, then get ready to jump across some rotating platforms. Wait for all four to rotate in unison and the first to stop, then jump quickly across them all. Visit the air station, then kill the alien and R2-D2. You can now reach the Red Remote to exit.

Below: Wait till all four platforms rotate, then jump onto the first as it stops.





Level 2: Fine Tooning

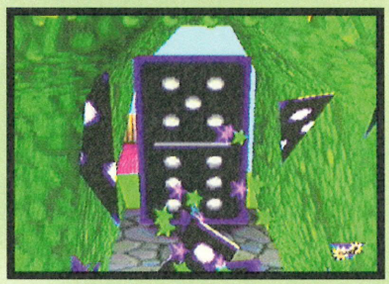
Goals: 2

Collectables
1st: 30 Carrots
2nd: 40 Cans
3rd: 50 Detonators

Goal 1: Climb The Tree

Follow the bottom path, collecting all the carrots – search the tree and swipe the two fish in the water. Head up the grass ramp and swipe the test-your-strength machine twice to move the ABC block. Then jump on the latter to collect more carrots (and another in the tree). There are more in the branches of the next tree – as indicated by the shadows on the ground. Watch out for falling objects past the finger sign as you grab the health fly. Continue round for more carrots.

Return to the area by the strength machine and jump to the ledge with the red mushroom. Swipe it for more carrots, then run and jump through the hedge arch, tail-swiping the dominoes. Kill the bee for his carrots, then cans. After the yellow sign, watch out for the bowling balls coming down the steps. Jump up on the left and weave past the balls as you ascend the steps. When you reach the tree stump with left-arrow sign, head left for extra cans and a health fly. Then continue up the steps.

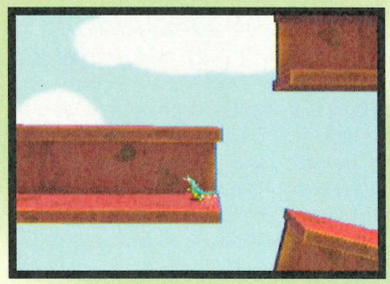


At the top, swipe the bee and grab the cans. Head forwards and drop to the floor by the block tower. Swipe the scorpion, then quickly hit all three strength machines to form a temporary stairway to the sticky wall and another can. Crawl round it back to the ledge, then jump to the first floating green platform, then to the next two when close enough. Wait for the block to disappear before jumping to the fourth platform. The next set of platforms disappear when they reach your corner, so jump along them quickly to reach the rock ledge.

Collect the cans and hit the checkpoint, then the scorpion for more cans. Jump up to the ledge to the right of the checkpoint for a couple more. Next jump up the two moving blocks to grab cans on the left ledge. The next bit's tricky: stand next to the Hard Hat Area sign, then run forward just as the block is about to disappear, to jump over the gap.

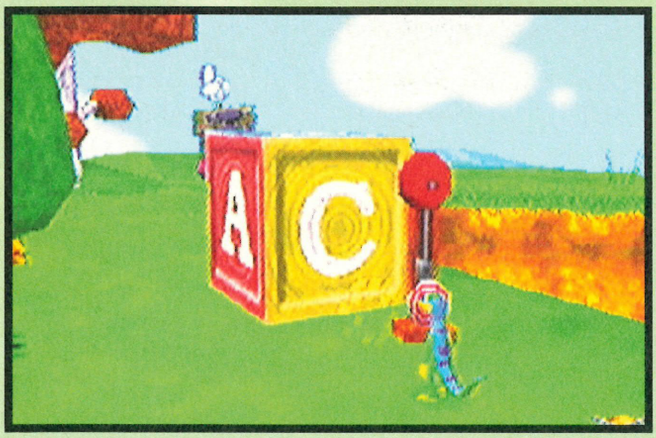
Swipe the strength machine, then drop into the water to kill the two fish. Jump up via the wooden platform to the right ledge for more cans, then the higher ledge on the left for yet more and a life fly. Return to the water and climb up the sticky wall on the far left. Now time your jumps over the three appearing blocks.

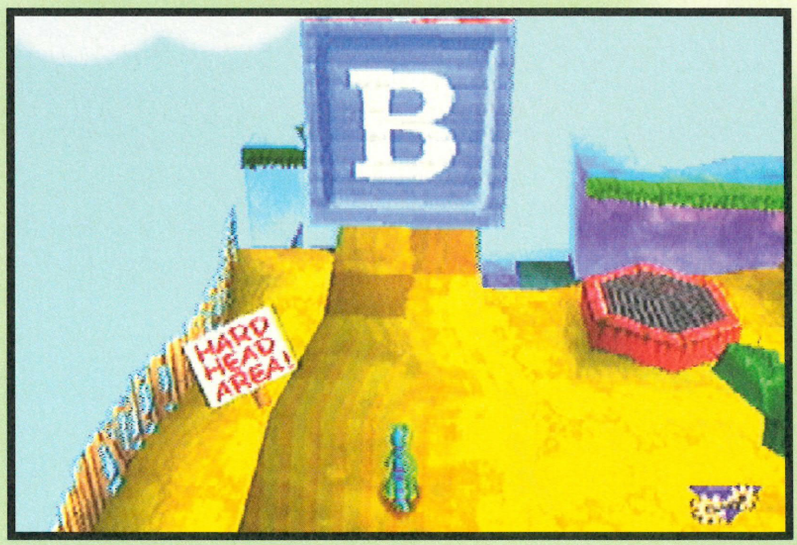
Before hitting the two strength machines, head over the purple block onto the right ledge for more cans and, past some falling objects, a health fly. Return to the strength machines and swipe them each repeatedly to get the blocks in position so that you can jump up to the girder. Run along the latter to collect your last can.



Run to the right, then left to jump to the next girder. Jump back to the top of the previous girder for the first detonator. Tilt the girder, as before, to jump left to the top of the second (for another detonator), then right to the inside of the third. Repeat this process to reach the middle of the fourth girder, then jump to the grass platform for more detonators. Jump back to the top of the last girder for another.

Below: The ABC blocks can be moved by swiping the strength machines near them.

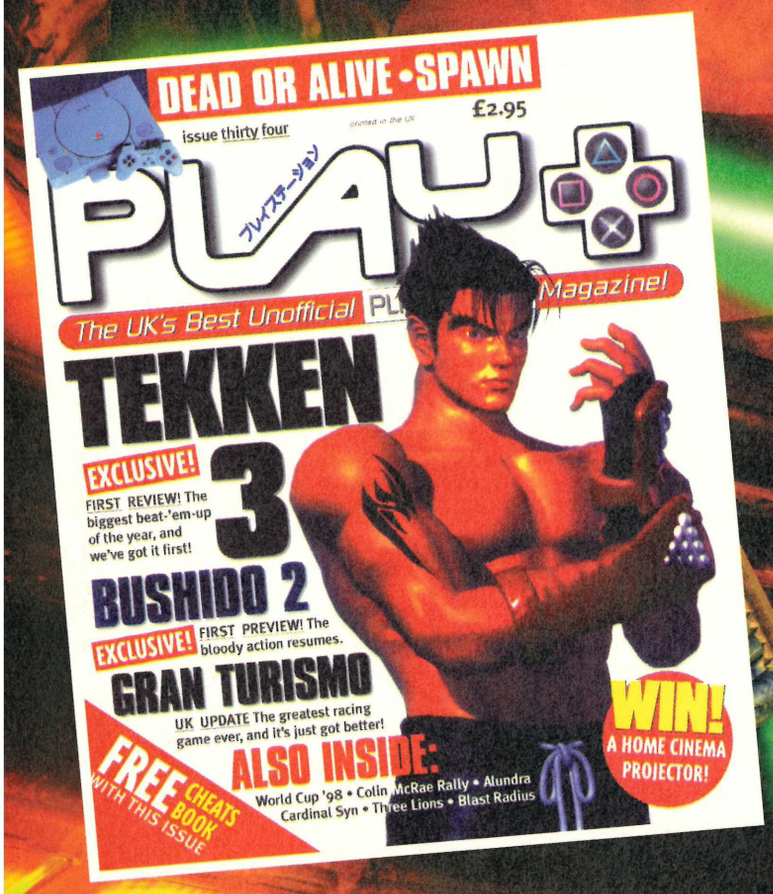




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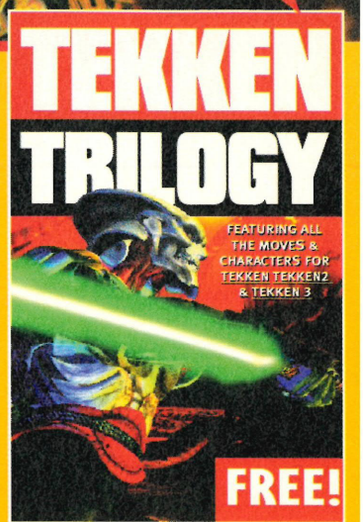
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guide

continued

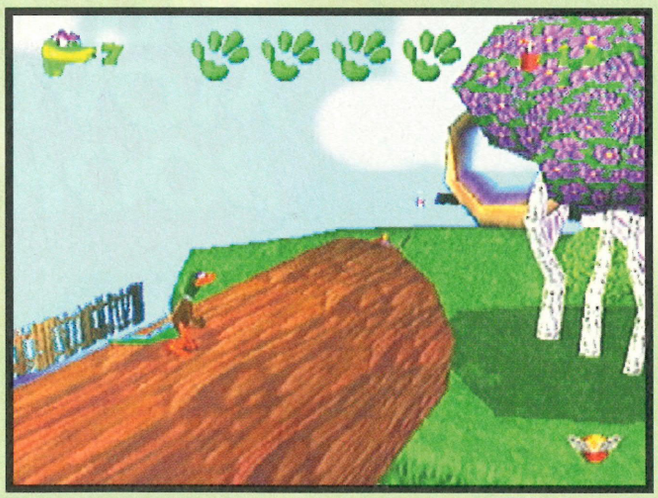


Above: After going through the comedy door, you emerge at the other end in a duck suit. This game is quackers!

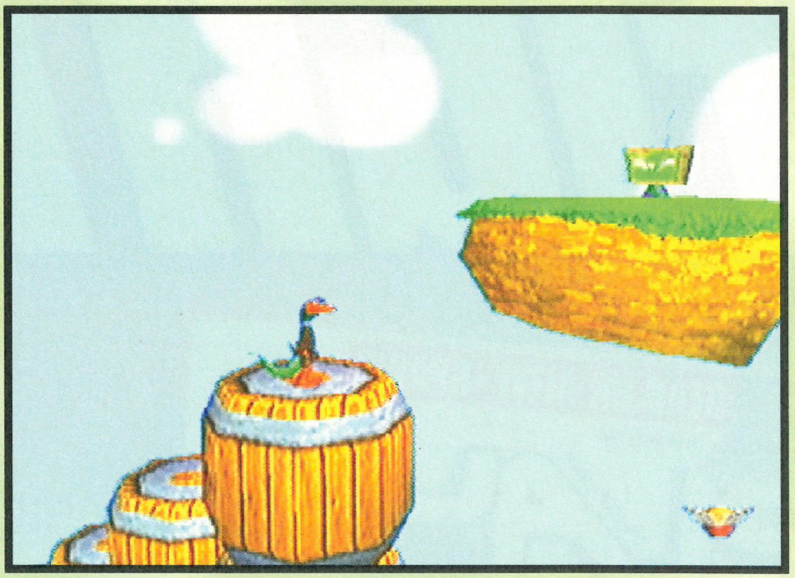
Jump over to the mainland and grab the detonators from the water, killing the fish for more. Jump out to grab the health fly, then return to the area by the twisting blocks. Leap over them and run right past the flowers to swipe the strength machine. Time your jumps up the four moving blocks to grab the detonators on the left ledge.

Run through the door to emerge at the other end as a duck! Naturally, it's now duck season, so swipe the hunter and search the bushes for more detonators. Grab more from the water, killing the fish, and the **Reward Silver Remote** should be yours.

Jump up via the tree stump and kill the bee. Jump up past the traps to find a rolling log. Jump onto it from the stump and run against its rolling to stay on top. Jump off on the far right to get the health fly, then jump to the mainland. Kill/avoid the hunter, then run through the hollow log. If you want some health, jump up onto the log, via the rock to reach the ledge with barrels. Kill the bee, then tail whip three of the left barrels, two of the middle ones, and one of the right, to form a stairway to the health fly.



Above: To stay atop this log, you need to run against the direction it's rolling.

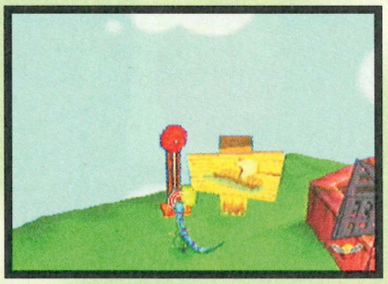


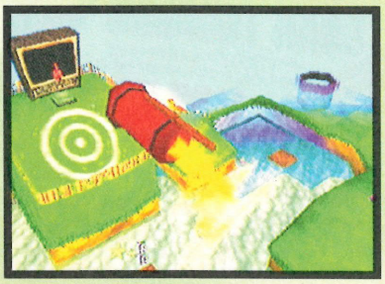
Drop back down to the log and run past the traps to the water-filled stump. Jump right via the tree branches to the next stump, then up to the next branch for the Red Remote.

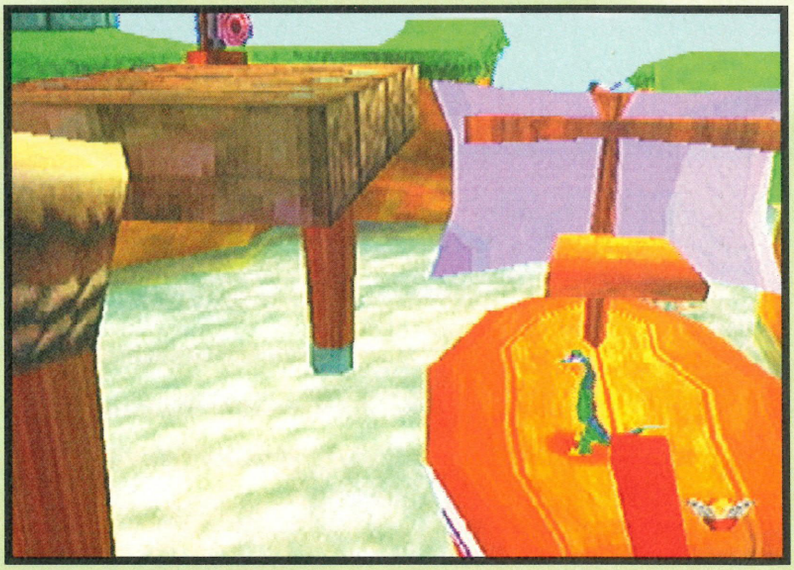
Goal 2: Storm The Castle

Follow the main route for Goal 1 until you reach the mainland after the girders. Go through the water to grab the health fly, then head right and swipe the strength machine by the boat sign. Now drop into the nearby hexagonal hole to be transported to the earlier one, to see the boat freed from its purple case. Jump onto it and swipe the rudder to take a ride to the castle. Jump from the mast platform onto the left platform and swipe the strength machine to lower the drawbridge.

Before entering, head round the left ledge to find the Hidden Silver Remote at the back of the castle. Grab it, then go through the translucent crack in the wall to enter the courtyard. Gobble a fire fly, then swipe the rocket fuse to light it. Quickly tail-bounce up to stick onto the rocket to take a ride straight to the Red Remote.









Level 3: Pangaea 90210

Goals: 2

Collectables
1st: 30 Drumsticks
2nd: 40 Buffalo Skulls
3rd: 50 Dinos

Goal 1: Assault The Lava Island
Swipe the palm tree for some drumsticks, then jump over the lava flow. Swipe the bones on the left to reach the drumstick and health fly by the toilets. Head up the hill and swipe the egg creature. Jump to the left rock ledges to grab the drumsticks. Then jump over the lava and swipe the fireball-spitting flower. Proceed forwards to kill the mosquito – jump and swipe as it attacks.



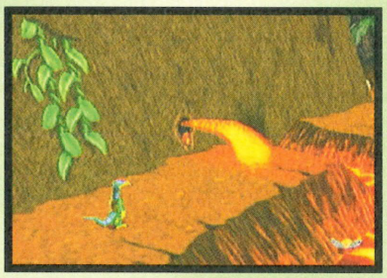
Jump over the lava and jump onto the bouncy lily pad to grab the drumsticks above. Then go round the right ledge and jump the gap to get the others. Go and kill the egg and swipe the palm tree for goodies. Time your jumps across the platforms floating in the lava. Jump up and swipe the swooping pterodactyl. Now jump over the two sinking/rising platforms to get the health fly.

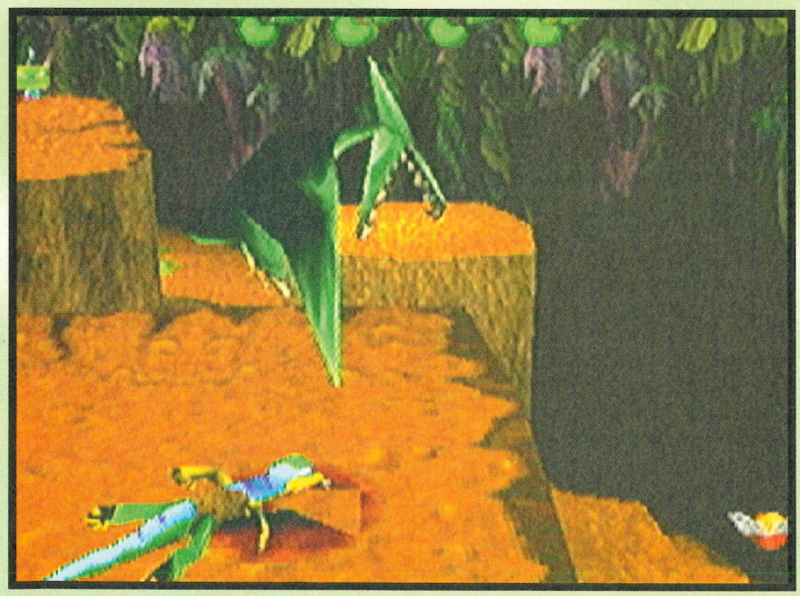


Jump via the high platform or lily pad to the ledge with the egg and swipe it. Ignore the platforms by the lava waterfall and jump over the lava to swipe the palms for more goodies. Swipe the pink dinosaur who charges down the hill, then jump up the platform on the left to get the fire fly.

Drop back down and run up the hill, dropping off the end to collect the goodies below. Jump back up the platforms to kill the fire-spitting plant. Jump onto the sticky grey path on the left to crawl up to the next ledge. Jump over the ramps, collecting more goodies, then swipe the pterodactyl on the other side. Swipe the palm tree on the right, then jump onto the nearby platform in the lava. Jump up the rest of the rock steps there to reach the Red Remote.

Goal 2: Climb The Volcano
Follow the Goal 1 route, collecting all the goodies and fire fly, until you reach the area near the exit. Kill the pterodactyl and







Above: The quickest way to kill the tricaeratops is to run a firewall ring round it.

swipe the tree, then time your run past the flame on the left. Jump the gap and kill the pink dinosaur which charges down the slope. Head up there and jump over the two sinking/rising platforms. Now gobble the fire fly and use your firewall to run a ring round the triceratops to frazzle it.

Once it's dead, jump onto the left ledge and get the health fly from the end. Jump over to the ledge with the falling boulders and follow them down to land on the ledge with the **Hidden Silver Remote**. Now drop off the near side of the ledge to slide down back near the lily pad.

Follow the route again to reach the lava-fall. This time jump up the platforms by it, leaping to the left ledge at the top. Grab the skulls and smash the egg. Swipe the tree and collect the skulls, then dinos. Grab the fire fly, then climb up the sticky grey path by the tree and head right at the fork. Crawl past the lava-dripping holes, collecting the dinos.

Drop off onto the ledge and swat the mosquito, then jump past the flame. Swipe the pink dinosaur, then jump to the platform by the sticky wall. Crawl down either side of the latter to find a ledge with a life fly and more dinos. Crawl back up to the platform, then back over to the ledge. Continue round, swiping the fire-spitting plant. Jump across the platforms, swiping the pterodactyl en route.

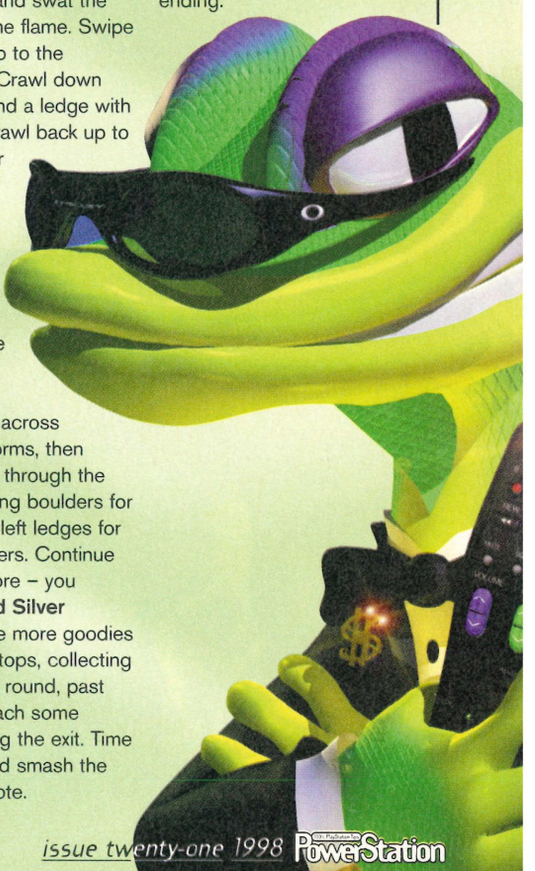
Swipe the fire plant, then run up the hill, past the falling boulders. Smash the egg, then jump up the left platforms. Time your jumps across the four sinking/rising platforms, then swipe the fire plant. Smash through the bones and run past the falling boulders for a health fly. Jump up to the left ledges for dinos, avoiding more boulders. Continue round the next ledge for more – you should now get the **Reward Silver Remote**, but if not there are more goodies ahead. Run past the triceratops, collecting the dinos. Continue up and round, past more boulders, until you reach some flames and bones protecting the exit. Time your run past the flames and smash the bones to get the Red Remote.



Above: You can jump up these ledges by the lava-fall to reach a high ledge on the left.

NEXT MONTH

We guide you through the remaining levels, plus the bonus and secret stages, and reveal the alternate ending.



"There are 55 Bru dungeon and I'm give each and eve one of them a right good seeing to!"

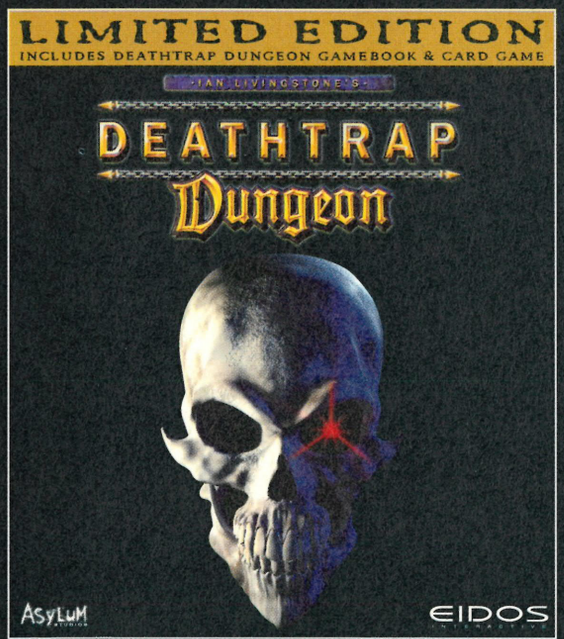
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I suppose we better not mention the T-Rex...

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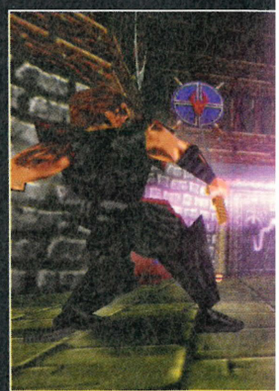
PUBLISHER OF THE YEAR

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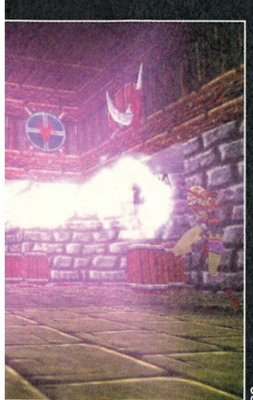
"A half naked bird, buckets of blood and rock solid gameplay...course yer gonna' like it"
90% PlayStation Plus

"...this game has got to be one of the best. Like a good book, once you've picked it up, you just can't put it down again"
92% ULTIMATE PC

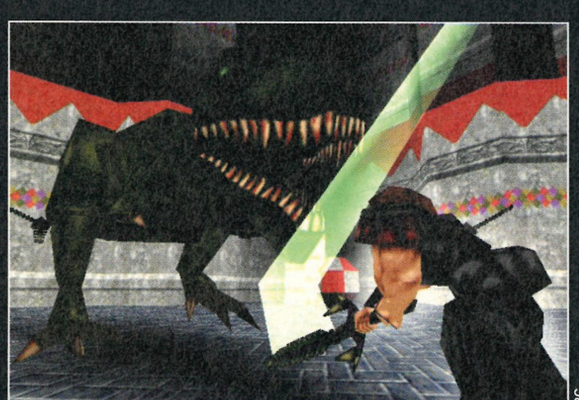
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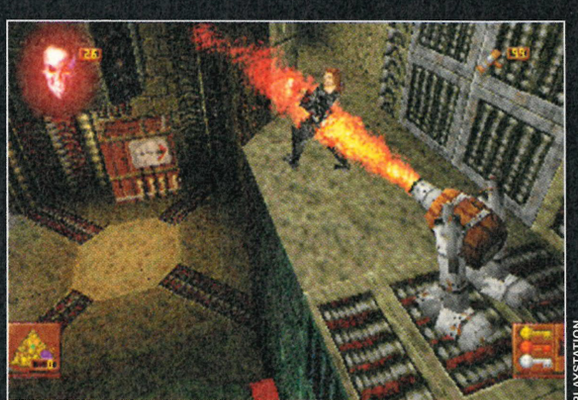
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PC



PC



PLAYSTATION

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start

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Price:	£60
Format:	Japan/USA

1 or 2 Players

Memory Card 1 Block

Tekken 3

The most eagerly awaited beat-'em-up since Tekken 2 has finally hit the shores of Britain – although we'll have to wait until September for the official release. No sooner had it docked than we steamed full ahead to knock out a complete moves list for the best 3D combat game yet.



Tekken 3



General Moves
→, → – Dash Forwards or Offensive Push If Next to Opponent
←, ← – Dash Backwards
■+✕ or ▲+● – Throw Escape (only when grabbed by opponent)
←, ←, ←, N – Backflip
↑, N or ↓, N – Axis Shifting Sidestep
↘+■ – Uppercut
↘+▲ – Juggling Uppercut
↘+✕ – Side Kick
↘+● – Front Kick
↑ or ↗+▲ – Quick Pounce
Hold ↑+▲ – Hard Pounce
→, →, → – Run (Shoulder, Stomp, or Tackle depending on distance)

While Running
Hold ← – Stop Running
■+▲ – Flying Cross Chop
✕ – Flying Side Kick
● – Sliding Leg Sweep

Ground Recovery Moves
Hold ↓+■ – Roll Over
■ – Roll Sideways
✕ – Get Up With Sweep
● – Get Up With Side Kick
Hold ↓+● – Ankle Kick
← – Roll Backwards
→ – Roll Forwards
Not every character has all recovery moves.

Key
■: Left punch
▲: Right punch
✕: Left kick
●: Right kick

→: Tap forward
←: Tap backwards
↓: Tap down once
↑: Tap up once

↖: Tap up/back once
↘: Tap down/forward once
↙: Tap down/back once
↗: Tap up/forward once

Hold →: Hold D-pad forward
Hold ←: Hold D-pad back
Hold ↓: Hold D-pad down
Hold ↑: Hold D-pad up

Hold ↘: Hold D-pad down/forward
Hold ↙: Hold D-pad down/back
Hold ↗: Hold D-pad up/forward
Hold ↖: Hold D-pad up/back

+ – Press buttons linked with a '+' at the same time
, – Moves must be done right after one another
WC – While crouching
FC – From crouching
WS – While standing
N – Neutral D-pad position

Gun Jack

Throws

■+✕	Body Slam
▲+●	Gorilla Press
↓, ↙, ←+▲	Backbreaker
↓, ↘, →+■	Pyramid Driver
↙, →+■+▲	Piledriver
↙+▲+✕	Face In The Dirt
→, Hold →+▲+✕	Jaw Breaker
↘+▲+●	Catapult
↘, ↘+▲+●	Modified Caapult
■+✕ or ▲+●	Flipping Choke Slam (from left)
■+✕ or ▲+●	Throw (from right)
■+✕ or ▲+●	Long Throw (from behind)

Multipart Throws

↗+■+▲	Punishment Drop
←, ↙, ↓, Hold ↘+▲	Gigaton Punishment (after Punishment Drop)

Special Techniques

■, ■, ■	Hammer Combo
▲, ■, ▲	Punch, Elbow, Uppercut
■+▲, ■+▲	Hammer Knuckle, Double Uppercut
(WS) ■	Violent Uppercut
(WS) ■+▲, ■+▲	Double Uppercut, Hammer Knuckle
→, →+■+▲, ■+▲ or ↘+▲	Scissors
(FC) ■+▲	Palm Lift
(FC), ↘+■+▲	Low Scissors
(FC), ↘+■, ▲, ■, ■	Wild Swing, Backfist
(FC), ↘+▲, ↓ or ↘ or →+■	Short Hammer Rush
(FC), ↘+▲, ■, ▲	Hammer Rush
(FC), ↘+■, ▲, ↓ or ↘ or →+■	Hammer Rush
(FC) ■, ■, ■, ▲, ↓ or ↘ or →+■	Hamme Rush
(FC) ■ or ▲	Megaton Strike
Hold ↘+▲, ■, ▲, ↓ or ↘ or →+■	Uppercut Rush
Hold ↘+■, ▲, ■, ▲	Uppercut Rush
↓+■+▲	Bravo Knuckle
←, ↙, ↓, Hold ↘+■ or ▲	Megaton Sweep, Megaton Knuckle
↘+■, ▲, ■, ▲	Uppercut Rush
↘+▲+✕	Downward Palm Strike
↓+●	Earthquake Kick
↙+■, ■, ■, ■, ■, ▲	Machine Gun Punches, Megaton Punch
Hold ↙+✕, ●, ✕, ●, ✕, ●	Cossack Kicks
↗+✕+●	Hip Press
→+✕+●	Head Slide
↓+✕+●	Sit Down
✕+●	Hop Forward, Hip Press (after Sitting)
Hold ← or Hold →	Roll backwards or forwards (after Sitting)
■, ▲, ■, ▲	Sitting Punches (after Sitting)
→+●, ■	Dark Cutter
✕+●, ✕+●, ✕+●	Dive Bomber
←, ↙, ↓, ↘, →, ↗, ↑, ↖ (repeat five times)	Gigaton Punch

Panda

Throws

■+✕	Rabid Bear
▲+●	Double Backbreaker
→, →+■+●	Stonehead
→, ↘, ↓, ↙, ←, →+■+▲	Circus Roll
■+✕ or ▲+●	Big Bear Drop (from right)
■+✕ or ▲+●	Rag Doll (from left)
■+✕ or ▲+●	Mauling Bear (from behind)

Special Techniques

→, →+▲	Demon Godfist Uppercut
↗+✕+●	Hip Press
■, ▲, ■, ▲	Bloody Claws (after Hip Press)
(WS) ■, ▲	Uppercut–Terrible Claw
▲, ■, ▲	Punch–Elbow–Uppercut
←, ↙, ↓, ↘+▲	Megaton Claw
↘+■, ▲, ■, ▲	Uppercut Rush
Hold ↘+■, ▲	Bear Rush
■	Uppercut Finish (after Bear Rush)
Hold →+■	High Finish (after Bear Rush)
Hold ↓+■	Low Finish (after Bear Rush)
→, →+■+▲	Bear Scissors
■+▲, ■+▲	Knuckle, Uppercut
(WS) ■+▲, ■+▲	Uppercut, Knuckle
Hold ↓+✕+●	Sit Down
■, ▲, ■, ▲	Bloody Claws (after Sit Down)
■, ■, ■	Punch Combo
→+■, ■, ■	Heaven Cannon Combo
(FC) Hold ↓+■, ■, ■, ▲, ■	Low Rush Combo
(FC) Hold ↘+■, ▲, ■, ▲	Wild Swing
■+✕+●	Dancing Taunt
Hold ↓+●	Turning Taunt
←+■+▲	Unblockable Terrible Claws
←, ←+▲+✕+●	Unblockable Bear Blow

Lei Wulong

Some ↑/↓ moves for stance changes are followed by the text "facing right". This means that when facing left, ↑ becomes ↓ and vice versa.

Throws

■+✕	Flying Sky Kick
▲+●	Neck Wringer
→, →+■+▲	Trip
↗+■+▲	Trip and Elbow

Special Techniques

↓+✕+●	Play Dead
↓+■+▲	Slide
←+✕+●	Back Turn
→+✕+●	Drunk Stance
←+■+▲	Headbutt
↙+●, ●	Rave Spin
→, N, ■, ▲, ■, ▲, ✕ or ●	Punch Rush, Low/Mid Kick
Hold →+●, ■, ▲, ✕ or ●	Crescent, 2 Punches, Low/Mid Kick
Hold →+●, ▲, ■, ▲, ✕ or ●	Crescent, 3 Punches, Low/Mid Kick
→, N, ●, ■, ▲, ✕, ●	Five-hit Combo, Mid Kick
→, N, ●, ■, ▲, ✕, ↓+●	Five-hit Combo, Low Kick
→, N, ✕, ●	High Crescent, Mid Kick
→, N, ✕, ↓+●	High Crescent, Low Kick
✕, ✕	Crescent, Low Kick Combo to Back Turn
■+▲	2 Turning Punches to Back Turn
■+▲, Hold ← or Sidestep+■+▲	Turning Punch to Back Turn
■+▲, ■+▲	Turning Punch, Back Uppercut
↑ or ↗+●	Short Jump Kick
●, ✕	Cartwheel Kick to Facedown
●, ●, ✕, ✕	Rolling Kicks to Facedown
●, ●, ✕	Rolling Kicks to Knockdown
✕, ●, Hold ↑	Triple Jumping Crescents to Back Turn
✕, ●, Hold ↓	Jump Crescents to Knockdown
→, N, ▲, ■, ▲, ■	Guard Punches to Back Turn
(WS) ●	Rising Front Kick
→, →, →+●	Flying Hawk Kick
←+■+●	One Leg Stance
↙+■+✕ or ↙+▲+●	Low Combo Breaker
↗+▲	Elbow Drop to Play Dead
→+▲+✕ or Sidestep+■+● or Sidestep+▲+✕	Snake Stance

Multi-Hit Strings

■, ▲, ■, ✕+●, ▲, ■, ●, ■, ●, ●	
■, ▲, ■, ✕+●, ▲, ■, ●, ■, ▲, ✕	
■, ▲, ■, ✕+●, ✕+●, ✕+●, ■, ■, ▲	

Moves From Special Postitions

Back Turned

■	High Backfist to Back Turn
↓+■	Low Backfist to Back Turn
▲	Back Uppercut
●	Back Mid Kick
↓+●, ●	Rave Spin
✕+●, ✕+●, ✕+●	Triple Backflip

Play Dead Position
(Lying face-up, head towards opponent)

✕, ●	Rave Spin
●	Rising Mid Kick
✕+●	Double Kick
Hold ↓+■	Slide
→ or ←, ✕, ●	Roll, Rave Spin
→ or ←, ●	Roll, Rising Mid Kick
↑	Stand Up

Slide Position
(Lying face-down, head towards opponent)

●, ✕	Slide
✕ or ●	Sweep
■	Play Dead
→ or ←, ✕	Roll, Sweep
→ or ←, ●	Roll, Rising Mid Kick
↑	Stand Up

Facedown Position
(Lying face-down, head away from opponent)

●, ✕	Cartwheel Kick to Facedown
✕	Sweep
✕, ●	Sweep to Play Dead
✕, ●, ●	Rave Spin
●	Rising Mid Kick
■	Knockdown
→ or ←, ✕, ●	Roll, Rave Spin
→ or ←, ●	Roll, Rising Mid Kick
↑	Stand Up

Knockdown Position
(Lying face-up, head away from opponent)

✕	Sweep
●	Rising Mid Kick
✕+●	Spring Up
Hold ↓+■	Facedown
→ or ←, ✕	Roll, Sweep
→ or ←, ●	Roll, Rising Mid Kick

One Leg Stance

✕, ✕, ✕, ✕	Hawk's Claw Kicks
●	Phoenix Kick

Drunk Stance

■	Drunk Punch
✕+●	Double Low Kick to Facedown

Snake Stance

■, ■, ■, ■, ■, ■	Hopping Punches
▲, ▲, ▲	Stabbing Punches
✕	Fall and Kick Up to Facedown
●	Low Jab Kick to Snake Stance
■+✕	Dragon Stance and Throw
↑	Dragon Stance (if facing right)
↓	Panther Stance (if facing right)

Dragon Stance

■	Spin to Neck Shaker
■+▲	Healing Drink (during Neck Shaker)
▲	Double Arm Strike
✕, ✕	Crescent, Low Kick Combo to Back Turn
●, ■, ▲, ✕, ●	Five-hit Combo, Mid Kick
●, ■, ▲, ✕, ↓+●	Five-hit Combo, Low Kick
↑	Tiger Stance (if facing right)
↓	Snake Stance (if facing right)

Panther Stance

■, ▲	Double Low Punch
▲	Uppercut
✕	Sweep
●, ■, ▲, ✕ or ●	Crescent, 2 Punches, Low/Mid Kick
●, ▲, ■, ▲, ✕ or ●	Crescent, 3 Punches, Low/Mid Kick
↓	Crane Stance (if facing right)
↑	Snake Stance (if facing right)

Tiger Stance

■ or ▲	Overhead Swipe
✕, ●	High Crescent, Mid Kick
✕, ↓+●	High Crescent, Low Kick
↑	(facing right) Snake Stance
↓	(facing right) Dragon Stance

Crane Stance

■	Guard Melting Punch
▲	Hard Backfist to Back Turn
●	Jump Forward to Low Kick
✕, ●, ▲, ✕	Four-hit Combo
↓	Snake Stance (if facing right)
↑	Panther Stance (if facing right)

guide

continued

Forest Law

Throws

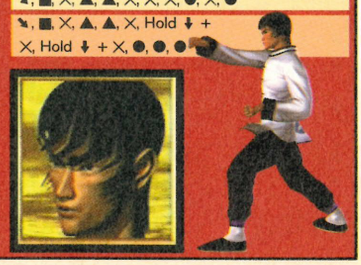
■ + ✕ or ▲ + ●	Reverse Throw (facing away from opponent)
■ + ✕	Dragon's Fire
▲ + ●	Hopping Frog
■ + ✕ or ▲ + ● (Left)	Headlock Kick
■ + ✕ or ▲ + ● (Right)	Ballbreaker
■ + ✕ or ▲ + ● (Back)	Dragon Bites
Hold ↘+■+▲, ■, ▲, ■+▲	Headlock Drop
→, Hold → + ✕ + ●	Knee Lift
Hold → + ▲ + ✕	Up To Drop

Special Techniques

■, ▲	Left Right Combo
■, ■, ■, ■	Machine Gun Arrow
▲, ▲	Rave War Combo
Hold → + ▲, ▲, ▲	Rave War Juggler
→ + ▲, ■	Poison Arrow
→, →, → + ✕	Running Side Kick
✕, ✕, ✕	Triple Head Kick
✕ + ●, ✕, ↑ + ●, ●	Back Flipper
●, ✕, ●	Shaolin Spin Kick
●, ↑ + ✕	Cresent Kick
↙ + ▲	Dragon Whip
↙ + ●	Dragon's Tail
↙ + ▲, ●	Elbow Spring Kick
↘ + ✕	Mid Kick
↓ + ✕ + ●	Frogman (↓ to lay down)
← + ▲, ✕, ●	Junkyard Kick (juggles)
← + ■, ▲, ■	Dragon Storm (juggles)
Hold ↓, any jump, N, ●	Somersault Fake
Hold ↓, any jump + ●	High Catapult Kick
Any jump + ●	Low Catapult Kick
Hold ↓, any jump + ✕ + ●	Rainbow Kick
↓, ↘, Hold ↘ + ✕	Slide Kick
(WC) ✕	Dragon Low Kick
(WC) ✕, ●	Double impact
(WC) ●, ✕	Rampage
↓ + ●, ✕	Low Kick to Somersault
(WS) ●, ✕	Front Kick to Somersault
✕, ●	High Kick to Right Somersault
Hold ↓ or ↓ + ▲, ✕	Body Blow to Somersault
↓ + ✕, ✕, ✕, ✕, ●	Triple Head Kick to Somersault
Any jump + ✕, ●	Jumping Kick to Somersault
✕ + ●	Quick Somersault
(WS) ✕, ●	Side Kick to Somersault
(WS) ✕ + ●	Double Dragon
↙ + ■ + ▲	Unblockable Power Punch (↑, ↑ to cancel)
Hold ↓, Hold ↑	Fake
■ + ▲ + ✕ + ●	Special Move: Supercharge
■	Blackout (after Supercharge)
■, ✕	Mugging (after Supercharge)

Multi-Hit Strings

↘ + ■, ▲, ▲, ■, ✕, ✕, ✕, ●, ✕, ●
↘ + ■, ▲, ▲, ■, ✕, ✕, Hold ↓ + ✕, Hold ↓ + ✕, ●, ●, ●
↘, ■, ✕, ▲, ▲, ✕, ✕, ✕, ●, ✕, ●
↘, ■, ✕, ▲, ▲, ✕, Hold ↓ + ✕, Hold ↓ + ✕, ●, ●, ●



Julia Chang

Throws

■ + ✕	Death Valley Bomb
▲ + ●	Fisherman Suplex
↓, Hold ↘ + ■ + ✕	Front Suplex
↙, ↙, ■ + ▲	Cyclone Suplex
↘ + ■ + ▲	Armlock Suplex
↓ ↙ ←, → + ■ + ▲	Triple Threat
■ + ✕ or ▲ + ●	Running Bulldog (from left)
■ + ✕ or ▲ + ●	Spinning Frankensteiner (from right)
■ + ✕ or ▲ + ●	Spinning Air Neck Breaker (from back)
↙ + ■ + ✕ or ▲ + ●	Low Attack Breaker

Special Techniques

■, ■, ■ or ↘ + ■, ■	Catapult Combo
■, ■, ●, ✕	Catapult, Sweep, Bow Leg
↘ + ■, ●, ✕	Overhead Chop, Back Sweep, Fankick
Hold → + ■	Rushing Uppercut
→, → + ■, ●	Dashing Left Elbow to High Kick
■, ▲, ■ or ✕ or ●	Punch, Death Push, Heaven Cannon or Low/High Kick
■ + ▲	Double Strike
(WS) ▲ or ✕, ▲	Slice Uppercut
▲	Elbow
■, ■	Catapult Combo
■, ●, ✕	Club Fist, Sweep, Bow Leg
●, N + ● or ↓ + ● or ■	Sweep, High Kick or Fankick or Uppercut
(WS) ●	Skyscraper Kick
▲ + ✕, ■	Death Push, Punt Kick, Uppercut
↘ + ▲, ✕ or ●	Death Push, Low Kick or High Kick
■, ↘ + ▲, ■	Jab, Death Push, Sky Uppercut
▲, ←	Punch, Spin Behind
↘ + ■, ▲	Rushing Punch, Dash Elbow
Hold → + ■, ▲	Lunging Palm Attack
■ + ●, ✕	Club Fist, Sweep, Bowleg
↓ + ●, ● or ↓ + ● or ■	Spinsweep, High Kick or Sweep or Uppercut
●, ●, ● or ↓ + ● or ■	Kick, Sweepkick or High Kick or Sweep Uppercut
✕ + ●	Sidestep Spin
✕ + ●, ●, ●, ● or ↓ + ● or ■	Spin, High Kick, Sweepkick, High Kick or Low Kick or Uppercut
↙ + ✕ + ●	Earthquake Stomp
→ + ■ + ●	Unblockable Heaven Cannon

Multi Hit Strings

▲, ■, ■, ▲, ✕, ✕, ●, ●, ■
▲, ■, ■, ▲, ✕, ✕, ▲, ✕, ▲, ■
▲, ■, ■, ▲, ✕, ✕, ▲, ■, ●, ✕



Eddy Gordo

Throws

■ + ✕	Rio Deal
▲ + ●	Rio Special
■ + ✕ or ▲ + ●	(Left) Missile Launcher
■ + ✕ or ▲ + ●	(Right) Shadow Dancer
■ + ✕ or ▲ + ●	(Back) Air Mail
←, ↙, ↓, ↘, Hold → + ■ + ▲	Rodeo Spin
■ + ✕ or ▲ + ●	Reverse Throw (facing away from opponent)

Special Techniques

■, ▲	1-2 Elbows
↙ + ●	Barbed Wire
↙ + ●, ← + ●	Barbed Wire to Handstand
✕, ●	Slippery Kick
✕, ●, Hold ←	Slippery Kick to Handstand
✕, ●, ●, ●	Slippery Kick to Side Flop
→, Hold → + ✕ + ●	Boomerang
●, ✕	Satellite Moon
→ + ●	Samba
→ + ●, Hold ←	Head Banger
→ + ●, ✕ + ●	Samba to Slippery Kick
↙ + ✕, ✕	Bushwacker
↙ + ✕, ●	Shin Cutter
↙ + ✕, ●, ●	Cut Crosser
↙ + ✕, ●, ■ + ▲	Cut Cross Header
↙ + ✕, N, ●	Cutting Leg Whipper
↙ + ✕, N, ✕	Bushwacker to Hot Plate Special
↑ or ↗ + ●	Roundhouse
← + ●	Leg Whip
← + ●, ✕, ✕	Leg Blast
← + ●, ●, ✕ + ●	Mars Attack
→ + ■, ▲, ●	Shin Cutter Combo
↘ + ●	Kneecap Crusher
✕ + ●	Back Handspring (back to Handstand)
↑ or ↗ + ✕ + ●	Fire Kick
↑ or ↗ + ✕ + ●, ↙ or ↓	Fire Kick & Relax
→ + ✕	Brush Fire
← + ✕	Knee Thruster
→, Hold → + ●	Back Somersault
→, Hold → + ●, Hold ↓	Back Somersault and Scoot Kick
→, Hold → + ●, ✕	Back Somersault and Fire Kick
→, Hold →, ●, ●	Back Somersault Crouch
→, Hold → + ✕	Lunging Brush Fire
→, Hold → + ✕, Hold ↓	Lunging Brush Fire to Laydown
→, Hold → + ✕, Hold ←	Linging Brush Fire and Fade Away
●, ✕, ↑ + ●	Illusion and Spin Kick
↘ + ✕ + ●	Freak Show
↘ + ✕ + ●, Hold ↓	Freak Show to Crouch
↘ + ✕	Toe Tap
↘ + ✕, Hold ↙ or Hold ↓	Toe Tap to Laydown
↘ + ▲	Elbow Uppercut
(WS) ●	Circle Kick
(WS) ✕	Face Jammer
↙ + ✕ + ●	Unblockable Fruit Picker
■ + ▲ + ✕ + ●	Supercharge
(WC) ■ + ▲, ■ + ▲	Hammerhead

Crouching

↘ + ■ + ▲	Turn and Roll
■ + ▲	Crying Needle

While Relaxing

●	Knee Slicer
■ + ▲	Low Header
●, ✕	Ipanema Wings
✕ + ●	Low Front Stinger
✕ + ●, ✕	Low Front Stinger Cancel Kick
●, ✕ + ●	Low Front Stinger Combo
✕, ●	Reverse Scoop Up Kick
●, ✕, ✕ + ●	Slippery Kick Combo
✕, N, ●	Rio Delight

Handstand Stance

The following moves have to be entered after putting Eddy into a handstand, while you let him come down.

→ + ■ + ▲	Handstand
Hold ←	Handstand Backward
Hold ↘	Handstand Forward
→	Handstand Walking
→ + ■ + ▲	Handstand to Armadillo
Hold ↓	Handstand Perch
↑	Handstand Tilt Right
↑ or ↓ + ✕ + ●	Handstand Tilt Right to Low Kick
●	Handstand to Helicopter
●, ✕ + ●	Handstand to Circle Sit
✕, ●	Handstand to Circle Stand
✕, ●, Hold ←	Handstand to Scoot Kick
✕	Handstand to Giant Step
✕, Hold ←	Handstand to Combo
Hold ↓ + ✕ + ●	Handstand to Flop Kick
■	Handstand to Flop Right
▲	Handstand to Flop Left
▲, ●, Hold ←	Handstand to Circus
▲, ●, ✕	Handstand to Carnival
▲, ●, ✕, Hold ←	Handstand to Super Carnival
▲, ✕, ✕	Handstand to Calipso
→, Hold → + ■ + ▲	Handstand to Dive
↑ + ✕ or ●	Handstand to Straight Flop
↑ + ✕ or ●, Hold ↓	Handstand to Rotator

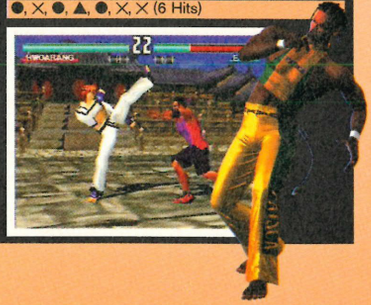
Sidestep Moves

Enter all the following moves directly after using one of the two Rewinder sidestep moves.

■ + ▲	Rewinder (sidestep)
↓ + ■ + ▲	Rewinder (sidestep)
↑ + ✕	Jumping Jacks
↑ + ✕, Hold ↓	Jumping Jacks to Laydown
↑ + ✕, ✕	Jumping Jacks to Back Kick
↑ + ✕, Hold ↓ + ✕ + ●	Jumping Jacks to Evil Stinger
✕	Hot Plate Special
✕, Hold ←	Hot Plate Special to Handstand
●	Twister Scoop Kick to Back Plant
●, Hold ←	Twister Swirl Kick
●, ✕, Hold ←	Twister Swirl Kick to Back Plant
●, N, ✕	Twisters
●, ✕ + ●	Twisters Combo
■ + ▲	Jumping Jacks to Hand Staps
■ + ▲, ✕	Jumping Jacks to Mirage
■ + ▲, N, ✕	Jumping Jacks to Island Mirage
✕ + ●	Jumping Jacks to Wheel Kicks
✕ + ●, Hold ↓	Jumping Jacks to Wheel Kicks to Duck Position
✕ + ●, ✕ + ●, ↙ + ✕ + ●, ↗ + ✕ + ●	Jumping Jacks to Sao Paulo Special
●, ✕	Jumping Jacks to Dos Sole
▲	Jumping Jacks to Cruncher

Multi-Hit Strings

●, ✕, ●, ▲, ●, ▲, ●, ●, ✕ + ●, ✕ + ●, ✕ + ● (10 Hits)
●, ✕, ●, ▲, ●, ✕, ●, ●, ● (8 Hits)
●, ✕, ●, ▲, ●, ✕ + ●, ✕ + ●, ✕ + ● (8 Hits)
●, ✕, ●, ▲, ●, ✕, ✕ (6 Hits)





Tekken 3

Jin Kazama

Throws

■ + ✕	Double High Sweep
▲ + ●	Over The Shoulder Reverse
■ + ✕ or ▲ + ●	Soul Flip (from left)
■ + ✕ or ▲ + ●	Over The Limit (from right)
■ + ✕ or ▲ + ●	Chicken Butcher (from back)
■ + ✕ or ▲ + ●	Reverse Throw (facing away from opponent)
→, Hold → + ■ + ▲	Stonehead
↓ or Hold ↙ + ■ + ▲	Ultimate Tackle
▲, ■, ▲, ■, ▲	Ultimate Punch (during tackle)
■ + ▲	Cross Arm Lock (during tackle)
▲, ■, ▲, ■ + ▲	Ultimate Punch to Cross Arm Lock (during tackle)
↓, ↙, Hold ← + ■ + ✕	Complicated Wire
Hold ↘ + ▲ + ✕	Wrist Clutch Slam
← + ■ + ✕ or ▲ + ●	Counter Attack (reversal)

Special Techniques

■, ▲	Left Right Combo
→, →, → + ✕	Leaping Side Kick
■, ▲, ▲	Demon Slayer
■, ■, ▲	Flash Punch Combo
←, Hold → + ▲	Heavy Body Blow
←, Hold → + ▲, ■, ▲	Laser Cannon
←, Hold → + ▲, ■, Hold ↘ + ▲	Laser Scraper (juggles)
→, N, ↓, ↘ + ▲	Rising Uppercut (juggles)
→, N, ↓, ↘ + ■	Dragon Uppercut
→, N, ↓, Hold ↘ + ■, ✕	Dragon Uppercut to Spinning Mid Kick
→, N, ↓, Hold ↘ + ■, ●	Dragon Uppercut to Spinning Low Kick
→, N, ↓, Hold ↙ + ●, ●	Spinning Demon
(WS) ■, ▲	Twin Pistons (juggles)
(WS) ▲	Uppercut
→ + ✕	Spinning High Kick
→, → + ✕	Left Splits Kick
→ + ●	Knee Kick
●	Back Spin Kick
↘ + ●, ●	Heel Drop
(WS) ●, ●	Tsunami Kick
↗ + ●, ●, ●, ●	Round House to Triple Spin Kick
→ + ▲	P-Stun
→, → + ▲	Demon's Paw
↘ + ■, ▲	Twin Lancer
■, ▲, ✕, ●	Shoot The Works
■, ▲, ✕, → + ●	Shoot The Works Upper
■, ▲, ●	1-2 Knee Kick
●, ✕	Demon Scissors
↓ + ✕ + ●	Double Lift Kick (juggles)
■ + ●, ▲, ●	3 Ring Circus
■ + ●, ▲, ↓ + ●	3 Ring Circus Combo
← + ■ + ●	Unblockable Lightning Uppercut
Hold ← + ■ + ●	Unblockable Lightning Screw Uppercut
← + ■ + ▲	Force
■ + ▲ + ✕ + ●	Supercharger

Multi-Hit Strings

← + ▲, ●, ●, ●, ●, ▲, ■ + ●, ▲, ■, ✕ or ●	(11 hits)
← + ▲, ●, ●, ●, ●, ▲, ■ + ●, ▲, ✕ + ●	(11 hits)
→, →, N + ▲, ■, ▲, ▲, ✕, ●, ●, ■, ▲, ■	(10 hits)
→, →, N + ▲, ■, ▲, ▲, ✕, ●, ●, ✕, ▲, ■	(10 hits)
✕, ▲, ●, ✕, ■ + ●, ▲, ▲, ■, ▲	(10 hits)
→, →, N + ▲, ■, ●, ●, ▲, ●, ✕, ▲, ■	(9 hits)
✕, ▲, ●, ✕, ■ + ●, ▲, ■, ✕ or ●	(9 hits)

Paul Phoenix

Throws

■ + ✕	Over The Shoulder
▲ + ●	Shoulder Pop
■ + ✕ or ▲ + ● (Left)	Dragon Screw
■ + ✕ or ▲ + ● (Right)	Fall Away
■ + ✕ or ▲ + ● (Back)	Reverse Neck Throw
■ + ✕ or ▲ + ●	Reverse Throw (facing away from opponent)
Hold ← + ▲ + ✕	Foot Launch
→, Hold → + ■ + ▲	Push Away
↘ + ■ + ▲	Twist & Shout
Hold ↙ + ■ + ▲	Unblockable Ultimate Tackle
▲, ■, ▲, ■, ▲	Ultimate Punch (after Tackle)
■ + ▲	Arm Breaker (after Tackle)
▲, ■, ▲, ■ + ▲	Ultimate Punch to Arm Breaker (after Tackle)
Hold ← + ■ + ✕ or ▲ + ●	Counter Attack

Special Techniques

■, ▲	Left Right Combo
▲, ✕	Jab-Roundhouse
→, ▲, ✕	Quick PK Combo
▲, Hold ↓ + ✕	Jab-Sweep
■, ●	Reverse PDK Combo
↗ + ✕, ●	Shredder
↓, ↘, → + ▲	Phoenix Smasher
(WC) ●, ▲	Bone Breaker
→, → + ●	Neutron Bomb
Hold ↓ + ▲	Down Strike (only on fallen opponent)
→, → + ✕, ●, ●	Double Hop Kick High
→, → + ✕, ●, → or ↘ + ●	Triple Kick Combo
→, → + ✕, ●, ↓ or ↙ + ●	Double Hop Kick Low
Hold ↓ + ■	Hammer Punch
Hold ↓ + ■, ▲	Hammer to Power Punch
Hold ↓ + ■, ●, ▲	Hang Over
(WC) Hold ↘ + ▲	Jaw Breaker
(WC) Hold ↘ + ▲, ■	Gut Buster
(WC) Hold ↘ + ▲, ▲	Bone Breaker (juggles)
→, Hold → + ▲	Flash Elbow
Hold ↓, wait, ↑ + ▲ + ✕ + ●	Incomplete Somersault
→ + ■ + ●	Shoulder Tackle
↓, ↘, → + ■	Thruster (juggles)
→ + ■ + ▲	Hammer Of The Gods
↓, ↙, Hold ←	Sway
↓, ↙, ←, N, ▲	Rubberband Attack
↓, ↙, ←, N, ■	God Hammer Punch
↓, ↙, ←, N, ✕	Sway & Low Kick
↓, ↙, ←, N, ✕, ▲	Rapid Fire
↓, ↙, ←, N, ✕, ▲, ■	Rapid Fire to Phoenix Smasher
↓, ↙, ←, N, ✕, ▲, ▲	Rapid Fire to Stone Breaker
■ + ▲ + ✕ + ●	Supercharge
Hold ← + ■ + ▲	Unblockable Burning Fist

Multi-Hit Strings

■, ▲, ✕, ▲, ■, ▲, ■, ●, ▲, ■	(10 hits)
■, ▲, ✕, ■, ●, ▲, ■, ●, ▲, ■	(10 hits)
■, ▲, ✕, ■, ▲	(5 hits)



Yoshimitsu

Throws

■ + ✕ or ▲ + ●	Reverse Throw (facing away from opponent)
■ + ✕	Jumping Body Slam
▲ + ●	Sword Hit to Face
■ + ✕ or ▲ + ●	Wheels Of Hell (from left)
■ + ✕ or ▲ + ●	Spiritual Division (from right)
■ + ✕ or ▲ + ●	Tornado Drop (from back)
↓, ↙, Hold ← + ■ + ▲	Rainbow Drop
↙ or ↓ + ■ + ✕ or ▲ + ●	Lower Dodge
← + ■ + ●	Flash

Special Techniques

↘ + ■, ■, ■, ■	Door Knocker
↘ + ■, ▲	Door Knocker to Back Knuckle
→, → + ✕ + ●, ■ + ▲, ✕ + ●	Shark Attack Blow
→ + ▲	Back Blow
↓ + ✕ + ●	Indian Style
▲	Slap-U-Silly (after Indian Style)
●	Kangaroo Kick (after Indian Style)
●, ✕	Kangaroo Kick
→, → + ✕, ■	Unblockable Wood Chopper
↑ + ■ + ▲ (↓ cancel)	Unblockable Flea
→, Hold → or ←, Hold ←	Unblockable Running Flea (after Flea)
↖ or ↑ or ↗	Unblockable Jumping Flea (after Flea)
✕ + ●	Wriggle to Kanga Kick (after Flea)
↖ or ↑ or ↗ + ●	Ground Skip
→, Hold → + ■ + ▲	Solar Kick
■ + ●	Healing Life Health Sucker (after Solar Kick or Energy Charge)
Hold → + ■ + ●	Enemy Healing Energy Drain (after Solar Kick or Energy Charge)
↘ + ■, ▲, Hold ↙ + ▲	Megaslap
→, Hold → + ▲	Yoshimitsu Blade
Sidestep + ✕ + ●	Special Move Energy Charge
Hold →	Unblockable Energy Field (after Energy Charge)
↗ + ✕ + ●	Poison Wind
← + ■	Bronze Fist
✕ + ●	Steel Fist
Hold ↙ + ■	Unblockable Gold Fist
(WC) ↙, ← + ■	Unblockable Samurai Cutter
Hold ↗ + ■ + ▲, ←	Unblockable Deathcopter Trick
↓, ↓, →, → + ■	Unblockable Moonsault Slayer
Hold ← + ■ + ▲	Unblockable Bad Stomach
■ or ▲ or ✕ or ●	Unblockable Poison Breath
↓ + ■ + ●, ← + ■, ■, ■	Unblockable Ultimate
✕, ✕, ✕, ✕, ✕	Harakiri Dance

Multi-Hit Strings

■, ▲, ■, ●, ●, ●, ■, ■, ■, ■	(10 Hits)
■, ▲, ■, ●, ▲, ▲, ▲, ●, ■, ■	(10 Hits)
●, ●, ▲, ▲, ●, ●, ■, ■, ■, ■	(10 Hits)
■, ▲, ■, ●, ●, ●, ■, ✕ + ●	(8 Hits)
●, ●, ▲, ▲, ●, ●, ■, ✕ + ●	(8 Hits)



Nina Williams

Throws

▲ + ●	Izori
■ + ✕	Shihounage
■ + ✕ or ▲ + ●	Super Backbreaker (from left)
■ + ✕ or ▲ + ●	Coconut Crusher (from right)
■ + ✕ or ▲ + ●	Overhead Limb Break (from back)
↘, ↘ + ■	Kakaekomihijiuchi
Hold → + ■ + ✕	Kubikarinage
▲ + ●, ■, ▲, ■	Izori hijiotoshi
↓, ↘, →, ✕ + ●	Kanibasami
↓, ↘, →, ■ + ▲	Shouaku
↓, ↙, ←, ■ + ●	Shikkyaku
↓, ↙, ←, ■ + ●	Shikkyaku

Special Techniques

← + ▲, ▲	Twin Slap
→, → + ✕	Bad Habit
→, → + ▲	Right Panther's Claw
→, → + ■	Left Panther's Claw
←, ↙, ↓, ↘ + ▲	Slap-U-Crazy
Sidestep + ■ + ▲	Sidestep Double Palm
Sidestep + ▲	Sidestep Uppercut
Sidestep + ← + ■	Killing Blade
Sidestep + ■	Quick Slap
Sidestep + ●	Sidestep Sweep
↗ + ●, ✕, ●	Can Opener
↘ + ✕, ■, ▲, → + ■ + ▲	Low Kick, 2 Punches, Blonde Bomb
↙ + ▲	Right Backhand Body Blow
Hold ← + ■	Left Backhand Body Blow
↙ + ●, ✕	Low Kick to Air Blast Kick
↙ + ✕ + ●	Air Blast Kick
↘ + ✕, ■, ▲, Hold → + ■ + ▲	Assault Bomb
↓ + ✕ + ●	Twisted Mind (on grounded opponent)
(WC) ↘ + ●	Wipe The Floor
→, →, ■ + ▲ or Hold → + ■ + ▲	Soushouha
→, → + ●	Forward Flip Kick
↗ + ●, ✕, ●	Hunting Kick Combo
→, →, → + ✕	Bone Cutter
↓, ↙ + ✕	Divine Cannon
↙ + ●	Slicer
↙ + ●, ✕	Geyser Cannon Combo
↘, ■, ▲, ●	Triple Smashes
↘, ■, ▲, Hold ↓ + ✕, ●	Jail Crusher
↘, ■, ▲, Hold ↓ + ✕, ▲	Cemetery Crash
↘, ■, ▲, ■, ▲, Hold → + ■ + ▲	Double Explosion (Rengeki Soushouha)
↘, ■, ▲, Hold → + ■ + ▲	Double Explosion
↘, ■, ▲, ■, ●	Spark Combo
↓ + ✕, ▲	Low Left Kick, Uppercut
↓ + ✕, ●	Leg Break Combo
Hold ↓ + ✕, Hold ↓ + ●	Low Leg Break Combo
✕, ●	Head Ringer
↘ + ✕, ✕, ✕, ●	Rapid Kick Combo
↘ + ✕, ✕, ✕, ■, ▲, Hold → + ■ + ▲	Rapid Combo & Soushouha
↘ + ✕, ✕, ✕, ✕	Rapid Combo & Left Low Kick
↘ + ✕, ■, ▲	Flush Combo
↘ + ✕, ■, ▲, Hold → + ■ + ▲	Assault Combo
↙ + ■ + ▲	Unblockable Hunting Swan
↓, ↙, ←, Hold ↘ + ▲ + ✕	Unblockable Sleeping Breath
← + ■ + ✕ or ← + ▲ + ●	Reversal

Multi-Hit Strings

■, ▲, ■, ▲, ✕, ✕, ▲, ■, ▲, ●	(10 hits)
■, ▲, ■, ▲, ✕, ✕, ▲, ■, ●, ✕	(10 hits)
■, ▲, ■, ▲, ●, ✕, ●, ▲, ●, ✕	(10 hits)

guide

continued

Ling Xiaoyu

Throws

■ + ✕	Jade
▲ + ●	Ruby
■ + ✕ or ▲ + ● (Left)	Arm Flip
■ + ✕ or ▲ + ● (Right)	Dump The Bucket
■ + ✕ or ▲ + ● (Back)	Crank Up
■ + ✕ or ▲ + ●	Reverse Throw A (after Rain Dance)
→, Hold → + ■ + ✕ or ▲ + ●	Reverse Throw B (after Rain Dance)
↓ + ■ + ✕ or ▲ + ●	Cradle Throw (after Art Of Phoenix)
Hold → + ▲, ■	Shoe
→, Hold → + ✕ + ●	Back Layout (after Rain Dance)
↓, ↙, Hold ← + ▲	Dislocater
← + ■ + ●	Upper Dodge
↓ + ■ + ● or ↙ + ■ + ●	Lower Dodge
■ + ●	Reverse Upper Dodge (after Rain Dance)
↓ + ■ + ●	Reverse Lower Dodge (after Rain Dance)

Special Techniques

■, ▲	Bayonet
■, ↓ + ▲	Bayonet Twist
▲, ■	April Showers
▲, ↘ + ■	May Showers
← + ■	Great Wall Left to Counter
← + ▲	Great Wall Right to Counter
↙ + ■	Storming flower
Hold ↘ + ■	Belly Chop to forward
↘ + ■	Belly Chop to backward
→, Hold → + ✕	Raccoon Swing to Back Turned
↑ + ■	Single Fan Backward
Hold ↑ + ■	Single Fan Forward
↘ + ▲	Butter The Bread
(WS) ▲	Sunflower
(WS) ▲, →	Sunflower to facing opponent
(WS) ●	Skyscraper Kick
(WC) Hold ↘ + ▲, ■	Lotus Twist
(WC) Hold ↘ + ▲, Hold ↘	Shady Lotus
(WC) ✕, ▲, ■, ●	Fire Dancer
(WC) ↘ + ●, ●	Flower Garden to AOP
→, Hold → + ●	Step Kick
↗ + ●	Cyanide
↑ + ■ + ▲	Double Fan Forward
↑ + ■ + ▲, ▲	Hydrangea
↑ + ■ + ▲, ▲, ■	Fortune Cookie
↑ + ■ + ▲, ✕ + ●	Ginger Snap
↙ + ●	Nutcracker
↓ + ■	Flapping Wings
Hold ↓ + ■	Flapping Wings to Phoenix Stance
← + ■ + ▲, ▲	Spin Sticker
→, Hold → + ■ + ▲, ■ + ▲	X Marks The Spot
→, Hold → + ✕ + ●	Front Layout
↙ + ✕	Knee Cracker
← + ■ + ▲	Hypnotist
→ + ■ + ▲	Cartwheel
→ + ✕ + ●	Cartwheel
✕ + ●	Left Spinner
↓ + ✕ + ●	Right Spinner
(WC) Hold ↙ + ✕ + ●	Low Back Turn
■ + ✕ + ●	False Salute
▲ + ✕ + ●	Greetings
■ + ▲ + ✕ + ●	Supercharge
Hold ← + ■ + ✕ or ▲ + ●	High Combo Break
Hold ↙ + ■ + ✕ or ▲ + ●	Low Combo Break
Hold ← + ■ + ▲, ■ + ▲	Unblockable Thunder Strike

Art Of Phoenix Moves

All these moves are to be entered after putting Ling into the Phoenix Stance.

↓ + ■ + ▲	Phoenix Stance
■ + ▲	Power Wave Crest
↓ + ■ + ▲	Heavy Wave Crest
■	Left Handful
▲	Right Handful
✕	Knee Stabber
↖ or ↑ or ↗ + ✕, ✕	Double Barrel Shotgun
↖ or ↑ or ↗ + ●, ●	Double Scissor Kick
↖ or ↑ or ↗, N, ✕	Jumping Pirouette
↖ or ↑ or ↗, N, ●	Jumping Pirouette
●	Back Kick
●, ←	Flower Scissors
●, ✕	Fire Cracker
●, ✕, ↓	Fire Cracker to Sidestep
→ + ●, ●	Flower Garden
↑ + ●, ●	Flower Power
Hold ↑ + ●	Flower Power to Back Turn
↓	Butterfly
↑	Jump
→ + ■ + ▲	Back Turn
→ + ✕ + ●	Roll Ball

Rain Dance Moves

All these moves are to be entered after the Rain Dance command.

← + ✕ + ●	Rain Dance
↓ + ■ + ▲	Ultra Phoenix
→ + ✕ + ●	California Roll to Crouching
✕ + ●	Spin Tornado to Sidestep (far from opponent)
↓	Spin Tornado to Sidestep (near opponent)
▲, ■, ●	Dark and Stormy
●	Mistrust
↓ + ✕	Back Circle Breaker
Hold ↓ + ✕	Back Circle Breaker
→ + ✕ + ●, ✕ + ●	Cyclone
→, Hold → + ✕	Back Layout

Multi-Hit Strings

↑ + ●, ■, ▲, ■ + ▲, ■, ✕, ●, ●, ●, ■	
↑ + ●, ■, ▲, ●, ●, ▲, ■ + ▲, ■, ●, ▲	



Kuma

Throws

■ + ✕	Rabid Bear
▲ + ●	Double Backbreaker
→, → + ■ + ●	Stonehead
→, ↘, ↓, ↙, ←, → + ■ + ▲	Circus Roll
■ + ✕ or ▲ + ●	Big Bear Drop (from right)
■ + ✕ or ▲ + ●	Rag Doll (from left)
■ + ✕ or ▲ + ●	Mauling Bear (from behind)

Special Techniques

→, → + ▲	Demon Godfist Uppercut
↗ + ✕ + ●	Hip Press
■, ▲, ■, ▲	Bloody Claws (after Hip Press)
(WS) ■, ▲	Uppercut Terrible Claw
▲, ■, ▲	Punch Elbow Uppercut
←, ■, ↓, ● + ▲	Megaton Claw
● + ■, ▲, ■, ▲	Uppercut Rush
Hold ↘ + ■, ▲	Bear Rush
■	Uppercut Finish (after Bear Rush)
Hold → + ■	High Finish (after Bear Rush)
Hold ↓ + ■	Low Finish (after Bear Rush)
→, → + ■ + ▲	Bear Scissors
■ + ▲, ■ + ▲	Knuckle, Uppercut
(WS) ■ + ▲, ■ + ▲	Uppercut, Knuckle
Hold ↓ + ✕ + ●	Sit Down
■, ▲, ■, ▲	Bloody Claws (after Sit Down)
■, ■, ■	Punch Combo
→ + ■, ■, ■	Heaven Cannon Combo
(FC) Hold ↓ + ■, ■, ■, ▲, ■	Low Rush Combo
(FC) Hold ↘ + ■, ▲, ■, ▲	Wild Swing
■ + ✕ + ●	Dancing Taunt
Hold ↓ + ●	Turning Taunt
← + ■ + ▲	Unblockable Terrible Claws
←, ← + ▲ + ✕ + ●	Unblockable Bear Fart

Heihachi Mishima

Throws

■ + ✕	Neck Breaker
▲ + ●	Power Bomb
→, → + ■ + ▲	Headbutt
■ + ✕ or ▲ + ●	One Hand Slam (from left)
■ + ✕ or ▲ + ●	Tile Splitter (from right)
■ + ✕ or ▲ + ●	Atomic Drop (from behind)

Special Techniques

▲ + ✕ + ●	Lighting Taunt
Hold ← + ▲	Spinning Gutpunch
↓, ↘, → + ▲	Deathfist
↓ + ■, ▲	Tile Splitter, Deathfist
→, → + ▲	Demon Godfist
■, ■, ▲	Shining Fists
■, ▲, ▲	2 Punches, Backfist
↘ + ■, ▲	Twin Pistons
● or ✕	Flipstomp
→ + ●	Right Axe Kick
↓ + ●	Demon Stomp
→ + ■, ← + ▲, ■ or ●	Punch, Gutpunch, Slice Kick
→ + ■ + ▲	Chi Palm
■, ▲, ■ + ▲	2 Punches, Chi Palm
	Fast Chi Palm
↗ + ✕, ●	Hell Axle Kicks
Hold ↗ + ▲ + ●	Corpse Splitter
↗ + ●, ●	High-Low Jumping Spin Kicks
(WS) ●, ●	Axe Kicks
→, N, ↓, ↘ + ■	Thunder Godfist
→, N, ↓, ↘ + ▲	Wind Godfist
→, N, ↓, ↘ + ✕, N	Slice Kick
→, N, ↓, Hold ↘ + ✕	Low Slice Kick
→, N, ↓, Hold ↘ + ●, ●	Hell Sweeps
→, N + ■	Thunder Godfist
→, N + ▲	Demon Godfist
→, N + ●, ●	Axe Kicks
→, → + ✕	Left Axe Kick
→, →, Hold → + ✕, ↗ + ●	Lunging Side Kick, Hell Axle
←, ←, N + ✕ + ●	Shadow Foot Sidestep
↓ + ■ + ●	Unblockable Demon Tile Splitter

Multi-Hit Strings

↘ + ✕, ▲, ▲, ●, ●, ■, ▲, ■, ▲, ■	
↘ + ✕, ▲, ▲, ●, ●, ■, ●, ■, ▲, ●	
→, Hold →, ▲, ■, ▲, ▲, ✕, ●, ●, ■, ▲, ■	

Bryan Fury

Throws

■ + ✕	DDT
▲ + ●	Falling Brain Blaster
(FC) ↘, ↘ + ■ + ▲	Death Messenger
■ + ✕ or ▲ + ●	Free Fall (from left)
■ + ✕ or ▲ + ●	Knee Blast (from right)
■ + ✕ or ▲ + ●	Hummer Throw (from behind)

Special Techniques

■ + ✕ + ●	Knee Taunt
→, → + ▲	Mach Punch
→, → + ✕	Running Spin Kick
Sidestep + ■	Devil's Claw
Sidestep + ▲	Side Hummer
Sidestep + ■, ▲	Phantom's Claw
↘ + ✕	Snake Edge
↘ + ●	Spin Kick
↘ + ■, ▲	Double Body Blow
↓ + ✕ + ●	Side Low Kick
✕, ✕	Quick Kicks
← + ✕, ●	Stopping Kick, Feint Knee
Hold ← + ●	Knee
←, ← + ●	Flipping Ankle
■ + ▲	Backdodge, Double Snake Fang
→ + ■ + ▲	Spinning Elbow
← + ▲, ●	Spinning Punch, Low Kick
■, ▲, ✕	Northern Lights
■, ▲, ■, ▲	4-Punch Combo
■, ▲, ■, ●	3-Punch, Low Kick
■, ●, ✕, ✕	Southern Cross
■, ●, ▲, ●	Atomic Combo
■, ●, ▲, ■, ● or ▲	Atomic Combo 2 or Snake Combo
Hold ↘ + ■, ■, ■, ▲	Piston Punches, Straight
← + ▲, ■, ▲ or ●	Spinning Punches, Punch or Low Kick
↓, ↙, ←, N + ▲	Backdash Smash
✕, ▲, ■, ● or ▲	Gatling Combo or Gatling Punches
← + ✕, ▲, ■, ▲ or ●	Stopping Kick, Punches, Kick
↓, ↘, → + ■ or (WS) ■	Lifting Uppercut
↓, ↘, → + ▲ or (WS) ▲, ← + ▲	Gutpunch, Counterhit Throw
↓, ↘, → + ✕ or (WS) ✕, ●	Knee, Crushing Knee
Hold → + ●, ✕, ●	Triple Kick
↓ + ■ + ✕ or ▲ + ●	Low Attack Breaker
← + ■ + ●	Slow Super Backfist
→ + ■ + ●	Fast Super Backfist

Multi-Hit Strings

■, ●, ▲, ■, ▲	
■, ●, ▲, ■, ●	
■, ●, ▲, ■, ■, ▲	
■, ●, ▲, ■, ■, ●	
← + ✕, ●, ■, ▲, ■, ●, ✕, ✕	
← + ✕, ●, ■, ▲, ■, ●, ▲, ■, ●, ▲	



Tekken 3

Hwoarang

Throws

■ + ✕	Windmill Neck Kick
▲ + ●	Reverse Neck Kick
➔ + ■ + ✕	Run Up Back
➔, ➔ + ▲	Jawbreaker
➘, ➙ + ■ + ✕	Trip
➘, ➙, ➔ + ✕	Boot To The Head
■ + ✕ or ▲ + ●	Five Strike Combo (from left)
■ + ✕ or ▲ + ●	Foot In Face (from right)

Special Techniques

➔, ➘, ➘, ➙, ➔ + ✕	Boot
➘ + ■ + ✕ or ▲ + ●	Combo Breaker
■ + ▲	Face Away/Face Torwards
✕ + ●	Left Lead/Right Lead
➔, N, ➘	Crouch Dash
➔, N, ➘ + ▲	Uppercut
➔, N, ➘, ➘ + ✕	Left Flamingo Stance
➔, N, ➘ + ✕, ✕	Stabbing Kick
➔, N, ➘ + ●	Sky Blast Kick
➘ + ✕	Shin Kick
➘ + ●, ●	Bird Hunter
➘ + ■ + ▲	Body Blow
➘ + ✕, ●	Axe Kick
➘ + ●	Toe Kick
➙ + ●	Trip Kick
➙ + ●, ●	Crushing Axe Kick
➚ + ✕	Hoping Sidekick
➙ + ✕, ●, ✕	Air Combo
(WS) ✕	Rising Crescent
(WS) ●	Toe Kick
(WS) ●, ●	Axe Kick
➙ + ✕ + ●	Heel Explosion

Right Leg Forward

▲, ■, ■	Triple Punch
➔ + ●	Right Flamingo Stance
➔ + ✕	High Kick
➔ + ●	Sidestepping Roundhouse
➔ + ●, ● (Do Quickly)	Lifting Leg
●, ✕ (Do Quickly)	High Roundhouse
●, ✕	Chainsaw Kick
➔ + ✕	Hook Kick
➔ + ✕, ✕	Hook Kick, Axe Kick
➔ + ✕, ■, ✕, ✕, ✕	Hook Kick, Machine Gun Kicks
➔ + ✕, ■, ✕, ✕, ●	Hook Kick, Triple Kick
➔ + ✕, ■, ✕, ✕, ●, ●	Change Up Combo
➔ + ✕, ➔ + ✕	Hook, Stepping Roundhouse
➔ + ✕, ➘ + ✕	Hook Kick, Shin Kick
➔ + ✕, ●	Bad Dancer
➔, ➔ + ●, ✕	Screw Kick
✕, ✕	Teaser Combo
●, ●	Double Hook Kicks

Left Leg Forward

■, ▲	1-2 Punches
➔ + ▲	Backfist
➔ + ▲	Backfist
➔ + ●	High Kick
➔ + ✕	Left Flamingo Stance
➔ + ✕, ✕	Stabbing SideKick
➔, ➔ + ✕	Crescent Kick
➔ + ●	Face Kick
✕, ✕, ✕, ✕	Machine Gun Kicks
✕, ✕, ➘ + ✕, ●	Insane Combo
✕, ✕, ➘ + ✕, ●, ●	Assailant Combo
✕, ✕, ✕, ●	Butterfly Attack
✕, ✕, ✕, ●, ●	Butterfly Combo
✕, ✕, ●	Knife Foot Combo
✕, ✕, ●, ●	Change Up Combo
✕, ✕, ●, ●, ➔ + ●	Wind Kick Combo
●, ●, ●, ●	Hot Feet
●, ●, ●, ✕	Fourfooter
●, ●, ●	Triple Right Kick
●, ●	Right Hook Kicks
➚ + ✕, ✕, ✕	Sky Combo
➚ + ●	Right Sky Kick
■, ■, ✕, ✕	2 Punches, 2 Kicks
■, ▲, ✕	2 Punches, Kick Combo 1
■, ▲, ●	2 Punches, Kick Combo 2
✕, ●	Flying Eagle
(WS) ●	Reverse Roundhouse
●, ●, ➔	Right Hook Kicks
●, ✕	Double High Kick Combo

In Left Flamingo Stance

■	Jab
●	Spin Kick
●	Spin Kick
➔ + ✕	Axe Kick
➔ + ✕	Sidestep, Roundhouse
➔ + ✕	Shin Kick
➚ + ●	Right Leg Sweep
▲, ▲	Spinfist
✕, ✕, ✕	Machine Gun Kicks
✕, ✕, ●	Kicks
✕, ✕, ●, ●	Change Up Combo
■ + ●	Power Blast (Unblockable)

In Right Flamingo Stance

▲	Jab
■	Left Spinfist
✕	Spin Kick
●	Side Kick
➔ + ●	Axe Kick
➚ + ✕	Left Leg Sweep
➚ + ●	Low Kick

Multi-Hit Strings

▲, ▲, ✕, ●, ✕, ●, ●, ●, ●, ✕	(from Left Flamingo Stance, 10 hits)
■, ▲, ✕, ●, ✕, ●, ●, ●, ●, ✕	(from Right Flamingo Stance, 10 hits)



King

Grapples

➘ + ▲ + ✕	Coconut Crunch
▲ + ●	Suplex
➙, ➙ + ■ + ▲	DDT
➔, ➙, ➘, ➘, ➔ + ■	Leg Swing
➙ + ■ + ▲	Figure-4
■ + ✕	Swinging DDT
➘, ➙, ➔ + ■ + ▲	Power Bomb
(From the left) ■ + ✕ or ▲ + ●	Atomic Knee Buster
(From the right) ■ + ✕ or ▲ + ●	Argentine Backbreaker
(From behind) ▲ + ●	Cobra Twist
(From behind) ■ + ✕	Half Boston Crab
(From behind) ➔, ➔ + ■ + ▲	Shoulder Power Bomb
Sidestep + ▲ + ● (from sides or back)	Cannonball
➘ + ■ + ✕ or ▲ + ●	Low Power Bomb
➘, ➘ + ▲ + ●	Reverse Full Nelson (While opponent is on ground, face up, feet towards)
➙ + ■ + ✕	Mini Swing
➙ + ▲ + ●	Crotch Headbutt
Hold ➙ + ▲ + ●	Figure Four (While opponent is on ground, face down, feet towards)
➙ + ■ + ✕ or ▲ + ●	Camel Clutch (While opponent is on ground, face up, feet away)
➙ + ■ + ✕ or ▲ + ●	Crucifixion (While opponent is on ground, face down, feet away)
➙ + ■ + ✕ or ▲ + ●	Chicken Wing
➙, ➔ + ■ + ▲	Tombstone Piledriver
➘ + ✕ + ●	Frankensteiner
(From behind) ■ + ✕	Half Crab
(From behind) ▲ + ●	Cobra Twist
➔, ➔, ➙, ➘, ➘, ➔ + ■	Giant Swing

Multipart Throws

➘, ➘, ➔ + ■	Jaguar Driver
■ + ▲	Flying Press (during Jaguar Driver)
➔, N, ➘ + ■ + ✕	Reverse Arm Clutch
▲, ■, ■ + ▲	Back Drop (during Reverse Arm Clutch)
(Back Drop) ✕ + ●, ■ + ▲	German Suplex
■, ▲, ✕ + ●	Power Bomb (during German Suplex)
▲, ■, ✕, ●	Giant Swing (during Power Bomb)
✕, ■, ▲, ✕ + ●, ■ + ▲ + ✕ + ●	Split Power Bomb (during Power Bomb)
➔, ➔, ➘ + ▲ + ✕	Standing Achilles Hold
■, ▲, ✕, ■, ■ + ▲	Drop (during Achilles Hold)
■ + ▲, ✕, ■, ■ + ✕	Scorpion Death Lock (during Achilles Hold)
■, ▲, ✕, ■ + ▲	STF (during Standing Achilles Hold)
■ + ▲, ■, ✕, ■ + ▲ + ●	Indian Death Lock (during Standing Achilles Hold)
■ + ▲, ✕, ●, ■ + ▲, ■ + ▲ + ✕ + ●	Romero Special (during Indian Death Lock)
➔, ➔, N, ▲	Stomach Smash
■ + ▲	Backbreaker (after Stomach Smash)
■ + ▲, ➚, ➘, ✕ + ●	Power Bomb (after Stomach Smash)
➘ + ■ + ▲	Full Nelson
▲, ▲, ■ + ▲	Cannonball (during Full Nelson)
✕ + ●, ■ + ▲, ■ + ▲ + ✕ + ●	Manhattan Drop (during Cannonball)
■, ▲, ✕ + ●, ■ + ▲	Super Freak (during Manhattan Drop)
✕, ■, ▲, ✕ + ●, ■ + ▲ + ✕ + ●	Split Power Bomb (during Super Freak)
▲, ■, ✕, ●	Swing (during Super Freak)
➔ + ■ + ▲	Irish Whip
✕ + ●	Ground Smash (during Irish Whip)
▲ + ●	Quick Slam (during Irish Whip)
■ + ✕	Spin (during Irish Whip)
■ + ▲	Turn Around (during Irish Whip)
➔, N, ➘ + ■ + ●	Single Arm Hyperextension
■ + ▲, ■ + ▲	Double Arm Hyperextension (during Single Arm Hyperextension)
■ + ▲, ●, ▲	Reverse DDT (during Single Arm Hyperextension)
●, ✕, ●, ✕ + ●, ■ + ▲	Arm Crucifixion (during Reverse DDT)
▲, ■, ■ + ▲ + ✕	Chicken Wing Facelock (during Single Arm Hyperextension)
■ + ✕, ✕ + ●, ▲ + ●, ■ + ▲, ■ + ▲ + ✕	Rolling Death Cradle (during Chicken Wing Facelock)
▲, ■, ✕, ■ + ▲ + ●, ■ + ▲ + ●	Sleeper (during Rolling Death Cradle)
➙ + ■ + ▲	Tackle
■, ▲, ■, ▲, ■	Punches (after Tackle)
■ + ▲	Arm Break (after Tackle)
✕ + ●	Leg Break (after Tackle)
■, ▲, ■, ■ + ▲	Punches, Arm Break (after Tackle)
■, ▲, ■, ✕ + ●	Punches, Leg Break (after Tackle)

Special Techniques

➘ + ■	Hammer
➘ + ✕	Medium Savante Kick
➘ + ●	Low Savante Kick
➘ + ✕, ●	Savante Kick Combo
➔ + ●	Back Kick, Back Turned
■ + ▲	Turning Knife, Back Turned
■	Backhand (with back turned)
■ + ▲	Unblockable Clothesline (with back turned)
■ + ●	Unblockable Moon Press (with back turned)
Sidestep + ✕ + ●	Jumping Side Kick
(WS) ▲	Uppercut
Sidestep + ▲	Dark Arrow
Hold ➘, ➘ + ■	Ankle Smash
➘ + ▲	Gut Punch
➔, ➔ + ▲	Middle Smash
➔, ➔ + ■ + ▲	Flying Chop
Hold ➘, ➘ + ▲	Dynamite Uppercut
➚ + ■ + ▲	Knuckle Bomb
➔, N, ➘, ➘ + ■ + ▲	Bouncing Knuckle Bomb
➘ + ■ + ▲	Quick Elbow Drop
➚ + ▲ + ●	Elbow Drop
➔, N, ➘ + ▲	Dash, Jump Back
▲, ■	Punch, Uppercut
➘ + ■, ▲	Punch, Uppercut
■, ▲, ■	2 Punches, Uppercut
➔, ➔ + ●	Jail Kick
➔, ➔ + ✕ + ●	Drop Kick
➔ + ▲ + ✕	Black Shoulder
✕ + ●	Delayed DropKick
➔, ➔, ➔ + ✕ + ●	Satellite Drop Kick
➚ + ✕ + ●	Double Knee Drop
Hold ➘, ➘ + ●, ▲	Ali Kick, Middle Smash
➘ + ✕ + ●, ●, ●, ●, ● or ▲	Ali Kicks, Middle Smash
➔ + ■ + ▲	Unblockable Clothesline
➔ + ■ + ●	Unblockable Moon Press

Multi-Hit Strings

■, ▲, ■, ■, ▲, ●, ●, ●, ■, ■ or ✕	(10 hits)
■, ▲, ■, ■, ✕, ✕, ●, ●, ■, ■ or ✕	(10 hits)
■, ▲, ■, ■, ✕, ✕, ●, ✕, ▲, ■ + ▲	(10 hits)



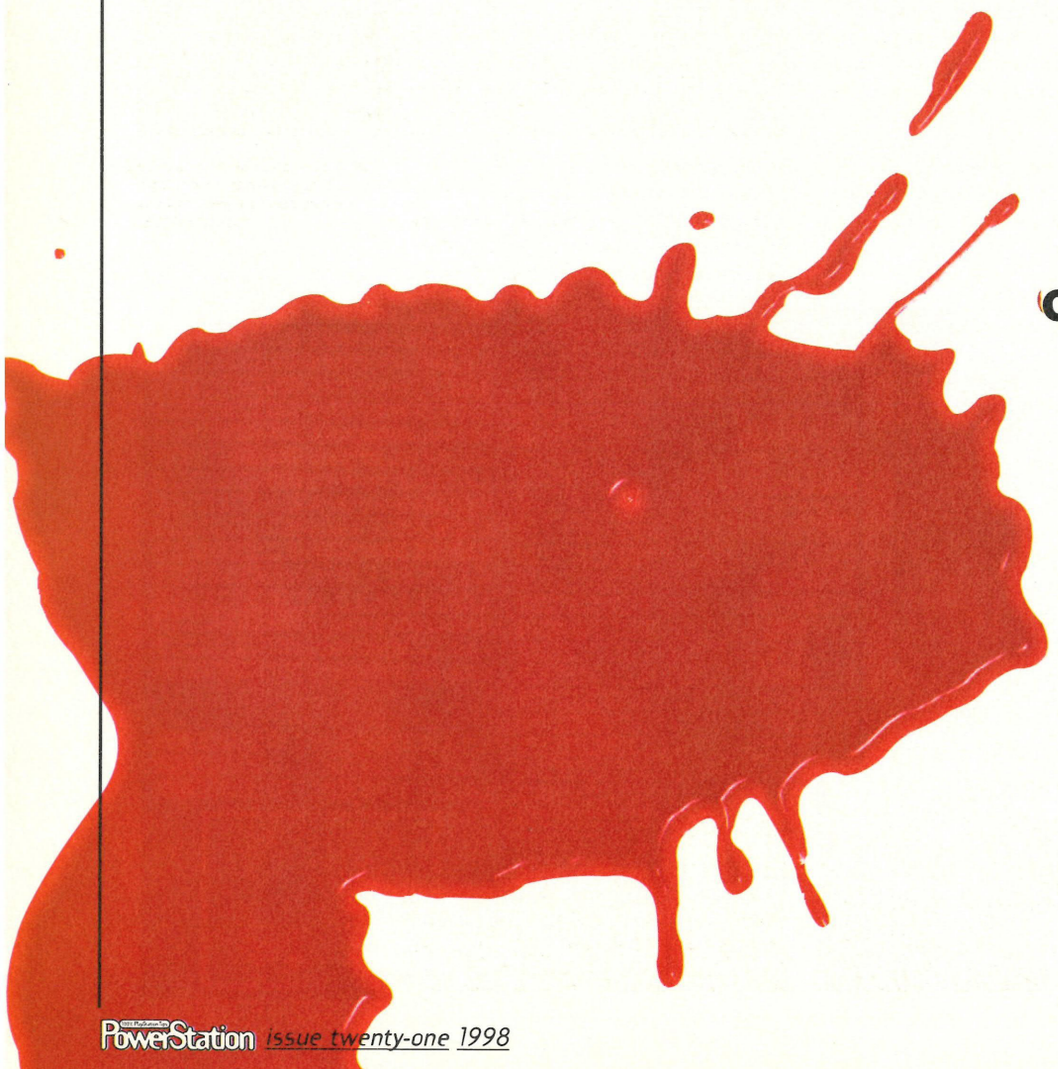
Publisher:	Virgin Interactive
Price:	£44.99
Format:	UK

1 Player

Memory Card 2 Blocks

Resident Evil 2

Sorry to have kept you import owners waiting, but now the official release of Resident Evil 2 is nigh, we can finally unleash our epic walkthrough guide. This month we get warmed up with Claire's first scenario and a whole load of secrets. Don't miss next issue's mapped conclusion!



Claire Redfield: Mission 1

The girl from out of town would never have believed that a family visit would end in such mayhem, but that is the fate that befell her upon arriving in the rapidly decaying Racoon City. Claire arrives on her trusty motorbike to pay a surprise visit to her brother, Chris, but she encounters a rather dismal welcoming reception, as you are about to find out.

SECTION 1: RACOON STREETS

The Street

Claire begins in the war-torn streets of Racoon City, where she encounters six zombie residents. However tempting it may be to open fire, you must resist and instead run past the zombie hordes and head straight for the back alley. Quick zigzagging will leave the zombies trailing, but be careful as you near the alley because there'll be another two zombies waiting just around the corner. Like before, it is best to avoid these and enter the gun shop.



Kendo Gun Shop

Once inside the shop, you'll meet the first human survivor (but not for long). After a brief chat you'll be left free to roam the shop, searching for items. There are two cases of handgun ammo to collect: grab the box behind the counter that's facing you as you first enter the shop, then walk around to the other counter to grab the second. Once this box has been collected, the window will cave in under the might of the congregating zombie masses. Unfortunately the shop owner gets chewed to bits here, so get behind the first counter again and pick them off as they focus their attentions onto you. They take some killing – but you'll know when they are all totalled when the music changes from the dramatic score to a more light-hearted affair. When all is safe, grab the Bow Gun from the dead shopkeeper and leave via the back door.

The Gate Passage

When you exit the shop, you'll emerge into a dingy back alley. Dash around the corner and you'll encounter a closed basketball court will a selection of zombies frantically bashing on the gate. Run past and grab the handgun ammo from the back of the crashed van. Then the gate enclosing the zombies will be thrust open and they'll start spilling out into the alley. Pick them off with your handgun and then run onto, and across, the basketball court. An extra zombie inhabits this area, but he is easy to avoid.



Dumpster Alley

Once out of the door behind the basketball court, climb the metal staircase and dash along the walkway. Just below the next set of steps that lead downwards is a stash of ammo to the right: grab this and hop onto the dumpster. There is another group of zombies over the other side, so the aim is to get past unscathed whilst conserving ammo. The most effective way to do this is to shoot a couple of rounds into the female zombie in front of you, then when she drops to the ground, hop down and zigzag past the remaining group. Now exit via the back door and enter the streets once again. When you emerge, you'll hear a munching sound: this is a pack of ravenous zombies feasting on a poor unfortunate civilian. There's no need to hang around here – run straight past and climb aboard the bus to get away.

Racoon City Bus #33

Once onto the crashed bus, grab the ammo on the left as you get on and then immediately move forward to gain a longer perspective. It is now that you'll notice a female zombie crawling along the ground in front of you. Unfortunately you can't avoid her so you'll just have to end her nightmare and empty a couple of rounds into her head. Straight afterwards you'll have to take out another standing zombie bloke before you can get off the bus.

Upon exiting the stationary bus, you'll once again take to the streets. This is a particularly claustrophobic area because it is filled with zombies. There's no point in killing them all because there are far too many. Use the zigzag evasive tactics you should have mastered by now and dash past the lot of them. Your exit is a door at the back.



Police Station Courtyard

This is a very easy section to get through. There are two routes to take: you can either enter the park and avoid the two slow zombies, or you can walk to the end and take the underground walkway over to the other side. Either way, getting to the main police station doors shouldn't be a problem.

SECTION 2: RACOON CITY PD

Rankings

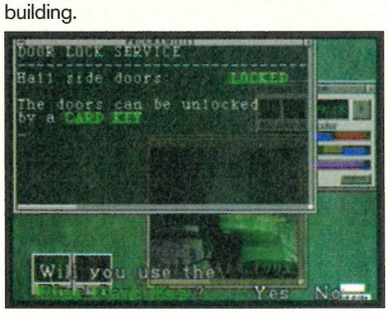
After beating each scenario your performance will be rated by a grade from A to F. This is determined by both the time taken and the number of saves used. For a top ranking, try not to save more than ten times in each scenario. Your ranking is also affected by the use of the special infinite ammo weapons (see 'Cheats') – you won't get an A grade if using one.



Above: You're too late to save this cop from becoming a zombie, but he'll give you the Blue Card Key.

Main Hall 1F

You are now inside the main bulk of the game. Inside the police station is where the main action takes place. You first task is to walk forwards and enter the second door on the left (you won't be able to enter any other doors at this point). This is where you'll come across the second survivor – a young cop who is already stuck in undead limbo land, waiting for the inevitable grip of the evil to take control of his body. After a chat he'll give you the Blue Card Key and boot you out of the room. Take this key card to the main computer terminal in the entrance hall and use it to open the other two doors. There is a typewriter and ribbon next to the computer, so save if you want before moving on. Once all the doors have been unlocked, proceed to the first door on the left as you walk into the main police building.



Left: Use the Blue Card Key at the main computer terminal to open the other two doors.

guide

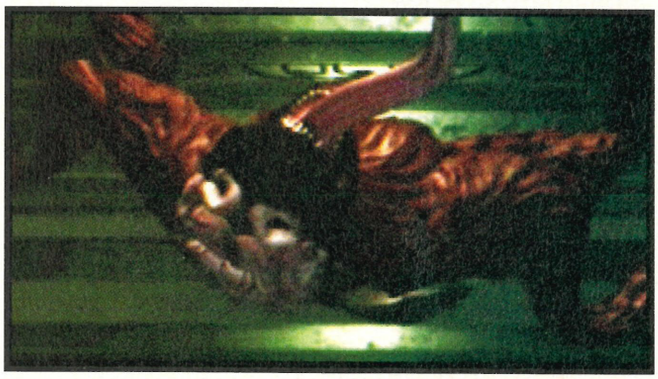
continued

Waiting Room

You can now catch your breath as you encounter the calm before the storm. On your left as you enter this room is a trunk – to store any unwanted items. Our advice is to ditch the combat knife and ink ribbon. Also, in the far corner of the waiting room is a desk. Use your lock-pick to open this and grab the first-aid spray from inside. Once again, store this in the trunk. Finally, before you leave this room, walk over to the couch and pick up the note: this is the first of several snippets of information you'll obtain during the game, so file it for future reference.

West Wing Hallway

Brace yourself for the first spine-chilling moment of *Resident Evil 2*! Walk forwards to the decapitated guard and search him for handgun ammo, then equip the bow gun and proceed to the pool of dripping blood. When you crouch to examine it, the action will flick to an FMV sequence that introduces the first true terror of the game



Above: Don't get licked by the Licker! Use your bow gun to kill the tongued terror.

– the Licker! This thing will drop down from the ceiling and immediately start lashing you with its pronged tongue. Aim your gun low and fire off a few bolts. Thankfully the creature won't take many hits with the bow gun. Once this creature has been killed, walk forwards and pick up the green herb. Use it if you took any hits, or keep it and store it later in a trunk – hell, you're bound to need it later on!

Below: Once you've defeated the Licker, grab the green herb.





Briefing Room

Although you can't actually do anything here yet, we'll get the explanation out of the way. The objective is to find a lighter and bring it to this room. Once you do, walk out into the back room and use the lighter on the fireplace. When the flames are lit, a hole will appear in the painting hanging above. From this hole will drop a Red Jewel – two of which are needed for a future puzzle. There is also a note to pick up in this room, but precious little else.

West Stairwell

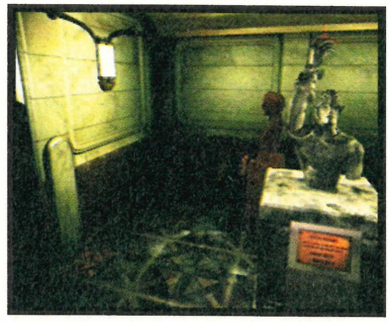
This is a tricky bit! When you leave the West Wing Hallway and emerge into this section, several zombies will be waiting either side of you. Take out the female on the right first, then move back into the space she occupied to get a clear shot at the incoming bloke zombies. When all have been vanquished, walk around the corner underneath the stairs and pick up the two green herbs before entering the Dark Room. Pick up the ink ribbon on the desk and then save the game if you wish. Now store the ribbon and the herbs in the trunk and acquire the ammo from one of the drawers. To the back of this save room is the Dark Room: it is here that you can take and develop any camera film you find along the way – but the pictures aren't particularly interesting.

Note: In the corner of the safe room is a special locker that cannot be opened without a Special Key – see the 'Secrets' section of this guide to find out how to get into it and, more importantly, what's inside it!

When you have done all there is to do in this room, leave via the door and climb up the wooden staircase.

Statue Hallway 2F

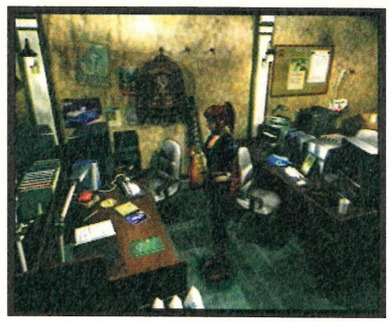
This is where you'll encounter the first puzzle of the game. The idea is to move the two conspicuous statues to their correct locations. When you begin, they are situated next to the main statue in the centre facing outwards. They must be pushed to the opposite metal plates on the ground. So the first statue you come to must be moved over to the far plate, and the far statue must be pushed over to the near plate. If you get stuck, there is a clue on the main statue, but this puzzle



shouldn't keep you distracted for very long. Once both statues have been positioned in the correct places, the main statue will drop the Red Jewel, enabling you to pick it up and add it to your inventory (it is probably best to store this in a trunk until later). When the jewel is in your care, leave the hallway via the back door.

STARS Office

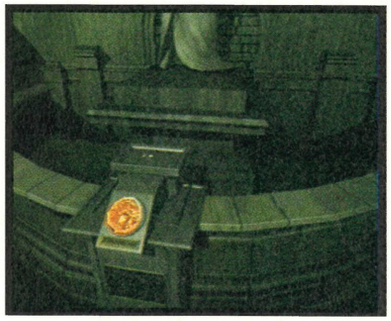
Upon entering this next hallway, the only door to enter at this point is the office occupied by the STARS team, and what a lot of booty there is in here! First of all, go to the cupboard by the right of the door as you enter. Inside you'll find a Grenade Launcher – which will come in very handy!



Next up, walk over to the set of desks in the centre of the room: one will be Chris's desk, so pick up his diary that's on the top. This contains vital information as to his whereabouts. Under the diary is the Unicorn Medal: pick this up and keep it with you as you'll need it fairly soon. Before you leave the office, go to the poster at the far end and search for the ammo that is concealed behind it. Now, just as you go to leave, the fax machine will buzz into action and something will come through: pick it up and read before leaving.



Resident Evil 2



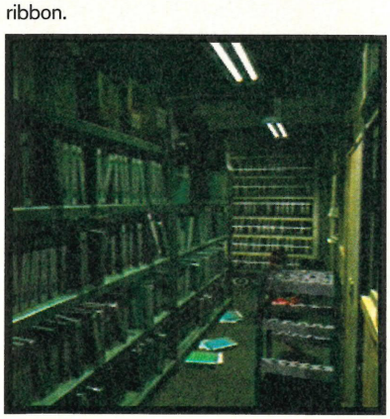




Main Hall 1F (continued)
Once you have the Unicorn Medal, track back along the way you just came and aim for the main hall. Please note that the zombie activity surrounding the police station has just notched up a gear on the frenzy scale, and this is evident when you track back through the passageway that leads off to the briefing room. Stay away from the boarded-up windows because zombies' hands will break through and try to grab you. Either run straight past or shoot them. Once back in the main hall, go to the fountain and use the Unicorn Medal. A short cut-scene will show the statue moving and a key drop out of the jug. Pick this up and you now have the Spade Key.

From this point you can either go and explore through the other door that was electronically unlocked by the computer, or progress beyond the STARS office. We found it to be quicker on the overall completion of the game to do the latter, so that is what we will advise here.

File Room
This is an area that was previously denied to you, but with the Spade Key you can now enter. This room is located off the hallway where you encountered the first Licker. Inside are rows of files and a couple of useful items. Walk behind the large shelf and push the small set of steps straight along to the end. Now climb up and pick up the Crank that is on top of the cupboard ahead. Also, near to this cupboard is a note hidden away that will provide future clues. Finally, before you leave the room, search the cupboard close to the entrance for another ink ribbon.

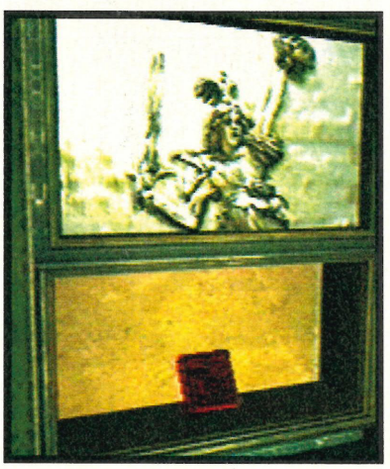


2F Lounge
Use the Spade Key to go through the door at the end of the passage after the STARS office and Claire's story will really begin to develop. The scene will flick to a small girl being pursued by a zombie. You'll meet her properly later, but for now kill the zombie and go through the door at the end. Inside the 2F Lounge, you'll meet Leon again for the first time. He'll natter a bit before handing you a radio to keep in contact with. Now go straight on to the end of the narrow corridor and search the small janitor's locker for some ammo. Track back and go around the corner and you'll come to a small desk next to a door. Use your lock-pick on the desk to gain some Acid Rounds for your Grenade Launcher. Now go through the door.



The Library
The library is where Claire will have to solve her second puzzle. Climb the stairs to the side as you enter, then walk around the upper level. Ignore the door that leads off for now and proceed around to the other side. As you near the end, the floor will give way and you'll fall back down to the hidden area in the main library area. Walk forward and push the switch: this moves the first book shelf out of the way, thus allowing you back out. Now walk over to the first two book shelves nearest the door you entered and push the buttons on each – choosing to move them right each time. This will reveal the Serpent Stone under the painting in the hidden area you have just come from. So go and fetch it before you leave. There is also a red herb to pick up next to the other door in the main library area. Leave the library via this other door.





cheats

Alternate Uniforms:
Start the first scenario on the 'Normal' difficulty setting. Head for the police station, but without picking up any items. If you do this, the two zombies in the park outside the station will vanish, and a new one will appear below the steps outside. Does he look familiar? He should do because the new zombie is none other than Brad Vicars, the STARS pilot who airlifted Chris and Kill to safety at the end of the first game. Brad has now been transformed into a super-zombie who takes 20 hits to kill – so enter the station to grab some more ammo. Return and kill 'Brad', then search his body to find the Special Key. Take it to the save room next to the Dark Room and use it to open the locker containing alternate uniforms. There's a cowgirl one for Claire, featuring a rapid-firing six-shooter; and two for Leon, one of which enables him to shoot one-handed.

Infinite Ammo Weapons
Each infinite ammo weapon will appear in the next game after the first chest is opened, and is accessed by completing scenarios within time limits in the following order:
Rocket Launcher: Complete either Claire or Leon's first scenario in under 2.5 hours with an A or B ranking.
Gatling Gun: Complete either character's second scenario in under 2.5 hours with an A or B ranking.
Machine Gun: Complete either character's second scenario in under 3 hours with an A or B ranking.
All Three Weapons: Complete either character's second scenario in under 2.5 hours with an A or B ranking.

Rebecca Chamber Picture
If you search the desk on the left side of the STARS office, you'll be told, "It's trashed, someone must have searched it." However, you can search it repeatedly (about 50 times) until a roll of film is found. Now take this to the Dark Room to see a picture of Rebecca in a basketball uniform – hey, what did you expect?

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continued

Main Hall 2F

Upon your exit from the library, you'll find yourself in this, the upper tier of the main entrance hall. There are four zombies to kill here, so be on your guard. Walk around to the far side, but on the way take time out to activate the emergency staircase situated halfway round – this will provide you with quick and easy access to the main entrance hall.

Save Room

The door you use to exit the main hall tier will lead you through to this room. Inside, you can store items such as the Crank and Serpent Stone for future use in the trunk, save your game if you need to, and pick up a few other items. Most important is the Lighter: grab this from the seat. There is also another ink ribbon on the desk, and the Receptionist's Diary.

2F Hallway

When you leave the save room, you'll enter into this corridor with smouldering zombies and helicopter wreckage. The flames make it too hazardous to approach now, so without doing anything (not even killing the zombies because they'll disappear in a minute), turn right and go through the other door into the Crow Passage.



Above: Don't touch the flames in the blazing corridor.

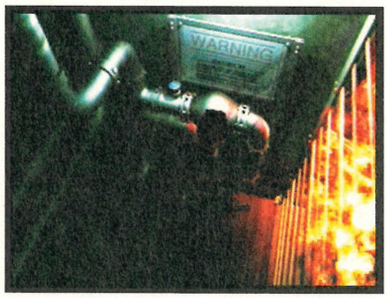


Crow Passage

This is a very eerie section of the game, as there is deadly silence, broken only by the sinister squawks of the hostile birds that populate this passage. Walk straight down to the end and unlock the door (this will provide you will another quick short cut). Now run around the corner, past the dead body, and make for the door at the far end. At this point, a pack of birds will smash through the window to attack: you can stay and kill them if you want, but it is much easier to just run for it.

Outside Area

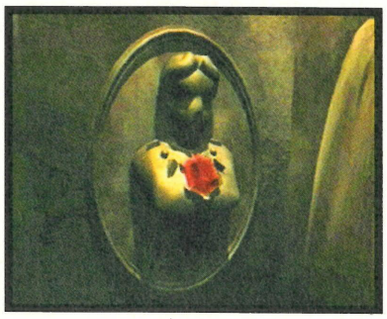
You'll now be on the roof of the police station – you can't miss it, there's a burning chopper in the corner! Ignore this for now and head for the steps that lead downwards. There's a pack of zombies at the bottom, so dodge these and go through the next door that leads to the shed. Inside are several useful items including an ink ribbon, another Bow Gun and, most importantly, the Valve Handle.



Take these and head back the way you came. DON'T open the other door at the end because: (a) you won't be able to go through it anyway, and (b) it will lead two new zombies into the room. Dodge the outside zombies once again and the go back up the steps. Now use the Valve Handle in the passageway next to the burning helicopter on the roof. This will cause a surge of water to fall from the tank above, extinguishing the chopper flames. Before you re-enter Crow Passage, search the chopper for ammo.



Note: At this point, it is a good idea to use the emergency ladder in the Main Hall 2F to go back down to the Briefing Room. Now that you have the lighter, you should use it on the fireplace to obtain the second Red Jewel. Once you have both, go back to the hallway where the chopper wreckage is and enter the door that was previously denied to you by the flames.

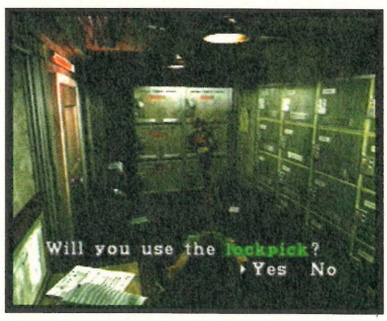


Storage Room

With both Red Jewels to hand, use them at either side of the main statue to gain one half of the blue Jaguar Stone. Also, to the left of the main statue is the Diamond Key, so be sure to pick this up before leaving.

The Weapons Room 1

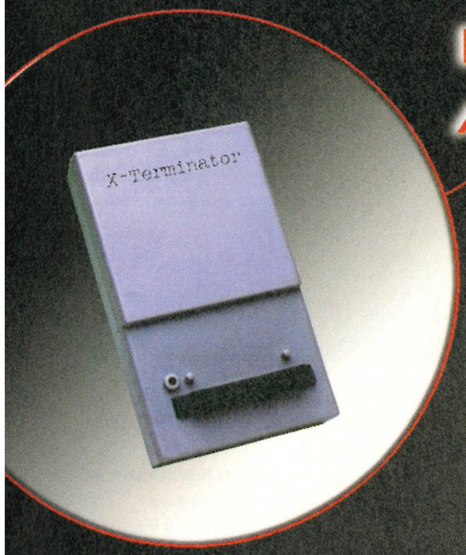
When you've got the Diamond Key, track back through this side of the police station and head down the stairs after the statue puzzle, to the Dark Room area. Now go around the corner and enter the door at the far end – this is the Weapons Room. It's quite a confined space and there are a lot of zombies to kill as you go in, so get a powerful weapon equipped – something like the Bow Gun would be good – and let rip as soon as they go for you. There are more around the corner so be prepared. Once the six zombies have been maimed, you can get round to some searching. Around the corner will be a quiver of bolts for your Bow Gun and a film (this should be taken to the Dark Room for development, if you can be bothered). Now go back around the corner and use your lock-pick on the cabinets just beyond the other door. Inside are the Plastic Explosives – a vital item. Once you're done, leave via the second door.



West Office

Remember that nice police officer that you met first upon arriving at the station? Well this is the office he occupied. All is quiet at the moment... too quiet!

Go straight ahead into the small office and there he'll be. After turning into a zombie before your very eyes, he'll need killing. Inside the same office is the Detonator needed in conjunction with the Plastic Explosive later on, so be sure to



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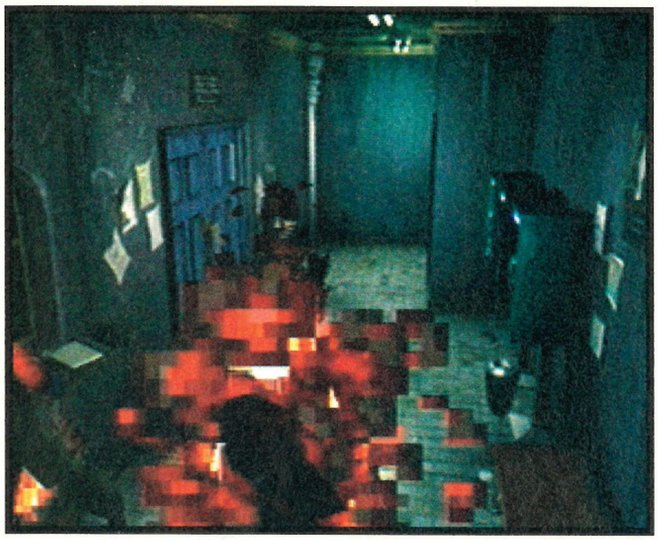
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grab it. Search the rest of the main office for a green herb, a note to Leon, and some ammo in the locker where the cop was originally situated. Now unlock the main door and go back out into the main hall.



Above: Get armed up for the zombies in the East Wing.

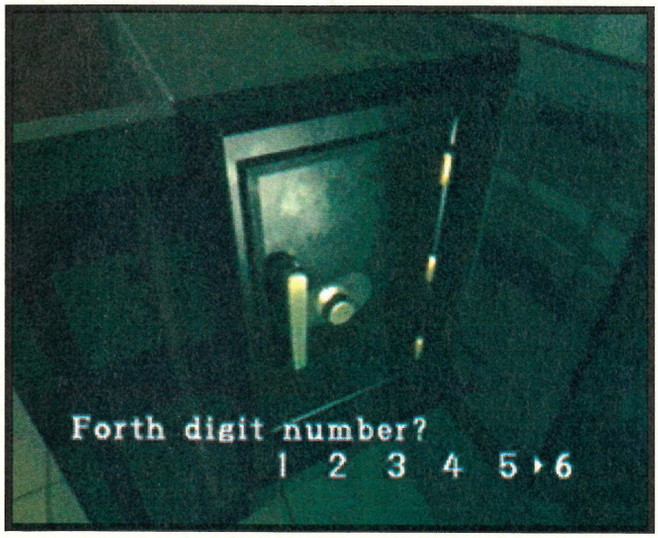
The East Wing

From the main hall, go through the second door that was electronically unlocked by the computer and get ready for action. There are a lot of zombies inside, so arm yourself with something substantial. If you get hurt, there are a couple of green herbs to heal you further on in the corridor. Go through the blue doors when all of the zombies are dead.

East Office

There are more zombies to kill in here, but your pistol with be adequate to cope with them. Proceed to the small office at the far end and stand in front of the safe in the corner. Enter the code '2-2-3-6' to unlock it – inside will be some acid rounds for your Grenade Launcher and a map of the floor. Go back out and search the small desk near the blue door for an ink ribbon. Now go out the open door at the back of the office and search the dead cop for some ammo. Go back out of the blue doors, then head right and around the corner to the next door.

Below: Unlock the safe in the East Office, using the code 2-2-3-6, for some acid rounds.



East Wing Corridor

There are more zombies to kill in here, so get your pistol at the ready. Proceed down the narrow corridor and use the Diamond Key to enter the door straight ahead.

The Interrogation Room

Grab the Cord from the table and walk to the shelves in the corner. On one of the shelves will be the Eagle Stone – grab it and get a heavy weapon ready. When you



turn around, a Licker will smash through the two-way mirror and attack, so blow it away as quickly as possible. Now go into the next room along and grab the ammo. When back in the East Wing Corridor, you may wish to pick up the red herb. You won't be able to enter the green doors yet, so leave the area at once.

Chief Of Police's Office

You now need to go back to the 2F Hallway where the burning helicopter poking through the wall was. The best route is to track back the way you came and cut through the West Office. Go through the open door at the back and step over the dead cop before exiting through the door on the right. Go up the steps and through the door at the top.

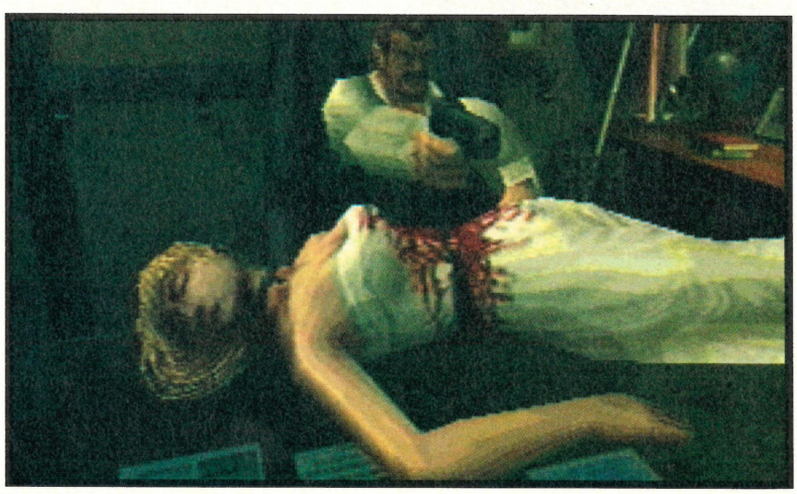


You'll now be back in Crow Passage, so dash straight forward and go through the door at the end.

Note: Make sure that you have both the Detonator and the Plastic Explosive handy. There two need combining via the inventory. This can be done sooner to conserve item space if you prefer. If you haven't got them with you, go to the save room that leads off of the hallway and fetch them.

Right, once you've got the bomb sorted, use it next to the helicopter wreckage poking through the wall and you'll automatically dash around the corner to avoid the explosion (please note that you may have to move around a bit to find the exact spot needed to use the bomb, so don't give up!). Now go through the new hole in the wall and run straight down the corridor into the room at the end. This is the office of Irons, the police chief. Walk over the corpse on the desk and Irons will introduce himself and explain why he looks dodgy sat next to a female dead body. When the chief has finished talking, go through the other door.







Taxidermy Room

You'll now find yourself in another corridor with a huge stuffed tiger. There's nothing to do here so follow the passage around and go through the next door. This is the chief's taxidermy room (very sinister), and upon entering, you'll be alerted by some strange noises. Go into the next room that is in darkness and turn on the switch next to the door. The lights will now go on and you'll finally meet the little girl who you saved earlier – Sherry Birkin. Once you've gained her trust, go back to the Chief's Office. Irons will have now departed, but not before leaving the Heart Key and his diary on his desk. So go and get them before exiting the office completely.



Northeast Hallway

With the Heart Key now safely in possession, go back through Crow Passage and straight out of the door that leads to the outside steps. Go down and through the door to be back in the West Office area. Step over the dead cop and go straight down to the door at the end – the Heart Key will now get you through it. There is a green herb to pick up by the door, but other than that there is very little else in this area at present. If you have the Cord handy, use it on the circuit box on the wall at the end next to the shattered windows. This will cause metal shutters to close over the windows, thus preventing any zombies from entering. Now go down the stone staircase into the basement area.



SECTION 3: THE BASEMENT

Basement Hallway

This area is populated by savage dogs, so walk (don't run) forward until the first pooch traipses up to you for a sniff. Arm yourself with your Bow Gun and take Rover out at close range. Now things get trickier. Walk forwards until you get to a crossroads in the corridor – there'll be a dog on either side to kill, so plan you attack accordingly.



Outside Area

When the dogs are dead, take a left and walk upwards (away from the screen as opposed to towards it) and go through the double doors around the next corner.



There are more dogs to defeat in here, and they'll jump down when you walk around the next corner. However, rather than stopping to kill them, it is far safer to run straight forwards and pop down the open manhole.

The Lower Sanctums

Once down the manhole, a save room will be just ahead on the left: it is important to go in, even if you don't save, otherwise you won't meet Sherry on the way out.

Once you leave the room you'll meet Sherry again, and take temporary control as she progresses ahead without you.

Sherry's Mission 1

Armed with only a first-aid spray, Sherry must now battle on ahead to try and find a new way out. When she squeezes through the hole in the wall, go up on the elevator and get ready for some serious dodging. At the top, there are two vicious dogs to outrun. The idea is to leave the room with the elevator and turn right and run to the next door. Inside is a puzzle to solve.



When in this new room, walk past the control deck and climb down the large steps. At the bottom is a series of three crates: you must arrange them in a straight line against the far wall, so with a bit of push and shove here and there this shouldn't prove too difficult. When this is done, go back up and hit the switch on the control deck to fill the crates pit with water. You'll now have a handy crates bridge to get across to the set of shelves on the other side of the room. Here you'll find the Club Key, so grab it and get out of the room.



Above: Rearrange the crates in a line by the far wall..

You can either be a coward and get back down that lift now, or you can assist Claire further and get her some extra Grenade rounds. These can be found by turning right when you leave the water room and heading straight down to the door in the far corner. When you're got everything, head back to the elevator and go back to give Claire her items. Unfortunately you won't be able to join Claire again right now, but Sherry will lob the items through the hole and Claire can carry on alone for the time being.



Above: Go back up and hit the switch to flood the crates pit to create a floating bridge.

The Power Room

Proceed back to the Basement Hallway (where you met the original dogs) and go through the first set of double doors you come to on the left (this passageway is now populated with Lickers, so beware). This is the Power Room. Inside is a green herb and a basement map, but the main goal in here is to restore power to the Weapons Room down the corridor. Walk up to the generator in the corner and take a closer look. You now have to flick the appropriate switches to restore power without overloading the system, and for this you have to keep the arrow below 100. It is much easier than it sounds, simply choose: On, On, Off, Off, On.



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secrets

Secret Missions
The 4th Survivor
Complete Claire or Leon's second scenario in under 3 hours with an A ranking. If you do, a screen with Hunk is followed by the option to create a Hunk save file. Save and you will be able to load Hunk's game from either disc. You then get to play as him, and must reach the second floor of the police station from the sewer with just battles and no puzzles.

Tofu
No, this is not a joke – you really can play as a piece of tofu! When you do, you must reach the second floor of the police station from the sewer, armed only with a knife!
It's a hard slog to get this extra character, though. First, you have to complete either character's first and second scenarios in under 3 hours. Now play the game again with the other character and also complete their first and second scenarios in under 3 hours. You then have to play the game a third time, completing either character's first and second missions in under 3 hours.
Note: The game must saved less than 12 times during each of the six scenarios played and Unlimited Weapons must not be used. You must start from the newly created Leon or Claire save file each time through. In addition, the Hunk save file (see 'The 4th Survivor') must exist on your memory card BEFORE playing the game through for the third time.

The Morgue

Leave the Power Room and proceed past the passage that leads back upstairs, and through the double doors on the right. This is the spooky morgue. Ignore all the bodies for now and walk over to the corner to acquire the Red Key Card. This is where things get really hairy! The bodies will now come alive and start approaching you, so arm yourself heavily and let rip.

The Weapons Room 2

Leave the morgue and proceed along to the next door on the right. Use the Red Key Card on the swipe lock next to the door and then go inside. There's more ammo inside for both your pistol and Bow Gun. Also, in the locker at the far end is a Sidepack and Machine Gun. The Sidepack allows you to carry two more items in your inventory, so it is best to take this now because of all those grenade rounds. However, you now have the choice of whether or not you'll take the Machine Gun now, or leave it for Leon in the Second Scenario – we say leave it! Now leave the room and go back upstairs.

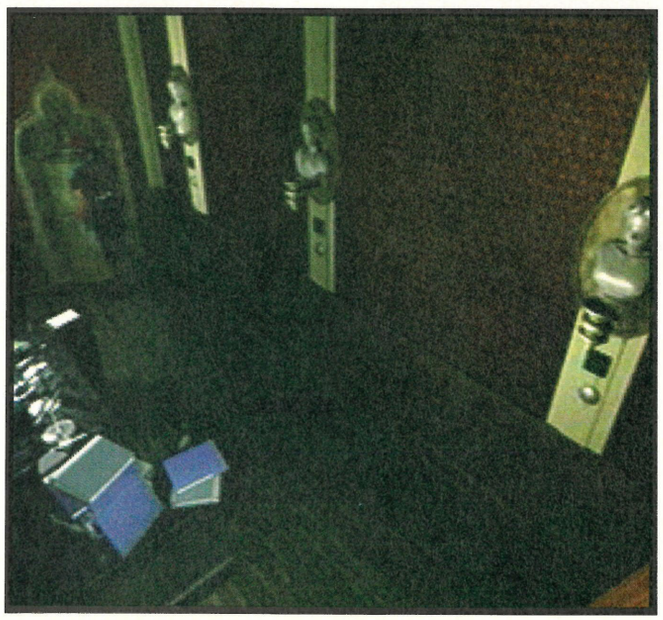
Watchman's Room

Now that you have the Club Key, you'll be able to enter the room to the right at the top of the stairs – beware, this passage is now populated by dogs! Once inside the room, grab the Acid rounds and check out the Watchman's diary.

The Press Room

Leave the Northeast Hallway and proceed back through the West Office. Go through the blue doors at the end and turn right – the idea is to head back to the area where the Interrogation room is and go through the green doors at the end to enter the Press Room (make sure you are carrying the Lighter at this point!). When you enter the room, there is a single Licker inside, so it is best to arm yourself with some Acid rounds beforehand. Walk over behind the press desk at the back of the room and use your Lighter on the furnace in the corner. Now you must activate the three torches on the wall in the following order: Queen, King Jack – or rather 12, 13, 11. Once this has been done, the Gold Cog will drop out of the picture at the other end of the room. Go and pick it up, and grab the Camera Film from the desk nearby while you're at it. Now leave.

Note: At this point, make sure that you have both the Gold Cog and the Crank.



Below: Beat the Licker in the Press Room, then use your Lighter on furnace and torches.

The Clock Tower

Proceed back upstairs to the Library (use the emergency ladder in the main hall – watch out, there'll be a Licker here now!) and go up the steps. Go out through the door on this higher level and back out into a second main hall tier. Walk along and go through the next door, and into the Clock Tower Area. Use the Crank on the



socket on the right to lower a hidden staircase. Go up and then insert the Gold Cog into the gap amongst the clockwork mechanics. Now press the button and a secret compartment in the wall will open, which contains the second half of the Jaguar Stone. Now leave this room, collect the other stones, combine the two pieces of the Jaguar Stone, and take them all to the Chief's Office.

Chief Of Police's Office (continued)

Upon arriving in Irons's office once more, you'll meet Sherry again. Place the stones into the plaque on the wall and a secret passage will open. Leave Sherry there for now and proceed ahead. Grab the note on the floor and go down on the elevator.

Lower Taxidermy Room

This is where you'll meet Irons again. He'll talk for a while before coming over all strange. Watch in amusement/horror as a devilish weevil bursts out from within his stomach and splatters his treacherous innards across the room. Now pick up the Acid rounds and go down the ladder.

Boss #1

Remember that weevil that burst out of the Chief? Well it's back! Having dropped down a level, it will grow and mutate into a huge, vile hideous beast and start crawling towards you. It will stop every now and again to spew out more weevils. If you have either the Machine Gun or the Grenade Launcher, then this thing will be a pushover to kill: simply shoot it continuously as it crawls towards you, adjusting your aim every now and again to take out the weevils that scurry up to you. When it is dead, it will shrivel into a pulp and disappear. Dead easy.

When the boss has been defeated, track back and grab Sherry and continue back down to this area. Now walk around the corner to the ladder and climb up.



Sherry's Mission 2

Shortly after you progress, Sherry will fall down a water drain and you'll have to take control of her again. With Sherry, proceed down to the lower storage room. There won't be much to do in here other than avoid a foul puking zombie. Dash around the corner behind the shelves and escape through the vent in the wall.

You'll now find yourself in a large, dank tunnel: the idea is to run to the end and get out. However, this is complicated by the swarm of nasty insects that take a fancy to you. Individually, they don't prove much of a problem, but if more than four latch onto you it could be curtains. The best tactic is just to run for your life. Once out the other side, grab the Wolf Medal from the trash compactor and the action will switch back to Claire.



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Control Room South

The path now is very linear. Head for the control room and pick up the two blue herbs on the way. This room contains ammo, a first-aid spray, and an opportunity to save. The ammo is concealed in a bag on the table, so look hard and pick up the note just beside it. Go through the locked door to the right of the elevator and you'll be able to visit the room that Sherry was just in. Inside here are some Grenade rounds and some bolts for your Bow Gun. Now go back up the ladder.

Before you leave the control room, make sure you are carrying the Valve Handle and some heavy-duty weaponry. Now leave.



Above: Annette Birkin confronts Claire in the Waste Pool area.

Waste Pool

This is as low as it gets! A manky sewer infested with huge spiders. These can prove a problem as they attack from above and can poison you in an instant. There are four to kill in this area so be on your guard.

When you first enter this area, go left and into the next alcove along: search the two dead bodies there for Flame rounds. Now proceed back up the passage, turn left, and go through the gate. After killing the next two spiders, walk along and turn left into the next alcove to exit.

If you were poisoned before, there is a pot of eternal blue herbs here – you can use them but not take them. Now walk around and use your Valve Handle on the socket on the wall to lower the bridge over the toxic waste. Once across, use your Valve Handle against on the other socket and pick up the herbs and Flame rounds. Leave through the next door.

Below: Claire uses the Valve Handle to lower the footbridge.



Higher Trash Compactor

Once in this area, walk over to the control area and search the corpse for the Eagle Medal, and check out the nearby note. Now walk over to the control box below the giant fan in the corner and open the secret passage back to the waste sewers. Once back in the waste pool area, use both the Eagle and the Wolf Medal on the control box next to the waterfall, and a doorway out of there will be revealed (if you take the secret route back here, some zombies will rise out of the water; whereas if you tracked back through the croc passage, this won't be a problem).

Tram Station

You'll now be in a rickety walkway. Proceed down to the door and enter the main Tram Station. Straight ahead is a storage shelf, and if you took out the crocodile using the hard method there'll be some handgun ammo and Flame rounds here (if you used the one-hit method then there'll be nothing!). Go to the right of the tram and press the button on the control panel before walking around the other side and boarding.

SECTION 3: THE LABORATORY

Disused Factory

When you arrive at your new destination, take note of the flare cannon to the left. If you have your lighter handy, you'll be able to activate it. It doesn't really do much other than illuminate the tunnel and show the location of the hidden W Box Key on the ground nearby (if you don't have your lighter, simply search around the wall and you'll find it!). Now proceed through the next door.

This next set of walkways will be heavily populated by zombies, so get your pistol to hand and pick them off. If you turn left out of the first passage and then proceed round the corner, you'll find a corpse: search it for the Spark Shot, a new special weapon. Now proceed to the door in the far passage.

There's another batch of zombies to take out here. If you turn right out of the first passage, there will be a couple of green herbs to collect; otherwise turn left and climb the ladder.

You'll now be in a safe room. Grab all of the items including various Grenade rounds and a first-aid spray. Save if you want and then leave.

Elevator Platform

When you enter, turn left and search the barrels at the end for some ammo. Now walk over to the large vehicle and enter it. In here you'll find some Flame rounds and the Control Panel Key needed to operate the platform. Take this to the panel just outside the vehicle and prepare to go down.

Note: You may wish to save your game before you operate the vehicle, and stock up with some heavy-duty weaponry like your Grenade Launcher.

Boss #2

You'll now find yourself in a long passage. Proceed along and around the corner, pausing along the way to examine the yellow light on the left wall, which tells you that the oxygen canister is released in the case of an emergency (well there is about to be one!). Keep going along until you come to the trash compactor entrance at the end. You'll now see Sherry in the distance, but before you can make contact, a huge crocodile will leap out of the trash and attack you.

Run back down the passage and it will start chasing you. When you come to the oxygen tank, examine it again to make the canister fall to the floor and wait until the croc walks up to it. In a scene straight out of Jaws, the croc will grab the canister in its mouth, and continue the chase. Now this is the clever bit: fire off a shot at the croc and you'll hit the canister in its gob, blowing its head clean off!

Now go back to the trash compactor, use the panel on the wall to open the emergency door that has now been sealed, and rescue poor Sherry (note the weevil scurry off as you approach – yes, she is now infected!). Trudge through the trash and ascend the ladder on the other side, but not before picking up the Wolf Medal.



Note: There is a harder method of killing the crocodile, and that is to constantly shoot it as it follows you up the passage, and then wait until the perspective changes for the last time (when you're right up against the door through which you entered the passage) before unloading the final, fatal shot.





Boss #3

You'll have already met Annette Birkin by now (that's Sherry's mom!). Well prepare to meet her infected hubby, William. As the platform descends into the Lab area, William will makes his presence known and you'll have to face him, or rather a terrible mutation of him.

Like the other bosses, straightforward blasting is needed, but watch out because he will swing his vast, clawed hand at you. Make sure you don't get cornered as it is very hard to break free – the best tactic is just to run around and shoot him whenever you're in space.

When he is nearly dead, the creature will briefly raise his arms and start moving slower. Wait until his arms are lowered before you fire that crucial last shot (otherwise it won't register and you'll have wasted another shot!). When he has taken a significant number of hits, he'll jump off the platform.

Once the boss has been dealt with, the lift will stop at the bottom and Claire will automatically take Sherry to the Security room.



Resident Evil 2



Security Room
After a spot of bonding with Sherry, you'll be able to pick up several useful items including Acid and Flame rounds plus an ink ribbon and green herb. Now leave the room, turn right, and proceed through the door at the end.

Cold Room
You will now be in the main lab complex. Walk to the centre of the shaft and go down the blue walkway on the left, through the door, and take another left. Just around the corner will be a door to the Cold room. Inside, pick up the Fuse Case from the shelf and take it to the machine opposite. Use it and a sequence will show the machine insert a Fuse into the Fuse Case. Take the Main Fuse and leave the room. Now return to the centre of the main shaft and use the Fuse on the machine in the middle – this will restore power to the rest of the lab.

Sleeping Quarters
Take the red walkway from the main shaft and go through the door. Take a right and go through the door at the very end into the sleeping quarters. Inside this room you'll find more Bow Gun bolts, two notes, and some eternal blue herbs. In this room is a computer that allows you to turn on the BOW gas – do this and then shoot a Flame round at the plant in the corner. When it shrivels, climb into the chute.

Inside this next room are two Lickers: if you have activated the gas, they can be killed easily using normal Grenade rounds. In this room you'll also find two cases of Grenade rounds and an ink ribbon. Collect these and exit through the main door.

West Stairway
Once you have left the sleeping quarters, proceed to the metal shutter at the end and open it via the red button on the wall. Watch out now because there'll be two plants on the other side. Use Flame rounds to kill them. If they spray you, return to the sleeping quarters and use the eternal blue herb. When they are frazzled, go through the next door and onto the metal stairway platform. There's another plant to kill here, but it is so slow to turn round that you can exit down the ladder before it notices you.

B4 Hallway
Go through the door at the bottom of the stairs and get ready to meet some seriously aggressive Lickers. These are far fiercer than before, and take more killing. Continue down the passageway (ignore the computer and large door because you can't use them yet). Go through the door at the end into the main control room.

Control Room
Walk around the wall of monitors and grab the map from the terminal. You'll be able to save your game and store stuff in the chest if need be. Now exit through the door at the other side (if you picked up the W Box Key, take it with you).

Dr Birkin's Lab
Proceed down the narrow passage and take a left to go through the next door. You'll now be in William Birkin's Lab. Use the W Box Key on the lockers to the left as you enter, to find some Grenade rounds. Now go through the next door and kill the naked zombies. There'll be another pack of zombies to kill in the actual lab, so get armed. Once inside the main lab, grab the Lab Key Card from the table and go back out.

Network Administrator's Room
When you fully exit the lab, go straight ahead to the room with the sinister-looking eggs outside and use the Lab Key Card to get in. Inside you'll face a giant moth – don't worry though, because it looks worse than it is. Use any heavy weaponry to kill it off and then go to the computer in the corner. Use whatever weapons you wish to clear the weevils out of the way and then use the computer –

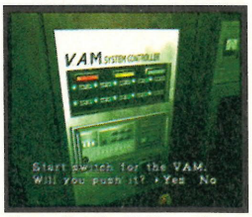


enter your name as 'GUEST' without a password and register your handprint (you'll find out why later!). Now leave and go back upstairs the way you came.

G-Capsule Room
Once upstairs, go back to the main shaft and take the blue walkway. Now instead of going to the cold room, take a right and go through the next door. Having registered your handprint, you'll be able to enter the first part of a two-way lock. By submitting your handprint on the terminal, you'll allow Leon to do the same in the 2nd mission and get inside.

VAM Room
You need to create a vaccine to cure Sherry, and this is the first stepping stone to getting it. Use the Lab Key Card to enter the room between the cold room and the G-Capsule room and get ready for action. Inside will be a bunch of zombies that need killing. That done, hit the red switch on the wall straight ahead as you enter the room and pick up the Vaccine Case from the bed. Take this to the VAM machine terminal in the centre of the room and use it. Grab the MO Disk from the bed around the corner and collect the Base Vaccine from the machine on the wall nearby. Now leave.

Dr Birkin's Lab
With the Base Vaccine in hand, proceed back down to the lab. Be careful though, because naked zombies now litter the hallway. Once back in the lab, take the Base Vaccine to the blue vaccine machine near the rear of the lab and use it. The machine will now automatically prepare the Vaccine for you, so sit back and watch until the process is complete. Now leave the lab and proceed back to the B4 Hallway. Stop at the save point and save, making sure you have the Vaccine, the MO Disk, and the best weaponry you've got. Then use the MO Disk on the computer next to the large sealed door and go through.



Above: Use the VAM machine to mix the base vaccine which you should take down to the lab.



Above: In Dr Birkin's lab you can use the machine to create the blue vaccine.

Game Over?
Now you can sit back and watch the game over sequence. Don't get too excited though, it isn't the good game over – that only comes when you complete the second scenario. We'll have a full walkthrough for this and Leon's missions next month, plus exclusive maps, so don't miss it!

Final Boss



This is Claire's final confrontation in mission one, and they've saved the best till last! Once in the elevator room, walk straight down the middle and push the button on the wall next to the elevator at the end. Now the last boss will come crashing down from above. In the first form, this boss is slow to move and can be fought at distance. Use Flame rounds if you have them and it will fall after five shots have been unloaded. It's not over yet though – the beast will now transform into a hideous four-legged hound of hell and start jumping all over the place in a bid to catch you off-guard and pounce. Use the same tactics as before: keeping running (don't get cornered) and throw everything you've got at it. Eventually it will drop, leaving you free to enter the lift and get the hell out of there.





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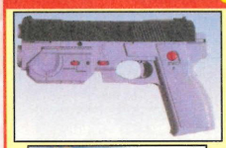
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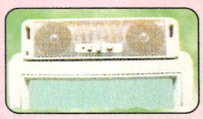
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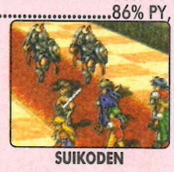
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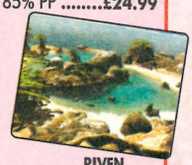
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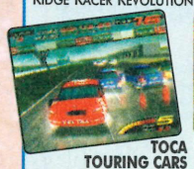


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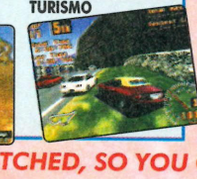
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DEATHTRAP DUNGEON



NIGHTMARE CREATURES



TOMB RAIDER 2

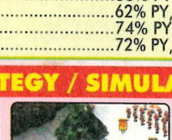
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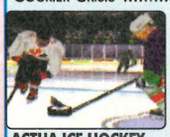
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The best commentary on any sports game ever, coupled with real player names and likeness. It's got to be the football fan's only choice, Brilliant!

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DIE HARD TRILOGY & PREDATOR GUN
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Crypt Killer	38% PY, 27% PP	£35.99
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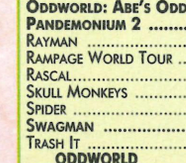
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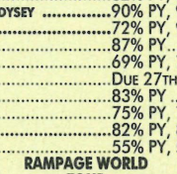

FROGGER

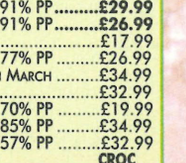

CRASH BANDICOOT 2


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Atari Greatest Hits	81% PY, 75% PP	£26.99
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-includes Pacman, Pole Position, Galaga, Rally X, New Rally X, Toypop and Bosconian		£36.99
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start

Publisher:	Electronic Arts
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Format:	UK

1 or 2 Players

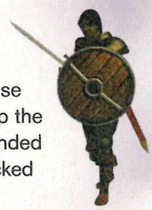
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Diablo

The forces of hell have laid claim to your world. All around you the lands are dying and brother is turned against brother in bloody battles. You and you alone have the chance to stem the tide of darkness by destroying Diablo in his lair.

WHERE DEVILS DARE

Only three humans have the courage to confront Diablo in his lair. You must choose one of these to take on your quest.



The Warrior

If you like your battles at close quarters and exceptionally bloody, choose the warrior. His powerful sword arm and his mighty strength can sweep the mightiest of hell's warriors before him. Take care to avoid being surrounded and cut down – even the strongest of warriors die when they are attacked from all sides.



The Rogue

This foxy lady is the best choice for the beginner as her skill with the bow allows her to transfix her opponents without them coming near enough to do her harm. She is also highly skilled in the magical arts and has enough mana to hold her own against the devilish adversaries you will face.



The Sorcerer

At the start of your quest, this spellcaster isn't much cop against the horrors of the underworld and is exceptionally prone to being cut down at close range. If you manage to keep him alive long enough, however, his power will increase substantially, enabling you to attack with devastating magic.

BATTLE TACTICS

To live long enough to give Mr Diablo a sound kicking, you will have to develop sound attacking and defensive tactics to deal with the many minions of evil that infest the monastery. To help you win your battles against the forces of darkness, we've come up with some devilishly sneaky strategies.



Door To Door

One of the best tactics to use if you are a warrior is to retreat to a doorway when you are attacked by hordes of foes. This will prevent them from surrounding you and each getting a strike at your unprotected flesh, enabling you to beat them down one at a time.



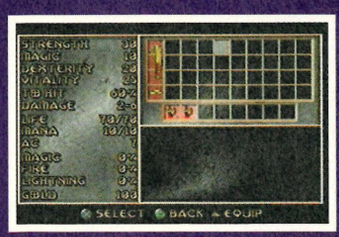
Sharp Shooting

Select a missile weapon when you catch sight of monsters on the other side of some bars, as you can shoot through them and take out the creatures behind without letting them near you.



Magic Moments

Some of the creatures you fight will be resistant to magic. They usually have about 75% resistance to the magic stated. This means that they will only suffer a quarter of the damage delivered by the relevant spells, so be wary of wasting your mana on these targets.



Tool Up

Check out your inventory when you pick something up to ensure that you are always using the best items available. Also, when you pick up a spell book, read it as soon as you can to clear space in your inventory.

Doors Of Perception

If your character starts to run out of health or mana potions or is generally being pummelled by the forces of darkness, get the poor dude to use a portal scroll and get them back to town, as this allows you to heal your wounds and replenish your weapons.



UNDEAD



Some of the first monsters you encounter as you begin your quest will be undead. These poor unfortunates have been resurrected by the foulest of magics and prove a hardy obstacle to your adventurer.

Zombie
Damage: 2–5
Armour Class: 5
Hit Points: 4–7
Resistance: none
Immunities: magic
Present On Levels: 1–2

Ghoul
Damage: 3–10
Armour Class: 10
Hit Points: 7–11
Resistance: none
Immunities: magic
Present On Levels: 2–3

Rotting Carcass
Damage: 5–15
Armour Class: 15
Hit Points: 7–12
Resistance: none
Immunities: magic
Present On Levels: 2–4

Black Death
Damage: 6–22
Armour Class: 18
Hit Points: 12–20
Resistance: none
Immunities: magic
Present On Levels: 3–5

Skeleton Axeman
Damage: 1–4
Armour Class: 0
Hit Points: 1–2
Resistance: none
Immunities: magic
Present On Levels: 1–2

Skeleton Archer
Damage: 1–2
Armour Class: 0
Hit Points: 2–4
Resistance: none
Immunities: magic
Present On Levels: 2–3

Skeleton Captain
Damage: 2–7
Armour Class: 10
Hit Points: 3–6
Resistance: none
Immunities: magic
Present On Levels: 1–2

Corpse Axeman
Damage: 3–5
Armour Class: 0
Hit Points: 4–7
Resistance: none
Immunities: magic
Present On Levels: 1–3

Corpse Archer
Damage: 1–4
Armour Class: 0
Hit Points: 4–8
Resistance: none
Immunities: magic
Present On Levels: 2–4

Corpse Captain
Damage: 3–9
Armour Class: 5
Hit Points: 15
Resistance: none
Immunities: magic
Present On Levels: 2–3

Burning Dead Axeman
Damage: 3–7
Armour Class: 5
Hit Points: 4–6
Resistance: fire
Immunities: magic
Present On Levels: 2–4

Burning Dead Archer
Damage: 1–6
Armour Class: 5
Hit Points: 5–12
Resistance: fire
Immunities: magic
Present On Levels: 3–5

Burning Dead Captain
Damage: 4–10
Armour Class: 15
Hit Points: 8–15
Resistance: fire
Immunities: magic
Present On Levels: 2–4

Horror Axeman
Damage: 4–9
Armour Class: 15
Hit Points: 6–10
Resistance: lightning
Immunities: magic
Present On Levels: 3–5

Horror Archer
Damage: 2–9
Armour Class: 15
Hit Points: 7–22
Resistance: lightning
Immunities: magic
Present On Levels: 4–6

Horror Captain
Damage: 5–14
Armour Class: 28
Hit Points: 17–25
Resistance: lightning
Immunities: magic
Present On Levels: 3–6

THE FORCES OF DARKNESS

NAME	DAMAGE	ARMOUR CLASS	HIT POINTS	RESISTANCE	IMMUNITIES	PRESENT ON LEVELS
DEMON SPAWN The fallen ones are the vile spawn of Diablo's dreams. They are his thoughts born into flesh with just one order: kill everything!						
Fallen One Spearman	1–3	0	1–2	none	none	1–2
Fallen One Swordsman	1–4	10	1–2	none	none	1–2
Carver Spearman	2–5	5	4–8	none	none	2–3
Carver Swordsman	2–8	13	3–5	none	none	2–3
Devil Kin Spearman	3–7	10	6–12	none	none	2–4
Devil Kin Swordsman	4–10	18	8–10	none	none	2–4
Dark One Spearman	4–7	4–7	10–16	none	none	3–5
Dark One Swordsman	4–10	25	12–17	none	none	3–5
SCAVENGERS These little critters scuttle around the monastery with surprising speed, avoiding your blows with their nimble feet. When you do manage to close them down and kill them, they do leave some of the stuff they had scavenged as a bonus.						
Scavenger	1–5	14	1–4	none	none	1–2
Plague Eater	1–8	18	6–12	none	none	2–3
Shadow Beast	3–12	24	12–18	none	none	2–4
Bone Gnasher	5–15	28	14–20	none	none	3–5
PHLEGM BEASTS Named phlegm beasts because of their predilection for spitting deadly poison at our faithful adventurers, these creatures can be difficult to tackle due to the potency of their attacks.						
Acid Spitter	5–11	27	18–35	lightning	magic	5–7
Poison Spitter	5–16	29	31–45	none	none	7–9
Pit Beast	10–18	35	40–57	none	magic	9–11
Lava Maw	12–20	35	103–146	magic	fire	11–14
BATS These flying mammals attack you quickly and retreat out of range before you can retaliate. They are quite easily killed with the bow but can prove troublesome when encountered in flocks.						
Fiend	1–5	9	3–5	none	none	2–3
Blink Bat	2–8	15	7–14	none	none	3–5
Gloom	5–11	34	17–18	none	none	4–6
Familiar	5–15	33	22–35	lightning	magic	6–8
FIRE DEMONS Without dancing on stage wearing leather pants, these bad guys will certainly light your fire! Hit them with arrows or lightning from a distance to reduce their high hit points before finishing them off up close.						
Magma Demon	2–8	42	50–70	none	magic, fire	7–9
Blood Stone	2–12	45	55–75	none	magic, fire	8–10
Hell Stone	2–15	45	30–40	none	magic, fire	9–11
Lava Lord	4–24	60	35–47	none	magic, fire	10–12
LARGE DEMONS Easy to hit due to their large size, the large demons are similar to the demon spawn you encountered earlier in the game, but are a lot harder to kill.						
Overlord	6–12	55	30–40	none	none	4–6
Mud Man	8–16	55	50–62	none	none	6–8
Toad Demon	8–16	60	67–80	none	magic	8–10
Flayed One	10–20	70	80–100	magic	fire	10–12
TRANSLUCENT DEMONS With invisibility on their side, the translucent demons are very hard to spot in the gloom of the catacombs and can often deal you a mortal blow from nowhere.						
Hidden	3–6	23	5–11	none	none	2–4
Stalker	4–16	25	15–22	none	none	4–6
Unseen	12–20	30	17–25	magic	none	5–7
Illusion Weaver	16–24	30	40–60	magic, fire	none	7–9
DEMONS With a high armour class and resistance to most attacks, the demons can prove harsh adversaries to the poorly equipped. Make sure you have sufficiently high skill before you take on one of these nightmares.						
Winged Demon	10–15	43	47–55	none	magic, fire	4–6
Gargoyle	10–16	42	60–85	none	magic, light	6–8
Blood Claw	15–20	49	80–125	none	magic, fire	8–10
Death Wing	7–25	55	90–135	none	magic, light	9–11
HORNED CREATURES Goring is a speciality that these creatures enjoy. To avoid ending up as an adventurer on a stick, some fancy footwork is required.						
Horned Demon	2–16	38	20–37	none	none	6–8
Mud Runner	6–16	43	50–85	none	none	7–9
Frost Charger	8–20	45	75–85	lightning	magic	8–10
Obsidian Lord	10–22	55	70–110	magic, fire	none	9–12
GOATMEN Aside from providing a line in sharp cheeses, the goatmen are pretty easy to defeat up close, but the range of weapons they carry makes them pretty versatile in any combat situation.						
Flesh Clan Mace Warrior	4–9	35	17–12	none	none	3–5
Flesh Clan Archer	1–7	34	10–17	none	none	3–5
Stone Clan Mace Warrior	22–25	37	10–17	magic	none	4–6
Fire Clan Mace Warrior	8–16	45	25–32	fire	none	5–7
Fire Clan Archer	3–11	35	20–25	fire	none	5–7
Night Clan Mace Warrior	15–19	49	28–33	magic	none	6–9
Night Clan Archer	4–13	40	25–32	magic	none	6–9
WYRMS Not your common or garden variety but the mighty dragons of yore. The later levels of the dungeons are infested with these magnificent beasts, so ready yourself to become a dragon slayer.						
Cave Viper	8–20	55	100–150	none	magic	10–12
Fire Drake	12–24	65	120–165	fire	magic	11–13
Gold Viper	15–26	70	140–180	lightning	magic	12–14
Azure Drake	18–30	75	160–200	lightning	none	14–15
WIZARDS Just when you thought you were the only one in the catacombs able to pull a rabbit out of a hat, you find yourself face to face with other mighty conjurers. Make sure you are stocked up on magic resistance when you face them, otherwise you could be in for a short fight.						
Counsellor	8–15	0	60	lightning	none	12–13
Magistrate	11–22	0	80	magic, fire	none	13–14
Cabalist	14–25	0	100	magic, fire	lightning	14–15
Advocate	17–25	0	135	magic, fire	lightning	16

THE FORCES OF DARKNESS (CONTINUED)

NAME	DAMAGE	ARMOUR CLASS	HIT POINTS	RESISTANCE	IMMUNITIES	PRESENT ON LEVELS
CURSED KNIGHTS Damned to serve their satanic master and blessed with preternatural fighting skills, the knights are formidable adversaries and should not be attacked at close quarters unless you are a truly indomitable warrior.						
Black Knight	15–18	74	145	magic	none	11–13
Doom Guard	18–25	75	165	magic, fire	none	13–14
Steel Lord	20–30	80	180	magic, lightning	fire	14–15
Blood Knight	25–35	84	195	fire	magic, lightning	15–16
FEMALE DEMONS Female demons have a lot in common with normal women, as they love to attack you with their claws and rip your heart out. Bearing in mind this blatant stereotype, watch your back while fighting this particular brand of demon as they like nothing more than to stab you there.						
Fire Succubus	1–20	55	120–135	magic	none	11–13
Snow Witch	1–24	65	135–180	lightning	none	12–13
Hell Spawn	1–30	75	150–200	magic	lightning	13–14
Soul Burner	1–35	85	140–225	lightning	fire	15–16
STORM DEMONS The forecast is heavy danger when these monsters appear on your atmospheric chart. Magic doesn't hold much power over the storm demons but a good bit of swordplay can cut the legs from them.						
Red Storm	8–18	30	55–110	lightning	magic	9–11
Storm Rider	8–18	25	60–100	magic	lightning	10–12
Storm Lord	2–24	35	80–135	magic	lightning	11–13
Maelstrom	15–28	40	90–150	magic	lightning	12–14
LORDS OF DARKNESS Lords of darkness are the big bad muthas of the satanic underworld. No human is safe from their demonic attacks. Use lightning magic to reduce their hit points to a manageable level so that you may vanquish them with your blade.						
Slayer	13–20	67	65–90	magic	fire	10–12
Guardian	14–25	75	77–112	magic	fire	11–13
Vortex Lord	20–33	85	88–125	magic	fire	12–13
Balrog	24–37	85	110–145	magic	fire	13–15

WEAPONS

The weapons that you begin the game with are okay for dealing with the first few levels of the game but as you descend lower into the catacombs you will find the denizens of the underworld resistant to your strikes. Against the right adversaries your weapons can prove potent; against the wrong ones fatal.

Weapon	Durability	Requirement	Hands Needed	Damage
Axe	32	22 Strength	Two	4–12
Bastard Sword	60	50 Strength	One	6–15
Battle Axe	60	65 Strength	Two	10–25
Blade	20	25 Strength	One	2–8
Broad Axe	50	50 Strength	Two	8–20
Broad Sword	50	40 Strength	One	4–12
Claymore	36	35 Strength	One	1–12
Dagger	15	None	One	1–4
Falchion	15	25 Strength	One	4–8
Great Axe	75	80 Strength	Two	12–30
Great Sword	100	75 Strength	Two	10–20
Large Axe	40	30 Strength	Two	6–16
Long Sword	40	27 Strength	One	2–10
Sabre	25	17 Strength	One	1–6
Scimitar	28	23 Str, 23 Dex	One	3–7
Short Sword	20	18 Strength	One	2–6
Small Axe	20	None	Two	2–10
Two-Handed Sword	75	60 Strength	Two	8–16



BLUDGEONS

Bludgeoning weapons are useful against brittle creatures such as skeletons or other creatures that a blade would not normally find purchase on, like those with heavy armour.

Weapon	Durability	Requirement	Hands	Damage
Club	20	None	One	1–6
Composite Staff	45	None	Two	5–10
Flail	36	30 Strength	One	2–12
Long Staff	35	None	Two	4–8
Mace	30	16 Strength	One	1–8
Maul	50	55 Strength	Two	6–20
Morning Star	35	23 Strength	One	1–10
Quarter Staff	55	20 Strength	Two	6–12
Short Staff	25	None	Two	2–4
Spiked Club	20	18 Strength	One	3–6
War Hammer	50	40 Strength	One	5–9
War Staff	75	30 Strength	Two	8–16

MISSILE WEAPONS



The best way to deal with the minions of Diablo without getting hurt is to kill them from distance. Utilising a bow is a good way to clear areas of massed enemies, but you should switch to using a hand weapon if the enemy closes in.



Weapon	Durability	Requirement	Hands	Damage
Battle Bow	45	30 Str 60, Dex	Two	1–10
Composite Bow	40	25 Str 30, Dex	Two	2–5
Hunter's Bow	45	25 Str 40, Dex	Two	3–6
Long Battle Bow	35	25 Str 30, Dex	Two	1–6
Long Bow	40	20 Str 30, Dex	Two	2–5
Long War Bow	60	45 Str 65, Dex	Two	1–16
Short Battle Bow	45	30 Str 50, Dex	Two	3–7
Short Bow	20	20 Str 20, Dex	Two	1–4
Short War Bow	55	35 Str 70, Dex	Two	4–8

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ARMOUR

Even with the immense weapons at your disposal, the forces of darkness can sometimes get lucky and strike your hero. When this happens it is always handy to have something to take the blow rather than your naked flesh.



Head Protection

Head protection has two advantages: it is light, allowing it to be worn by low level or low strength characters, and you are able to use a two-handed weapon unimpeded.

Type	Durability	Strength Required
Cap	10	None
Crown	40	None
Full Helm	35	35
Great Helm	60	50
Helm	30	25
Skull Cap	15	None



Doors Of Battle

Shields are useful for fending off repeated attacks from hand weapons and projectiles. The downside to the immense protection they provide is that you cannot use a bow or other two-handed weapon while you are holding it.

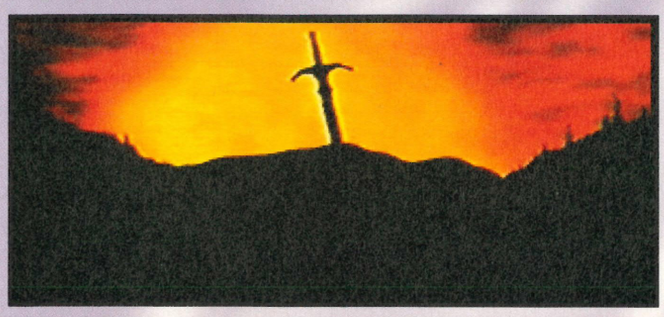
Type	Durability	Strength Required
Buckler	10	None
Gothic Shield	80	60
Kite Shield	40	50
Large Shield	32	40
Small Shield	20	18
Tower Shield	50	60



Body Armour

Even with both hands filled with death-dealing weapons, the body armour can still protect you. However, you need to be strong indeed to wear most of it successfully.

Type	Durability	Strength Required
Breast Plate	80	40
Cape	10	None
Chain Mail	55	30
Cloak	15	40
Field Plate	80	65
Full Plate	90	90
Gothic Plate	100	80
Hard Leather	40	None
Leather Armour	30	None
Plate Mail	75	60
Quilted Armour	25	None
Rags	6	None
Ring Mail	50	25
Robe	24	None
Scale Mail	60	40
Splint Mail	65	40
Studded Leather Armour	45	20



SPELL LIST

At the start of the game, the magic readily available to your heroes is very poor, but as you progress through the catacombs you will discover more potent spells concealed about the underworld. You'll also be able to buy some of the more obscure spells from the village.



Heal Other
Cost: 1,000gp
This spell allows you to restore the hit points of a companion. Therefore you should only buy it if you are playing a two-player game or have money to burn.



Healing
Cost: 1,000gp
Restores your own hit points. This is an essential spell to have if you are a wizard, as your low constitution will often leave you near death after an attack.



Holy Bolt
Cost: 1,000gp
The holy bolt only affects undead so don't waste it on creatures that are still alive. The plus side to this weapon is that you cannot harm another player if you inadvertently strike them with it.



Firebolt
Cost: 1,000gp
This delivers a weak projectile attack at a target creature. The bolt doesn't do much damage, but then again it doesn't cost much mana to use.



Charged Bolt
Cost: 3,000gp
When cast, this spell propels three energy bolts in the direction the wizard is facing. These bolts then go in any direction they please, causing light damage. For maximum effect, use it when you are surrounded.



Inferno
Cost: 3,000gp
Short range and high damage, the inferno burns a path through enemies straight in front of the caster. This is particularly useful if you are trapped in a corner by a large beastie.



Town Portal
Cost: 5,000gp
This spell creates a portal that takes you back to town when you walk through it. Use it when you need to leave in a hurry or are running low on weapons and supplies. The portal remains in town until you walk back through it to return to the catacombs.



Flash
Cost: 5,000gp
No this spell doesn't let your character expose themselves to the creatures, but it does send out a burst of power around you that damages all it touches. Wait until the creatures of the damned get close, then let it rip for a good body count.



Lightning
Cost: 5,000gp
This is basically an electrical version of the firebolt that you should use in its stead to destroy creatures that have a resistance to fire.



Phase
Cost: 8,000gp
If you get swamped by creatures, cast this spell to get clear of their massed attack. It makes them phase in and out of existence, allowing you to make your escape through their insubstantial forms.



Fireball
Cost: 8,000gp
This spell is more damaging and costly than the firebolt, but against the hardier creatures it pays to have a few of them up your sleeve.



Fire Wall
Cost: 10,000gp
Yep, you guessed it, the firewall spell produces a wall of fire in front of the caster that causes massive damage to anything it touches. Use this spell to trap your opponents and burn them alive 'Colonel Sanders style.



Flame Wave
Cost: 10,000gp
This a deadly version of the Mexican wave that sends out a line of fire from the caster that immolates all non-fire-resistant targets caught in its path. No tapas bar required.



Golem
Cost: 10,000gp
This spell creates a golem for you to control instead of your character. You can move him by facing the way you want him to go and attack all that get in his way.



Telekinesis
Cost: 10,000gp
Cast this spell to do a 'Carrie' and move objects and creatures about with the power of your mind. You can use it to set off traps and move creatures away from you and into each other for maximum confusion.



Bone Spirit
Cost: 10,500gp
An ethereal apparition appears when this is cast and it runs towards a target creature causing massive damage – which is nice.



Stone Curse
Cost: 12,000gp
This turns the target creature to stone for a small amount of time, enabling you to give them a kicking whilst they cannot fight back.



Mana Shield
Cost: 13,000gp
When this spell has been cast, each time you are hit in combat your hit points will not be deducted. Instead, all the damage your enemy inflicts will be taken from your current mana score. When your mana is reduce to zero, the spell will be deactivated, so keep downing those mana potions!



Guardian
Cost: 14,000gp
A three-headed hydra will appear when this is cast and will defend the caster with its flaming attacks until it is destroyed. This is particularly useful when facing boss characters as it helps take the heat off you.



Elemental
Cost: 15,000gp
This spell summons a fiery elemental that runs at a target creature and engulfs them in flame for a short period of time.



Teleport
Cost: 15,000gp
When you cast the teleport spell, you can transport your character to the safety of another room or through impassable walls to hidden areas.



Chain Lightning
Cost: 20,000gp
Blasts surrounding enemy with loads of lightning bolts that wracks them with lethal energy. This spell is best saved for the boss characters due to its high cost.



Nova
Cost: Spell Book Only
This creates a circle of devastating power that blasts anything near the caster with its holy power. Use this spell when you are surrounded by a multitude of monsters to obliterate them utterly.



SHRINES



On your way through the catacombs you will discover many places of worship that have survived the ravages of demons. When you pray at a shrine, you get a cryptic message followed by a magical effect.

Handy Shrine
Message: "The hands of men may be guided by fate."
Effect: Adds two to your dexterity attribute.

Obliteration Shrine
Message: "Arcane magic brings destruction."
Effect: Casts a nova spell.

Mighty Shrine
Message: "Strength is bolstered by heavenly faith."
Effect: Adds two to your strength attribute.

Healing Shrine
Message: "Drink and be refreshed."
Effect: Produces a full health or mana potion.

Clever Shrine
Message: "Knowledge and wisdom comes at the cost of self."
Effect: Mana increases and hit points decrease by the same amount.

Spell Shrine
Message: "Magic is not always what it seems to be."
Effect: Randomly reduces the level of one spell and increases the level of all others.

Energy Shrine
Message: "Intensity at the cost of wisdom."
Effect: Mana is reduced and the strength of a holy bolt is increased by two.

Discovery Shrine
Message: "Mysteries are revealed in the light of reason."
Effect: All unidentified items are identified.

Cowards Shrine
Message: "Those who defend seldom attack."
Effect: Adds two to the armour class of all armour being worn, but the currently selected weapon loses one damage.

Cowboy Shrine
Message: "New strength is forged through destruction."
Effect: One item loses ten durability and all others gain ten.

Teleport Shrine
Message: "Wherever you go there you are."
Effect: Teleports you to random location.

Rush Shrine
Message: "A surge of blood interrupts your thoughts."
Effect: Your mana decreases by a quarter and your health increases by the same amount.

Madman Shrine
Message: "Some are weakened as others go strong."
Effect: Randomly increases and decreases all attributes.

Daylight Robbery Shrine
Message: "Your skills increase at a price."
Effect: Lose all gold.

Protection Shrine
Message: "While the spirit is vigilant the body survives."
Effect: Casts mana shield spell.

Magick Shrine
Message: "Salvation comes at the cost of wisdom."
Effect: Reduces mana to increase the level of a random spell.

Life Shrine
Message: "The essence of life flows from within."
Effect: Two points are added to character's vitality.

Ironmongers Shrine
Message: "Only time can diminish the power of steel."
Effect: Restores the durability of items to the full amount.

Thieving Bandits Shrine
Message: "When avarice fails patience gains reward."
Effect: Any items that you have left in the town will be robbed, but you gain 100 experience points for each one.

Mana For Life Shrine
Message: "Energy comes at the cost of wisdom."
Effect: Half mana is lost but half health is restored.

A To Z Shrine
Message: "The way is made clear when viewed from above."
Effect: The whole level map is revealed.

Jackpot Shrine
Message: "Riches abound when you least expect it."
Effect: Loads of gold appears in the shrine.

Recharge Shrine
Message: "The powers of mana renew."
Effect: Recharges the powers of any items you are carrying

Big Mistake Shrine
Message: "You hear a strange cry from the distance."
Effect: The hit points of the boss on this level are raised.

Back Stabber Shrine
Message: "Those who are last may yet be first."
Effect: The character that activated the shrine gets +1 a on one of their stats whilst the other player gets -1.

Cash Back Shrine
Message: "You hear a series of creaks and thumps."
Effect: All treasure chests on this level are refilled.

Blade Shrine
Message: "Justice is swift and sharp."
Effect: Increases damage by one point.

QUESTS

The quests are generated in groups and sub-groups. For group 1 you can attempt one of the two available quests; group 2, two of the three available quests; group 3, two of the three available quests; group 4, two of the three available quests; and for group 5, one of the two quests. The Chamber Of Bone, Archbishop Lazarus, and Diablo are all default quests in a single-player adventure.

In the two-player game, the only quests available are the Butcher, King Leoric, Archbishop Lazarus, and Diablo. In the case of Leoric and Lazarus, they appear on level 3 and 15 respectively, instead of separate sub-levels.

KING LEORIC'S CURSE (SKELETON KING'S LAIR)

Group: 1
Level: 3
Reward: Undead Crown

Have a word with the tavern owner, Ogden. He'll tell you about the history of King Leoric (which you can also read about in the history section in the start-up screen).

Hack your way down to level 3, search it thoroughly, and you will find a darkened tunnel with the words "To King Leoric's Tomb" written above it.



Ensure that you have as many mana and health potions as you can carry before you descend into the darkness, as there will be a multitude of skeletons with swords, axes and bows to greet you in this tomb of the undead.

Use bludgeoning weapons such as the mace or staff to crush the skeletons' bones. If you are a wizard you may also find that having the holy bolt spell selected will serve you well.

King Leoric has the power to resurrect any fallen skeletal warriors that he touches, so cut him down first so that you may deal with the rest of the skeletons in short order.

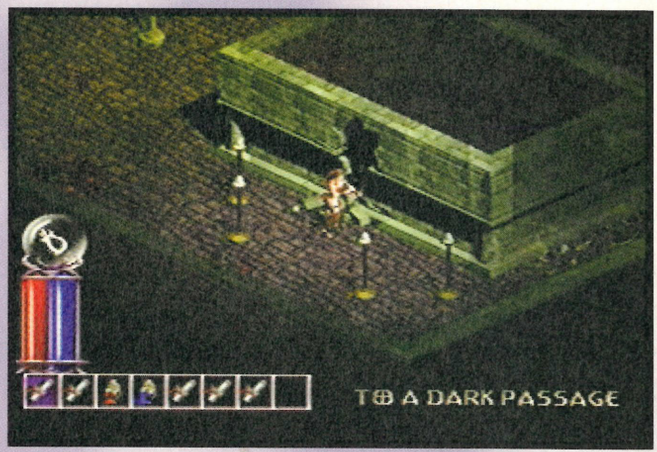
Once you have put the mighty king Leoric in his grave for the second (and hopefully last) time, finish off his minions and collect the undead crown from his shattered form.

POISON WATER

Group: 1
Level :2
Reward: The Ring Of Truth

Head over to the well in the centre of the town. If the water is of yellow hue, the poisoned water quest is available for you to undertake.

Go over to Pepin the town healer and talk to him. He will fill you in on the details of the poisoned well. Enter the catacombs and battle your way down to level 2. When the level has been cleared, take a look around and you should be able to find some torches surrounding a crack in the wall. Enter the hole and slaughter the demons hiding within the caves there. Once all the demons have been put to the sword you will hear a trumpet fanfare that indicates that the quest has been completed. Return to the town and talk to Pepin, who will bestow upon you the ring of truth.



Above: Enter the dark passage to save the villagers from a dehydrated death.

THE BUTCHER

Group: 2
Level: 2
Reward: The Butcher's Cleaver

At the entrance to the tunnel you will find the mortally wounded corpse of a townsman. Have a word with him before he croaks: he will tell you of the massacre in the catacombs. When you have heard enough, leave him there to die and descend into the monastery below. Rid levels 1, 2 and 3 of monsters and search them for items and gold. You may want to use a town portal to go and spend some of your gold on weapons at this point.

Once you are properly tooled up, open the door to the room on level 2 that is packed with mutilated corpses. The butcher will shout at you and attack with

Below: Don't open this door unless you're tough as anything or you'll be butchered!



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continued

his cleaver – he's very hard to kill this early on in the game, so be prepared to do a runner if he gives you a pasting. There are a couple of bandit tactics you can use on the butcher: the first is to cast a fire wall spell as soon as you open the door to the room, then close the door so the butcher cannot escape the flames. The other is to get the butcher to follow you to a room with bars instead of walls, lock yourself inside so that he can't attack, then shoot at him through the bars to finish him off.



Above: Recover Ogden's sign to earn mountains of ale and his everlasting gratitude.

OGDEN'S SIGN

Group: 2
Level: 4
Reward: The Harlequin Crest And A Random Magical Item

Have a banter with Ogden the tavern owner and he will tell you that some thieving gits have made off with his sign. Go down to the catacombs and get to level 4. You'll meet up with a horde of creatures and their leader Snotspill who was responsible for the theft of the sign. On talking to Snotspill he will inform you that some bigger demons came and mugged them for the sign and they are currently hiding it in the next two rooms. Enter the two rooms and cut down the two demons inside. Search the big chest in the room and you will discover the sign. Collect it, then return to the village using a town portal.

On receiving his sign Ogden will give you the harlequin quest as way of thanks. Return through the portal and talk to Snotspill. He and his horde will attack you, so be ready with your weapon. When he and his minions are dead, search their bodies to find a magic item.



Above: The goats come in four different varieties but they all die just the same.

GHARBAD THE WEAK

Group: 2
Level: 4
Reward: Two Magical Items

Go down to level 4 and talk to Gharbad the goatboy when you find him. Leave the area he's in, then return and talk to him again: this time he'll give you a magic item. Leave the area, then return again, Gharbad will then tell you he has almost finished making something cool for you. Leave, then return one final time and Gharbad will turn on you and attempt to beat you to death with his magic creation. Naturally you must return the favour with weapons of your own. From his corpse you can recover his weapon which is a magical club.

THE MAGIC ROCK

Group: 3
Level: 5
Reward: The Empyrean Band

Go over to Griswold the blacksmith and he will tell you the legend of the black rock. Descend the stairway in the catacombs an make your way to level 5.





You should find a rock on a table there. Collect the rock and return with it to Griswold, who will forge it into a most excellent magic ring for you to wear.

ARMOUR OF VALOUR

Group: 3
Level: 5
Reward: Arkaine's Valour

When you reach level 5 you will discover a large sealed room in the centre. Go through the two doors in the side of this chamber and slaughter the creatures within. Read the book of blood situated there and enter the next room to find the altar of blood. You will discover a bloodstone near the altar which you should place on the pedestal. A secret door will open, leading to a room nearby. There is another bloodstone in here which you should collect and place on the pedestal. Yet another secret room will reveal itself and you will be able to find the final bloodstone within. Place this with the others and you will be imprisoned in a large room, thick with demonic entities. Kill all the creatures and search the room to find the magical armour.

HALLS OF THE BLIND

Group: 3
Level: 7
Reward: The Optic Amulet

On level 7 you will find the book of the blind. When you read it, some doors will open up into what looks like a deserted section. Unfortunately it is not as empty as it looks: it is in fact filled will translucent demons that will surround you. If you shoot an arrow or cast a spell into the room, you'll hear shouts of pain. Keep piling on the arrows and start hacking them as they attack. Ensure that your back is to the wall so that the bastiches can't get behind you. When these translucent terrors have been slain, you can search the area to find the amulet.

ZHAR THE MAD

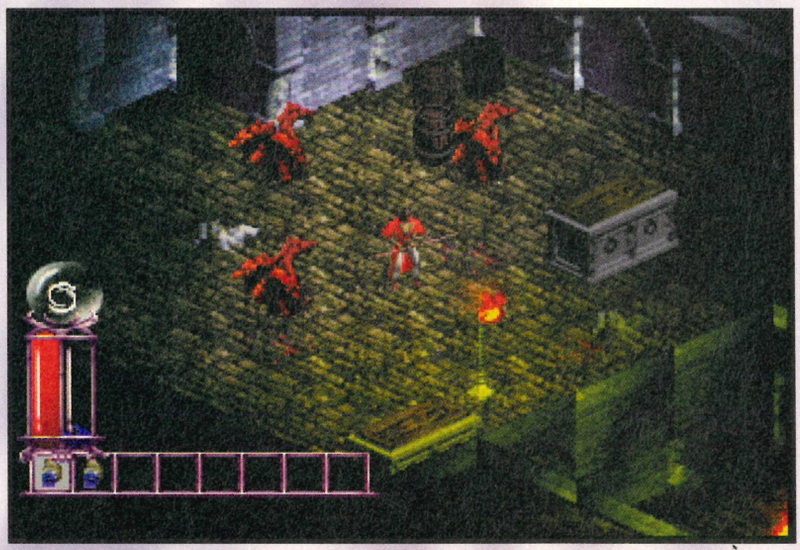
Group: 4
Level: 8
Reward: Spell Book And A Magic Item.

Deep within the level 8 catacombs you'll chance upon a wizard engrossed in his studies. If you talk to him he will give you a spell to get you to clear off and stop bothering him. If you continue to harass him or rifle through his bookcase, the wizard will turn on you and attack with his fireballs. He also teleports repeatedly, making him a tricky adversary to track down and kill. When you have destroyed him you'll find a magic item on his rapidly cooling corpse.

THE BLACK MUSHROOM

Group: 4
Level: 9
Reward: Spectral Elixir

When you find the fungal tome on level 9, cast a portal to return to the town. Give the tome to Adria the witch and she will tell you to return to level 9 and find a mushroom patch. When you reach the latter, you will recover a big black mushroom. Take this back to Adria and







she'll tell you to go to Pepin, who tells you to get him a demon's brain. Go back to the caves and cut open the bloated demons there to get the brain. Return the brain to Pepin and he'll give you an elixir to give to Adria. When you try to do so, she'll tell you to keep it for yourself!

THE ANVIL OF FURY

Group: 4
Level: 10
Reward: Griswold's Edge
Go and have a conversation with Griswold and he will tell you about the mystical anvil that is hidden in the catacombs. Make your way, by sword or sorcery, to level 10 and retrieve the anvil. This is a hardy task as it is well guarded, so be sure to have enough healing concoctions at the ready to see you through. When you give Griswold the anvil, he rewards you by forging a mighty weapon to aid you in your quest.

WARLORD OF BLOOD

Group: 5
Level: 13
Reward: Various Weapons And Armour
The warlord is one tough dude. As fights go, you are in for a major ruck, so ensure you have plenty of healing and mana potions in your trusty backpack. When you get to level 13 start searching the level methodically and sweep it clean of monsters. If you find a book on this level, don't look at it – instead concentrate on killing everything on the level to boost your experience points up to the max.

When you are sufficiently confident of your ability, go back to the book and take a gander at it. The warlord will be released from its very pages, along with hordes of his elite blood knights. Slash through the blood knights to get to the warlord himself, then take him on with everything you have. It will take some time but the warlord will eventually succumb to the wounds you inflict: if using spells against him, try the golem or stone curse to bring him to his knees. When this mighty warrior has been dealt with, the armouries of hell will be yours.



LACHDANAN

Group: 5
Level: 14
Reward: Veil Of Steel And A Magical Item
Lachdanan's history is detailed at the beginning of the game. When you meet him on level 14 he will give you more information on his plight. He'll also reveal that he has been cursed. You can release Lachdanan from his curse by finding the golden elixir hidden on level 15. When you give him the elixir he'll reward you with the veil of steel.

THE CHAMBER OF BONE

Group: N/A
Level: 6
Reward: Guardian Spell And Various Magical Items
If you find the mysterious tome on level 6, have a dekko at its pages and a secret staircase will open up in the wall. Wander up the stairs and you'll find a spooky bone chamber. Kill all the monsters in the surrounding rooms and flick the switches located there. You'll now be able to enter the central chamber and rob the treasure. As you are helping yourself to the gold, you'll notice the doorway opposite opening: this leads to the land of the dead, which is why there are skeletons pouring in through it. Smash aside the skeletons to reach the door and block it with your body: this will stop them surrounding you. You'll need a lot of healing potions in reserve to deal with this undead insurgence, but when you have destroyed a sufficient number of them they'll take the hint and flee back to their own world.

ARCHBISHOP LAZARUS

Group: N/A
Level: 15
Reward: Assorted Magical Artefacts
On level 15 you'll find a vile stand. On it is located the staff of Lazarus. Put the staff in your pack and cast a town portal spell to get you back to the village. Go and talk to Cain the elder, who'll tell you all about the history of the staff and Lazarus himself. Return through the portal and you will discover that a red portal has appeared next to a pentagram on the floor. Step into the to be taken to Lazarus's lair.



Above: Libraries can be the source of much information... and a gruesome death!

All about this level are teleport circles that will transport you around it, so watch your step. Witches are also abundant on this level, so make certain you have a long-range to deal with them from a distance. When you tread on the last teleport circle on this level, you'll be confronted by a horrific sight: Lazarus in demonic foreplay with his witches! Lazarus will attempt to engage you in conversation as you approach. He is trying to lead you into a trap so begin to walk backwards rapidly. When he stops talking, an ambush force of witches will appear. Lure the witches into the doorway and kill them one by one, then take on Lazarus himself. When this satanic priest has breathed his last, you can help yourself to the items on his corpse.

DIABLO

Group: N/A
Level: 16
Reward: Game Completed
After returning, bloodied and bruised, from your fight with Lazarus, you'll notice that the pentagram is now glowing with unholy vigour. Cast a town portal if you have one and buy a load of mana and health so that you have as much as possible, then return to the catacombs.

Step into the pentagram to get to the final confrontation with Mr Diablo himself. Start clearing out the monsters piecemeal and don't touch any of the levers scattered around until they are all dead. This level is infested with hell horrors and advocates. Every time you pull a lever, more will flood in, so be sure to deal with each and every one before you pull another lever.

When you have cleared out all four sections of this level and pulled the last lever, you will come face to face with Diablo himself. Lash him with holy bolts, hit him with arrows, beat him bloody with your sword, take him down any which way you can, but make sure you take him down. Have loads of fire resistances on standby as these are essential for your survival. When Diablo has been finally sent back to hell, you can rest your weary sword-arm and watch the end sequence, satisfied in your victory over the forces of darkness.

Below: Who the devil is this? Why it's Diablo himself. Take him down to win the game.



guide

start

Publisher:	Electronic Arts
Price:	£44.99
Format:	UK

1 or 2 Players

Memory Card 2 Blocks

Need For Speed III

High speeds, controlled aggression, and plenty of guts is the name of the game in EA's latest addition to the Need For Speed series. We've evaded the cops long enough to bring you the only guide you'll ever need to this superb racing game.

HOT PURSUIT

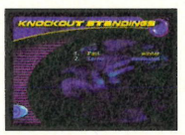
OBTAINING THE EXTRA TRACKS

Country Woods, Lost Canyons, Aquatica & The Summit

There are eight regular tracks in the game, plus one additional bonus track (Empire City). The first four tracks (Hometown, Redrock Ridge, Atlantica, and Rocky Pass) are available to the player in any mode. However, to obtain the final four regular tracks – so that they're available for other modes – you must first enter a 'Tournament'. You will have probably noticed by now that all eight regular tracks appear in sequential order. You must remain in the top three league standings to get onto the next track. As you reach each new track, that course is then available for you to race on in other modes.



Right: Once you've unlocked the extra tracks, you'll want to save them to a memory card.



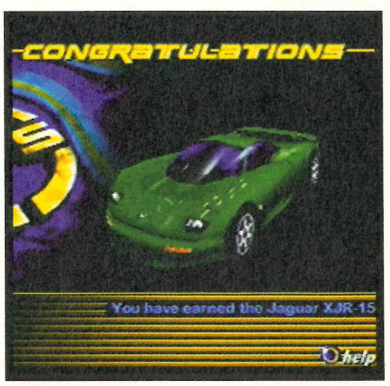
Empire City

To enable this bonus track for other modes, you must first enter the beginner Knockout mode. Yep, you guessed it, you must be the only car remaining to unlock this bonus track.

OBTAINING THE EXTRA CARS

Jaguar XJR-15

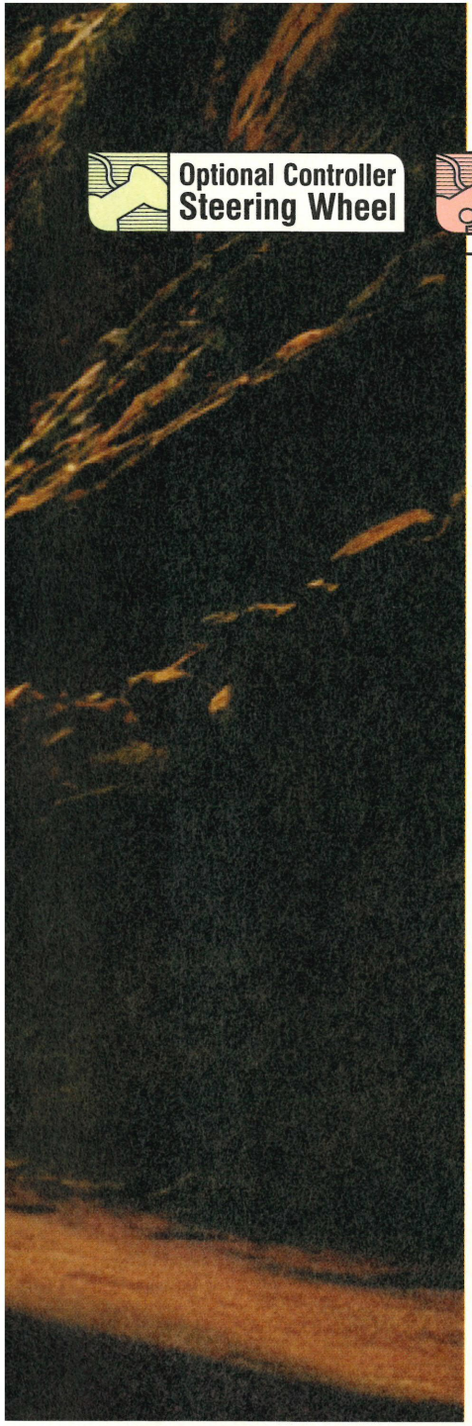
Win a Tournament in 'Beginner' mode, then the Jag will be available for use in other modes.



Optional Controller Steering Wheel

Analog Controller Compatible

Need for Speed III



Mercedes-Benz CLK-GTR
Win a Tournament in 'Expert' mode – easier said than done, I know – then the Merc will be available for use in other modes.

Bonus Car
Win a Knockout in 'Expert' mode – not impossible, just bloody difficult – then this mystery car will be available for use in other modes.



TOURNAMENT MODE



Beginner Tournament

For the first four tracks you have the choice of using either the 355 F1, Corvette, or Countach. The best all-round car for this job is the Ferrari 355 F1; it has a good top speed, handling, and braking. Plus, with the option of ABS braking, it provides you with a very fast and stable car to drive.

Once you make it past the first four tracks, you'll be given an additional three new cars to pick from: Nazca C2, 550 Maranello, and Diablo SV. Although it's easy enough to say, "Yeah, I want the fastest one" (which happens to be the Diablo), this is not always the best choice. The tracks are not all fast-paced, long straight race courses. Oh no, they'll be a mixture of tight turns and long corners. The best car to go for is the Ferrari 550 Maranello. A great top speed, with excellent handling and braking, once again makes the Ferrari the better choice. Particularly if you set the ABS to "On", and use the handbrake for those tight turns.

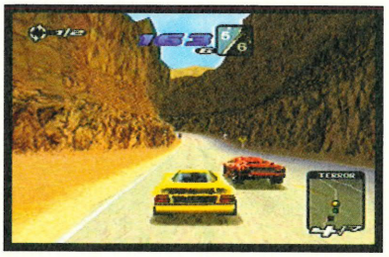
Expert Tournament

A simple choice to make really. Use the Jaguar XJR-15 (available after winning 'Beginner Tournament') to stand any chance of winning – and I do mean any!



It's A Knockout

The 'Knockout' tournament simply consists of eight cars competing in an elimination process. Through each round, the last car to finish is eliminated from the contest. When there are only two cars left, you'll go head-to-head on the bonus track, Empire City. By winning this final round, you'll open up the Empire City track for other modes.



Smokey & The Bandit

Ideal Car
Choosing the most lightning-fast car is not always the key to victory; neither is choosing a lightweight supercar. The best car for the job is something that's a little meaty in weight, and has a poky acceleration. The Countach is probably the best one for beginners. But if you fancy something a little different, take a look at the cars' statistics, and focus on the weight and acceleration.

Staying One Step Ahead Of The Law

Obviously it goes without saying that you must keep at least a car's length ahead of your pursuers. If they (and they usually do) get ahead of you, you must make the first move and try to ram them out of your way. Otherwise, if they strike you first, there's a good chance you'll lose control a little.

If you get surrounded by the boys in blue, apply the brakes a touch, then smack on the throttle and overtake on the side of the road – just don't slow down too much, otherwise you'll be arrested.

Utilise all the short cuts within the circuits – as the cops don't use them – to give you a little more breathing room.

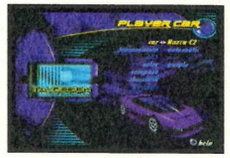
No Ferrari?

You may have wondered why the Ferrari is not available in Hot Pursuit. Well, apparently the reason behind Ferrari pulling their cars out of the 'Hot Pursuit' mode is because they didn't want to associate their cars being chased by police – how bizarre!

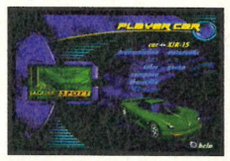
Car Availability
Hometown Onwards
Ferrari 355 F1
Chevrolet Corvette
Lamborghini Countach

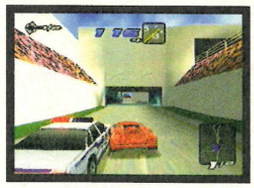


Country Woods Onwards (5-8)
Italdesign Nazca C2
Ferrari 550 Maranello
Lamborghini Diablo SV



Winning Tournament
Jaguar XJR-15 (Beginner Mode)
Mercedes-Benz CLK-GTR (Expert Mode)





Above: Ramming cop cars out of the way is essential. Just don't slow down too much.





The Opposition



Ice
The number-one contender. Although he's a fairly clean racer, the chances of beating him – particularly on Expert mode – will be very low, as he doesn't make many mistakes.

Bullit
A more aggressive driver than Ice, who takes any opportunity if passed to run you off the road.

Blazin
Although a persistent racer, especially if he's just behind you, he can be beaten on a regular basis if you're driving well.

Terror
The most aggressive character by far. Short of flinging himself into you, he'll do pretty much anything he can to stop you winning, passing, or finishing the race.

Swerve
Easily passed on the inside of corners, this opponent poses no threat – unless you're incredibly bad, that is.

Tad
A bit of a honker, Tad's purpose is simply to make up the numbers. No threat whatsoever!

Karkas
A laughable attempt at driving, this guy is the slowest racer. Not only that, he can be easily honked into making a mistake.

THE CARS

Ferrari 355 F1

Car Compare
Acceleration: 9
Top Speed: 10
Braking: 10
Handling: 10
Overall: 10

General
Price: £85,500
Status: Production
Weight: 2,976 lbs
Length: 167.3 inches
Width: 74.8 inches
Height: 46.1 inches

Performance
Top Speed: 183 mph
0–60 mph: 4.6 seconds
0–100 mph: 10.5 secor

Transmission
Type: Formula 1 Sequential Gearbox
Gearbox: 6 Speed

Mechanical
Engine Type: 40 valve, V8
Displacement: 3,496 cc
Horsepower: 375 bhp @ 8,250 rpm
Torque: 268 lb-ft @ 6,000 rpm
Maximum Engine Speed: 8,500 rpm



Chevrolet Corvette

Car Compare
Acceleration: 8
Top Speed: 8
Braking: 12
Handling: 9
Overall: 9

General
Price: £23,250
Status: Production
Weight: 3,245 lbs (estimated)
Length: 179.1 inches
Width: 73.6 inches
Height: 47.7 inches

Performance
Top Speed: 175 mph
0–60 mph: 4.7 seconds
0–100 mph: n/a

Transmission
Type: Manual/Automatic
Gearbox: 6 Speed/4 Speed

Mechanical
Engine Type: OHV V8
Displacement: 5,672 cc
Horsepower: 345 bhp @ 5,600 rpm
Torque: 350 lb-ft @ 4,400 rpm
Maximum Engine Speed: 6,000 rpm



Lamborghini Countach

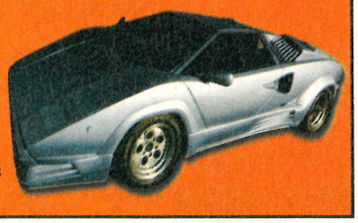
Car Compare
Acceleration: 9
Top Speed: 10
Braking: 8
Handling: 8
Overall: 9

General
Price: n/a
Status: Production
Weight: 3,685 lbs
Length: 177.2 inches
Width: 80.0 inches
Height: 42.8 inches

Performance
Top Speed: 180+ mph
0–60 mph: 4.4 seconds
0–100 mph: n/a

Transmission
Type: Manual
Gearbox: 5 Speed

Mechanical
Engine Type: 24 valve, V-12
Displacement: 5,167 cc
Horsepower: 449 bhp @ 7,000 rpm
Torque: 370 lb-ft @ 7,300 rpm
Maximum Engine Speed: 7,300 rpm



Italdesign Nazca C2

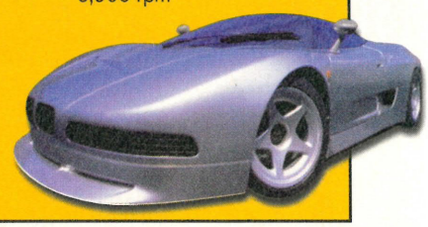
Car Compare
Acceleration: 10
Top Speed: 12
Braking: 12
Handling: 9
Overall: 11

General
Price: Not For Sale
Status: Prototype
Weight: 2,293 lbs
Length: 173.0 inches
Width: 82.1 inches
Height: 43.5 inches

Performance
Top Speed: 193+ mph
0–60 mph: 3.6 seconds
0–100 mph: 9.9 seconds

Transmission
Type: Manual
Gearbox: 6 Speed

Mechanical
Engine Type: 24 valve, V-12
Displacement: 5,576 cc
Horsepower: 380 bhp @ 5,300 rpm
Torque: 406 lb-ft @ 4,000 rpm
Maximum Engine Speed: 6,900 rpm



Ferrari 550 Maranello

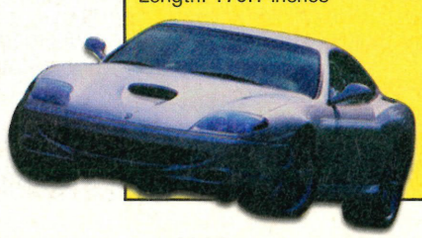
Car Compare
Acceleration: 10
Top Speed: 13
Braking: 11
Handling: 11
Overall: 11

General
Price: £125,500
Status: Production
Weight: 3,726 lbs
Length: 179.1 inches
Width: 76.2 inches
Height: 50.3 inches

Performance
Top Speed: 199 mph
0–60 mph: 4.3 seconds
0–100 mph: 11.2 seconds

Transmission
Type: Manual
Gearbox: 6 Speed

Mechanical
Engine Type: 48 valve, V-12
Displacement: 5474 cc
Horsepower: 485 bhp @ 7,000 rpm
Torque: 420 lb-ft @ 5,000 rpm
Maximum Engine Speed: 7,500 rpm



Lamborghini Diablo SV

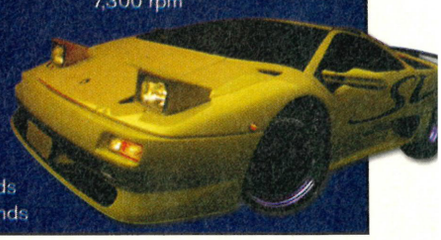
Car Compare
Acceleration: 12
Top Speed: 16
Braking: 10
Handling: 9
Overall: 12

General
Price: £119,500
Status: Production
Weight: 3,575 lbs
Length: 178.8 inches
Width: 81.6 inches
Height: 44.2 inches

Performance
Top Speed: 208 mph
0–60 mph: 3.8 seconds
0–100 mph: 8.0 seconds

Transmission
Type: Manual
Gearbox: 5 Speed

Mechanical
Engine Type: 48 valve, V-12
Displacement: 5,707 cc
Horsepower: 529 bhp @ 7,100 rpm
Torque: 443 lb-ft @ 5,500 rpm
Maximum Engine Speed: 7,300 rpm



Need for Speed III



Jaguar XJR-15

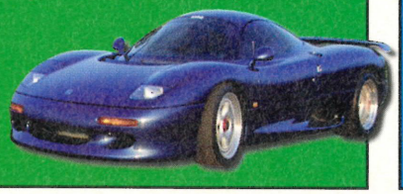
Car Compare
Acceleration: 14
Top Speed: 11
Braking: 16
Handling: 16
Overall: 14

General
Price: £500,000
Status: Race
Weight: 2,310 lbs
Length: 183.2 inches
Width: 74 inches
Height: 45.5 inches

Performance
Top Speed: 190 mph
0–60 mph: 3.8 seconds
0–100 mph: n/a

Transmission
Type: Manual
Gearbox: 6 Speed

Mechanical
Engine Type: Normally Aspirated V12
Displacement: 6,000 cc
Horsepower: 470 bhp @ 6,250 rpm
Torque: 450 lb-ft @ 4,500 rpm
Maximum Engine Speed: 6,500 rpm



Mercedes-Benz CLK-GTR

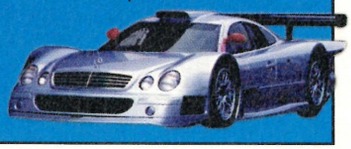
Car Compare
Acceleration: 16
Top Speed: 13
Braking: 14
Handling: 13
Overall: 14

General
Price: n/a
Status: Race
Weight: 2,200 lbs
Length: 194.2 inches
Width: 78 inches
Height: 44 inches

Performance
Top Speed: 200 mph (estimated)
0–60 mph: 4.0 seconds (estimated)
0–100 mph: 6.5 seconds (estimated)

Transmission
Type: Manual
Gearbox: 6 Speed

Mechanical
Engine Type: 48 valve, V12
Displacement: 5,987 cc
Horsepower: 600 bhp @ 7,000 rpm
Torque: n/a
Maximum Engine Speed: 8,000 rpm



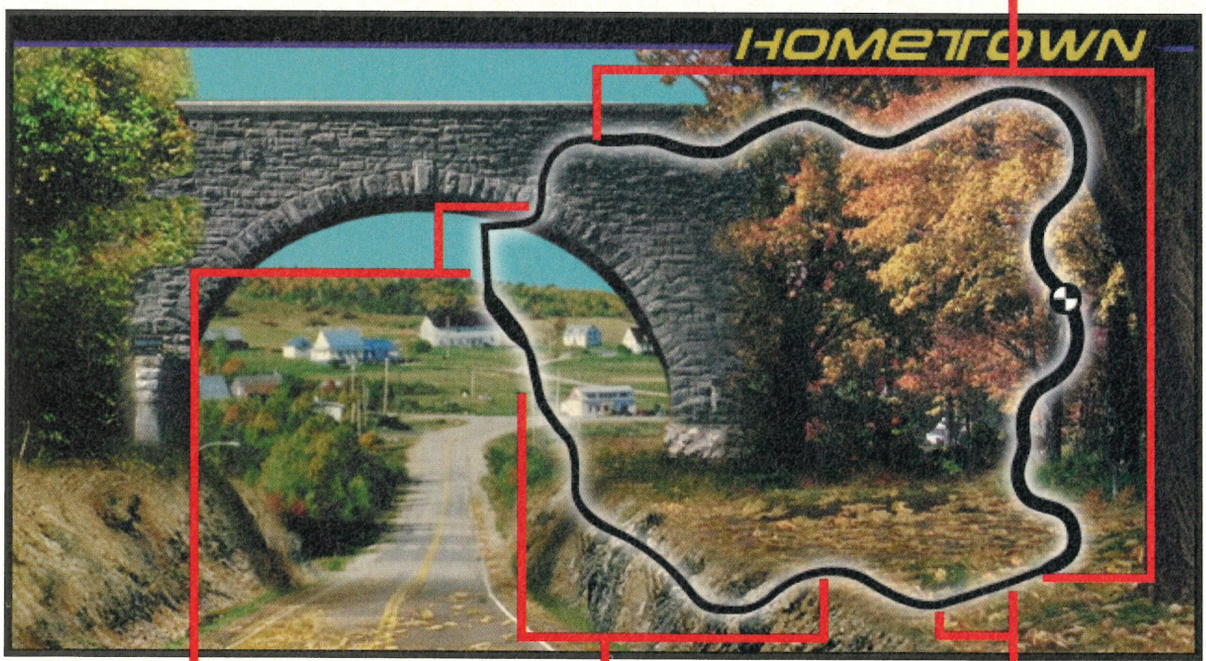
THE TRACKS

Hometown

Length: 3.6 Miles
Difficulty: Beginner

This rural track offers high-speed action for any driver willing to push his car to the limit. The Diablo is a prime car for this track. The top speed of the Diablo can be fully explored whilst rip-roaring your way round this beginner's track.





1. Wide sweeping runways and slightly banked corners will really test your car's high-speed cornering abilities.

2. Just before the bridge you'll rocket through the air off this jump. Make sure you approach it straight, otherwise you'll be flung into the side of the road.

3. Keeping the throttle held down will do you no good here. No need to use the brake, just release the throttle and glide around the bends.

4. The toughest part of the course. This 90° bend requires a good deal of braking, and handbraking, to get round in one piece.

Simulation Car Settings

During *Need For Speed III* you'll have the option to change the settings of your car. Although there is no ideal setting to speak of, many of you will have personal preferences on how you like your car to respond. Below is a brief description of each setting:



Engine Tuning
By setting the engine tuning to 'high end', you'll be improving the top-end power of your car on fast tracks. When it comes to the slower, more twisting circuits you'll be better off setting it towards the 'low end'.

Brake Balance
Set the brake balance towards the front of the car and you'll create a more predictable braking system. If you balance the brakes towards the rear, this will generate slides in turns as a result of your wheels locking up.

Steering Speed
By setting the steering speed towards 'slow', you'll incite a much more stable, wider turn. Whereas if the setting is towards 'quick', you'll enable your car to negotiate much sharper turns – however, when doing so you will ultimately endanger your handling predictability.

Gear Ratios
Lowering the gear ratio will increase your car's top speed. This is ideal when competing on a fast circuit with long straights and flowing bends. However, if the circuit is twisty with little chance of reaching a top speed, then perhaps setting the gear ratio higher – thus an increase in acceleration – would be more beneficial.

Suspension Stiffness
In a bid to improve the cornering ability of your car, setting the stiffness of your suspension will result in a more stable performance. By setting the suspension stiffness towards 'soft', you'll allow the tail of your car to drift around the corners for a sharper turn-in, but with less exactitude.

Aerodynamics
When confronted with a nightmare of twists and turns, setting the aerodynamics towards a higher downforce will increase your cars ability to grip the surface at high speeds. By reducing the car's downforce – setting towards 'low' – you'll sacrifice a little grip for a higher top speed.

Tyres
When racing on a track with rain or snow, you can increase your car's grip by setting the tyres to rain. If the circuit and weather is dry, then select race tyres for a superior grip for your car. However, if the race comprises both rain/snow and dry weather, selecting 'stock' tyres will provide the best grip for mixed conditions.

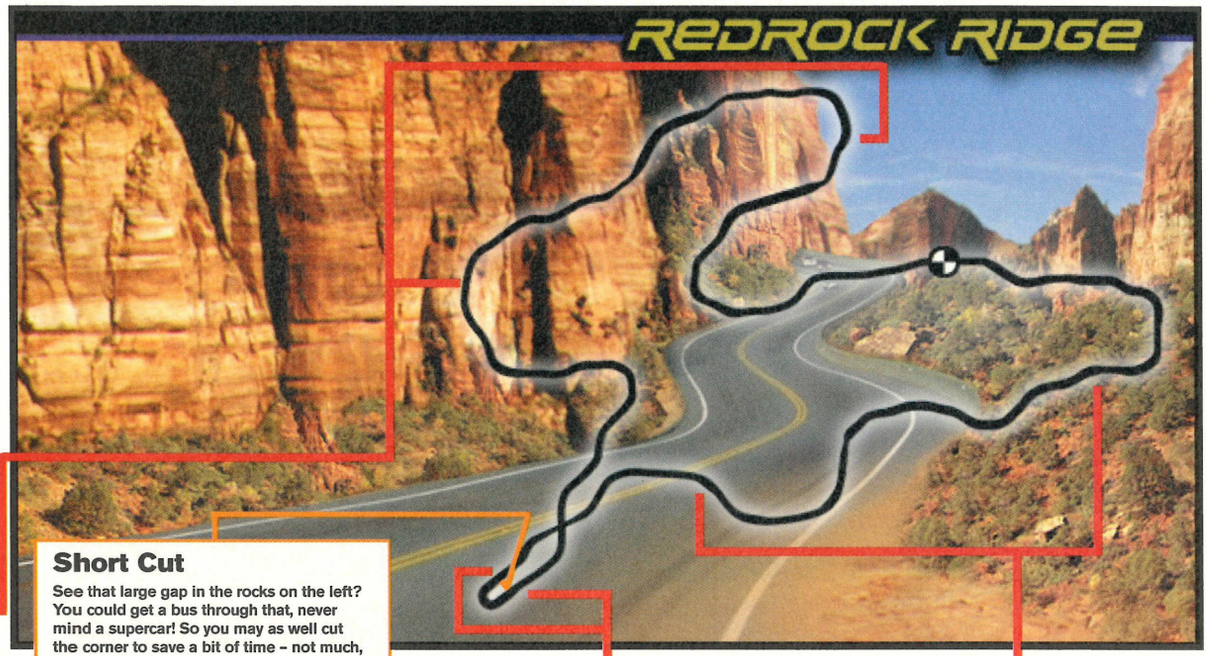
guide

continued

Redrock Ridge

Length: 5.4 Miles
Difficulty: Beginner

Like the previous track, Redrock Ridge is primed for high-speed racing. So if it's speed you want, the Diablo is the one for you. It's keyed up and ready for action on this fast dusty canyon course with plenty of obstacles.



4. Release the throttle if necessary when charging around these sweeping bends.

3. You'll reach high speeds in this dusty section of the track. Watch out for the slight dips in the road's surface.

Short Cut

See that large gap in the rocks on the left? You could get a bus through that, never mind a supercar! So you may as well cut the corner to save a bit of time – not much, but it all counts.



Below: No time to stop for gas on the fast Red Ridge track.



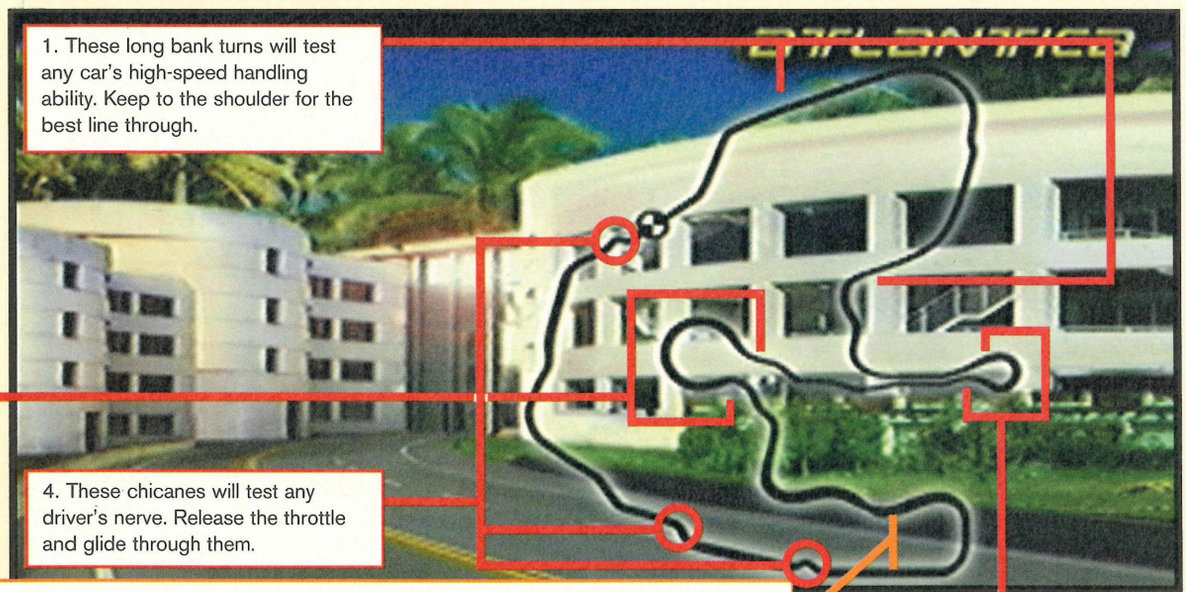
2. Approach the corner wide, braking into the apex. Then throttle off the bend, keeping the accelerator firmly held down.

1. There's a small margin of error as these high cliffs and narrow sidelines require the very best of control.

Atlantica

Length: 4.9 Miles
Difficulty: Beginner

With a Monaco-style feel to it, this race course is any driver's heaven. With high speeds , spectacular bends, and tough chicanes, Atlantica will always provide the thrills and spills that we're used to.



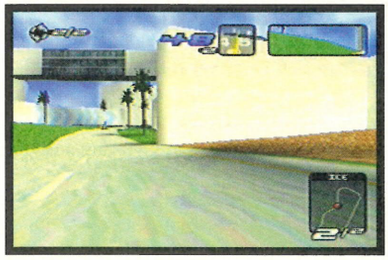
1. These long bank turns will test any car's high-speed handling ability. Keep to the shoulder for the best line through.

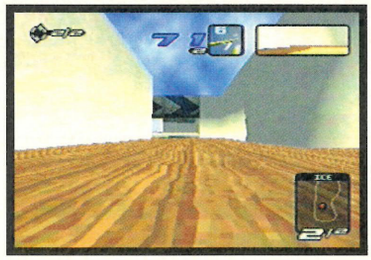
3. As the road starts to split, you must make the choice of which path to take: high or low? Either's good for me!

4. These chicanes will test any driver's nerve. Release the throttle and glide through them.

Short Cut

Why go the long way round when there's a shorter alternative? You can cut a huge slice off this corner with this nifty short cut. As soon as you see that brown floor to the right, brake and take a sharp right to enter it. Now zoom down to the end of the passage, ready to take a sharp right again to rejoin the tarmac track.





2. These two long bends both top a radius of 180°. Watch your line and speed when negotiating them.

Need for Speed



ROCKY PASS

2. Find the perfect line – middle of track usually – and let loose the throttle. Top speeds are possible here.

1. The western route provides tough corners and sweeping bends. Use the brake/handbrake to slow into the bend if necessary.

4. These switchbacks are the ideal opportunity for you to creep up on the opposition. Just powerslide into the bends using the handbrake, and accelerate out.

3. You'll need to apply the brakes for these high-speed corners. Otherwise you'll become roadkill.

Rocky Pass
Length: 5.5 Miles
Difficulty: Beginner

This snowbound track provides a challenging race for the best of drivers; it also happens to be one of the most enjoyable tracks. With its fast sweeping bends, and tricky corners, it has all the excitement of the fair, with a jump to boot!

COUNTRY WOODS

Country Woods
Length: 5.2 Miles
Difficulty: Expert

Based on the Hometown circuit, this race through country roads throws in a few tight bends and 180° turns for good measure. Powersliding also becomes a more important technique to implement, particularly towards the end of the course.

3. Powerslide is once again called into practice at these very tight bends. Accelerate out to stay ahead of the pack.

2. This set of 180° turns should be attacked at high speed. However, lay off the throttle whilst turning into them.

1. Watch your line carefully as you approach this high-speed jump; which sends you rocketing into a deep corner.

Short Cut
Look carefully and you can spot a gap between the trees on the right. Head down there, turning right at the end.



Short Cut
You can cut a small bit off this hairpin by swerving right through the gap just before those trees.



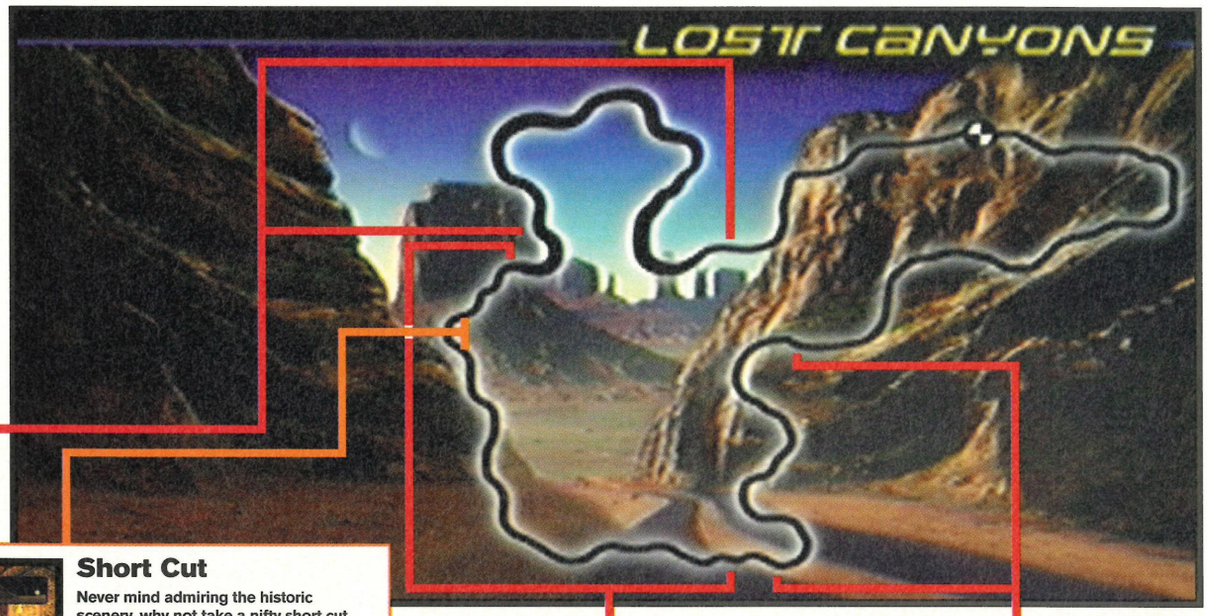
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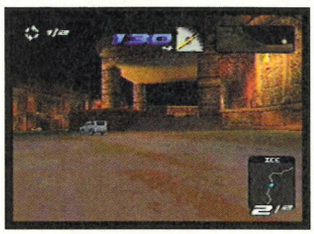
Lost Canyons

Length: 6.3 Miles
Difficulty: Expert

A course where controlled steering is of the utmost importance, this race track shifts from ground level to the canyon floor in seconds. Be alert at all times, and watch out for those drastic dips.



3. Top speeds are possible throughout this multi-levelled roadway. Just keep that throttle slammed down.

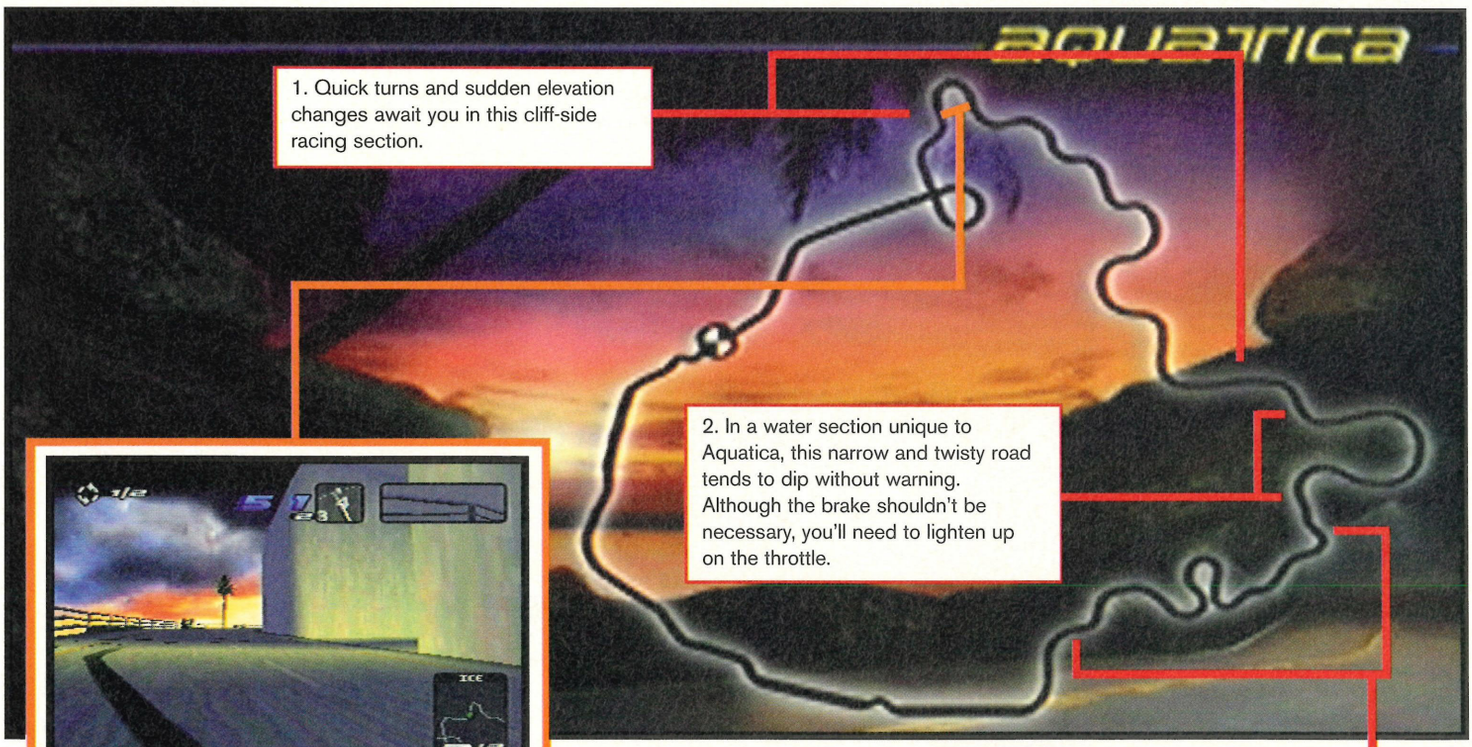


Short Cut

Never mind admiring the historic scenery, why not take a nifty short cut through it? There's no need to follow that car round the corner here. See that ancient temple on the right? That's right, you can drive up the ramp into it between those pillars to cut a large slice off the corner, taking a straighter, faster line in the process. Head right at the end to rejoin the track in the lead.

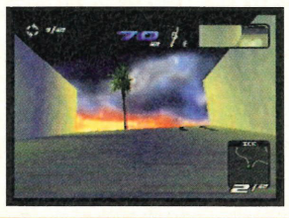
2. The road tends to dip drastically throughout this area. And with consecutive jumps on a winding road, it should prove a good test of wits.

1. These snug chicanes and wide bank turns should be taken at high speed, although you may need to release the throttle to avoid shooting into the sides.



1. Quick turns and sudden elevation changes await you in this cliff-side racing section.

2. In a water section unique to Aquatica, this narrow and twisty road tends to dip without warning. Although the brake shouldn't be necessary, you'll need to lighten up on the throttle.



Short Cut

Well knock me down with a feather if that isn't a gap in the wall to the right. I say, Jeeves, why not swerve right and hammer it down the passage? Turn right at the end to rejoin the track in short order.

Aquatica

Length: 5.3 Miles
Difficulty: Expert

This coastline racing experience will require great skill and confident driving to accomplish good times. As well as being slightly longer than the beginner version, Atlantica, it's also much harder to keep to the racing line.

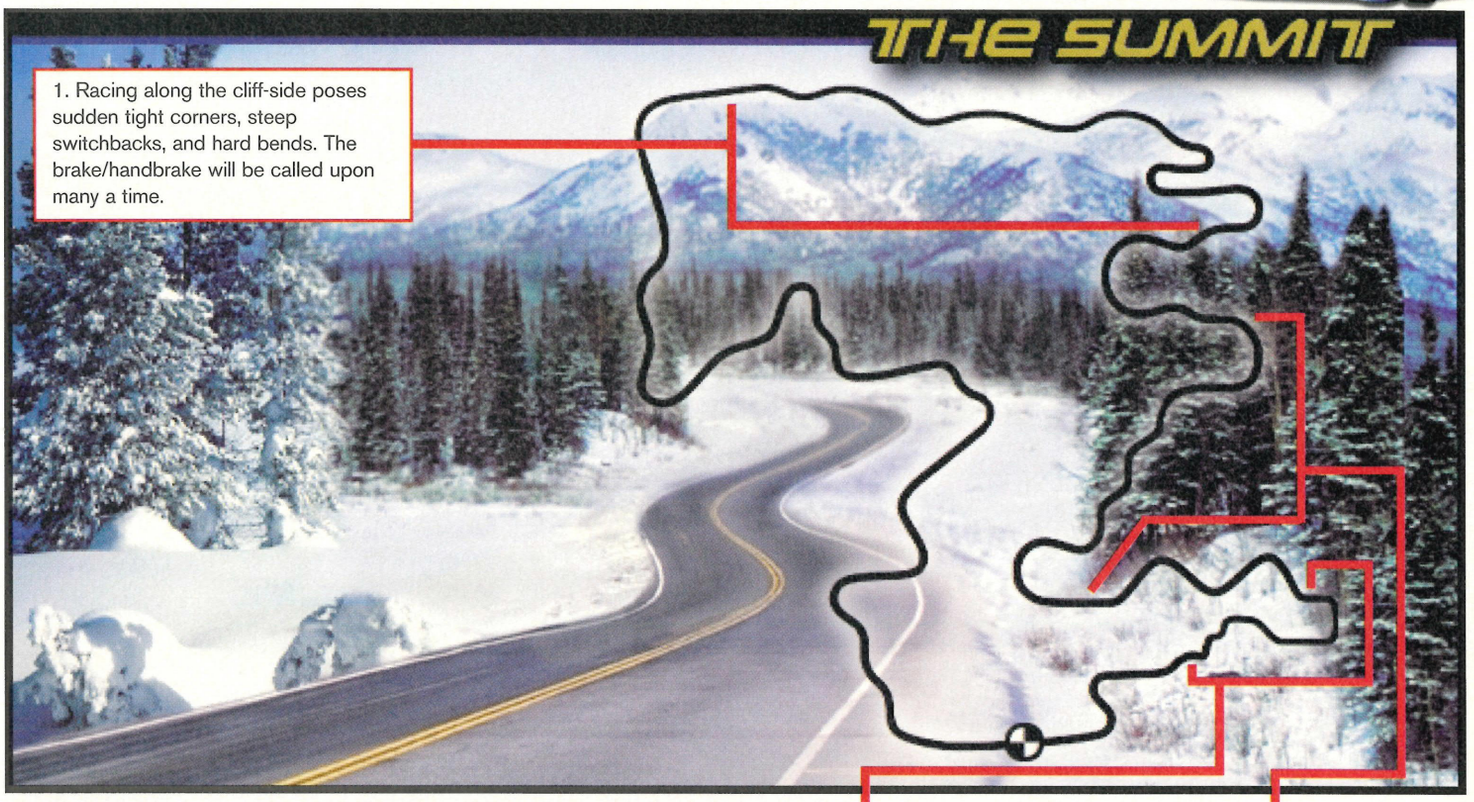


3. Hard corners on this coastal stretch could prove a little tricky. Once again, ease up on the acceleration in this section.

Need for Speed III



THE SUMMIT



1. Racing along the cliff-side poses sudden tight corners, steep switchbacks, and hard bends. The brake/handbrake will be called upon many a time.

3. This rustic village hides some dangerously sharp high-speed turns and hidden jumps that can affect your line and send you crashing.

2. With snowy banks and twists aplenty, ease off the gas and powerslide around the corners.

The Summit
Length: 6.4 Miles
Difficulty: Expert

This snowbound track provides the toughest challenge of all the courses. Not only is a mastery of racing skills needed, concentration of the highest order is required. Even the slightest mistake can prove costly.

EMPIRE CITY



1. Three turns in quick succession, a bank loop, and a pair of 180° turns is just the beginning. Powersliding is the best method to succeed in this section.

2. The double jumps are fairly straightforward to deal with. However, the corner immediately afterwards hides huge pillars that spell doom for any overeager driver.

3. This ramp section means tight cornering is essential. However, the following three 90° bends will need to be powerslid through.

4. This winding pillar area requires a perfect line by any driver. One false move and you'll come head-to-head with one – and you won't win!



Short Cut
Towards the end of the lap is yet another short cut. Head right into the gap by the light to cut the corner.

Empire City (Bonus)
Length: 4.6 Miles
Difficulty: Expert

In a Metropolis gone bad, you'll face several situations where hazards and treacherous corners can make or break a race. Tense moments are par for the course on this testing track.

Short Cut
Take a left into the gap between the buildings just after the start to enter the first short cut.



Short Cut
Continue straight on from the previous short cut, past the barriers into another passage.

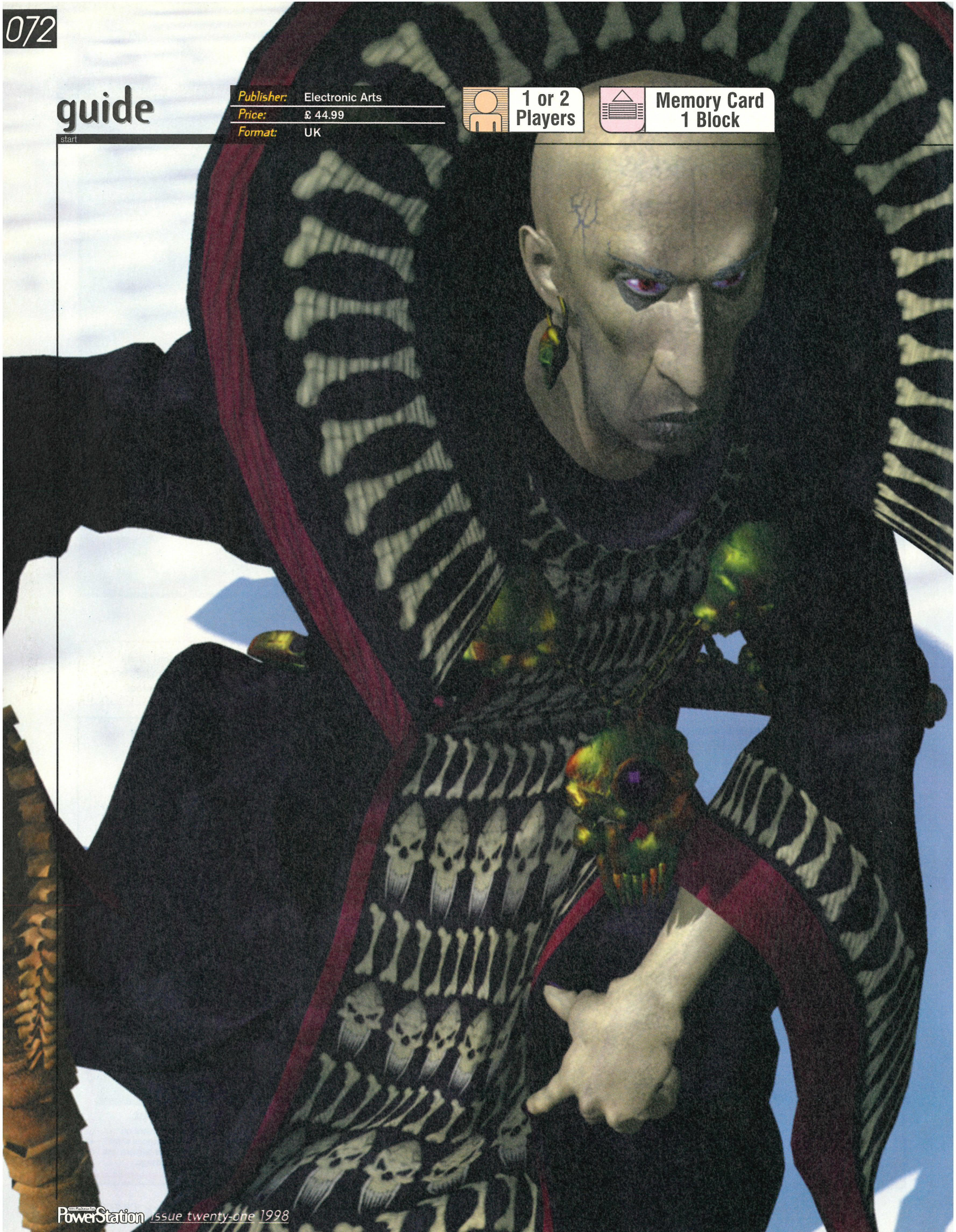
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start

Publisher:	Electronic Arts
Price:	£ 44.99
Format:	UK

1 or 2 Players

Memory Card 1 Block



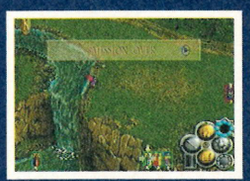


WARHAMMER Dark Omen

Raise thy sword and take up the war-cry, Warhammer returns to the PlayStation, bringing with it fresh challenges for you and your stalwart warriors. It takes more than raw courage and swordplay to conquer the minions of Chaos. You will need sound tactics: and that, my friend, is what we bestow upon thee.

Check Your Ground

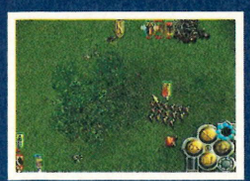
Terrain can play a big part in deciding who will be victorious in any battle. Ensure that you take note of terrain when planning your attack – if you don't make the terrain work for you, you will find it working for your opponent.



Elevated terrain such as hills can provide excellent points from which to defend. Any units attempting to engage you whilst you are above them suffer penalties when charging. They also move slower, allowing you to counter-charge them and receive the bonuses given for the higher ground. Likewise when you attack units entrenched on hills, you should first deplete their numbers with projectile attacks before trying to engage them.



Rough terrain slows down the rate of movement for most units. If you position archers behind rough ground it will give you chance to get them to safety if they come under attack.



Line of sight is also very important when you deploy troops at the start of the battle, as even the most expensive cannon can be rendered useless if you can't see the enemy. This works both ways so you should always consider the advantages of cover when you approach enemy missile units. Line of sight can also be used to launch surprise attacks against the enemy. Stash hidden units behind trees or buildings, then wait for the enemy to pass so you can charge them in the rear. You will have to watch out for this tactic being used against you: the forces of darkness are adept at obfuscation and concealment so be wary of surprise attack when you advance across seemingly unprotected ground.

The Art Of War

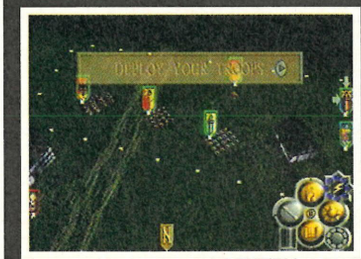
To win battles you must first concern yourself with not being defeated. The easiest way to do this is to ensure your initial deployment positions are easily defensible. Keep your cavalry on the flanks so they can sweep in behind any troops foolish enough to charge your army in the centre. This also allows them greater freedom of movement and prevents them from getting stuck behind slower troops.



Missile-firing units should be placed on high ground so that they can rain projectiles upon advancing minions of evil. Always ensure missile units have a good field of fire when you deploy them, as with the correct positioning they can wipe out superior units with repeated hits.



Infantry should be the mainstay of your army. Always deploy them in the centre so that they can respond flexibly to enemy attacks. Infantry should also be used to guard missile units and wizards to protect them from being charged by the enemy.



cheats

If the armies of damnation prove to be too much for your hardy fighters, input the following cheats to gird you in your task.

View FMV
On the main menu screen press:
⇦, L1, ○, L2, △, R2 . . . . for the Black Grail
R1, △, R2, R2, □, R1 . . . . . for Carnstein and Jewel
R2, ⇦, R2, ⇧, ⇩, ⇦ . . . for the Hand of Nagash
○, △, □, ⇨, R1, R2. . . for Liber Mortis
L2, ⇨, □, ⇨, R1, R2 . . for Victory
R1, L2, △, □, ⇦, R2 . . for Long March
⇦, ⇨, □, ⇨, R1, R2. . . . for the credits

Chapter Skip
On the main menu options screen press R2, R1, L2, R2, R1, R2. Press 'resume' to activate.

Battle Cheats
On the deployment screen press Select, then press:
R1, R1, L2, L2, R1, R2. . to skip battle
R1, L1, R1, L2, R1, R2 . . . extra cash
R1, L1, R2, R2, R1, R1. . . touch of death
R2, R1, R2, R1, L2, R1 . . . rapid reload
L2, L2, R2, L2, R1, R1 . . enemy select
L2, L2, L2, L2, R1, R2 . . pinheads
Pressing 'resume' will activate the cheats.

The Right Tools For The Right Job

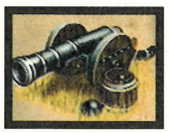
The key to victory is in choosing the right men for each mission. To make a good choice you must first consider the strengths and weaknesses of the troops you have available.



The Grudgebringer Cavalry
These are your elite corp. Give them the best armour and weapons you can to ensure their survival. You should be able to depend upon the Grudgebringers when all else fails, but beware of wasting their lives needlessly as they are costly to replace.



The Grudgebringer Infantry
This is the first infantry unit you will get in the game and the one with the most troops. Upgrade their armour as soon as you can afford to so they stay alive long enough to get more experience.



Cannon
Not very accurate and unable to fire over trees, the cannon only proves its worth in defensive situations where it can bombard the approaching enemy. You will need to place it well before the battle in order to use it effectively, so always check its line of sight.



The Countess's Guard
These are the Countess's bodyguards and as such are only used in a few missions. Being equipped with halberds, they are most effective against mounted opponents and charging infantry. They should not be used to attack archers due to their slow movement rate.



The Bright Wizard
The wizard is essential to your progress in the game as his burning attacks destroy undead such as zombies and mummies effectively. You should take care to protect him from hand-to-hand combat as his magic won't work against cold steel.



Imperial Greatswords
After your first visit to the Emperor you are given the Greatswords to aid in your quest. These men aren't as stoic or numerous as the Grudgebringer infantry but they inflict far more damage with their two-handed swords.



Flagellants
Despite flogging themselves senseless in a crazed fashion, the flagellants are by far the best infantry unit you get. They are hardy enough to resist the heaviest blows and are almost immune to fear. These guys don't even break until they are nearly wiped out!



Steam Tank
The steam tank is only available in a few missions but it pays dividends in combat. It is immune to infantry attack, but missile units can sometimes cripple it from a distance. Its manoeuvrability provides a constant barrage with which to harass the enemy.



Mortar
This is definitely the best artillery unit to have as it can fire over trees and other obstructions if you have a unit that can spot the target. The blast radius of its shell can make even near misses capable of blowing away half a regiment.



Ice Mage
His spells aren't up to the destructive potential of the bright wizard but he does have a range of destructive missile attacks. Only deploy this man if the bright wizard is dead, as he lacks the offensive capabilities of his predecessor.



Ragnar's Wolves
If you help Ragnar give the Trolls a good kicking he will lend you his cavalry. Ragnar's wolves can't take much punishment before they break, and are prone to fearing the undead. For this reason you should only use them for scouting and mopping up archers.



Dwarves
The dwarves turn up to aid your expedition to Brettonia and, to be frank, they should have stayed at home. They are good hand-to-hand fighters but do break quite regularly. They also move slowly, making them choice targets for artillery and archers.



Elven Archers
With their long range and accuracy, the archers are the best missile unit in the game. Their arrows can devastate approaching units quickly and their fast reload time allows them more shots than average. They are found in the Loren forest.



Pistoliers
'Fast-moving powerful weapons' perfectly describes the pistoliers. They can take rapid shots at opposing units and retreat fast if they are charged. The pistoliers are encountered just outside Moussillon in Brettonia.



Carlsson's Cavalry
The cavalry consists of mighty swordsmen mounted on swift steeds and as such are best used for flank and rear attacks. The cavalry is only put at your disposal for a few missions so make the most of it.



Helmgart Bowmen
Poorly armoured and bad shots, the Helmgart bowmen accompany you to relieve the garrison at Helmgart. Use them to shoot at approaching units but do not get them in an arrow trade-off with the undead archers as they will lose.



Imperial Cannon
Unless you foolishly chose this war engine over the mortar, the cannon is only used in the assault on blighted tower. It is more accurate and powerful than the Grudgebringer cannon but it also suffers from the same line-of-sight restrictions.



Ogres
The Ogres choose to follow you rather than Muntz if you assault the Orc camp in Kislev. They are deadly fighters that move fast to close down and destroy opposing troops. They also cause fear which can be useful for disrupting the enemy.



Bandits
Muntz bandits are only under your command when you attack the Orcish camp.Use them to scout the terrain and draw fire away from your own precious units – they are only with you for this one mission so what the hell, get them all killed!



Grail Knights
The Grail Knights are a gift from the king of Brettonia to help rid his lands of the undead. When you leave Brettonia they will depart, so make the most of their superior bravery and hardy swordsmanship whilst you can.



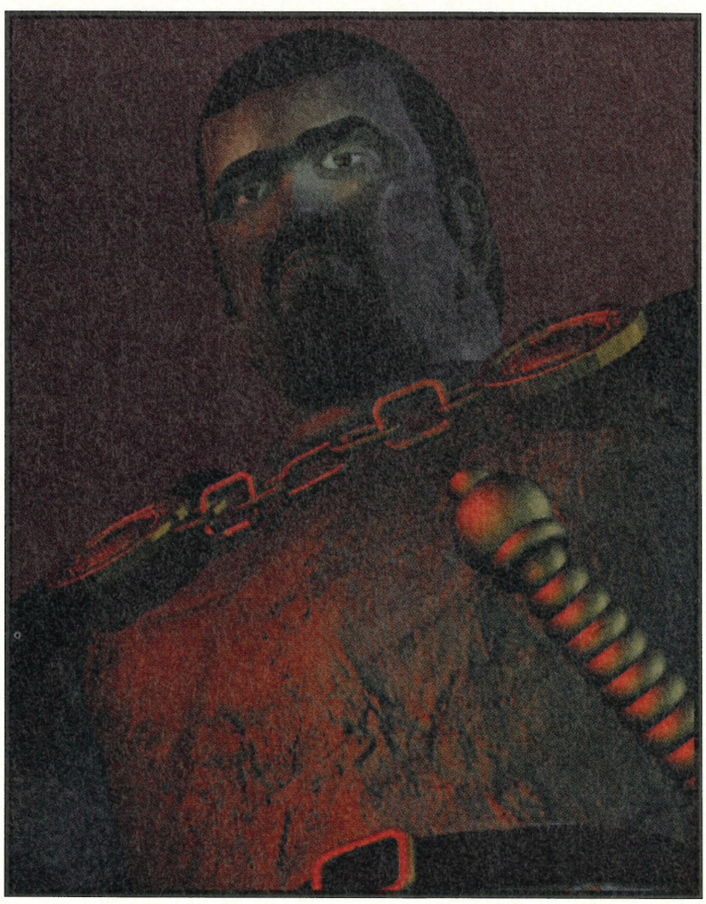
Glade Guards
These elves accompany you to the sacred glade and join in the resulting battle with the undead. Their spears make excellent weapons for unseating horsemen and their high movement allows them to get close to archers quickly, so deploy them accordingly.



Treeman
If you agree to help the Treeman by destroying the undead in Loren forest, he will join you in the task. Use him to spot the undead units and to strike down the Necromancer in charge of the undead. He is expendable after all.



Knights Of The Realm
If you don't go with the elves to Loren, you will meet up with the knights of the realm. They will join you if you help them defeat the Orcs that are on the rampage. The knights are mighty fighters but you are better off going to Loren to get the Elven archers.





Warhammer Dark Omen

MISSION GUIDE

Mission 1: Defend The Trading Post

This is a straight fight between you and some night goblins. All you have to do is prevent them from reaching the trading post in the northwest of the map. There is only one route to the trading post so it should prove no trouble.

Position your cavalry in the trees so they are out of sight, then place your infantry next to them and put your crossbowmen to the left of the infantry.



All you have to do now is wait for the goblins to come to you. Your crossbowmen will begin to shoot at the goblin infantry as they get close to thin out their numbers. As they attack your infantry, move the cavalry out of the trees and charge them from the rear. When they are dead, move your cavalry on top of the hill and kill the goblin archers there with a fast charge. Repeat this method to defeat the second set of goblins, then proceed into the trading post and collect the chest there before ending the battle.

Mission 2: Slaughter Margin

You get the chance to gang up on the Orcish scum now as you attack their fleeing army with your freshly reinforced troops. Heh heh.

Conceal the two cavalry units on the flanks and leave your remaining units in the central valley: they are the bait for your cunning trap.

The cannon and the archers will begin to cut down the Orcs as they come within range and, with luck, you should be able to break one or two units before they close. Try and use your cannon to pick off the small units of Orcs as these are easy to rout. When the Orcs get too close for comfort, unleash your cavalry from the top of the hills and send them into the valley to charge the Orcs from the rear. With the bonuses from the charge as well as the advantage of the rear attack, you should be able to drive them beneath your hooves without much trouble.



Mission 3: Undead Attack

The undead have risen from the grave to terrorise the village ahead. You must halt their advance using cold steel and powerful magic.

You have to stop the undead from getting to the village so put some infantry as close to it as possible. Put your crossbowmen on the right flank and get them to move towards the left when the battle begins. Put your Grudgebringer cavalry on the left flank – they are going to be holding off the main assault as they have the highest break point – and put your wizard next to them.

When the battle begins, a unit of skeletal warriors will enter the map: target these with your cannon and get your crossbowmen to lay down suppressive fire if they start to get close. The zombie unit that is heading for your Grudgebringer cavalry is susceptible to fire, so keep hitting it with spells from the bright wizard and Grudgebringer fireballs to rout it in short order. When the first set of undead are eliminated, more will attack from the left flank: if these get into hand-to-hand combat with your cavalry, move the units in the town over to the left so that they may charge the undead from the sides. A final two units of undead will appear to replace the ones you have just destroyed: keep them pinned down with cannon fire and fireballs and you should finish them off before they reach you.



Mission 4: The Bandit Raiders

Bandits have been sent to snatch the countess. You must fight them off and carry her to safety. Your forces start off in a narrow valley with little room to move and with the majority of the bandits concealed in the trees waiting to leap out on you.

First of all, get your troops spread out and put your missile units together so that they can bombard any horse riders en masse and wipe them out fast. Put your cavalry and infantry in the centre to give yourself a strong defensive position.

After the ease of the first missions you will be plunged into the deep end here as horsemen attack you from all sides whilst their archers lash you with projectiles. First off get rid of the horsemen with your archers and charge them with your cavalry if they get close. You must protect your missile units at all costs as the fast-moving horsemen have a habit of riding them down.

With the horsemen slaughtered, you can turn your attention to the archers on the hill behind you. They will have remained in place, so you can either hit them with the cannon or charge them with the Grudgebringers. When they have been routed, use the wizard to kill the Necromancer, then pound the remaining archers with your cannon.



Above: Well 'ard brigands attack – you must protect the countess at all costs.



Above: Teleport your wizard behind the enemy archers to take them by surprise.

Shadows Over Bogenhafen

It appears that even after your delivery of countess Liebewitz to this staunch bastion, she is still not safe. A bounty has been put on her head by a Count Carstein who has threatened to destroy the town unless she is handed over. You have two options: you can stay and defend the town against the undead, or you can proceed to Helmgart and reinforce the tower there. Assuming you have the courage to choose the former, you must defend the town at all costs.



The undead come at you thick and fast, so deploy all the men you have. Place your units on each of the corners of the deployment area. Put your archers in the southwest and northwest corners. Keep the Grudgebringer cavalry next to the wizard and use them both to attack any undead that get through. Leave the infantry with the cannon at the south end of the deployment area.

The initial assault will start in the north and will be made by two units of skeletal warriors. Your archers should be well placed to cut down the skeletons as they approach, and between them and your wizard you should eliminate one of the units before they reach you. Charge the remaining poorly equipped unit with your Grudgebringer cavalry and you should be able to destroy it. In the south you will come under attack from another unit of undead and some archers in the southwest. Pound the archers with your cannon and use your crossbowmen to cut down the undead warriors before sending in your infantry forces to mop them up.

Back at the north edge of the city, two units of zombies will have been created to renew the attack on the town. This time they will be accompanied by their undead creator. Use your wizard and archers as before to destroy the zombies, before letting your cavalry loose amongst them. If things start to go badly, get some men to charge the Necromancer controlling the zombies, as they will lose power if he is destroyed.



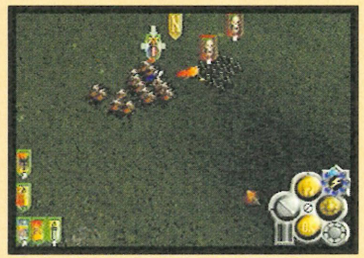
PLOT TREE (MISSION GUIDES CONTINUED ON PAGE 74)



MISSION ONE



MISSION TWO



MISSION THREE



MISSION FOUR

STAY AND FIGHT?

YES

NO



SHADOWS OVER BOGENHAFEN



ASSAULT THE BASTION

AID DWARVES?

YES

NO

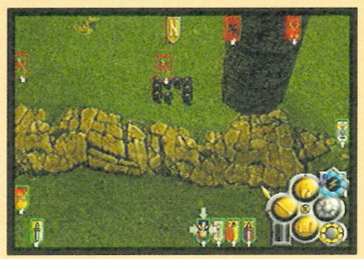


DEFEND THE BASTION

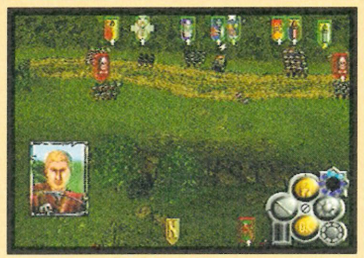
RETURN TO ALTDORF



ESCORT DWARVES



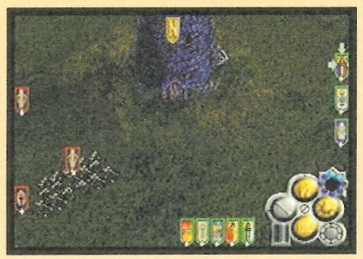
BLIGHTED TOWERS



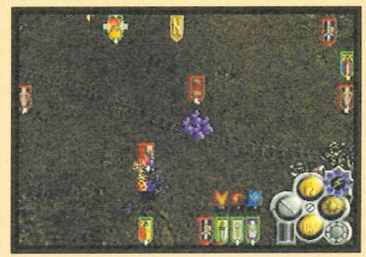
STEAM TANK



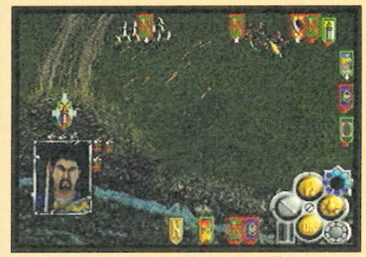
EYES IN THE FOREST



VAMPIRES DOMAIN



IN THE HEART OF DRACHENHOF



BAD DAY AT BLOOD RIVER

RAID THE CAMP?

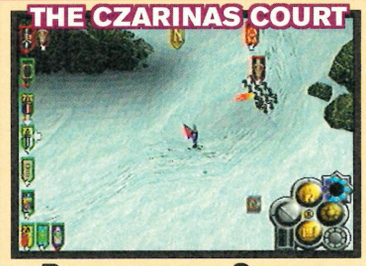
YES



GOLD NOT GLORY

NO

THE CZARINAS COURT



BATTLE FOR THE STEPPES

MEET RAGNAR, HELP FIGHT THE TROLLS?

YES

NO



TROLL COUNTRY



GLACIAL ASSAULT



THE HAND OF NAGASH



VALLEY OF THE DEAD

MEET ELVES, GO WITH THEM?

YES

NO



NIGHT IN THE GLADE

HELP BRETTONIAN KNIGHTS

NO

YES



HORROR ON THE WOODEN TRAIL



RAMPAGING ORCS



UNDEAD ON THE RIVER

HELP TREEMAN

YES

NO



SACRED WOODS



THE GATES OF MOUSSILON



THE BLACK GRAIL



THE FINAL BATTLE



Above: Sometimes the only way to stop the undead is by using sheer brute force.

Retake The Bastion

Having been delayed in Bogenhafen, you arrive too late to save the bastion from being overrun. You must hack your way through the undead and capture the bastion in the name of honour.

Deploy all of your units in a line as far away from the skeletal archers as you can get. This will prevent you from being showered by arrows.

Don't move any of your men to begin with – just wait until your cannon has destroyed the group of archers on the clifftop before you begin your advance. The bulk of the undead forces guarding the bastion will not appear until you approach the cliffs, so move all your non-missile units through the gully together, as this will prevent the remaining archers killing too many of them.



Above: A flank attack gives you a good advantage when you're riding down your opponents.

Two units of skeletons will appear to block the path to the bastion: ride them down and sweep them aside with your cavalry. Use your infantry units and the wizard to destroy the last unit of archers on the hill and get them to support the cavalry when they are victorious.

Undead horsemen will eerily appear from the north, backed up by a mighty Necromancer –don't let your wizard tangle with this fiend as he has far superior magic. Charge the Necromancer with the infantry and get the Grudgebringer cavalry to engage the undead riders: man for man your forces should be able to take care of their opponents unless they have been severely depleted.



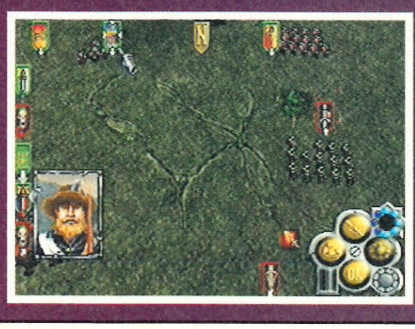
Above: These skeleton bandits shower arrows on you. Use your cannon to smash them.

Defend The Keep

For your eternal shame you have chosen to ignore the plight of a lady and taken this easy mission where you have to defend Helmgart keep from the legions of the damned.

Position your archers and artillery on top of the cliff to the west and ensure that they have a good line of sight into the valley below. Put your cavalry and infantry next to the pathway so that you can crush any undead units which break through the volley of missiles laid down by your troops.

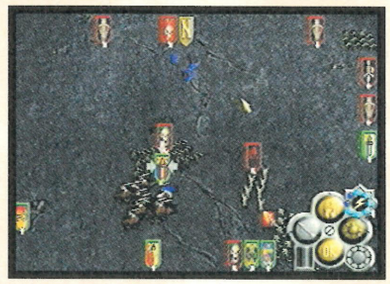
As the attack begins, get your missile troops to target the undead archers so that they don't destroy your cannon crew. Two units of undead swordsmen will be trying to make their way through the valley towards the keep at this point, so get your wizard to lash them with fireballs and break up their attack. Carve up any surviving undead with your cavalry before riding down to the bottom of the valley with your infantry. Circle round the cliff and charge into the valley, take out the bowmen with a cavalry charge and keep your infantry on alert for a group of undead horsemen that will be riding in soon. Repel the combined undead assault and move a unit of archers and the wizard into the valley. These two units should be able to destroy any marauding undead that bypass the Grudgebringers.



Escort The Dwarves

Having chosen to assist your old Dwarven friend against the undead legions that prevent him from returning to Karak Hirn, you find your army on a small mountain trail when you are set upon by undead.

Position your cannon and your archers at the front of the deployment area along with your cavalry. Place the wizard and the remainder of your troops in a line behind the Grudgebringers and hold them in place.



When the battle begins, shell the skeletal archers at the end of the pass to break them. Eventually they will either retreat or rout, leaving you with nothing to shoot at. At this point you will have to use your cavalry to spring the trap the undead have laid ahead. Move them down the trail until you sight the undead ambush force, then get them back in cover. The undead should be well and truly on your cavalry's tail, so use your archers and cannon to cover their retreat. Turn your horses round and face the oncoming undead whilst moving your infantry and the dwarves into position alongside them. Move your wizard up to the right flank: he will be needed to take care of any Necromancers that appear. Cease fire with your missile units, then charge the undead as they get close – try and kill as many of those cursed Wights as possible before they join the melee, as they are deadly at hand-to-hand fighting. When the bulk of the undead has been destroyed, you will have to move down the trail to eliminate the few remaining corpses that block your escape.

Ambush From The Grave

As you begin the march to Sylvania after discovering that the countess has been abducted, you will be set upon by an ambush force of undead.

Put your cannon and your archers on the left flank so that they have a panoramic view of the battlefield. Place you infantry in the centre of the deployment zone and leave your wizard next to them. Finally put your Grudgebringer cavalry on the right side of the deployment zone.

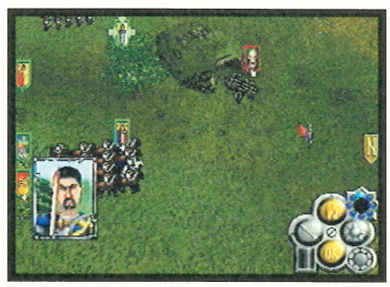
First off, begin by letting rip with the cannon. This will encourage the Wights at the far end of the battlefield to seek cover, putting them out of the battle for the moment. When this is done, ride your cavalry down the middle of the battlefield to draw out your adversaries from their hiding places, before pulling them back to the bulk of your forces. Blunt the undead advance with repeated missile attacks but be sure to charge them before they get to close to your missile units. Keep your wizard on the right side of the battlefield: from this position he can burn any zombie units or mummified warriors that sneak up on the left.

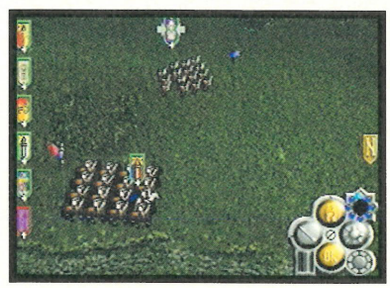
With the left side of the map covered, lay down suppressive fire with your cannon and crossbowmen to beat off any units that attack through the centre. When the first set of undead has been dealt with, you can move your wizard and archers down the centre so they have a greater field of fire. Whilst you are doing this, use the Grudgebringer cavalry to search for more undead for them to destroy. The combination of your wizard and your archers should diminish the few remaining units of undead enough so that you can vanquish them all with a few cavalry charges. When you have attained victory, search the north of the battlefield to recover a chest of gold. You will also find a banner lying around after the demise of its owner.

The Eyes In The Woods

As you proceed to Sylvania you will be reinforced at the first town you come to by a detachment of Imperial Greatswords and a unit of flagellants (pervy blokes that like to whip themselves). On your way through the woods to Sylvania you encounter a goblin war band, naturally you must cut yourself a path through them!

Position your cannon to the north of the deployment zone and leave your archers to the south. Place the Grudgebringer cavalry and the wizard alongside the cannon to give it some protection. Position the flagellants on the west of the deployment zone, where they will be used





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to absorb enemy attacks and break up charges. Place the remaining infantry unit near the archers in the south.

Goblins are quite cowardly, so by inflicting casualties with the cannon you can effectively break most of the units before they reach you. Be wary of attack from the south by Goblin bowmen: they may not have the skill of your crossbowmen but there are a great number of them. Use the infantry placed in the south to charge these scum as soon as they appear and you should rout them pretty quickly.

The greatest threat in this battle comes from the Goblin shaman and the two units of giant spiders he has brought into battle with him. Use your wizard to blast the spiders into submission before they close in on your troops and wreak havoc. Your wizard can go one-on-one with the shaman to kill the freak, as he lacks the power of your previous undead adversaries. As long as you manage to keep the giant creatures away from your troops, you should have no problem defeating the goblin band.

The Steam Tank

Further along the trail you encounter the remnants of an assault force. The survivors tell you that they are here to oust the Orcs from the fortification ahead, but they need protection whilst they repair their transport.



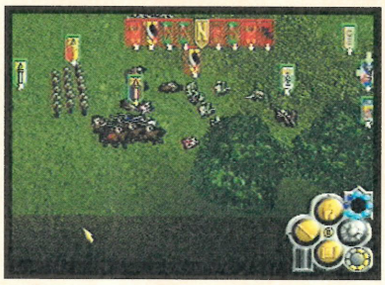
Deploy your cannon beside the steam tank and place your archers next to them: they will provide ample cover for this mighty war machine. Put you cavalry on the west flank, along with your infantry and your wizard. Place your remaining units on the east side to cover the missile units.

The first attack will come from the north. Weaken the goblins with your missile units before moving in the men on the west of the map to roll up the flank and finish them. Once the forces in the north have been slain, the Orcs will launch a surprise attack from the south in the form of some boar riders. Hit the riders with all your missile units and bring the flagellants into play as their high durability will hold the riders off long enough for your cavalry to ride back and engage them. When the boar riders are crow food, use the Grudgebringers and the cannon to drive off the remaining unit of archers in the south whilst you destroy the Orc shaman with your own wizard.

Assault On The Blighted Tower

En route to Sylvania you make an unscheduled stop to help out a band of Imperial engineers as they try to drive the Orcs out of the Blighted Tower.

Move all your units to the far south of the deployment zone and position your cannons in the far right corner. Stick your infantry units next to them and sit back and wait.



The enemy will advance towards your positions… straight into your cannon fire – ho, ho, ho. Attack whatever Orcs reach your forces with your cavalry and you should take care of them fast.

After the first wave has been broken, you will need to lure the remainder of the Orc horde down the valley towards your guns. To do this, select your cavalry and get them to charge in and entice the Orc reserves out of hiding. Retreat your horses back out of range quickly when they appear or the Orcish artillery will make sushi out of them. Once your cavalry are out of the line of fire, open up with your cannons and blast the Orcs. Use your infantry to encircle the survivors and wipe them out to a man.

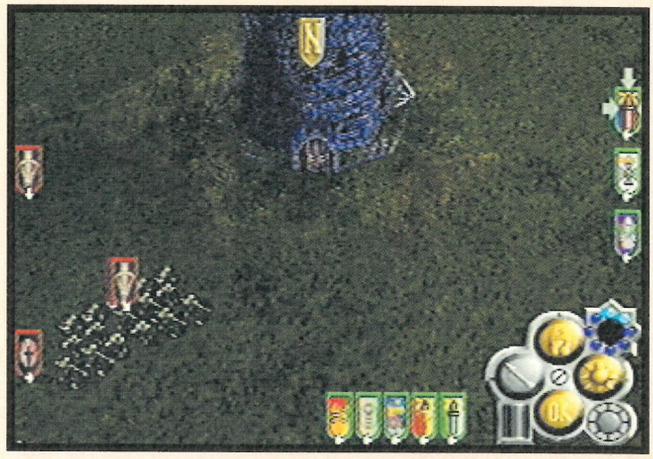
With their best fighters destroyed, all that remains is for you to wipe out the surviving missile units. This can prove tricky as you are likely to sustain heavy casualties before you get close. The easiest way to destroy the remaining Orcs is to rush them with all your troops. That way the artillery can only fire at a few regiments, allowing the rest of your men to get through unscathed.

The Vampire's Domain

As you approach castle Drachenhof you will be challenged by an army of undead freshly raised to prevent you laying siege to the castle. Trapped on a winding mountain trail with nought but a few ruined houses to shield you from a hail of arrows, you must put these abominations back in the grave.

Deploy the Grudgebringer cavalry near the cliffs and put your best artillery next to them. Place your wizard and any remaining missile units in the centre of the deployment zone, then position your infantry next to them.

Firstly, target that pesky vampire on the cliff with your artillery. If you are lucky you could take him right out of the battle with a few pot-shots and severely hamper the remaining units. If the vampire pulls out of range, target the skeletal archers on the cliffs instead.



When you are satisfied that you have weakened the undead enough, ride your cavalry through the ruins towards the end of the map. This should cause more undead to rise from their graves and attack. Retreat your horsemen when you have spotted them and start unleashing cannonballs at the undead. When the undead get to the outskirts of the ruins, send your forces in to fight off their attack. If you keep the cavalry in reserve, you can use it to bolster any units that become hard pressed by the undead advance.

You can repeat this tactic to destroy the second wave of undead that lie in wait near the path, but for the third you will need to head up the mountain trail and kill them there. To do this successfully you will need to take all your infantry units into combat. Forget about using any missile troops to aid the final attack as you will only kill your own men.



Above: If you're lucky you can shoot the vampire lord with your cannon as the battle starts.



Above: Your ginger-haired wizard proves no match for the vampire lord. Use your cavalry.

Into The Heart Of Drachenhof



Carnstein has retreated, with his undead army, to the bowels of his castle with the jewel. You must put down this vampire once and for all and recover the jewel before it can be used by the forces of darkness. Place your wizard and your archers in the centre of the deployment zone. They will act as artillery on this mission and weaken the approaching undead before you charge them. Put your infantry on the right flank next to each other. They will charge any undead that get too close to the centre units. Keep your Grudgebringer cavalry on the left flank so they can charge the undead from the side.

Two units of zombies will attack first. Use your wizard and the Grudgebringer sword to burn them up with fireballs before moving the flanking infantry in to finish them off. When the zombies have been reduced to ash, send your Grudgebringer cavalry down the centre of the map to discover the location of the main body of undead. Once you have located the undead archers, deploy your infantry units to dispatch them immediately as they could prove troublesome if you leave them unchecked. Use the cavalry to mow down any reinforcements that approach from the north and bring your wizard to the centre of the map to destroy Carnstein. If the wizard fails, a swift cavalry charge should take care of the long-toothed fool.

guide

continued

Bad Day At Blood River

After returning the jewel to the emperor, he dispatches you to Kislev to recover the hand of Nagash. During your travels you encounter an Ogre band who offer you the chance to shorten your journey by crossing the river at a ford – the catch is that you'll have to deal with the Orcs guarding it first.

Place you cavalry at the nort east corner of the deployment area and put a movement flag for them on the other side of the river. Place one of your infantry units and the Ogres in the northwest corner and place the remaining infantry with your missile troops in the west. Leave you wizard in the centre so that you can use him to help out any unit that's getting a beating off the Orcs.

Charge the Orc archers as soon as the battle begins, as they have a low break point so they should flee before they can inflict much damage on you. Your Grudgebringer cavalry should get into position on the other side of the river within moments and spot the enemy arches hiding there. Charge them down and butcher them without mercy, then return to the centre of the map. Use the Ogres as shock troops to scare away the Orcs that attack from the north, and use an infantry unit to help mop up any Orcs that don't flee. Charge the archers on the west with your infantry massed there and leave your artillery on the lookout for any boar riders. When your infantry has broken the enemy in the west, bring it back and defend the centre from a fresh assault by boar riders. With the combined might of you cavalry and wizard, the Orcs won't stand a chance.



Gold Not Glory

Having chosen to raid the Orc camp over your mission to save the empire, you must fight long and hard to get your hands on the booty. The camp is heavily defended by bolt throwers and archers and there are Orcs in great numbers patrolling the woods.

Move all your troops over to the deployment zone on the right next to the trees and place your cannon at the front alongside your wizard. Put your cavalry next to them and put another unit behind the wizard so they can move forward and attack any Orcs that charge him. Stack the rest of your units on the left of the deployment zone so that they are hidden by the trees.

Below: Use your fast-moving horsemen to isolate and destroy Orc war engines.



Shell the Orc archers with your artillery. This will give away your position to the Orcs in the camp. As the Orc horde approaches your position, cease firing with the mortar and peel off some fireballs with your wizard to get their attention. They will conveniently charge into the small gap in the woods where you can ambush them. Turn them back with your warriors and cold steel. There are a few giant spiders in amongst the Orcs, so keep your wizard on standby to give them the fireball treatment.

Once the main Orc force has been cut down, send a unit of men west to attack the archers there and send your cavalry to the centre of the map to destroy the bolt-thrower. Send another regiment of men north up the east side of the map. There are some boar riders lurking there and they should flush them out nicely. Once all your units have accomplished their tasks, send them over to the cave at the west to mutilate the shaman cowering there. Ensure that you recover all the chests before you quit the mission.

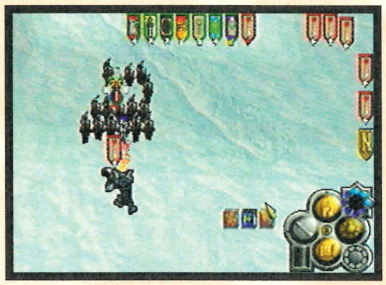
Battle For The Steppes

As your weary troops climb the mountains on your way to Kislev, they find themselves confronted by legions of undead. Suspecting treachery you ready your men to break through the undead lines and make their escape.

Don't bother deploying any archers or artillery as they will just get themselves killed. Instead choose fast-moving units and rock-hard infantry so that you can smash your way through the undead. Needless to say, you should put all your units to the west of the deployment zone and place blue movement flags for each of them at the north of the map.

The Grudgebringers will be first to encounter undead in the pass. They should overcome them with relative ease but watch out for that damned skull firer as it has the capability to wipe them all out with one shot. Engage you units with any undead as soon as you spot them as this prevents the skull chucker from firing without hitting its own men. Your units will cut the undead to pieces at close range, so just get them there and they will do the job. The Necromancer that accompanies these nightmares will bring them back to unlife unless you destroy him, so send any spare units you have to end his queer conjuring antics. Only brute force can win this one, so good luck!





Troll Country

Upon meeting your old friend Ragnar in the icy wastes, he offers you a deal. If you help him against the Trolls, he will finally join your army. If you choose to help him, you will have to clear out a nest of Trolls that have been spotted rampaging across the wasteland.

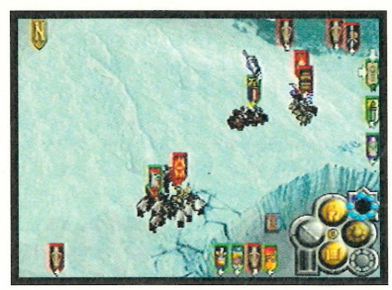
Choose infantry units and cavalry for this mission – artillery proves inaccurate against the fast-moving trolls, and wizards are more likely to die before they can bring their spells into play. Position all your men on the right flank and face two units left: these will protect your cavalry's back whilst they are clearing out Trolls. Put the two units of cavalry facing right: these will be used to slaughter the Trolls.

When battle commences, wait for the Trolls to surge forwards into range of the Grudgebringers' fireballs and give them a few before you charge. Use both your cavalry units to engage the Trolls, then move your slower infantry to surround and destroy the scum. When the first wave of Trolls is down, move your two cavalry units forward to search for more and repeat the tactic above to destroy them.

While you are busy killing Trolls to the front, keep an eye on the left side for any that sneak up on your rear guard. Pull a cavalry unit back to support them if you need to – it's better to let your search wait than to lose valuable men to a surprise attack.

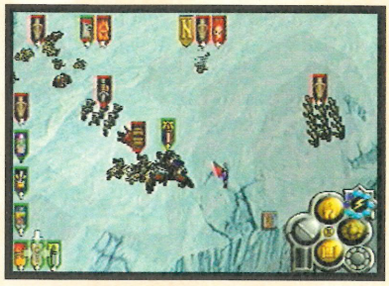
Glacial Assault

As you approach the hand of Nagash, you find the way ahead blocked by the minions of the damned. Determined in your task, you charge your army into battle across the wasteland.



Place your artillery on either side of the deployment zone and ensure that they have a good field of fire – they won't get off many shots but they should kill a few of the undead. Deploy half your army next

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to each artillery piece and put the Grudgebringers near the front: they will be used to draw out the bulk of the undead units.

When you have given the call to arms, speed the Grudgebringers towards the Screaming Skull catapult. On your way there, the main force of undead will break through the ice in order to make you one of their own. Pull the Grudgebringers back to the rest of your forces and get ready to repel the undead assault. Pile off shots from your artillery to cover your retreat, then cease fire as the undead get close to your units. Turn the skeleton scum back with your swords and crush them when they reach your battle lines. If your artillery is well placed, be sure to try and cap the Necromancer leading this merry band, as the battle is much easier to win when he is not reanimating the fallen skeleton warriors.

With the first wave defeated, you'll need to get rid of the skull thrower and the undead archers. Charge some troops down the left flank so that they can take care of the archers there, then move your Grudgebringers and the remainder of your infantry to engage the Skull thrower. The undead archers will be easy to cut down, so use a minimum of units to fight them. Instead concentrate on wiping out that war engine.

When the artillery is destroyed, more undead will emerge from the right flank and charge your men. By this time, however, the skeletal archers will be destroyed and you can sweep your army over to the right and eradicate this insignificant force.

The Hand Of Nagash

By the time you reach the glacier, the hand of Nagash will have been recovered from the ice. You must put this foul fiend back in the grave where it belongs. As well as being blessed with mighty magical



powers and lethal spells, the hand also has a large undead force at his disposal so you will have your work cut out for you in this mission.

Deploy your artillery on opposite flanks, as before, and leave a unit of men on the left flank to cover the artillery there. On the right side, place your Grudgebringers and the bulk of your army. If you have any units spare, leave them in the centre so they can support when needed.

Set the artillery on the left to fire at the undead horsemen at the far end of the map. They should destroy them without any trouble. Use the artillery on the right to pound the undead cavalry as they approach, before ceasing fire and letting the Grudgebringers loose amongst them. Use a unit of infantry to take care of the archers that approach and charge all your remaining infantry into the resulting melee. The cannon on the left will by now have come under attack from a group of Wights: charge them with your infantry there and use any uncommitted units to provide support.

When the first undead assault has been crushed, regroup your forces on the left and send your Grudgebringers out to lure any hidden undead into an ambush. When this is done you can at last take on the hand of Nagash. Use your infantry units to take on his undead bodyguard whilst your cavalry have a go at the hand itself. Use repeated fireballs and hammer the hero button like a maniac to take the hand down. Commit any infantry units that break through the undead lines to the assault on the hand – you will need all the help you can get to beat this horror.

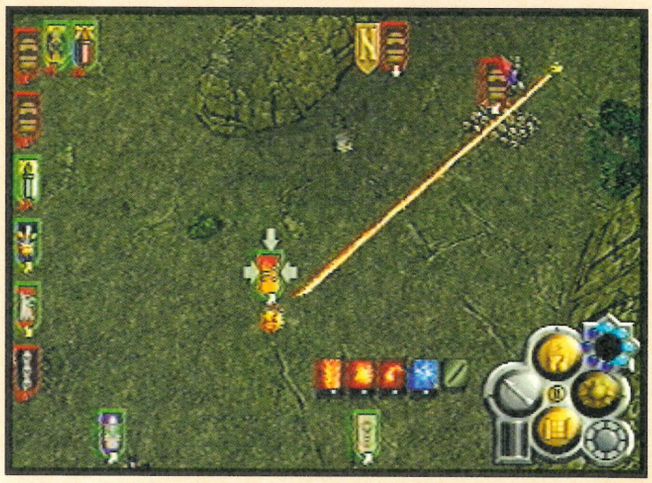
The Valley Of The Dead

On your way to Brettonia you encounter an undead scouting force equipped with many horsemen and powerful chariots. To get to Brettonia you must drive these unholy adversaries before you and wipe them out to a man.

Position the Grudgebringers and a few units at the mouth of the left canyon. Place your artillery along with your wizard and remaining units in defensive positions next to the right canyon.

Send the Grudgebringers and the units on the left side towards the advancing undead. They need to destroy them quickly in order to ambush the second half of the undead that will be coming down the right canyon. Use your artillery to bombard the second undead vanguard as it approaches you from the right canyon and try to slow it down with repeated attacks.

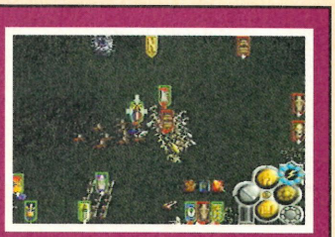
As the undead close in, cease firing and move your infantry on the right into attacking positions so that they can hold the undead there. By this time your force on the left will have destroyed their undead opponents so you can bring them



Above: The wizard's flaming attacks burn the mummies before they can reach you.

down through the right canyon and charge the remaining skeletons in the rear. With their already diminished numbers, the fresh charge will be enough to break the undead, enabling you to obliterate their unclean forms.

Night In The Glade



As you head to your rendezvous with the Elves, you are surprised to find the undead attacking the sacred Elven obelisk. You must defeat this force to preserve the power off the Elven magic and safeguard the forest from this attack.

Deploy the Grail knights on the left flank along with a unit of infantry, and stack your main attack force on the right to draw the undead force towards you. The undead are equipped with a skull-thrower, so get all your forces moving towards them as soon as you can, to destroy it.

Start the Grail knights towards the undead archers on the right flank and move your main force of men straight towards the undead. The Grail knights will reach the archers and defeat them easily whilst your main force absorbs the brunt of the undead attack. When your main force has begun to attack the undead lines, bring the Grail knights round the rear and hit the war engine whilst its guarding units are engaged in the melee. When the Grail knights are finished, they can begin to attack the undead from the rear and assist in breaking them quickly. With the knights adding momentum to your assault, you will deal with the undead and free up more units to roll up the flank and beat a bloody path through the remaining corpses.



guide

continued



Above: Your Elven archers are the best weapon you can have on open ground.

The Sacred Woods

Having come to the aid of a Treeman in need (how caring), you find yourself defending a sacred grove from violation by undead forces.

This mission is basically a rerun of the valley of the dead. The huge lake in the middle of the map gives the undead two routes with which to attack your army. As in the previous mission, you should place your cavalry on the left flank and charge them forward towards the undead horde that attacks there. On the right you should place your stalwart infantry units and your wizard. If you have the mortar, place it on the hill in the centre of the deployment area as this will give it a huge field of fire.

Charge your cavalry forwards and engage the undead on the left side. Use all the magic weapons at your disposal to break through quickly. Hold off the undead on the right side with your mortar and wizard to give your cavalry a chance to break through. When the undead get close to the forces on the right side, charge them and wait for your victorious cavalry to ride round the lake. On the way round the cavalry will undoubtedly encounter the Necromancer and his bodyguard of Wraiths. Plough through these and butcher the Necromancer where he stands. This will weaken the remaining undead enough for you to swing the cavalry round the right side of the lake and finish them off.



Above: Once you have three cavalry units, not much can stand in the way of your army.

Undead On The River



As you approach Moussillon you will happen upon a group of undead blocking the river. As usual they must not be allowed to stop your progress. You give the order to rend them asunder.

Deploy all your artillery in front of the trees on the bank of the river. Ensure that they can target at least one of the undead units in sight. Place your cavalry on the left side of the deployment zone near the ford in the river and put the infantry behind them.

Open fire with your artillery and destroy the undead units on the bank of the river. You will be out of range of their arrows so you can eliminate them at your leisure.

When the undead have taken a beating, they will send some units across the river to silence your cannons – t these will make a fitting target for your massed cavalry. When the first wave is destroyed, you'll have to send a unit of cavalry across the river to lure the remaining undead out of hiding. Pull them back when the undead are spotted, so that you can weaken them with your cannon before you take them on at close quarters.

Once the second wave of undead has been put in the ground, all that remains is for you to hunt down and kill the few remaining archers that are hidden on the far banks of the river. This is easily accomplished with a few cavalry detachments.



Horror On The Wooded Trail

After recruiting some Elves to your army, you continue west to Moussillon only to find the woods that you must pass through infested with an undead force commanded by a dread vampire lord.

Place your artillery on the left side at the clearing between the trees so that it can target the undead archers there, and place two infantry units near it for protection. Place your cavalry on the right side and any remaining units in the middle to add support when it is needed.

When the battle begins, send the cavalry on the right to destroy the approaching undead horsemen and the archers that are supporting them. If you have any spare cavalry, send them to try and kill the vampire lord. When the undead warriors on the left side begin to get close, order the artillery to target the units behind them, then send the infantry to attack the warriors that are closest.

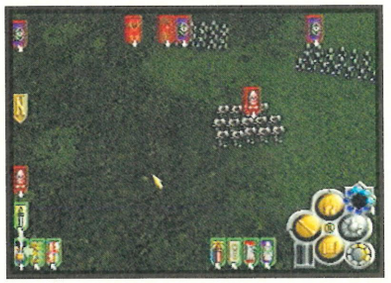
When the undead on the left are wiped out, more will appear to attack the right, so send all the infantry there to support your cavalry which will come under heavy attack. With your forces massed on the right side, it is just a matter of time before you break through and turn the undead tide straight back to hell.

Rampaging Orcs

If you choose to help the Brettonian knights, you will have to stop the Orcs from pillaging the outlying towns. Even with the Brettonian knights in support, this is no easy task.

Deploy artillery on both flanks and place an infantry unit with each. Place the Grudgebringers on the right and the Brettonian knights on the left, then put any remaining units in the centre.

Leave your men in place as the Orcs advance menacingly towards you – if you advance, their bolt-throwers will cut you to pieces. Use your artillery to attack the lead units, then switch targets when the night Goblins appear. The night Goblins have ball-and-chain berserkers hidden within their ranks, so it is imperative that you destroy them before they reach your troops. Attack the Orcs when they get close but be aware of the bolt-throwers when you attack . Your cavalry should hold up the Orcs long enough for your infantry units to join the assault, and their combined might should be enough to wipe them out.





Pull your units back and allow your artillery to deal with the next batch of black Orcs that appear on the map. Charge the remnants of the Orcs with your infantry and let the cavalry have the more dangerous task of finishing off the bolt -throwers.

The Gates Of Moussillon

As you reach Moussillon, you'll find the gates heavily defended by undead. There is only one way through – the hard way!



Deploy all your units at the very rear of the deployment zone as this will ensure that they are out of range of the skull chuckers. Place your artillery in the centre and set it to fire at the units of archers there. Put the Grudgebringers on the right side of the deployment zone and any other cavalry you have on the left. Spread the infantry out in the deployment zone – they don't play a major part in the first stage of the battle.

Start hammering the archers with your artillery and hold all your units in the deployment zone. If any archers get close enough to shoot at your men, charge them immediately with your horsemen. Pull them back to your lines as soon as they have defeated their opponents, though, as the skull throwers have little regard for their own units and will fire indiscriminately at anything that moves.

When the archers have been destroyed, send your cavalry over to the

right side and attack the undead there. Bring in a couple of infantry units to help you overwhelm them if you need to, but leave a couple in reserve to hold the left flank. Once the undead on the right have been crushed, move your forces there up to the windmill and conceal them on the right side of it. Start moving the troops you left at the deployment zone up to attack the undead in front of them. As these men move in, send the troops behind the windmill to attack the flank and destroy those bastich skull-throwers. Caught in your pincer attack, the undead at the top of the screen will be routed quickly, allowing your surviving forces to move down the left flank and rip through any undead that have not fled.

The Black Grail

As you reach Moussillon itself, you realise that despite your best efforts the Grail knights have risen from their tombs to wreak havoc on the living world. You must return these poor unfortunates to their eternal rest by means of your sword.

Place the Grudgebringers and two units of sturdy infantry on the left flank and place the artillery on the right. Put a couple of infantry units next to the artillery and deploy some archers nearby. Any remaining units should be placed on the left side in support of the Grudgebringers.

Start the Grudgebringers and their accompanying units up the left flank and destroy the archers there. Whilst you are doing this, more undead will emerge from the tombs to attack your advancing forces. Get the artillery and archers to strafe any units that cross the middle of the screen and any units that attack them directly. The undead on the left will soon be overcome by your superior force and you should entrench your men there to await the forces of darkness.

If the Grail knights attack, you will need to commit as many units as you can to destroying them as they are tough hombres. Once they are surrounded, expend all your magical weapons and power to reduce them to dust – if you don't kill them quickly they will inflict heavy casualties upon your troops. Whilst this is happening, your artillery should have taken care of the undead on the right. If they run out of things to shoot at, send the infantry stationed with them to support the attack on the left and ensure victory.



The Final Battle

After the defeat of the grail, you return to Altdorf. This time you are given the location of the dread king. Now you must travel to the black pyramid in the desert, raze it to the ground, and bring back the king's head on a plate. Take note of the Emperor's warning: this is going to be a fight to the death, more than likely yours!

Deploy your force in the bottom-left corner as this will put you out of range of the skull-throwers. Place your artillery in the centre of your force and put your cavalry on either side of it. Deploy any archers you have in the centre with the artillery and a wizard if you have one. Drop all your infantry in behind your main force – they aren't going to be needed until the end of the battle.



When the battle begins, three units of mummies will be advancing on your position; let them come. Lay down heavy fire with your archers and artillery to reduce their numbers and rain fire on them with your bright wizard and the Grudgebringer. When the mummies get close, surround them with your cavalry and ride them down, adding infantry to the ensuing melee if required. The second wave of mummies has to be lured out. Select some expendable cavalry or useless infantry and march them down the centre of the screen. This should bring four units of mummies out of hiding. Get your unit back quickly to avoid making it an easy target for those damned skull-throwers. Hit the mummies as they approach and surround and destroy them as before when they close.

Now comes the hard part: dealing with the two units of mummies in the centre without getting burned alive by the skull-thrower. This is best accomplished by using your wizard or the steam tank, as these are both very hard to hit as they are such small targets. Get within range and blast them back to the grave. If you do this successfully, the dread king himself will start towards your lines. Pull the mummy-destroying unit back and hit the king with everything you've got. If he manages to get in close, send in everything you have to surround him and cut him down.

With or without the undead king slain, your next move should be to take out the skull-thrower and the archers on the right flank. Charge the thrower with some



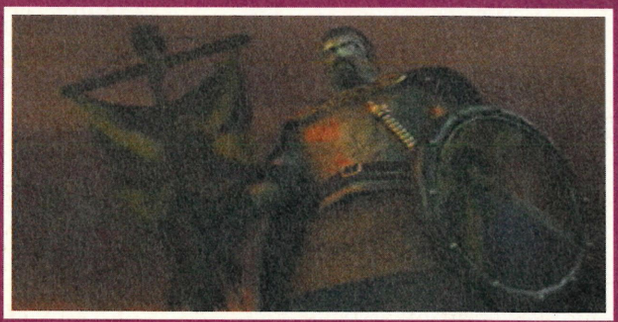
cavalry and hit the skeleton archers with some of your own arrows whilst your infantry engages them. With the right section of the map in your hands, get all your units hidden to the right of the pyramid entrance: this will give them surprise in the final assault on the undead. On reaching cover, charge everything you have left at the remaining undead. You should catch them by surprise, hack them down, and ride their bones into the dirt.

Above: Kill as many mummies as you can before they get close enough to scare your men.

The End

You plunge your sword into the dread king's black heart and condemn him to eternal damnation and torment at the hands of his vile masters – a fitting end for one such as he.





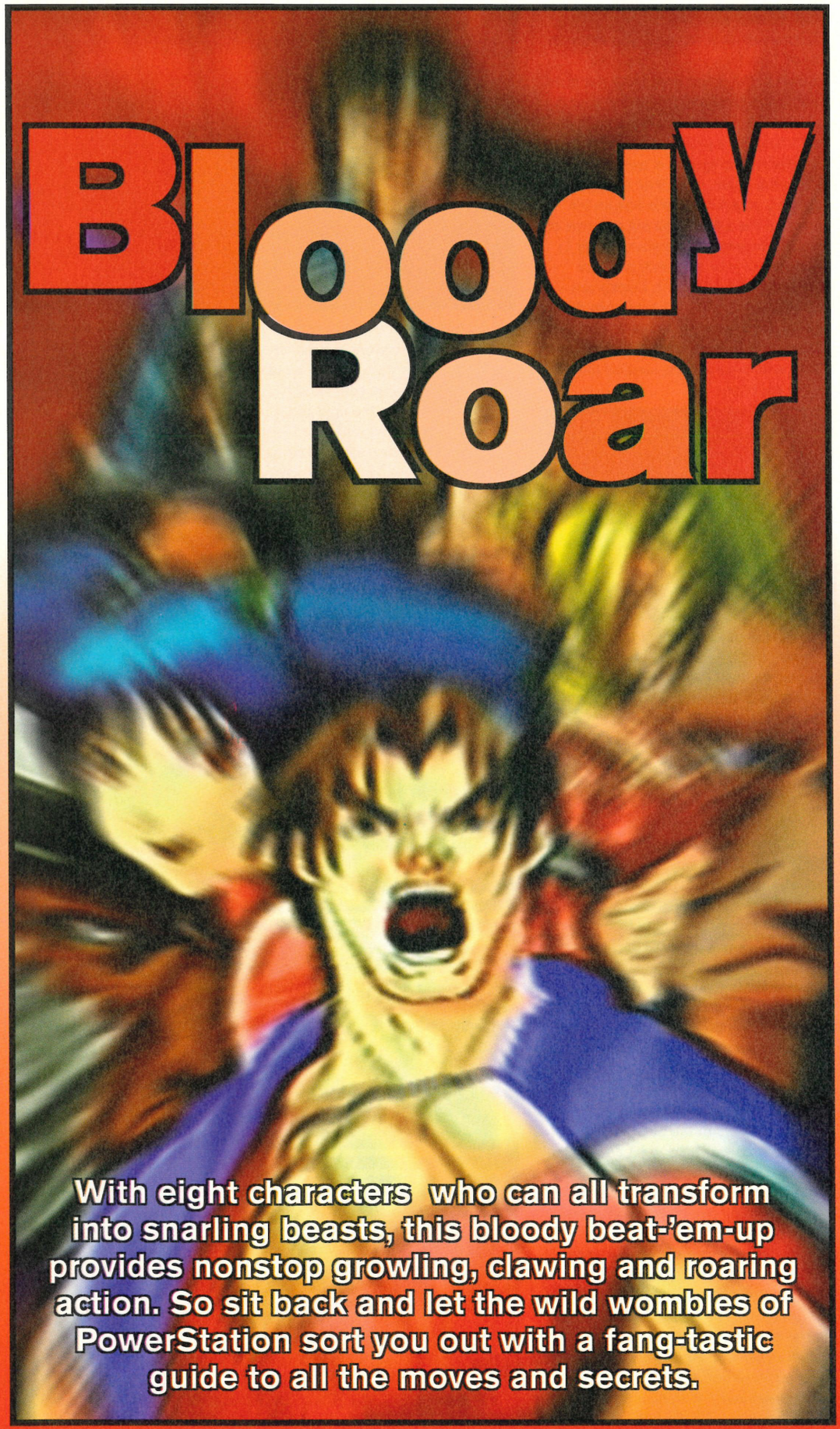


Publisher:	Virgin Interactive
Price:	£44.99
Format:	UK

1 or 2 Players

Memory Card 1 Block

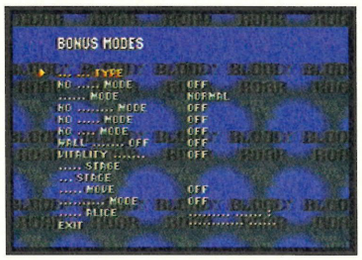
Bloody Roar



With eight characters who can all transform into snarling beasts, this bloody beat-'em-up provides nonstop growling, clawing and roaring action. So sit back and let the wild wombles of PowerStation sort you out with a fang-tastic guide to all the moves and secrets.

Bonus Menu

This menu allows you to access the extra options when certain events are achieved.



Big Arm Type
Finish the game with no continues.

No Gauge Mode
Finish the game with Yugo on a skill setting of four or more.

Camera Mode
Finish the game with Alice on a skill setting of four or more.

No Lighting Mode
Finish the game with Long on a skill setting of four or more.

No Guard Mode
Finish the game with Gado on a skill setting of four or more.

No Wall Mode
Finish the game with Mitsuko on a skill setting of four or more.

Wall Display Off
Finish the game with Fox on a skill setting of four or more.

Vitality Recover
Finish the game with Bakuryu on a skill setting of four or more.

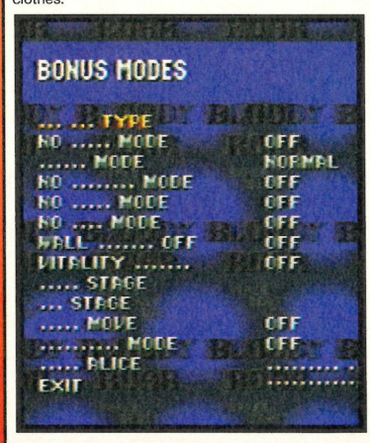
Small Stage
Finish with the game with Greg on a skill setting of four or more. These two stages will be accessible in Practice mode after completing task.

Big Stage
Defeat ten or more characters in Survival Mode. These two stages will be accessible in Practice mode after completing task.

Slant Move
Finish Time Attack Mode under ten minutes. Characters can now move into and out of the screen (Toshinden style) by pressing L1 or L2.

Afterimage Mode
Finish the game on a skill setting of 4 or more with all characters. This removes the background images and instead shows motion-blur effects on a black background as the characters fight.

Sailor Alice
Finish with Alice on level 6 difficulty without continues. This dresses Alice up in Sailor Moon clothes.



Bloody Roar



Alice

Info...
Age: 17
Sex: Female
Blood Type: B
Nationality: Japan-Germany
Height: 154 cm (Human), 155 cm (Beast)
Weight: 57 kg (Human), 68 kg (Beast)

Human

■ . . . . . High punch
⇨ + ■ . . . Strong mid slash
⇩ + ■ . . . . . Mid punch
⇩ + ■ . . . . . Low punch
⇨ + ■ . Spinning leg punch
⇦ + ■ Retreat & mid punch
⇖ or ⇧ or ⇗ + ■ . Jumping head attack
✕ . . . . . High kick
⇨ + ✕ . . . . Forward flip kick
⇩ + ✕ . . . . . Shin kick
⇩ + ✕ . . . . . Low lick
⇨ + ✕ . Turning leg kick (FA)
⇩ + ✕ . . . . . Fast reverse roundhouse kick (KD)
⇖ or ⇧ or ⇗ + ✕ . Jumping rising kick (KD)

Beast

● . . . . . High punch
⇨ + ● . . . . . Jump kick
⇩ + ● . Low leg stomp kick (KD)
⇩ + ● . . . . . Low punch
⇨ + ● . . . . Turning low kick
⇦ + ● . Jumping double foot stomp kick (KD)
⇖ or ⇧ or ⇗ + ● . Forward flip kick (KD)
⇩ or ⇨ + ● . . . . . Low punch-sweep (KD)

While Facing Away

■ . . . . . Turning face punch
⇩ or ⇨ + ■ . Turning low punch
✕ . . . . Turning mid kick (KD)
⇩ or ⇨ + ✕ . . Sweep (KD)
● . . . . . Jumping back stomp kick (KD)

Special Moves

⇩ ⇘ ⇨ + ■ . . . . Rising spin attack
⇩ ⇙ ⇦ + ■ . . . . . Charge-up mid forearm attack
⇩ ⇘ ⇨ + ✕ . . . . Handstand flip kick
⇩ ⇙ ⇦ + ✕ . . . . . Flip kick
⇩ ⇘ ⇨ + ● . . . . . Jump-in head throw
⇩ ⇙ ⇦ + ● . . . Jump & land kick attack

Rushing Attacks

⇨, Hold ⇨ + ■ . . Shoulder charge
⇨, Hold ⇨ + ✕ . Slide attack
⇨, Hold ⇨ + ● . . . . Run-up flip kick
⇨⇨ + ■ . . . . . Rushing low punch
⇨⇨ + ✕ . . . . Rushing knee
⇨⇨ + ● . . . . Dashing rising kick (floats)
⇦⇦ + ● . . . . . Retreats and waits impatiently (hit ● to uppercut while waiting)

Crouching Attacks (from ⇩, hold ⇩ position)

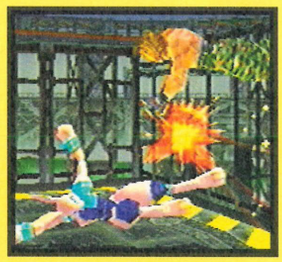
■ . . . Rising double fist strike
✕ . . . . Backward handstand flip kick
● . . . . . Somersault handspring kick (floats)

Ground Attacks (opponent on ground)

⇩ + ■ . . . . . Double fist ground attack
⇩ + ✕ . . . . . Splits kick
⇩ + ● . . . . . Jumping somersault splits kick







Combos

■, ■, ■, ⇨ + ■
■, ■, ■, ⇩ + ■
■, ■, ■, ⇖ + ✕
■, ✕, ✕, ⇨ + ✕
■, ✕, ✕, ⇖ + ✕
■, ✕, ✕, ⇩ + ✕
●, ●, ●, ⇨ + ●
●, ●, ●, ⇦ + ●
●, ●, ●, ⇩ + ●
⇩ + ●, Special move
Hold ⇩ + ●, ●, ●

Hold ⇩ + ●, ●, ✕, ■
Hold ⇨ + ■, ■
⇦ + ■, ■, ✕
⇦ + ■, ✕
Hold ⇩ + ■, ✕, ✕
⇩ + ■, ■
⇨ + ■, ✕
Hold ⇩ + ●, ●, ✕, ●
■, ■, ■, ⇨ + ■, ●, ●, ●, ⇦ + ●
Hold ⇩ + ■, ■, ●, ●, ●
Hold ⇩ + ✕, ●, ●

⇩ ⇙ ⇦ + ✕, ● + ✕, ●
⇩ ⇙ ⇦ + ●, ⇩ ⇘ ⇨ + ●
✕, ✕, ⇨ + ✕
✕, ✕, ⇦ + ✕
✕, ✕, ⇩ + ✕
⇨ + ✕, ⇦ + ✕
⇨ + ✕, ⇩ + ✕
⇩ + ✕, ✕
Hold ⇩ + ✕, ✕
⇩ ⇙ ⇦ + ✕, ● + ✕

Key

■ . . . . . Punch button
✕ . . . . . Kick button
● . . . . . Beast button
▲ . . . . . Rave Button
KD . . . . . Knocks opponent down
FA . Faces away (turns you around)
Floats . . . . . Floats opponent

General Moves

Common Attacks

⇨⇨ . . . . . Dash forward
⇨, Hold ⇨ . . . . . Run
⇦⇦ . . . . . Dash backward
⇩, Hold ⇩ . . . . . Low crouch (will stay for about 1 sec.)
■ + ✕ . . Throw (opponent standing)
⇩ + ■ + ✕ . . . . . Throw (opponent crouching)
■ + ✕ (in air) . . . . . Land on feet if floated
⇧ + ■ or ✕ or ● . . . . . Pounce (opponent on ground)

Air Attacks

⇨ + ■ or ⇦ + ■ (in air) . . . . . Descending mid slam (KD)
⇨ + ✕ (in air) . . Double foot kick & backward roll (KD)
⇦ + ✕ (in air) . . . Back double foot kick & forward roll
⇩ + ■ (just before landing) . . Rushing low punch (KD)
⇩ + ✕ (just before landing) . . Sweep

While Getting Up

Direction . . Roll in direction pressed
✕ . . . . . Kick-up attack



Bakuryu

Info...
Age: Unknown
Sex: Male
Blood Type: Unknown
Nationality: Classified
Height: 153 cm (Human), 147 cm (Beast)
Weight: 51 kg (Human), 67 kg (Beast)

Human

■ . . . . . High punch
⇨ + ■ . . . . . Turning mid swipe
⇩ + ■ . . . . . Rising mid strike
⇩ + ■ . . . . . Low punch
⇨ + ■ . . . . . Leg strike (FA)
⇖ + ■ . . . . . Turning mid backhand
⇖ or ⇧ or ⇗ + ■ . Jump over opponent
✕ . . . . . High kick
⇨ + ✕ . . . . . Forward flip kick
⇩ + ✕ . . . . . Shin kick
⇩ + ✕ . . . . . Low kick
⇨ + ✕ . . . . . Sweep (KD)
⇖ + ✕ . . . . . Revolving side kick
⇖ or ⇧ or ⇗ + ✕ . . . . . Flip kick

Beast

● . . . . . High slash
⇨ + ● . . . . . Step-in mid slash
⇩ + ● . . . . . Slide (KD)
⇩ + ● . . . . . Low slash
⇨ + ● . . . . . Uppercut slash (KD)
⇖ + ● . . . . . Step-back double-claw slash (KD)
⇖ or ⇧ or ⇗ + ● . Jump-in slam (KD)

While Facing Away

■ . . . . . High punch
⇩ or ⇨ + ■ . . . . . Low punch
✕ . . . . . Turning roundhouse (KD)
⇩ or ⇨ + ✕ . . . . . Sweep (KD)
● . . . . . Turning slash (KD)
⇩ or ⇨ + ● . . . . Quick crawl away



Special Moves

⇩ ⇘ ⇨ + ■ . . . . . Air throw (whilst opponent is in the air)
⇩ ⇙ ⇦ + ■ . . . Charge-up mid palm
⇩ ⇘ ⇨ + ✕ Ninja disappear: appear behind opponent (at correct range)
⇩ ⇙ ⇦ + ✕ . . . . . Ninja disappear: spinning move in front of opponent
⇩ ⇘ ⇨ + ● . Stab and slash (throw)
⇩ ⇙ ⇦ + ● . . . . . Slashing uppercut (floats)

Rushing Attacks

⇨, Hold ⇨ + ■ Charging leg sweep
⇨, Hold ⇨ + ✕ . Running jump kick
⇨, Hold ⇨ + ● . . . . . Diving attack and spring back (FA)
⇨, ⇨ + ■ . . . Rushing double palm
⇨, ⇨ + ✕ . . . . . Rising kick
⇨, ⇨ + ● . . . Rushing double claw
⇖, ⇖ + ● . . . . . Rush back, jumping swipe

Crouching Attacks (from ⇩, hold ⇩ position)

■ . . . . . Mid strike
✕, ✕ . . . . . Rising face kick, forward flip kick
● . . . . . Low double swipe

Ground Attacks (opponent on ground)

⇩ + ■ . . . . . Ground punch
⇩ + ✕ . . . . . Ground kick
⇩ + ●, ●, ●, ●, ● Ground slashes



Combos

■, ■, ■, ⇨ + ■
■, ■, ■, ⇩ + ■
■, ■, ■, ⇖ + ✕
■, ✕, ✕, ⇨ + ✕
■, ✕, ✕, ⇖ + ✕
■, ✕, ✕, ⇩ + ✕
●, ●, ●, ⇨ + ●
●, ●, ●, ⇦ + ●

●, ●, ●, ⇩ + ●
⇩ + ●, Special move
Hold ⇩ + ●, ●, ●
Hold ⇩ + ●, ●, ✕, ■
Hold ⇨ + ■, ■
⇦ + ■, ■, ✕
⇦ + ■, ✕
Hold ⇩ + ■, ✕, ✕
⇩ + ■, ■

⇨ + ■, ✕
Hold ⇩ + ●, ●, ✕, ●
■, ■, ■, ⇨ + ■, ●, ●, ●, ⇦ + ●
Hold ⇩ + ■, ■, ●, ●, ●
Hold ⇩ + ✕, ●, ●
⇩ ⇙ ⇦ + ✕, ● + ✕, ●
⇩ ⇙ ⇦ + ●, ⇩ ⇘ ⇨ + ●

✕, ✕, ⇨ + ✕
✕, ✕, ⇦ + ✕
✕, ✕, ⇩ + ✕
⇨ + ✕, ⇦ + ✕
⇨ + ✕, ⇩ + ✕
⇩ + ✕, ✕
Hold ⇩ + ✕, ✕
⇩ ⇙ ⇦ + ✕, ● + ✕

guide

continued



Fox

Info...
Age: 22
Sex: Female
Blood Type: AB
Nationality: UK
Height: 186 cm (Human), 190 cm (Beast)
Weight: 65 kg (Human), 65 kg (Beast)

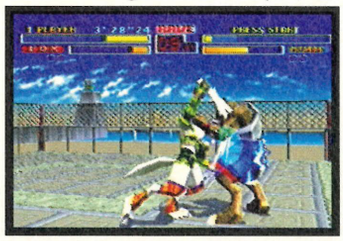
Human

■ ..... Head jab
⇨ + ■ ..... Mid swipe
⇩ + ■ ..... Rising mid swipe
⇩ + ■ ..... Low punch
⇨ + ■ ..... Double low attack (FA)
⇖ + ■ ..... Turning mid slap
⇖ or ⇧ or ⇗ +■ . Flip over opponent
✕ ..... High Kick
⇨ + ✕ ..... Step-in high kick (KD)
⇩ + ✕ ..... Mid kick
⇩ + ✕ ..... Low kick
⇨ + ✕ ..... Standing sweep (KD)
⇖ + ✕ ..... Roundhouse kick (KD)
⇖ or ⇧ or ⇗ + ✕ ... Flip kick (KD)

Beast

● ..... Mid kick
⇨ + ● ..... Step-in mid jab
⇩ + ● ..... Low claw (KD)
⇩ + ● ..... Low jab
⇨ + ● ..... Double leg low kick (KD, FA)
⇖ + ● Turning backhand swipe (KD)





While Facing Away

■ ..... Turning high chop
⇩ or ⇨ + ■ ..... Turning low chop
✕ ..... Descending mid kick (KD)
⇩ or ⇨ + ✕ ..... Sweep (KD)
● .... Turning overhead swipe (KD)
⇩ or ⇨ + ● ..... Sweep (KD)

Special Moves

⇩ ⇘ ⇨ + ■ ..... Triple mid strike
⇩ ⇙ ⇦ + ■ ..... Charge-up rising backhand strike
⇩ ⇘ ⇨ + ✕ ..... Rising kick
⇩ ⇙ ⇦ + ✕ .... Rising windmill kick
⇩ ⇘ ⇨ + ● ..... Charging double-claw swipe
⇩ ⇙ ⇦ + ● Roll back (Press ● while rolling to do jumping attack)

Rushing Attacks

⇨, Hold ⇨ + ■ Charging leg sweep
⇨, Hold ⇨ + ✕ .. Charging forward flip head stomp
⇨, Hold ⇨ + ● .... Flying headbutt
⇨, ⇨ + ■ ..... Rushing mid strike
⇨, ⇨ + ✕ ..... Rushing knee
⇨, ⇨ + ● ..... Forward flip slam
⇖, ⇖ + ● ..... Flip back, handspring forward attack

Crouching Attacks (from ⇩, hold ⇩ position)

■ ..... Rising slap uppercut
✕ ..... 2 hit leg sweep
● ..... Hind leg kick

Ground Attacks (opponent on ground)

⇩ + ■ ..... Double ground strike
⇩ + ✕ ..... Ground kick
⇩ + ● ..... Ground swipe



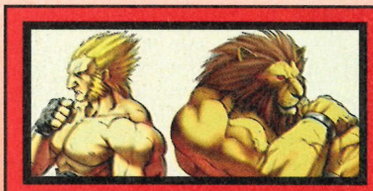
Combos

■, ■, ■, ■
■, ■, ■, ⇩ + ✕
■, ■, ✕
■, ✕
⇨ + ■, ■, ■, ⇧ + ✕

●, ●, ●, ● ⇧ + ✕
●, ● Special move
⇨ + ●, ●
■, ■, ●, ●
⇖ + ✕, Hold ⇧ + ■, ●

Hold ⇗ + ✕, ✕, ✕, ■
⇖ + ✕, ■, ■
⇩ + ■, ■, ■
⇩ + ✕, ✕
Hold ⇩ + ✕, ✕

⇨ + ■, ■, ■, ⇖ + ✕
⇨ + ■, ■, ■, ⇩ + ✕
⇧ + ■, ■
Hold ⇧ + ■, ■
⇨, ⇨ + ✕, ✕
⇩ ⇘ ⇨ + ■, ■



Gado

Info...
Age: 43
Sex: Male
Blood Type: O
Nationality: France
Height: 187 cm (Human), 188 cm (Beast)
Weight: 75 kg (Human), 78 kg (Beast)

Human

■ ..... High punch
⇨ + ■ ..... Elbow
⇩ + ■ ..... Mid punch
⇩ + ■ ..... Low punch
⇨ + ■ ..... Turn-around low punch
⇖ + ■ ..... Turn-around elbow
⇖ or ⇧ or ⇗ + ■ ... Jumping chop (KD)
✕ ..... High side kick
⇨ + ✕ ..... Knee
⇩ + ✕ ..... Mid roundhouse kick
⇩ + ✕ ..... Low kick
⇨ + ✕ ..... Sweep (KD)
⇖ + ✕ ... High reverse roundhou kick (KD)
⇖ or ⇧ or ⇗ + ✕ ... Jumping fa stomp kick (KD)

Beast

● ..... High swipe
⇨ + ● ..... Mid stab
⇩ + ● Pouncing double claw swipe
⇩ + ● ..... Low slash
⇨ + ● ... Back leg sweep (KD, FA)
⇖ + ● ..... Reverse roundhouse kick (KD)
⇖ or ⇧ or ⇗ + ● ... Flip kick (KD)

While Facing Away

■ ..... Turning backhand
⇩ or ⇨ + ■ .... Turning low punch
✕ ..... Back kick (KD)
⇩ or ⇨ + ✕ ..... Sweep (KD)
● ..... Kick-out mid stomp (KD)
⇩ or ⇨ + ✕ ..... Low slash





Special Moves

⇩ ⇘ ⇨ + ■ ..... Double hit & toss (throw)
⇩ ⇙ ⇦ + ■ Charge-up power punch
⇩ ⇘ ⇨ + ✕ ..... Double axe kick
⇩ ⇙ ⇦ + ✕ ... Charge-up triple kick
⇩ ⇘ ⇨ + ● ..... Neck rip & slash (throw)
⇩ ⇙ ⇦ + ● . Uppercut slash (floats)

Rushing Attacks

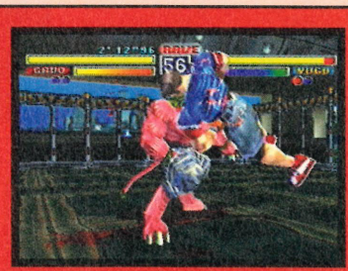
⇨, Hold ⇨ + ■ .... Running tackle
⇨, Hold ⇨ + ✕ ... Rushing sweep
⇨, Hold ⇨ + ● ..... Running dive
⇨, ⇨ + ■ ..... Shoulder charge
⇨, ⇨ + ✕ ..... Rushing knee
⇨, ⇨ + ● ..... Jumping headbutt
⇖, ⇖ + ● ... Step back, advancing uppercut, descending strike

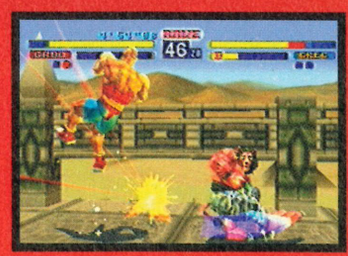
Crouching Attacks (from ⇩, hold ⇩ position)

■, ■ ..... Double uppercut (floats)
✕ ..... Rising kick (floats)
● ..... Rolling low swipe

Ground Attacks (opponent on ground)

⇩ + ■ ..... Jumping ground elbow
⇩ + ✕ ..... Ground kick







Combos

■, ■, ⇨ + ■
⇨ + ■, ■, ■
⇨ + ■, ✕
⇩ + ■, ■
Hold ⇧ + ■, ✕

⇖ + ■, ■
✕, ✕, ✕
✕, ✕, ⇨ + ✕, ⇩ + ✕, ✕
✕, ⇖ + ■, ■
⇨ + ✕, ✕, ✕

●, ●, ●
●, ●, ⇩ + ●
●, ● Special move
●, ⇩ + ●, ●
Special move
⇨ + ●, ●

⇨ + ●, ⇩ + ●
⇩ + ●, ● Special move
■, ■, ⇩ + ●
⇩ + ■, ⇨ + ●, ●
✕, ⇖ + ■, ■, ●, ⇩ + ●



Bloody Roar



Long

Info...
Age: 26
Sex: Male
Blood Type: A
Nationality: China
Height: 179 cm (Human), 181 cm (Beast)
Weight: 71 kg (Human), 74 kg (Beast)

Human

■ ..... High Punch
⇨ + ■ ..... Strong high punch
⇩ + ■ ..... Turning low punch (FA)
⇩ + ■ ..... Low punch
⇨ + ■ ..... Mid attack
⇖ + ■ Charge-up double palm (KD)
⇖ or ⇧ or ⇗ + ■ ..... Jumping head strike
✕ ..... Back leg high kick
⇨ + ✕ . Forward double-hit jumping roundhouse (KD)
⇩ + ✕ ..... Mid kick
⇩ + ✕ ..... Low kick
⇨ + ✕ ..... Sweep kick (KD)
⇖ + ✕ ..... Forward roundhouse kick (KD)
⇖ or ⇧ or ⇗ + ✕ . Jumping reverse roundhouse kick (KD)

Beast

● ..... High slash
⇨ + ● .. Descending back leg slam (KD)
⇩ + ● ..... Double claw slash sweep (KD)
⇩ + ● ..... Low slash
⇨ + ● ... Back leg sweep (KD, FA)
⇖ + ● .. Back leg kick-up (KD, FA)
⇖ or ⇧ or ⇗ + ● ... Flip kick (KD)

While Facing Away

■ ..... Turning elbow
⇩ or ⇨ + ■ ..... Low punch
✕ ..... Roundhouse kick (KD)
⇩ or ⇨ + ✕ .. Turning sweep (KD)
● ..... Back slam (KD)
⇩ or ⇨ + ● ..... Low swipe (KD)

Special Moves

⇩ ⇘ ⇨ + ■ .. Charging high punch
⇩ ⇙ ⇦ + ■ .. Charge-up mid elbow
⇩ ⇘ ⇨ + ✕ .. Jumping double kick
⇩ ⇙ ⇦ + ✕ .... Head stomp (head stomp throw if at correct range)
⇩ ⇘ ⇨ + ● ..... Diving neck throw (at correct range)
⇩ ⇙ ⇦ + ● ..... Earthquake stomp

Rushing Attacks

⇨, Hold ⇨ + ■ Charging mid punch
⇨, Hold ⇨ + ✕ ..... Flying kick
⇨, Hold ⇨ + ● .. Flying somersault attack
⇨, ⇨ + ■ ..... Rushing mid elbow
⇨, ⇨ + ✕ ..... Step-in sweep
⇨, ⇨ + ● ..... Uppercut slash
⇖, ⇖ + ● ..... Flip back, rushing shoulder charge

Crouching Attacks (from ⇩, hold ⇩ position)

■, ■ .. Uppercut, descending strike
✕ ..... Handspring rising kick
● ..... Lifting attack

Ground Attacks (opponent on ground)

⇩ + ■ ..... Ground punch
⇩ + ✕ ..... Ground stomp
⇩ + ● ..... Ground slash



Combos
Long's combos are arranged with a starting combo (eg ■, ■, ■,) followed by a number of combinations.

Under every mid chain (ie after the starting combo), it is possible to break the combo at any time and execute a Finishing move (or '●, Beast Finishing move' if in Beast mode).

■, ■, ■,
■,
⇨ + ✕, ⇩ + ■, ✕, ⇨ + ■, ⇩ + ✕, Finishing
⇩ + ✕, ⇨ + ■, ✕, ⇩ + ■, ⇨ + ✕, Finishing
Finishing
●, Beast Finishing

⇨ + ■,
✕, ⇩ + ■, ⇨ + ✕, ■, ⇩ + ✕, Finishing
⇩ + ✕, ■, ⇨ + ✕, ⇩ + ■, ✕, Finishing
Finishing
●, Beast Finishing

⇩ + ■,
✕, ⇨ + ■, ⇩ + ✕, ■, ⇨ + ✕, Finishing
⇨ + ✕, ■, ⇩ + ✕, ⇨ + ■, ✕, Finishing
Finishing
●, Beast Finishing

✕,
⇨ + ■, ⇩ + ✕, ■, ⇨ + ✕, ⇩ + ■, Finishing
⇩ + ■, ⇨ + ✕, ■, ⇩ + ✕, ⇨ + ■, Finishing
Finishing
●, Beast Finishing

⇨ + ✕,
■, ⇩ + ✕, ⇨ + ■, ✕, ⇩ + ■, Finishing
⇩ + ■, ✕, ⇨ + ■, ⇩ + ✕, ■ Finishing
Finishing
●, Beast Finishing

⇩ + ✕,
■, ⇨ + ✕, ⇩ + ■, ✕, ⇨ + ■, Finishing
⇨ + ■, ✕, ⇩ + ■, ⇨ + ✕, ■ Finishing
Finishing
●, Beast Finishing

■, ■, ⇨ + ■,
✕, ⇩ + ■, ⇨ + ✕, ■, ⇩ + ✕, Finishing
⇩ + ✕, ■, ⇨ + ✕, ⇩ + ■, ⇨ + ✕, Finishing
Finishing
●, Beast Finishing

■, ⇩ + ✕, ⇨ + ■, ✕, ⇩ + ■, Finishing
⇩ + ■, ✕, ⇨ + ■, ⇩ + ✕, ■ Finishing
Finishing
●, Beast Finishing

⇩ + ✕, ⇨ + ■, ✕, ⇩ + ■, ⇨ + ✕, Finishing
Finishing
●, Beast Finishing

⇨ + ■, ✕,
⇨ + ■, ⇩ + ✕, ■, ⇨ + ✕, ⇩ + ■, Finishing
⇩ + ■, ⇨ + ✕, ■, ⇩ + ✕, ⇨ + ■, Finishing
Finishing
●, Beast Finishing

✕, ⇩ + ■,
✕, ⇨ + ■, ⇩ + ✕, ■, ⇨ + ✕, Finishing
⇨ + ✕, ■, ⇩ + ✕, ⇨ + ■, ✕, Finishing
Finishing
●, Beast Finishing

✕, ⇩ + ✕,
■, ⇨ + ✕, ⇩ + ■, ✕, ⇨ + ■, Finishing
⇨ + ■, ✕, ⇩ + ■, ⇨ + ✕, ■ Finishing
Finishing

●, Beast Finishing

■, ✕, ⇩ + ✕, forward or down Finishing
●, ●, Beast Finishing
●, ⇩ + ●
⇩ ⇙ ⇦ + ●,
●, ●, ●, ⇩ ⇙ ⇦ + ✕
Hold ⇨ + ●, ●, ●, ●, ●, ●, Finishing
● + ●, ●, ●, ●, ●, ●, Finishing
Hold ⇩ + ●, ●, ●, ●, ●, ●, Finishing
Hold ⇩ + ●, ●, ●, ●, ●, ●, Finishing

Finishing Moves
Forward Finishing Moves
⇨, ⇨ + ■ – Reverse body slam
⇨, ⇨ + ✕ – Forward flip kick

Back Finishing Moves
⇖ + ■ – Charging slam
⇖ + ✕ – 2 kicks

Down Finishing Moves
⇩, ⇩ + ■ – Stunning uppercut & punch fury (throw)
⇩, ⇩ + ✕ – Sweep

Beast Finishing Moves
● – Jumping spin kick (FA)
⇨ + ● – Lifting attack (floats)
⇩ + ● – Double-claw leg attack
⇩ ⇘ ⇨ + ■ – Charging high punch
⇩ ⇙ ⇦ + ■ – Jumping double kick
⇩ ⇘ ⇨ + ✕ – Charge-up mid elbow
⇩ ⇙ ⇦ + ✕ – Head stomp (throw)
⇩ ⇘ ⇨ + ● – Diving neck throw
⇩ ⇙ ⇦ + ● – Earthquake stomp (can be extended, continue with ⇩ ⇙ ⇦ + ● starting combos listed above)



Greg

Info...
Age: 35
Sex: Male
Blood Type: O
Nationality: US
Height: 197 cm (Human), 203 cm (Beast)
Weight: 100 kg (Human), 120 kg (Beast)

Human

■ ..... High punch
⇨ + ■ ..... High slam (KD)
⇩ + ■ ..... Mid punch
⇩ + ■ ..... Low jab
⇨ + ■ ..... Mid backhand
⇖ + ■ ... Double descending strike
⇖ or ⇧ or ⇗ + ■ ... Jumping strike
✕ ..... Face stomp kick
⇨ + ✕ ..... Step-in mid kick
⇩ + ✕ ..... Low kick (front leg)
⇩ + ✕ ..... Shin kick
⇨ + ✕ ..... Low kick (back leg)
⇖ + ✕ ..... Back lifting kick (floats)
⇖ or ⇧ or ⇗ + ✕ ... Jumping rising kick (floats)

Beast

● ..... Face swipe
⇨ + ● ..... Backhand
⇩ + ● ..... Double hammer (KD)
⇩ + ● ..... Low slash
⇨ + ● .... Low double claw swipe
⇖ + ● ..... Face slap (FA)
⇖ or ⇧ or ⇗ + ● ..... Lifting slap (floats)

While Facing Away

■ ..... Turning face strike
⇩ or ⇨ + ■ .... Turning low punch
✕ ..... Turn-around kick (KD)
⇩ or ⇨ + ✕ ..... Sweep (KD)
● ..... Mid backhand (KD)
⇩ or ⇨ + ✕ ..... Low power punch (KD)

Special Moves

⇩ ⇘ ⇨ + ■ Leg grab & swing throw
⇩ ⇙ ⇦ + ■ Wind up punch (tap ● + ■, ■, etc. to wind up, and ■ to hit)
⇩ ⇘ ⇨ + ✕ .. Lifting throw (forward)
⇩ ⇙ ⇦ + ✕ ..... Charge-up kick
⇩ ⇘ ⇨ + ● Grab & triple slam throw
⇩ ⇙ ⇦ + ● Lifting throw (backward)

Rushing Attacks

⇨, Hold ⇨ + ■ ..... Low dive
⇨, Hold ⇨ + ✕ .. Flying face stomp
⇨, Hold ⇨ + ● . Charging stomach bash
⇨, ⇨ + ■ ..... Dashing hammer
⇨, ⇨ + ✕ ..... Flying kick (FA)
⇨, ⇨ + ● ..... Mid punch
⇖, ⇖ + ● ..... Backward flop

Crouching Attacks (from ⇩, hold ⇩ position)

■ ..... Lifting strike (floats)
✕ ..... Leg stomp
● ..... Lifting throw (backward)

Ground Attacks (opponent on ground)

⇩ + ■ ..... Jumping ground elbow
⇩ + ✕ ..... Ground kick

Combos
■, ■, ■
■, ■, ⇩ + ■
⇩ + ■, ■, ■
Hold ⇩ + ■, ✕, ✕

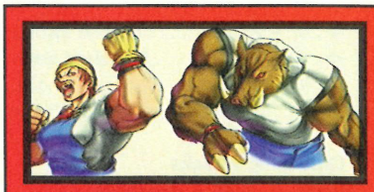
⇩ + ■, ■
⇖ + ■, ⇩ + ■
⇖ + ■, ⇨ + ✕
■, ✕, ⇩ ⇙ ⇦ + ✕
⇖ + ✕, ✕

⇨, ⇨ + ■, ■
●, ●, ●, ●, ●
●, ●, ●, ●, ●, ⇩ + ●
●, ⇨ + ●
●, ⇩ + ●

●, ●, Special move
⇖ + ●, ●, ●, ●
⇖ + ●, ●, ●, ⇩ + ●
■, ⇩ + ●, ⇩ ⇘ ⇨ + ■
⇖ + ✕, ✕, ●, ●, ■

guide

continued



Mitsuko

Info...
Age: 39
Sex: Female
Blood Type: AB
Nationality: Japan
Height: 182 cm (Human), 183 cm (Beast)
Weight: 78 kg (Human), 85 kg (Beast)

Human

■ ..... Face attack
⇨ + ■ ..... Fast head punch (KD)
⇩ + ■ ... Lifting middle punch (KD)
⇩ + ■ ..... Low punch
⇨ + ■ ..... Overhead mid swipe
⇖ + ■ ..... Double fist slam (KD)
⇖ or ⇧ or ⇗ + ■ . Jumping double fist slam (KD)



✕ ..... High kick
⇨ + ✕ ..... Mid knee
⇩ + ✕ ..... Shin kick
⇩ + ✕ ..... Low kick
⇨ + ✕ ..... Sweep (of sorts; KD)
⇖ + ✕ ..... Reverse roundhouse kick (FA)
⇖ or ⇧ or ⇗ + ✕ Jumping face kick

Beast

● ..... Headbutt
⇨ + ● ..... Knee
⇩ + ● ..... Rush-in lifting sweep (floats)
⇩ + ● ..... Lifting shoulder (floats)
⇨ + ● ..... Low charge (KD)
⇖ + ● .... Charging headbutt (KD)
⇖ or ⇧ or ⇗ + ● ..... Jump-in slam (KD)

While Facing Away

■ ..... Turning backhand fist
⇩ or ⇨ + ■ .... Turning low punch
✕ ... Jump back attack (KD, still FA)
⇩ or ⇨ + ✕ . Standing sweep (KD)
● ..... Mid back stomp kick (KD)
⇩ or ⇨ + ● ..... Low swipe (KD)



Special Moves

⇩ ⇘ ⇨ + ■ ..... Neck slam (throw)
⇩ ⇗ ⇦ + ■ . Charge-up head strike
⇩ ⇘ ⇨ + ✕ . Neck throw (King style throw)
⇩ ⇗ ⇦ + ✕ ..... Earthquake stomp
⇩ ⇘ ⇨ + ● .... Lift & smash throw
⇩ ⇗ ⇦ + ● Wind up (repeatedly tap ● to attack for 9 hits)

Rushing Attacks

⇨, Hold ⇨ + ■ ... Shoulder charge
⇨, Hold ⇨ + ✕ Rushing low double foot kick
⇨, Hold ⇨ + ● ... Diving headbutt
⇨, ⇨ + ■ ..... Turning mid punch
⇨, ⇨ + ✕ ... Rushing forward kick
⇨, ⇨ + ● ..... Rushing headbutt
⇖, ⇖ + ● ... Dash back, charge in, lifting headbutt (floats)

Crouching Attacks (from ⇩, hold ⇩ position)

■ ..... Jumping uppercut
✕ ..... Strong rising kick
● ..... Head-first slide

Ground Attacks (opponent on ground)

⇩ + ■ ..... Ground punch
⇩ + ✕ ..... Ground stomp
⇩ + ● ..... Horn ground attack







Combos

■ ■ ■
■ ■ ✕
■ ■ ⇩ + ✕
■ ✕, ■
⇨ + ■ ✕
Hold ⇨ + ■, ✕, ✕

⇨ + ✕, ✕
⇨ + ✕, ⇩ + ✕
⇨ + ■ ■
✕, ■
Hold ⇩ + ✕, ✕, ✕
Hold ⇩ + ✕ ✕ ⇨ + ✕
●, ●, ⇨ + ●

●, ●, ⇩ + ●, ●
●, ●, ⇩ + ●, ⇩ +
●, ⇩ + ●
●, ●, Special move
Hold ⇨ + ●, ●
■, ■, ●, ●, ⇩ + ●
■, ■, ●, ⇨ + ●, ●

■, ■, ●, ●, ⇩ + ●
⇩ + ●, ⇩ + ●
■, ■, ●, ●, Special move
⇩ ⇗ ⇦ + ●, ⇨ + ●
⇩ ⇗ ⇦ + ●, ●, ●, ●

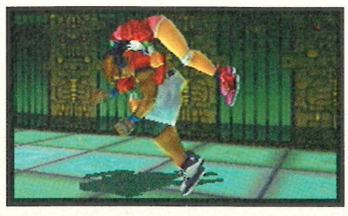


Yugo

Info...
Age: 17
Sex: Male
Blood Type: ●
Nationality: Japan
Height: 175 cm (Human), 177 cm (Beast)
Weight: 67 kg (Human), 71 kg (Beast)

Human

■ ..... High punch
⇨ + ■ ..... Mid punch (strong)
⇩ + ■ ..... Mid punch (weak)



⇩ + ■ ..... Low punch
⇨ + ■ ..... Turning low punch
⇖ + ■ ..... Turning high punch
⇖ or ⇧ or ⇗ + ■ .. Jumping elbow slam (KD)
✕ ..... High kick
⇨ + ✕ ..... Axe kick (KD)
⇩ + ✕ ..... Mid kick
⇩ + ✕ ..... Low kick
⇨ + ✕ ..... Sweep (KD)
⇖ + ✕ ..... Spinning kick (KD)
⇖ or ⇧ or ⇗ + ✕ .. Flying spinning kick (KD)

Beast

● ..... Mid slash
⇨ + ● ..... Jumping double slash
⇩ + ● ..... Low swipe
⇩ + ● ..... Lifting attack (floats)
⇨ + ● ..... Low kick-out (FA)
⇖ + ● Turning backhand swipe (KD)
⇖ or ⇧ or ⇗ + ● ... Flip kick (KD)



While Facing Away

■ ..... Turning high punch
⇩ or ⇨ + ■ .... Turning low punch
✕ ..... Turn around kick (KD)
⇩ or ⇨ + ✕ . Standing sweep (KD)
● ..... Turning claw (KD)
⇩ or ⇨ + ✕ .... Rising handspring kick (floats)

Special Moves

⇩ ⇘ ⇨ + ■ ..... Rushing elbow
⇩ ⇗ ⇦ + ■ ... Charge-up uppercut
⇩ ⇘ ⇨ + ✕ ..... Jumping knee
⇩ ⇗ ⇦ + ✕ ..... Flip kick
⇩ ⇘ ⇨ + ● ... Neck rip (throw, FA)
⇩ ⇗ ⇦ + ● ..... Jump back (if close enough to a wall, press ■ or ● or ✕ to attack off the wall)

Rushing Attacks

⇨, Hold ⇨ + ■ .... Rushing attack
⇨, Hold ⇨ + ✕ .... Rushing sweep
⇨, Hold ⇨ + ● ..... Somersault face stomp
⇨, ⇨ + ■ .. Jumping uppercut (FA)
⇨, ⇨ + ✕ ..... Rushing knee
⇨, ⇨ + ● ..... Claw slam
⇖, ⇖ + ● .. Turn-around low swipe

Crouching Attacks (from ⇩, hold ⇩ position)

■ ..... Uppercut (floats)
✕, ✕ ..... Double axe kick
● ..... Rising uppercut (floats)

Ground Attacks (opponent on ground)

⇩ + ■ ..... Ground punch
⇩ + ✕ ..... Ground kick



Combos

■, ■, ■, ✕
■, ■, ■, ⇩ + ✕
■, ■, ⇨ + ■
■, ■, ✕
■, ✕, ✕

● + ■, ■, ■
Hold ⇩ + ■, ■, ■, ■
⇩ ⇘ ⇨ + ■, Hold ⇨ + ■, ■
✕, ✕
✕, ⇩ + ✕

Hold ⇩ + ✕, ✕
⇩ + ✕, ✕
⇨, ⇨ + ✕, ⇩ + ✕
●, ●, ●
●, ●, Special move
●, ■, ✕, ⇩ + ✕

●, ■, ■, ■, ⇩ + ✕
Hold ⇩ + ●, ■
Hold ⇨ + ●, ●
■, ■, ●

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Price:	£19.99
Format:	UK

Tekken 2

Probably the most played game on the PlayStation, Tekken 2 is all set to win a new set of fans with its rerelease on Platinum – a bargain and no mistake. Having done some extra martial arts training since, we've revised our original guide and added more moves – this time with their English names.

1 or 2 Players

Memory Card 1 Block

Tekken 2

Jun Kazama

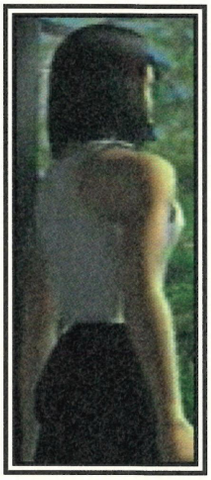


Nationality: Japanese
Age: 22
Height: 170 cm
Weight: 54 kg
Bloodtype: AB
Fighting Style: Kobujutsu – Fuma style
Sub-Boss: Wang Jinrey

SPECIAL MOVES
Whiplash – □, □
Tooth Fairy – ⇨ + △
Spinning Low Kick – ✕, ○, ○, ○
Triple Spin Kick – ✕, ○, ○, ○, ✕
Scissor Spin Kick – ✕ + ○
Suikei-Shitakeri Kick – □, ✕
Linked Spear Power – □, △
Three-Ringed Circus – □ + ○, △, ○
Back Spin Kick – ⇨ + ○
Threaded Spin Kick – ⇩ + ○
Devil's Head Fall – ⇨ + ✕
Cutting Legs White Dew – ✕, ○, □ + ○, △, ○
Suiren-Shuin Punch & Kick – □, □, ○
Mountain White Dew – □ + ○, △, □
Collision Thigh – □, □, ✕
Motion Cutting Legs – □, ○, ○, ○
Misty Knuckles – ⇨ + □
Dragon Carriage Kick – ⇦ + ✕
Dragon Carriage Kick Legs – ⇦ + ✕, ○, ○, ○
Dragon Carriage Kick Upper – ⇦ + ✕, △
Mountain White Dew Legs – □ + ○, △, □, ○, ○, ○
Serpent Spinner – (Close) △ + ○
Arm Cross Hold – (Close) □ + ✕
Bell Smasher – (Behind) △ + ○ (or □ + ✕)

Hazukan: White Mountain – (Close) ⇅ + ✕ + ○
Green Monster Counter – ⇦ + □ + ✕ (or ⇦ + □ + ✕)

10-HIT COMBOS
1. △, □, □, □, △, □, ○, ✕, ✕ + ○
2. △, □, □, □, △, □, □, ✕ + ○



Heihachi Mishima



Nationality: Japanese
Age: 54
Height: 180 cm
Weight: 82 kg
Blood type: B
Fighting Style: Mishima karate
Sub-Boss: Lee Chao Lan

SPECIAL MOVES
Herculean Throw – (Close) △ + ○
Naked Strangle – (Close) □ + ✕
Stone Head – (Close) ⇨⇨ + □ + △
One-Two Punch – □, △
Spider Sword Leg – ⇵ + ○, ○
Rising Uppercut – ⇨ ⇩ ⇅ + △
Sky-Cleaving Leg – ⇨⇨⇨ + ✕
Axe Slice – ⇨ + ○
Double Axe – (Getting up) ○, ○
Flash Punch Combo – □, □, △
Demon Scissors – ○, ✕
Thunder God Fist – ⇨ ⇩ ⇅ + □
Devil Continuous Fist – □, △, △
Twin Pistons – ⇅ + □, △
(1) Spinning Demon – ⇨ ⇩ ⇅ + ○, ○, ○
Sweep Heel Cut – (During 1) ○, ○
Axe Force – ⇨⇨ + ✕
Destructive Fist – ⇩ ⇅ ⇨ + △
Violent Cleaving Leg – ⇨ ⇩ ⇅ + ✕
Earth Cleaving Leg – ⇨ ⇩ ⇅ (hold) + ✕
Hell Axle – ⇵ + ✕, ○
Demon Uppercut – ⇨⇨ + △
Shadow Feet – ⇦⇦ + ✕ + ○
Tile-Breaker – (Crouch) □
Tile-Breaker Destructive Fist – (Crouch) □, △

Nio Crusher – (Behind) □ + ✕ (or △ + ○, △ + ○)
Devil's Shoes – (Opponent down) ⇩ + ○
Gargoyle – ⇩ + □ + ○

10-HIT COMBOS
1. ⇨, ⇨ (hold), △, □, △, △, ✕, ○, ○, □, △, □
2. ⇅ + ✕, △, △, ○, ○, □, ○, □, △, △
3. ⇅ + ✕, △, △, ○, ○, □, ○, □, △, □
4. ⇅ + ✕, △, △, ○, ○, □, △, □, △, □



Marshall Law



Nationality: Japanese-American
Age: 27
Height: 179 cm
Weight: 69 kg
Bloodtype: B
Fighting Style: 'Marshall' Arts
Sub-Boss: Baek Doo San

SPECIAL MOVES
(1) Face Breaker Punch – (Close) △ + ○
Dragon Fall – (During 1) □, △, □ + △
Dragon Dive – (Close) □ + ✕
Dragon Knee – ⇨⇨ + ✕ + ○
One-Two Punch – □, △
Step-In Middle Kick – ⇅ + ✕
Catapult Kick High – ⇩ (hold), ⇧ (hold) + ○
Catapult Kick– ⇩ (hold), ⇧ + ○
Shaolin Spin Kick – ○, ✕, ○
Left Linked Knuckle – □, □, □, □
Rave War Combo – ⇨ + △, △, △
Dragon Knuckle Combo – △, △
Somersault Drop – ⇩ (hold), ⇧ + ✕ + ○
Dragon Low Kick – (Crouch) ✕
(2) Three-Linked High Kicks – ✕, ✕, ✕
Feint Middle Kick – (During 2) ⇨ (hold)
Sliding – (Crouch) ⇅⇅ + ✕
Crescent Kick – ○, ⇧ + ✕
Dragon Slash – ⇦⇨⇦⇨ + ✕
Dragon Fang – ⇵ + □ + △ (to cancel press ⇧ ⇩)
Face Crusher – (Behind) □ + ✕ (or △ + ○)
Double Impact – (Crouch) ✕, ○
Dragon Left Somersault – (Crouch) ○, ✕

Side Kick Right Somersault – (Getting up) ✕, ○
Front Kick Right Somersault – (Getting up) ○, ✕
High Kick Right Somersault – ✕, ○
Sit Straight Left Somersault – ⇩ + △, ✕
Dragon Press – ⇩ + ✕, ✕, ✕, ✕, ✕
Jump Side Kick Somersault – ⇧ + ✕, ○
Quick Somersault Kick – ✕ + ○
Back Flipper – ✕ + ○, ✕
Dragon's Tail – ⇵ + ○

10-HIT COMBOS
1. ⇅ + □, △, △, □, ✕, ✕, ○, ✕, ○
2. ⇅ + □, △, △, □, ✕, ⇩ + ✕, ✕, ○, ○, ○
3. ⇅ + □, △, △, □, ✕, ⇩ + ✕, ✕, ✕, ○, ○
4. ⇅ + □, ✕, △, △, ✕, ✕, ✕, ○, ✕, ○
5. ⇅ + □, ✕, △, △, ✕, ⇩ + ✕, ✕, ○, ○, ○
6. ⇅ + □, ✕, △, △, ✕, ⇩ + ✕, ✕, ✕, ○, ○

Lei Wulong



Nationality: Chinese
Age: 26
Height: 175 cm
Weight: 65 kg
Bloodtype: A
Fighting Style: Kung-Fu
Sub-Boss: Bruce Irvin

SPECIAL MOVES
Play Dead – ⇩ + ✕ + ○
Leaping Bow Kick – (When down) ✕ + ○
Swallows Dance Rear Sweep – (When down, facing forward) ✕, ○
Prostrate Flowing Thigh – (When down, facing forward) ○, ✕
Prostrate Sweeping Kick – (When down, facing away) ✕, ○
Sleeping Slide – (When down, facing away) ○, ✕
Turn Face Down – (When face up) ⇩ + □
Turn Face Up – (When face down) □
(1) Turn Around – ⇦ + ✕ + ○
Back Body Strike – (After 1) □
Back Body Sweeping Lower – (After 1) ⇩ + □
Back Body Crushing Fall – (After 1) △
Back Body Thigh Move – (After 1) ✕
Back Body Triple Flip – (After 1) ✕ + ○, ✕ + ○, ✕ + ○
Back Body Swallows Dance – (After 1) ⇩ + ○, ○
Rave Spin – ⇵ + ○, ○
Turning Body Roar Of Rage – □ + △
Swirling Wind Leg Combo – ✕, ○
Swirling Wind Leg Combo – ⇨ + ✕, ○
Screaming Middle Kick – ⇨ + □, △, □, △, ○
Screaming Lower Kick – ⇨ + □, △, □, △, ✕

Wolf's Boneshaker Attack – ⇨ + ○, □, △, ✕, ○
Wolf's Crouching Tiger – ⇨ + ○, □, △, ✕, ⇩ + ○
Boneshaker Attack – ⇨ + ✕, ○
Crouching Tiger Mountain – ⇨ + ✕, ⇩ + ○
Empty Circle Leg Move – ✕, ✕, ○
Lightning Kick – ⇨ (hold) + ○, □, △, ✕
Lightning Middle Kick – ⇨ (hold) + ○, □, △, ○
Flowing Thigh Move – ○, ✕
Face Smash Drop – (Behind) □ + ✕ (or △ + ○)
Guard Stripper – ⇨ + △, □, △, □
Neck Wringer – (Close) △ + ○
Flying Sky Kick – (Close) □ + ✕
Vengeful Knockdown – ⇨⇨ + □ + △
(2) Sleeping Queen Of Birds – ⇦ + □ + ○
Kingfisher Swirling Leg – (During 2) ○
Hawks Claw Combo Kick – (During 2) ✕, ✕, ✕, ✕
Flying Hawk Attack – ⇨⇨⇨ + ✕
Momentary Combo – ○, ○, ✕, ✕

10-HIT COMBOS
1. □, △, □, ✕ + ○, △, □, ○, □, ○, ○
2. □, △, □, ✕ + ○, △, □, ○, □, △, ✕
3. □, △, □, ✕ + ○, ✕ + ○, ✕ + ○, □, □, □

Nina Williams



Nationality: Irish
Age: 22
Height: 161 cm
Weight: 49 kg
Bloodtype: A
Fighting Style: Akido
Sub-Boss: Anna Williams

SPECIAL MOVES
Over The Back Toss – (Close) △ + ○
Arm Grab Flip – (Close) □ + ✕
Embracing Elbow – (Close) ⇅ ⇅ + □
Neck Cut Throw – (Close) □ + ✕, ⇨ (hold)
(1) Palm Grip – ⇩ ⇅ ⇨ + □ + △
Neck Cut Cross Hold – (During 1) ✕, ○, ✕, □ + △
(2) Upside Down Side Hold – (During 1) □, ✕, ○, □
Hawk Wing Crest Back Bar – (During 2) ✕, □, ○, □ + △, □ + △
Throw Away Opposite Side Hold – (During 2) △, □, ✕, ○, □ + △
One-Two Punch – □, △
Palms Of Destruction – ⇦⇨ + □ + △
Triple Smash – □, △, ○
Double Smash – △, ○
PK Combo – △, ✕
PDK Combo – △, ⇩ + ✕
Forward Flip Kick – ⇨⇨ + ○
Flash Combo – ⇅ + ✕, □, △
Rapid Kick Combo – ⇅ + ✕, ✕, ✕, ○
Upper Straight – ⇅ + □, △
Hunting Kick Combo – ⇵ + ○, ✕, ○
Rave Kick – (Crouch) □, ○
Bone Cutter – ⇦⇨⇦⇨ + ✕
Hunting Swan – ⇵ + □ + △

Spin Upside Down Triangle Crest – (Behind) □ + ✕ (or △ + ○)
(3) Bend Elbow Drop – △ + ○, □, △, □
Bend Elbow Side Hold – (During 3) △, □, ✕
Left High & Right High Kick – ✕, ○
Jail Crash – □, △, ⇩ + ✕, ○
Continual Attack Palm Destruction – □, △, □, △, ⇨ + □ + △
Kneel Edge Combo – □, △, ⇧ + ✕
Leg Break Combo – ⇩ (hold) + ✕, ○
Divine Cannon – ⇩ ⇵ + ✕
Slicer – ⇵ + ✕
Divine Cannon Combo – ⇩ ⇵ + ○, ✕
Sidestep Stab – ⇦ (hold) + △
Killing Blade – ⇦ (hold) + □
(4) Arm Twisting Stomach Hold – (During 1) △, ✕, ○, △, △
Neck Twist Face Hold – (During 4) □, ✕ + ○, □, △, □ + △
(5) Crab Claw – (Close) ⇩ ⇅ ⇨ + ✕ + ○
(6) Achilles Tendon Hold – (During 5) ✕ + ○, ○, △, □ + △
Cross Knee Hold – (During 6 or 7) ✕, □, ○, △ + ○
Spinning Achilles Tendon Hold – (During 6) □, ✕, △ + ○, ✕ + ○, □ + △

Spinning Arm Cross Hold – (During 5 or 7) ✕ + ○, ✕, ○, □ + △
(7) Jumping Achilles Tendon Hold – ⇦⇨⇦⇨ (hold) + ✕
Spike Combo & Right High Kick – ✕, ✕, ○
Creek Attack Combo – ⇅ + ✕, △, □, ○
Rapid Combo & Left Low Kick – ⇅ + ✕, ✕, ✕, ✕
Jamming Combo & Destruction Palm – ⇅ + ✕, ✕, ✕, □, △, ⇨ (hold) + □ + △

Landing Kick & Right Low Kick – ○, ✕, ○
Return Moves – (During opposing attack) ⇦ + □ + ○ (or □ + ○)

10-HIT COMBOS
1. ⇅ + □, △, □, △, ✕, ○, △, □, △, ○
2. ⇅ + □, △, □, △, ✕, ○, △, □, ○, ✕
3. ⇅ + □, △, □, △, ○, ✕, ○, △, ○, ✕

FIRST-PERSON PERSPECTIVE
1: First of all you must obtain all the hidden characters in the game.
2: Go to the character select screen.
3: Hold down the L1 and R2 buttons and select your character in the normal manner.
4: Now your fighter will appear as a wire-frame model.
5: When the fight starts the view will change to behind your fighter for a first-person perspective game!



guide

continued

King



Nationality: Mexican
Age: 32
Height: 190 cm
Weight: 85 kg
Bloodtype: A
Fighting Style: Wrestling
Sub-Boss: Armour King

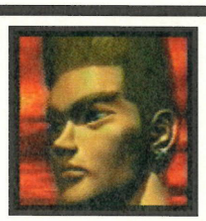
SPECIAL MOVES

Brain Buster – (Close) △ + ○
Coconut Crusher – (Close) □ + ×
DDT – ⇙ ⇙ + □ + △
Tombstone Piledriver – ⇙, ⇨ + □ + △
(1) Jaguar Driver – (Close) ⇩ ⇘ ⇨ + □
Arch Lock Face Buster – (During 1) □ + △
Boston Club – (During 1) □ + △, ×, ○, □ + △
Giant Swing – ⇨, ⇦ ⇙ ⇩ ⇘ ⇨ + □
One-Two Punch – □, △
One-Two Upper – □, △, □
Exploder – ⇨⇨ + × + ○
Satellite Drop Kick – ⇨⇨⇨ + × + ○
Goal Kick – ⇨⇨ + ○
Knuckle Bomb – ⇙ + □ + △
(2) Ali Kick – (Crouch) ⇘ + ○, ○, ○
Ali Kick Counter – (Crouch) ⇘ + ○, ○, ○, ○
Spinning Smash – (During first hit of 2) △
Octopus Hold – (During fourth hit of 2) ○, △, □, ×
Elbow Drop – (Jumping) △ + ○
(3) Stomach Smash – ⇨⇨, then △
(4) Hi-Jack Back Breaker – (After 3 connects) □ + △
Hi-Jack Power Bomb – (During 4) □ + △, ⇩, ⇩ + × + ○
Dynamite Upper – ⇩ ⇘ + △
Flying Cross Chop – ⇨⇨ + □ + △
Double Knee Drop – ⇩ + × + ○
Frankensteiner – ⇘ + × + ○
Right Straight, Left Upper – △, □
Left Straight, Right Upper – (Crouch) □, △
Moonsault Body Press – ⇨ + □ + ○
Jaguar Lariat – ⇨ + □ + △
Half Boston Club – (Behind) △ + ○
Cobra Twist – (Behind) □ + ×
Figure Foreleg Lock – (Close) ⇙ + □ + ×
Elbow Sting – ⇩ + □ + △
(5) Hell Press Hold – ⇨ ⇘ + □ + ○
(6) Indian Death Lock – (During 5) □ + △, □, ×, □ + △ + ○
Romero Special – (During 6) □ + △, ×, ○, □ + △, □ + △ + × + ○
(7) STF – (During 6) □, △, ×, □, □ + △
Scorpion Death Lock – (During 7) □ + △, ×, □, □ + ×
(8) Reverse Arm Clutch Slam – (Close) ⇨ ⇘ + □ + ×
(9) Back Drop – (During 8) △, □, □ + △
(10) German Suplex – (During 9) × + ○, □ + △
(11) Powerbomb – (During 10) □, △, × + ○
Giant Swing – (During 11) △, □, ×, ○

10-HIT COMBOS

1. □, △, □, □, △, ○, ○, ○, □, ×
2. □, △, □, □, △, ○, ○, ○, □, □
3. □, △, □, □, ×, ×, ○, ○, □, ×
4. □, △, □, □, ×, ×, ○, ○, □, □
5. □, △, □, □, ×, ×, ○, ×, △, □ + △

Paul Phoenix



Nationality: American
Age: 27
Height: 187 cm
Weight: 81 kg
Bloodtype: O
Fighting Style: Judo
Sub-Boss: Kuma

SPECIAL MOVES

Brain-Taking Reverse – (Close) △ + ○
Single Back Throw – (Close) □ + ×
Coma Throw – (Close) □ + ×, ⇦ (hold)
Back Strike – (Close) ⇦⇦ + □ + △
Wind Claws – (Close) ⇘ + □ + △
One-Two Punch – □, △
Shredder – ⇙ + ×, ○
Phoenix Smasher – ⇩ ⇘ ⇨ + △
PK Combo – △, ×
PDK Combo – △, ⇩ + ×
Reverse PDK Combo – □, ⇩ + ×
Bone Breaker – (Crouch) ○, △
Neutron Bomb – ⇦⇨ + ○
Jaw Breaker – (Crouch) ⇘ + △
Rock Splitter – (Crouch) △
High Three Treasure Dragon – ⇨⇨ + ×, ○, ○
Triple Kick Combo – ⇨⇨ + ×, ○, ⇩ + ○
Tile-Breaker – (Crouch) □
Tile-Breaker Destructive Fist – (Crouch) □, △
Hangover – (Crouch) □, ○, △
Gut Buster – (Crouch) ⇘ + △, □
Stone Breaker – (Crouch) ⇘ + △, △
Flash Elbow – ⇨⇨ + △
Back Drop – (Behind) □ + × (or △ + ○)
Thousand Dragon King Fist – ⇨ + □ + △
(1) Ultimate Tackle – ⇙ + □ + △
Random Black Cloud – (During 1) △, □, △, □, △
Black Cloud Strangle – (During 1) △, □, □, ×, ○, □ + △
Return Moves – (During opposing attack) □ + × (or △ + ○)

10-HIT COMBOS

1. □, △, ×, △, □, △, □, ○, △, □
2. □, △, ×, □, ○, △, □, ○, △, □
3. □, △, ×, □, △



Michelle Chang



Nationality: American
Age: 20
Height: 163 cm
Weight: 53 kg
Bloodtype: B
Fighting Style: Kung-Fu
Sub-Boss: Ganryu

SPECIAL MOVES

Fisherman's Suplex – (Close) △ + ○
Front Suplex – (Close) □ + ×
Through The Heavens Shot – □, □, □
Through The Heavens Shot – ⇘ + □, □
Front Thigh Beat – (Crouch) ○
Front Cross Catch Beat – (Crouch) ○, □
Front Continue Thigh Beat – (Crouch) ○, ○
Front Fan Thigh Beat – (Crouch) ○, ⇩ + ○
Blue Empty Cannon Shot – (Getting up) ○
Extreme Sway Step – (During high jump) × + ○
(1) Cut Down – (Getting up) △
Down Through The Heavens Shot – (During 1) □, □
Push With Palms – △ + ○
(2) Collapse Down – ⇘ + △
Coil Twine Collapse Down – (During 2) □
Bump Thigh – ⇘ + ×
(3) Rear Capture – △, then ⇦ (after hit)
German Suplex – (After 3) □ + ×
(4) Rear Thigh Beat – ⇘ + ○
Piercing Bow Thigh – (During 4) ×
End Causing Through The Heavens – ⇨ + □ + ○
Full Nelson Suplex – ⇘ + □ + △
German Suplex – (Behind) □ + × (or △ + ○)
Change Position Thigh – × + ○, ○
Heaven Cannon – ⇨ + □
Tiger Elbow – ⇨⇨ + □
Tiger Continual Attack – ⇨⇨ + □, ○
Quick Step Palm Fist – ⇩ ⇘ + □
Quick Step Collapse Elbow – ⇩ ⇘ + △
Continual Fist – □, △
Cutting Down Collapse Elbow – (Getting up) △, △
Spear Bow Thigh – ⇘ + □, ○, ×
Cut Attack – □ + ○, ×
Continual Fist Cut Down – □, □, ○, ×
Cutting Down Through The Heavens – ×, △
Continual Fist Lower Kick – □, △, ○
Cutting Down Piercing Bow – (Getting up) △, □, ○, ×
Cutting Attack Elbow Collapse – ×, △, △
Speedy Front Continual Thigh Beat – ○, ○, ○
Speedy Front Cross Catch Beat – ○, ○, □

10-HIT COMBOS

1. △, □, □, △, ×, ×, ○, ○, □
2. △, □, □, △, ×, ×, △, ×, △, □
3. △, □, □, △, ×, ×, △, □, ○, ×

Jack 2



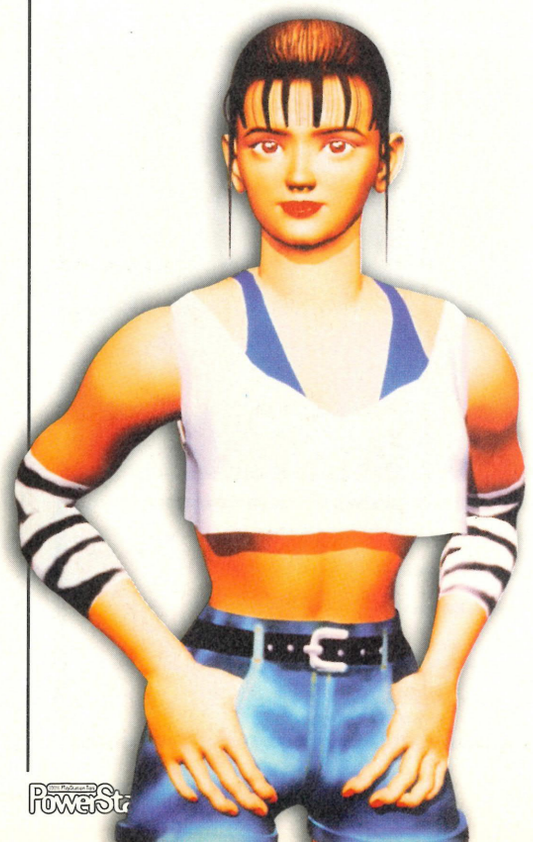
Nationality: Russian
Age: 5
Height: 235 cm
Weight: 168 kg
Bloodtype: 5 Star!
Fighting Style: Brute force
Sub-Boss: P. Jack

SPECIAL MOVES

Lift-Up Slam – (Close) △ + ○
(1) Hell Press – (Close) □ + ×
Face Basher – (After 1) □ + △
Death Shoot – (Behind) △ + ○
Rising Hell – (Close) ⇘ + △ + ○
Catapult Through Plus – (Close) ⇘ ⇘ + △ + ○
Pile Driver – (Close) ⇙, ⇨ + □ + △
Back Breaker – (Close) ⇩ ⇙ ⇦ + △
Pyramid Driver – (Close) ⇩ ⇘ ⇨ + □
Spring Hammer Punch – (Opponent down) ⇩ + □ + △
Machine Gun Blast – ⇙ + □, □, □, □, □, ⇘ + △
Straight Elbow Upper – △, □, △
Hammer Combo – □, □, □
Violence Upper – (Getting up) □
Double Hammer – (Getting up) □ + △, □ + △
Swing Left Knuckle – (Crouch) □, △, □
Swing Right Knuckle – (Crouch) △, □, △
Megaton Blast – ⇦ ⇙ ⇩ ⇘ + △
Cross Cut Saw – ⇨ + □ + △
(2) Hip Press – ⇙ + × + ○
Blood Fan – (After 2) □, △, □, △
Bloody Fan – (After 2) △, □, △, □
Shark Attack – (Getting up) ⇨ + □, △, □, △
Gigaton Punch – ⇦ ⇙ ⇩ ⇘ ⇨ (up to x5) + □
(3) On The Spot Crouch – ⇩ + × + ○
Sit & Jump – (During 3) ⇧
Sit & Hip Press – (During 3) □ + △
Debugger – ⇦ ⇙ ⇩ ⇘ + □
Megaton Strike – (Crouch) □, △
Cossack Combo – ⇙ + ×, ○, ×, ○, ×, ○

10-HIT COMBOS

1. ⇩ + △, □, □, □, △, □, △, □, □ + △, □ + △
2. ⇩ + △, □, □, □, △, □, △, □, ⇩ + □ + △, □ + △
3. ⇙ + □, □, ○, ×, ○, □, △, □, □ + △, □ + △
4. ⇙ + □, □, ○, ×, ○, □, △, □, ⇩ + □ + △, □ + △



Yoshimitsu



Nationality: Japanese
Age: Unknown
Height: 178 cm
Weight: 63 kg
Bloodtype: O
Fighting Style: Swastika Ninja Arts
Sub-Boss: Kunimitsu

SPECIAL MOVES

Shizuku: Drop – (Close) △ + ○
Futaba: Double Blade – (Close) □ + ×
Ninja Arts Wind God – (Behind) □ + × (or △ + ○)
(1) Solar Kick – ⇨⇨ + × + ○
Shark Attack – (During 1) □ + △
Stone Fist – ⇦ + □ x6
(2) Ninja Arts Swastika Swap – ⇙ + × x5
Tree-Felling Kick – (During 2) ⇨ + ○
Triple Scattered Flower – ○, ○, ○
Poison Wind – ⇙ + × + ○
Fubuki Storm – ⇨⇨ + ○
Death Slash – ⇙ + □
Death Scream Fist – ⇦⇦ + □
Windmill – ⇦⇦ + □, □
Zigzag – ×, ○
Hyuuga Cannon – ○, ×
Knee Cap – ⇩ ⇘ + ×
PK Combo – △, ×
PDK Combo – △, ⇩ + ×
(3) Manji Agura Crouch – ⇩ + ○ + ×
Sengaku-Bukuuba – (During energy recovery from 3) ⇦
(4) Death Copter – ⇙ + × + ○
Flying Air Attack Fist – (During 4) ⇩
Slap-U-Silly – ⇙ + △ x 6
Madoi Nashi: No Confusion – ⇨⇨ + □ + ○
Ureinashi: No Grief – ⇩ + □ + ○
Samurai Cutter – (Crouch) ⇙ ⇦ + □
Ninja Arts Watchower Fall – (Close) ⇩ ⇙ ⇦ + □ + △
Karin: Flower Wheel – ⇦ + × + ○ x 6 (depletes energy)
Continuous Hell FIst – ⇙ + □, ⇙ (release to cut)
Grass Mowing Cannon – ⇨⇨ + × + ○, □ + △, × + ○
Swastika Back Fist – ⇨ + △

10-HIT COMBOS

1. □, △, □, ○, △, △, △, ○, □, □
2. □, △, □, ○, △, △, △, △, △, ○
3. □, △, □, ○, ○, ○, □, □, □, □
4. □, △, □, ○, ○, ○, □, □, □, ○ + ×
5. ○, ○, △, △, ○, ○, □, □, □, □
6. ○, ○, △, △, ○, ○, □, ○ + ×
7. ○, ○, △, △, □

Tekken 2

Wang Jinrey



Nationality: Chinese.
Age: 84
Height: 165 cm
Weight: 56 kg
Bloodtype: B
Fighting Style: Shini-Roku-Go-Ken

SPECIAL MOVES
Cutting Take Down – (Close) △ + ○
Neck Throw – (Close) □ + ×
Left Moon – (Close) ↰ ↰ + △ + ○
Back Drop – (Behind) □ + × (or △ + ○)
Collapsing Fist – ↓ ↰ ⇨ + □
Shot Through The Heavens – □, □, □
Shot Through The Heavens – ↰ + □, □
Front Thigh Beat – (Crouch) ○
Front Cross Catch Beat – (Crouch) ○, □
Front Continue Thigh Beat – (Crouch) ○, ○
Front Fan Thigh Beat – (Crouch) ○, ↓ + ○
Blue Empty Cannon Shot – (Getting up) ○
Extreme Sway Step – (During high jump) × + ○
(1) Cut Down – (Getting up) △
Through The Heavens Cut Down – (During 1) □, □
Double Palms Of Destruction – ⇨⇨ + □ + △
(2) Collapse Down – ↰ + △
Big Buried Collapse Down – (During 2) □
Thigh Bump – ↰ + ×
(3) Rear Capture – △, then ⇦ (after hit)
German Suplex – (After 3) □ + ×
(4) Rear Thigh Beat – (Crouch) ↰ + ○
Piercing Bow Thigh – (During 4) ×
Together Stab – ↰ + □ + △
Right Palm Bottom Strike – ⇨ + △
Speedy Front Continual Thigh Beat – ○, ○, ○
Speedy Front Cross Catch Beat – ○, ↓ + ○, □
Speedy Front Fan Thigh Beat – ○, ↓ + ○, ↓ + ○
Collapsing Charge Fist – ⇦ + □ + △
Rolling Stone – ⇦ + □ + △ + ×
Arrow To Heaven – ⇦⇨ + □
Return Moves – ⇦ + □ + × (or ⇦ + △ + ○)

10-HIT COMBO
1. △, □, □, △, ×, ×, ×, ○, ○, □

Kuma



Nationality: None
Age: 22-26
Height: 280 cm
Weight: 210 kg
Bloodtype: Unknown
Fighting Style: Kuma Shinken

SPECIAL MOVES
Bear Hug – (Close) △ + ○
Hell Breath – (Close) □ + ×
Bear Bite – (Close) ⇨ + △ + ○
Bear Shoot – (Behind) □ + × (or △ + ○)
Bear Heaven Cannon – ⇨ + □, □, □
Spring Hammer Punch – (Opponent down) ↓ + □ + △
Straight Elbow Upper – △, □, △
Bear Punch Combo – □, □, □
Bear Knuckle – □ + △
Double Upper – (Getting up) □ + △
Double Hammer – (Crouch) □ + △, □ + △
Bear Swing – (Crouch) □, △, □
Bear Swing – (Crouch) △, □, △
Upper Lash – ↰ + □, △, □, △
Upper Lash – ↰ + △, □, △, □
Megaton Claw – ⇦ ⇵ ↓ ↰ + △
Bear Scissors – ⇨ + □ + △
Hip Press – ⇵ + × + ○
Wild Swing – ↓ ↰ + □, △, □, △
Blood Claw – □, △, □, △
Bloody Claw – △, □, △, □
On The Spot Crouch – × + ○
Bear Rush High – ↓ + □, □, □, △, ⇨ + □
Bear Rush Middle – ↓ + □, □, □, △, ↰ + □
Bear Rush Low – ↓ + □, □, □, △, ↓ + □
Terrible Claw – ⇦ + □ + △
Rolling Bear – ⇦ + □ + △, ⇨ ↰ ↓ ⇵ ⇦ ↰ ↓ ⇵
Salmon Hunting – ⇦, ⇨ + × + △

10-HIT COMBO
1. ↓ (hold) + △, □, □, □, △, □, △, □, □ + △, □ + △

Kunimitsu



Nationality: Japanese
Age: Unknown
Height: 173 cm
Weight: 58 kg
Fighting Style: Swastika Ninja Art

SPECIAL MOVES
Double Break – (Close) △ + ○
Rain Drop – (Close) □ + ×
Back Throw – (Close) ⇵ + □ + ×
Back Drop – (Behind) △ + ○ (or □ + ×)
(1) Ninpo Heatwave – ⇨⇨ + □ + △
Ninpo Manjikazura – (During 1) ⇦ + □ x6
(2) Ninpo Manjizou – ⇵ + × x5
Tree-Felling Kick – (During 2) ⇨ + ○
Three Gracious Falls – ○, ○, ○
Ninpo Spinning Wheel – ⇵ + × + ○
Snow Storm – ⇨⇨ + ○
Kunai Stab – ⇵ + △
Kunai Slice – ⇦ + △
Kunai Dash – ⇦⇨ + △
PK Combo – △, ×
PDK Combo – △, ↓ + ×
Lightning – ×, ○
Dew Flick – ↰ + ×

Bruce Irvin



Nationality: American
Age: 32
Height: 190 cm
Weight: 85 kg
Bloodtype: A
Fighting Style: Kick Boxing

SPECIAL MOVES
(1) Front Right Knee Kick – ⇨ ↓ ↰ + □ + △ + ○
(2) Left Side Knee Kick – (During 1) ×, □ + △ + ×
(3) Spinning Right Knee Kick – (During 2) □, ×, □ + △ + ○
Vacuum Flying Knee Kick – (During3) △, ○, □, □ + △ + ×
Kubi-Nage: Head Throw – (During 1) □ + △, □ + △, □ + △
Thai-Kon-Kohn – (Close) △ + ○
Thai-Kow-Toron – (Close) □ + ×
Back Fling – (Behind) △ + ○ (or □ + ×)
Leg Bazooka – ⇦⇨ + ○
Fork Club – ⇨ + □ + △
Triple Thai-Fork – ⇨ + □, △, □
One-Two High Kick – □, △, ⇨ + ○
One-Two Middle Kick – □, △, ○
One-Two Low Kick – □, △, ↓ + ○
Triple Knee Combo – ⇦ + ○, ×, ○
Double Knee & Low Kick – ⇦ + ○, ×, ○
Stopping – ⇦ + ×
Stopping Feint Knee – ⇦ + ×, ○
Sledgehammer – □ + △
(4) Back Roll – ⇦⇨ + × + ○
Feint Leg Bazooka – (During 4) ○
Slicer – ⇨⇨ + ×
Gatling Combo – ×, △, □, ○
Spinning Feint Straight – ⇦ + ×, △
Sidewinder – ⇦ + × + △
Northern Lights – □, △, ×
Southern Cross – □, ○, ×
(5) Cyclone Edge – ↰ + ×
Tornado Upper – (During 5) □
Rising Combo – □, △, □, △
Quick Sovat – ×, ×
Sniper Sovat Combo – ⇦ + ○, ×, ○
Double Face Breaker – ↰ + □, △
Sniper Slash – ⇨⇨ + ×
Side Low & Side High Kick – ↓ + × + ○, ×
Step-In Middle Kick – ↰ + × + ○

7-HIT COMBO
1. ↰ + □, △, ⇦ + ○, ×, ○, ↓ + ○, ×

Sub Bosses & Bosses

Baek Doo San



Nationality: Korean
Age: 27
Height: 180 cm
Weight: 70 kg
Bloodtype: B
Fighting Style: Tae Kwon Do

SPECIAL MOVES
Blue Shark Claw – (Close) △ + ○
Hammer Head Throw – (Close) □ + ×
Swordfish Throw – (Close) ⇵ + □ + ×
Starfish Throw – (Behind) △ + ○ (or □ + ×)
Cobra Bite Throw – ⇨⇨ + △
Butterfly Kick – ×, ×, ×, ○
Butterfly Needle – ×, ×, ×, ↓ + ○
Break Needle – ×, ○
Black Widow – ×, ×, ○, ○, ×
Silver Mantis – ×, ×, ○, ○, ○, ×
Heel Knife – ⇨ + ○, ×
Albatross – (Getting up) ○, ○, ×
Wave Needle – (Getting up) ×, ×, ○
Heat Destruction – (Getting up) ×, ○, ○, ×
Flame Hawk – (Getting up) ○, ○, ○, ×
Hurricane Destruction – (Getting up) ×, ○, ○, ○, ×
Baek's Rush – ↓ + ○, ×, ×, ×
Baek's Rush Needle – ↓ + ○, ×, ×, ↓ + ×
Hammer Heel – ⇨⇨ + ○
Hunting Hawk – ⇵ + ×, ○, ×
Wing Blade – ⇨ ↓ ↰ + ×
Break Blade – ×, ○, ×
Triple Threat – ⇨ + ○, ○, ×
Starlight Blade – ⇵ + ×, ↓ + ○, ×
(1) Flamingo – ⇦⇦ + ×
Flamingo Move – (During 1) ⇦
Heel Cutter – (During 1) ×
Heel Hunter – (During 1) ⇦ + ×
Mach Needle – (During 1) ↓ + ×
Flamingo Wave Needle – (During 1) ×, ×, ○
Flamingo Destruction – (During 1) ×, ○, ○, ×
Flamingo Hurricane – (During 1) ×, ○, ○, ○, ×
Snake Kick – ↓ + ×, ×, ↓ + ×
Snake Blade – ↓ + ×, ×, ×
Trick Smash – ⇵ + ×, ○
Trick Needle – ⇵ + ×, ↓ + ○
Heel Explosion – ⇵ + × + ○
Flying Snake Smasher – ⇨⇦⇨ + ×

10-HIT COMBOS
1. ○, ×, ×, ○, ×, ×, ×, ×, ○, ×
2. ○, ×, ×, ○, ×, ×, ×, ○, ×, ×

PURPLE KAZUYA
1: All the secret characters must be accumulated first.
2: Start a new game and highlight Kazuya.
3: Now hold down Start while selecting him.
4: He'll now fight in his third, purple costume.



Prototype Jack



Nationality: Russian
Age: 7
Height: 235 cm
Weight: 185 kg
Bloodtype: Gasoline
Fighting Style: Brute Force

SPECIAL MOVES
Lift-Up Slam – (Close) △ + ○
Hell Press – (Close) □ + ×
Slapping Down – (Close) ⇵ + × + △
Reverse Lift Upper Slam – (Behind) △ + ○ (or □ + ×)
Punishment Megaton Throw – △ + ○, ⇵ ↓ ↰ + △
Spring Hammer Punch – (Opponent down) ↓ + □ + △
Straight Elbow Upper – △, □, △
Jack Hammer– □, □, □
Overhead Smash – □ + △
Hammer – (Getting up) □ + △
Double Hammer – (Crouch) □ + △, □ + △
Swing Left Knuckle – (Crouch) □, △, □
Swing Right Knuckle – (Crouch) △, □, △
Knuckle Upper – ↰ + □, △, □, △
Megaton Blast – ⇦ ⇵ ↓ ↰ + △
Power Scissors – ⇨ + □ + △
(1) Hip Press – ⇵ + × + ○
(2) Sit Down – ↓ + × + ○
Blood Fan – (After 1 or 2) △, □, △, □
Bloody Fan – (After 1 or 2) □, △, □, △
Windmill Punch – ↓ ↰ + □, △, □, △
Hammer Rush High – ↓ + □, □, □, △, ⇨ + □
Hammer Rush Middle – ↓ + □, □, □, △, ↰ + □
Hammer Rush Middle – ↓ + □, □, □, △, ↓ + □
Gigaton Punch – ⇦ ⇵ ↓ ↰ ⇨ (up to x5) + □
Megaton Uppercut – ⇦ ⇵ ↓ ↰ + □
Machine Gun Blast – ↓ + □, □, □, ↰ + △
P Jack Blaster – ↓ + □, △
Darkness Cutter – ⇨ + ○, □
Head Slider – ⇨ × + ○
Dive Bomber – × + ○ (press repeatedly)

Ganryu



Nationality: Japanese
Age: 34
Height: 189 cm
Weight: 125 kg
Bloodtype: B
Fighting Style: Sumo

SPECIAL MOVES
Hip Throw – (Close) △ + ○
Deity Hold – (Close) □ + ×
Over The Back Throw – (Close) △ + ○ + ⇨
Upside Down Drop – (Behind) △ + ○ (or □ + ×)
Enma Thrust – □, △, □, △, □, △, □, △
Enma Thrust – △, □, △, □, △, □, △, □
Right Upper: Enma Thrust – ↰ + □, □, □, □
Spring Hammer Punch – (Getting up) ↓ (hold) + □ + △
Four Thigh Quake – ↓ + ○
Ganryu Combo – □, □, □
Double Hand Swing – □ + △
Double Hand Upper – (Getting up) □ + △
Double Hand Upper – (Crouch) □ + △, □ + △
Neck Ring Combo – (Crouch) □, △, □
Neck Ring Combo – (Crouch) △, □, △
Table Flip – (Crouch) ↓ + □ + △
Megaton Thrust – ⇦ ⇵ ↓ ↰ + △
Clash – ⇦ ⇵ ↓ ↰ + □
Saba Folding Scissors – ⇨ + □ + △
Hip Press – ⇵ + × + ○
Ring-Out Shave – ↓ ↰ + □, △, □, □
Kabuki Slap – Down + △, △, △ (press repeatedly)
Right Upper – ↓ ↰ + △
Jaw Smasher – (Close) ⇨⇨ + × + △
Thunder Slap – ↰ + × + △
Sumo Lash High – ↓ + □, □, □, △, ⇨ + □
Sumo Lash Middle – ↓ + □, □, □, △, ↰ + □
Sumo Lash Low – ↓ + □, □, □, △, ↓ + □
Atrocity Knock – ⇦ (hold) + □ + △
Punch Elbow – ⇨ (hold) + △, □

guide

continued

BIG-HEAD MODE
1: Acquire all the hidden characters in the game.
2: Start again but hold down the Select button when you select your fighter.
3: Keep it held down until the round begins.
4: You should now see that your fighter's head has been blown up!



BIGGER-HEAD MODE
1: First perform the Big Head Mode cheat.
2: If you're playing in arcade mode hold down Select when you reach the continue screen.
3: Your head and arms will now be bigger than ever before!
4: If playing in Vs Mode go back to the character select screen and hold Select again while choosing a fighter for the same effect.



THOUGHT BUBBLES
1: Play in practice mode.
2: Leave your character alone for a while.
3: You'll now see a thought bubble appear above his or her head!



OBTAINING KAZUYA MISHIMA
1: Acquire all the sub-bosses by completing the game using each of the ten original fighters.
2: Play through using a sub boss.
3: Once completed, Kazuya will be added.

DEVIL/ANGEL
1: Complete the game with Kazuya.
2: Now these two characters will be added.

ROGER/ALEX
1: Once you've got the Devil and Angel...
2: Start a new game with any character and when you reach the third fight, defeat your opponent on the last round with only a particle of energy left.
3: If you do it right you will hear the word 'Great' and the next fight will be against Roger or Alex.



Lee Chaolan



Nationality: Japanese
Age: 27
Height: 178 cm
Weight: 65 kg
Fighting Style: Mishima Karate

SPECIAL MOVES
Sekken Punch – (Close) △ + ○
Neck Fracture – (Close) □ + ×
Knee Drive – (Close) ⇨⇨ + ○ + △
Face Crash – (Behind) △ + ○ (or □ + ×)
One-Two Punch – □, △
Step-In Middle Kick – ⇘ + ×
Somersault Kick Low – ⇩ (hold), ⇧ + ×
Somersault Kick High – ⇩ (hold), ⇧ (hold) + ×
Spin Kick Combo – ○, ×, ○
Left Jab Rush – □, □, □, □, □
Rave War Combo – ⇨ + △, △, △
Lee Knuckle Combo – △, △
Somersault Drop – ⇩ (hold), ⇧ + × + ○
Silver Law – (Crouch) ×
Sliding – (Crouch) ⇘ ⇘ + ×
(1) Triple Head Kick – ×, ×, ×
Feint Middle Kick – (During 1) ⇨ (hold)
Lee Slammer – ○, ⇧ + ×
Silver Cyclone – ⇩ + × + ○
Silver Fang – ⇵ + □ + △ (⇧ ⇩ to cancel)
Lee Kick Combo – ⇩ + ○, ○
Razor's Edge Kick Combo – ⇩ + ○, ○, ○, ○
Shredder Kick Combo – ⇨⇨ + ×, ○, ○
(2) Infinity Kick Combo – (Getting up) ×, ×, ⇩ (hold) + ×, ×
Infinity Continue High – (During 2) ⇧ + × (repeat)
Infinity Continue Low – (During 2) ⇩ + × (repeat)
Left Shoulder Drop – ⇨⇨ + ×
Backflip – ⇦⇦, × + ○
Blazing Kick – ⇩ ⇵ + ○
Lee's Sliding – ⇨⇨, × + ○

10-HIT COMBO
1. ⇘ (hold) + □, △, △, □, ×, ×, ×, ○, ×, ○

Armour King



Nationality: Unknown
Age: Unknown
Height: 193 cm
Weight: 91 kg
Fighting Style: Wrestling

SPECIAL MOVES
Brain Buster – (Close) △ + ○
Coconut Crusher – (Close) □ + ×
Dot – (Close) ⇵ ⇵ + □ + △
Tombstone Piledriver – (Close) ⇵, ⇨ + □ + △
Jaguar Driver – (Close) ⇩ ⇘ ⇨ + □
Giant Swing – (Close) ⇨, ⇦⇵⇩⇘⇨ + □
Reverse Dot – (Behind) △ + ○ (or □ + ×)
One-Two Punch – □, △
One-Two Upper – □, △, □
Exploder – ⇨⇦ + × + ○
Satellite Drop Kick – ⇨⇦⇨ + × + ○
Jail Kick – ⇨⇨ + ○
Knuckle Bomber – ⇵ + □ + △
Ali Kick – (Close) ⇘ + ○, ○, ○
Ali Kick With Counter – (Close) ⇘ + ○, ○, ○, ○, ○
Elbow Drop – (Jumping) △ + ○
Grand Smash – ⇨⇦, △
Dynamite Upper – ⇩ ⇘ + △
Flying Cross Chop – ⇦⇨ + □ + △
Double Knee Drop – ⇧ + × + ○
Frankensteiner – ⇘ + × + ○
Right Straight, Left Upper – △, □
Left Straight, Right Upper – (Crouch) □, △
Black Smash – ⇨ ⇩ ⇘ + △
Dark Smash – ⇨ ⇩ ⇘ + □
Steiner's Screw Driver – (Close) △ + ○, ⇩ ⇩ ⇩ + □ + △
Super Knuckle Bomber – ⇵ + □ + △, ⇩ (hold)
Jumping Super Knuckle Bomber – ⇧ or ⇵, □ + △, ⇩ (hold)
Jumping Moonsault Kick – ⇧ or ⇵, □ + ○
Jumping Knuckle Bomber – ⇧ or ⇵, □ + △
Arrow Straight – ⇦ + □ + ○
Black Shoulder Attack – ⇨ + □ + ○

Anna Williams



Nationality: Irish
Age: 20
Height: 161 cm
Weight: 49 kg
Fighting Style: Aikido

SPECIAL MOVES
Over The Back Toss – (Close) △ + ○
Arm Grab Flip – (Close) □ + ×
Neck Cut Throw – (Close) □ + ×, ⇨
Embracing Elbow – (Close) ⇘ ⇘ + □
Spin Upside Down Triangle Crest – (Behind) △ + ○ (or □ + ×)
(1) Palm Grip – ⇩ ⇘ ⇨ + □ + △
Neck Cut Cross Hold – (During 1) ×, ○, ×, □ + △
(2) Upside Down Hold – (During 1) □, ×, △, □
Hawk Wing Crest Back Bar – (During 2) ×, □, ×, □ + △, □ + △
Throw Away Opposite Side Hold – (During 2) △, □, ×, ○, □ + △
Gate Bar Throw – (During 2) △, ×, □ + △, ×+○, □ + △
(3) Standing Arm Twist Hold – (During 1) □ + ×, ○, □ + △
Arm Hold – (During 3) □ + △, ○, ×, □ + △, □ + △, □ + △
One-Two Punch – □, △
Palms Of Destruction – ⇨⇨ + □ + △
Triple Smash – □, △, ○
Double Smash – △, ○
PK Combo – △, ×
PDK Combo – △, ⇩ + ×
Forward Flip Kick – ⇨⇨ + ○
Flash Combo – ⇘ + ×, □, △
Rapid Kick Combo – ⇘ + ×, ×, ×, ○
Upper Straight – ⇘ + □, △
Hunting Kick Combo – ⇵ + ○, ×, ○
Rave Kick – (Crouch) □, ○
Bone Cutter – ⇨⇨⇨ + ×
Hunting Swan – ⇵ + □ + △
Cross Cut Combo – ⇨ + □, □, □
Somersault Kick Small – ⇩ (hold), ⇧ + ○
Somersault Kick Big – ⇩ (hold), ⇧ (hold) + ○
Cold Blade – ⇘ (hold) + △
Right Hand Stab – (Getting up) ⇨ + △
Cat Thrust – (Getting up) ⇨ + □
Bloody Scissors – ⇩ + □ + △
Rapid Combo – ⇘ + ×, ×, ×, □, △
Creek Attack & Low Left High Kick – ⇘ + ×, △, ×
Left Middle & Right High Kick – ⇘ + ×, ○
Right High Kick & Left Spin Low Kick – ○, ×
Return Moves – (During opposing attack) ⇦ + × + △, (or ⇦ + □ + ○)

10-HIT COMBO
1. □, △, □, △, ×, ×, △, □, △, ○

Kazuya Mishima



Nationality: Japanese
Age: 28
Height: 180 cm
Weight: 75 kg
Bloodtype: B
Fighting Style: Mishima Karate

SPECIAL MOVES
Shoulder Throw – (Close) △ + ○
Bitch Kick – (Close) □ + ×
Head Butt – (Close) ⇨⇦ + □ + △
Atomic Drop – (Behind) △ + ○ (or □ + ×)
(1) Ultimate Tackle – (Close) ⇩ + □ + △
Yamikumo – (During 1) △, □, △, □, △
One-Two Punch – □, △
Jump Kick, Sweep Kick – ⇵ + ○, ○
Dragon Punch – ⇨ ⇩ ⇘ + □
Uppercut – ⇘ + △
Double Uppercut – ⇘ + □, △
Power Uppercut – ⇨ ⇩ ⇘ + △
Flying Side Kick – ⇨⇦⇦ + ×
Backfist – ⇨ + △
3P Combo – □, □, △
Punch, Backfist – △, △
2P, Backfist – □, △, △
Axe Kick – ⇨ + ○
Axe Kick – ⇨⇨ + ×
Flip Kick – ○, ×
Double Axe Kick – ○, ○
Hell Sweeps – ⇨ ⇩ ⇘ + ○, ○
Spinning Dragon Punch – ⇦ + □ + ○
Spinning Dragon Punch Long – ⇦ (hold) + □ + ○

10-HIT COMBO
1. ⇨, ⇨ (hold) + △, □, △, △, ×, ○, □, △, □

Devil/Angel





Nationality: Dimension X
Age: Centuries
Height: 180 cm
Weight: 80 kg
Bloodtype: Unknown
Fighting Style: Mishima Karate

SPECIAL MOVES
Shoulder Throw – (Close) △ + ○
Bitch Kick – (Close) □ + ×
Head Butt – (Close) ⇨⇦ + □ + △
Atomic Drop – (Behind) △ + ○ (or □ + ×)
One-Two Punch – □, △
Jump Kick, Sweep Kick – ⇵ + ○, ○
Dragon Punch – ⇨ ⇩ ⇘ + □
Uppercut – ⇘ + △
Double Uppercut – ⇘ + □, △
Power Uppercut – ⇨ ⇩ ⇘ + △
Flying Side Kick – ⇨⇦⇦ + ×
Backfist – ⇨ + △
3P Combo – □, □, △
Punch, Backfist – △, △
2P, Backfist – □, △, △
Axe Kick – ⇨ + ○
Axe Kick – ⇨⇨ + ×
Flip Kick – ○, ×
Double Axe Kick – ○, ○
Hell Sweeps – ⇨ ⇩ ⇘ + ○, ○
Ground Laser – □ + △
Air Laser – × + ○

10-HIT COMBO
1. ⇨, ⇨ (hold) + △, □, △, △, ×, ○, ○, □, △, □

Roger & Alex



Nationality: Australian
Age: Unknown
Height: 152 cm
Weight: 90 kg
Bloodtype: Unknown
Fighting Style: Tai Boxing

SPECIAL MOVES
Power Bomb – (Close) △ + ○
Head Butt – (Close) □ + ×
Jaguar Driver – (Close) ⇩ ⇘ ⇨ + □
Neck Throw – (Behind) △ + ○ (or □ + ×)
Tombstone Piledriver – (Close) ⇵, ⇨ + □ + △
DDT – (Close) ⇵ ⇵ + □ + △
Giant Swing – (Close) ⇨, ⇦⇵⇩⇘⇨ + □
Frankensteiner – (Close) ⇘ + × + ○
One-Two Punch – □, △
One-Two Uppercut – □, △, □
Smash Uppercut – ⇨⇨ + △
Dynamite Uppercut – ⇩ ⇘ + △
Drop Kick – × + ○
Satellite Drop Kick – ⇨⇦⇨ + × + ○
Jail Kick – ⇨⇨ + ○
Knuckle – ⇵ + □ + △
Elbow Drop – (Jumping) ○ + △
Flying Cross Chop – ⇦⇨ + □ + △
Double Knee Drop – (Jumping) × + ○
Frankensteiner – ⇘ + × + ○
Reel Punch – ⇨ + □
Rolling Tail Kick – ⇵ + ×
Falling on Buttocks Kick – ⇵ + ○
Rolling Punch Combo – ⇨⇨ (hold) + □, △, □, △, □
Rolling Punch – ⇦ (hold) + □

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Ais, Cambs CB2 5LR

guide

start

Publisher:	Eidos Platinum
Price:	£19.99
Format:	UK

1 Player

Memory Card 1 Block

Tomb Raider

No-one ever said Lara Croft was cheap – until the rerelease of her first great adventure on Platinum! So for those who missed it first time around, here are the cheats and locations of all the secrets.

SECRETS



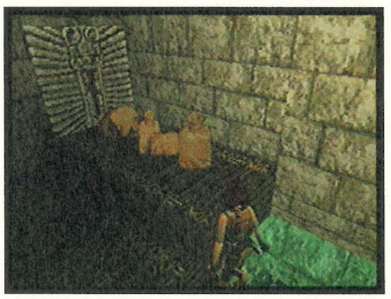
LEVEL 1 – CAVES

1. Jump to ledge from sloped rock in large square room near start to get small medikit.
2. In cave to left of where bats first attack, go right into the corner with the snowdrift and climb up to ledge above for small medikit.
3. In room with stairs, wolves and timed door switch, jump from rocks to ivy-covered ledge to find large medikit.

LEVEL 2 – CITY OF VILCABAMA



1. Pull lever in the underwater chamber to open door in the pool with serpent fountains, leading to small medikit and Magnum clips.
2. Pull other lever in the underwater chamber to open hatch to the room above for small medikit.
3. Go upstairs to the left of locked gate and gold idol imprint. Opposite the switch (which turns off blades) is a secret tunnel leading to Uzi clips.



LEVEL 3 – LOST VALLEY

1. Climb ledge to right of right waterfall at end of valley for shells.
2. Climb up twice between the two waterfalls, jump over to ledge and shimmy to middle-top of right waterfall, pull yourself up to find shells and Uzi clips.
3. Heading for the temple to left of the valley, climb ledge in right cliff, then jump left to the second ledge. Grab the third ledge, then leap and grab fourth ledge. Do one more giant leap onto the temple roof for a large medikit, Magnum clips, Uzi clips and shells.
4. On the bridge by the cog mechanism, drop off and grab side, shimmy left and drop onto a rock. Go up and turn left for large medikit.
5. Swim down flooded channel and surface in room with shells and small medikit.

LEVEL 4 – TOMB OF QUALOPEC

1. In passage leading to Scion room, climb up just to the right of last dart pipe, squeeze next to idol and run across room of crumbling tiles to get shells in left corner.
2. After Secret 1, drop off ledge and shimmy to outside wall and drop onto spiked floor. Walk (don't run!) through spikes and collect Magnum clips under



ledge you were just on. Walk through all spikes to the door above and climb up and out.
3. Before finishing off Larson in the final shoot-out, swim to bottom of pool and find small tunnel leading to large medikit and Magnum clips.

LEVEL 5 – ST FRANCIS' FOLLY

1. In main hall, climb push-block and jump to ledge on right wall. Leap onto the left slope, jump again to somersault backwards onto the opposite slope, jump and grab the platform. You must repeat the process on the upper slopes to reach the secret area with a large medikit and shotgun shells.



reach bottom to land on small ledge, then look to left of water for hidden passage. Do running jump into it to collect shells.
2. Shimmy along crack above crocodile pit and climb up to find shells.
3. In the colosseum corner room with lots of pillars, walk right up to one of them



2. Through upper doorway, slide forwards down slope towards water and jump just before you reach the end to land on small ledge. Jump across and grab doorway to get shells and small medikit.

3. In water channel, swim up into first opening to get shells.

4. Tricky! After pulling lever to open Thor door, jump to right to land on grey square which opens secret door on bottom level. You have to be fast to reach it before it closes. Immediately turn right and run: as you reach edge, roll so Lara flips over and falls (grab edge to lessen damage of fall). Run forward and use the same roll technique at the edge. Run forwards, shoot the two bats, and fall over edge (a long, damaging fall) to reach secret door and collect large medikit and Magnum clips.

LEVEL 6 – COLOSSEUM

1. From ledge leading to the crocodile pit, slide down slope and jump when you and you'll hear a door opening. If you look up you can see it on a two-block platform. Now jump forwards onto the smallest block, sideflip right, backflip, sideflip left, jump forwards, and run through the door for two large medikits, Uzi clips and the Magnums!

LEVEL 7 – PALACE MIDAS

1. Jump into T-shaped pool and swim through to another cavern. Climb the rocks to the right until you can go no further, then jump forwards twice to reach



the small medikit and Magnum clips in the left corner.
2. Grab and drop off the edge of the T-shaped pool to find shells, Uzi clips and small medikit.
3. Returning from the Midas room, go to right corner of garden, next to entrance gate. Shuffle right behind the tree to find a concealed switch to open gate to right. Enter and jump through the snapping doors to find shells, Magnum clips and small medikit.

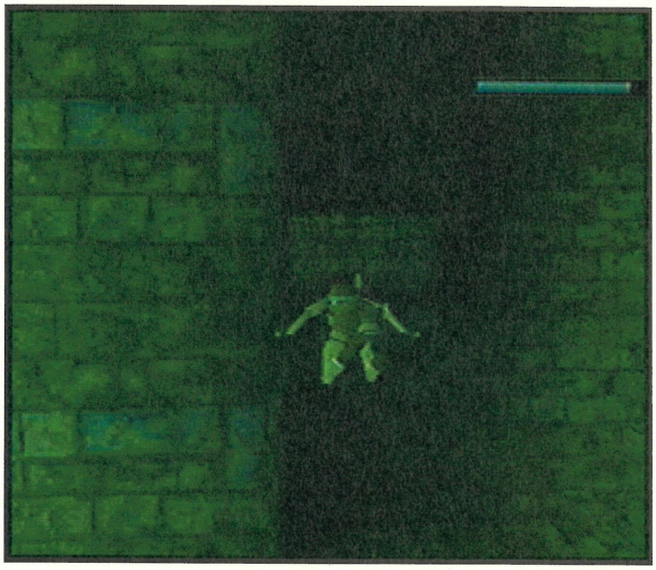
LEVEL 8 – CISTERN



1. In room with flood switch, jump onto ledge on right, then jump up and grab ledge above. Get medikit then jump to top of slope on right. Turn left, grab ledge, and climb up for secret shells.
2. In main pool, swim through small tunnel in the west side for Magnum clips.
3. After collecting the gold key, go up stairs to locked silver doors, turn left and push block into the wall. Enter and jump to ledge for large medikit and two Magnum clips.

Above: By jumping up the right ledges in the flood switch room, you can find a secret area.

Below: You can swim through a small tunnel in the west side of the main pool for a secret.



guide

continued



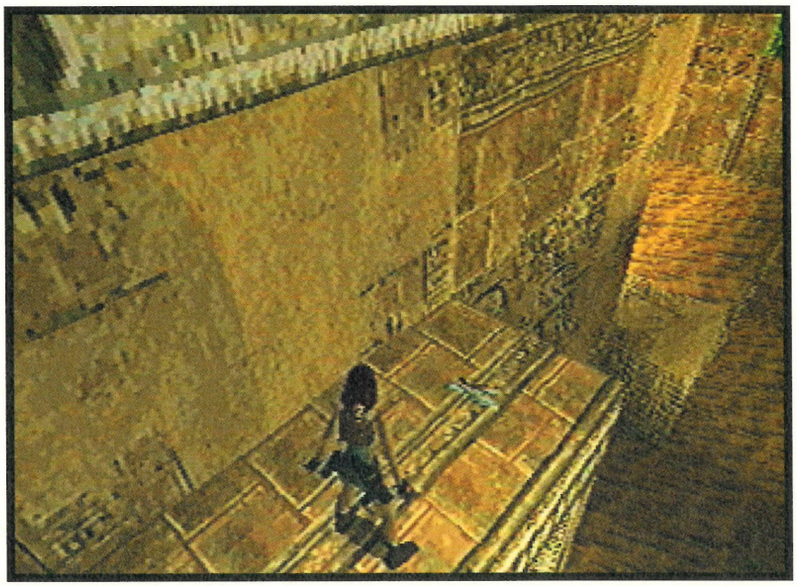
Above: Stepping in turn on the three grey-edged floor panels in the pit opens this secret door.

LEVEL 9 – TOMB OF TIHOCAN

1. Go down past snapping doors to the large crocodile pit. Step on the three grey-edged floor panels (look down from stairs to seem them more clearly) to open a door in the corner. Enter and turn to face the door, jump left and hold the button to make multiple leaps to shells and a medikit.
2. When sliding down the slope into the large pool, keep jumping left just before the end to discover a secret room. You need to jump across a set of crumbling platforms: turn so Lara's right side is facing the first tile, then jump right, forward, right, right, back, right to reach Uzi and Magnum clips.

LEVEL 10 – CITY OF KHAMOON

1. In the large room with the crocodile, slope and pool, climb up ledges to left of the cat-statue temple. Turn left to find a secret room containing Magnum clips and large medikit.
2. After climbing via golden bridge into room above the upper pool, head for silver gong and jump to left ledge. Turn right and jump to rock ledge and go to end for Magnum clips. Slide down slope to left and get medikit, then jump to paw on your right. Jump to green ledge on your left and get Magnum clips. Get on slope, then jump to the ledge above ramp for some secret Uzi clips.
3. In darkened room with panthers, go to far-right corner and run along back wall until you hit a ledge: climb up to reach a bridge. Cross over it to middle ledge, go to left and shoot panthers below. Jump to alcove in corner for secret shotgun shells.



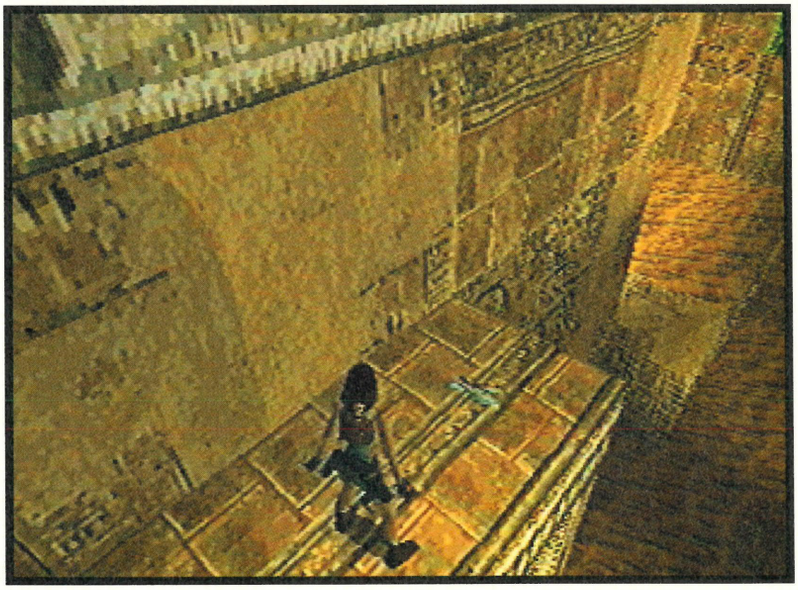


LEVEL 11 – OBELISK OF KHAMOON

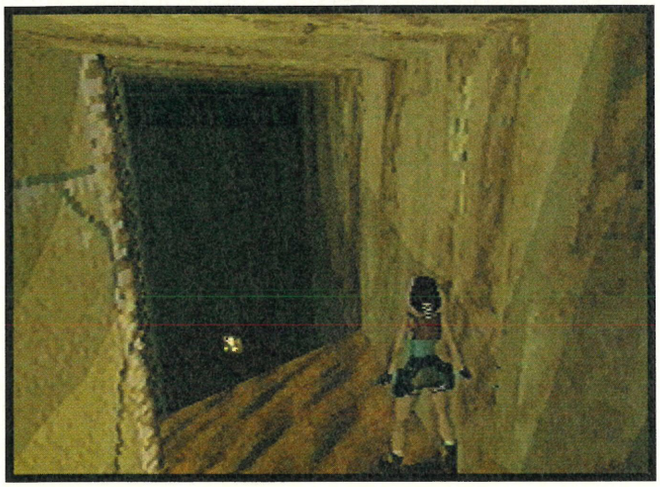
1. In upper chamber above room with slopes, take a running jump from left of ledge to the top of the obelisk in the bridge room for Uzi clips and medikit.
2. From the obelisk top, locate the silver gong below and run-jump to reach it for Uzi clips and medikit.
3. Go through north door in bridge room and climb stairs to left. Grab crevice and shimmy right until you can pull yourself up. Turn and jump to ledge on right and enter tunnel for Magnum clips and large medikit.

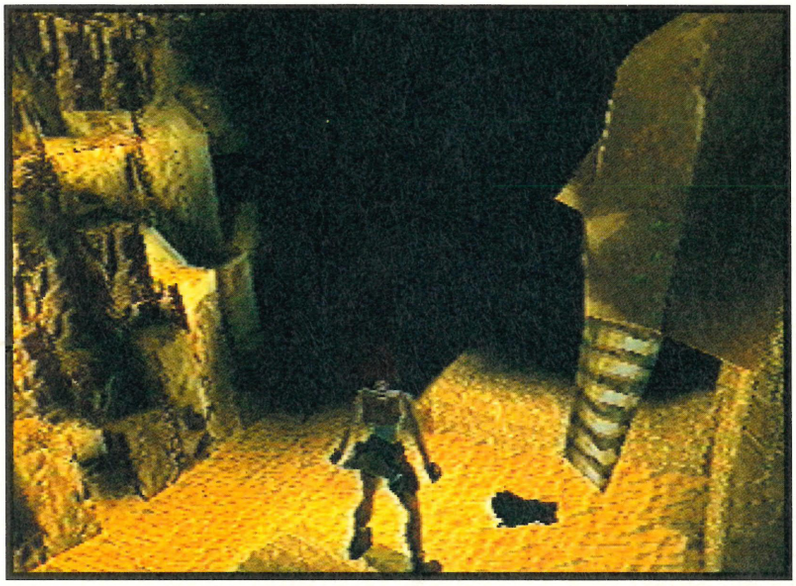
LEVEL 12 – SANCTUARY OF SCION

1. Just the one secret on this level, but it's a good one. After using the two Ankhs at the top of the Sphinx's head, walk along left side of head until you can't go any further. Look down to see a gun clip floating magically in midair.



Above: Climb up the ledges left of the cat-statue temple, then turn left to find the secret room.





Jump over to it and land on an invisible ledge to collect the long-awaited Uzis plus ammo!

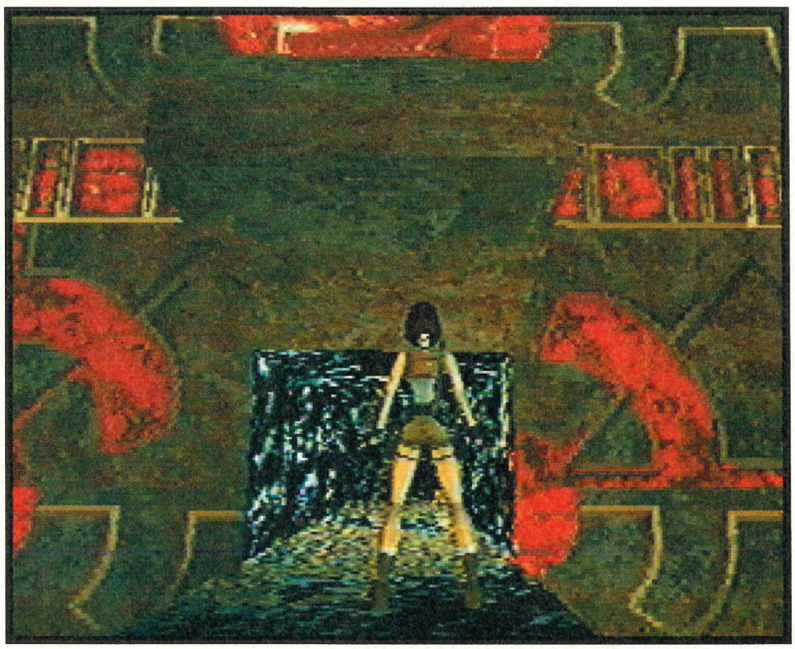
LEVEL 13 – NATLA'S MINES

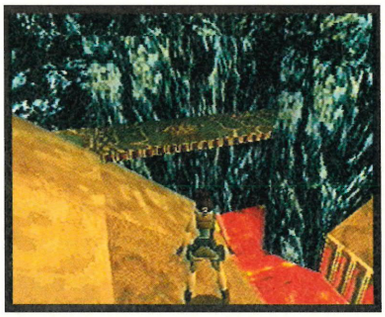
1. After lowering the hoisted cabin, climb onto its roof and jump up to the tunnel in the east wall. Climb up to the right of the tunnel and go through the opening gate to find a trapdoor between two slopes. Turn around, slide down backwards and grab hold of the ledge when the door opens (revealing lava below) – haul yourself back up to close the trapdoor. You can now climb up to into the adjacent secret room for large medikit and Uzi clips.
2. In the long lava chamber with the pillars, jump to the left one, then to the next middle pillar. Jump across to the tunnel entrance on the right. Immediately run forward and push the block to avoid the rolling boulder. Climb up in the corner of the room to find Uzi clips and a large medikit. (From here you can run down the tunnel in the corner and drop to some more tracks to find a large medikit, Uzi clips and the shotgun.)
3. After killing the Uzi-toting skateboarder, look for the hole with water instead of lava. Dive in and swim through the gate for Uzi clips and small and large medikits.



LEVEL 14 – ATLANTIS

1. After opening the central door in the far wall of the first hall, go to the ledge above the square lava room and drop backwards to grab onto the block below. Climb up into the secret tunnel for Uzi clips, Magnum clips and large medikit.
2. After jumping via the dark ledges across the pyramid slope (by pool), there are some more invisible ledges leading to a secret area at the top-right. From the furthest dark ledge, jump forward-left, then forward-right twice, and climb to the tunnel on the right for Uzi clips, Magnum clips and large medikit.
3. In the long red hallway, go into the corner opposite the entrance to activate a hidden pressure plate, then immediately run up the hallway – blasting the demons which attack – and get through the door on the right side before it closes to find a large medikit, Uzi clips and shotgun shells.





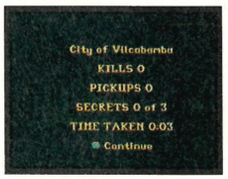
Left: This bridge to the first secret area only appears when you land on a certain part of the slope. Turn back and quickly jump to it before it lowers again.

LEVEL 15 – THE GREAT PYRAMID

1. In the lava room with two slopes, jump via the dark ledges: turn right and do a standing jump, then another one forwards. Turn left and jump to the ledge on the opposite slope, then turn right and jump to the next ledge on the original slope. Now, if you look back to the start of the room, you'll see that a bridge has been raised. Jump back the way you came and cross the bridge before it drops to find a secret room with large medikit, Magnum clips and shotgun shells. (Use the switch twice to raise part of the bridge again.)
2. In the long room with the sloped pillars, you can jump from the starting ledge to grab the blood-stainged wall to the left of the crevice on the left side of the room. Shimmy right to the upper ledge at the end for a large medikit and Uzi clips.
3. When you reach the long drop (to the tiny pool) and the swinging blade, there's a secret area hidden behind the latter. To reach it, walk to the edge of the sloping ledge and walk a couple of steps backwards, then hop back once. When the blade is at its lowest, do a running jump over to the crumbling platform, holding forward and jump to leap onto the ledge behind. Go through to find a large medikit and Uzi clips.

cheats

Level Skip
Enter this code once on the inventory screen:
L2, R2, △, L1, L1, ○, R2, L2
Note: This works with the default control system (Type 1). If you're using one of the others, use the relevant alternative sequence...
Type 2: L2, R2, ○, △, △, L1, R2, L2
Type 3: L2, R2, R1, △, △, L1, R2, L2



Maximum Weapons
Enter this sequence in the inventory screen to make Lara sigh.
L1, △, L2, R2, R2, L2, ○, L1
Now return to the action, then when you return to the inventory screen you'll see all those lovely weapons.
Note: If you have the NTSC version of the game, press R2 for L2 and vice versa. This code works with the default control system (Type 1). If you're using one of the others, use the relevant alternative sequence...
Type 2: △, ○, L2, R2, R2, L2, L1, △
Type 3: △, R1, L2, R2, R2, L2, L1, △



Left: In Atlantis, drop off the first ledge above the lava room and climb up into the tunnel.

Logic 3 Bonanza

After the incredible number of entries received for last month's Ultimate Accessories competition, PowerStation have teamed up with Logic 3 to bring you another great bundle of joy. There are three sets of prizes to be won by three lucky readers.

1ST PRIZE:

Top Drive Steering Wheel
Protector Light Gun
Control Station Pad
Link Cable
Pad Extension Lead
RGB Scart Cable
1 MB Memory Card
4 MB Memory Card
Dominator Analogue Joystick





2ND & 3RD PRIZES:

Protector Light Gun
Control Station Pad
1 MB Memory Card

HOW TO WIN!

To stand a chance of winning one of these superb prizes, you must first enter! Simply answer the following question – correctly of course!

Q. WHICH STAR TREK CHARACTER WAS A SUCKER FOR LOGIC?

A) CAPTAIN KIRK
B) SPOCK
C) DR MCCOY
D) SULO

Write your answer on the special entry form on page 101.







In Hot Pursuit

If you haven't heard already, Need For Speed III: Hot Pursuit is one of the best two-player split-screen racing games around – yes, it's even better than Gran Turismo's! What's that... You don't have a copy? Well, now is your chance to win one.

Thanks to the guys and gals at Electronic Arts we have ten copies of the game to give away.

IN PURSUIT OF VICTORY!

To be in with a chance, simply answer the following question:

Q. HOW MANY TRACKS ARE THERE IN NEED FOR SPEED III: HOT PURSUIT?

A) 7
B) 8
C) 9
D) 10

Write your answer on the special entry form on page 101.

Gamester Give-Away

If the caboodle of prizes on offer on the other side of the page isn't enough to set your pulses racing, then how about winning some tasty products from PSX-Tension regulars Gamester LMP?

Yes five lucky winners will each receive:

1 PSX Steering Wheel
1 PSX Pad
1 PSX Memory Card

All three products have been reviewed in PSX-Tensions over the past few months, and have all received high praise for their design, amongst other essential gaming aspects. But just how will you be able to lay your sweaty little hands on these fine products? Easy, just answer the following question:

Q. WHY DO YOU DESERVE TO WIN THESE QUALITY PRIZES?
(In no more than 15 words)

Write your answer on the special entry form on this page.







Devilishly Good

PowerStation and Electronic Arts have teamed up once again to place ten copies of the dark and demonic Diablo on the sacrificial altar.

For a chance of winning one, simply answer the following question:

Q. WHAT OTHER RECENT EA TITLE FEATURES A DIABLO?

A) SKULL MONKEYS
B) FIFA: ROAD TO WORLD CUP '98
C) NEED FOR SPEED III: HOT PURSUIT

Write your answer on the special entry form on this page.

COMPETITION ENTRY FORM

Fed up of licking tons of stamps? Well now you only need one to enter all our top competitions in this section. Just enter your answer for each competition on the special form below, stick it in an envelope, and send it to: Competitions #21, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Entries must arrive by 21st May at the latest and the editor's decision is final.

Logic 3 Bonanza A B C D

In Hot Pursuit A B C D

Gamester Giveaway (15 words or less)

Devilishly Good A B C

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Name.....

Address .....

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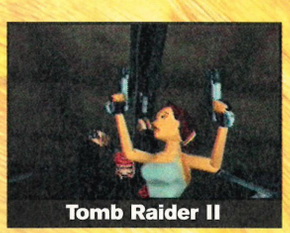
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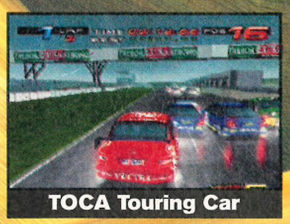
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start

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Tomb Raider II

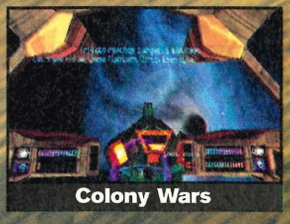

TOCA Touring Car

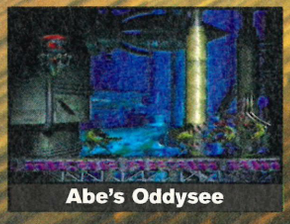

Fighting Force


MDK


Formula 1 '97


Final Fantasy VII


Colony Wars


Abe's Oddysee

back issues

Why not complete your PowerStation collection? Each issue is just £3.95 plus £1.00 handling fee. But hurry – they're selling out fast! (Issue #18 is also sold out.)

issue 8

Complete play guide to *Twisted Metal 2* with exclusive maps, plus *Tobal No.1, Jet Rider, Command & Conquer, Super Puzzle Fighter II Turbo, Darkstalkers, Casper, Legacy Of Kain* and *City Of The Lost Children*. Order your copy now, while you can!



issue 9

Full in-depth guides to *Soul Blade, Micro Machines V3, Excalibur 2555, Little Big Adventure* (part 1), *Porsche Challenge, Sentient, Total NBA '97, Rally Cross, Blood Omen, adidas Power Soccer Int., Soccer '97* plus Platinum Range classic tips!



issue 11

The biggest guide to *ISS Pro* you'll ever find, plus *Swagman* (part 1), *Exhumed* solution conclusion, full *Spider* walkthrough with cheats, *Tobal 2* player's guide, *Actua Soccer Club Edition* tips, plus Platinum Range bonus featuring complete solution to *Fade To Black*.



issue 12

Part one of our fantastic *Syndicate Wars* solution, complete player guide for *Wing IV*, the ultimate guide to *Time Crisis, V-Rally* gets road-tested, as does *Ray Tracers*, plus tips and guides to *Swagman* (part 2), *Raystorm, Tiger Shark, Exhumed, Alien Trilogy* and loads more!



issue 15

The biggest and best guide to *F1 '97* you'll ever find! Plus, *Rosco McQueen* mapped (part one), *Rapid Racer* guide, *Moto Racer* guide, *Croc* solution (part 1), *Overboard!* tips and level guide, *V-Rally* new cheats, *Ridge Racer Revolution, Hercules* (part 2) and more!



issues 14, 16, 17 and 18



issue 19

Exclusive 20-page guide to *Bushido Blade*, plus an exclusive mapped guide to *Grand Theft Auto, Nightmare Creatures* mapped solution part 2, and *Duke Nukem* final episode and secret missions. Complete guide to *Auto Destruct*, plus *NBA Live '98, Crash Bandicoot, Wipeout 2097*, and *Micro Machines v3*.



issue 20

Exclusive complete solution to *Deathtrap Dungeon*, plus full guide for *Brahma Force*. Winter Sports Special includes guides to *Cool Boarders 2, Nagano Olympics, Actua Ice Hockey*, & *NHL Faceoff '98*. Plus *X-Men, Skull Monkeys, Soviet Strike*, and *Porsche Challenge*.



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PSX Tensions

joypads memory cards sound systems light guns hardware software gizmos

What's wrong with adding a little colour into our lives? According to SCEI, nothing! Which is why, months after PlayStation accessories competitors have tried and failed with sickening colour schemes, Sony have decided to finally show them all how it should be done. We also bring you an update on what Sony's PDA looks like, and reviews of the latest PlayStation accessories.

Sony Accessories In 'Technicolor'!

New Colours For Dual Shock Analogue Joypads & Memory Cards

With many multicoloured third-party joypads and memory cards already available, it was inevitable that Sony Computer Entertainment Inc would release their own official joypads in a wonderful array of colours.

Although there have only been two colours released in Japan to date – 'White' and 'Black Diamond', retailing for 3300 yen (£16.05) – this month sees the release of a further four tasty-looking colours: Crystal, Smoke Grey, Emerald, and Island Blue.

As for the memory cards, there are nine different colours available: Gray, Emerald, Island Blue, White, Cherry Red, Crystal, Lemon Yellow, Candy Orange and Black; retailing for 1800 yen (£8.76). And unlike most third-party colour accessories, Sony's chosen colours work well, and don't make you want to vomit uncontrollably!



So far, there has been no word as to when these fantastic new accessories from Sony will be released over here – although one thing is for sure, they'll certainly be more expensive than their Japanese counterparts.





PDA Update

Latest Picture Of Sony's Personal Digital Assistant

After weeks of speculation, we can finally reveal what Sony Computer Entertainment Inc's much awaited Personal Digital Assistant looks like – and it's not that much bigger than a memory card. As revealed last issue, this new LCD gaming/organiser device can be connected to your PlayStation to transfer data. Although the PDA may seem tiny, it promises a lot for something so small. But as the saying goes, 'size isn't everything' – well that's what our ex-editor Ryan always says!

Special Tekken 3 Joystick

Hori To Release New 'Real Arcade' Tekken 3 Joysticks

Released in Japan on the same day as *Tekken 3* (March 26th), Japanese accessory suppliers Hori have made a special joystick for the game, called 'Real Arcade'. In order to retain the arcade feel and simplicity, the Select button and all L and R buttons have been removed; just leaving the four symbol buttons and Start button.

The appeal to such a design remains to be seen – particularly in Europe – but no doubt keen *Tekken* fans will be fighting one another in the streets to get a hold of this limited edition accessory, of which 30,000 will be made. In addition, three Character Cards will be included with the joystick – collector's items in themselves.

The Real Arcade joystick will retail for 3,980 yen (£19.36), but will no doubt cost an arm and a leg through import shops.



Gunz-T Tilt Control Shooter

Supplied by: Act Labs
Price: £TBA

It's been five issues since we reviewed the original Gunz light gun, and you'd think a few lessons would have been learnt after that fiasco. A few months down the line and along comes the Gunz-T light gun – the 'T' standing for 'Tilt' no less! Unfortunately it's the same cheap plastic design, only in a different colour – and it still looks like something out of Mars Attacks!

This time, there are a few extra functions. The first is a rather annoying Tilt Control system: you simply tilt the gun more than 45° to the side to make your game character duck. Although a good idea in theory – and perhaps *Time Crisis* – in practice it's anything but helpful. Most games don't have a ducking option; and when we laid the gun down for a rest, it started auto-selecting things on-screen!

Undoubtedly the best aspect to the Gunz-T is the Guncon mode – thus enabling you to play Namco games. The aim is pretty accurate, particularly when using the Guncon option. However, Guncon compatibility is rapidly becoming standard, and unfortunately here it's been attached to a rather substandard gun.

Overall: ★★☆☆☆



WIN Aiwa TS-CD20 Active Speaker System

In the last issue of PowerStation we reviewed this rather tasty Aiwa Speaker System set (RRP £120); and it's still getting 'tested' on Paul's desk every day!

Three of you lucky winners will have the chance to win one of these superb PlayStation accessories, kindly supplied to us by those nice people at Aiwa.

How To Win!

All you have to do for a chance of winning one of these fantastic sound systems is answer the following question:

Q. Name three other electrical products that Aiwa produce (eg Hi-Fis)

Write your answer on the back of a postcard (or sealed envelope) and send it to: Aiwa Comp. PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

Entries must arrive by 21st May at the latest and the editor's decision is final.

Techie Specs
Power Output
Total: 20 W
Satellite speakers: 5 W + 5 W
Woofer: 10 W

Input Terminals
RCA (phono) jack (2)

Input
Sensitivity/Impedance
0.5 V/47 kilohms

Supplied Accessories
Connecting cord (1)
Speaker stands (2)
Screws (2)
AC cord (1)





Data burst

the biggest database of tips, cheats and codes in *any* magazine

2 Extreme

Ramp Tricks

Certain ramps give you more air, so do hard tricks to get more points. You can do more than one trick on a ramp.

Skate Board	△, ✕, □, ○
Snow Board	△, □, ✕, ○
Roller Blade	○, □, ✕, △
Mountain Bike	✕, □, △, ○
	✕, ○, □, △

Abe's Oddysee

Level Select

On the main menu hold R1 then press ⇩, ⇨, ⇦, ⇨, □, ○, □, △, ○, □, ⇨, ⇦.
A level select menu will then appear.

View All FMV

On the main menu hold R1 then press ⇧, ⇦, ⇨, □, ○, △, □, ⇨, ⇦, ⇧, ⇨.

Voice Cheat

Hold down R1 and press △, ⇧, ○, ⇦, ✕, ⇩, □, ⇨ during a game. Abe will now be able to mimic passwords without uttering a sound.

Actua Soccer

Secret Team

When the FMV title screen is displayed, press Select + ⇖ together and then go to Exhibition. Now by flicking through the teams, you'll see the Gremlin Showbiz XI are available in a tasty black football strip.

Actua Soccer 2

Enter the following cheats from the main menu:

Gremlin 11 – ⇦, ⇨, □, ○, ⇧, ⇩, □, ○
Super Furry Animals – ⇦, ⇦, □, ⇨, ⇨, ○, ⇧, ⇩
Ghost Ball – □, □, ⇦, ⇦, ⇨, ⇨, ○, ○
Beach Ball – ⇦, ⇨, ⇦, ⇧, ⇦, ⇨, □, □
Dwarves – ○, ⇩, ⇩, □, ⇧, ⇧, ⇦, ⇨
Giants – ⇧, ⇩, ⇩, ⇨, □, □, ○, ○
Floodlight Failure – ⇦, ⇦, ⇦, ○, ⇨, ⇨, ⇨, □
Invisible Players – □, ○, ⇩, ○, ⇧, ⇨, □, ⇦
Black & White/Colour TV Modes – ⇧, ⇩, ⇧, □, ○, ⇧, ⇩, ⇧

If you have successfully activated a cheat, a string of text will pop up about 75% of the way down the screen for a couple of seconds.

All cheats have to be explicitly switched off. For example, once you have activated the giants cheat, the players will be giants until you re-enter the cheat. (Active cheats are saved as part of the save game.)

Adventures Of Lomax Lemming

Level Skip

During the game press: ⇩, Start, ⇧ (hold), L1 (hold), △, ○, ✕, □. A number appears left of Lomax. To skip a level, press and hold: ⇧, L1, Select + Start.

Helicopter Mode

Note: This only works when the Level Skip cheat is activated.
Select the chopper, then press L1 + □ to fly around the levels, just like Anneka Rice on Treasure Hunt.

Air Combat

Infinite Planes

If you complete the game on the Normal difficulty setting, when you play again you'll be rewarded with an infinite stash of every aeroplane.

Loading Game Cheats

Just before the game switches to the loading screen, press and hold R1 and ○. The loading screen will now change to lots of jumping CDs. Whilst in this screen, press any of the following button combinations for the desired effect...

Loading Game

Whilst on the jumping CD screen, press ⇧ ⇦ ⇩ ⇨. If this has been done correctly, a small green monster will appear in the bottom left-hand corner of the screen. Now the next time the game loads, you'll be able to play a very strange bonus game. Allegedly, if you complete this bonus game, you can employ wing-men in the actual game for nowt.

Alternative Paint Jobs

On the jumping CD screen, press ⇧ ⇩ ⇦ ⇨ ⇧ ⇩ ⇦ ⇨, R1. If the code has worked, a small jet plane will appear in the bottom left-hand corner of the screen. You'll now be able to alter the colour of your plane.

Colour Of Wingmen

On the jumping CD screen, press Start 10 times followed by R1. You will now have the added bonus of seeing your wingmen fly around in jazzed-up planes. Pointless but fun.

Different Paint In Two-Player

You can also alter the colour of your planes in two-player mode (if you're both petty). Input the following code on the jumping CD screen: ⇦ ⇨ ⇦ ⇨ ⇩ ⇧ ⇩ ⇧ ○ ○ △ △ △.

Air Combat 2

Model Display

By completing the game with a ranking of General, you'll open up this new feature on the options screen. Basically, it allows you to view every single aircraft in the game by bringing up a picture and letting you zoom in and rotate it around. It even tells you if it is an enemy or allied craft – which makes it easier for you to tell if you've found every single flyable plane in the game (there are 24 in total!).

Secret Missions

Upon accessing the Free Mission mode, if you play through the familiar missions again and complete them all on Easy, Normal and Hard modes, you'll be rewarded by two bonus missions that aren't in the normal game. These two can only be accessed in the Free Mission mode, so enjoy!

Music Test

Complete the game with a ranking of lieutenant and a Music Player mode will appear on the options screen. All 28 music tracks can now be played: use the shoulder buttons to select the track you want and press the ○ button to play it.

Lock Replay View

Hold down the map button during a replay to freeze the camera in its current position.

Alternate Mission Map View

Highlight the Mission option on the mission select screen and press Select. Three new viewing angles can now be chosen.

Andretti Racing

Car Editor

While racing, press Start to pause the game, then move the cursor to Race Statistics. Now press and hold L1 + L2 + R1 + R2 + ✕ + ○ + Select. This will bring up a secret car editor menu, enabling you to change many settings such as downforce, fuel consumption and tyre wear. Note that some of them can be reduced to below zero – try making the centrifugal force negative for a laugh!

Different-Coloured Cars

Start a new race and select the Begin Career option. At the Register screen, enter the following passwords:
Go Bears! – For stock cars
Go Bruins! – Formula One cars
At the car selection screen, you'll see cars with different paint and logos.

Area 51

Control Boss

Go to the first level of the game. Shoot nothing but the first three STAAR members. The game should restart and you will be controlling the alien boss.

Shotgun Cheat

At the pause screen press △, □, △, ⇦, R1.

Ballblazer Champions

Shrinking Rotofoil

On the password screen enter:
✕○✕✕○✕
✕✕✕✕✕✕
✕✕△△✕✕
□✕✕✕✕□
✕□□□□✕
Note: Code resembles a smiling face!

Master Dome

On the password screen enter:

Agile Warrior

Passwords

Level 2: 5433 **Level 3:** 0007
Level 4: 1213 **Level 5:** 1224
Level 6: 7154

Cheats

Pause the game to enter the following:

Invincibility
⇦, □ x4, △ x3, ○, ⇩, ✕, △ x3, □
Makes you invulnerable.

Maximum Fuel & Armour
⇦, □ x4, ⇧, △ x3, ⇨, ○, ⇩, ✕, △ x3, ○
Gives you full fuel and armour.

Max Weapons (999)
⇦, □ x4, ⇧, △ x3, ⇨, ○, ⇩, ✕, R1 x4, L1 x4, R2 x4, L2 x4
Gives you an unlimited supply of all the weapons.

B1 Airstrike
⇦, □ x4, ⇧, △ x3, ⇨, ○, ⇩, ✕ x6
Brings on the Stealth bomber for a devastating strike.

Mesh Fog Editor
⇦, □ x4, ⇧, △ x 3, ⇨, ○, ⇩, ✕, ⇧ x3, △ x3
Lets you alter the graphical shading, using □, △, ○, and ✕.

Overhead Map Translucency
⇦, □ x4, ⇧, △ x3, ⇨, ○, ⇩, ✕, ○ x5
Lets you seethrough the overhead map.

Mission Complete
⇦, □ x4, ⇧, △ x3, ⇨, ○, ⇩, ✕, △ x3, ⇩, ⇩, ⇩
Instantly completes all mission objectives.

New Camera Angles
⇦, □ x4, ⇧, △ x3, ⇨, ○, ⇩, ✕, ⇧, ⇩, ⇦, ⇨
Enter this code repeatedly for various new views.

Dirty Dancer
⇦, □ x4, ⇧, △ x3, ⇨, ○, ⇩, ✕, ⇩, ✕, ⇩, ✕, ⇩, ✕, ⇩, ✕, ⇩, ✕
Enter this code, then complete the current mission. On the next mission briefing, you'll see a sexy blonde girl dancing just for you!

All Missions Available
⇦, □ □ □ □, ⇧, △ △ △, ⇨, ○, ⇩, ✕, △ △ △, ⇧, ⇧, ⇧

Enable Ground Crash
⇦, □ □ □ □, ⇧, △ △ △, ⇨, ○, ⇩, ✕, □, ✕, ✕, □

Figures On Display
⇦, □ □ □ □, ⇧, △ △ △, ⇨, ○, ⇩, ✕, L1 + R2

All Missions Complete
⇦, □ □ □ □, ⇧, △ △ △, ⇨, ○, ⇩, ✕, Select, ✕, ✕, ✕, Select, △ △ △, Select, ✕, ✕, ✕

Adidas Soccer

Female Commentary

Go to the in-game options screen by pressing Select during an Arcade match. Now go to the Audio option, highlight Commentary and press the □ and ○ together. If the cheat has worked, you'll have the choice of French, German or good ol' Blighty babes to offer their uneducated match opinions as the action unfolds.

Arcade Special Moves

Attacking
Back-heel (□ + ✕)
Back flick (△ + ○)
Predator shot (✕ + △)

Receiving A High Ball
Heading (hold □ or ○)
Bicycle kick (✕ + △)
Hand of God (△ + ○)

Receiving A Low Ball
Mega volley (△ + ○)
Diving header (✕ + △)

Defending
Nudging (△ + ○)
Two-handed shove (△ + ○)
Kung-fu kick (✕ + □)
Mega tackle (✕ + △)

Flashy Stuff
Juggling (✕ + □)
Mega run (□ + ○)

Dream Team

Select a Friendly match and press □ + ✕ + L2 + R2 on the Tactics screen. At the top of the screen it'll say 'Dream Team' to confirm correct entry.

3D Lemmings

Fun Level
LEWISIAN
BLIMBING
FANAGALO
DRICKSIE
KURTOSIS
GREGATIM
WALLAROO
AVENTAIL
GAZOGENE
JINGBANG
DIALLAGE
BUNODONT
NAINSOOK
YAKIMONA
FUMITORY

CINGULUM
BESLAVER
ANABLEPS
QUINCUNX
TARLATAN

Tricky Level
CABOCEERGE
ROPIGA
BONTEBOK
EMPYREAL
LANGLAUF
NANNYGAI
SARATOGA
QUINTAIN
MUSQUASH

ZOMBORUK
SKILLING
WOBEGONE
BINDIEYE
FRAXINUS
LINDWORM
CURLICUE
HANEPOOR
IDEMQUOD
BLANDISH
MALAGASY

Taxing Level
CHORIAMB
GARGANEY
KAOLIANG
MAROCAIN

OBTEMPER
TASTEVIN
VELLOZIA
BORACHIO
JACKAROO
COOLAMON
BANAUSIC
FABURDEN
RECKLING
MIRLITON
OPAPANAX
BIMBASHI
CAATINGA
PENSTOCK
SPRINGAL
BABIRUSA

Mayhem Level
CHORIAMB
GARGANEY
KAOLIANG
MAROCAIN
OBTEMPER
TASTEVIN
VELLOZIA
BORACHIO
JACKAROO
COOLAMON
BANAUSIC
FABURDEN
RECKLING
MIRLITON
OPAPANAX
BIMBASHI
CAATINGA
PENSTOCK
SPRINGAL
BABIRUSA

Animations
Enter at the password screen and end-of-game animations:
SPACEAAA
EGYPTAAA
ARMYAAAA
MAZEAAAA

Level Select
LAMPWICK



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

Bases Loaded '96

Cheat Mode
Play a normal game and press △, □, ×, ○, ○, ○ on controller 2 .You will hear a piano noise, indicating that you have activated a cheat mode.

Any Inning
While in the cheat mode press × and the words 'lets go inning' will appear in the upper left-hand corner of the screen. Now press × repeatedly for the desired inning. For example: ×, ×, ×, × would bring you to the 4th inning.

Homer
While in the cheat mode press L1 – you will hear a voice say "home run". This lets you hit a homer every time.

Computer Takeover
While in the cheat mode press L2 – the computer will now play a game.

Alien Trilogy

The Ultimate Cheat
For all the weapons, unlimited firepower, invincibility and complete access to every level, enter this password:
1GOTP1NK8C1DBOOTSON

Jump Levels
In the password section, type G0LVL then a level number.

Xenomania Setting
2)J3BBBBBBDWP8903BBBBBBB
BMBBBXJBBB
3)LZBBBBBKCPB9N3DBBBCGB
BMBBCD1BBB
4)FBBBBBBBMCPB9XLDBBBFB
BBMBBCX1BBB
5)7LBB7BBB84PB9K3GBBBDLB
LMBBDB1BBB
6)1LBBBBBB6WPB7F3GBBBJ2B
BBBBDX1BBB
7)YGBJLBBB70PB9R3CQVCBG9B
BDBQFJ9CLB
8)WGBBBBBB0HPBJLBLL3BTGB
LMBVFX9DVB
9)XQBJLBBBMHPBJNVFQVBTGB
LMCBGD9HBB
10)4BBBGBBBFWPBQHLPN2BTL
BLJCGG29FBB
11)3ZBJLBBB4HPBQQ3PQVBTLB
LJCGHJ9FBB
12)03BJGBBBHWPB9BB0H3BTL
BLDCBHZ9GVB

Section 2
1)Z3BBSBBB74PB9GVTJVBBBBB
DB7JG9BVB
2)4BBLGBBBB8PB91B4PVBBBB
BMB3JZ9C3B
3)4GBKVBBBZRPB9BB5QVBBB
BBKCGKG9GLB
4)2BBQGBBBSRPBBBBB5BBBB
BBBBBBKZ9GVB
5)0ZBBBBBD9V8PB9QWDHBBTL
BLBCGLH9G3G
6)03BQVBD9VHPB9QWJM7BTLBL
GCGL09HBD
7)1LBHXBD354PBJBCLPQBTBBL
BB3MH9HBD
8)RQBBBBD988PBJCCVDBBTBB
LBBVM09CBH
9)4BBQVBFGX4PBJJMVQGBTLBL
BCGNH9FVK
10 (QUEEN)
77BQVBDMYMPBJ24XPQBRLBLB
BZNY9HBD

Section 3
1)8ZBCLBC8RMPBDKMPBD3BS1
BLBB3PF9HBF
2)H7BBBBCSFRPB9DWLP3BC7B
BLBLP09GVB
3)NQBBBBCSLMPBQHCLP3BC7
BBLBQQH9GVB
4)0GBBBBFGK8PBLH4KK2BBBB
BLB7Q09CBC
5)KBBBBBFGCWPBLH4KJVBBB
BBLB3RH9B3C
6)KVBBBBBRL0PB9BBBCLBSQB
BMB3R09CLB
7)03BBBBBB8CPB9BBXDQBSQ
BBMCBSK9CLB
8)WVBBBBBBY8PB9BBXL33BN3
BLMB7509CBB
9)TQBBBBBB4MP9P3BDQBBBB
BMCGTH9BBB
10)4VBJLBFGDMP89XVNQVBJLB
BMCBT49F3J
11)4VBFNBCSZ4PB94BNF7BQV
BBMB7VH9F3J
12)S3BBBBFGS0PB94BNKZBQV
BBMBZV09HBL
13)Q3BQVBDXRCPB94BNQVBTL
BLMBGWH9GBL

Battle Arena Toshinden 3

Random Select
Hold L1 + L2 + R1 + R2 at the character select screen. Press □, △, ×, or ○ while the selection box is moving.

Remove Display
Pause a fight. Hold ○ + △ + □ + × and press Select. This removes the continue, options, and reset selections. While continuing to hold all four buttons, press Select again. This removes the Life and Over Drive bars. To return the display to normal, repeat the code while pressing Select once.

Play As Sub-bosses
Beat the game with each basic character at level 3 or higher to unlock his or her sub-boss.

Play As Shou
Unlock all the sub-bosses, then beat the game with Vermilion at level 3 or higher.

Play As Abel
Beat the game with Shou at level 7.

Play As Veil
Beat the game with Abel at level 7.

Play As Naru
Beat the game with Veil at level 7.

Alternate Costumes
Beat the game with Naru at level 7. Use □ or × to select a character.

Instant Secret Moves
Beat the game with Naru, then set two or more of the shoulder buttons to special moves. Press all special move buttons at once to perform a secret move.
Note: This does not work for all characters.

Manual Camera Control
Enter the button configuration menu, highlight any shoulder button, and press L1 + L2 + R1 + R2. The controls for the shoulder buttons will change to camera view controls. The view may now be rotated manually.

Blam! Machinehead

Passwords

Level 2 (1.2)	SQDZFO5TJJ
Level 3 (1.3)	HYM7GODECM
Level 4 (1.4)	WFHIHOPOJC
Level 5 (2.1)	I54FHOD5BF
Level 6 (2.2)	E94FHOLLKJ
Level 7 (2.3)	MHLFHODTCM
Level 8 (2.4)	ALLFHOXGPU
Level 9 (2.5)	BDNJHOLLPU
Level 10 (3.1)	8JGIHO9B4V
Level 11 (3.2)	E9GGHOJIQH
Level 12 (3.3)	9F0JGOLZJD
Level 13 (3.4)	SKAGHO9P40
Level 14 (4.1)	JJ0BNN9FCM
Level 15 (4.2)	EYWJHOP7BF
Level 16 (4.3)	JQNFHOT7BF
Level 17 (4.4)	7G9DAOMOCE
Game Over	6H9DAOQJ2F

Ammo Code
On either the title screen or main menu, enter this code:
○ x4, L1, ○, L1 x2, ○, L1, ○, L1 x2, ○, L1, ○, L1 x4
An 'infinite ammo engaged' message will scroll across if you've done it correctly.

Assault Rigs

Invincibility
Fancy blasting your way around without getting hurt? If so, during play (there's no need to pause) press: ⇦, ×, ⇦, ×, ⇦, ⇦, ×, ⇨, ×, ⇨, ×, ×. If you see a message on the screen, you'll know that it's worked.

All Weapons
Again, input this special cheat code during play and you'll gain access to all the weapons in the game: ⇦, ⇨, ⇦, ⇦, ⇨, ⇦, ⇨, ⇨, ⇧, ⇩, ⇧, ⇧, ⇩, ⇧, ⇩, ⇩.

Codes
Here are the codes you'll need to get to the other levels. Just input them on that password screen...

02	■, ×, ■, ×, ▲, ■	09	■, ▲, ■, ×, ▲, ×	26	■, ●, ●, ×, ■, ×
03	▲, ■, ■, ●, ●, ▲	10	▲, ▲, ●, ■, ×, ■	27	×, ●, ■, ▲, ▲, ■
04	▲, ■, ▲, ▲, ●, ▲	11	▲, ▲, ×, ▲, ●, ■	28	■, ●, ■, ■, ■, ■
05	■, ▲, ▲, ▲, ×, ▲	12	●, ■, ▲, ▲, ▲, ×	29	▲, ■, ●, ×, ●, ●
06	▲, ■, ●, ●, ×, ■	13	▲, ■, ●, ×, ▲, ■	30	■, ●, ×, ●, ×, ■
07	×, ■, ■, ■, ●, ▲	14	▲, ▲, ×, ■, ■, ×	31	●, ■, ×, ▲, ●, ▲
08	▲, ■, ×, ■, ▲, ▲	15	●, ×, ▲, ▲, ▲, ▲	32	▲, ■, ×, ●, ■, ×
		16	●, ■, ●, ●, ●, ■	33	×, ×, ▲, ×, ×, ■
		17	▲, ▲, ▲, ●, ▲, ■	34	×, ●, ■, ●, ●, ■
		18	■, ●, ■, ×, ■, ▲	35	●, ▲, ×, ▲, ×, ▲
		19	×, ×, ■, ×, ▲, ●	36	×, ▲, ▲, ×, ×, ■
		20	×, ■, ×, ▲, ●, ■	37	×, ▲, ▲, ×, ▲, ■
		21	▲, ■, ▲, ■, ▲, ▲	38	●, ×, ▲, ▲, ■, ●
		22	■, ■, ▲, ●, ■, ▲	39	■, ▲, ■, ▲, ■, ×
		23	●, ×, ×, ×, ×, ▲	40	■, ×, ▲, ×, ×, ▲
		24	▲, ■, ■, ▲, ▲, ▲	41	▲, ×, ▲, ●, ■, ×
		25	▲, ●, ▲, ▲, ●, ■	42	●, ×, ▲, ●, ×, ■

Auto Destruct

Passwords

2	sXFVgffPh
3	sXFVffhPt
4	sXBKgfhPh
5	gSKKJffsp
6	rmFJkHCrP
7	rmFJhHCrb
8	sXBVgrfPk
9	kRfXrWYPs
10	gFFVkrFVY
11	sSSPhtZNb
12	gSTBXrfmq
13	gXTCTTZmY
14	gXWBXWfrz
15	sSSFJWLNZ
16	gSTRghCfm
17	gSFXTMBKH
18	sVHtsMMKCJ
19	gSFXTMBKH
20	gSBMVMFKS
21	sPCgfghggr
22	gSFMgkHZP
23	sPHgfgfgS
24	gXBTgshCM
25	gSJVfVYZN

Cheats
Press pause during play, then input the Cheat Menu code. Now pause to enter any of the other cheats, which can then be activated on the cheat menu.

Cheat Menu
⇧, ⇩, ⇦, ⇨, ⇩, ⇨, L1, R1, R1

Blood Mode
L1, ⇩, R1, ⇦, L1, ⇨, R1

Immortal
⇨, R1, ⇧, L1, ⇧, ⇨, R1, ⇩, L1

Angels
⇧, R1, ⇩, L1, ⇧, ⇦, R1, ⇨, L1

Swarmers x5
⇧, ⇩, ⇧, ⇦, ⇨, R1, L1, R1, L1

Double Lasers
R1, L1, R1, L1, ⇧, ⇩, ⇧, ⇦, ⇨

Car Select
⇦, R1, ⇨, R1, ⇦, R1, ⇨, R1

New York Time Trial
L1, ⇨, ⇩, ⇦, ⇧, R1

Tokyo Time Trial
L1, ⇦, ⇨, R1, ⇦, ⇨, L1

Subway Time Trial
L1, ⇦, L1, R1, ⇨, R1

Debug Menu
⇧, ⇨, ⇦, ⇩, ●, L1, R1, R1, L1, ●, ⇩, ⇦, ⇨, ⇧

Choose Mission
⇧, ⇩, ●, L1, R1, L1, ●, ⇩, ⇧

Next Mission
■, ●, R1, L1, ●, ⇩, L1, ⇧

Extra Nitros
L1, ●, ⇩, L1, ⇧, ■, ●, R1

All Money
L1, R1, ⇧, ●, ⇩, ■, ⇨, R1, L1

Extra Time
⇩, L1, L1, ●, ●, R1, ⇧, ■, L1

Invulnerability
L1, L1, L1, L1, ⇦, ●, ●, ■, L1

Infinite Fuel
L1, ●, ⇦, L1, ●, R1, L1, ⇧, R1, ⇩

All Time Trials
R1, L1, ●, ⇦, ●, ●, ⇦, L1, ●

Car Tune-Up Menu
L1, R1, L1, ⇧, ⇩, ●, ⇩, ⇨, ⇦, ■, R1

Now go into Games option and choose Solo Survivor. You'll have chosen the one-player mode, but your lives will never go down.

Level Passwords

Ziggurat	NAEMMAAB
Backstab	MAGDIEAH
Fall N Arch	NINKPDME
Fugitive	MJKKAMKC
Rainbow	JODPIGEH
Lavapalooza	ICJABNA

Blazing Dragons

Password
If only Flicker could win the tournament and marry the princess...
V?U5MK 4N6LUL OHW5CB.

Blood Omen

During the game, input the following codes for a bundle of goodies.
Blood Refill: ⇧, ⇨, □, ○, ⇧, ⇩, ⇨, ⇦
Full Magic: ⇨, ⇨, □, ○, ⇧, ⇩, ⇨, ⇦
All FMV: ⇦, ⇨, □, ○, ⇧, ⇩, ⇨, ⇦

Black Dawn

Pause the game and enter Select, L2, Select, R2 before the relevant code for each cheat:
Max Fuel & Ammo – △, △, △, ○
Max Weapons – L1, L2, R1, R2
Summon Wingman – □, □, □, ○
Mission Complete – △, △, △, ⇩, ⇩, ⇩
Screen Mode Toggle – ⇩, R1, R2 (bypasses pause menu)
Upgrade Current Weapon – L1, L1, R1, R1

Blast Chamber

Infinite Lives
Go to the Main Menu screen and press the following: □, ⇦, □, ⇨, ○, ⇩, ○, ⇧.

Bloody Roar

Mekon Heads
Play the game on normal mode and put the cursor over a pugilist on the character selection screen, then hold L2 and press ○.

Small Fighters
Put the cursor over a pugilist on the character selection screen, then hold R2 and press ○.

Big Ring
Defeat ten or more characters on Survival mode to get the large ring option.

Battle Arena Toshinden

Play As Gaia
To play as the deadly warrior, Gaia, simply input the following code very quickly on the title screen when the text to highlight the option flows-in from either side of the screen: ⇩ ⇙ ⇦ □ (where □ represents weak slash; if you have changed your button configuration, press the corresponding button). If the code has been entered correctly, you should hear a voice say "Fight!". Now go to the character select screen and highlight Eiji, and then press ⇧ whilst you select him. If all is well, Eiji's portrait will turn blank and the name "Gaia" will appear underneath.

Play As Sho
To play as the hidden Master of Darkness, input the same code you entered above and then let the game run into the demo mode. Whilst the demo is running, press Start on controller two to bring up the title screen again. Now press the following code very quickly on controller two whilst the text to highlight the options flows-in from either side of the screen: ⇦ ⇨ ⇦ ⇨ ⇦ □ (where □ represents weak slash; if you have changed your button configuration, press the corresponding button). As before, you should hear a voice say "Fight!" to indicate that the cheat has worked. Now go to the character select screen and highlight Kayin, and then press ⇩ as you select him. If all is well, Kayin's portrait will turn blank and the name "Sho" will appear.

Instant Special Moves
After entering the codes to play as Gaia and Sho, wait until the game switches to demo mode and then sit through the whole thing until the title screen comes up again. As the text to highlight the options flows in from either side of the screen, press ⇙ and weak kick on controller 1. If the code has worked, you'll hear a voice say "Fantastic!" and the option text will turn white. To make the most of this feature, go to options and change you control type that that the L1, L2, R1, and R2 buttons are used for special moves. Now start fighting and marvel at your special moves at the touch of a button. If you press all four buttons and Select during a fight, you'll unleash your character's desperation move. Note that this cheat only works on Easy & Very Easy modes.

Config Select
After inputting the instant special moves cheat, wait for the demo to start and then press Start. As the text to highlight the options flows-in from either side of the screen, press the following combination very quickly on controller two: ⇦ ⇨ ⇦ ⇨ ⇦ □ (where □ represents weak slash; if you have changed your button configuration, press the corresponding button). If done correctly, you'll hear a voice say "Fantastic!" and the option text will turn yellow. This cheat will allow you to use any control configuration on any difficulty setting.







continued

Battle Arena Toshinden 2

Last Boss
At the title screen press ⇧, ⇩, ⇧, ⇩, ⇧ + ▲ to access the last boss.

Select Bosses – The Hard Way
Complete Battle mode on skill level 4. Then, when you go to pick your character, the random select will show the normal two bosses, Uranus and Master, which can now be selected.
Complete Battle mode on skill level 6 (with no continues) and two more bosses will be selectable: Sho and Vermillion.

Now, to get the last secret guy, Grim, you have complete Battle mode on skill level 8 using Vermillion. Then on the title screen, press ⇦, ⇦, ⇨, R1, ▲, L2 and ■. You'll know if you've done it right, because you'll hear a bell.

To select a boss highlight the ? on the character selection screen and hold down the Select button to slow the scrolling. Now press ■, ▲, ● or ✕ when the required boss appears.

Easy Select Uranus & Master
On the title screen, as the menu items fly in from the left, quickly press (on controller 1): R1, L2, ✕, L1, R2, ●. You'll hear a jingle if it's worked. Now go to the character select screen and highlight the random box. By timing your button press, you'll be able to select Uranus or Master.

Easy Select Sho & Vermilion
Once you've activated the Uranus & Master code, wait until the menu items fly in from the left again, and quickly press (this time on controller 2): ●, R2, L1, ✕, L2, R1 (the reverse of the previous code). You'll hear a jingle if it's worked. Now go to the character select screen and highlight the random box. By timing your button press, you'll be able to select Sho or Vermilion.

Secret Moves
After beating the game when Sho and Vermillion are available, the menu box should turn green. This indicates that the instant secret moves feature is enabled and you can now perform them by simply pressing the R1 and R2 buttons together.

Armoured Gaia
It seems that this one only works on the Japanese import version. Select Gaia and before it says "Fight", quickly press ⇧, ⇧, ⇧, ⇩. If done right, about five huge chunks of armour will fly all around Gaia and mould to his body: you now have Armoured Gaia! Hits only cause half damage to him, but he is slow-moving. He also has a spectacular new desperation move.

Candid Camera!
On the options screen set all R1, R2, L1 and L2 to 'NOT USED' and then set the camera option to 'CONTROL'. Cycle through the R1, R2, L1, L2 options again until all of them are set to 'CAMERA'.

Now you can rotate the camera by pressing R1, R2, L1 and L2 when paused or fighting. You can turn off the gauges by pausing the game and pressing ■ + ▲ + ● + ✕ + Select on controller 1. The options menu will disappear. Press them again and the energy and overdrive gauges go. Press them again to get back to normal or Start to play without them! When you have no gauges selected you can control the zooming and vertical scrolling with R1, R2, L1 and L2.

Criticom

Level Codes
From the options screen, select Load/Save, then enter the following codes next to each character to increase their ranking and access more moves.

YENJI
Level 2: Spid
Level 3: Star

SGT EXENE DULALT
Level 2: Sphe
Level 3: Wing

DELARA ZERAL
Level 2: Phan
Level 3: King

DAYTON
Level 2: Sier
Level 3: Eter

DEMONICA
Level 2: Gone
Level 3: Worl

GORM
Level 2: Cham
Level 3: Marv

SID
Level 2: Odth
Level 3: Batm

SONORK
Level 2: Play

Animation Code
Use this for any character and it takes you to their end-game sequence:
TTAM

Shrunken Ring
Finish the game with Greg on a skill setting of four or more to get the option to fight in a small ring.

Open Ring
Finish the game with Mitsuko on a skill setting of four or more to get the option to fight without walls

Blind-Man Walls
Finish the game with Fox on a skill setting of four or more to get the option to fight in an arena with invisible walls.

Healing Mode
Finish the game with Bakuryu on a skill setting of four or more to get the option to fight with slowly returning energy.

No Health
Finish the game with Yugo on a skill setting of four or more to get the option to fight without energy bars.

Cameraman
Finish the game with Alice on a skill setting of four or more to get the option to control the camera position.

Trippy Mode
Finish the game with all the fighters on a skill setting of four or more to get the option to fight in arenas with far-out scenery.

Lightning Conductor
Finish the game with Long on a skill setting of four or more to get the option to turn lightning off.

No Bandits
Finish the game with Gado on a skill setting of four or more to get the option to prevent all blocking.

Monkey Men
Finish the game without continuing on a skill setting of four or more to get the option to lengthen the fighters' arms!

Extra Costume
Complete Time Attack mode in under ten minutes and you will be able to choose Alice in her school uniform.

Different Angles
Press Select as you strike the knockout blow during a fight to view the replay from different angles.

Change Scenery
When you complete the game on Arcade mode you can change each character's ending screen scenery by holding ⇦ or ⇨ on the D-pad.

Blood Omen: Legacy Of Kain

Get 99 Items From A Spirit Forge
Instead of going into a spirit forge in person, take over an enemy with the mind control or spirit rack spells and send them in your place. Their life will be forfeit but you will gain 99 items.

Bogey Dead 6

Access All Fighter Jets
Go to the plane selection screen and enter the following code:
⇦, ⇦, ⇦, ⇩, ⇧, ⇩, ⇨, Select. You'll hear a shout to confirm that the code was entered correctly.

Access All Missions
Choose Mission Select from the Game Menu and press the following buttons: ⇧, ⇩, ⇩, ⇨, ⇦, ⇩, ⇧, △.. Once you've entered this code you should hear a shout to confirm that it was entered correctly.

Bubble Bobble

Cheat Mode
On the start screen press ⇩, ⇧, ⇩, ⇧, ⇨, ⇩, ⇦, ⇩, ⇧, ⇩. A message will appear to signify that the code has been entered correctly. When the message has come up, start a game as normal then, during play, press the following buttons:
R1: Skip to next level
L1: Return to previous level
R2: Bring up an options menu.
L2: Confirm selections on the options menu.

Brahma Force: Assault On Beltlogger-9

Easy Mode
Hold ⇵ + ✕ + □, then press Start at the 'Press Start Button' screen.

Hard Mode
Press L1, R1, L2, R2, □, ✕, △, ○ at the title screen.

Flight Mode
Complete the game in less than 1:30:00. Hold L2 + R2 and press ✕ on controller 2. Then, during play, press R2 on controller 1 to climb, and L2 to dive.

Bonus Options
Use a memory card and complete the game in less than 1:30:00. Press Start after the title screen appears again. Choose the 'Special' selection on the screen to access level selection, view FMV sequences, enter sound test mode, and other options.

End Game Bonus
After completing the game, regardless of time required, hidden areas will be visible on the map. Additionally, you will retain weapons and ammunitions. However, SAPs will be reduced by half.

Bubsy 3D

Secret Passwords
Choose Load Game from the main menu and enter these codes as the password.
XMUCHOLIFE – 99 Lives
XTOOROCKER – All rocket parts
XBNSCHTMMM – Go bonus rounds.
XLVLCHTMSB – Level select
XZOOMMERKB – Level warp (during the game, press ⇦ and Start to warp to different bits of level)
XDBUGLOCNC – Pause screen coordinates

Burning Road

Mirror Mode
Select Practice, pick your track, car and transmission. Now as soon as the race starts, turn your car around and go the other way. As soon as you pass through a checkpoint you'll be placed in first, and the other cars will turn and follow, although it'll take them a little while to catch up. Now race as usual, but you'll have three more tracks to play with.

Bushido Blade

Second Endings
To see the alternate endings, you must follow these rules strictly:

1. The *Bushido Blade* 'Code Of Honour' must be obeyed at all times.
2. You must not take any hits until you face the final boss.

Defeat the first opponent without taking a hit, no matter how slight. When you face the second opponent, hold down L1 and run to the well at the construction site. Before jumping into the well, take out your opponent's legs – this way you won't have to face them before jumping to the fifth fight. Defeat the fifth opponent and the following four bosses without receiving a hit.
You'll face one of three hidden bosses: Kindati, Hongou or Black Lotus (in bandages). Defeat them (the no-hit rule doesn't matter any more, then use as many continues as necessary to defeat the final boss and reveal the hidden ending for that character.

Obtaining Katze
The ultimate test of your skill can be found in Slash Mode; because at the end of it lies the opportunity to control and select Katze as your character. However, you must kill all 100 opponents WITHOUT getting killed – that means no continues at all. If you die, you must exit Slash Mode, then begin again from opponent number one.
Once you've completed this near-impossible task, you can choose Katze in Vs Mode and Practice Mode. Just move the selection box off the side of the screen next to Red Shadow or Kannuki. If done correctly, there will be no cursor or character shown. To select Katze, simply press ○.

Play A Link-Up Game With One Disc
Load up the game on one machine, then select link-up mode. Take the disc out of the machine, then load it up on the other PlayStation. Select link-up mode on the second PlayStation, then select weapons and characters to begin the link-up. The game should freeze at this point: now put the disc back in the first PlayStation and the link-up game will load up! If the game freezes again, keep swapping the disc to unfreeze it.

Bust-A-Move

(Puzzle Bobble 2)
Modified Levels
On the selection screen (where you get Game Start, Time Attack, etc) enter R1, ⇧, L2 and ⇩. The single-player 'story mode' should now have the words 'Another World' below it and contain modified versions of the original levels.

Credit Cheat
Go to Option mode and highlight Credit. Press ⇦, ⇨, R1, R2, L2, L1, ⇧, ⇩. Then press ✕ repeatedly to increase credits before the timer runs out – with rapid button pushing, you can get them up to 29.

Character Select
Start a Puzzle game. When the stage map appears, press ⇦, ⇦, ⇧, ⇩. Then press L1 + L2 + R1 + R2 and a Character Select screen will appear. Use ⇦ and ⇨ to select a character and press ✕ to continue. You'll still see Bubby on the Map screen, but your new character will appear!

Castlevania X

Play As Richter Belmont
Save any game with 190% or greater completion. Start a new game with the name Richter: he may now be controlled when the new game begins.
After beating the game once you can enter these passwords:
New Armour AXEARMOR
Hard Game X-X!V'
Lots Of Luck X-X!V"

Cheesy

Level Codes

1	WESTONMARE
2	FOUNDATION
3	PANTALOONS
4	POLYNESIA7
5	LANDSCAPES

Colony Wars

Cheats
Enter these on the password menu screen, and remember to use upper case letters where indicated:

Tranquillex – Supercooled primary weapons
Memo*X33RTY – Infinite secondary weapons
Commander*Jeffer – Select level & mission
Hestas*Retort – Infinite energy
All*cheats*off – Turn off all active cheats

Contra

Enter all these codes at the title screen:
Weapon Select
L2, R2, L1, L2, ⇧, ⇩, ⇩, ⇧
Unlimited Continues
L2, R2, L1, R1, ⇦, ⇨, ⇨, ⇦
Movie Player
L2, L1, R1, R2, ⇧, ⇦, ⇩, ⇨

Casper

Drift Over Walls
This cheat enables Casper to glide over any walls so that you can get to unobtainable areas without having to painstakingly get the necessary keys and suchlike. To activate it, simply go to the top-left corner of any room and press the following code: ⇖ + L1 + R1 + Start. You should now notice that instead of pausing, the game will merely freeze. Keep those buttons held down and press ▲. The game will unfreeze and by pressing R1, you'll be able to float up over the walls.

Mega Secret Room
Now this is incredible! This cheat will allow Casper to stumble upon a hidden room that contains every morph icon, every item needed to defeat his uncle bosses, plus loads of keys and other useful objects. In the main entrance, activate the drift-over-walls cheat and then go up the left-hand flight of stairs leading up to the first floor. Once on the first floor (the one with the blue doors), turn and face the staircase you just climbed and then press R1 to float upwards. The aim is to float high above and over the beam above the staircase and then keep drifting downwards until a new room comes into view.

Turbo
To make Casper travel faster than a speeding bullet, simply press ▲ + ✕, R1, R1, R1 at any point during play to make the mischievous ghost get his little white arse into gear! Please note that whilst accessing this cheat you will go into the inventory screen, so after you've finished pressing R1 for the third time, press ▲ again to return to the action.



Bamboo Arcade
R2, R1, ⇨, ⇦, L1, L2
Bamboo Gyruss
L2, L1, ⇦, ⇨, R1, R2

Cool Boarders 2

Play As Alien & Snowman
Complete all 100 moves in Master mode; set all records in Freestyle mode. Alternatively, achieve a score of at least 40.0 on the Half Pipe course.

Play As The Boss
Complete Mirror mode in first place.

Bonus Boards
Enter Freestyle mode with all the tracks. Set the top record for all the tracks.

Mirror Mode
Complete Snowboarding Combined mode and enter the options screen. Press Select on controller 2, then press R1 + □ at the mode selection screen.

Crash Bandicoot

Super Password
At the main menu enter the Password screen. You'll notice that there is only one line: don't fret, because as soon as you enter the first two triangles it will expand to three lines. It gives access to any level, 100% complete score, both keys and all gems.

△, △, △, △, X, □, △, △
△, △, □, X, △, O, △, △
△, O, □, △, X, X, X, X

Crash Bandicoot 2

Extra Shield
When Crash buys the farm press ⇧ +O. When he reappears he will be equipped with a mask.

Return Bouts
If you wish to fight the bosses again (?!) stand on the relevant pad and press L1 + R1 + L2 + R2 + △ and then tap ⇧.

Bonus Lives
In the second warp room (level 6-10), jump on the baby polar bear's head to collect ten extra lives.

The Crow: City Of Angels

Level Codes
At the main menu, highlight the continue option to enter a password:h

Pier:	△X△△O□XO
Boat:	XXXX△□XO
Tomb:	△O△O□△△OXO
Grave:	X△X△□XX△□O
Church:	△△△△O□△□□O
Day o' Dead:	X△X△□OOX□O
Club:	△O△OO△XO□O
Tower:	XXOX□□X△O
Borderland:	△XXXO□□△□
Finale:	XXXO□□XX△O

Descent

Cheat Codes
Input these handy cheat codes during play – NOT while the game is paused. A woman's voice will say "Cheater!" and an on-screen message will appear to indicate that each one's worked.

All Keys
□, X, O, △, X, △, △, X, △, X, △, X
You can go through any door on the current level.

Mega Weapons
△, □, O, X, △, □, X, △, □, X, O, □
Gives you a huge supply of the most powerful weapons.

Invulnerability (on/off)
□, △, O, □, □, △, O, O, □, △, □, X
You can't be harmed. To deactivate, enter the cheat again.

Turbo Mode (on/off)
□, △, O, □, O, X, □, X, O, △, □, X
Makes the gameplay faster. To deactivate, re-enter the cheat.

Shield Recharge
△, △, X, □, △, O, △, X, □, X, △, X
Bright Display
□, △, O, □, □, X, O, △, □, O, X, △

Cloaking Device
△, □, X, O, □, X, O, △, X, □, X, △

Full Level Access
△, □, □, △, O, O, □, □, △, O, □, □
After inputting code, quit the game and select new game from the main menu. Two extra difficulty levels will have appeared. When you reach the galaxy map screen, you can move around and start the game at any stage – including secret ones.

Crusader: No Remorse

Mission Passwords
Select 'Load Game', then 'Teleport To Mission' to enter the level password.

2	FWQP	3	PLRQ
4	SZNF	5	TD5S
6	J1BT	7	K2CV
8	N3DW	9	M4FX
10	X5GZ	11	C6HO
12	D7J1	13	F8K2
14	FGL3	15	JFM4

Crime Crackers

Animation Select
At the title screen press ⇧, ⇧, ⇩, ⇩, ⇦, ⇦, ⇨, ⇨, Select. The word 'Start' will turn to 'Animation'.

Debug Mode
At the title screen, press:
R1, R1, L1, L1, R2, R2, L2, L2, ⇦, O, ⇨, □, Select, Start

Critical Depth

Input the following cheats whilst you are playing a game.

Make Enemies Drop Their Pods
L1, R1, L1, R1, ⇧, ⇩, ⇦, ⇧

Increased Fire Power
Press R1, R2, R1, R2, ⇧, ⇩, ⇧, ⇩

Invulnerability
L1, R1, L1, R1, ⇧, ⇩, ⇦, ⇨

Infinite Weapons
Press L1, R1, L1, R1, ⇧, ⇩, ⇦, ⇩

Rub-A-Dub Sub
There are four hidden subs for you to uncover in this watery game:

Sub 1: Mr Phatt
Complete the game on the Medium difficulty setting and you will be the proud owner of Mr Phatt's nifty little submersible.

Sub 2: Agent 326
Agent 326 becomes available when you have completed the game on the Hard level using Mr Phatt's submarine.

Sub 3: Abadon
If you want Abadon in your inventory, completing the game on Hard using Agent 326 is the only way to do it.

Sub 4: Overseer
To get this rather lethal chappie to float round in, you have to complete the game with all the initial characters.

Croc

Passwords

World One	
1-2	ULLLLDDULURDRRU
1-3	RULULUURLRURLUD
1-b1	DLURLDRLRLRRDLL
1-s1	LURURUDRLDULULD
1-4	ULDLLDDRLLRDRRU
1-5	RUDULUUULDURLUD
1-6	DLRRLDRDRURRDLL
1-b2	LDUURRDRLLURULD
1-s2	URLRULDRLDRDRRU

World Two	
]2-1	RDLDURUULLURLUD
2-2	DRULULRDRRRRDLL
2-3	LURDDRDRLDULULD
2-b1	ULDRULDRLLRDRRU
2-s1	RDDDURUULDUUDUD
2-4	DRRLULRDRURULLL
2-5	LDUDDUDRDLUDRLD
2-6	ULLRDUDRDDRLURU
2-b2	RULDDDUUDLUUDUD
2-s2	DRULDULDURRURLL

World Three	
3-1	LURDUDURDDUDLLD
3-2	ULDRDUURDLRLDRU
3-3	RUDDDDDUDDUUUUD
3-b1	DLRLDULDUURURLL
3-s1	LUDDULURDLUULDD
3-4	URRRURURDDRLDUU
3-5	RDRDULDUDLUURRD
3-6	DRDLURLDURRURDL
3-b2	LULDDLURDDUDLDD
3-s2	URURURULDLRLDDU

World Four	
4-1	RDUDULDDDDUUULD
4-2	DRLLURLUUURURUL
4-3	LDDDDDULLLRULUD
4-b1	UURRDDULLDULDDU
4-s1	RRRDDULDLLRUULL
4-4	DDDLDDDURRUURUD
4-5	LLLDUURLLDRDLUL
4-6	UUURDDRLLLULDDR
4-b2	RLUDDULDLDRUULL
4-s2	DDLDDDDURUUURUU

Command & Conquer

Covert Operations
Input the password: COVERTOPS

All Passwords GDI

2 Estonia	IY2E4RGPK
3 Latvia	VMNMUJFZP
4A Poland	1NXZDC3MK
4B Poland	LHGHL19AI
4C Belarus	LHY8GYVDS
5A Germany	W1N457LJ4
5B Ukraine	OXL3NYNNO
6 Czech Rep	1MVDCPIIM
7 Czech Rep	OX3CS3D4G
8A Austria	WMJ8FPOQH
8B Slovakia	AAY1YZS9J
9 Hungary	CSGU0J7AQ
10A Slovenia	Z6J3CUD9V
10B Romania	W5741QXPJ
11 Greece	PZBVQGKQK
12A Albania	0M86O28IO
12B Bulgaria	LWO3SMF6F
13 Yugoslavia	YM3XI0625
14 Yugoslavia	WMJQ8C0HG
15A Bosnia	GTJ2PV460
15B Bosnia	4QLR9NRLA
15C Bosnia	C9RO0JST0

GDI Special Ops

1	8PHJTYIP1
2	SZ4VH22RY
3	878FR0G1M

GDI Covert Ops

Blackout	GT1BEQHY8
Hell's Fury	8PH1RPW9W
Infiltrated!	SHDZUI8ID
Elemental Imperative	8PZAIF13P
Ground Zero	GT1TAEXF9
Twist Of Fate	C9RO8NZGU
Blindsided	W15VEC3SQ

NOD

2A Egypt	C99FAXKW8
2B Egypt	KDTPX9WPE
3A Sudan	EDT4LLS9D
3B Sudan	JFBS8WWVM
4A Chad	JY2RPNB0L
4B Chad	4QHTTEY4B
5 Mauritania	W15DASRS8
6A Ivory Coast	9QYUCB63B
6B Benin	208F7432R
6C Nigeria	Q0WRYGFWX
7A Gabon	GTJKWOJDK
7B Cameroon	OX3UJ0V6Q
7C Central Afr Rep	C9R67C70W
8A Zaire	OH1Y3FSC2
8B Zaire	GTJKE8W7B
9A Egypt	Y4UMW1NWE
9B Egypt	3NJDSOKII
10A Angola	BBK5ONRL4
10B Tanzania	MILZJC113
11A Namibia	OX3UKOP94
11B Mozambique	GTJ26Z72A
12A Botswana	A9G1KD5FJ
12B Botswana	CSZZGEJ8H
13A South Africa	W3C6NH4OV
13B South Africa	AJ5CEQE7I
13C South Africa	25UJG3YHZ

NOD Special Ops

1	0LXRXJOY5
2	03O5MO802

NOD Covert Ops

Bad Neighbourhood	C99X6L0D9
Deceit	SHVOLLFOX
The Tiberium Strain	W1N4V4TK8
Cloak & Dagger	C99FJ8DM5
Hostile Takeover	C99F1A8VH
NOD Death Squad	0LF0D3T25
Under Siege: C&C	467E1D682

Hidden Mission
Enter PATSUX on the password screen when you have completed the final GDI mission.

All FMV
Enter CINEMA on password screen, then either WHOAMI, JC or SG

Map Code
On the title screen hold L1 + L2 + R1 + R2 + □ + ●, then press Start and select 'Password' or 'New Game'. Keep holding the six buttons until the level begins. These codes work for both GDI and NOD sides. Enter during play:

Instant Nuclear Strike
⇨, ⇩, ⇦, ⇦, ⇩, ⇨, ⇨, ⇩, ⇦, X, ⇧, X
Instant Ion Cannon
⇨, ⇩, ⇦, ⇦, ⇩, ⇨, ⇨, ⇩, ⇦, X, □, △
Instant Air Strike
⇨, ⇩, ⇦, ⇦, ⇩, ⇨, ⇨, ⇩, ⇦, X, □, ●
Extra $5000
⇨, ⇩, ⇩, ⇦, L1, ⇦, ⇨, ⇩, ⇦
Reveal All Map
●, ●, ●, ⇧, ●, □, R1, ●, ●, ●

Japanese Troops
Enter the password GODZILLA and when you play a game your troops will be speaking Japanese.

Command & Conquer: Red Alert

Soviet Passwords
Level 2: 17DUXFJ6C
Level 3: VMBWOQ284
Level 4: XN37MCCSO
Level 5: LH06FZZQL
Level 6: BUVV20LFF
Level 7: AVYQ10YA8
Level 8: LZRJTMQAN
Level 9: YQX4C9GFH
Level 10: 1QESO8LE0
Level 11: RKP0UOXJA
Level 12: CDLKYL7Q4
Level 13: 8T5GGDK25
Level 14: X5CDE0KN8

Allied Passwords
Level 2: LZ9SWDNVK
Level 3: 3AH5VCCYG
Level 4: X63VC9XJI
Level 5: DV795V0EE
Level 6: 17DCPX2Z8
Level 7: 90BAZDHP3
Level 8: 90O0DSR5H
Level 9: SRS8OSSQT
Level 10: 5SOSL9GZ8
Level 11: HFZNFE4HS
Level 12: 5RNZ2KIA4
Level 13: 3AS0QJC80
Level 14: 59EW5K6G1
Level 15: M31O2QMBV

Cheats
Using either a joypad or mouse, bring the side-bar up by pressing ▲ or clicking on it respectively. Then using the ● button or right mouse button, click on the following team icons to get the appropriate cheats.

A-Bomb Launch
●, X, ●, ▲, ■, ▲
Win The Battle
X, ■, ■, ●, ▲, ●
Instant Cash
■, ■, ●, X, ▲, ●
Turn Ore Into Men (Link-Up Only)
X, ●, ▲, ▲, ●, X
Remove Shroud
■, ▲, ●, X, ▲, ■
Time Warp
▲, ●, ●, ■, ■, X

Dark Forces

Level Select
Select 'Restore Game' and enter the following code. Then select 'Start Game' and you'll have the choice of all 14 levels.
P3NDLDQNY2

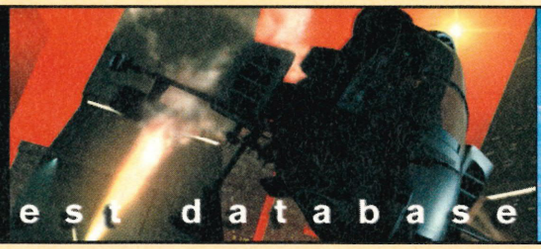
Cheat Menu
To access the cheat menu, just press the following during play:
⇦, O, X, ⇨, O, X, ⇩, O, X
If entered correctly a cheat menu will appear. The options are:
Invincible – Can't be killed (deflects weapon attacks)
Coords – Provides position coordinates
Supermap – Fills in HUD map completely
Pogo – Propels you to normally inaccessibly high places
Pal Mode – Changes Video Mode (Note: not recommended)
Max Out – Provides you with maximum weapons & equipment
Game Won – See 'Level Skip' cheat below
Ponder – Freezes enemies
Return To Game – Resume gameplay (what else!)

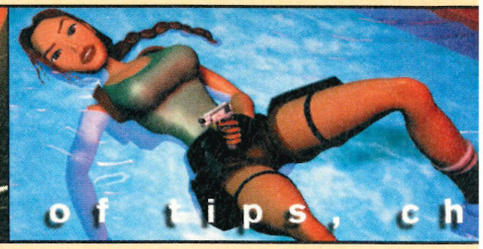
Level Skip
When in the cheat menu (see above for how to access this), toggle the 'Game Won' option to on (green). Now exit the cheat menu and pause the game.

Another menu will appear with the following options:
Game Paused
Return To Game
Next Mission
Abort Mission
Choose 'Next Mission' to skip to the next level.

Passcodes
2. Talay: Tak Base Y7B5T7S183
3. Anoat City !VHDBMBMXZ
4. Research Facil. 9WJHBLCN00
5. Gromas Mines 8XKGBKDPZ1
6. Detention Centre 7YBKBJFL22
7. Ramsees Hed Y7C4L7Q193
8. Robotics Facility X8D3L6R2C4
9. Nar Shaddaa W9F635SZB5
10. Jabba's Ship V!Q534T0F6
11. Imperial City NVHL4LFQ1R
12. Fuel Station MYGM!KBR2S
13. The Executor LXFN4JCSZT
14. The Arc Hammer 205F6HJT0V







continued

World Five

5-1	LLDLURRLLLRULUR
5-2	UDRUULRLLDULDDL
5-3	RRRLURLDLLRUULR
5-4	DDDDULDURRUURUU
5-b1	LLLLDRRLLDRDLUR

Cyberia

Three For All

Enter NEMROSIM as your name at the beginning of the game. This will enable three things…

1. You can select difficulty level 1 for both Arcade and Puzzle modes.

2. You can 'load' any game save point, all passwords are put in for you.

3. Blood. Not that much, but it is uncensored. The Slice-O-Matic death scene proves that.

Credits

At the terminal password screen ('GENIUS'), you can enter two different passwords to get the Sony developer's credits…

1. TNRUB_SDC_NOILLIB_A ('_' = space)

2. _REEB_OROPPAS_KN IRD (that's a space at the front)

Cybersled

New Sleds

Once the game has loaded, on the screen saying 'Press Start Button', enter this button combination:

⇧, ⇦, ⇩, ⇨, ⇧, △, ⇧, ⇨, ⇩, ⇦, ⇧, ○

Darklight Conflict

Cheats Menu

Go into the options menu and press the following:

⇩, ⇩, ⇧, □, ⇦, ⇦, L1, R1, ○

Now exit to the previous menu. You should now see an menu full of cheats. Go for it!

Defcon 5

Hidden Game

Hidden deep inside this game you'll find a secret game. To find it, just go to any VOS terminal in the Defence Station and enter the 'Communications' area. Go to 'Local Communications' and when you come across a message about the option being unavailable, hit the △ button on controller 1.

Descent 2

Secret Levels & Codes

Zeta Aquilae, Level 2: FYHTK-9WDBB-4B031-HC#0R-WHKG97

Quartzon, Level 6: 58WRH-90KBB-5C0HK-6H#6R-WHKG97

Brimspark, Level 12: BDR8F-9*QBG-6FQ32-KH##R-WHKG97

Limefrost Spiral, Level 15: GWTN#-9VFBL-7GHC1-WW#98-WHKG97

Baloris Prime, Level 17: 5PK5#-9V4BB-8B*MJ-TW#98-WHKG97

Puuma Sphere, Level 22: 83Y6W-91MBL-9HHY2-0T98R-WHKG97

Disruptor

Level Codes

1. □□△×○○△××○××
2. ×△○△×××△○○□○○
3. △×○×△□○○×△△□
4. ○×○△○×××□△□○
5. ×□○○×△△□○×○□
6. ×□○○×△×○○×○□
7. ××△○○×△△○□×○
8. △○×○×△○□△×□×
9. ○×××○○△□×○×△
10. ×□×△○□△×○○○×
11. △○○△××○○××△○
12. ×△×△○×○□△○×□

Cheats

Go to map by pressing Select and turn real time off by pressing L1, then enter the code:

△, ×, ×, ○, ×, △, □, □	Full Life
×, □, △, △, ×, ○, △, ×	Full Ammo
○, ○, □, ○, △, ×, ×, ○	Invincibility
□, △, □, □, ○, □, ○, △	All weapons

Double Dragon

Secret Characters

At the character select screen, put the cursor on Billy, wait 3 seconds, move it to Marian, wait 3 seconds, move it to Chung Fu, wait 3 seconds, move it to Jimmy, wait 3 seconds. Then you have Shuko and Duke.

Dynasty Warriors

Reveal Bosses & Extra Character

Sun Shang Xiang (Extra)

At the title screen press the following: ⇦, ⇦, ⇧, ⇩, △, □, L1, R1. You'll hear a chime signifying correct entry.

Nobunaga (Extra)

Complete the game with Lu Bu, then press the following at the title screen: □, ⇧, △, ⇩, ○. You'll hear a chime signifying correct entry.

Toukichi (Extra)

Complete the game with Nobunaga, then press the following at the title screen: ⇩, ⇩, ⇨, ⇧, ○, △, R1, R2. You'll hear a chime for correct entry.

Zhuge Liang (Boss)

Complete the game with Guan Yu, Zhao Yun, and Zhang Fei.

Cao Cao (Boss)

Complete the game with Xiahou Dun, Dian Wei, and Xu Zhu

Lu Bu (Boss)

Complete the game with Zhou Yu, Lu Xun, Taishi Ci, Diao Chan, Zhuge Liang, and Cao Cao.

Note: All characters can be selected at the character select screen by moving off to the left or right of the screen once they have been activated.

ESPN Extreme Games

Money Round

Pass through all the gates on a course and enter the bonus Cash Course, which consists of $5 and $10 gates.

Destruction Derby 2

Passwords

Enter Race Type, then select Championship mode. Now enter your name as the following:

All Tracks
MACSrPOO

Animated Credits
CREDITZ!

FMV
ToNyPaRk

Note: After you type it in you'll have to go back and start a new Practice race to play the new tracks.

Extra First Race Money
229 013 066 016 000 000 000 000 031

After you use this password, complete the first race (Utah) to get $1,110.

All Vehicles
237 190 190 080 000 000
176 113 219

Gives you a super athlete, all possible vehicles and $5030, having won the first two races.

Excalibur 2555 AD

Cheat Codes

Press Start to pause the game, then:

Full Health
△, △, △, □, □, □, □, □

Full Sword Power
△, △, □, □, ○, ○, □, □

Descent Maximum

Cheat Mode

Enter the following information in the keys section to activate the cheat.

Effect	Keys	Nickname
Weapons, Energy & Shields	■▲●■▲■×■●▲■×	ACE
Weapons, Energy, Shields, Keys & Level Select	▲■●×▲■▲× ▲■×●	$40
All Keys	■▲×▲●▲×▲×▲■×	MIK
Toggle Invincibility	▲×▲●×▲■×▲×●▲	DCD
Full Shields	▲×●■ ■×●▲■×●■	BUG
Toggle Cloak	×▲●■●▲■×▲×▲●	RED
All Accessories	■▲●××▲■×●■●×	TOY
Turbo	▲■●×■×●■▲●××	SVT
Extra Life	▲×■●▲×■×●×▲●	+1 UP
Toggle 'Go Wingnut' Mode	▲■●▲×■▲●■▲×●	4AD
Fast Robots That Fire Slowly	▲×■ ■▲●■×●■▲●	JAVA
Colours	▲×●▲■●×▲×▲●×	LSD
Acid Mode	■▲●■▲■×▲×▲●×	ACID
Hello Minnie Mode	×●×●×●×●×●×●	XO

Skip Level
□, ○, □, △, ○, △, △, △,

Show Collision Boxes
○, ○, ○, ○, □, ○, ○, □
Then select 'Continue' and press '×' to active the cheat. Or press Start.
Note: You can only enter one cheat in at a time, so pause, enter first cheat, unpause. Then pause again and enter second cheat, unpause, and so on.

Special Moves
Spinning Slice – ×, △, ○, □
Roundhouse Swing – ×, □, ○, △

FIFA '97

Alter Shadows

Start a match, then go to the instant replay mode. Hold R1 and move the D-pad ⇧ and ⇩. This lets you change the size of your players' shadows. Now exit out of the replay and continue.

Motty Playing

To see John Motson or any of the EA crew play football, go to a friendly match, choose the USA league and select Dallas or New York.

Motty Singing!

You can also hear Motty singing by selecting track six on the audio CD player!

FIFA Road To World Cup '98

Unlimited Player Attributes

On Player Edit Screen, press L1, L2, ×, □, × for infinite points to allocate skills.

Mo' Money

From the main menu, select Customise Squad, then Team Edit. Pick the club side of your choice and press □, ×, □, L2, L1. You can now highlight the club's money and increase it to however much you want. To save time, and for really big money, hold ⇦ to reduce it past zero, so

Die Hard Trilogy

Cheats

To activate any of the following, pause the relevant game and hold R2 while entering the code. Pressing the final button in the sequence should automatically unpause the game, so you'll know if it's worked.

Die Hard 1

Level Skip
⇩, ○, ⇦, ■, ⇧, ■, ⇨
Now hold Start on controllers 2 to access a level skip: press ⇦ to cycle through the levels and Select to choose one.

Invincible Mode
⇨, ⇧, ⇩, ■
It doesn't matter how matter times you're shot.

Unlimited Ammo
⇨, ⇧, ⇩, ⇧, ■, ⇨
When first entered, this gives you a shotgun with infinite shells. Re-enter the code to switch to the other weapons, with unlimited ammo!

50 Grenades
⇨, ■, ⇩, ○
Gives you 50 standard grenades to throw around.

Skeleton Mode
▲ x 10, ⇨ x 4
This turns all the baddies into skeletons, while the hostages appear blue.

Reverse Controls
⇨, ■, ▲, ⇨.
This reverses your controls, although why you'd want to do this is questionable.

Silly Mode
⇩, ○, ○, ⇩, ▲, ⇩
The baddies now bend over to fire between their legs!

Fat Mode
⇨, ■, ■, ⇩
Puts pounds on Bruce and all the hostages!

Coordinates
⇦, ○, ⇩, ■
Puts coordinates on screen, plus strange wire-frame objects.

Speech Speed
⇩, ■, ■, ⇨
Repeat to alter speed of speech, from ultra-slow to helium high!

Screaming Plants
○, ○, ■, ■, ⇨
The plants will scream in pain when you shoot them!

Floating Dead
⇩, ■, ▲, ⇩
Dead enemies will now float to heaven.

Die Hard 2

Invincible Mode
⇩, ▲, ⇨, ■
Although you still get hurt, you won't die when you lose all your lives. To turn off invincibility, re-enter the cheat.

Select Weapon/Map Editor
⇨, ⇧, ⇩, ■
Now press ▲ during play to change your current weapon.
Press Start again to access the Map Editor. You can now scroll around a map of the current level with your and the baddies' movements shown by coloured lines. You can even move stuff around. Press Select to move around freely in 3D, using Up/Down to zoom in and out, and L1/R2 to look up and down.

Maximum Specials
⇨, ■, ⇦, ○, ▲, ⇩
Gives you 99 grenades and 99 rockets to cause total devastation!

Fergus Mode
○, ⇩, ⇩, ■, ×, ■
This makes all the people look like Probe Entertainment boss, Fergus McGovern – even the women!

Odd-Shaped People
⇦, ▲, ⇨, ⇩
The people are now either extremely tall or short and fat!

Skeleton Mode
⇩, ■, ▲, ⇩
To return them to normal, enter the cheat again.

Die Hard 3

No Clock/Level Skip
⇨, ⇧, ⇩, ■. Various letters and numbers should appear on screen.
On the second controller, press Start and some cheat options will appear. Press ▲ to toggle the clock off/on. Move Right on the D-pad to advance through the levels. Also while playing in this mode, pressing ○ on the second controller will advance to the next bomb.

Infinite Lives
⇦, ○, ⇧, ⇩, ■, ⇨
Take as many attempts as you like to defuse the bombs.

Infinite Turbos
○, ○, ■, ■, ⇩, ⇩, ×, ×
Speed around town to reach the bombs with ease.

Infinite Super-Turbos
○, ⇨, ⇩, ■, ▲, ⇦
Even better, keep jumping right over the traffic at high speed.

Giant Cars
⇦, ▲, ⇨, ⇩. All the cars are gigantic!

Extra View
⇩, ○, ⇩, ○. You can now select a new Chase Car view.

Flat Shade Mode
⇩, ⇧, ⇦, ⇦, ⇩, ⇧, ⇦, ⇦, ⇩, ⇧, ⇦, ⇦
Turns off the texture-mapping for flat-shaded polygon graphics.

Fergus Mode
○, ⇩, ⇩, ▲, ×, ■
Not only do all the people look like the Probe boss, but hundreds of Fergus faces float around like balloons!

Slow Motion
⇦, ⇧, ⇦, ⇦, ■, ⇩
Slows the action down to a snail's pace.

Odd Mode
○, ⇩, ⇩, ■, ⇨
Repeat the code to switch between three very strange views: flattened, stretched, and extreme close-up.

Weird Buildings
⇨, ■, ⇦, ▲, ×, ■, ⇩
Causes strange slumps in some of the buildings.

Car Hanger
⇨, ○, ⇦, ⇦, ■, ⇩
A toy car hangs above the windscreen on Inside view.

Cloudy Sky
⇩, ■, ▲, ⇩, ■, ■, ▲
The sky a"goes dark and cloudy.

X-Files Mode
This cheat only works properly on the Central Park 1 level, so use Level Skip to get there. Once in Central Park, pause the game and highlight 'Quit'. Hold R2 on controller 1 and press ⇨, ■, ▲, ⇩, ×, ×, × and a 'Roswell' screen should appear.

Blue Pram
On Die Hard 3, you can get a new car that looks like a bright blue pram! To get it, go to level 12 (you can use the level skip if you want – see cheat above). Now pause the game, hold R2, and press ⇨, ⇧, ⇩, ■ (the first part of the level skip cheat) to bring up the letters and numbers. If you hadn't worked it out already, the red and white numbers in the middle of the screen are coordinates which go up or down depending on which direction you travel: east moves the first number up; west moves the first number down; south moves the second number up; north moves the second number down. So you know where you are.

To find the pram, go to the coordinates 45, 122. So that's first right from the start, then straight on until the next right, then straight on until the second set of numbers reaches 121 or 122 and the car park is on your right. In it, your brand-new pram should be waiting.



Doom

All Weapons & Ammo
Pause Game, press X, △, L1, ⇧, ⇩, R2, ⇦, ⇦

Invincibility
Pause Game, press ⇩, L2, □, R1, ⇨, L1, ⇦, ○

Level Warp
Pause Game, press ⇨, ⇦, R2, R1, △, L1, ○, X

X-Ray Vision
Pause Game, press L1, R2, L2, R1, ⇨, △, X, ⇨

All Map Plus Objects
Pause Game, press △, △, L2, R2, L2, R2, R1, ○

All Map
Pause Game, press △, △, L2, R2, L2, R2, R1, □

Ultimate Doom

Level	Health	Armour	Weapons	Password	Title
02	125%	200%	All	CR!3WDD3DB	Plant
03	200%	200%	All	3JJCMK8W64	Toxin Refinery
04	200%	200%	All	03LTJ0Y!02	Command Control
05	200%	200%	All	H33!1HFTHK	Phobos Lab
06	200%	200%	All	04MSKZX9Z1	Central Processing
07	125%	200%	All	YTTLCXXLXV	Computer Station
08	200%	200%	All	09SMBY04YW	Phobos Anomaly
09	200%	200%	All	7KKBLD7V53	Diemos Anomaly
10	100%	200%	All	FM4217GSGJ	Containment Area
11	200%	200%	All	H!!3WDGLDB	Refinery
12	200%	200%	All	07QPDW26WY	Deimos Lab
13	350%	150%	12346	WTXQ9C3W12	Command Center
14	100%	200%	123456	RBR4G!LDLN	Halls of the Damned
15	300%	175%	1236	WTXQ9C3W11	Spawning Vats
16	50%	75%	1234567	548C7DFWYX	Hell Gate
17	100%	125%	1234567	JOC89DZPQS	Hell Keep
18	100%	125%	1234567	JGB9CT0NRT	Pandemonium
19	100%	200%	All	9QLTKR0!02	House of Pain
20	100%	200%	All	78M63QX921	Unholy Cathedral
21	200%	200%	All	S!61FHVQJG	Mt. Erebus
22	200%	200%	All	33QHFTT6WY	Limbo
23	200%	200%	All	VBGQPJ!Y46	Tower of Babel
24	200%	200%	All	ZYKTLW7V53	Hell Beneath
25	200%	200%	All	0DJSM4HW64	Perfect Hatred
26	200%	200%	All	LS5YPTCRKH	Sever the Wicked
27	200%	200%	All	ZDJSMVRW64	Unruly Evil
28	200%	200%	All	1YKTX4QV53	Unto the Cruel
29	200%	200%	All	XKF6R8LZ97	Twilight Descends
30	200%	200%	All	DJX07Q4HTR	Threshold of Pain

Doom 2

Level	Health	Armour	Weapons	Password	Title
31	200%	200%	All	C0W1!QNJQS	Entryway
32	125%	200%	All	VM!3V1D3DB	Underhalls
33	150%	200%	All	W394W2DMFC	The Gantlet
34	150%	200%	All	ZQ58ZKJRKH	The Focus
35	175%	200%	All	Z758ZKJ8KH	The Waste Tunnels
36	200%	200%	All	5C2V3DQBNL	The Crusher
37	200%	200%	All	NCKBLX7V53	Dead Simple
38	200%	200%	All	1Q580FCRKH	Tricks and Traps
39	100%	200%	All	HTMSKZZ9Z1	The Pit
40	200%	200%	All	WS58ZKCRKH	Refueling Base
41	200%	200%	All	CSNRG2W820	O of Destruction!
42	200%	200%	All	WT670JBQJG	The Factory
43	200%	200%	All	DQLTJ1Y!02	The Inmost Dens
44	100%	200%	All	2N94VFFMFC	The Suburbs
45	200%	200%	All	CQLTJ0Y!02	Tenements
46	200%	200%	All	WR492GDSGJ	The Courtyard
47	200%	200%	All	PFFGXH3777	The Citadel
48	200%	200%	All	JWCJV2X479	Nirvana
49	200%	200%	All	CJJTM35964	The Catacombs
50	200%	200%	All	M!T174XZXV	Barrels of Fun
51	200%	200%	All	5770MX2CDF	Bloodfalls
52	200%	200%	All	YJLW3PPCPM	The Abandoned Mines
53	200%	200%	All	DKKBLM58J3	Monster Condo
54	200%	125%	All	7L3!266DJK	Redemption Denied

Bonus Stages

Level	Health	Armour	Weapons	Password	Title
55	150%	0%	All	CKHDP33X35	Fortress of Mystery
56	200%	200%	All	OJ1W3PRCPM	The Military Base
57	100%	0%	1235678	WVX07TT0TR	The Marshes
58	250%	25%	All	XDV29SRKRT	The Mansion
59	150%	25%	All	644YL1Q9GJ	Club Doom

Fade To Black

Passwords
To access any level instantly, enter these passwords.

Level 1:	□ ○ △ X ○ □
Level 2:	△ ○ X ○ □ X
Level 3:	X ○ X ○ △ X
Level 4:	X □ △ ○ ○ △
Level 5:	□ □ △ X X △
Level 6:	△ X X X X ○
Level 7:	○ ○ △ X △ X
Level 8:	□ □ X △ □ □
Level 9:	△ X X △ ○ △
Level 10:	X △ □ ○ △ X
Level 11:	○ □ X X □ X
Level 12:	X △ X □ ○ X
Level 13:	X X ○ △ ○ △

Cheats
Ignore all 'Invalid Code' messages when using them. First, you need to enter the...

Cheat Activation Code.
□ △ ○ X ○ △
Now leave the password screen and re-enter it. Enter any of these codes to produce the desired effect...

Play All Movies
□ X ○ △ ○ X

Infinite Shield Code
□ ○ ○ □ △ X

Invincibility Code
△ X △ △ □ ○

Level Select
○ ○ △ X □ □

FIFA '96

Secret Options
First, start the game, then pause it and select the options from the menu. Then enter one of the following codes. You should hear a 'click' if the code has been entered correctly. Exit the options menu, going back to the menu with 'Resume Game'. Press □ and you should get a secret options menu. You can then use Left/Right to adjust the settings. The ghosted options will require activating with further codes.

Invisible Walls
X, X, X, △, □, □, □, △
Curve Ball
△, □, X, △, X, X
Super Power
△, □, △, △, △, △, △, △
Super Goalie
□, □, □, □, □, △, △, △, △, △
Super Offence
□, □, □, □, □, △, X
Super Defence
△, △, △, △, △, X, △
Shoot-out
□, △, □, X, □, △
Stupid Team
□, △, X, □, △, X
Crazy Ball
X, □, △, X, X, △, □, X
Dream Team
□, □, △, △, X, X, ○, ○

These extra codes need to be input the same way as before, but to access the options, quit the game and then go to the 'Options' menu. The new options appear at the bottom.

Formal Wear
□, △, X, □, △, △, X, △
Federation (Data and Spock)
□, △, X, □, △, △, X, X
Dynamic Duo (Batman and Robin)
□, △, X, □, △, △, △, □
Default Colour Palette
□, △, X, □, △, △, △, X
Invisible Players
□, △, X, □, △, △, X, □
Oktoberfest
□, △, X, □, △, △, △, △
EA Custom
□, △, X, □, △, △, □, □

it wraps round to £999,999,999K. However, a maximum of £131,000K appears when you visit the Club Transfers screen to buy some world-class players, so it's best to customise a top team such as AC Milan.
Note: Once you've altered your money, don't toggle the Shirt/Shorts/Socks or it'll return to the original amount.

Fighting Force

Cheat Menu
Hold ⇦ + □ + L1 + R2 at the main menu. The words 'Cheat Mode' will appear at the bottom of the screen to confirm that it has worked. Go to the options screen and you'll now be able to select invincibility and any stage you want to play.

Fighters' Impact

Alternate Costumes
Highlight a fighter, then hold ○ + □ and press Start.

Small Characters
Highlight a fighter on the character selection screen. Then hold ⇩ + X + ○ and press Start.

Deformed Characters
Push Select (x10) at the title screen. A chime will confirm correct code entry.

Paper Cut-out Style Characters
Push ⇨ (x10) at the title screen. A chime will confirm correct code entry.

Stick Figure Characters
Push ⇦ (x10) at the title screen. A chime will confirm correct code entry.

Hidden Characters
Complete the game four times to unlock the four hidden characters.

Final Fantasy VII

Easy Chocobo Races
Hold L1 + L2 + R1 + R2 while racing for an easy victory.

Barret Lucky Sevens Cheat
Get Barret to level 70 and equip him with the Missing Score and Wizard Bracelet, then give him the following materia:
5 x HP plus (1 star)
Summon Phoenix (2 stars)
Time (2 stars)
Barrier (2 stars)
Full-Cure (2 stars)
Destruct (3 stars)

Final Doom

All Weapons & Ammo
Pause game, press X, △, L1, ⇧, ⇩, R2, ⇦, ⇦

Invincibility
Pause game, press ⇩, L2, □, R1, ⇨, L1, ⇦, ○

Level Warp
Pause game, press ⇨, ⇦, R2, R1, △, L1, ○, X

X-Ray Vision
Pause game, press L1, R2, L2, R1, ⇨, △, X, ⇨

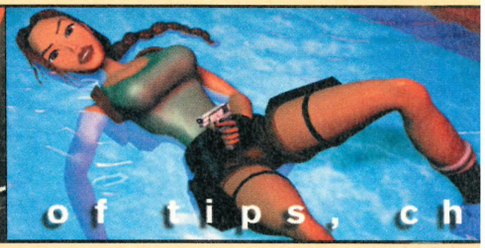
Map All Objects
Pause game, press △, △, L2, R2, L2, R2, R1, ○

All Map Lines
Pause game, press △, △, L2, R2, L2, R2, R1, □

Level	Health	Armour	Weapons	Password	Title
2	125%	200%	All	LB173PPWPM	Virgil
3	200%	200%	All	ZSNDHQW820	Canyon
4	200%	200%	All	KS5WZH4RKH	Combine
5	150%	200%	All	J!670JKQJG	Catwalk
6	200%	200%	All	5VJTM00W64	Fistula
7	200%	200%	All	4FHDW39X35	Geryon
8	200%	200%	All	W9NRG2W820	Minos
9	200%	200%	All	C958ZKCRKH	Nessus
10	200%	200%	All	W!PQH1V71Z	Paradox
11	200%	200%	All	C!670JBQJG	Subspace
12	200%	200%	All	W7LTJOY!02	Subterra
13	200%	200%	All	K394TB8MFC	Vesperas
TNT					
14	200%	200%	All	Y8PQH1V71Z	System Control
15	200%	200%	All	F8670JBQJG	Human Barbeque
16	200%	200%	All	WXJCL68W64	Wormhole
17	200%	200%	All	CX1W3PRCPM	Crater
18	200%	200%	All	WYKBM57V53	Nukage Processing
19	200%	200%	All	CY2V4NQBNL	Deepest Reaches
20	200%	200%	All	WVGFN4!Y46	Processing Area
21	200%	200%	All	CVZY5MTFMP	Lunar Mining
22	200%	200%	All	WWHDP39X35	Quarry
23	200%	200%	All	CW0X6LSDLN	Ballistyx
24	200%	200%	All	W1DHQ!40!8	Heck
Plutonia					
25	200%	200%	All	!LQP7W26WY	Congo
26	200%	200%	All	W2FGR93Z97	Aztec
27	200%	200%	All	C2YZ8SLGSQ	Ghost Town
28	200%	200%	All	WZBKS8628!	Baron's Lair
29	100%	200%	All	HXZY5MMFMP	The Death Domain
30	100%	200%	All	0YHDP33X35	Onslaught







continued

Formula 1

Bonus Track
Choose a Single Race in either Arcade or Grand Prix Mode. Select any team, driver and track. When you reach the Race Qualify screen (Practice/Qualify/Race), hold down Select and press (quickly, as with all the following codes):
⇦, ○, ○, △, △, ○, ⇧, ⇨
A message will appear to indicate it's worked. Now start the current race and abandon it. Choose a Single Race in Arcade Mode again and, when you reach the Circuit Select screen, flick through the tracks to find the Grand Champion Bonus Track – in the shape of an F1 car!

Lava Mode
On the Race Qualify screen in a Single Race (as before), hold down Select and press:
□, ○, ⇧, ⇨, ⇨, ○, ×
A message will appear to indicate that Lava Mode is activated. When you start the race, the track will now be made out of red-hot lava (well, it's coloured red anyway!), while bright orange flames stream from your rear tyres (achieved via a clever colour change for the usual smoke effect). Meanwhile, the rest of the scenery has been burnt to a cinder.

To leave Lava Mode, simply re-enter the code on the Race Qualify screen – a message will indicate it's been deactivated.

Buggy Mode
Again, on the Race Qualify screen in a Single Race, hold down Select and press:
⇨, ⇧, △, ⇦, ⇧, □, △
A text message will indicate the mode has been activated. When the race starts, the usual cars are replaced by buggies (formed by a reduced car body and larger wheels). Although the handling and performance seems unaffected, overtaking is made slightly easier by the reduced width of the vehicles. To return to normal cars, re-enter the code on the Race Qualify screen.

Bike Mode
Choose a Single Race, then on the Race Qualify screen hold down Select and press:
⇩, ⇧, ○, △, ⇨, ⇧, □, △
A message appears to show Bike Mode's been activated. When you begin the race, the cars have been replaced by 'bikes' made out of two car wheels, one in front of the other! Again, the handling and performance is unaffected, and you can still bump into the invisible body of each car! It's a good laugh though. To return to normal cars, simply re-enter the code back on the Race Qualify screen.

Gibberish Mode
On the Race Qualify screen in a Single Race, hold down Select and press:
⇦, ○, ⇧, ⇩, ⇩, ⇨, ○, □, □
This cheat totally garbles the commentary, making Murray Walker talk gibberish (so what's new?! – only kidding, Murray). Instead of describing the action, he comes out with totally unrelated random samples; eg "He's hit the tyres!" when you're still revving up on the starting grid.

German Mode
On the Qualify screen in a Single Race, hold down Select and press:
⇩, ⇧, ⇦, ⇦, □, ○, ×
Instead of Murray's scintillating race commentary, you get some German geezer prattling away monotonously as if it were a bowls match or something. Don't get too excited, mate!

Spanish Mode
On the Race Qualify screen in a Single Race, hold Select and press:
△, ○, ⇨, ○, △, ○, ⇨, ○
Viva España and all that...

Mode Mixing
Most of the cheat modes can be combined. For instance, you can have bikes or buggies racing in the fiery Lava Mode, as long as you enter the latter code last.

You may then equip Barret with as much yellow materia as you wish as this doesn't affect his hit points. Using this combination, Barret will get a HP score of 7777, which will allow him to inflict 7777 damage as a strike.

Produce 99 Items
To use this cheat you must have W-Item materia and at least two of the item you wish to produce. When you are in a battle, highlight the item you wish to produce and press the following button combination: ○, ○, ×, then continue to press ○, × repeatedly.
You can use this method to increase your cash. Simply go to the chocobo sage's house and buy two sylkis greens. Use the method above to give yourself 99 of them, then sell them all for 2,500 gil apiece!

Firestorm: Thunderhawk 2

Codes

South America 1: Arms Running
1 PVH7CVEVEBDU44I
2 DRHVSV93EFDQ5LQ
3 3BH3SV6QEJD24UA

South America 2: Stealth Down
1 63G1SU4AAVTE5DQ
2 SFGTSU96AVTA4RI
3 U7GTSU96AVTM5M2

Cen America: Recapture Town
1 BFGPS1JUI7QE51Q
2 DRGPS1MQI7QA4L2
3 SFGPS1IMJBQMS6I

Middle East 1: Recapture Territory
1 4VHVS7TEQNDE4OA
2 77HBS6N6QNDA51A
3 23G1S69QQRDM4H2

Middle East 2: Oil Dispute
1 BFF9S1FU7HUE49Q
2 CJF1S1667LUA5DI
3 FFF0S16P7PUM47A
4 HRF0512L7TUISIQ

South China Sea
1 URGPS1IA3BUE5QA
2 M3F9S1LQ3FUA4NA
3 ONF9S1FU3FUM4JA

Panama
1 93G5SD9UNGGE4OA
2 VVG5SHUENGGA4SQ
3 JNGH4CPUNKGM5TI

Eastern Europe
1 L3GG4406VOEE5R1
2 F7GK5S2QV0EA41A
3 27GK50UMV4EM58Q

Final Password
This code lets you to watch the end-of-game sequence:
1N0K20T5326M4MA

Firo And Klawd

Passwords

Back alley	MOOMIN
Back street	MOONPIG
Back street B	MOONPINGEON
Back roof	SNUFFKIN
Main street	LITTLE_MI
Main street B	LITTLE_MO
Vinnie's scrap yard	SOUP_DRAGON
Vinnie's scrap yard	BSUPER_DRAGON

Formula 1 '97

Arcade Hidden Tracks & '60s Mode
To reveal the hidden track in each arcade difficulty you must place first in every single race.

Cheats
To activate the cheats, simply select 'Grand Prix' from the main menu. Then choose 'Select Driver'. Now edit that driver's name and enter the following names for the desired effect:

Virtual Reality Style Graphics
VIRTUALLY VIRTUAL

Background Music & New Sound FX
SWAP SHOP

Overinflated Tyres
LITTLE WEELZ

Wipeout 2097' Mode
PI MAN

Helicopter Viewpoint
ZOOM LENSE

Murray & Martin Sprite Commentators
BOX CHATTER

Four Extra Tracks
BILLY BONUS

Frogs Instead Of Raindrops
CATS DOGS

Round 16 In Championship
OEAN ALESI (200 Points, 2nd Place)
NEAN ALESI (0 Points, Last Place)
PEAN ALESI (200 Points, 3rd Place)
QEAN ALESI (200 Points, 4th Place)

Frogger

Infinite Lives:
Press pause then tap ⇨, □, △, □, △, ×.

Access Any Level
Press pause then tap ⇨, □, △, □, △, R1, L1, R1, L1, ○.

G-Police

Invincibility
During the 'Mission Briefing Screen' hold L1 + L2 + R1 + R2 + ○ + △ + □ and press ⇦. A sound should follow, confirming that the code was entered correctly. The only drawback to this cheat is that the game will not progress past the current mission when it's active.

All Weapons, Unlimited Ammunition
During the 'Weapons Loadout Screen' hold L1 + L2 + R1 + R2 + ○ + △ + □ and press ⇦. A sound should follow, confirming that the code was entered correctly. Again, the drawback is that the game won't progress past the current mission when this cheat is active.

Passwords
There is an unfortunate side effect of using these passwords: you cannot progress onto the next mission.
Level 1 – MADGAV
Level 2 – DOLMAN
Level 3 – SONAGAV
Level 4 – ACEDUF
Level 5 – JOJOGUN
Level 6 – WENSKI
Level 7 – SAEGGY
Level 8 – MAZMAN
Level 9 – DAZMAN
Level 10 – DELUCS
Level 11 – ANDOOOO
Level 12 – KIMBCHS
Level 13 – ANDYMAC
Level 14 – YERMAN
Level 15 – OLLIEB
Level 16 – THEYOLK
Level 17 – TONYMASH
Level 18 – ANDYCROW
Level 19 – BIONIC
Level 20 – TSLATER
Level 21 – IAINTHOD
Level 22 – JONRITZ
Level 23 – CLAIREC
Level 24 – STEVEBOT
Level 25 – ANGUSF
Level 26 – EUANLEC
Level 27 – EDFIRE
Level 28 – STUBOMB
Level 29 – THONBOY
Level 30 – JIMMAC
Level 31 – PUGGER
Level 32 – ROSSCO
Level 33 – CAKEBOY
Level 34 – NIKNAK
Level 35 – SAGLORD

Secret Missions
To reveal all six secret missions, simply enter PANTALON on the password screen. The word 'Cheat' will appear in the bottom right corner of the screen to confirm that the code was entered correctly. The secret missions can be found within the 'Training Missions' menu.

Other Effects
The following three codes are also entered on the password screen:
SUPACAM – new camera angle
BENIHILL – high-speed traffic
WOOWOO – unknown

Goalstorm

Special Konami Team
To play with a top-notch Konami team, simply do the following cheat on the 'Press Start' screen, with the two footballers on it.
⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, × and ○
By inputting the code on pad 1, the team will have the home strip on, and with pad 2, the players will be wearing the away strip. Now select any team and when they get on the pitch they'll have Konami strips on and look like they've got paper bags on their heads.

Grand Theft Auto

Cheat Modes
Enter the following player names to enable various cheat effects.

Enter BSTARD for all weapons, unlimited ammo, level select, 99 lives, armour, get out of jail, coordinate display, maximum wanted level, 5x bonus.

Enter THESHIT for all weapons, unlimited ammo, level select, 99 lives, armour, get out of jail, 5x bonus.

Enter MADEMAN for all weapons, unlimited ammo, level select, armour, get out of jail.
Enter GROOVY for all weapons,

The Incredible Hulk

Level Passwords

World	Easy	Medium	Hard
Castle	70000F630A	60080FFB85	80100F8401
Ice	A0000A352F	90080ACDAA	B0100A5626
UFOs	C000010759	B008019FD4	D010012850
Maestro	300006D8BD	F01005616D	101005F9E8

Gex

Infinite Lives 1
In the first stage you can get 99 lives by going to the two secret areas over and over. First you need to run through and get all the collectables and free men. Go to the area above the camera and get the bonus area. Run through and get everything again, then go to the area that you have to crawl through and get the collectables and get the free man by running and jumping where the portal shows up. Run and jump again above the moon: there you will find another portal, but only go there after you have gone through the level at least once, then everything will be replaced.

Infinite Lives 2
In the stage 'Rock It!' in New Toonland, right after the third camera, jump onto the rocket. There is a downwards-pointing arrow made with flies. Jump down and there should be a hole there. Once down in the hole, hit the yellow thing to the left with your tail to make it purple. Now there is an opening to the right. Inside is four extra lives and a remote control. Get them. Now jump into the spikes and die. You will start back at the camera. Jump back into the hole and repeat the above steps. Each time you die, the lives reappear so you can get as many as you want.

Pause Cheats
Hit pause, press and hold R1, then enter the following codes:
Infinite Lives: ⇧, ●, ▲, ⇩, ⇨, ■, ⇩
Fire Balls: ×, ⇧, ⇨, ⇧, ⇨, ⇨
Ice Balls: ●, ●, ⇦, ⇩, ●, ⇧, ⇨
Electricity: ⇨, ⇦, ⇨, ●, ▲, ⇨, ●, ⇩, ⇨
Super Jump: ×, ●, ⇧, ⇧, ⇩, ⇨, ⇨
Invincibility: ×, ■, ⇩, ⇩, ⇧, ⇩, ⇨

Int. Track & Field

Change Swimsuits
On the Game Select screen, highlight 100m Freestyle, then press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ×, ○. When you start the swimming, the swimsuits will be changed to bikinis!

Hide Gauges
1. Go to the title screen.
2. Choose Start.
3. Enter any event and pause the game.
4. Press and hold L1, L2, R1, R2, □, ×, △, ○
5. While still holding them, press ⇧ or ⇩ repeatedly to get the gauges to move off the screen.

Guest Appearances
Here's how you can see everything from Space Shuttles to dinosaurs.

Pole Vault – Space Shuttle
1. Clear the qualifying height (4.5 metres).
2. On the second attempt, set the pole to 5.0 metres and clear it.
3. On the next pole setting, a Space Shuttle will fly by.

Shot Put – T-Rex
1. Get a distance that is composed of all the same digits (eg '55.55').
2. A huge T-Rex will visit the stadium.

Javelin – UFO
1. Tap a Run button once and you'll begin jogging towards the foul line.
2. As soon as you see the angle meter appear, press and hold the Angle button (get it above 73 degrees).
3. As soon as the meter rises, begin pressing the Run button rapidly.
4. Make sure you're at a high speed and let go before the foul line.
5. If you did it right, you'll hear some noises and a UFO will fall... with your javelin protruding from it!

Discus – Birds
Get a distance that matches metres and centimetres (eg '23.23').

Triple Jump – Gopher
Match the last three numbers of your distance (eg '19.99').

Long Jump – Mole
Jump a distance where all the numbers are the same; eg 6.66m. A mole will appear from the spot of your jump.

Hammer Throw – Balloons
Throw a distance where the centimetres are the same as the metres; eg 21.21m. A load of coloured balloons will be released from the crowd.

High Jump – Blimp
Qualify in the first attempt. Then adjust the bar by more than 40cm and make sure you clear that attempt too. Then, during the third jump, a blimp will appear on the screen. Adjust the height to the maximum of 2.70m. If you clear that, you can adjust up to 3.70m.



unlimited ammo, armour, get out of jail.

Maximum Wanted Level
Enter EATTHIS as a player name to set the wanted level to four.

Display Coordinates
Enter BLOWME as a player name.

No Police
Enter CHUFF as a player name.

All Cities
Enter TURF as a player name.

All Cities (1 & 2)
Enter CAPRICE as a player name.

City Skip
Enter WEYHEY as a player name to instantly collect 9,999,990 points.

Liberty City Level (1 & 2)
Enter FECK as a player name.

Liberty City (1&2) & San Andreas Levels
Enter TVTAN as a player name.

Unknown
Entering URGE as a player name appears to be a valid code, but has an unknown effect on the game. If you know what it does, please write in and tell us.

Impact Racing

Disco Fever
After completing the game, you're rewarded with a clever extra feature: the Virtual Jukebox! This lets you take out replace the game disc with any music CD and watch a load of coloured patterns on screen, reacting in time to the beat. Press Select to see the music infoand left/right to change tracks.

To go to the jukebox from the start, input **'JOURNEYS.END'** on the password screen. Extra special passwords can be found by completing the game on each of the skill levels

Level Passwords
As passwords are only given upon completing bonus levels, they're extremely precious. Here are few to get you started.

00OG4KBOMO4Q
Level 2, AR12, Double Laser

1MAT6XCE3OIL
Level 4, AR12, Missiles

0ZMAQKDS0OHG
Level 8, AR12, Quad Laser

00OG73BK26XK
Level 2, Destroyer, Double Laser

01F96MBWA79K

Level 3, Destroyer, Missiles

02MO4CCLQ84A
Level 5, Destroyer, Quad Laser

03HAV2DCMDU2
Level 7, Destroyer, Firewall

Debug Mode
Enter **RABBITBADGER** on the password screen to make 'Debug Mode' appear at the bottom of the main menu. This enables you alter the time limits, number of power-ups, enemy intelligence, and even switch the track type for each level.

Full Weapons
Enter **ALL.TOOLEDUP** on the password screen and start the game. You will have a fully supply of all the special weapons.

Bonus Levels
Enter **BONUS.LEVELS** on the password screen and start the game. Instead of playing the main tracks, you will play each bonus level in turn. This is a great way to practise them.

Invincibility
Go into the password section and enter:
I.AM.IMORTAL
When you start the game you'll be invincible.

Infinite Weapons
Enter **LOADSOFSTUFF** on the password screen for infinite ammo.

Final Level
Enter **ENDGAMELEVEL** on the password screen to play the last track.

Gundam 0079: The War For Earth

Passwords

Scene 1	△△△△□×△×
Scene 2	□□△△□×△×
Scene 3	○○△△△□□△
Scene 4	××△△△□□△
Scene 5	○□△△△□□△

View The Entire Game
×○△△△○□△
After inputting the code, be sure to select 'Playback' in options.

Gunship

Invulnerable Mode
1. At the loading screen (helicopter pic) after you get your mission orders, press and hold L1 + L2 + R1 + R2 for the entire load time.
2. When the mission begins you'll see the word 'CHEAT' in the top-left corner.

Hardcore 4x4

Select Time Trial from 'Race Type' on the menu, then start time trial. Select 'Edit Details' and then 'Edit Name'. Now enter the special codewords:

Choose Race Class
Enter 'MAINLINE' to choose the other race classes, pro and extreme. This also enables the Mother truck.

Raining Frogs!
Enter 'RAINFROG'.

Secret Asteroids
Enter 'DUTCHMAN'. Now by pressing △, go back until you can select Options from the first menu. Select 'Credits' to play a special game of Asteroids. The controls are × for fire and ○ to thrust.

Hercules

Passwords
L2 The Hero's Gauntlet:
Serpent, Medusa, Coin, Medusa
L3 Centaurs' Forest:
Centaur, Hercules Silhouette, Minotaur, Archer
L4 The Big Olive:
Centaur, Coin, Serpent, Hercules Silhouette
L5 Hydra Canyon:
Coin, Gladiator Helmet, Coin, Soldier
L7 Cyclops Attack:
Gladiator Helmet, Pegasus, Hercules Silhouette, Archer
L8 Titan Flight:
Soldier, Coin, Coin, Lightning Bolt
L9 Passageway Of Eternal Torment:
Medusa, Soldier, Centaur, Pegasus
L10 Vortex Of Souls:
Soldier, Lightning Bolt, Soldier, Centaur
View All Movie Clips:
Pegasus, Soldier, Centaur, Soldier

Hexen

Cheat Mode
Enter the options screen from the main menu and select 'Pad Config'. Hold R2 and press ⇨, ⇩, ⇦, △, × at the pad configscreen. A sound will confirm correct entry. Begin playing and pause. Use the 'Cheat' selection from the menu to access God mode etc.

The Hive

Passwords
Just choose 'Load Option' from the Main Menu and when the game tells you that it can't find any files, the Passwords option will appear.

2	IV73	3	AMQ3
4	NGH3	5	ZN03
6	WVQ3	7	HC13
8	1EZ3	9	UVM3
10	TZ93	11	U6Q3
12	2QJ3	13	KLS3
14	2XS3	15	81H3
16	8HU3	17	J5V3
18	VIH3		

Independence Day

After entering a password, enter the game selection screen and quickly press: ⇦, ⇨, □, ○, △, △, ⇩.

Plane Select
Enter MR_HAPPY as a player name (where '_' indicates a space).
City Select
Enter FOX_ROX as a player name.
Invincibility Option
Enter LIVE_FREE as a player name.
Fast Reload, Damage Bonus, & Weapons Options
Enter GO_POSTAL as a player name.
Kill Civilians & Wingman Options
Enter GODZILLA as a player name.
Extra Options
Enter TOURIST as a player name.
Cheat Mode
Enter DAB_DAB as a player name.

Passwords

Mission	Easy	Medium	Hard
Washington	DBKHN	DBKMO	DBKQO
New York	GBKHW	GBKMX	GBKQX
Paris	LLSHW	LLSMX	LLSQX
Moscow	NL9HW	NL9MX	NL9QX
Tokyo	R39JD	R39NF	R39RF
Oahu	T59HW	T59MX	T59QX
Las Vegas	Z99HY	Z99MZ	Z99QZ
Mothership	399HG	399MH	399QH

In The Hunt

Extra Continues
When your last ship has been destroyed, press & hold △ + Select. While still holding the buttons, press Start for an extra five continues.

Sneaky Trick
If you still can't finish the game with the above cheat in one-player mode, press Start on controller 2 before you die. You'll have a lot more lives to finish the game with.

International Superstar Soccer Deluxe

Doggy Cheat!
Enter the following code on the title screen: ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ×, +, ○. If the cheat has worked, you should hear a bark. Now when you start a match, the ref and linesman will have turned into dogs! Don't expect any favours from man's best friends though – you'll still get booked for fouling on the pitch. It's a wonder the fans don't chant "The referee's a spaniel!"

Iron Man

X-O Manowar In Heavy Metal
Passwords
These will let you have full armour, boost, weapons, and 99 lives! On the password screen, enter one of these codes:
One Player End Level
C04A77077777777777777777

Two Player End Level
C02A77X77777777777777777

Indy 500

Extra Menu Item
Press ○, ×, △, □ three times at the title screen.

Drag Race
For one-player mode, highlight the 'Qualify' option on the Indy 500 mode screen and hold L1 + L2 + R1 + R2 + Start.

Loaded

Cheat Codes
Go to the in-game options screen and hold down L1 and L2 for about ten seconds. Keep holding them and press the following key sequences. New menu options will appear for the various power-ups.

Health – ⇨, ⇨, ⇦, ⇩, ⇩, ⇧, ▲, ●
Ammo – ⇩, ⇨, ●, ⇦, ⇨, ●
Power – ⇨, ⇩, ⇨, ▲
Lives – ⇦, ⇩, ⇨, ▲, ■, ×, ●
Smart – R1, R2, ×, ▲, ■, ●, R1, R2, ●, ●, ■
Skip Level – ×, R1, ▲, R1, ■, ●, R2, R2, ×, ■, ▲, ×
Level Select – ⇧, ⇨, ⇩, ⇦, ▲, ●, ×, ■, ×, ▲, ■, ●

Secret Characters
All you've got to do is enter one of these two codes at the main menu to access the special characters. If you can get it to work, write in and tell us how, you might be in for a reward!

Nightstalker: ×, ●, ×, ●, L2, R1, ×, ●
Cannonball: Select, ●, ×, ●, ×, R1, R2, ●, ×

For two-player mode, hold L1 + L2 + R1 + R2 + Start at the handicap screen.

Alternate Replay Views
Hold Select and press L1, L2, R1, R2, △, □, or × during the replay.

Iron & Blood

Play As Avatar
On the character select screen, hold ⇦ and press □. Release, then press ⇨ + ○. The cursor will finish up in the bottom-left corner and you'll now play as the baldie Avatar.

Johnny Bazookatone

Level Select
On the password screen, enter 'KRISTIAN'.
God Mode
On the password screen, enter 'PILCHARD'.

Bonus Level
At the beginning of the first level you start at the wall. Go to the right side of the wall (where it stops) and then jump up while holding the pad to the left. You will jump onto a secret walkway. Walk to the left and jump up again. You will enter the bonus level. Losing a life in the bonus level does not affect your lives in the game so just collect as much as you can get. When you have 1,000 music notes collected, you will get a extra life.

Jumping Flash

Start On Any World
On the title screen, press the following buttons to enter any world/stage: ⇧, ⇧, ⇩, ⇩, ×, ×, ⇦, ⇨, ⇦, ⇨, ×, △, ×, △. If you've done it correctly, the screen should turn red. Now press the Start button and use Left and Right to select a level.

King Of Fighters

Extra Characters
When you are in the character selection screen, select Team Edit and enter this code: ⇧, □, ⇨, ○, ⇦, △, ⇩, ×. Omega Rugal and Saisyu Kusanagi should appear

Boss Code
Choose Team Edit "Yes". Hold Start while pressing: ⇧ + ○, ⇨ + □, ⇦ + ×, ⇩ + △. If it doesn't work, try again

Win Demo Code
This code lets you turn off the end-of-battle Victory Picture. Go to Options and then to Configuration screen. Press L1 + L2 + R1 + R2 simultaneously. You should hear a beep (sounds like entering the options) and the Win Demo Menu will pop up.

Escape Code
This enables you to exit the game at any time (except during loading) to the main menu. During play, hold ○ + □ + × + △, and hit Select. The menu will appear.

King Of Fighters '96

Fight As Bosses
Hold Start and press ⇧ + ○, ⇨ + □, ⇦ + ×, ⇩ + △ at the character selection screen in any mode. Chizuru Kagura will be selectable to the right of Clark, and Goenitz will be to the left of Athena. Now you can kick seven shades of brown stuff out of your enemies!

Jet Rider

All Tracks Cheat
To enable all ten tracks straight away, rather than slugging away season after season, simply follow these instructions and all those wonderful tracks will appear as if by magic.
1. Go to the Options screen and change the Difficulty setting to Amateur. Then set the Trophy Presenter to male. Now return to the Main Title Screen by pressing Start, then enter the following on the player 1 pad: ⇧, ⇨, ⇩, ⇦, ⇧, ⇨, ⇩, ⇦.
2. Now return to the Options screen by pressing ⇦ once, then press × to enter Options. Change the Difficulty setting to Professional. Set the Trophy Presenter back to Rider's Choice.
3. Now return to the Main Title Screen by pressing Start and enter the following on the player 1 pad: ⇧, ⇦, ⇩, ⇨, ⇧, ⇦, ⇩, ⇨.

If you've entered the code correctly, you should hear the usual 'Ker-ching' sound to confirm. Voila! All ten tracks are accessible to you, whether it be via single race, custom, or full season.

Special Codes
You gain access to these only after you've won a Full Season at Professional level on all ten tracks. Once you accomplish this, a bubble will appear on the title screen that says 'Codes Enabled'. Now each time you beat the game with a different team, you'll be given a code by that team. Each team has two codes, and there is a final code presented by the crew from Singletrac themselves. Fortunately you only need to complete the game once, as you can enter any and all codes after the first time you complete the game.

Super Agility
⇩, ○, ⇦, L1, ⇦, ⇨, ⇦, ⇨

Zero Resistance
□, L1, △, ⇨, L1, ⇩, R2, △

Double Stunt Points
⇨, ⇧, ○, L2, △, ○, R1, R2

Show-Off Camera Enabled
△, ⇩, □, △, L1, L1, R1, R1

Air Brakes
R1, R2, ⇨, L2, ⇧, ○, ⇧, ○

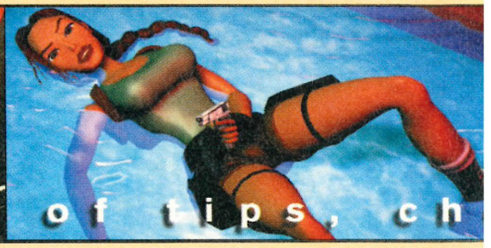
Rocket Racer
△, ⇧, ⇧, L2, L2, ⇧, ⇧, ⇧

Unlimited Turbos
△, ○, ⇨, R2, ⇧, □, ⇧, △

Ice Racing
⇧, R2, R1, ⇨, L1, □, ⇨, ⇨

Two-Player Computer AI Code
○, □, R2, ○, △, L2, ⇨, ⇧





continued

Micro Machines v3

Copy Prize Cars
Go to Keepsies mode (via Party Play) and load up another character, then your main one (with lots of cars) – the order is important!. For example, load Spider and Dwayne. Select a good car for Dwayne (eg the Beamer) and any for Spider, then choose any track and make Spider win. Choose 'No More Races' and when the 'Update Characters?' option appears, say yes and let it update Spider, but when it comes to Dwayne take out the card and press Cancel. Now go to Test Drive and load up Spider:

Big Bounce
During race, press:
□, ⇨, ⇨, ⇩, ⇧, ⇩, ⇦, ⇩, ⇩
A beep will indicate bouncy mode is enabled. To return to normal, re-enter the same code.

Double Speed
During race, press:
□, X, O, □, △, X, X, X, X
A beep will indicate it's worked. To return to normal speed, re-enter the code.

Debug Mode
During the race, press:
□, ⇧, ⇩, ⇩, ⇩, □, O, O, △, X
A beep will indicate it's worked. You can now do several things…
Select + X – Quit the race and automatically win it.
Select + ⇧ ⇩ ⇦⇨ – Change camera angle
Select + L2/R2 – Zoom camera in/out
Select + □ – Turn players car into CPU drone
X + △ + O + □ – Blow up all cars

Tanks On All Tracks
Enter the following as a character name: TANKS4ME. A noise will indicate the cheat's worked and you can now re-enter the player's proper name. **Note:** if you try to use the tanks on the water they'll keep exploding!

Change Car To Object
During race, press pause and enter:
⇩, ⇩, ⇧, ⇧, ⇨, ⇨, ⇦, ⇦
Re-enter the code to change the object.

Slow Down CPU Vehicles
During race, press pause and enter:
O, △, □, X, O, △, □, X
This makes winning much easier.

Behind Car Camera
During race, press pause and enter:
⇦, ⇨, □, O, ⇦, ⇨, □, O

Nine Lives In Single Player Mode
Enter 'CATLIVES' as a player name. A sound will confirm correct code entry.

All Tracks In Multiplayer Mode
Enter 'GIMMEALL' as a player name. A sound will confirm correct code entry.

Floating Objects
Pause during race and press:
□, △, □, □, △, □, □, △, X.

Turbo Start
Begin to accelerate just before the second beep. If timed correctly, you will begin the race with a turbo start. The phrase 'turbo start' will appear to confirm it's worked.

Racing Shadow
Go to the game options, select 1 Player Mode, pick any character, and enter his/her name as 'TANKS4ME'. Then press 'OK' twice and choose Time Trial Challenge. When it's loaded, press Start and enter the Big Bounce cheat (□, ⇨, ⇨, ⇩, ⇧, ⇩, ⇦, ⇩, ⇩). Quit the game and it will ask if you want to play another challenge. Say yes. Below your picture it will say 'cheat mode active'. When the race begins and the countdown is over, your shadow will drive away on its own! What a thrill!

Lost Vikings 2

Infinite Energy
Input this code on the password screen (select 'Load Game'): CH3T
You can now start a new game or enter a level password to play with infinite energy.

Level Codes

1	NTR0	2	1STS
3	2NDS	4	TRSH
5	SW1M	6	W0LF
7	BR4T	8	K4RN
9	B0MB	10	WZRD
11	BLKS	12	TLPT
13	GYSR	14	B3SV
15	R3T0	16	DRNK
17	Y0VR	18	0V4L
19	T1N3	20	D4RK
21	H4RD	22	HRDR
23	L0ST	24	0B0Y
25	H0M3	26	SHCK
27	TNNL	28	H3LL
29	4RGH	30	B4DD
31	D4DY		

Kileak The Blood

Cheat
To start off the game with everything, follow these instructions. At the title screen, where the little 'sperms' are congregating, press O six times then rotate the D-pad three times, clockwise from Right. Then hit △, □, □, △, X, Start.

Invincibility
When the intro screen comes up, push this combo three times in less than five seconds: △, △, ⇦, ⇨, □, □. Select, L1, L2, R1, R2. The background will turn blue.

Lifeforce Tenka

All Weapons
Pause the game, hold L1 and press: △, R1, △, □, R1, O, □, □. Then release L1.

Level Warp
Pause the game, hold L2 and press O, O, □, △, R1, □, △, O. Then release L2.

Lone Soldier

To activate, pause the game and enter the following codes…
God Mode – ⇧, ⇦, O, △, ⇧, ⇦
Skip Any Level – ⇩, ⇨, O, △, ⇩, ⇨
All Weapons And Ammunition – ⇨, ⇩, O, △, ⇧, ⇨

The Lost World

Passwords
Standard
Hunter □□△O×O△O□□×△
Velociraptor □□△O□O△O×□×△
T Rex △△□□□□O××△△□
Sarah ××OOOO△△O×□O

99 Lives
Compy ××O△□×□×O□△□
Hunter □□△O×□□□□×O△
Velociraptor ××O△□×□×□□△O
T Rex ××O△□□□×△□△□
Sarah □□△O××□□△×O△

Raptor Gallery –
O, □, △, O, △, X, □, △, O, □, X, X
Human Hunter Gallery –
O, □, △ , O, △, X, □, O, △, □, X, X
Tyrannosaurus Rex Gallery –
O, □, △, O, □, X, △, △, O, △, X, X
Prey Gallery –
O, □, △, O, □, X, △, O, △, △, X, X
Compy Gallery –
O, □, △, O, △, X, □, △, □, X, X, O

Level Select
Enter the following password three times (the first two it will be deemed invalid):
□×O△△×□□O△O×□
You'll hear a chime and a level menu will appear. Press ⇦ and ⇨ to switch between the characters. You can also view the movies.

Machine Hunter

Enter on the password screen…
Unlimited Continues – **URANUS**
One Hit Kills – GRIMREAPER
Demo Droids – DEMODROIDS

Super Cheat
1. Go to the password screen.
2. Enter ???HOST??? as a password.
3. Go the Options screen and highlight 'Cheat'.

Macross: Digital Mission VF-X

View VFs At Different Angles
Go to the load/save screen after you have all your VFs and save your game (if needed). Highlight the blank box under the loading box and press O. Choose one of the VFs from the displayed list. Press L1 or L2 to zoom and pan over the selected VF. To transform to Gerwalk, press Select, □. To transform to Battletroid, press Select, △. To activate special moves, press Select, hold R1, and press appropriate button.

Camera Controls
Use the following actions on controller 2 to adjust the camera while viewing the exterior of a VF:
⇦: Rotate camera left
⇨: Rotate camera right
⇧: Rotate camera up
⇩: Rotate camera down
△: Pan up
X: Pan down
□: Pan left
O: Ran right
L1: Zoom in
L2: Zoom out
R1: Zoom out
R2: Zoom in
Start: Reset camera

Blue VF-1X-Plus Valkyrie
Exceed 500 kills by the last mission, then select the VF-1X-Plus Valkyrie as your fighter. Maxmillian Jenius's Blue VF-1X-Plus Valkyrie will be under your control. This fighter can only be used for the last mission.
Recover Missiles
Use controller 1 to pause the game. Then on controller 2, hold Select and press O, O, O, O, O, O, O, △, □, X, and release Select .

Recover Special Attack
Use controller 1 to pause the game. Then on controller 2, hold Select and press □, □, □, □, □, □, □, △, O, X, and release Select .

Debug Mode
Complete the game and save your status. Highlight the 'Continue' option and hold Select + O for ten seconds. The screen will turn black. Release O, but keep Select held, and press O, X, □, △, O, X, □, △.

Mortal Kombat 3

Play As Smoke
During the opening demo, wait until the Rayden screen appears, then rotate the joypad 360° clockwise until the 'Ultimate Kombat Kode' prompt appears. Quickly enter the kode Dragon – MK – Dragon – Goro – Skull – Goro by pressing: R1, ▲ x 6, X x 6, O x 9. You'll hear Shao Kahn say "Outstanding!" and a message will appear to confirm the kode. Now the hidden robo-ninja Smoke is a selectable character in the one- and two-player modes.

Secret Cheat Mode
During the opening demo, quickly press X, O, ▲, R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You'll never win!" Now press Start. When the stone block appears with the word **'Kombat'** in red, press Up to access a secret cheat menu.
'Free Play' gives you infinite credits in the one-player mode.

Turn **'Smoke'** on to activate him as a playable character without using the Ultimate Kombat Kode.
Turn **'Fatality Time'** off to give yourself infinite time to perform fatalities.
Turn **'Level Select'** on and you'll be able to choose any stage – including the Hidden Portal – from a menu at the bottom of the screen after you choose your fighter.

With **'One Round Match'** on, fights will last just one round.
With **'One Hit Death'** on, the first player to strike will automatically win the round.

Alternative Cheat Mode
If you're having trouble accessing the secret cheat mode, here's a simpler version. During the opening demo, press X, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the 'One Round Match' or 'One Hit Match' options.

Random Select
Bored with the same old characters? To choose your fighter at random, either player must hold Up and Start at the same time. Ensure that Player 1's selection square is on Shang Tsung and Player 2's is on Liu Kang.

Kombat Kodes
When the Vs Screen appears, there are six boxes located at the bottom of the screen that are your doorway to a multitude of hidden secrets. By quickly pressing the High Punch, High Kick and Low Kick buttons a certain number of times, players will activate extra features during a match that range from fighting in the dark to battling undiscovered characters.

Super Run Jumps
Joypad 1: Tap ■ x 3, ▲ x 2, ● x 1
Joypad 2: Tap ■ x 7, ▲ x 8, ● x 9

Combos Disabled
Joypad 1: Tap ■ x 7, ▲ x 2, ● x 2
Joypad 2: Tap ■ x 7, ▲ x 2, ● x 2

Special Moves Disabled
Joypad 1: Tap ■ x 5, ▲ x 5, ● x 5
Joypad 2: Tap ■ x 5, ▲ x 5, ● x 6

Fast Uppercut Recovery
Joypad 1: Tap ■ x 6, ▲ x 8, ● x 8
Joypad 2: Tap ■ x 4, ▲ x 3, ● x 3

Super Endurance Mode
Joypad 1: Tap ▲ x 2, ● x 4
Joypad 2: Tap ■ x 6, ▲ x 8, ● x 9

Player 1 Inflicts Half Damage
Joypad 1: Tap ■ x 3, ▲ x 9

Player 2 Inflicts Half Damage
Joypad 2: Tap ■ x 3, ▲ x 9

Both Players Inflict Half Damage
Joypad 1: Tap ■ x 3, ▲ x 9
Joypad 2: Tap ■ x 3, ▲ x 9

Power Bars Slowly Regenerate
Joypad 1: Tap ■ x 9, ▲ x 7, ● x 5
Joypad 2: Tap ■ x 3, ▲ x 1

Real Kombat
Joypad 1: Tap ▲ x 4
Joypad 2: Tap ▲ x 4

Throwing Disabled
Joypad 1: Tap ■ x 1
Joypad 2: Tap ■ x 1

Blocking Disabled
Joypad 1: Tap ▲ x 2
Joypad 2: Tap ▲ x 2

Player 1: Quarter Energy
Joypad 1: Tap ■ x 7, ● x 7

Player 2: Quarter Energy
Joypad 2: Tap ■ x 7, ● x 7

Player 1: Half Energy
Joypad 1: Tap ▲ x 3, ● x 3

Player 2: Half Energy
Joypad 2: Tap ▲ x 3, ● x 3

No Life Bars
Joypad 1: Tap ■ x 9, ▲ x 8, ● x 7
Joypad 2: Tap ■ x 1, ▲ x 2, ● x 3

No Fear
Joypad 1: Tap ■ x 2, ▲ x 8, ● x 2
Joypad 2: Tap ■ x 2, ▲ x 8, ● x 2
Gives hints for Midway pinball game

Theatre Of Magic
Joypad 1: Tap ■ x 9, ▲ x 8, ● x 7
Joypad 2: Tap ■ x 6, ▲ x 6, ● x 6
Gives hints for Midway pinball game

No Knowledge
Joypad 1: Tap ■ x 1, ▲ x 2, ● x 3
Joypad 2: Tap ■ x 9, ▲ x 2, ● x 6
Displays text message only

Unlimited Run
Joypad 1: Tap ■ x 4, ▲ x 6, ● x 6
Joypad 2: Tap ■ x 4, ▲ x 6, ● x 6
Run bars stay at maximum for both rounds

Quasi-Randper Kombat
Joypad 1: Tap ■ x 4, ● x 6
Joypad 2: Tap ■ x 4, ● x 6
Fighters randomly morph into other characters

Dark Kombat
Joypad 1: Tap ■ x 6, ▲ x 8, ● x 8
Joypad 2: Tap ■ x 4, ▲ x 2, ● x 2
Screen is dark and flashes on briefly when a hit is registered

Psycho Kombat
Joypad 1: Tap ■ x 9, ▲ x 8, ● x 5
Joypad 2: Tap ■ x 1, ▲ x 2, ● x 5
Combination of both Dark Kombat and Quasi-Randper Kombat

Play Galaga
Joypad 1: Tap ■ x 6, ▲ x 4, ● x 2
Joypad 2: Tap ■ x 4, ▲ x 6, ● x 8
Play a brief game of Galaga. Three lives, any button fires

Fight Smoke
Joypad 1: Tap ■ x 2, ● x 5
Joypad 2: Tap ■ x 2, ● x 5
Winner of first round fights Smoke

Fight Noob Saibot
Joypad 1: Tap ■ x 7, ▲ x 6, ● x 9
Joypad 2: Tap ■ x 3, ▲ x 4, ● x 2
Winner of first round fights Noob Saibot

Fight Motaro
Joypad 1: Tap ■ x 9, ▲ x 8, ● x 9
Joypad 2: Tap ■ x 1, ▲ x 4, ● x 1
Winner of first round fights Motaro

Fight Shao Kahn
Joypad 1: Tap ▲ x 3, ● x 3
Joypad 2: Tap ■ x 5, ▲ x 6, ● x 4
Winner of first round fights Shao Kahn



In-Game Reset
Press L1 + R1 + Select + Start during play.

Madden NFL '98

Hidden Teams
At the Create Player screen (via Front Office menu), enter the following names (and save created players) to gain access to hidden teams.

EA Sports Team – ORRS HEROES
Tiburon Team – LOIN CLOTH
All-Time Leaders – LEADERS
All-Time All Madden – COACH
All '60s Team – PAC ATTACK
All '70s Team – STEELCURTAIN
All '80s Team – GOLD RUSH
NFC Pro Bowl – ALOHA
AFC Pro Bowl – LUAU

Hidden Stadiums
At the Create Player screen, enter the following names for hidden stadiums. After entering the code and saving the player, go to the Stadium Select screen and scroll down until you find the new stadium.

Astrodome – JETSONS
Cleveland Municipal Stadium – DAWGPOUND
Oakland Coliseum – SNAKE
Tampa Bay Stadium – BIG SOMBRERO
Orange Bowl – DANDAMAN
RFK Stadium – OLDDC
Tiburon Stadium – SHARKSFIN
Old West – GHOST TOWN

Magic Carpet

Cheat Mode
On the options screen, enter △, △, ○, □, △, ○, △, □. You can now select any level. Also, pause the game and press:
□ for more mana
○ to restore world
△ for all spells

Marvel Super Heroes

Doctor Doom
To play as the doctor you'll need to complete the arcade game at the default settings. Save the game to your memory card and input this code on the character select screen: tap ⇩ then press and hold ⇩, fierce kick, medium kick, and light kick in that order. When all the buttons are held, you'll hear "Captain America" but Doctor Doom will be selected.

Thanos
To play Thanos enter the following code. Tap ⇧ then press and hold ⇧, fierce punch, medium punch, and light punch. When they are all held down you'll hear "Spider-Man" and Thanos will appear.

Anita
When both the characters above are enabled, you can input this code to play as Anita. Press ⇧, ⇨, ⇩, ⇦, ⇧, ⇨, ⇩, ⇦ then press and hold ⇧, light punch, medium punch, fierce punch. When they are all held down Anita will appear.

Change Clothes
Simply hold ⇩ if the character is at the bottom of the select bar or ⇧ if they are at the top to get their alternative costume.

Floor Fighter
Press Select when the battle is over. You can now move about the screen and give a few digs to the character on the ground to relieve some frustration.

Lippy Move
Tap ⇩ ⇩ + Select to activate your character's taunt move.

Halloween
When you have activated a reality gem you can press Select to lob laughing pumpkins at your opponent.

MechWarrior 2

Password Cheats
Enter the following codes at the password screen for various effects. When the code is entered correctly you'll hear the female voice that you get on the Mech selection screen.

Cruise Control Throttle
#AXO/A4YYA
You no longer need to hold the throttle button down.

Invincibility
##XO/A><UZ
You never need die again.

Unlock All Missions
T<XO/AXA<=
This unlocks every mission in the game!

Extra Mech: Elemental
T/XO/AZ<#*
The Elemental is a very small Mech, more like a suit of armour.

Extra Mech: Tarantula
#/XO/A4<LY
This leggy lovely will you give you the creeps.

Extra Chassis Variants
T#XO/AX<<<
The next time you visit the Change Mech screen you'll see extra chassis variants, each equipped with slightly different weapons.

Overweight Mechs Allowed
#OXO/A>>O/
Throw away that Slimfast: you can now carry as much weight as you like!

Unlimited Ammo
TOXO/AX>TU
Fire away to your heart's content.

Heat Tracking Off
#XXO/A4>Y+
Now the heat generated by your weapons will build much more slowly. This enables you to fire quicker without worrying about overheating.

Unlimited Jet Juice
TXXO/AZ>+X
More fuel than BP.

Jumpjets On All Mechs
#YXO/A>YOL
Even Orville could fly with these.

MDK

Level Select
For a Level Select on the main menu, hold down L1 + L2 + R1 + R2 and press: ⇧, ⇨, △, ○, ⇨, then quickly release the buttons so that the stage select text stays on screen. Now press □ to change level; ○ to change arena.

Invulnerability
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ○, △, △, ○, ⇨, ⇧, ⇦, L1, □.

Bones Air Strike
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press △, ⇨, ○, ⇦, ⇦, ○, △, △, L1, ⇨.
Note: This code may only be enabled during the last level of the game.

Cow Strike
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇧, ⇩, ⇩, R1, ⇨.

Extra Airstrike
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇩, ⇧, ○, ⇩, ⇧, ⇩, L1.

World's Most Interesting Bomb
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇩, ⇨, ○, ○, ⇦, ⇦, ⇧, □, △.

Dummy Decoy
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ×, L1, ⇨, ○, ×, ⇧, □.

Super Chain Gun
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇦, L1, ⇩, □, △, ⇧, ⇩.

Grenade
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press △, ○, □, L1, ⇨.

Homing Sniper Grenade
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇦, ⇧, ×, □, L1, R1, ⇨.

Mortar
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇦, L1, △, □, ⇨, ○, ⇦, ⇦.

World's Smallest Nuke
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇩, ⇧, □, △, ⇩, ○, ○, ⇨.

Seal
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ○, △, △, L1, ⇨.
Note: This code may only be enabled during the last level of the game.

Sniper Grenade
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇧, □, L1, ⇦, ○, △.

Faster Speed
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇨, ○, △, ○, ×.
Press R2 during play to activate faster speed.

Thumper Weapon
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇩, ⇧, ⇦, ⇦, △, ⇧, ⇨, ⇩.

Twister Weapon
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇩, L1, □, △, ⇨, ⇧, ×.

Bones Seal
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press △, ⇨, ○, ⇦, ⇦.

Super Gun
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇨, ⇧, ⇩, L1, ⇩, ○, ⇦, ⇦.

Homing Bullets
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press □, L1, L1, ⇨.

Full Hit Points
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇨, L1, □, △, L1, ⇩.

Nodie
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ○, △, △, ○, ⇨, ⇧, ⇦, L1, □.

Earthworm Jim Power-Up:
Pause game. Press ⇩, L1, ⇧, □. Resume play and immediately pause the game again.
Press ⇧, ⇩, ⇩, L1, ⇨.

Monster Trucks

Cheats
Enter these on the main menu. The cheats need to be re-entered every time you race.

Tall Trucks
L1, R2, L2, R1, ⇧
Stretches the trucks vertically.

No Damage
⇦, ⇦, ⇦, ⇧, ⇩, L1, R2
Your damage meter stays full.

Super Grip
⇦, L1, R2, R1, ⇦, R2, R2, R2
The truck sticks to the road like glue.

Checkpoint Lift
L1, L1, R1, R1, L2, L2, R2, R2
Only works for Endurance races: press △ and a helicopter will come and winch you to the next checkpoint.

Extra Strength
L2, ⇦, ⇨, ⇧, ⇩, R2
Improves the durability of all the trucks.

Mortal Kombat Mythologies Sub-Zero

Passwords
Urns Of Vitality Aplenty – NXCVSZ
Start On The Fortress Stage – ZCHRRY
This also boosts your experience points to 20,000.

A Millennium Of Lives – GTTBHR
Take A Look At The Credits – CRVDTS
Wind Level – THWMSB
Earth Level – CNSZDG
Water Level – ZVRKDM
Fire Level – JYPPHD
Prison Level – RGTKCS
Bridge Level – QFTLWN
Fortress Level – XJKNZT
Have A Ruck With Chinnok
If you get killed before you reach a checkpoint, hold L1 as you are in your death throes and when you reappear you'll be face to face with Chinnok.

Moto Racer

Pocket bike mode: ⇧, ⇩, R2, L2, ⇩, ⇧, L1, ×
Reverse mode: ⇦, ⇨, ⇦, ⇨, ○, ○, R1, L1, △, ×
Enable all ten tracks: ⇧, ⇧, ⇦, ⇨, ⇩, ⇩, ○, R2, △, ×
Enable all ten tracks (reversed): ⇩, ⇩, ⇨, ⇦, ⇧, ⇧, ○, L2, △, ×
Night races: ⇧, ○, L1, ⇩, △, L2, ○, ⇦, R1, ×
All opponents race at 50 km/h: ⇩, ⇩, ⇩, ○, L1, ○, L2, ⇩, ⇩, ×
Ultra-boosted bike: ⇧, ⇧, ⇧, △, R1, △, R2, ⇧, ⇧, ×

MK Trilogy

Access the ? Screen
Go to the options screen and highlight any of the four boxes. Hold L1 + L2 + R1 + R2 and then hold ⇧. If you've done it correctly you will here a 'boom'. You can now access the '?' in the options screen. Here are your selections:
1 Button Fatalities ON/OFF (See below for details)
Instant Aggressor ON/OFF
Normal Boss Damage ON/OFF
Health Recovery ON/OFF
Low Damage

One-Button Fatalities
To execute these, stand right next to your opponent and press any of the following buttons for the desired effect.
HP: Brutality
HK: Fatality 1
LK: Fatality 2
R2: Animality
R1: Friendship
LP: Stage Fatality
L2: Babality

Choose Your Background
In the character select screen, highlight Sonya and hold the Start button, then press Up on the control pad. If done right, you'll hear a low exploding sound. After you choose your character, you'll also get to choose your background. If two players happen to be playing, whoever enters the code is the one who gets to choose the background.

Shao Kahn's Treasure Chest
After you beat Shao Kahn, you can choose a symbol.
Box 1: Character Endings
Box 2: Fight Chameleon
Box 3: MK1 Classic Endurance Kombat
Box 4: MK2 Classic Endurance Kombat
Box 5: Random Prize
Box 6: Fatality Demo 1
Box 7: Fatality Demo 2
Box 8: Fatality Demo 3
Box 9: Super Endurance Kombat (All Females & Robot Ninjas)
Box 10: Battle With Shokan Champions (Bosses)
Box 11: Mega Endurance Kombat (All Ninjas & Chameleon)
Box 12: Supreme Fatality

Quick Exit
You can exit a game in the middle of any match by pressing the Start button and then Select. You'll then be asked if you want to continue with the fight or quit. Make your choice.

Play As Chameleon
To reveal the hidden character Chameleon, pick either Human Smoke, Ermac, Classic Sub-Zero, Scorpion, Noob Saibot, Rain, or Reptile. Before the round starts, hold ⇦ + HP + HK + RU + BL. Chameleon now has the abilities of the same colour ninja that he morphs into.

Classic Characters
There are two MK1 and MK2 characters to find. To reveal all four of them, simply press Select on the appropriate character to reveal their previous incarnation. The characters in question are: MK1 Kano, MK1 Rayden, MK2 Kung Lao and MK2 Jax.

Random Select
For this to work, press ⇧ + Start at the select screen whilst the default players are highlighted.

Crispy!!!
If you hold both run buttons after you do the stage fatality on Scorpion's Lair, you can hear Shao Kahn say "Crispy". If you hold both punch buttons, Dan Forden will pop out and say "Crispy". You can hold both run buttons and both punch buttons to hear both Shao Kahn and Dan Forden say "Crispy".

Frosty!!!
Sometimes Dan Forden doesn't say "Toasty", he says "Frosty". To do this, freeze opponent while he is in danger.

Pit Fatalities
Here is a list of pits and what to do for those spectacular fatalities.
Pit 1: Uppercut
Pit 2: Perform the Stage Fatality
Pit 3: Perform the Stage Fatality
Dead Pool: Hold LK + LP + ⇩ then tap HP
Kombat Tomb: Perform Stage Fatality
Shao Kahn Tower: Perform the Stage Fatality
Subway: Perform the Stage Fatality



continued

NBA Live '97

Secret Characters

Type the name of the producers and programmers names in the 'Create A Player' option. Make sure you push Start at the last letter of each name otherwise it won't work. It will put them on the free agency list. It won't count as a created player, so you can have all the producers and still make 40 new players.

Amory Wong
Allan Johanson
Brian Krause
Dom Humphrey
Daniel Ng
Robert White
Dan Scott
David Bollo
Sebastiaan Reinarz
Sheila Allan
Michael Vanaselja
Casey O'Brien
Daryl Anselmo
Giovanni Sasso
Kim Gill
Mark Soderwall
Greg Allen
Cindy Green
David Laviolette
Adam MacKay-Smith
Traz Damji
Steve Royea
Crispin Hands
Jeff Mair
Sam Nelson
Ed Fletcher
Stan Chow
Tarrnie Williams
Michael Klassen
Marcus Lindblom
Dave Warfield
Ivan Allen
Brian Wideen
Brent Nielson
Aaron Grant
Renata Antonic
Zoe Quinn
Sean O'Brien
Novell Thomas
Al Murdoch
Ernie Johnson

Secret Codes

This cheat is dead tricky to activate but worth it. After the game has started and you are at the Game Setup menu, press: L1, X, X, L1, X, ■, R1, X, ■, R1, ● (which should take you to the Credits screen). Then hold (for a second or two) ⇵ + ▲ + ■ to activate the secret codes.

Now start the game as normal and, as soon as it starts loading, hold L1 + R1 + ⇵ + ▲ + X + ■ + ● for as long as it takes for the secret code menu to appear. (Top tip: use a CD case to hold down the four fire buttons.)

1. On the secret code screen, L1 and L2 alter player height up/down. The number is in inches (min = 1.5 feet; max = 12 feet!). Note: Any height greater than 7'10" cannot slam the ball.

To change all the players on the cheat list, you must use a PlayStation Multitap with all controllers plugged in.

2. D-pad ⇧ and ⇩ control Chameleon mode (flashing colours).

3. Start and Select on controller 1 set the outdoor court on/off.

To exit the cheat area and go to the game, press ▲ + X on controller 1.

NBA Jam TE

Cheats

Select a team and, when 'Tonight's Matchup' appears, enter the code before 'Loading Game' appears.

Big Head Mode
For heads just a little bigger than normal.
■, X, ●, ▲ x2

Mammoth Head Mode
Er... for incredibly big-headed people.
■, ▲, ●, X x5

Huge Mode
To turn the players into giants.
▲, X x7

Baby Mode
Just to make them feel small.
■, ● x3

Great Balls Of Fire
Turns your balls into er... great balls of fire as you dunk.
⇩, ⇨, ⇨, ●, ▲, ⇦

Max Power
Enhances the ability of your men.
⇨, ⇨, ⇦, ⇨, X, X, ⇨

Power Up Defence
To boost your defending ability.
⇦, ⇧, ⇩, ⇨, ⇩, ⇧

Full Court Jams
⇦, ⇨, X, ●, ●, X

High Shots
⇧, ⇩, ⇧, ⇩, ⇨, ⇧, ● x4, ⇩

Power-Up 3-Pointers
⇧, ⇩, ⇦, ⇨, ⇦, ⇩, ⇧

Power-Up Offence
■, ●, ⇧, ■, ●, ⇧, ⇩

Push One Opponent and Both Fall
⇧, ⇧, ⇧, ⇩, ⇦, ⇦, ⇦, ⇦, ●, ●

Push One Opponent and Only Teammate Falls
⇧, ⇧, ⇧, ⇩, ⇦, ⇦, ⇦, ⇦, ●, ▲

Quick Hands
⇦, ⇦, ⇦, ⇦, ●, ⇨

Shot Percentage Display
⇧, ⇧, ⇩, ⇩, ▲

Speed Up
⇧, ⇧, ⇧, ⇧, ⇦, ⇦, ⇦, ⇦, X, ▲

Tele-Pass
⇧, ⇨, ⇨, ⇦, ●, ⇩, ⇦, ⇦, ●, ■

Hidden Characters

To play as these hidden characters, go to the name input screen and hold down the L1 and R1 buttons as you enter initials and dates.

Catling	CAT	JAN 2
Weasel	DAN	JAN 2
Goskie	GOS	JAN 6
Frank Thomas	FNK	JAN 8
Heavy D	HEA	JAN 9
Fumungus	GUN	JAN 11
Liptak	LIP	JAN 14
Blaze	BLZ	JAN 14
Larry Bird	LAR	JAN 15
Air Dog	AIR	JAN 21
Turmell	TUR	JAN 31
F Prince	FRS	FEB 2
Renaldo	REN	FEB 4
Higgins	TOM	FEB 19
Gray	ROB	FEB 23
Jax	JAX	MAR 1
Crunch	WOL	MAR 7
Carlton	CAL	MAR 25
Suns Mascot	APE	APR 2
Adrock	ADR	APR 6
Hill	ZIG	APR 7
Hutchinson	BAR	APR 8
MCA	MCA	APR 9
Sequoia	SAW	APR 10
Kabuki	KUB	APR 14
Prince Charles	CHA	MAY 4
Chow Chow	CHD	MAY 5
Tunnicliff	SAT	MAY 7
Bill Clinton	BIL	JUN 3
Shelley	SHY	JUN 8
Moore	MOE	JUN 8
Pistol	WAN	JUN 10
Hugo the Hornet	HOR	JUN 12
Snake	SNK	JUN 15
Divita	DIV	JUL 3
Mike D	M_D	JUL 1
Gordon	GOR	JUL 3
Rivett	REV	JUL 6
McHugh	BAA	JUL 12
Brutah	GOW	JUL 17
D Falcus	DAZ	AUG 6
Max	LIZ	AUG 7
J Moon	JAY	AUG 24
Benny	BEN	SEP 20
Jazzy Jeff	JAZ	OCT 9
Facime	DEL	OCT 19
Boo-Boo	THI	NOV 1
H Clinton	HIL	NOV 6
J Falcus	JAS	NOV 16
Magic Hair	STH	DEC 8
Kirby	CHR	DEC 18
Mad Mike	MUS	DEC 24
Hodgeson	HOG	DEC 31

Victory Movie: ○, △, ○, △, ○, △, L1, ⇧, R2, X
Credits Movie: ○, △, ○, ○, △, ○, ⇧, ⇨, ⇦, X

Motor Toon Grand Prix

Turbo Start

If you want to give yourself a bit of extra speed in this wild and crazy driving game, then first of all try holding down the accelerator button (X) when the yellow light comes on.

Screaming Speed

To accelerate to top speed with any of the racers in just one second, and stay at top speed, simply hold down the reverse button while accelerating. Hmm, I wonder if you can do this is a real car?

Namco Museum

Vol 1 & 2

Galaga – Non-Shooting Enemies

On the first stage, don't shoot at the ships as they go into their formation. Once they're all in formation, isolate the two leftmost blue bees. Kill all the other ships except these two. Once you have, let the two bees fly and shoot at you for the next 10 to 20 minutes (don't fire a shot during this time). You can hide in the right corner for most of the time, only moving out to avoid the odd shot. After a while you'll notice that the bees stop shooting at you. Once you notice this, let them do a few more passes to make sure, then kill them. Now no ships will shoot at you!

Grobda Level Select

1. At the Grobda title screen, hold L1 + L2 + R1 + R2, hen press Start.
3. Choose a level from the Battle Selection screen that appears.

Dragon Buster – Life Refill

On the Dragon Buster title screen, press Select ten times or more followed by Start to begin your game. Now, whenever your vitality drops below 32, press L1 and R1 together and it will shoot back up to 128.

Namco Museum Vol. 4

Alternative Intro

After you switch the game on, press and hold L1 and R1 as the 'Namco' logo flashes across the screen. If the cheat has worked, the usual jolly Pac-Man intro will be replaced by the sinister and incredibly spooky FMV intro to *Genji and Heiki Clan*.

Extra Continues

For any of the games on *Namco Museum Vol. 4*, you can increase the number of credits by pressing Select. This can be done as many times as you want.

Hidden Return Of Ishtar

Enter the Museum and go to the Return Of Ishtar room. Quickly press ⇨, ⇦, ⇧, ⇩, ○. A special version of the Return Of Ishtar game will begin.

NanoTek Warrior

Random Curving

Pause the game during play and press ○, Select, ⇦, □, □, ⇩, ⇧, X.

Cockpit View

Pause during play and press △, ○, □, □, △, △, Select, Start.

Rotate Enemy & Obstacle Positions

Pause during play and press R1, R1, ⇧, ○, □, △, L2, X.

Camera Lock

Pause during play and press ○, □, △, △, ○, □, △, Start.

Destructible Obstacles

Pause during play and press □, ○, R2, R2, ⇦, ⇧, ⇩, X.

Lock-On Lightning Bolt Special Weapon

Enter X, □, △, ○, □, ○, X, △, X as a password.

Black NanoTek Ship

Enter: X, □, X, □, □, ○, X, △, X as a password.

Full Story

Insert the game disc into a PC compatible CD-ROM drive. View the STORY.TXT file for the complete version of the NanoTek Warrior story.

Screen Shots

Insert the game disc into a PC compatible CD-ROM drive. Load the JPG files with a graphics program to display screen shots from the game.

Passwords

NORMAL		HARD	
2	□, △, X, △, □, X, □, △, X	5	○, △, □, X, □, ○, X, ○, □
3	△, □, X, △, □, △, X, □, X	6	△, ○, □, X, □, △, X, ○, X
Bonus 1	□, ○, X, △, □, ○, △, ○, X	Bonus 2	□, □, □, X, □, □, △, △, □
4	X, △, □, X, □, △, X, □, ○	7	X, △, X, ○, □, X, △, ○, □
		8	□, △, X, ○, □, X, △, ○, X

NBA Jam Extreme

All Special Teams

On the Keep Records screen, answer 'Yes', then use the initials JBP and May 17. Note that your opponent must also enter the code to be able to access the special teams.

Hidden Characters

Start the game, then answer 'Yes' for 'Keep Records?'. Now enter the following records for the desired player and a whole league of special hidden characters:

Junior Seau – JR Jun 1
John Elway – WAY Sep 30
Marv Albert – MRV Dec 31
Frank Thomas – BIG Dec 6
Newt Gingrich – NEW Aug 12
Pirate Bill – SAL Feb 2
Mr Happy – MJT Mar 22
Dufus the Clown – GRR Jun 19
Three Feet Under – TOD Apr 17
Mr Unhappy – GEM Nov 3
Ooohh – JLH Jan 26
Who – WHO Jan 1
Brained – BCS Jan 7
Monkey Boy – PJP Nov 2
Howie – BCE Jul 10
Jim Jung – JKJ Dec 13
Huh – CBR Jun 25
Cheryl Swoopes – SWO Jan 1
Rebecca Lobo – LOB Jul 4
Carol Blazejowski – BLZ Mar 1
Bob Lanier – LAN Sep 10
Air Nick – ARN May 18
George Cervin – ICE Apr 7
XX Stinger – MSS Oct 26
XX Shamrock – JHG Aug 26
Diamond Dave – DJP Jun 29
Chris Slate – JCS Dec 8
Sausage Boy – TVC Oct 3
Richard Szeto – RTS Feb 25
Dwain Skinner – DAS Feb 21
Dave Ross – DJR Jun 8
Jeff Peters – JBP May 17
Daren Smith – DRS Apr 10
Mike Callahan – MWC May 1
The Tinman – TIM Jan 24
Mark Canus – MMG Sep 16
Roy Wilkins – RNW Sep 15
Rob Daurel – RAD Mar 19

Small Players, Big Heads

On the 'Big Head' option, press ⇧, ⇩, ⇦, ⇨, ⇩, ⇧, then select 'Yes'.

Big Feet Mode

Hold ⇦ or ⇨ when leaving 'Big Head' select.

Head-er-oids Mini Game

You need a Multitap for this one. Hold ⇧ + Extreme on all four pads when leaving Team Select.

Marshmallow Treats

Hold ⇧ at the end of the title sequence before the screen dims.

Random Team Select

On Team Select press ⇧ + Turbo.

Random Player Select

After random team press ⇧ + Turbo again.

Team Select Codes

The following are entered by holding the relevant buttons on the Team Select screen until the Vs screen appears, then pressing the directions listed. You'll know it's worked if a programmer's head pops onto the screen.

Shot % Display

Hold Extreme + Shoot and release on the Vs screen.

Infinite Turbos

Hold Turbo, then press ⇧, ⇩, ⇧, ⇩ and release Turbo.

No Turbo Meters

Hold Turbo + Extreme, then press ⇧, ⇩, ⇧, ⇩ and release buttons.

Remove Crowd

Hold Extreme + Pass + ⇧ and release on the Vs screen.

Tip-Off Codes

The following codes should be done at the tip-off, while the ref is walking out to throw the ball. They must be entered quickly without pressing any buttons too many times.

Computer Assistance Off

Extreme, Turbo, Pass x2

Beach Ball Mode

Pass x2, Turbo, Extreme, Turbo, Pass x2

It still goes in the net!

Quick Hands Mode

Pass x3, Turbo x3, Extreme x3, Pass x3

Max 3pt Mode

Pass x8, Extreme, Pass x7

Legal Goaltending

Extreme x8, Pass, Extreme x9

Dead-Eye Dick

Turbo x5, Pass, Extreme, Turbo x6

Super Rainbow Shot

Turbo x5, Pass x2, Turbo x6

Power Push

Turbo x2, Pass x2, Turbo x2, Pass x2, Turbo x2, Pass x2, Turbo x2

Max Speed

Extreme x10, Pass x3

Keep Record Cheats

These should be entered on the Keep Record screen as your name, by selecting the first two letters, then backspacing twice, putting in the next two letters and repeating until the complete code is entered.

Start At Playoffs
PL AY OF FS

Start At Finals
FI NA LS

2 Playoff Games Won
CH EE SY

3 Playoff Games Won
NO VI CE

45 Second Shootout
SH OO TO UT

Sound Test
KA ZO O

Programmer Players

Go to create a player and type in one of the names from the credits in the instruction booklet. Go to the free agent pool and sign him to a team. When you score a basket with this new player, the announcer will say his name.



4	×, △, ○, ×, □, △, ○, □, △
5	□, △, ○, ×, □, △, ×, ○, ×
6	△, □, ○, △, ×, ○, □, ○, △
Bonus 2	○, □, ○, △, ×, △, □, ○, ×
7	△, ×, △, ○, ×, □, ×, □, △
8	□, ×, △, ○, ×, □, △, □, ×

NASCAR Racing

Secret Game
Pressing × on controller 2 during the start of the title sequence brings up a *Tron*-style light-cycle game. How's that for a bonus!

NBA Hangtime

Hidden Players
Enter the following name codes at the 'Enter Name' prompt, and PIN numbers to access the corresponding player.

Name	PIN	Hidden Player
AMRICH	2020	Dan Amrich
DANR	0000	Dan Roan
DIVITA	0201	Sal Divita
MUNDAY	5432	Larry Munday
PIPPEN	0000	Scottie Pippen
ROOT	6000	John Root
SNO	0103	S Oursler
TURMEL	0322	Mark Turmell
BARDO	6000	Bardo
CARLOS	1010	Carlos Pesina
DANIEL	0604	Daniel Thompson
EDDIE	6213	Eddie Ferrier
EUGENE	6767	Geer
JAMIE	1000	Jamie Rivett
JAPPLE	6660	Japple
JC	0000	John Carlton
JFER	0503	Jennifer Hedrick
JONHEY	6000	Jon Hey
KOMBAT	0004	Ed Boon
MARTY	1010	Martinez
MEDNIK	6000	Mednik
MINIFE	6000	Minife
MORRIS	6000	Air Morris
MORTAL	0004	John Tobias
MXV	1014	Vinikour
NICK	7000	Nick Ehrlich
NFUNK	0101	Neil Funk
PERRY	3500	Matthew Perry
QUIN	0330	Kevin Quinn
SHAWN	0123	Shawn Liptak

Cheat Codes
These are entered at the Tonight's Matchup screen, pressing the □, ×, ○ buttons to increase the first, second, and third digits.

025 – Baby Sized Players
048 – No Music
111 – Tournament Mode
120 – Fast Passing
273 – Stealth Turbo
284 – Maximum Speed
390 – No Pushing
461 – Unlimited Turbo
552 – Hyper Speed
610 – No Codes Allowed
616 – Block Power
709 – Quick Hands
802 – Maximum Power
937 – Goal Tending

Extra Cheats
Enter the following button sequences quickly on the Tonight's Matchup screen. You'll know if it's worked when the code box flashes white.

Big Heads: Hold ⇧, press □ + ○
Huge Heads: Press ⇧, ⇧, ○, □
Rooftop Jam: Hold ⇦, press □, □, □
All-American Basketball: Hold ⇨, press ×, □, ○
Shot Percentage On: Rotate D-pad clockwise starting with ⇧
No Tag Arrow: Press ⇦, ⇦, ○, □
No Drift: Press ⇩, ⇩, ×, □
No CPU Assistance: Hold ⇨, press ○, ○

Random Team Select
Press ⇧ and □ at the Team Select screen.

Home Hair Dying
On the Team Select screen, go to the Chicago Bulls and press ○ to change Dennis Rodman's hair to different colours.

NBA In The Zone 2

Michael Jordan
At the demonstration enter:
○, ⇦, □, ⇨, L1, L2, R2
Do this ten times fast, then all the hidden players become available, including Mr Jordan himself.

All-Star Team
With the cursor on 'Start', press and hold L1 + R2 + Select + Start until the screen fades out. You will then be able to select the All-Star Team in exhibition mode only.

Play With Jordan, O'Neal, Barkley etc
To play with Michael Jordan you must change the number and the name of the player called 'M Guard' in the Chicago team (using 'edit player' in the custom menu). Then trade this player to Chicago and put him in the starting line up. When you play, you'll see that this guy really is Michael Jordan (same face, statistics, and pieces of black cloth on his arm and leg). Do the same to have Charles Barkley with Houston and Shaquille O'Neal with Los Angeles. Apparently this also works with some other missing players.

NBA Live '98

Secrets Mode
Start a new game and select any teams. When you reach the User Setup screen (with the controllers on it) , press ⇧ to change 'Player 1' to 'Start New', then × to enter your name. Enter 'Secrets' and press Start to accept it. Press ○ to access the new Secrets option at the bottom of the screen. Highlight the 'Enter Secret Code' option and press ×. Enter any of the following codes and press Start to make the relevant option appear on the Secrets menu. You can then toggle its setting by highlighting it and moving ⇦/⇨.
Note: All codes are saved to memory if the game is saved immediately after entering them.

Aqua Court
Enter 'Seaweed' as a Secret Code. Toggle the Aqua Court option on. The game will take place under water, with warped view and air bubbles, although the players still run around as quickly as normal.

Hallowe'en Costumes
Enter 'Scary' as a Secret Code. You can now toggle the Hallowe'en Home option to Clown, Alien, or Mummy, to make the home team play in that costume.
Enter 'Freaky' as a code for the Hallowe'en Away option, then toggle to the desired costume for the visiting team.

Teddy Bear Players
Enter 'Pin rocks' as a Secret Code. You're then asked a question about Pin: choose the 'He's both' answer. 'The Lovable Pin' will now appear in the menu. Toggle it on and press Start and you'll now be able to select an extra Hallowe'en costume (for both home and away teams), called Lovable Pin. Select it to play the game with teddy bears!

Chameleon Mode
Enter 'Lizard' as a Secret Code, then toggle the new 'Chameleon Home' option to any player or all of them, so that they blend in with the court during the game.
Similarly, for the away team, enter 'Reptile' as a code and toggle the option to the desired player(s).

NFL Game Day

Secret Options
As soon as the NFL Game Day logo appears press: R1, R1, L2, L1, ▲, ●, ■, L1, L1, L2, R1, R2, L1, ▲, ▲. This will give you an options screen where you can select several cool things – including turning all players into John Madden, enabling Touchdown Fatalities, and changing opponents into furry rabbits!

Extra Teams
At the opening screen, press the following keys in order:
●, ●, R1, R2, L1, L2, ●, ■, ▲.
Then hold down L1 and R1 simultaneously for about five seconds until the new teams appear.

Victory Screens
At the beginning when the PlayStation logo disappears, hold Down R1, R2, L1, L2 till you want to stop the graphics. This code takes you through all the win/lose screens in the game. Experience winning the Super Bowl.

Codes
At the password prompt, enter the following (all in uppercase) for various special effects:

SKELETON	Two skeleton teams playing in the Bone Bowl
SNAKE	Two teams of snake with arms!
JUICE	Ten-yard speed bursts
BIG.BOYS	Large players (actual size)
OFFENSE	Better offence
DEFENSE	Better defence
STICKUM	Receivers catch almost all the passes
CANNON.ARM	Quarterback has good throwing arm
PICK.CITY	Easy interceptions
CRUNCH.TIME	Hard hits and more injuries
URNOTREDE	Computer is very hard to beat
BLITZ	Commercial break
STEROIDS	Super stiff-arm
MAYHEM	Defenders injured after hits
GOOD	Unknown effect

Programmer Free Agents
Enter 'Prisoners' as a Secret Code to add the secret programmer players (as featured in the hidden teams) to the Free Agent list, so you can transfer them to NBA teams.

Create Player Features:
Eye Patch
Enter 'Eyepatch' as a Secret Code. Return to the main menu and press ○ to choose Rosters, then New Player. When you go down to the Features option for your player, there's an extra one to give him an eye patch.

Monocle
Enter 'Monocle' as a Secret Code. You can now create a New Player with a monocle (via Features option).

EA Toque
Enter 'Toque' as a Secret Code. You can now create a New Player with a toque (that's the Canadian name for a woolly hat, by the way).

Hidden Teams
Press ○ on the main menu and choose Rosters, then Custom Teams. Enter one of the following city and team name combinations to activate the corresponding team, made up of members of the *NBA Live '98* development team.

City	Team
EA	Europals
Hitmen	Coders
Hitmen	Earplugs
Hitmen	Idlers
Hitmen	Pixels
QA	Campers
QA	DBuggers
QA	Testtubes
TNT	Blasters

NBA Shoot Out '97

Super All-Star Difficulty
When highlighting Difficulty in Game Options, press L1, R1, L2, R2. If it worked you'll immediately see a new skill level: Super All-Star Difficulty.
Warning: this mode is for real experts, as you'll soon find out.

NCAA Gamebreaker

Secret Passwords
Press L1, R1, L2, R2 to get to the Easter Egg screen and then enter the following passwords:

Tight Cover	Cannon	Loose Cover
Big Ref	Lights Out	Swim Down
Slow CPU	Angry CPU	Blocking Down
Tiny GB	Cruel CPU	Big Foot
	Thunder Foot	Amazons
	Little Foot	Jack T
	Fast Clock	Hammer
	Slow Clock	

Need For Speed

Lost Vegas Track
1. Go to the Tournament password screen.
2. Enter TSYBNS as your password.
3. Now go back to the Head-To-Head game.
4. Cycle through the tracks and Lost Vegas will be selectable.

Oasis Springs Track
1. The TSYBNS code must be entered first.
2. In Head-To-Head mode, go to the Rusty Springs track.
3. Hold down L1 and R2 together to make it change to Oasis Springs.
4. While holding these buttons press Start to play.

Warrior Car
1. The TSYBNS code must be entered.
2. In Head-To-Head Mode, go to the car selection screen and hold down L1 and R1.
3. You should now be able to select the Warrior.

Rally Mode
1. After the TSYBNS code has been input, enter Head-To-Head mode.
2. Cycle through to your favourite track.
3. Now hold down L1 and R1 to see the title change to RALLY MODE.
4. Now press Start to enter a muddy course.

No Mercy Mode
1. Yes, the TSYBNS code triggers this one too.
2. Go to the Head-To-Head screen.
3. Hold down L1 and R1.
4. The option should change to NO MERCY.
5. This turns off the slower car catch-up, giving a fairer race.

Passwords

Track 1	WRDRTY
Track 2	ZDPBWN
Track 3	MTQRZP
Track 4	JVPZLL
Track 5	ZYMNLH
Track 6	WMRPGZ
Lost Vegas	YXGSJJ
Track 8	KJPQND
Track 9	SDQWCG
Track 10	SLZXDH
Track 11	SPZDFX
Track 12	ZVGRGX
Track 13	XJHVCK

Lunar Springs
This newly discovered circuit is another variation on the Rusty Springs course, this time with a lunar landscape!
1. Access Tournament mode and enter the password: **SPKSHC.**
2. Go back and choose another mode and highlight Rusty Springs on the track select screen.
3. Press and hold △, then add L1 + R1 and select Rusty Springs with ×.

Machine Gun Code
Choose Head To Head mode. Immediately after selecting your opponent's car, push and hold L1, ○, □, and ⇘, until loading is complete. Now instead having a horn, every time you push up you'll fire an invisible machine gun that clears the way of any cars. This code can be used with one or two players.

Extra Weight
First go to Tournament mode and enter the password **TSYBNS**. After this you can continue Tournament mode or quit it. At the car selection screen, select Car Showcase, then Mechanical. From here, select Next Slide. You can now add extra weight to the car you are viewing, shown by a number of red triangles at either end. Press L1 to add weight to the front of the car, and R1 for the rear. This makes your car turn sharper.

Need For Speed 2

Extra Car
Enter LILZIP as the password to win the tournament and get the Ford Indigo.

Extra Track
Enter SHOTME as the password to unlock the extra track, Monolithic Studios.

Faster Car
Enter POWRUP as the password to get a Pioneer engine. This gives your car improved acceleration in Arcade mode, and better acceleration and top speed in Simulation.

More Camera Views
At the main menu, start the race and hold:

L1 + L2 + R1 + R2 + × + △ + □ + ○.
Release the buttons when the race starts and you should have nine camera angles to choose from instead of the usual four.
Note: If you restart the race, the extra views disappear.

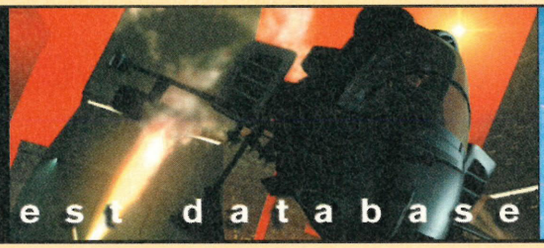
Extra Vehicles
Enter any of the following passwords.

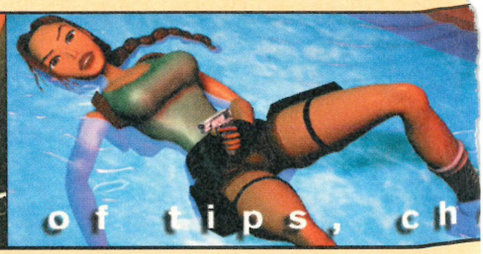
NHL Face-Off '97

Super Player
Choose Roster, then Create Player. Now, input any name from the following list:

Raja Altenhoff
Tom Braski
Craig Broadbooks
Josh Hassin
Tawn Kramer
Alan Scales
Kelly Ryan
Jody Kelsey
Chris Whaley
Peter Dille
Craig Ostrander
Don't fiddle with his number, position, hand or weight as it could muck up the cheat. Now press △ to exit – if you select 'Create Player' again, your man will appear with 99 ratings across the board. Go to 'Sign Free Agent' from the Roster menu. Sign the super player to your team. Then select 'Edit Lines' and insert him into one of the Scoring lines for your team. By releasing players from your team (not goalies), you can sign a teamful of super players.







The biggest database of tips, ch

continued

NFL '97

Enter the following codes on the Team Select screen of Pre-Season mode.

1. L1, L1, L1, ▲, L1, L1
Let you play the NFC or AFC Pro Bowl teams against any team in a pre-season match-up.

2. L1, L1, L1, R1, L1, L1
Puts land mines all over the field! Watch your step or you'll be shot into the air and land on your back.

3. L1, L1, L1, L2, L1, L1
Just try and hold onto the ball! Every play of the game, the ball will be fumbled twice.

4. L1, L1, L1, R2, L1, R1
Just try and drop the ball! No fumbles are allowed no matter how bad the player in possession is.

5. L1, L1, L2, ▲, L1, ▲
Just tap the speed-burst button and your player will run at top speed for the rest of the play.

6. L1, L1, ▲, R2, L1, ▲
Whatever team you choose to play with will have the skills of a high-school side.

7. L1, L1, R1, ▲, L1, R1
All the players get a boost in size: they're huge!

8. L1, L1, R1, R1, L1, R1
Every player is shrunk down to size.

9. L1, L1, R1, R2, L1, R1
Now's the time to go deep: any QB can throw the ball 100 yards on any Bomb Zone play!

10. L1, L1, L2, R1, L1, L2
Puts the game into super slow mode.

Note that the chosen vehicle won't appear in the selection menu – just start the race and you'll be driving it.
Note: These work for player 1. For player 2, simply change the 'ME' in each code to 'U' (eg 'LOGME' becomes 'LOGU').

ARMYME	Army Truck
BUGME	VW Beetle
BUSME	Bus
CITME	Citroen 2CV
CRATME	Crate
LIMOME	Limo
LOGME	Log
MAZME	Mazda Miata
OUTHME	Outhouse
QUATME	Audi Quattro
SEMIME	Truck Cab
SNOWME	Snow Truck
TREXME	T Rex
VANME	Camper Van
WAGOME	Wagon
YJME	Jeep
BEETME	Trabant?
BMRME	BMW
BNZME	Mercedes Benz
JEPME	Comanche pick-up truck
LCME	Toyota LandCruiser
VOVME	Volvo estate
TRAMME	Tram
STDAME	Stand A
STDBME	Stand B
STDCME	Stand C

New Japan Wrestling

Play As Sparrow
At the title screen press ○, ⇨, △, ⇧, □, ⇦, ✕, ⇩, ✕, ⇩, □, ⇦, △, ⇧, ○, ⇨, Select. At the wrestler select screen, highlight Commandant and press Select.

Play As Gorgon (the announcer)
At the title screen press L1, L1, L2, R2, R2, R1, △, ⇩, ✕, ⇧, Select. At the wrestler select screen, highlight Agent Orange and press Select.

Play As Sallie (the referee)
At the title screen press ⇧, ⇩, ⇦, ⇨, △, ✕, □, ○, L1, R1, L2, R2, Select. At the wrestler select screen, highlight El Temblor and press Select.

NFL Game Day '98

Bonus Teams
Press ⇧ at the team selection screen to access Super Bowl teams for player 1. Press ⇩ at this screen for player 2. Press ⇧ again at the player selection screen to access All-Star teams for player 1 – use L1 and L2 to view more selections. Press ⇩ at this screen for player 2 – use R1 and R2 to view more selections.

Cheat Codes
Press L1 + L2 + R1+ R2 at the main menu. Then enter each of the following passwords for various amusing effects (if you know what any of the 'unknown' ones do, please write in and tell us):

BETTIS	Stronger CPU runs
BIG_FOOT	Stronger kicker legs
BLIND_REF	Less penalties
BUSY_REF	More penalties
CPU_DEFENSE	Unknown
CPU_OFFENSE	Unknown
CREDITS	View credits
CRUNCHY	Unknown
DEEP_GRAY	Unknown
EQUAL_TEAMS	Identical teams
FIRE_DRILL	Move Quickly
FLEA_CIRCUS	Small players
GD_CHALLENGE	Increased difficulty
GLOVES	Better catches
HATCHET	Unknown
HORSEMAN	No Heads
HUMONGOUS	Large Players
JACK_HAMMER	Better stiff arm
JUICE	Very fast players
LEECH	Better DB coverage
LOOK_MA	No Hands
LOUD_MOUTH	Unknown
MCMAHON	All-McMahon team
NYSE	Unknown
PSYCHIC	Unknown
QUIET_CROWD	Unknown
REJECTION	Unknown
SHO_OFF	Unknown
STRETCH	Unknown
THIN_AIR	High Kicks
TOAST	Easier to burn a DB
VIRTUAL_ POLYGONS	Unknown
WATERY_AI	Stupid CPU

Password Screen
To activate the password screen press L1 + L2 + R1 + R2 on the main menu. Then you can input the following:

AHAB – Players are missing legs
AIR ATTACK – CPU always passes
CLOUD OF DUST – CPU always does run plays
COOKIE CUTTER – Players are two dimensional
CRUNCH TIME – Makes hits louder
FLAT LAND – Players are flat
INVISIBLE – Only shadows
SHOW OFF – Dive, press jump in the air and keep running

NHL '97

Enter these codes during the face-off, before the puck drops on the ice. The word 'Entered' will confirm correct code entry.

Super Home Team
Press L2, L2, L1 + R2, R1, ○.

Quick Game
Press L2, L2, L1 + R2, R1, R2. Stop the current game and restart to enable 20-second periods.

No Collisions
Press L2, L2, L1 + R2, R1, ✕.

Faster Gameplay
Press L1, L2, L1, R1, ✕.

More Penalties
Press L1, L2, L1, R1, L1.

More Penalty Shots
Press L1, L2, L1, R1, R1.

More Accurate Shots
Press L1, L2, L1, R1, L2.

Easier Goals
Press L1, L2, L1, R1, R2.

More Instant Replay Views
Press L1, L2, L1, R1, □

Overhead Cameo
Enable any code that starts with pressing L1. Then stop the game, select any team, and begin a new game.

Players Appear As Nets
Enter NETHOCKEY as a name.

NHL '98

Big Heads
Enter BRAINY as a password.

Kid Players
Enter NHLKIDS as a password.

Mutant Players
Enter PLAYTIME as a password

Play Against England
Enter GIPTEA as a password.

Change Jersey
Enter 3RD as a password.

Huge Players
Enter BIGBIG as a password.

Play As The EA Blades Team
Enter EAEAO as a password.

Add The Programmers To The Free Agent List
Enter FREEEA as a password.

View The Stanley Cup Video
Enter STANLEY as a password.

NHL Face-Off

Seven-Game Series
To get a seven-game series, start a seven-game playoff before the end of the season. You should now have an option to continue playoff. When your season ends, it will automatically overwrite the old playoff, but keep the seven-game format in.

Alternate Team Appearance
Hold ✕ + ○ + L2 when the 'Just a Minute' sign appears. Keep the buttons held until several seconds after the sound of a puck is played.

NHL Face Off '98

Super Players
Choose Roster, then Create Player. Now input any name from the following list:

RAJA ALTENHOFF
TOM BRASKI
STEVE BRASKI
DAVE BRICKHILL
CRAIG BROADBOOKS
PETER DILLE
JOSH HASSIN
JODY KELSEY
TAWN KRAMER
CRAIG OSTRANDER
JOHN REHLING
KELLY RYAN
ALAN SCALES
CHRIS WHALEY

Now press △ to exit. Select Create Player again and press L1 to see your new super player with a 99 rating for every attribute. Note that you can change his number, weight, and height, and switch his position to a defender (D). Just don't change him into a goalie (G) or all those super stats will be wiped. Note that you create more super players with the same name. You can also create great goalies by entering any name and upping all their attributes to 90 – giving them an overall rating of 99. To add the created super players to the team, select Sign Free Agent from the Roster menu. If you have too many players, select Release Player from the Roster menu. By gradually releasing existing players from your team, you can sign a whole team of super players. You should now be able to wipe the floor with any opposing side.

NHL Open Ice Challenge

Super Speed
When the game is loading, hold △ + □ + Start + Select.

Big Heads
Press ⇧ + Pass + Turbo at the 'Tonight's Game' screen.

Big Head Goalie
Press Pass, Pass, Turbo, Shoot, Pass at the 'Tonight's Game' screen.

Baby Heads
Press Turbo, Turbo, ⇧, Shoot, Shoot, ⇧ at the 'Tonight's Game' screen.

Large Puck
Press ⇧, ⇧, ⇩, ⇩, Turbo at the 'Tonight's Game' screen.

Hidden Players
Enter the following information at the User Records screen:

Initials	Month	Day	Player
GH	Mar	31	Gordie Howe
MJ	Jan	25	Michael Jordan

Nightmare Creatures

Cheat Mode
On the password screen press: ⇦, ⇧, △, ⇩, ○, △, □, ⇩. Once enabled you can select any level you wish, infinite continues, or even choose to play as one of the monsters!

Passwords
Ignatius
Level 2: △, ○, △, ⇦, △, □, ✕, □.
Level 3: △, ✕, ○, △, △, ⇩, □, ⇧.
Level 4: △, □, △, ⇦, △, ⇩, ⇧, □.
Level 5: △, ⇧, △, ⇧, △, ⇩, ⇩, ✕
Level 6: △, ⇩, △, ✕, △, ⇩, ⇦, ○
Level 7: △, ⇦, △, ✕, △, ⇦, △, ○
Level 8: △, ⇨, △, ✕, △, △, ○, ○
Level 9: ○, △, △, ✕, ○, ○, □, ✕
Level 10: ○, ○, △, ⇨, △, ⇧, ⇩, ⇩
Level 11: ○, ✕, △, ⇨, △, ⇩, ⇦, ⇩
Level 12: ○, □, △, □, △, ⇧, △, □,
Level 13: ○, ⇧, △, □, △, ⇩, ○, □,
Level 14: ○, ⇩, △, ⇨, △, ○, ✕, ⇩,
Level 15: ○, ⇦, △, □, △, △, □, □,
Level 16: ○, ⇨, △, □, △, ○, ⇧, □,
Level 17: ✕, △, ✕, □, △, □, ⇩, ⇧
Level 18: ✕, ○, ✕, □, △, ⇧, ⇦, ⇧
Level 19: ✕, ✕, ✕, □, ○, ⇩, ○, ⇩,
Level 20: ✕, □, ✕, □, ○, ⇦, ✕, ⇩

Nadia
Level 2: ⇧, ○, △, ⇦, △, □, ✕, □.
Level 3: ⇧, ✕, △, ⇧, △, □, □, ✕
Level 4: ⇧, □, △, ⇧, △, ⇧, ⇧
Level 5: ⇧, ⇧, △, ⇧, △, ⇩, ⇩, ✕
Level 6: ⇧, ⇩, △, ⇧, △, ⇦, ⇦, ✕
Level 7: ⇧, ⇦, △, ⇧, △, △, △, ✕
Level 8: ⇧, ⇨, △, ✕, △, △, ○, ○
Level 9: ⇩, △, ✕, ✕, ○, ✕, □, □,
Level 10: ⇩, ○, ✕, □, △, □, ⇩, ⇧,
Level 11: ⇩, ✕, ✕, □, △, ⇧, ⇦, ⇧
Level 12: ⇩, □, ✕, □, △, ⇦, ○, ⇧
Level 13: ⇩, ⇧, ✕, □, △, ⇦, ○, ⇧
Level 14: ⇩, ⇩, ✕, □, △, △, ✕, ⇧
Level 15: ⇩, ⇦, ✕, □, △, ○, □, ⇧
Level 16: ⇩, ⇨, ✕, □, △, ✕, ⇧, ⇧
Level 17: ⇦, △, ✕, □, △, □, ⇩, ⇧
Level 18: ⇦, ○, ✕, □, △, ⇧, ⇦, ⇧
Level 19: ⇦, ✕, ✕, □, ○, ⇩, ○, ⇩
Level 20: ⇦, □, ✕, □, ○, ⇦, ✕, ⇩,

Novastorm

Level Select
Enter 'TWIRLY_' (where '_' represents 'space') in the high score list. This should enable a Level Select option to appear on the main menu.

Off World Interceptor

Loads Of Money
Go to the option screen, hit the □, ✕ and ○ buttons in that order six times., then hit the L1 button. You can also get this cheat if you have beaten the game.

Level Passwords
lp5vk?pzqg41417p
nrqv!tb9mbjgkb8!
cqd?dc5kpl5kw741

Pandemonium

Cheat Modes
Enter each of the following passwords to access secret game modes:

Rock 'n' Roll
Password: TWISTEYE
Hold L1 and L2 and move the D-pad ⇦ or ⇨ to rotate the screen. Press ⇩ to centre it again.

Mutant Mania
Password: THETHING
Hold L2 and press ○, to cycle through odd shapes of your body L2 + ✕ swaps back to normal.

U Can't Touch This
Password: HARDBODY
Makes you invincible.

Gender Switch
Password: BODYSWAP
Press △ to swap characters in mid game.

Permanent Weapon
Password: OTTOFIRE
As it says. New weapon changes as it's picked.

Extra Lives
Password: VITAMINS
31 lives are all yours.

Hearts Galore
Password: CORONARY
Loads of extra hearts.

Freedom
Password: BORNFREE
Go to any world you like.

Nuclear Strike

Level Passwords

Level 2:	CUTTHROATS
Level 3:	COUNTDOWN
Level 3B:	PLUTONIUM
Level 4:	PUSAN
Level 5:	ARMAGEDDON
Level 6:	RMAGEDDON
Bonus Level:	LIGHTNING

Start With Five Credits
Enter the password WARRIOR.

No Enemy Fire
Enter the password PHOENIX to disable enemy fire.

Easy First Mission
Enter the password EAGLEEYE to play an easy version of the first level. Or enter AVENGER to play it with no enemies.

Fly Further
Enter the password MPG to fly further without refuelling.

Return To Previous Mission
Enter password ANDREAS to return to the previous mission.

Unlimited Lives
LAZARUS

Move Faster
WARPDRIVE

Unlimited Ammo
GOPOSTAL

View Future Strike Advert
COMMERCIAL
Now go to STRIKE Files and view any file (not Credits) to see advert for *Future Strike*.



Peak Performance

Special Class
Press L1 + ○ at the car selection screen under class A, B, or C. The special class will now be selectable.

Hidden Vehicles:
Note: Each of the hidden vehicles may be saved for easier selection after they are found the first time. All vehicles may also be tuned up.

Nissan 240 ZX & Bus
Drive a car and complete the Bay Area track with a time less than three minutes.

Diablo
Select a car and finish the Uptown Driveway track in first place under all three difficulty levels in one-player mode. Finish in first place in the next level. Next, race the Uptown Driveway track in time trial mode and find the parked Diablo.

Porsche
Select a car and finish the Seven Tight Corners track in first place under all three difficulty levels in one-player mode. Race the same track in time trial mode and find Porsche at the hotel.

McLaren & Truck
Select a car and Finish the Pikes Peak Hill Climb track with a time less than 2:30. Note: These vehicles may only be driven in time trial mode.

Scooter
Select a car and race the Northern Country track in time trial mode in an anticlockwise direction. Go through the gate that is near the river on the second lap to find the scooter.

Pinball Mania
Password: TOMMYBOY
Finish a level and you get the option to play this Pinball screen.

Speed Greed
Password: CASHDASH
Bonus screen after level is finished.

Immortal Enemies
Password: EVILDEAD
Those enemies just won't die.

Just Visiting
Password: INANDOUT
Quitting during play will return you to the map.

Passwords
These passwords will take you to any level, but with no goodies:

Level	Password
1	ADEAMIIE
2	EPIJAKCA
3	FBIJAKCI
4	KOCCCIEE
5	NGIAIBJJ
6	NIIAJBCB
7	KGCACICI
8	AHICBAJE
9	AIICFAJG
10	AIICBAJI
11	FBIIAKCK
12	FDIIAKDC
13	FFIIAKDK
14	KACACIBA
15	ADMCFAID
16	EMIIEKBE
17	OEIBIBMJ
18	FAAIAKCE

Pandemonium 2

Invincibility
Enter the password NEVERDIE and a message will appear at the bottom of the screen to confirm that 'you can't touch this'.

Play Any Level
Input the password OCMCKKEJ.

Parappa The Rapper

Cool Bonus
By achieving a Cool rating in each stage, you'll be awarded a crown on the Stage Select screen. Get all six crowns and a bonus stage will appear, called KT & The Sunny Funny Band. It features Katy and Sunny dancing on a circular stage. Press △ or ✕ to change their costumes (three each), □ or ○ to change their dancing (six each), R1/R2 or L1/L2 to zoom in and out and move camera around with D-pad.
Note that you have to complete each stage first, then replay to be able to reach Cool rating. Do a normal first line to get Cool flashing, then embellish the second pattern thus:
Level 1: −−/●−●●/−●−●
Level 2: −−/▲−▲−/■−■■/−■−/■−−−
Level 3: −−/●●●●/−●●−
Level 4: −−/✕−✕✕/−■■−/−RR−/−LL−
Level 5: −−/L−LL/−LL−/L−LL/−LL−
Level 6: −−/●−−●/●−−●/●−−●/●−−−

Change Parappa's Voice
Complete the first two levels with a Cool rating. Press ✕, ✕, ✕, △, ○, △, □, □, R1, L1, □, ✕ and finish the next level as usual. On level 4 press ✕, □, △, ○, ✕. Hold R1 and press ○ or △ to cycle through the voices of the other characters in the game.

Play As Sunny Or The Ninja
Complete level 1 with at least 3,000 points and a Cool rating. Complete level 2 on Good with Cool status flashing. Complete levels 3 and 4 with over 2,000 points on each and a Good rating. Complete level 5 with at least 4,000 points and a Cool rating. Complete level 6 with at least 2,000 points and a Cool rating. Start a new game and you'll have the choice of playing as Sunny or the Ninja.

Parodius Deluxe Pack

Hidden Stage
Shoot down the ships in the first wave of Stage 2. Then, when the second wave flies on screen, shoot the first ship and avoid all the others. After you have done this, the enemies will explode and you will be warped into a tough hidden section.

Invincibility
Pause the game and press △, △, ✕, ✕, ○ □, ○, □, ⇩, ⇦. If this is done correctly, you will hear a sound. Repeating the code turns it off.

Maximum Power-Ups
Pause the game and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ✕, ○. If this is done correctly you will hear a sound. This code can be repeated at any time.

Level Select
At the title screen press □ x5, △ x7, ○ x3.

Perfect Weapon

Level Codes
Ice Moon − ✕, □, ✕, □, □, ○, □, ○
Garden Mn. − ○, ✕, ✕, △, ○, ○, ✕, △
Forrest Mn. − ○, △, □, ○, □, □, △, △
Desert Mn. − ○, ✕, ✕, ✕, △, ○, △, △
Morgone − ✕, ✕, □, ✕, □, □, △, ○
Toran − △, △, ✕, □, △, △, ✕, ○
Shiro − ○, ○, ✕, □, ✕, ✕, ○, △
Renza-Fi − △, ○, ✕, ✕, △, □, △, △
Sacra-Ja − ○, ✕, ○, ○, □, ○, ✕, □
Morgone O. − ✕, △, ○, ✕, △, ○, ○, △
Lizard Guard − ○, □, □, ✕, ○, ✕, ✕, ○
Final Level − □, △, ○, ✕, □, △, ○, ✕

Invulnerability
Pause the game and enter:
○, □, ⇨, ⇦, R1, R2

All Moves
Pause the game and enter: L2, R2, R1, L1



Porsche Challenge

Sneaky Short Cuts

USA – Drain
After the first left corner, look out for a car park on the right. Occasionally there is a white truck there which means the Drain short cut is open. When about level with the truck, take a sharp left through the gate in the wire fence – try to avoid the water as it will slow you down. The exit is by the railway station.

Japan – Temple
Hit the first basket on the left side of the course (look closely, there should be an IO logo on it). Just past the starting grid, the Temple Gate short cut will now be open.

Alpine – Village
On the first lap, the gates are closed. When you reach the base of the track on the second lap, you will see a snowplough. The snowdrift to the left is blocked by some cones: knock these down and the plough will clear the drift, opening the doors for the next lap.

Cheats
All of these cheats must be entered on the main menu screen (1-Player, Options).

All Cars Jump
Now all the other cars on the track will start jumping.
⇧ + □, ⇧ + ○, ⇧ + □, ⇧ + ○, ⇧ + □, ⇧ + ○, ⇧ + □

End Of The Game
If, like some of us, you really cannot be bothered to wait to see the end credits, activate this cheat and you'll be whisked away to view them instantly. And look... there's even some lovely FMV of classic Porsches – how nice!
□, ○, ⇦ + Select, ⇨ + Select

Fish-Eye Lens
This is surely meant to alter the view, but we couldn't see any difference when we tried it. A bit fishy, if you ask me.
□ + △ + ○, L1, L2, R2, R1

High Voices
For that prepubescent-quality sound, just activate this cheat and those helium high notes are just round the corner.
⇧, △, ⇧, △

Hyper Car
Knight Rider eat your heart out. When this baby is activated, hold on tight!
Select + □, Select + ○, Select + □ + ○

Interactive Tracks
This lets you race on all the 'interactive' versions of the tracks, with the junctions constantly switching to alter the road as you race around. These are normally only available once you reach them in Championship mode.
⇩ + Start, ⇧ + Start, Select , Start

Invisible Car
Surely the best new design in anti-theft security. They can't steal what they can't see.
(Note: this crashes on some tracks)
□ + ○, L2 + R2, □ + ○, L1 + R1, □ + ○

Long Tracks
Everybody likes a bit of extra length, just ask the girls! But seriously, this brings up the longer versions of the tracks. These normally only become available once you reach them in Championship mode.
Select + ⇧, Select + ⇩, Start, Select

Mad Race
It's Mad Max, only this time he's driving a Porsche. Your opponents will swerve all over the track.
⇧, ⇦, ⇨ + Select

Mirror Mode
Well, humm! What could this possibly mean, I wonder? Mirror Mode perhaps.
⇦ + ○, ⇩ + △, ⇨ + □

Test Driver
The black prototype Porsche is yours to drive at any point during the game.
⇨ + □, ⇦ + ○ + Select

Tune Test Driver
How do you like your car? Well you can choose your own parameters with this handy option.
⇦ + ○, ⇨ + □ + Select

Unlimited Retries
Now you never have to worry about losing, so long as you've got unlimited retries.
L1 + L2, R1 + R2 + □

User Car Jumps
In true Dukes Of Hazard style, you too can jump, fly, zoom through the air.
□, ○, □

Rayman

All Levels & Abilities
Simply go to the password screen and enter: FJSJ!C620P

99 Lives
During the game, pause at any time and then press and hold the following buttons in sequence: L2, R1, L1, R2. Then release them in the following sequence: L2, L2, R2, R1. Then press △ and press and hold ⇨, ○, □, ✕ and then release in the following sequence: ⇨, ✕, □, ○. You will now have 99 lives to play with.

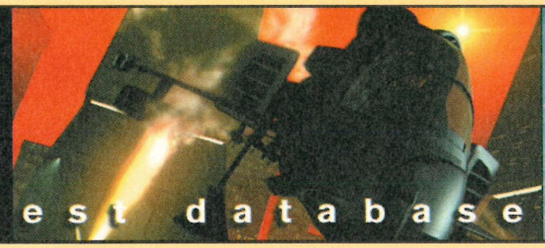
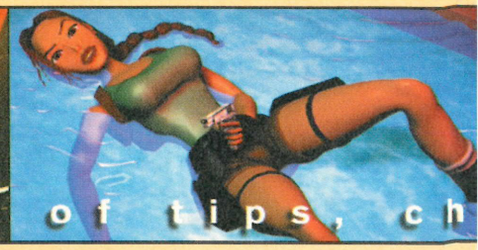
Extra Continues
If you have 0, 1, or 2 continues left, when you are at the continue screen, press and release successively on the left controller the following directions slowly (one per second) while Rayman is staggering around: ⇧, ⇩, ⇨, ⇦. You should get ten continues. However, this doesn't work all the time, so your best bet is to save the game with one continue left, die three times, try the cheat and repeat until it works.

Picture In Picture
Pause the game whilst holding down R2, hit ○, ○, ⇦, ○, ○.

No 'Paused' Text
While paused, holding down R1 and R2 makes the 'game paused, press Start to continue' graphic disappear! Excellent for grabbing screens.

Large Rayman Demo
After the Ubi Soft logo, press and hold L1, L2, R1, R2. Then at the animation of rock wall, press and hold Start. Keep holding down everything, but release when screen goes black.

Codes
Start
38W8Z92W9M
Pink Plant Woods
L8W8Z9LW9M
Anguish Lagoon
L0W8ZH2W9M
Swamps of Forgetfulness
L04JPHLW9M
Mosquitos Nest
L044Z9LNHM
Bongo Hills
B0D4?HL29X
Allegro Presto
B0D4?1L29X
Gong Heights
B04DG13L9K
Mr Sax's Hullabaloo
B0D4?R33HP
Twilight Gulch
BH4N?1!3NP
Hard Rocks
T9DN?R33NF
Mr Stone's Peaks
49DN?1!!WF
Eraser Plains
DW44?1!CN7
Pencil Pentathlon
4NBN?1!5NF
Space Mamma's Crater
DCT4G13CDF
Crystal Palace
DCTW81!CD7
Eat at Joe's
NWTDDR!346
Mr Skop's Stalactites
NW?WD15!4Q

The biggest database of tips, ch

continued

PO'ed

Stage Select
On the main menu screen, simultaneously press L1, L2, R1, R2, and ⇧. Release them, then press ○ to start a new game. On the difficulty screen, simultaneously press L1, L2, R1, R2, and ⇩. Pick a difficulty and the stage select appears.

Full Inventory
1. Go to the Map Screen (press □ + Select).
2. Press Left until the arrow (that represents you) is pointing at you.
3. Press Start to return to Standard View.
4. While the camera rotates, press L1 + □ + × + ○.
5. Press △ and you should have all the weapons.

Invincibility
1. Make sure that you have the drill before you do this (if you don't, use the Full Inventory cheat to get it).
2. Go to somewhere safe.
3. Bring up the Weapon Select menu.
4. Select Frying Pan with L1 or R1.
5. Return to the game.
6. Return to Weapon Select.
7. Press ○ + R1 to cycle through the weapons until you get a flashing 999 on your health counter.
8. To turn it off press ○ + R1 again.

Ammo Refill
1. Enter Foot Mode.
2. Do a backflip (□ + L2).
3. While flipping press ⇨ + × + ○.

Health Refill
1. Enter Foot Mode.
2. Do a backflip (□ + L2).
3. While flipping press ⇩ + × + R2.

Farting Arses (Maximum fun mode)
1. Select Load Game from the main menu.
2. Press L1 + L2 + R1 + R2.
3. Now the walking arses will make a farting sound when firing!

See The Final Sequence
1. Select Load Game from the Main Menu.
2. Press ⇨ and hold it.
3. While holding ⇨, press ○.
4. Press △ to cancel.
5. Press □ + ⇦ and release them.
6. Press △ button to see the end.

Turn Off Collision Detection
1. You must be in jet pack mode.
2. Locate a dead body of any kind.
3. Stand on a dead body.
4. Press △ to bring up weapons.
5. Press L1+ ⇨ + ⇩.
6. You'll start falling through the floor, so use jetpack to get around.

Turn Collision Detection Back On
1. Press △ to bring up weapons selection.
2. Press L1 + ⇨ + ⇩.

Pitball

View FMV Sequences
Highlight the 'FMV Test' selection on the options menu and press ⇦, ⇨, □, ○.

Mini-Game
Highlight any ending on the 'FMV Test' screen and press □ + ○. The team ending that was highlighted determines what type of ship will appear. Pressing □ + ○ without a highlighted ending will result in a first-person view

Pop 'n' Twin Bee

Stage Select
Gain a high score of 573,000. Wait until you're at the demo screen with Princess Merora, then hold R1, L1 and use the D-pad to choose any stage. If you score 1,000,000 or higher, you can repeat this trick twice.

Dark Play
In Arcade Mode, any time during the game, pause it and press: ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ×, ○.

Power Instinct 2

Secret Character
Start the game in Team Battle Mode and at the character screen, press: ⇦, ⇨, ⇩, ⇧, ⇩, ⇦, ⇨, ⇦, and ⇧.

Project Overkill

Pause, then select 'Review Mission'and enter any of the following codes.

Life Refill
Hold □ press ○, ×, △, release □.
Hold ○ press □, ×, △, release ○.

Cloak
Hold △ press □, ○, ○, □, release △.
Hold × press △, △, release ×.

Speed
Hold ⇧ press △, △, △, release ⇧.
Hold ⇩ press ×, □, ○, release ⇩.

Max Ammo
Hold ○ and press □, hold △ and press ×, hold ○ and press ×, hold × and press □.

End Level
Press ×, ⇧, ⇩, ⇧. Hold □ and press ○. Hold × and press △.

Test Mode
Press ⇦, ⇨, ⇨, ⇦. Hold × and press △. Hold △ and press ×.

Psychic Force

Play As Keith
Hold Start, hard punch, light punch, and guard whilst the character select screen is loading up to obtain the nonce.

Rapid Racer

Cheats
Input the following cheats on the name selection screen in one-player mode before they become available in the other game modes.

Extra Boats _BOA (_ = space)
Makes all the hidden boats selectable.

Duck Mode _QAK
This turns all the boats into giant plastic ducks with engines!

Hurricane HURR
Gives you control of The Hurricane, a high-speed vessel that corners like it's on rails. It's got a horrible yellow paint job, though.

Unlock Day Tracks _DAY

Unlock Night Tracks _NIT

Unlock Mirrored Tracks RRIM

Random Track Generator FRAC

Win Race WINR
Quit the race you are playing to be awarded first place.

Day Track Select D__#
Where # equals the number of the track you want.

Night Track Select N__#
Where # equals the number of the track you want.

Mirrored Track Select M__#
Where # equals the number of the track you want.

Porsche Mode BXTR
This enables the Porsche cheat, but it only works if you load in a *Rapid Racer* saved game from a memory card that also contains a *Porsche Challenge* saved game.

Rage Racer

Toggle Mirror on/off
Whilst racing in internal view mode, pause the game at any time and then press and hold ▲ and then tap L1 to make the rear-view mirror disappear. Press R1 to bring it back.

Mirror Mode
Providing extra course variety, the Mirror Mode reverses all the tracks so that all the corners and writing are backwards. To access it, select 'Race Start' from the main options and then hold L1, R1, Select and Start until the race begins. If the cheat has worked you will instantly notice the difference.

Advanced Colour Palette
To access a greater range of colours to use on your team logo, perform the following:
Select 'Customise' from the main options, then select 'Design' and choose any logo or create your own. Then select 'Paint' and then press any direction until the cursor is off of the painting area. Now press a button to move onto the colour palette and then press L1, L2, R1, R2 and Select. If done correctly, additional boxes will appear on the right labelled R, G, and B. These letters represent the amount of red, green and blue hue for the specific palette that the cursor is highlighting. Pressing ⇧ and ⇩ will change which hue you alter and then pressing R1 + ⇧ or ⇩ will alter the numeric figure in the hue box.
Now move the cursor onto the painting area and press L1, L2, R1, R2, and Select. You should now see a targeting cross-hair appear in the smaller picture area (for greater accuracy we presume).
Finally, keeping the cursor inside the painting area, press L1 + R1 in conjunction with any direction to rotate your design around.

Infinite Money
Follow the steps below for infinite money:
1. You must complete the Normal GP (all the classes). Wait for the credits roll until the end.
2. Save the whole game into a brand new block in Save/Load screen.
3. Go back to play the Normal GP at class 5 and you should be able to choose only one car (GNADE).
4. Choose that car and press Race Start.
5. During the countdown (3, 2, 1, Go), press Start and choose Retire. This should let you quit the race without losing a chance.
6. Finally, enter the Normal GP again, then choose Class 1. You should now have infinite money. You can buy and upgrade any car you wish.
Note: If you repeat all the steps at Extra GP, you'll get the same cheat.

Raging Skies

Extra Time
Hold L1 + L2 + R1 + R2 + × + ○ + △ + □ + ⇦ as the game loads.

Raiden Project

Full Credits
Go to the option screen where you can set your credit number, then press △ + ○+ □ + × at the same time and you'll get FREEPLAY.

Mission Select
Go to the Settings menu and choose Difficulty. Hold down R1, R2, L1, L2 and press Start.

Extra Options
During the game, hold the top four buttons (L1 + L2 + R1 + R2) together to bring up a screen which allows you to adjust the resolution and move the screen around to your liking.

Power-Up Pixie
Watch out for trees that are slightly off-colour, generally on the right side of the screen, and which also stop your fire. Once found, get close to them and unload into them. An explosion should release a flying pixie. Capture it, and when you die, the pixie will release some power-ups.

Rapid Reload

Passwords
To use these passwords, wait until the title screen comes up, then press and hold L1, L2, R1 and R2 on controller 1. Then press Select and 'Push Start' should change to 'Secret Code' with two letters alongside. The left-hand letter is changed by pressing ⇧ or ⇩, and the right by using the △ and × buttons, to enter the level codes:

Stage 2 MA **Stage 3** UT
Stage 4 RH **Stage 5** MK
Stage 6 HT

Special Codes
Small character – **CM**
Huge character – **QB**
Smaller windows – **MV**
Start with nine bombs – **YI**
Axel and Ruka turn into one-hit wonders – **TY**
Weapon power-up time: 999 – **SS**

Debug Mode
Set the code to MA, press Select, then change code to SV and press Start. The following commands must be entered using controller 2:
⇧ - Boosts weapon power to max (10-second duration)
⇩ - Voice mode on/off
⇦ - Gunlock type change
⇨ - Skips area (disengages invincibility)
△ - Invincibility on/off (falling will still cause damage)
○ - Increases number of bombs
□ - Switches selected weapon type from Axel to Ruka
× - Increases weapon power-up time in 30-second increments

Rally Cross

Special Passwords
To be entered as either the Lap/Course Record name or New Season name.

Win Rookie Season – vet_me (_ = space)
This is equivalent to winning the Rookie season, giving you four extra cars and access to the Alpine track.

Win Veteran Season – im_a_pro
Equivalent to winning the Veteran season, this gives you four more cars and the Gardens and Stadium tracks.

Win All Pro Seasons – weeoo
This is equivalent to winning the normal, head-on, and mixed Pro seasons. You can now select the three pick-up trucks.

Heavy Cars – stone
Makes the cars stick to the road more, hardly jumping into the air.

Lighter Cars – feather
Makes the cars lighter so they bounce around more.

Low Gravity – float
Upon bouncing up, the cars float through the air longer. This completely confuses the CPU opponents.

Sharp Turning – spinner
Lets you turn quicker thanks to more sensitive steering. Keep turning to spin right round on the spot.

Fat Tyres – fat_tires
Increases the width of your tyres, although this doesn't seem to alter their grip.

No Wheels – no_wheels
Removes the wheels, so the cars float around the track!

Just Wheels – wheels
Removes the car body, so just the four wheels remain!

No Collisions – banzai
Lets you drive straight through other cars as if they weren't there.

No Slowdown noviscous
You can now keep accelerating through mud/water etc without being slowed down.

Normal Gravity radbrad
This cheat seems to be pretty useless; unless you've just activated the float cheat. All this does is return gravity to normal.

Ray Storm

Extra Credits
To receive an extra few credits, repeatedly tap Select at the title screen to set the total credits to nine.

Ray Tracers

Drive Tsumujikaze
Beat Tsumuji in Time Attack mode and you can play the game with the Tsumujikaze.

Drive White Vestal
Finish the game with each car, without using any continues.

Drive Black Vestal
Finish the game whilst driving the White Vesta.

Rebel Assault

Cheats
Go to the options screen and choose 'Enter Passcode'.

Invulnerability
△, ○, ○, △, □, ×

Level Skip
△, △, ○, △, □, □

Movie Mode
△, □, ○, △, ○, ○

Access All Levels:
Easy Level
×, ○, ×, ○, ×, △

Medium Level
×, △, △, □, ×, △ (PAL version)
×, □, △, △, ×, △ (NTSC version)

Hard Level
△, □, □, □, ×, △ (PAL version)
×, ○, □, △, ×, △ (NTSC version)

Return Fire

Level Codes
One-Player Mode
2: Umbrella, Bird, Butterfly, Flower
3: Smiley, Cup, Rabbit, Umbrella
4: Rabbit, Umbrella, Bird, Bird
5: Flower, Umbrella, Rabbit, Cup
6: Bird, Cup, Butterfly, Bear
7: Bear, Bear, Shamrock, Bird
8: Rabbit, Cup, Umbrella, Heart
9: Shamrock, Butterfly, Bird, Heart
10: Heart, Butterfly, Cup, Heart
11: Umbrella, Umbrella, Bird, Flower
12: Flower, Cup, Shamrock, Butterfly
13: Heart, Umbrella, Shamrock, Heart
14: Rabbit, Smiley, Flower, Shamrock
15: Rabbit, Smiley, Bear, Bird
16: Flower, Umbrella, Bird, Rabbit
17: Flower, Bear, Heart, Umbrella

Two-Player Mode
2: Butterfly, Umbrella, Bear, Heart
3: Bear, Rabbit, Flower, Shamrock
4: Umbrella, Heart, Shamrock, Flower
5: Umbrella, Bear, Rabbit, Heart
6: Cup, Bird, Butterfly, Flower
7: Heart, Flower, Shamrock, Rabbit
8: Heart, Bear, Rabbit, Heart
9: Bear, Rabbit, Shamrock, Flower



Re-Loaded

Play As Fwank – Sort of!
This cheat is bugged and doesn't really work properly, but if you want to try it anyway then read on. Whilst on the Character Select screen, press the following sequence on controller one: L1, ○, R1, ⇩, ⇩, R1, ○, ⇦, ⇦. If the cheat has worked, you should hear a sinister laugh and a red balloon will appear on the right-hand side of the screen. This will then float over to the left and position itself over Sister Magpie. Now when you move the cursor over her, Fwank will be selected. However, when you start the actual game, you'll still play as Sister Magpie.

Cheat Codes
To enter the following cheats, pause the game and then hold the L1 and L2 buttons for about ten seconds (or until the selection bar stops moving). Then input the relevant code. **Note:** You may have to enter each of the codes below in order (start with Health, then Ammo, Power, Level Skip).

Infinite Health
⇩, ⇨, ⇦, △, ⇨, ⇩
A new option called 'Health' will appear at the bottom of the menu. Now every time you get close to death, pause the game and click on 'Health' option to replenish your bar.

Infinite Ammo
△, ⇦, ⇦, ⇦, ○, △, ⇩.
A new option called 'Ammo' will appear at the bottom of the menu. Pause and click on this when you need ammo.

Full Power
⇦, ⇧, ✕, ○
A new option will appear at the bottom of the menu called 'Power'. Pause and click on this option whenever your weapon needs powering up.

Level Skip
⇦, △, ✕, ⇨, ○, △, ⇩
If the cheat has worked, a new option called 'Skip Level' will appear at the bottom of the menu. Pause and click on this new option to skip.

Coordinates Display
⇩, ✕, ⇩, ✕, ⇩, ✕
Unpause and your map coordinates will be shown on-screen.

10: Butterfly, Smiley, Umbrella, Shamrock
11: Bear, Flower, Smiley, Flower
12: Cup, Bear, Flower, Umbrella
13: Heart, Bird, Flower, Shamrock
14: Smiley, Bird, Shamrock, Cup
15: Cup, Bird, Shamrock, Bear
16: Umbrella, Cup, Bird, Flower
17: Smiley, Bear, Rabbit, Flower
18: Shamrock X 4

Ridge Racer

Extra Cars
Obtain all 12 standard racing cars by scoring a 'Perfect' by blasting every single alien in the Galaga game.

Mirror Mode
Start a race and drive up to the end of the slip-road, then turn around and race back to the starting line. As you approach the barrier at the back, it will disappear and you'll now finding yourself racing in reverse on a mirrored track.

Move Flag
To move the Ridge Racer flag around on the title screen, hold L1 and R1 and press the other buttons to move the flag. You can also speed up the rotation of the cars and tracks on their respective select screen by using this same technique.

Devil Car
When you place first on all three standard tracks, go to the Time Trial mode and you'll be racing against two other cars as opposed to just one. The third is the 13th Racing Devil Car. To beat it, you must overtake it whilst it is stationary on the second lap and then maintain a perfect racing line throughout the remaining duration of the race. Achieve this and the Devil Car will appear to the left of the first car on the select screen.

Ridge Racer Revolution

Extra Cars
You can boost the car quota up to a staggering 12 motors by getting a perfect result in the Galaga loading game, shooting all 40 enemy craft.

Secret Options
Don't shoot any of the ships in Galaga '88. After all the ships have gone by, there will be a small firework burst. Go to the 'Other' screen and you can now set the racing time from Normal, Morning, Evening and Night.

Spotlight Control
Hold down L1 and R1 at the main screen (with Game Start and Options commands).

Buggy Mode
To turn all the cars into small buggy-type vehicles, complete the Galaga loading game scoring a 100% hit ratio. To make this much easier, when you switch on your PlayStation on, press and hold L1 + R1 + Select + ⇩ + △. Now when you play Galaga, your ship will fire a laser beam that can wipe out enemies with ease. Start the game as normal and you'll have all the cars at your disposal, all squashed!

Toggle Mirror On/Off
Getting fed up of having a rear-view mirror on the screen? Well just pause the game by pressing Start, hold down △ and press L1 to make the mirror vanish. You can press R1 to make it reappear again too!

Zoom Car In/Out
Drive using the external view mode and pause the game. Now hold down △ and press L1 and R1 to zoom in and out on your motor.

Spinning Mode
Select a Time Trial race and when the Start command is highlighted, press and hold the accelerator and brake until the action switches to the track.

You begin the race as normal, but will see the message 'Spinning Point' appear as you reach the first bend.

Take your finger off the accelerator and quickly press it again to send your car into a spin.

You can perform 360°s, 540°s and even 720°s with a bit of practice. You'll get marked on technique and there are three spinning points in each track!

Mirror Mode
You can play the tracks backwards with corners bending the opposite way and the writing reversed by following these simple instructions…

Start the game as normal, drive a little way down the track and turn the car around. You will see a barrier ahead meant to stop you racing the wrong way. Line your car up and attack it! If you hit the barrier at exactly 100kph you will go straight through and be able to race the track backwards!

Play Link-Up With One Disc
You normally need two copies of the game to play a two-player link-up, but this special technique lets you do it with one.

Hold down the door sensor on PlayStation #1 (under lid at the back right – use Blu-Tac and a matchstick) and load the RRR CD. When you see the RRR title screen, remove the disc and replace it with a music CD. Don't release the door sensor – you must grab the disc while it is spinning! (Note: This is entirely at your own risk. PowerStation takes no responsibility for any damage caused to your machine or game.)

Then hold down the door sensor on PlayStation #2 and load up the game. It should now display the 2P-Link Option on the RRR title screen. Leave the RRR disc in PlayStation #2.

If you don't see the '2P-Link Option', press Start once on one or both of the machines, then exit back out to the title screen and you'll see it.

Due to the fact the game loads the first track into memory anyway, you can now have a linked game on the first track, Novice. If you want a different track, do the following. Select another track and press Start on both machines, then when the 'loading' screen appears, wait for the RRR CD to spin to half speed (track has loaded at this point) then quickly swap with the music CD on the other PlayStation. If your timing is right, the track will now load on the other machine and the game will start.

Special Cars
There are three special cars to discover and drive in RRR. To get them you have to win Novice, Advanced and Expert in Time Trial after you have completed them in normal race mode. You get the Devil #13 in Novice mode, Kid Car #13 in Advanced, and the superb White Angel #0 in Expert.

Rise 2: Resurrection

Boss Codes
Input the following codes on the character-select screen :
Vitrol – ⇨⇨⇨⇧⇧⇩⇦⇦⇩⇩
Assault – ⇨⇧⇧⇨⇩⇨⇧⇧
Mayhem – ⇦⇨⇩⇦⇧⇦⇩⇦⇩
Anil 8 – ⇧⇨⇩⇨⇨⇧⇦⇧
Supervisor – ⇩⇨⇩⇧⇨⇩⇦⇩⇧⇨⇧

Robotron X

Power-Up Codes
Enter the following cheat codes during play for various power-ups.
Flame Thrower: ⇩, ⇨, ⇩, ⇨, ○
4-Way Gun: ⇩, ⇩, ⇧, ○
3-Way Gun: ⇨, ⇨, □, ✕
2-Way Gun: ⇧, △, ⇧, △
Pulse Wave: ⇧, ○, ⇩, ⇨, □
Shield: ⇩, ⇦, □, ○
Speed Up: ⇦, ⇦, ⇨, ⇨, △

Rockman X3

Final Stage
Enter the stage select screen and highlight the 'X' logo. Quickly press ⇩ + □ + ✕. The cursor will move to the bottom of the screen to confirm correct code entry.

Zero's Light Sabre
Enter 7357, 7533, 6462, 7835 as a password to start a game with that weapon.

All Enhancements
Enter 6414, 4155, 6872, 3356 as a password to start a game with the special capsules (Double Air Dash, Hyper Charger, Super Armour, I Tracer) already obtained.

Passwords

Introduction	3721, 1281, 3751, 4456
Gravity Beetle	5623, 4888, 5851, 4221
Blast Hornet	1745, 5231, 5441, 2486
Neon Tiger	3621, 4867, 5851, 2227
Tunnel Rhino	5728, 1263, 5754, 2458
Blizzard Buffalo	7671, 2857, 2144, 1247
Volt Catfish	1778, 5253, 2444, 3488
Crush Crawfish	5718, 1266, 2727, 7458
Doppler's Lab	5718, 1263, 2627, 7458

Resident Evil: Director's Cut

Double Items
On the skill level screen, highlight Advanced and hold ⇨ and it'll turn green. Once you start playing, this will give you double of every item collected.

Resident 2 Skill Levels
On the *Resident Evil 2* demo, highlight New Game and hold ⇨. You'll now be able to choose Normal and Rookie modes.

Resident Evil

Rocket Launcher
To start the game with the rocket launcher plus infinite ammo, you must first complete the game in under three hours. Simple. When, or rather, if you achieve this, you'll be able to save the rocket launcher to your inventory and start the game more or less invincible.

Changing Clothes
It's true, by completing *Resident Evil* with a good ending (whereby you rescue BOTH team members), you'll be awarded the Special Key which will be added to your inventory and saved in preparation for the next game. This key will allow you to enter the previously locked door in the wardrobe and enter the hidden wardrobe closet. In here you'll be able to access an alternative set of togs for your chosen character. Pointless but fun.

Sun Crest
Go to the Armour room on the second floor and then push the two statues over the air vents in the floor. Now press the button on the ground and the display cabinet at the far end will open, revealing the crest.

Wind Crest
Push the statue off of the balcony on the 2F Dining Room and collect the Blue Gem from the shattered remains below. Take this gem to the Tiger Statue Room on the first floor and insert it into the statue's eye socket. This will cause the statue to pivot, revealing the crest.

Star Crest
Go to the Large Gallery on the first floor and you'll be confronted by a series of paintings. Visit each painting in sequence starting from the youngest to oldest and press the buttons. The correct sequence is as follows: New-born, Infant, Lively Boy, Young Man, Middle-aged Man and Old Man. Finally, once you've pressed each button, go to the painting at the end and press the final button to obtain the crest.

Moon Crest
This is by far the hardest crest to obtain and it is found in the Attic. When you get there, you'll be confronted by an extremely large snake. You can either take evasive action and run around it to grab the crest from its nesting ground, or alternatively you can blast it to kingdom come and then grab the crest.

Doom Books & Medals
Take the Doom Books to the fountain which you'll come to after the underground passage, then go to you inventory, go to 'Check Item' and rotate each book around so that the pages are facing outwards. Now press ✕ and the book will open, revealing the medals needed to drain the fountain and access the lab.

Logging Onto The Computer
The log-in name is JOHN. The final password is MOLE.

Disks & Terminals
Disk 1 – Inside the hidden room in Library B.
Disk 2 – Behind the huge rock in Crank Passage.
Disk 3 – On the desk at the Stairs in the laboratory.
Terminal 1 – Inside Private Room A.
Terminal 2 – Inside the Mortuary.
Terminal 3 – Inside Power Maze B

Powering The Elevator
To activate the power to the elevator that will take you down to the final battle with Tyrant, you'll need to visit the power panel in the first room of the Power Maze. Simply go to the southwest corner of the room and restore the power to the darkened areas. Go into the last room of the Power Maze and then use the terminal at the east end of the room – the elevator will now be active.





continued

Spider

Recharge Weapons & Energy
Pause the game and enter the following code: △, ✕, ✕, ✕, ○, ✕, □, △, ✕, △, ○.
Shrink
Pause the game and press: △, □, ○, △.
Passwords
Laboratory
Lab Floor 1
FMLC939GPR8F3BF7KT1
Sinks
CHMLC939GPR8F3LWGTS3
Lab Top
86MLC939GPR8F3VFQ5S4
Seventies Room
FW1MC939GPR8F3BF7KT1

Factory
Boxes
W1MC939GPR8F36DTTS3
Conveyors
BSRMC939GPR8F3VTKKT1
Machine Room
WDRQC939GPR8F3LM8S95
Tubes
8WV5L939GPR8F36DTTS3
Mechanical Arm Boss
8WV5L939GPR8F3G1QJB4

City
Down The Street
9WV5L939GPR8F3LRT6S4
Side Of Building
6SXXS939GPR8F3LRT6S4
Park
W9PNT839GPR8F3B9LVS3
Under The Street
N7KB3Y19GPR8F3V95HR5
Along The Street
N7KB3Y19GPR8F3GGK4T3

Museum
Display Cases
P7KB3Y19GPR8F3BPFGC3
Volcano
G7KB3Y11GPR8F3BPFGC3
Dinosaur Bones
H7KB3Y1QFPR8F3QXSDS4
Model City
J7KB3Y1GWPR8F31766D1
Temple
K7KB3Y1B15S8F3QXSDS4
Museum Boss
K7KB3Y1B15S8F3BTQBB4

Sewer
Wells
V7KB3Y1B15S8F3QS7QC1
Along The Sewer
W7KB3Y1VBVP8F3LC1M95
Food Carton
X7KB3Y1VLN7BF31CH1C3
Up The Well
Y7KB3Y1VV16QF3QS7QC1
Ryan's World
Q7KB3Y1LDRTQD3VKCDT1

Evil Lab
Circuit Boards
Q7KB3Y1LDRTQD3LCQSR3
Lab Top
R7KB3Y118H56T1WTY4R4
Hard Drives
S7KB3Y118H56T1TCQSR3
Brian's Folly
T7KB3Y118H56T1FNY4R4
On The Ceiling
T7KB3Y118H56T1TC4LD1
Kip's Bonus
68KB3Y118H56T151P6C4
Brain Boss
68KB3Y118H56T1TMVM35

Rosco McQueen

Passwords

Laundry 2	**FLUFFY**
Laundry 3	**SWEATY**
Auto 1	**HOTROD**
Auto 2	**GREASE**
Auto 3	**BIGEND**
Harold's 1	**SMELLY**
Harold's 2	**WIDETV**
Harold's 3	**PILLOW**
Leisure 1	**TRICEP**
Leisure 2	**MOTION**
Leisure 3	**HIPHOP**
Residential 1	**KENNEL**
Residential 2	**BARREL**
Runaround	**SPLASH**

Runabout

Hidden Cars
SIR/NSR – Beat easy mode.
GTR/BUS – Beat medium mode.
DAM/LIM – Beat hard mode.
GTS – Beat easy mode with total amount over $1,000,000.
ELS – Beat medium mode with total amount over $2,500,000.
360 – Beat hard mode with total amount over $2,500,000.
FD7 – Beat easy mode within 4 mins.
GT1 – Beat medium mode in 4 mins.
TAC – Beat hard mode within 4 mins.
TRD – Trash truck. On the freeway section of the Seaside course, break the speed limit by at least 60–75 mph.
19A – Indy car. Complete Downtown with no accumulated money.
PLC – Police cruiser. Complete Seaside with no accumulated money.
TNK – Tank. Complete Metro city with no accumulated money (no damage).

Samurai Shodown 3

Play As Zankuro
1. Choose Vs Mode and go to the character select screen.
2. Hold down the Start button and highlight the following characters in order: Haohmuru, Ganjuro, Basara, Kyoshiro, Ukyo, Rimruru, Haohmaru, Shizmaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford, and Shizmaru.
3. Now hold Start and press ✕ + ○. Zankuro will appear as a character.

Sexy Parodius (Japanese)

Power-Up
To fully power-up your craft with every available weapon, pause the game at any time and press: ⇧, ⇧, ⇩, ⇩, L1, R1, L1, R1, ✕, ○.

Power-Down
To lose all of your weapon power-ups, pause the game and press: ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ✕, ○.

Shockwave Assault

Cheat Codes
Hold Select, press: ⇦, □, ⇨, ○, ⇧, △ (Repeat to power-up weapons again.)

Kill Danger Ranger, Queen Snagger
Hold Select, L1, R1, press ⇦, □, ⇦, □, ⇦, □

Level Passwords
Uraniumania
△✕✕□○△✕△

Repsychler
✕○○△□□○✕

Endless Bummer
✕△✕○△□○✕

Viva Los Vagrantes
○△✕△✕□□△

Slamscape

Cheat Passwords
Hidden Movie
□, □, ✕, □, □, △, ○, □
Unused Art Level
△, ○, ✕, △, ✕, ✕, △, ○
Uraniumania
✕, ✕, ✕, △, ○, ✕, □, △
Repsychler
□, ○, □, □, △, ○, △, △
Endless Bummer
□, ○, □, ✕, △, △, □, ✕
Viva Los Vagrantes
○, △, ✕, △, ✕, □, □, △
Credits
○, ○, ○, □, ○, ✕, ✕, △
Game Over/Win
○, ○, ○, △, ✕, ✕, △, ○
Invincibility
Hold Select, press: □, □, ○, ○, □, □, △
Full Weapons Power-Up

Soul Blade



Play As Soul Edge
Method 1 – Simply complete the game with every character. Do this and the title screen will change from the plain blue design into a montage of all the characters. Now go to the character select screen and a new skull face representing Soul Edge will have appeared.

Method 2 – We couldn't actually be bothered to try this one, but apparently if you play the game for 20 hours without switching the machine off, Soul Edge will appear in much the same way.

Play As Sophitia!
Simply complete the Edge Master Mode with Sophitia, get the eighth weapon and then the next time you return to arcade mode, she'll be there.

Play As Siegfried!
Complete the Edge Master Mode with Siegfried and obtain his eighth weapon. The next time you enter the arcade mode, Siegfried! will appear.

Play As Sophitia!!
You basically have to complete Edge Master Mode, getting all 80 weapons.

Play As Han Myong
To obtain this secret character, you must first complete the game with Hwang and Seung Mi Na and view their default endings. Then you must complete the game again and obtain their second endings. Please note that you must complete it each time with Hwang first.

Changing Voice (Jap version only)
When the main title screen is displayed and you hear a gruff voice say "Soul Edge", it is possible to change the voice by holding L1 and L2 and pushing a direction on the joypad. Here are some examples:
L1 + L2 + ⇩ – A husky voice will say "Soul Edge" very slowly.
L1 + L2 + ⇦ (or ⇧) – Seung Mi Na will say "Soul Edge" very quickly.

Snazzy Outfits
Costume #1 – □
Costume #2 – ✕ + □
Costume #3 – ○
Costume #4 – △
Costume #5 – ✕ + △

Alter Endings
When each Game Over sequence begins, there will be a point where the screen goes from being letter-boxed (ie squashed, with a black border) to full-screen. As soon as the picture becomes full-screen, frantically bash the joypad buttons and rotate the D-pad. If all goes according to plan, it will alter the ending sequence.
The only instance where this doesn't apply is during Mitsurugi's ending where you have to fight Tanegashima in a first-person perspective. To kill him, simply use ⇦ or ⇨ to dodge his arrows, then keep pushing forward whenever you get the opportunity. Finally, finish him off by using a slash button. And also, to get Voldo's second ending you must rotate the D-pad when he starts caressing the sword.

Change The Camera View
To do this, you'll need a Sony Multitap and a second controller. Plug the Multitap into any port on the PlayStation, and then plug the second controller into port two of the Multitap. Now battle away using the first controller, and then at any time during the fights, press R1 or R2 on the second controller and the camera perspective will be dramatically altered – there is even a first-person view for both characters! With some of the camera angles, you can use the directional pad to rotate the action; and by pressing □ or ✕ you can even zoom in and out.

Random Stage Select
To fight on random stages during the two-player versus mode, press and hold Select until each bout begins.

Coliseum Stage
If you go to the Game Option screen and set the ring size to 20M, you can fight in the secret stage.

Seung's Voice
Totally pointless, but did you know that when you boot-up the game, one out of seven times the voice that says "Namco" at the start will be Seung Mi Na's instead of the usual bloke?

Change Sophitia's Skirt Colour
Select Sophitia in Arcade mode and hold down all three attack buttons while the battle is loading in.



To activate the codes, pause the game, type the password and then quit (Select button). Do this separately for each one. ○, □, × Allows you to enter the following codes:

○, ○, ×, ○, △, □	Special laser
○, ×, □	Refuels you
□, ×, △	Invincibility
□, ×, ○	Smart Bomb
□, ×, □, □, ○	Mission Success

Everything Unlocked
Pause the game while you have lasers on screen, then press:
□, ×, □, ○, △, ○, △
Press Select to activate it.

Sim City 2000

Free Credit
On the budget screen, hold △, then press L1, L2, L1, L2, R2, R1, R2, R1. You can now have bonds at 0% interest.

One Million Bucks
1. Load or Start a city. Once you're in the game, access City Info/Budget. At the Budget Screen...
2. Hold R1 and press ×, ○, △, □, release R1.
3. Hold L1 and press ×, ○, △, □, release L1.
4. Hold R2 and press ×, ○, △, □, release R2.
5. Hold down L2, Press ×, □, △, ○, release L2.
6. You should hear a cheer and your cash will increase to $1 million.

Helicopter View
To activate the chopper cockpit when you are in 3D drive-thru mode press: R2, L2, R2, L2, R2, L2.
To deactivate the cockpit press: R1, L1, R1, L1, R1, L1.
To fly the chopper press: ⇨, ⇦, ⇨, ⇦, ⇨, ⇦, ×, ×.

Night View
To view the city at night press: ⇩, ⇧, ⇩, ⇧, ⇩, L2, R2.
To return to the day view press: ⇩, ⇩, ⇧, ⇧, ⇩, ⇩, L2, R2.

Skeleton Warriors

Invincibility
Pause during play and press: ⇩, ○, □, □, ⇧, ×. Unpause and you'll be translucent and invincible.

Skull Monkeys

Passwords
Monkey Shrines – R2, R2, ○, □
Hard Boiler – R2, □, R2, R1, □, ×, R1, ×, ×, R1, △
Sno – ○, △, □, △, ○, R1, R1, L1, ×, R1, □
Elevated Structure of Terror – L1, L1, □, L1, □, R1, □, L1, □
Castle De Los Muertos – ○, L1, ×, △, □, ×, ×, ×, L1, R1
YNT Death Garden – □, R1, ○, L1, ○, R1, ○, L1, ×, ×, □, R2
YNT Mines – ×, □, ×, △, ×, ×, □, L1, □, □
YNT Weeds – △, R2, △, △, □, ×, ○, L1, □, △, □, □
Evil Engine #9 – ×, △, ×, ×, R1, □, ○, ×, L1, ×

Space Griffon VF-9

Max Energy & Ammo
Pause and press △, □, ×, L1, L2, R1, R2 during a normal game.

Space Jam

Unlimited Power
At the 'Space Jam' title enter:
□, △, ○, ⇦, ⇨, L1

Extra Menu
At the options screen, hold L1 + L2 + R1 + R2 and press ×. This should bring you to a new screen.

Infinite Turbo
Get a flawless opponent on Speedy's Space Race.

100% Shooting Percentage
Get a flawless opponent in Sam's Shootout.

Free Goaltending
Hit only the top targets in Lola Bunny's Hall Of Hijinx

Alternate Ships In Space Race
Win the Intergalactic tournament on the Hard difficulty level with any Tune Squad member, then play another game. Go to Space Race at intermission to see ships.

Space Hulk

Full Cheat Menu
Hold down L1 and press ×, □, ⇨, ×, △, ×, ⇩, ×, □, ⇨, ×.

Speedster

Cheats
Enter the following codes on the Speedster screen with the message 'PRESS A KEY'.

×, ⇧, △, ⇩, R1, L1	Hidden Track
⇦, △, R1, ○, L1, ⇩	Reverse Tracks
⇨, □, ⇦, ○, ⇧, ×	Super Cham/ship
L1, R1, L1, □, R1, ⇧	Heavy Metal Cars
⇧, ⇦, ⇨, ×, ○, □	Performance Cars

Star Gladiator

Invisible Walls
If you beat the game on any skill level, go to the options screen and a new option will have appeared that allows you to turn the invisible walls on or off. This means that there'll be no more Ring Outs.

Fighting In The Dark
Select your character as per normal and then press ⇩ + L2 + R2 and hold them until the fight starts. You'll now notice a distinct lack of light as you commence the fight.

Fight As Bilstein
This cheat can only be accessed in one-player mode, but once it has worked you'll be able to access the character in two-player mode. On the character select screen, go to Hayato and press and hold Select. Now move to Gore and press ×, ●, ×, ●, ■, ■, ■, ▲, ▲, ▲, × + ●. Bilstein will now appear to the right of Gore.

Fight As Kappah
Once again this cheat can only be accessed in one-player mode, but once the cheat has worked, you'll be able to access the character in two-player mode. You must perform the Bilstein cheat before you can get this to work. On the character select screen, go to Bilstein and press and hold Select. Now move to Hayato and press ●, ■, ▲, ■, ×, ■, ▲, ■, ●, ■, × + ▲. Kappah will now appear to the left of Hayato.

Play As Blood
Once you've got the Bilstein and Kappah codes to work, go to the character select screen once again and then move your cursor to Bilstein. Now press and hold Select whilst entering the following code: ×, ■, ×, ■, ×, ■. Now move to Kappah without highlighting any other characters in the process and press: ●, ▲, ●, ▲, ●, ▲. Finish off by pressing L1 + R1, and if the cheat has worked you should hear the suction noise that rang out after the previous two cheats. Now cycle through the characters and Blood will be available.

Big Head Mode
After choosing your character, press and hold ⇨, Start, ● and ■. Continue to hold them down until the round starts. To get the shrunken head mode, use the above cheat but press ⇦ instead of ⇨.

Super Bilstein
Set all the options to the default settings and then complete the game in six minutes or under to compete against the Super Bilstein character. You'll find he is slightly bigger than the normal Bilstein and his stage is dramatically different as well.

Half-Gravity Mode
You must first complete the game on any skill level for this to work. During the stage load, simply hold ⇧. The Invisible Walls option is on automatically, so you don't have to worry about ringouts. Every time you smack the opponent hard, they'll go flying miles and bounce off the walls!

SF EX Plus Alpha

(Jap Version Only)

Revealing Hidden Characters
Expert mode is the place to be, and completing the missions is the task at hand. For every time you complete a mission, you'll be given a certain number of points. As your points build, so does the characters available to you. The following is the points required, with the instructions telling you how to retrieve them:

Character	Points Needed
Evil Ryu	100
Evil Hokuto	200
Cycloid Gamma	300
Cycloid Beta	400
New Vega (M Bison)	600
New Garuda	800
New Gouki (Akuma)	1000

To select the 'New' Vega, Gouki or Garuda, move onto the appropriate character and hold Start (in Arcade Mode, the green gauge will vanish, and in the other modes the selection box will turn from white to yellow), then press any button. Now, these are the CPU counterparts that you have fought against before. Although similar to their 'Normal' counterpart versions, these guys inflict more, and take less damage.
When you have managed to get all seven characters, a barrel will appear; this keeps track of the missions completed. When you've performed 220 missions, the Options Plus menu will appear; in the options menu funningly enough! At first, there is only one option available, but as you complete the game in various ways, more options are revealed.

Vs CPU Gouki (Akuma)
The Options Plus menu must be enabled for this to work. Set the 'Enemy' option to 'Plus'. You'll now able to fight against CPU Gouki and Garuda; although you'll be unable to fight Dhalsim or Sakura.
Select a game on Arcade with any difficulty and settings. Now comes the tricky part: for eight missions straight you must NOT lose a round. During the tenth round, Gouki will appear and take out Vega with his Blink Hell Murder Super Combo. You now fight Gouki, and even if you were to lose, you'll be able to continue, or even pick another character.
Unlike in previous Street Fighter epics, you can still reach Gouki with Gouki or CPU Gouki. Plus you can finish any which way you like. Whether it be a normal, super or time out.
When the ever tough CPU Gouki is no more, the following options become selectable in the 'Option Plus' menu. They only apply to the Training mode:

Training Partner
Fix (normal) or move (2-player against you). Only works when 2-player joypad plugged in port 2.

Super Combo Gauge
Three (normal) or infinite (gauge never changes).

Super Cancel Limit
On (normal) or off (cancel similar super combos)

Otedana
Off (normal) or on (opponent moves slower through air).

Fight CPU Gouki Bug!
Following the steps above, when you come to the match against Gouki, join the match on the second player side. Now, with the second player's fighter beat the crap out of player one. Then, before the 2-players vs CPU match commences, continue, pick a character and beat the second player. When the CPU battle finally begins, it will have reset to Battle 1. The match will still be against Gouki, but in Thailand! The next ten battles are against Gouki in other locations.

Fight CPU Garuda
With any character, you must get two perfects and four super finishes before battle 10. On top of that, you must perform a level 3 super combo finish. If your character has a level 3 super (Gouki, Evil Ryu & Zangief), then that can be utilised.
Now, each character below must perform a combo at least once during the game that does the following number of hits:

Allen Snider & Darun Mister – 6 Hit Combo
Blair Dame, Cracker Jack, Ken, Pullum Purna, Ryu & Zangief – 7 Hit Combo
Guile, Hokuto, Kairi & Skullomania – 8 Hit Combo
Gouki & CPU Gouki – 9 Hit Combo
Doctrine Dark – 11 Hit Combo
Chun-Li – 12 Hit Combo
Garuda, CPU Garuda, Vega, CPU Vega, Evil Ryu & Evil Hokuto – 13+ Hit Combo

Hidden Barrel Game (UK)
Highlight the Practice option on the mode selection screen and press Start. Then press ⇧, ⇧, ⇨, ⇧, ⇦, ⇧, Start. A message will appear to confirm correct code entry. Select the Bonus option under Practice mode to play the bonus barrel game from *Street Fighter 2*.

CPU-Controlled Team Battle Round
Select Team Battle mode. Hold L2 + Select at the 'Vs Loading' screen until the match begins. The CPU will control your fighter for this round.
Note: This code may only be enabled once per team battle.

View Hits In Survival Mode
Press Select at the Survival result screen to display the number of hits completed.

Hiding Your Fighters
This little extra can often prove useful; because if you don't want your opponent to see what you're selecting, simply hold L2 down, then select your characters. When you release L2 they'll be replaced by question marks.

Gouki's (Akuma's) Beads
Simply finish Gouki off with a Super Combo, and his necklace will break off. Probably a Christmas cracker job!

Street Fighter Alpha

Computer-Controlled Dan
Getting to fight a computer-controlled Dan is easy... and beating him is even easier. All you've got to do is win the fifth, sixth, or seventh match and hold Up + L2 + R2. Keep these buttons held down until the winning quote is displayed and then release. If this has worked, you'll go to the next fight in the sequence and just before the blows start flowing, the immortal line 'Here Comes A New Challenger' will flash up on screen before you're whisked away to Dan's hidden location.

Computer-Controlled Akuma
The twisted master can be accessed via two different methods. Firstly, you can try beating the game without losing a single round and also achieving a minimum of ten super combo finishes (that's ten victories with the '★' symbol displayed). Do this on any level higher than four and Akuma will stroll on and humiliate you after the final boss. Alternatively, try positioning your cursor over the character you wish to fight as on the character select screen and hold L2 + R2, then press and hold ×. Hold the three buttons down until Akuma has pulverised your opponent, then fight.

Selecting Dan
Go to the random select box on the character screen and hold L2. Now press the following code in sequence: △, □, ×, ○, △. If the code has worked, Dan will appear as your selection. To get Dan in his other strip, simply input the code backwards so it reads: △, ○, ×, □, △.

Selecting Akuma
During the character select screen, go to the random box and hold L2. Now press the following code in sequence: ⇦, ⇦, ⇦, ⇩, ⇩, ⇩, □, △ (⇦ = towards outside of character box). Akuma will appear as your character selection if the cheat has worked. To play as Akuma in his other strip, finish the code with ○, ×, instead of □, △.

Selecting M Bison
Go to the random box on the character select screen and hold L2. Now press the following code in sequence: ⇦, ⇦, ⇩, ⇩, ⇦, ⇩, ⇩, □, △ (⇦ = towards outside of character box). Alternatively, finish the sequence with ○, × (instead of □, △) to get the Bison in alternate colours.

Dramatic Battle
If you reckon you're the business at *Street Fighter Alpha*, this hidden game will test your might to breaking point. If you complete the game on any skill level higher than four, a new option called 'Dramatic Battle' will appear in the options menu. Plug in two controllers and have an able-bodied friend at the ready and you'll both take on Bison with Ken and Ryu. Fast, frantic and over nearly as soon as it begins, this battle sure is tough – especially seeing as both players share the same energy bar. Once you've obtained the Dramatic Battle option, save it to your memory card for evermore.



continued

Super Puzzle Fighter II

Hidden Characters
All these can be discovered on the character-select screen.
Note: They are selectable in all modes except Street Puzzle Mode.

Play As Akuma (Gouki)
For Player 1: Move the cursor onto Morrigan, then hold Select and enter ⇩, ⇩, ⇩, ⇦, ⇦, ⇦, ●.
For Player 2: Move the cursor onto Felicia, then hold Select and enter ⇩, ⇩, ⇩, ⇨, ⇨, ⇨, ●.

Play As Devilot
For Player 1: Move the cursor onto Morrigan, then hold Select and enter, ⇦, ⇦, ⇦, ⇩, ⇩, ⇩, and when the timer reaches ten seconds exactly, press ●.
For Player 2: Move the cursor onto Felicia, then hold Select and enter ⇨, ⇨, ⇨, ⇩, ⇩, ⇩, and when the timer reaches ten seconds exactly press ●.

Play As Dan
For Player 1: Move the cursor onto Morrigan, then hold Select and enter ⇦, ⇦, ⇦, ⇩, ⇩, ⇩, ●.
For Player 2: Move the cursor onto Felicia, then hold Select and press ⇨, ⇨, ⇨, ⇩, ⇩, ⇩, ●.

Play As Hsien-Ko's (Lei-Lei's) Sister
For Player 1: Move the cursor onto Morrigan, then hold Select, move the cursor one square to the right and press ●.
For Player 2: Move the cursor onto Felicia, then hold Select, move the cursor two squares to the left and press ●.

Play As Amanda
For Player 1: Move the cursor onto Morrigan, then hold Select, move the cursor two squares to the right and press ●.
For Player 2: Move the cursor onto Felicia, then hold Select, move the cursor one square to the left and press ●.

Play Against CPU Devilot
Before you reach Stage 7, you must do all of the following, without continuing:
1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a maximum chain of four or more.
4. You must have a maximum Power Gem of at least 20 units.

Play Against CPU Dan
Before you reach Stage 6, you must do all of the following, without continuing:
1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a maximum chain of four or more.
4. You must have a maximum Power Gem of at least 20 units.

Stage Select
After selecting your character, hold L2, R2 and Select, and choose your handicap. Then, whilst still holding L2, R2, and Select, press one of the following:

Ryu: ⇦	Chun-Li: ⇩
Ken: ⇨	Sakura: ▲
Akuma: L1	Dan: No Button
Morrigan: ⇧	Donovan: ●
Felicia: ■	Hsien-Ko: ✕
Devilot: R1	

Time Commando

Secret Level
There is a special hidden level in this time-travelling beat-'em-up adventure. At the password screen enter: **COMMANDO**. This puts you inside a boxing ring where you get to fight several different enemies.

Level Passwords
Roman Empire: TUHOUEFY
Japanese: ADSAZGLY
European Middle Ages: ZJFKYGLZ
Conquistadors: EBELPWNF
Western: EVXGPWNN
Modern Wars: ENQOEQHJ
Future: NDWMHGEC
Beyond Time: XEMJBDFS

Special Passwords
All weapons: HUIBON
Max health: VONLUX

Cheats
Pause the game, highlight 'Sound FX', then enter the desired code. A sound will confirm it.

✕, ▲, ▲, ●, ✕, ▲, ▲, ●, ■, ■, ✕
Restores health (can be repeated when needed)

✕, ■, ✕, ▲, ●, ■, ✕, ●, ✕, ▲, ▲
Go to the next stage

●, ✕, ▲, ●, ■, ●, ✕, ■, ▲, ●, ■
Go to the next world

■, ●, ●, ▲, ✕, ✕, ●, ■, ■, ▲, ■
Maximum size for energy bar

▲, ✕, ●, ■, ✕, ■, ●, ▲, ✕, ■, ●
All weapons

▲, ●, ▲, ✕, ■, ✕, ●, ■, ▲, ✕, ■
Infinite ammo

■, ✕, ●, ▲, ●, ✕, ■, ▲, ●, ▲, ■
Automatic recharge for certain weapons

Spot Goes To Hollywood

Cool Menu
On the title screen press: △, ⇧, ⇨, ⇩, ⇦, △, ⇦, ⇩, ⇨, ⇧, △.
A new 'Cool' option will appear on the menu. Select it and you can choose Open All Options, which lets you start from any level.

50 Lives
Enter the Cool Menu code, pause the game, and press □.

View All FMV
Enter the Cool Menu code and go to the Level screen. Hold □ and press Start.

Starblade Alpha

Rapid Fire
On the title screen, press ⇧, ⇧, ⇩, ⇩, ○, △, □

Infinite Continues
On the title screen, press ⇧, ⇨, ⇩, ⇦, ✕, ✕,✕

Star Wars: Masters Of Teräs Käsi

Alternate Costumes
Hold L1 at the character selection screen and select your character.

Level Select
Select Chewbacca as a character, set the difficulty level to Standard, Player Change to No, and Continue to No. Complete the game in Practice or Arcade mode. Level select may now be accessed in versus mode: use L2 and R2 to choose the arena.

Fight As A Stormtrooper
Select Han Solo, set the difficulty level to Standard, Player Change to No, and Continue to No. Now complete the game in Arcade mode.

Fight As Darth Vader
Select Luke Skywalker, set the difficulty level to Standard, Player Change to No, and Continue to No. Complete the game in Arcade mode.
Note: When playing as Darth, the secret Mara Jade character will appear instead of a mirror match.

Fight As Mara Jade
Set the difficulty level to Jedi, Player Change to No, and Continue to No. Select Team mode and hold L1 + L2 + R1 before the first match starts. Defeat the side designated as the Empire and Mara Jade will be yours to play with!

Fight As Jodo Kast
Set Player Change to No, and Continue to No. Now defeat at least seven adversaries in Survival mode. Jodo has the same moves as Boba Fett.

Fight As Slave Leia
Select Princess Leia, set the difficulty level to Jedi, Player Change to No, and Continue to No. Complete the game in Arcade mode. You can now select Leia! (in skimpy slave costume – woohoo) who has the same moves as the normal version.

Big Head Mode
Select Vs or Practice mode. Hold Select after choosing a character and keep the button held until the match begins.

Full Screen
Hold Select + L1+ R2 after choosing a character and keep the buttons held until the match begins.

Steel Harbinger

Full Health
Pause during play and press L2, L2, R2, R2 ⇧, L1, ⇧, R1. A beep will confirm correct code entry. This code may only be enabled five times during the game.

All Weapons
Pause during play and press ✕, △, R2, △, ✕, L2, R2, ⇩, L2, □, ⇨. A beep will confirm correct code entry. Note: This code may only be enabled three times during the entire game.

M-16 Full Ammunition
Pause during play and press ⇩, □, □, □, ○, ○, ⇧, ⇨. A beep will confirm correct code entry. The M-16 will now have 999 rounds of ammunition.

Rocket Full Ammunition
Pause during play and press ⇦, ⇦, L1, R2, □, R1, ⇨, ⇨. A beep will confirm correct code entry. Note: This code may only be enabled five times.

Shield
Pause during play and press △, ✕, △, ✕, △, ✕ □, ○, □, ○, ⇧, R1. A beep will confirm correct code entry.
Note: This code may only be enabled three times during the entire game.

Arctic Card
Pause during play and press ⇧, ⇨, △, ○, ⇩, ⇦, ✕, □. A beep will confirm correct code entry. Note: This code may only be enabled once per level.

Net Node Card
Pause during play and press ⇦, △, L2, ⇨, R1, ○, R1, ⇩. A beep will confirm correct code entry. Note: This code may only be enabled three times during the entire game.

Teleport Credit
Pause during play and press L1, R1, R1, L2, R2, L2, ○, △. A beep will confirm correct code entry. Note: This code may only be enabled 100 times per level.

View Credits
Press □, □, □, □, ○, ○, ○, □, □ at the main menu.

View FMV Sequences
Press L2, L2, R2, R2, L1, R1, □, ○, ⇧, ⇩ at the main menu.

Play Single Level
Enter one of the following button sequences at the main menu to play the corresponding level:
Los Angeles
○, ○, R2, R2, ⇦, ⇨, ⇧, L2, L2, △.
LA7
○, ○, L2, L2, ⇦, ⇨, ⇧, R2, R2, △.
Las Vegas
□, □, L2, L1, ⇧, ⇩, R1, R2, ⇦, ⇨.
Las Vegas 7
□, □, L2, L1, ⇧, ⇩, R1, R2, ⇨, ⇦.
San Francisco
○, □, L2, R1, △, L1, R2, ⇩, ⇧, ⇦.
Houston
L2, L1, R1, R2, ○, ⇦, ⇦, △, ⇨, ⇨.
Washington
○, ○, L1, R1, L2, R2, ⇦, ⇨, △, □.
Florida
L1, R1, □, ○, R2, L2, ⇧, △, ⇩, ⇩.
Nebraska
□, □, ⇦, ⇦, □, ○, ○, ⇧, ⇧, □.
Moonbase
R1, R1, L2, R1, □, △, ⇦, ⇨, R2.

Steel Reign

All the cheats below have to be entered on the main menu and with considerable speed.
Invincibility
L2, L1, R2, ○, □, ○, ○, L1, L2, L1

Secret Tanks
L1, L2, L1, ○, □, ○, ○, L2, L1, R2.

Extra Level
L1, L2, L1, L2, R2, R1, □, ○, □, □

Street Fighter Alpha 2

White Dhalsim & Vega
Select Training Mode, choose Dhalsim or Vega, then start playing. Do the teleport move: at the instant the fighter disappears, press Start, go to the menu, highlight normal mode. Start again and your fighter will appear in white.

Old-Style Chun-Li
Hold down the Select button for five seconds before pressing one of the other buttons to select her.

Fighting Turbo Akuma
To meet the Super Turbo Akuma character in arcade mode, simply battle through the game on any level setting and try to get at least eight Super Combo finishes before you reach the final match against your respective boss. Now, instead of fighting them straight away, the 'Here comes a new challenger' message will appear and Akuma will warp down onto that stage.

Play As Turbo Akuma
Highlight Akuma on the character-select screen and hold Select for a few moments. Now press the following sequence on the D-pad: ⇩, ⇨, ⇨, ⇩, ⇦, ⇩, ⇦, ⇩, ⇨, ⇨, and ⇨ – if you have followed this correctly your cursor should start and finish on Akuma. Now hold Select again and then push another button to select.

Super Combos Moves (these also work in Street Fighter Alpha):
Ken
Super Dragon Punch – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Vacuum Dragon Punch – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + K

Ryu
Super Fireball – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Vacuum Hurricane Kick – ⇩ ⇙ ⇦ ⇩ ⇙ ⇦ + K

Sagat
Tiger Cannon – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Tiger Raid – ⇩ ⇙ ⇦ ⇩ ⇙ ⇦ + K

Sakura
Super Fireball – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Rising Dragon Wave – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + K
Kick Devastation – ⇩ ⇙ ⇦ ⇩ ⇙ ⇦ + K

Sodom
Super Jitte Slice – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Super Power Bomb – rotate 720° + P

Zangief
Final Atomic Buster – Rotate 720° + P
Aerial Russian Slam – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P

Charlie
Sonic Break – Charge, ⇦⇨ ⇦⇨ + P
Somersault Justice – Charge, ⇙ ⇘ ⇙ ⇧ + K
Crossfire Blitz – Charge, ⇦⇨ ⇦⇨ + K

Chun-Li
Super Fireball – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Thousand Burst Kick – Charge, ⇦⇨ ⇦⇨ + K
Rising Heaven Kick – Charge, ⇙ ⇘ ⇙ ⇧ + K

Dan
Super Fireball – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Super Dragon Punch – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + K
Desperation Combo – ⇩ ⇙ ⇦ ⇩ ⇙ ⇦ + K
Super Taunt – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + Select

Dhalsim
Yoga Inferno – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P

Yoga Strike – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + K

Gen
Mantis Style:
Terror Shadow – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Death Curse – ⇩ ⇙ ⇦ ⇩ ⇙ ⇦ + P
Crane Style:
Snake Bite – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Mad Tooth – ⇩ ⇙ ⇦ ⇩ ⇙ ⇦ + K

Guy
Bushin Thunder Kick – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + K
Bushin Air Punch – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P

M Bison
Knee Press Nightmare – Charge, ⇦⇨ ⇦⇨ + K
Psycho Crusher – Charge, ⇦⇨ ⇦⇨ + P

Rolento
Mine Sweeper – ⇩ ⇙ ⇦ ⇩ ⇙ ⇦ + P
No Mercy – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + K

Rose
Aura Soul Spark – ⇩ ⇙ ⇦ ⇩ ⇙ ⇦ + P
Aura Soul Throw – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Soul Illusion – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + K

Birdie
Super Head-Butt Rush – Charge, ⇦⇨ ⇦⇨ + P
Super Chain Slam – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P or K

Adon
Jaguar Assault – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Jaguar Revolver – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + K

Akuma
Super Fireball – ⇨ ⇘ ⇩ ⇙ ⇦ ⇨ ⇘ ⇩ ⇙ ⇦ + P
Super Dragon Punch – ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Super Air Fireball – ⇧ ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ + P
Instant Hell Murder (AKA Raging Demon) – Jab, Jab, ⇨, Short + Fierce

Street Fighter Collection

Play As Cammy
Choose Vega in Arcade mode and finish the game in first place with a score of more than 50,000, then enter the letters CAM on the high score screen. When



Tobal 2

Big Players/Little Players
When selecting your character, hold L2, R2 and push the △ button. Now during the bouts, you can increase and decrease the size of your character by pressing L2 (shrink) or R2 (grow). This works on all modes except for Quest.

Alternative Costumes
Press ⇧ + △ when you select your character and they will enter the battle arena in a different set of clobber.

Hidden Characters
There are simply loads of secret characters in *Tobal 2*. Here's how you get to play as them:

Mufu – beat the game on easy mode.
Nork – beat the game on normal mode.
Udan – beat the game on hard mode.
Trix (Toriyama Robot) – beat the game on easy mode using a monster.
D Purple – beat the game on normal mode using a monster.
Red Zeppel – beat the game on hard mode using a monster.
Black Attacker – beat the game on easy mode without using continues.
Mono Eye – beat the game on normal mode without using continues.
Dark Elf – beat the game on hard mode without using continues.
Tri Horn – becomes playable after a certain number of replays have been saved.
Chocobo – beat Practice (1st) Dungeon.
Mark – beat Egyptian Ruins (2nd) Dungeon.
Dog – beat the Desert Spaceship (3rd) Dungeon.
Mark2 – beat the Castle (6th) Dungeon.
Totem 1st – see all ten endings on easy mode.
Totem 2nd – see all ten endings on normal mode.
Totem 3rd – see all ten endings on hard mode.



you select Vs mode, press Start three times when Vega is highlighted.

Play As Evil Dude Ryu
Choose Arcade mode and put the cursor on Ryu as normal, then press Start three times.

Classic Characters On Street Fighter Alpha 2
To play as the old-style street fighters (you nostalgic fool), select their Alpha counterparts and press Start twice on them.

Play As Akuma On Super Street Fighter
Chose Vs mode and press L1 + L2 + R1 + R2 when you have highlighted Ryu.

SF: The Movie

Choose Akuma
Highlight Guile and press ⇧, R1, ⇩, L2, ⇨, L1, ⇦, R2. If done correctly, Guile's face should turn into a blur and you will now be Akuma.

Secret Configuration
Pause the game while fighting. Press Select, a menu will appear to configure your buttons.

Street Racer

Level Codes
Silver **TRAFIK** Platinum **DOUGAL**
Gold **NEJATI** Super **TURGAY**

Secret Car
By entering the 'Dougal' password, you'll have access to a brand-new hidden Rabbit car which has three new personalised tracks.

Secret Options
By entering the 'Turgay' password, you'll have access to a secret options screen which allows you to change the side of your car, turn the weapons on or off, remove the other cars, plus much more besides!

Striker '96

Special Teams
Yes it's true, not only can you compete against the special Warner and Rage teams, but Trekkies can also enjoy thrashing a whole team of characters from the various Star Trek generations. All you have to do is win the World Cup to enter a bonus Special Cup tournament featuring all of the above teams. Reckon you can take on the intergalactic celebs?

Super Buster Bros Collec.

Level Select
Hold ⇩ and select tour mode.

Expert Mode
Press ✕ on controllers 1 and 2 while selecting tour mode.

Syndicate Wars

Infinite Clone Shield Energy
When you have researched chromotaps and clone shields, buy one of each for your agents, making sure they are next to each other on your weapon select bar. Start the mission and select your clone shields, then select your chromotaps. You should now have infinite power for your clone shields as long as you have your chromotaps selected. Simply repeat the process to reactivate the cheat if you change weapons.

Tempest X

Level Skip
In any game, press and hold the following buttons: L1, R1, ↖, △, ○, Start and Select. If done correctly, you will hear a loud grinding noise. Let go of the buttons and immediately press and

Top Gun

New Level Codes

Miramar

1	82813
2	81723 or 99764
3	20582 or 20873 or 47924
4	79613 or 81835 or 82372
5	79523 or 81772 or 82282
6	07631 or 20213 or 22172 or 40773 or 81454

Cuba

1	20123 or 22082
2	15940 or 20423 or 20624 or 57131 or 81664 or 82732
3	38332
4	32880 or 82072 or 82123
5	55272 or 89332
6	20906 or 79442
7	21854

Korea

1	44673 or 82432
2	27914 or 79754 or 81424
3	79103 or 79344 or 82852
4	20693
5	76252
6	21701
7	81712 or 82222
8	06604 or 79944
9	20162
10	21170

Libya

2	21551 or 79535
3	20804 or 81844
4	76734 or 79451
5	38902
6	20411 or 21860 or 21911 or 51493
7	81484
8	45726 or 76760 or 79885 or 82285

Tekken

Extra characters
By completing the game with each of the eight standard characters, you'll earn yourself the opportunity to play the game as the respective character's sub-boss. Although some aren't great variations on the original character, it's still good for a laff!

Heihachi Mishima
The final boss bloke is slightly harder to obtain. You must complete the game in under five minutes, 30 seconds without continuing.

Devil Kazuya
To access Devil Kazuya in Arcade mode, you must complete the Galaga loading game with a 'Perfect'. To do this, you have to blast all eighth levels of the game without missing a single craft. To assist you, try blasting the first wave in less than 18.5 seconds to receive a duel-craft for double the firepower. You can also practice each wave by pressing Select after it has finished to repeat the stage again – however, by doing this, you wont be able to obtain the Devil.

Dual Galaga Craft
To obtain two Galaga crafts, press and hold ⇧ L1 ▲ ✕ on the second control pad as you switch on your PlayStation. You wont be able to use this cheat for the Devil.

Tekken 2

Choose A Pose
You can determine which of the two victory poses your character performs. After you've won a bout, press and hold ■ or ✕ (right through the replay) to get the first ; ● or ▲ to get the second.

More Poses
Six of the fighters have a third finishing pose after winning a fight: Law, Paul, Michell, Jack 2, P Jack, Kunimitsu, and Kuma.
Simply hold both kick buttons down, from the moment you win the fight, right through the replay to the end.

First-Person Perspective
1. First of all you must obtain all the hidden characters in the game.
2. Go to the character-select screen.
3. Hold down the L1 and L2 buttons and select your character in the normal manner.
4. Now your fighter will appear as a wire-frame model.
5. When the fight starts, the view will change to a first-person perspective.

Big-Head Mode
1. Acquire all the hidden characters in the game.
2. Start again but hold down the Select button when you select your fighter.
3. Keep it held down until the round begins.
4. You should now see that your fighter's head has been blown up!

Sky Mode
If, having obtained all of the secret characters, you press ⇧ + Select when choosing a character, lo and behold you will enable SKY MODE! You must hold down this button combination until the fight actually starts, at which point you will hear a 'punch' sample to confirm that the cheat has been activated. Basically it allows you to fight *à la Mortal Kombat*, with certain uppercut-type moves resulting in your opponent flying high up into the sky. For some reason it works with sweeps as well.
Note: This particular cheat also enables Big Head Mode 1.

Easier Roger/Alex
There's an easier way to get Roger/Alex. First get all the players selectable. That is including Kazuya and Devil/Angel. Now all you have to do is go to practice mode and do one 10-hit combo with any character. Make sure that you turn off the tool bar at the bottom of the screen where you can see the buttons to press, otherwise it won't work. When it's activated, you should hear the word 'great'.

Bigger-Head Mode
1. First perform the Big-Head Mode cheat.
2. If you're playing in arcade mode, hold down Select when you reach the continue screen.
3. Your head and arms will now be bigger than ever before!
4. If playing in Vs Mode, go back to the character select screen and hold Select again whilst choosing a fighter for the same effect.

Purple Kazuya
1. All the secret characters must be accumulated first.
2. Start a new game and highlight Kazuya.
3. Now hold down Start while selecting him.
4. He'll now fight in his third, purple costume.

Thought Bubbles
1. Play in practice mode.
2. Leave your character alone for a while.
3. You'll now see thought bubble appear above his or her head!

Obtaining Kazuya Mishima
1. Acquire all the sub-bosses by completing the game using the ten original fighters.
2. Play through using a sub-boss.
3. Once completed, Kazuya will be added.

Devil & Angel
To obtain this duel character, Complete the game with Kazuya.

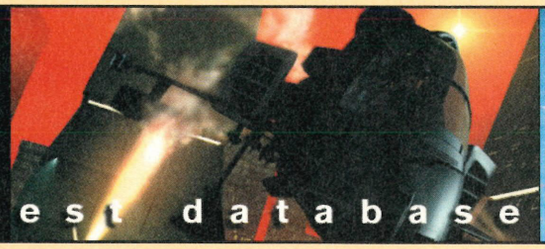
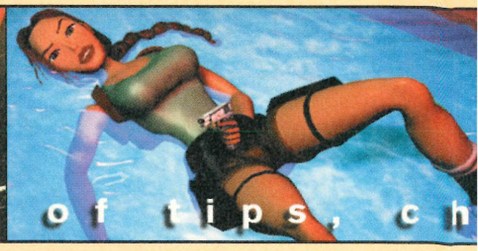
Fight Roger/Alex
1. Get to the Devil or Angel…
2. Start a new game with any character and when you reach the third fight, defeat your opponent on the last round with only a particle of energy left.
3. If you do it right you will hear the word "Great" and the next fight will be against Roger or Alex.

Theatre Mode (Japanese version only)
View the *Tekken 2* endings at your leisure!
1. Unplug the second controller.
2. You must have all the available characters stored in your memory card.
3. Load up the game. When the words 'Namco Presents' appear, press ⇧, ⇨, ●, ✕, and Select – holding the last four down when you press them. It's tricky as you need to enter this sequence quickly before the words disappear.
4. If unsuccessful, the game will load the normal opening intro. Try again.
5. If successful, you'll be taken to the Tekken 2 Theatre. Here, you can scroll down the list of FMV endings (and openings!) and play any one of them.
Note: After about 10 seconds or so of inaction, this mode will exit automatically, so keep moving around if you plan to stay.

Taunt Opponent (Jap version only)
When you have won a battle against your opponent, press ⇨, ⇦, ■, ● and your character will jeer in Japanese.

Win Without Fighting (Jap version only)
Highlight Option mode and hold down R1, then tap ●, ●, ▲, ✕, ✕, ●, ▲.
Start a one-player game and when you begin the fight, hold R1 + L2 to automatically win the battle.



The biggest database of tips, ch

continued

hold the following buttons: L2, R1, ✕, △, and ⇩. You should hear a word spoken if done correctly.
Now any time you wish to advance a level, simply press L1 + L2 + R1 + R2. You will skip to the next level as soon as there are no enemies on the web. The easiest way to do this is at the very beginning of the level before an enemy appears, or press the top four buttons and then use a Superzapper.

Ten Pin Alley

Taunts
During Team Play mode, one team can taunt the other during their approach by pressing L1 + L2 + R1 + R2.
Then:
△ – "Choke!"
□ – "Loser!"
○ – "Miss!"
✕– "You Suck!"

300 Game Tournament
Enter 'Vllooma' as a name in the sixth saved game slot to play in a 300-game bowl-off tournament.

Loading A Previously Saved Player
The instructions in the game manual are incorrect. Here's how to load a saved player… Highlight 'Player 1' and delete. This will display a load option. Highlight 'Load' and press ✕. This will display previously saved characters. Now highlight the character to be loaded and press ✕.

Test Drive: Offroad

Cheat Codes
Type these special codes in as the player's name for various effects:

friendly	Dirt track
alltrack	All tracks available
fifty	Hot rod
lowrider	Stock car
beefy	Monster truck
sprinter	4X4 buggy

Test Drive 4

These codes can only be entered on the High Scores screen. And to do that, you must complete any track with a time that ranks in the top 10 (check high scores screen for times to beat). Once you've finished a race, and the time is fast enough to receive a high score, quit the game. The loading screen will come up, then you'll be able to enter your name. Or rather, one of the following cheats:
SAUSAGE – Open Secret Cars
KNACKED – Open Mirrored Tracks
WHOOOOSH – Turn Horn Into Nitro Acceleration
MJCIM.RC – Turn Cars (including opponents) Into Micro Cars

Tetris Plus

Stage Select
1. Choose Puzzle Mode and select Password.
2. As soon as the Password screen appears press: ⇩, ⇩, ⇨, ⇧, ⇧, ⇨, ⇧, ⇧, ⇧, ⇨.
3. Repeat Step 2
4. Press ✕
5. When the game starts, a Stage Select will be available.

Theme Park

Instant Millions
Enter your nickname as **BOVINE**, then during play hold down ○, □ and ✕ for ten seconds to receive ten million dollars.

Tigershark

Invincibility
Enter KURSK as a password.

Infinite Ammunition
Enter KIROV as a password.

Weapons Upgrade
Enter RUBLE as a password.
Low Gravity
Enter SOYUZ as a password.

Sea Hunter Mini-Game
Enter SNEEG as a password.

View FMV Sequences
Enter KIEV as a password.

Preview Game (Bug Rider)
Enter BUGGY as a password.

Passwords

2 AKULA	3 PASHA
4 MIRAS	5 NAKAT
6 REZKY	7 TUCHA
8 ZARYA	9 VOSTA

TOCA Touring Car Championship

Cheats
Enter your name as the following for desired effect:
Access All Tracks: JHAMMO
All Vehicles: CMGARAGE
No Car Collisions: CMNOHITS
Speed Boost: XBOOSTME
Maniac Drivers: CMMAYHEM
Low Gravity: CMLOGRAV
Karting Mode: CMCHUN
Rising Rain: CMRAINUP
Larger Hands: CMHANDY
Raining Cats & Dogs: CMCATDOG
Upside-Down View: CMUPSIDE
Following Camera: CMFOLLOW
Helicopter View: CMCOPTER
Overhead View: CMMICRO
Cartoon Background: CMTOON
Flashing Sky: CMDISCO
Starry Sky: CMSTARS

Tokyo Highway Battle

Cheats
After winning your first race in Scenario mode, try entering these codes on controller 2 during your next race:
⇧ + Select – Displays best lap time
⇨ + Select – Displays best time
⇩ + Select – Displays program number (pointless!)
L1 + Select – Changes the colour of the speedometer to white

Change Car Colour
Once you have won at least one race in Scenario mode, go to the Car Select screen and then press R2 on controller one to change the colour of the motors.

Maximum Points
When the 'Jaleco' logo appears as the game starts up, press and hold L1 + L2 + R1 + ⇩ + Start on controller 2. Now when the FMV intro begins, press Start on controller 1 (make sure that the buttons on controller 2 are still being held). Now when the title screen is displayed, select Scenario mode and go to the Speed Shop. Upon entering, you'll immediately notice that you have 9,999,999 points to spend on any car modifications you want.

Maximum Money
On the second controller, press and hold L1 + L2 + R1 + Start + ⇩, immediately after the opening demo (when the checkered flag title appears) until the title flashes and letters finish flying in.

Extra Cars & Colours
When you defeat Drift King, three more cars (Supra, NSX, and GT-R) become available. Use one of those cars and defeat him again to activate a colour select. Go to car selection screen and push R2 to change colour.

Tokyo Highway Battle R

Maximum Funds
At the title screen, press the following on controller 2:
⇧, △, ⇩, ✕, ⇨, □, ⇦, ○, Select, Start

All Parts
At the title screen, press the following on controller 2:
⇨, ⇨, ⇩, ⇧, ⇧, ⇦, ⇩, ⇦, ○, △

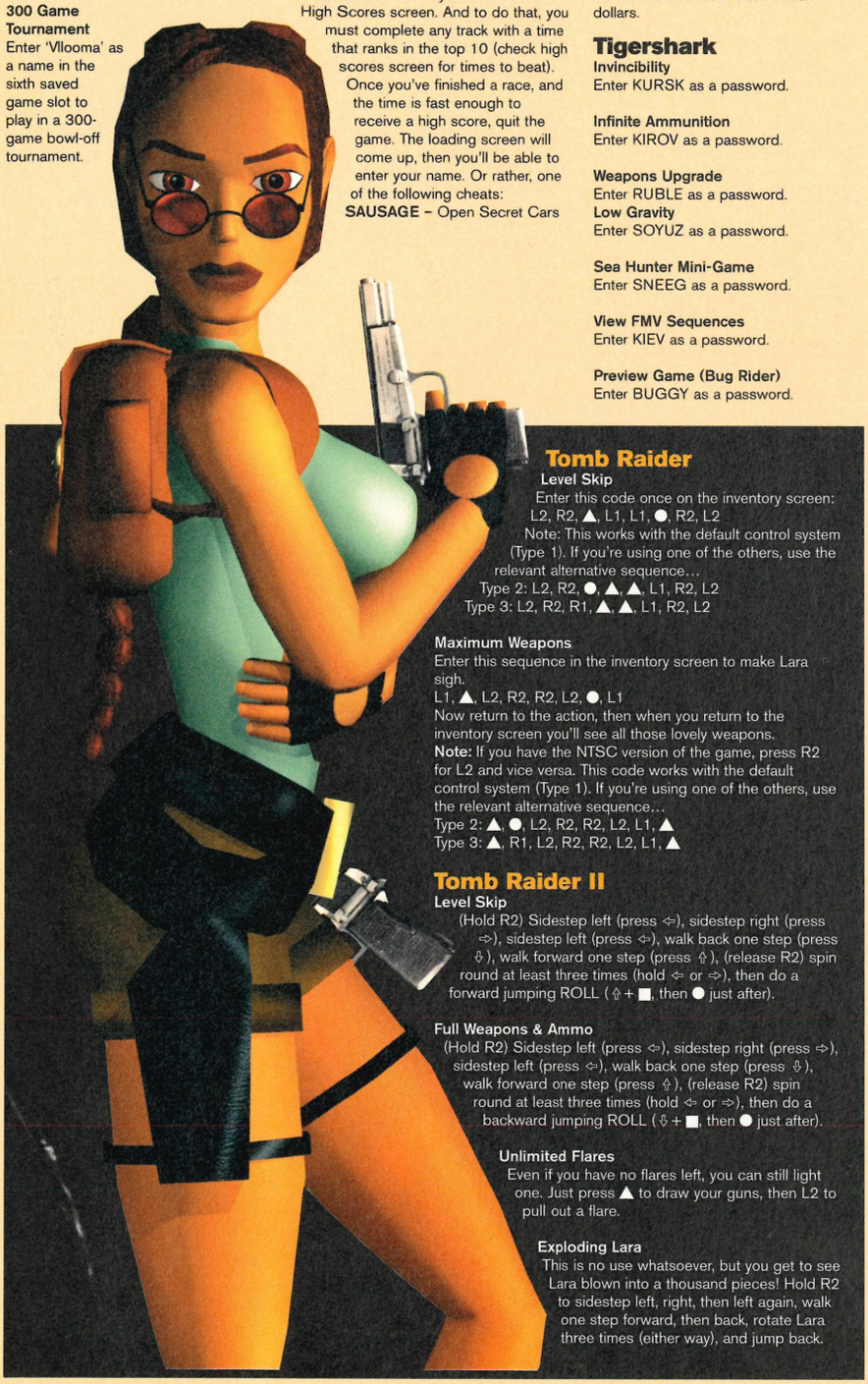
Bonus Parts
At the title screen, press the following on controller 2:
⇧, ⇩, ⇩, ⇧, ⇦, ⇨, ⇦, ⇨

Total Drivin'

Scotland Level Warp
Whilst racing on the Scotland 3 track, just before you get to the woods, hit the cliff on the right so that you land on the right-hand side of the woods. Drive straight forwards into the sign and you should hit a glowing ball. If you hit it correctly, the screen will shrink and the words 'loading extra level' will appear.

Switzerland Level Warp
Begin on Switzerland Level 1 and start the race. Follow the track through the village and under the cable-car. You will enter a tunnel, which you should continue through until you cross a small bridge. To your left are a number of buildings. Drive off the road and around the back of these buildings. You will see a yellow and red spinning shape. Drive into this and you will be transported to a bonus level.

Hong Kong Level Warp
Drive around the circuit on Hong Kong Level 5 until you reach a dirt track. Once on the track, you will



Tomb Raider

Level Skip
Enter this code once on the inventory screen: L2, R2, ▲, L1, L1, ●, R2, L2
Note: This works with the default control system (Type 1). If you're using one of the others, use the relevant alternative sequence…
Type 2: L2, R2, ●, ▲, ▲, L1, R2, L2
Type 3: L2, R2, R1, ▲, ▲, L1, R2, L2

Maximum Weapons
Enter this sequence in the inventory screen to make Lara sigh.
L1, ▲, L2, R2, R2, L2, ●, L1
Now return to the action, then when you return to the inventory screen you'll see all those lovely weapons.
Note: If you have the NTSC version of the game, press R2 for L2 and vice versa. This code works with the default control system (Type 1). If you're using one of the others, use the relevant alternative sequence…
Type 2: ▲, ●, L2, R2, R2, L2, L1, ▲
Type 3: ▲, R1, L2, R2, R2, L2, L1, ▲

Tomb Raider II

Level Skip
(Hold R2) Sidestep left (press ⇦), sidestep right (press ⇨), sidestep left (press ⇦), walk back one step (press ⇩), walk forward one step (press ⇧), (release R2) spin round at least three times (hold ⇦ or ⇨), then do a forward jumping ROLL (⇧ + ■, then ● just after).

Full Weapons & Ammo
(Hold R2) Sidestep left (press ⇦), sidestep right (press ⇨), sidestep left (press ⇦), walk back one step (press ⇩), walk forward one step (press ⇧), (release R2) spin round at least three times (hold ⇦ or ⇨), then do a backward jumping ROLL (⇩ + ■, then ● just after).

Unlimited Flares
Even if you have no flares left, you can still light one. Just press ▲ to draw your guns, then L2 to pull out a flare.

Exploding Lara
This is no use whatsoever, but you get to see Lara blown into a thousand pieces! Hold R2 to sidestep left, right, then left again, walk one step forward, then back, rotate Lara three times (either way), and jump back.

Time Crisis

(Japanese Version Only)

Easy Arcade Mode
Select the arcade mission from the main selection screen and then, on the next screen that allows you to choose between Time Attack mode or the Story mode, shoot outside of the screen. If the cheat has worked, you'll see the word 'Easy' appear over the Story mode option. Now select it and start playing and you'll now have five lives and a lot more time.

Alternate Reload
Plug a standard control pad into port 2 of the PlayStation and then during the game you'll be able to press ■, ✕, ○ or ▲ to duck down and reload instead of the gun button. You can even place it on the floor and use your foot!

Cheat Mode
At the main screen, where you choose the three boxes, shoot one bullet into the middle of the loop of the 'R' in 'CRISIS', then two into the centre of the cross-hairs (next to 'TIME'). If you get it right you'll be taken to a cheat menu where you can choose nine lives, no reload, and infinite continues.





eventually come to a small low bridge across a small stream. Get off the road and quickly try to drive under the bridge. Drive into the orange ball under the bridge in the middle of the stream to start the bonus level.

Access All Switzerland Levels
Tap out the rhythm to the song "Doe, a deer, a female deer" (from *The Sound Of Music*!) on the main selection screen with the R1 button – use the flashing cursor on the screen to keep time.
Now wait a few seconds: if you've successfully entered the code, you'll hear an engine roar, and when you go to the Course Select option, all the Switzerland levels will have the words "Track Complete" emblazoned across them.

Access All Moscow Levels
As above, but replace "Doe, a deer..." with "Jingle bells, jingle bells, jingle all the way".

Access All Scotland Levels
As above, but replace "Doe, a deer..." with "Hark, where the night is falling", from Scotland The Brave.

Access 4 Player Tracks In 2 Player Mode (And Vice Versa)
As above, but replace "Doe, a deer..." with "Zip-e-dee-doo-dah, zip-e-dee-ay".
Now, when playing in 2 Player Split-Screen mode, you will be given access to six new tracks. Also, when playing in 4 Player Link-Up mode, you will be able to race the tracks usually reserved for 2 player racing.

Total Eclipse

Mission Codes
2nd Mission
×, ○, △, □, ×, ×, ×, □

3rd Mission
△, △, ○, ×, △, △, ×, □

Polaris 5
○, ○, ○, △, ×, △, □, □

Level Select
Instead of messing around with those level codes (unless you want to do things in order) you can try out this handy cheat to give a level select. All you've got to do is highlight the password option but don't press anything. Instead hold down the Select button and tap the following sequence: □, △, L1. Now release Select and press: □, △, L1, □, △, L1. The screen should then say 'STAGE – 1' and you can select any stage.

Power-Up!
There's a handy cheat in the game to give yourself 10 continues, 10 planes and 10 plasma shots. Just start a game and then pause it and click on the options in the screen that contains 'Play Game'. Now press △, □, ○, □, △, □, L1, L1, R1. Now if you press the picture to the right you should come up with a skull. Now press △, □, L1, L1, □, △ and the game will restart with all your lovely goodies installed!

Total NBA '96

All-Star Games
This allows you to play either the '94/'95 (Phoenix) or '95/'96 (San Antonio) All-Star Game. It has the All-Star Weekend court, and the team names are from the Eastern/Western conferences...
At the Exhibition Game screen, press
R1, L1, R1, L1, R2, L2, R2, L2 – '94/'95
or
R1, R1, R2, R2, L1, L2, L1, L2 – '95/'96
An All-Star menu option appears, allowing you to turn various cheats on.

Remove Stats
Press L1, L2, R1 & R2 during a break or at half-time

Crazy Ball!
1. Use Shawn Bradley or George Mureasan.
2. Goaltend, rebound the ball with either one, and shoot a three-pointer.
3. The ball will fly into the air, do some loops, and you will score a point and then have the ball back.

Total NBA '97

Super Difficulty
On the game options screen, press L2 + R1 and a new 'Super' difficulty level will be available.

Maximum Skills
On the Create Player screen, hold Select + ⇦ + □ + ○ to make your player's skill bars shoot up to maximum.

Toukon Retsuden 2

Trick
At the title screen press: L1, Select, L2, Select, R1, Select, R2, Select, △, Select, ○, Select, ×, Select, □, Select.
Note: After each press of the Select button, 'Press Start' will flash on screen. Wait until it's finished flashing before entering the next part.

Treasures Of The Deep

For cheats by the chest load press ⇩, ×, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, then you can enter the following codes.

Full Map
□, ×, ○, ×, □
Extended Shark Attack Time
L2, L2, L2, R1, R1, R1, R2, L1.
Disable Currents
R1, L1, L2, R2, ×.
Full Screen Display
△, ×, ⇧, ⇩.
Overhead View
△, □, ×, □.
Banana Harpoons
×, ⇧, △, ⇩.
Turbo Mode
R1, R2, R1, R2, R1, R2.

Triple Play '97

Monster Homers
Enter and hold: L1, L2, R1, R2.
Now enter (without holding): ⇧, ⇧, △, △, ⇧, ⇧, ×, ×. You should hear a chime: now simply hit the ball for an automatic home run. **Note:** You must enter this for each new batter.

Mystery Stadium
When choosing the stadium press L1, R1, L1, R1 (hold the last R1), then press Start. This brings up a new stadium to play ball in.

Super Runner
Enter 'Dennis Hirsch' at custom players for a superfast runner.

Triple Play '98

Bonus Fields
Press L1, R1, L1, R1, □ on the stadium selection screen. The Field Of Dreams cornfield, Ebbets Field, and The Polo Grounds are now available to select.
Note: The latter two stadiums will appear in monochrome.

Players In Underwear
Enable the 'Bonus Fields' code (L1, R1, L1, R1, □ on stadium selection screen). Highlight the cornfield and press L1, R1, L1, R1, □. Enable the 'EA Sports Dream Team' code (L2, R2, L2, R2, ○ on team selection screen) and select them as the home team. The team will be in their underwear when play begins.

Always Hit Home Runs
Hold L1 + L2 + R1+ R2, then press ⇧, △, ⇦, ⇨, □, ○, ⇩, × while in the batter's box.

Always Strike Out The Batter
Throw one pitch for a strike. Before selecting the next pitch, hold L1 + L2 + R1 + R2, then press ×, ⇩, ○, □, ⇨, ⇦, △, ⇧. The batter will strike out after missing the next pitch.

Crowd And Stadium Comments
Hold L1 + L2 + R1+ R2, press □, ○, □.

Weather Comments
Hold L1 + L2 + R1+ R2, then press ○, ×, ○. The announcers will make a comment about the weather.

Sponsor Comments
Hold L1 + L2 + R1+ R2, then press △, ○, △. The announcers will make a comment about a sponsor.

Crowd Cheers
Hold L1 + L2 + R1+ R2, then press the following button: ⇩, ×, ⇩, ×, △.

Crowd Boos
Hold L1 + L2 + R1+ R2, then press ⇩, ×, ⇩, ×, ×.

EA Sports Dream Team
Press L2, R2, L2, R2, ○ at the team selection screen, then select the 33rd overall team.

Super Pitch
Press × to throw a fastball, then immediately press □ + ⇩.

Twisted Metal

Level Codes
You can skip straight to some of the levels in the game by using these passwords.

Freeway level
×, □, □, ○, △
River park level
×, △, □, ○ □
Cyburbia
×, □, △, △, △
Warehouse level
○, △, □, ○, ○
Rooftop final stage
□, △, ×, ○, ×

Multi-Cars
If you want to have a real fight for your life, try out this password. It results in five cars all chasing you at once!
□, △, ○, □, □

Helicopter View
To have a view from high up, use this password, then press Start + ⇧ on either the Arena or Rooftop stage.
○, ○, △, ×, Space

Invincibility
There's no easier way to succeed in a game than by using this code.
□, △, ×, Space (press ⇨), ○

Infinite Weapons
Arm yourself to the hilt.
△, Space, □, ○, ○

Final Level Cheat
On the final level of the game, just after beating all three cars on the rooftop, quickly drive your car off the edge of the roof. While you're falling you should get the announcement of the fight with Minion and you'll be put back up onto the roof with full energy and all the weapons you started with!

Play As Minion
To drive around the game as Minion, just choose the tank and enter this code on the password screen:
□, △, △, Space, □

UFO: Enemy Unknown

Save Money
One to two hours before the end of the month, transfer all of your scientists and engineers to another base. Since they are in transit they don't get paid.

Easy Money
This is an easy way to get millions of

Twisted Metal 2

Advanced Attacks
⇦, ⇨, ⇧ – Freeze Blast (Blue ball, slightly homing)
⇨, ⇦, ⇧ – Napalm (Just like the normal pick-up weapon)
⇧, ⇧, ⇦ – Jump (Well, you jump!)
⇧, ⇧, ⇨ – Shield (The green dome of protection; lasts 3 seconds)
⇦, ⇨, ⇩ – Rear Attack (Fires the currently selected weapon behind your vehicle)
⇨, ⇦, ⇩ – Mine Attack (Drops one huge mine)
⇨, ⇩, ⇦, ⇧ – Cloaking Device (Renders your vehicle invisible for 3 seconds)

Extra Character Codes
To get two extra characters just execute these codes at the car selection screen for a one-player tournament game. Once done, you can select the extra cars in any other mode. Also, these codes need to be re-entered each time you load the game.
⇧, L1, △, ⇨ – Adds Sweet Tooth to the character selection screen
L1, ⇧, ⇩, ⇦ – Adds Minion to your character selection screen

Extra Level Codes
You'll need to execute these codes at the track selection screen for a two-player challenge match. If done properly you should hear a loud noise and the game will advance to the character selection screen. Like the Extra Character Codes, you'll need to re-enter these each time you load the game:
⇩, ⇦, R1, ⇩ – Rooftops Level (From the first *Twisted Metal*)
⇧, ⇩, ⇨, R1 – Jet Rider Level (Based on the game, *Jet Rider*)
⇧, ⇧, L1, R1 – Cyburbia Level (From the first game)

Homing Napalm
1. You must be holding three napalms (no more, no less).
2. Now fire one of them and keep the button held down.
3. While holding the fire button, enter this code: ⇧ ⇩ ⇩ ⇦ ⇦ ⇦ ⇨ ⇨ (keep the fire button held and try again if it doesn't work straight away).
4. You will receive about a dozen extra napalms which home in on enemies.

Level Codes For Vehicles

Axel
Los Angeles – N/A
Moscow – X△XX_
Paris – O△□_△_
Amazonia – △△□□O□_
New York – _△□□□X_
Antarctica – XX△□□△O
Holland – O X O △ O O
Hong Kong – △XOXXO
Dark Tooth – △□△□_□

Grasshopper
Los Angeles – N/A
Moscow – △XO___
Paris – X△O□□□O
Amazonia – _XOO△O
New York – O△XO_□
Antarctica – X□□□O_△
Holland – △△X□□O△
Hong Kong – O□□□□△X
Dark Tooth – X_X□□_

Hammerhead
Los Angeles – N/A
Moscow – _△XXX_
Paris – _X△□X△
Amazonia – △___XO
New York – △△X△△XX
Antarctica – △X△O X□
Holland – △□□□X□_
Hong Kong – O△O□□□△
Dark Tooth – OOO_△X

Mr Grimm
Los Angeles – N/A
Moscow – △△XXO_
Paris – O X △ O △ X
Amazonia – X□□□△△△
New York – △__OXO
Antarctica – O△X△X_
Holland – XX△_OX
Hong Kong – _XO△□□
Dark Tooth – _□△OO△

Mr Slam
Los Angeles – N/A
Moscow – XX△□X_
Paris – X__OX□
Amazonia – O△□_□X
New York – △XO□_O
Antarctica – △_△O△△
Holland – _O__O_
Hong Kong – □__△_△
Dark Tooth – □_□△OX

Outlaw 2
Los Angeles – N/A
Moscow – _XO_△_
Paris – △△XO△_
Amazonia – △□□□□△_
New York – O X △ △ △_
Antarctica – X△O□△_
Holland – X□□_△_
Hong Kong – _△X□XX
Dark Tooth – _OX_△_

Roadkill
Los Angeles – N/A
Moscow – O X △ □□
Paris – △_△__O
Amazonia – XX△O□△
New York – O__XX
Antarctica – _△□XO_
Holland – X_△_□
Hong Kong – △△□△O△
Dark Tooth – △OX△□X

Shadow
Los Angeles – N/A
Moscow – □_△△_
Paris – XXO_△X
Amazonia – X△X□□O△
New York – X__XO□
Antarctica – OXOOXO
Holland – O△□△□_
Hong Kong – O_△_□X
Dark Tooth – O△_△O_

Spectre
Los Angeles – N/A
Moscow – O△XX△_
Paris – _△□□OX
Amazonia – OX△□△X
New York – _XOXX△
Antarctica – X___O△
Holland – △__□X□
Hong Kong – X△X△O□
Dark Tooth – XOOO_△

Thumper
Los Angeles – N/A
Moscow – O__△X_
Paris – X□□OO△
Amazonia – △XO_□_
New York – XX△△X△
Antarctica – △△□___
Holland – X△X_□△
Hong Kong – △__□△_
Dark Tooth – △_□□XO

Twister
Los Angeles – N/A
Moscow – X__△O_
Paris – △XOOX△
Amazonia – _△□X□O

New York – X△XOX_
Antarctica – O__X□△
Holland – _XX_O
Hong Kong – XX△X□_
Dark Tooth – X□_□△O

Warthog
Los Angeles – N/A
Moscow – △__△□_
Paris – △□□□X□
Amazonia – O_□□OXX
New York – X□□_XO
Antarctica – _XO△_□
Holland – △X△□_X
Hong Kong – OX△O_O
Dark Tooth – O□_OO□

Life For Murder
Simply run over ten citizens to recharge your health fully!

Train Bonus
After destroying a train in the subway at Hong Kong, your next weapon will be twice as powerful.

Sell Your Soul
To exchange all your weapons for increased health, during play press: ⇩, ⇧, ⇨, ⇦, ⇧, ⇩, ⇩, ⇩
'Sell Your Soul' will appear at the top of the screen. The more weapons you give up, the more health you'll gain.

Backwards Freeze
When without ammo, press: ⇦, ⇨, ⇩, ⇦, ⇨, ⇧

Minion's Special
This can be done with any character, but you must have full advanced-attack power. Just hold R2 (machine gun) and press ⇧, ⇩, ⇧, ⇧

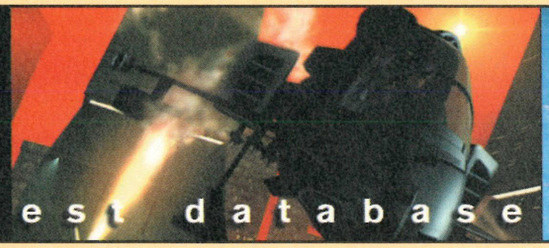
God Mode
Hold L1, R1, L2 and R2 and press ⇧, ⇩, ⇦, ⇨, ⇨, ⇦, ⇩, ⇧

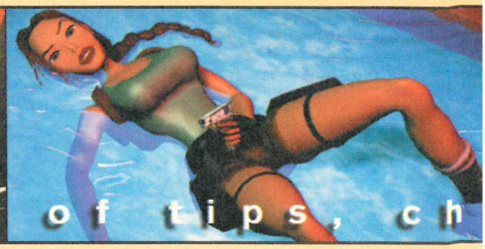
Invincibility
Hold L1 and R1 then press ⇧, ⇩, ⇦, ⇨, ⇨, ⇦, ⇩, ⇧

Unlimited Ammo
Hold □ + ○, then press ⇧, ⇩, ⇦, ⇨, ⇨, ⇦, ⇩, ⇧

Mega Gun
Hold ○ then press ⇧, ⇩, ⇦, ⇨, ⇦, ⇩, ⇧







continued

Warhawk

Level Codes
('_' = space)
□△□_□□□△
Preview the epilogues
□□□_□□□□Check the special upgrades
△□△□_□□□
Warhawk A-La-Mode
□□□△□△□□
Infinite weapons
□△△□△□□□
Thor mode
□□□□□□□△
Kali mode
△□_□□□□□
Preview the movies
□□□□△△□△
Face-to-face with Kreel
□□□□△□□□
Kreel's door is open

□□□□△△△□
Above 3rd force field
□□□△□△□□
Above 2nd force field
□□△□△□□□
Above 1st force field
□□△□□□△△
Stormland
□□□□□□□□
In with the gatekeeper
□□□□△□△□
West gauntlet boss
□□△□□□□□
East gauntlet boss
□□□□□□△□
Gauntlet level
□△□□□□△△
Volcano boss is active
□□□□□□△□
Volcano level
□□□△□□□□
Airship rear hangar is open

□□□△△△□□
Post-transformation airship
□△△□□□□□
Airship level
□□□□□□□□
Approaching Uma
□□□□□□△□
In the canyon with Crystal
□△□△□□□□
In the canyon with Belle
□△□△□□□△
In the canyon with Amber
□□□□△□△□
Canyon level
△□□□△□△□
Desert is all but done
△□□□□□△△
Pyramid has risen
△□△□□□△△
Desert level

dollars. First go and investigate a crash site, then when you finish it, research Alien Alloys. Once it's researched, manufacture a lot and sell it all for a nice profit – it costs $3,000 to make, but sells for $6,400. Also, sell all but one alien corpse. After you research it, sell it and get $20,000 for each one.

Never Die
You need a memory card for this one.

When you start the mission, save the game. Then, after you end your turn, if none of your guys die, save after the aliens' turn is over. Continue until someone dies, in which case Abort Mission and Load Game. Then do something different from last time. Continue until the mission is over and none of your guys will die.

V-Force

Secret Options

WarCraft II

Tides Of Darkness – Human

1 – Hillsbrad	HLLBRD
2 – Ambush At Tarren Mill	MBSHTM
3 – Southshore	HSTHSH
4 – Attack On Zul'Dare	TTCKNZ
5 – Tol Barad	HTLBRD
6 – Dun Algaz	DNLGZ
7 – Grim Batol	GRMBTL
8 – Tyr's Hand	TYRHND
9 – The Battle At Darrowmere	BTTLTD
10 – The Prisoners	PRSNRS
11 – Betrayal And The Destruction Of Alterac	BTRYLN
12 – The Battle At Crestfall	BTTLTC
13 – Assault On Blackrock Spire	SSLTNB
14 – The Great Portal	GRTPRT

Tides Of Darkness – Orc

1 – Zul'Dare	ZLDR
2 – Raid At Hillsbrad	RDTHLL
3 – Southshore	RCSTHS
4 – Assault On Hillsbrad	SSLTNH
5 – Tol Barad	RCTLBR
6 – The Badlands	BDLNDS
7 – The Fall Of Stromgarde	FLLFST
8 – The Runestone At Caer Darrow	RNSTNT
9 – The Razing Of Tyr's Hand	RZNGFT
10 – The Destruction Of Stratholme	DSTRCT
11 – The Dead Rise As Quel'Thalas Falls	DDRSSQ
12 – The Tomb Of Sargeras	TMBFSR
13 – The Siege Of Dalaran	SGFDLR
14 – The Fall Of Lordaeron	FLLFLR

Beyond The Dark Portal – Human

1 – Alleria's Journey	LLRSJR
2 – Battle For Nethergard	BTTLFR
3 – Once More Into The Breach	NCMRNT
4 – Beyond The Dark Portal	BYNDTH
5 – The Shadows Seas	SHDWSS
6 – The Fall Of Auchindoun	FLLFCH
7 – Deathwing	DTHWNG
8 – Coast Of Bones	CSTFBN
9 – Heart Of Evil	HRTFVL
10 – The Battle Of Hellfire	BTTLFH
11 – Dance Of Laughing Skull	DNCFTH
12 – Bitter Taste Of Victory	BTTRTS

Beyond The Dark Portal – Orc

1 – Slayer Of The Shadowmoon	SLYRFT
2 – The Skull Of Gul'dan	SKLLFG
3 – Thunderlord And Bonechewer	THNDRL
4 – The Rift Awakened	RFTWKN
5 – Dragons Of Blackrock Spire	DRGNSF
6 – New Stormwind	NWSTRM
7 – The Seas Of Azeroth	SSFZRT
8 – Assault On Kul Tiras	SSLTNK
9 – The Tomb Of Sargeras	DPTMBF
10 – Alterac	LTRC
11 – The Eye Of Dalaran	YFDLRN
12 – The Dark Portal	DPDRKP

Cheat Codes
Simply pause the game and enter them on the password screen.

Win Level
NTTSCLNS
Automatically completes the current mission (after a few seconds).

Lose Level
YPTFLWRM

Invincible Forces
TSGDDYTD
Your units cannot be harmed in battle.

More Gold, Oil & Timber
GLTTRNG
Gives you lots more resources.

Build More Things
DCKMT
Lets you build more stuff from start.

Fast Building
MKTS
Buildings and units are created in mere seconds.

Map Cheat
NSCRN
See entire level map from the start.

All Spells & Full Mana
Enter VRYLTTL as a password to get all spells without having to research them, and infinite Mana.

Complete game
Enter THRCNBNL as a password to view the end-of-game screen.

+5,000 Oil
VLDZ
(Repeat as many times as you like.)

Fast Wood Chopping
HTCHTXNS

Disable Complete Victory
NVRWNNR

Once you've reached level 16, return to the main menu screen. Two more options have been added to the previous three. Now select the bottom option to display a secret option screen. The options allow you to view the FMV sequences, play the background music, view the character biographies, and reveal the storyline.

V-Rally

Cheats
To activate the cheat mode, load the game and wait for the Infogrames logo to appear. Then quickly press: ⇧, ⇩, △, ○, ⇧, ⇩, △ + ○ (press the last two buttons together)
The phrase 'Lock Off' will appear to confirm correct code entry (and unlock all the Arcade tracks). Before the screen changes, press one of the following controller actions to activate the corresponding cheat function...

Unlimited Time
Press and hold ⇦ + L1 to get infinite time on Arcade mode.

Narrow Tracks
Press and hold ⇦ + L2. The Arcade tracks are now narrower – as confirmed by the 'Narrow Tracks Loading' message before a race.

Jeep
Press and hold ⇦ + R1. A small Jeep will replace the Peugeot 106 Maxi. This cheat also activates the secret Rollercoaster track.

Restart Race
Press and hold ⇦ + R2 to allow an Arcade mode race to be restarted.

Debug Mode
Press ⇦ then ⇨. Game debug information will be displayed. Press Start to access a 'Memory' option that displays more information.

All Cheats
If you want the first four cheats active at the same time, simultaneously press and hold ⇦ + L1 + L2 + R1 + R2 when the 'Lock Off' message appears.

Secret Rollercoaster Track
Activate the cheat for the Jeep (see above), then select the 'Sweden 1' Championship track in Time Trial mode. The screen should say it's loading the '????' stages to indicate you've accessed the secret circuit.

V Tennis

Secret Characters
Mr Tonkin: When playing in normal mode, move the cursor over any player, then press L2, L2, R1, R1, R1, ⇩, △ x 4, ○.
Mrs Tonkin: Hold L1, R2, ⇧, □, then press ○.

Victory Boxing

Extra Heads
Whilst competing in the main event, once you have fought and beaten Takeshi Hangman, The Champ and Alan Kidd, return back to the 'create you own boxer' mode (whilst keeping with the same gym you used to beat them), and the highlight the 'head' option. Now scroll off of the list available by either going left or right, and then the heads of the three boxers we just mentioned will be available for you to select.

Secret Fighters
If you beat The Champ and then successfully defend your title five consecutive times in each different fighting style, you'll reveal six new characters. They are as follows:
Peek-a-boo
Kiki & Mimi, Edward King
Detroit
Roboxer Beta 1, Carrie the Bunny
Open
Jack-in-the-Box, Snake

Viewpoint

Passwords
Here are the passwords for every level, except 5-3 which many players are unsure whether or not exists:

Level 1-1	CGG	Level 1-2	CLL
Level 1-2	CLL	Level 1-3	CRR
Level 2-1	FGD	Level 2-2	FLJ
Level 2-3	FRN	Level 3-1	HGD
Level 3-2	HLG	Level 3-3	HRL
Level 4-1	KGG	Level 4-2	KLD
Level 4-3	KRJ	Level 5-1	MGJ
Level 5-2	MLD	Level 6-1	PGL
Level 6-2	PLG	Level 6-3	PRD

Skip To The Movies
To go straight to the end-of-level movies, and enter: □, ○, △, ⇨, ⇦, ⇩, R1, L2, R2, R1

Invincibility
Becoming invincible is always useful when playing a shoot-'em-up, but this game might be a bit unstable if you use this: □, □, ○, ○, △, ✕, □, ⇧, ⇧, ⇩, ⇩, L1, R1, Select

VR Baseball '97

Field Of Dreams Stadium
Highlight the credits option and press: □, ○, □, ○, △.

Warhammer: Shadow Of The Horned Rat

All the cheats have to be entered on the caravan screen.
Free Troops
Put the pointer on the troop roster and hold Start then press: ○, △, ✕, □, ⇦, ⇨. Now your troops will fight for free.

All Units
Put the pointer on the spare book on the left and hold Select then press: R1, L1, L2, R2. Your troop roster will now contain every available unit in the game.

Infinite Magic Points
Put the pointer on the book of magic and hold Select then press: ⇦, ⇧, ⇨, ⇩, L1, R1. Now whenever you cast a spell during a battle, no magic points will be deducted.

WCW Vs The World

Hidden Fighters
By beating the eight bosses in the game, they're added to the list of playable fighters and can be used in any mode except the league challenge.

First, do a league challenge and fight with a JR class wrestler. Win all six divisions with the same guy and you will fight a boss. In WCW it's Jeff Jarret. There are others such as Major Tom, Steel Talon, and Grizz Lee.

If you win all six divisions there will be a new division called Super JR. Win in that and the penultimate hidden fighter is Jaguar.

Then go on and do the same thing with a heavyweight class. You will fight the same bosses through the six divisions. Winning them all reveals a new Super Heavy division whose boss is The Giant – the final hidden fighter.

Old 'Uns
To fight as the old Hogan or the old Sting (doo doo doo?), press Start (instead of ✕) to select them. Do the same for Masahiro Chino and he'll fight with an NWO shirt on.

Wild Arms

Secret Aliens
Go to the three islands located in the Southern region of the map. After fighting eight to ten battles, you'll then battle a secret alien race known as the Hayokonton. On top of all the experience and gella you'll receive from them, they sometimes give you duplicators.

Williams Arcade Greatest Hits

Debug Mode
Hold L1 + L2 + R1 + R2 and push Select. Do this twice. This code takes you to the operator's option screen. It can be used on all the Greatest Hits games.

Mortal Kombat 3 Sounds
Turn on the PlayStation without a CD inside and access the audio CD player from the menu. Now insert the game CD and you'll see two tracks. Move to track two and press a button to play it. You'll now hear over five minutes of *MKIII* sounds.

Wing Commander IV

Scene Select
When you get to the game copyright screen, enter the following code: ⇧, ⇩, ⇩, ⇧, R2. You can now select any scene in the game by pressing R1 or R2.

Cheat Kill
With the Scene Select cheat activated, you can kill any ship with just one shot by pressing L1 + L2 + □.

Worms

Sheep And Banana Bombs
When at the weapon select screen, simply press □ and ✕ eight to 10 times and you should then gain access to both the big banana bombs and exploding sheep. Woohoo, what a fruity/lamby combination!

Exploding Sheep
Go to the Worms Option screen, then go onto the Weapons Option Screen. Move the cursor away from the Exit logo and press these buttons:
✕, □, □, ✕, □, □, ✕, □, □.
Lamb chops aplenty!

WWF In Your House

No Damage
Pause the game and press L1, R2, L1, R2, L2, R1 and you will have no human damage.

War Gods

Cheat	On Code	Off Code	Action
Enable Fatals	7453	3547	Enables fatalities (off by default)
Free Play	0705	5070	Free play in options screen
Player One Invincible	2358	8532	Makes player 1 invincible
Player Two Invincible	1224	4221	Makes player 2 invincible
Player One Extra Damage	7879	9787	Player 1 cause more damage
Player Two Extra Damage	3961	1693	Player 2 cause more damage
Quick Finish Game	4258	8524	Finish game after killing one CPU player
Easy Fatalities	0322	2230	Pressing □ + ○ triggers a fatality
Grox	6969	9696	Enables player 1 to play as Grox
Exor	2791	1972	Enables player 1 to play as Exor
Level One Select	5550	5556	Allows you to play on level 1
Level Two Select	5551	5556	Allows you to play on level 2
Level Three Select	5552	5556	Allows you to play on level 3
Level Four Select	5553	5556	Allows you to play on level 4
Level Five Select	5554	5556	Allows you to play on level 5
Level Six Select	5555	5556	Allows you to play on level 6
Level Seven Select	5557	5556	Allows you to play on level 7



Wipeout

Access Rapier Class
If you are unable to succeed at the Venom class and experience the extra thrill of Rapier, then do the following to get straight to the speedier action. Hold tight!
1. Highlight One Player on the startup screen.
2. Hold down all of the following buttons: L2, R2, ⇦, Start and Select.
3. Keep holding them and press the ✕ button. This should take you to the class screen. Now you can get down to some serious racing!

Hidden Track
This is a top cheat to allow you to get another track called Firestar. You would only normally get it by completing all the tracks in the Rapier class. Well now you don't need to. It's fast, bendy and pretty darn fun!
1. Highlight One Player on the startup screen.
2. Hold down all of the following buttons: L1, R1, ⇨, Start, □ and ○.
3. While still holding the above, press ✕.

Turbo Start
Is achieved by having the red rev bar on the second line from the end when the announcer says "go". The best way is to press accelerate as the orange light comes on or in the middle of the announcer saying "one".

Repeat Lap
In a race if you hit one of the air brakes hard and steer that way to do a 180° turn whilst crossing the line, the game will ignore that lap and let you do another one, enabling you to catch up with the leaders.

Track Cheat
Keep L1, R1 and Select held down and press □, ○, △, ○, and □. This cheat allows you to race on each and every track in the easy Vector class – giving you every opportunity to practise and perfect the multitude of circuits at a speed that is altogether easier to handle.

Machine Gun
Pause the game at any time during a race and hold L1, R1, and Select. Then press □, ○, ✕, □, ○, ✕, and △. When you unpause the game again, you'll see a blinding green flash to indicate that the cheat has worked. Now by pressing the fire button, you'll activate a newly installed machine gun on your craft.

Infinite Energy
You'll never have to slip into the restoration lane again by activating this essential trick. Simply pause the game at any time during a race and then hold L1, R1 and Select. Now with those buttons held, press △, ✕, □, ○, △, ✕, □, and ○. Unpause and you'll be instantly invincible.

Infinite Time
Pause the game at any time during a race and hold L1, R1 and Select. With those buttons held, press △, □, ○, ✕, △, □, ○, and ✕. Then unpause to activate the cheat.

Infinite Weapons
During a normal race, pause the game and hold L1 + R1 + Select. Then whilst they are held, press ✕, ✕, □, □, ○, ○, △. Unpause the game and you should see a green flash. Now whenever you use a weapon, you should have it replaced straight away. You can toggle through the various weapons by pressing the 'drop weapon' button.

Farmyard Animal Mode
Switch on the PlayStation with the disc inside and hold L1, R2, Select + Start until the title screen is displayed that says 'Start'. Then take your finger off Start and press it again to go through to the main options screen with team and craft selection on it. The craft sprites will have changed into various farmyard animals!

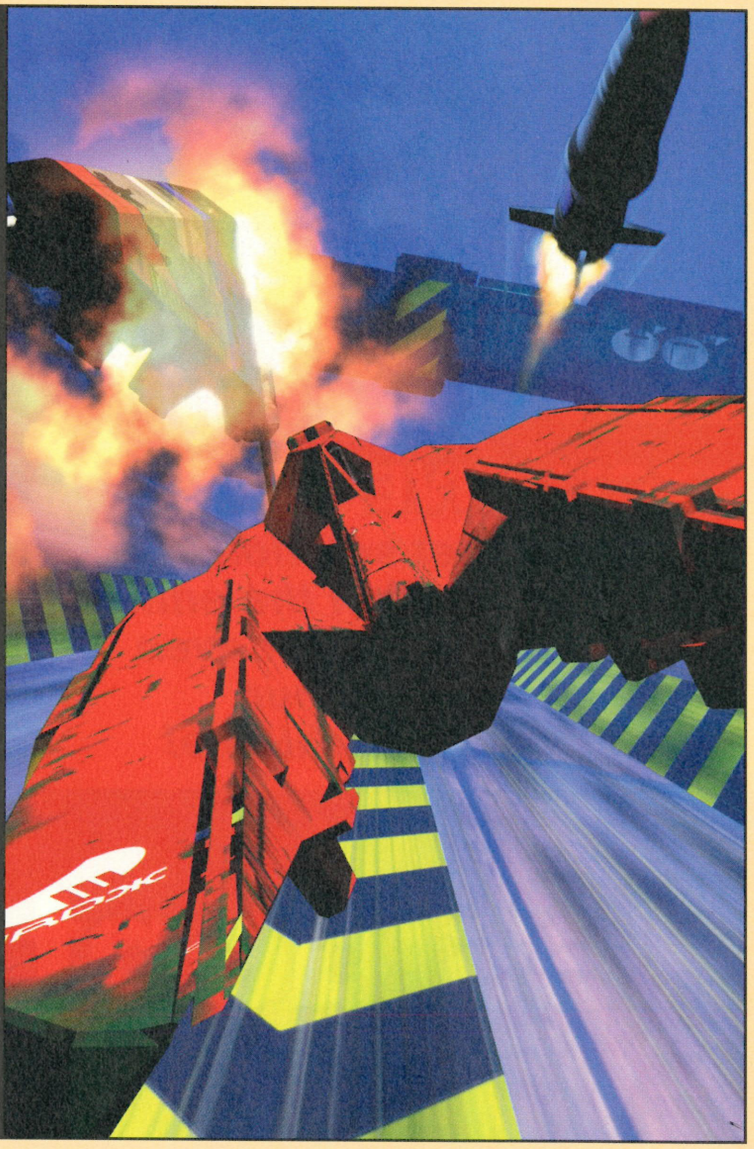
Passwords
Challenge I:
□,○,□,△,○,△,△,○,□,□,□,△,✕,□.
Challenge II:
□,○,□,△,○,△,✕,□,✕,△,△,✕,○,○.

Wipeout 2097

Cheats
The following three cheats are accessed on the opening options menu (the one from where you select the mode, team, and track) by keeping L1, R1 and Select held down. The rest are accessed whilst in a race.

Piranha Ship
Keeping the aforementioned buttons held down, press: ✕, ✕, ✕, ✕, ○, △, and □. Now go to the team select and you'll instantly be rewarded with the inclusion of the Piranha ship – a state-of-the-art craft that is perfect in every respect.

Phantom Class
Hold down L1, R1 and Select and press △, △, △, ○, ○, and ○. Now go to the track select and you'll notice that the extra-hard Phantom class is now available to race on.



Fatality Moves
To do these, simply pin your opponent for the final time and tap in the following combinations:
Brett Hart: ⇩ ⇧ △ ⇩ ⇧ △.
Vader: ⇩ ⇧ ✕ ✕ ✕
Owen Hart: ⇩ ⇧ □ □ ✕ ✕
British Bulldog: ⇩ ⇧ □ □ △ ✕
Undertaker: ⇩ ⇧ ○ ○ △ △
Golddust: ⇩ ⇧ ○ ⇩ ⇧ ○
Shawn Michaels: ⇩ ⇧ □ ○ ○ □
HHH: ⇩ ⇧ △ △ △ △
Ahmed Johnson: ⇩ ⇧ □ △ ○ ✕

Cheat Codes
Pause the game at any point during a bout and enter any code:
Computer players off – ⇦, ⇦, ⇧, ⇩, R2
Big damage on – ⇧, ⇧, L1, L2, ⇩
Combos on – R1, L2, R2, L2, ⇨
Small human damage – ⇩, ⇧, L2, ⇨, ⇦
Auto super pin – ⇩, ⇩, ⇩, ⇩, L.

X2

Cheats
To enter these cheats, go to Options and select Password:

267776	8 Credits
220969	Start with 9 ships
713948	Start Level 2
900277	Start Level 3
213490	Start Level 4
866141	Start Level 5
321904	Start Level 6
196861	Start Level 7
040186	Start Level 8
841003	Start Level 9
216409	Start Criticus
180771	Invulnerable ship
300167	End sequence

Xevious 3D/G+

Play As Tekken Characters
Heihachi
At the Game Select screen (highlighting 'Xevious 3D/G'), hold ✕ + ○ + ⇦ + Start on controller 1. Keep holding them until the Xevious 3D/G title screen appears, then release Start (nothing else) and hold it again to start the game. Keep the buttons held down until your ship starts the level, upon which it magically transforms into Heihachi, with built-in spray fire.

Paul
At the Game Select screen (highlighting 'Xevious 3D/G'), hold ✕ + ○ + ⇨ + Start on controller 2. Keep holding them until the Xevious 3D/G title screen appears, then release Start (nothing else) and press it again to start the game. Keep the buttons held down until your ship starts the level, upon which it magically transforms into Paul, who speeds around the screen.

Infinite Continues
On the Game Select screen (highlighting 'Xevious 3D/G'), hold L1 + L2 + R1 + R2 and press ○ rapidly as many times as you can while the game loads. If you've done it right, when you start the game, where the credits were it'll display 'FREE PLAY'. You can now continue as many times as you need.

Debug Mode
Select the original Xevious game. At the Xevious title screen, press □ + ✕ + Start. The Debug Mode will appear and the game will start.

Black Ship
Highlight the 'Reset' option on the title screen and hold L1 + L2 + R1 + R2 + Start. The 'Game Start' option should now be highlighted, so (still holding the shoulder buttons) press Start again. Continue to hold all the buttons until your ship changes.

Fat Ship
First, you have to get the Black Ship. Then go back to the Xevious title screen, select Configuration Mode and highlight 'Exit'. Now, as before, highlight 'Reset' and hold L1 + L2 + R1 + R2 + Start. The 'Game Start' option should now be highlighted, so (still holding the shoulder buttons) press Start again. Continue to hold all the buttons until your ship changes.

Twisting Ship
If you have a NeGcon controller, you can use it to twist your ship.

X-Com: Terror From The Deep

Loadsamoney
On the base name screen when you start, enter AEIOU for money, loads of it! Even better, everything apart from building will cost just one dollar.

Hard Men
On the base name screen, enter JUSTLIKEME and all the soldiers you build will be high ranking with full armour.

Z

Enter the following cheats on the password screen:
Full Metal Jacket – □, ○, ✕, △, △, ✕, ○, □

Invincibility – □, △, ○, ✕, ✕, ○, △, □

Enable Port 2 – ✕, △, □, ○, △, ○, ✕, □
(During play, press △ on pad 2 to destroy the enemy base, or press □ to destroy your own base.)
Passwords
Level 2 – □, △, ✕, ○, △, □, ○, ✕
Level 3 – □, ✕, ○, △, △, □, ✕, ○
Level 4 – □, △, ✕, ○, ○, △, ✕, ○
Level 5 – ✕, ○, □, ✕, △, □, ✕, ○
Level 6 – □, ○, △, ✕, ○, ✕, □, ○
Level 7 – ✕, ○, □, ✕, △, △, ✕, ○
Level 8 – ✕, ✕, ○, △, ✕, ○, □, ✕
Level 9 – ○, ✕, ○, □, ✕, ○, □, ○
Level 10 – ○, △, ○, ○, □, △, ✕, ○
Level 11 – ✕, □, ○, ✕, ✕, □, □, ○
Level 12 – ✕, ✕, ○, ✕, ○, ✕, □, ○
Level 13 – ○, △, ✕, ○, △, □, ✕, ○
Level 14 – □, △, ✕, ○, △, ✕, ○, □
Level 15 – □, △, ✕, ○, □, △, ✕, ○
Level 16 – ○, ✕, ○, □, □, ✕, □, ✕
Level 17 – ○, □, △, ✕, △, ✕, ○, □
Level 18 – □, ○, □, ✕, ✕, ○, ○, △
Level 19 – ✕, ○, ✕, ○, △, △, ✕, ○
Level 20 – △, △, ✕, ○, △, △, ✕, ○

Zero Divide

Hidden Comics
1. After beating the game in Easy mode without continuing or losing a round, go to the title screen and highlight the option icon.
2. On controller 2 hold L1, L2, R1, R2, Start and Select to view the comic strip featuring Neco.

Hidden Game
1. Switch on the PlayStation and hold Start + Select until a new loading sign appears.
2. Keep the buttons held down and a new game will eventually appear, called Tiny Phalanx. It's an old-style side-scrolling shoot-'em-up.

Invulnerability
When the Phalanx game has loaded up (hold Start + Select when you turn on PlayStation), select the options screen and put the cursor over the speed icon, then press ⇖ + L2 + R2.

next month

start

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Newsagent Information: PowerStation is published by Paragon Publishing Ltd (tel: (01202) 299900, fax: (01202) 299955, http://www.paragon.co.uk) and is available from your local wholesaler. PowerStation is distributed by Seymour (tel: (01202) 200232) and is fully SOR.

Also featured in next month's issue:

Tekken 3 (the secrets)
Gex 3D (part 2)
Klonoa
Motorhead
Poy Poy
Soul Blade

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Note: These are some of the games we intend to cover in the next issue. However, we reserve the right to alter the contents.

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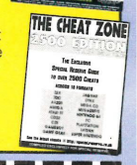
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