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2 All the extra wrestling rings revealed

3 Exclusive cheats for big heads and more

4 Full signature moves for all 64 wrestlers

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ALL THE SECRETS REVEALED ON PAGE 26

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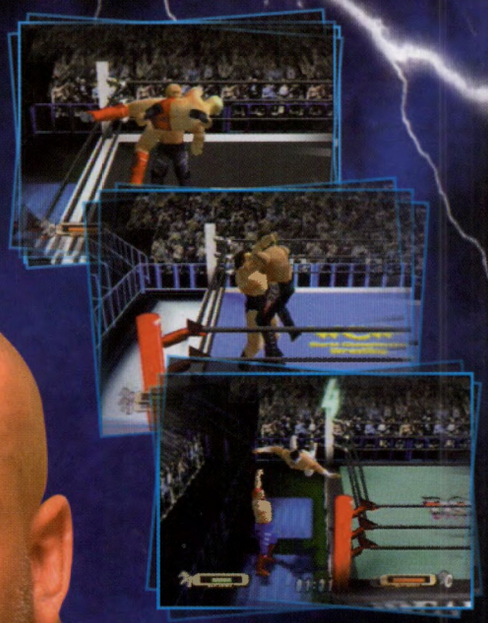
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Welcome to another tips-packed issue of PowerStation, the top-selling PlayStation solutions magazine. This month we present a taster of our exclusive *Metal Gear Solid* guide, just to get you started – tune in next month for the first half of our fully mapped solution to Konami's stunner. It's the first really big PlayStation game of 1999, but there are plenty more blockbusters to come – including *Soul Reaver*, *Silent Hill*, and *Gran Turismo 2* – and you can be sure we'll have the best guides to them all here in PowerStation.

To make sure you don't miss out – and grab yourself a cheap game into the bargain! – turn to page 98 to subscribe now!

Phil King
Editor

Visit PowerStation online for the latest hints and tips
Point your browsers to http://www.totalgames.net



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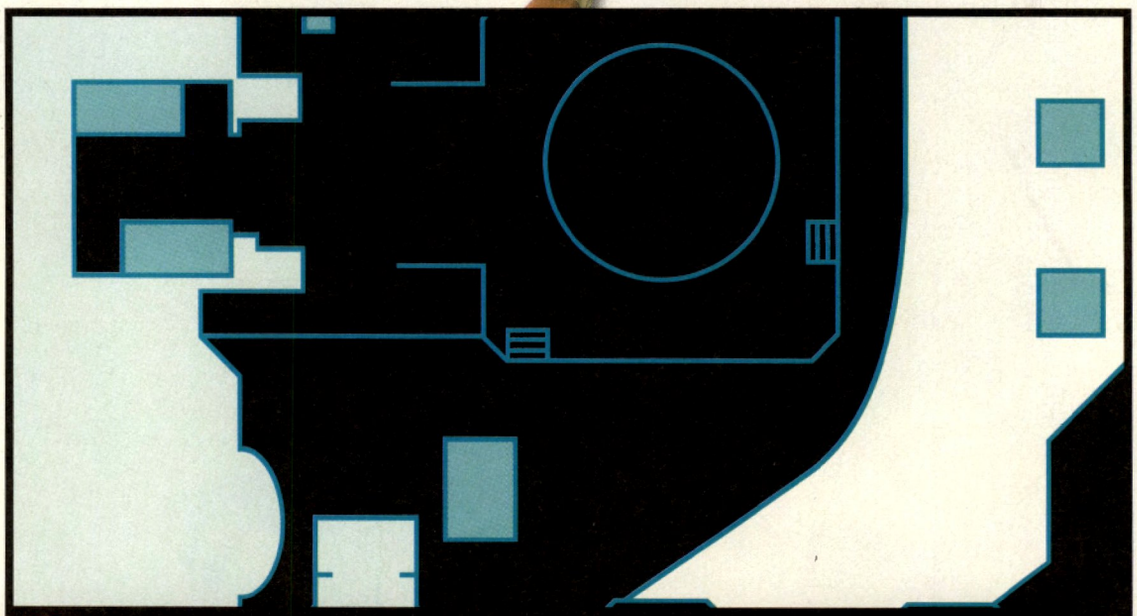
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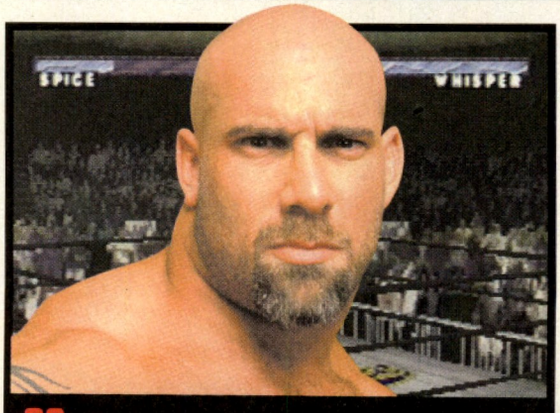
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18 Metal Gear Solid A beginner's guide to Konami's stunning blockbuster, including a mapped walk-thru for the first eight levels, general survival tips, and mini review.

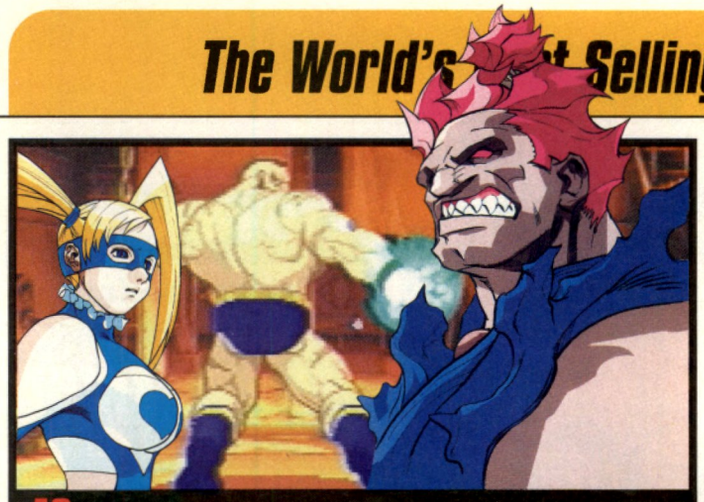


26 WCW/nWo Thunder Wrestle with all the hidden fighters, in all the extra rings, using our cheats and full list of special & finishing moves.



34 Max Power Racing Race to the front with our guide to unlock all the hidden cars and extra tracks, plus tips for every course.

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40 Steet Fighter Zero 3 Fight on with our complete guide to all the special moves and secrets.



46 Wild Arms The final part of our massive walk-thru guide takes Cecilia and friends right to the end… erm, obviously!



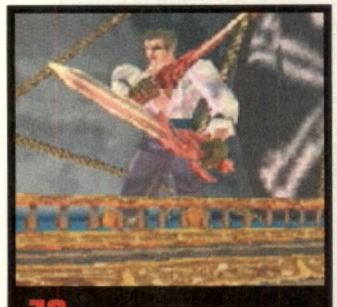
60 Constructor Build a huge property empire with our money-grabbing guide to tenant exploitation!



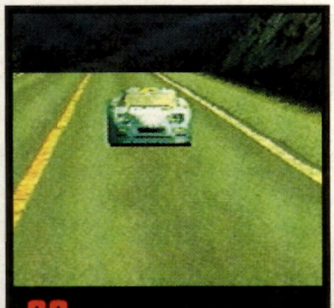
62 Devil Dice Be a high roller with our devilish tips for the various modes and how to unlock the secrets.



64 Croc Our complete solution guides Croc through every level, including the bonus world at the end.



78 Soul Blade The complete guide to special moves and secrets for this superb Platinum re-release.



92 Ridge Racer Type 4 Learn how to unlock the best cars and extra tracks with our rip-roaring racing guide.

PHIL SAYS	PAUL SAYS	ADAM SAYS	LOU SAYS	BEAR SAYS
Can anything possibly improve on *Metal Gear Solid*? My ideal game would involve scoring goals for Leicester City, strip poker with the All Saints, and forcing magazine designers at gunpoint to write their own captions.	Can anything possibly improve on *Metal Gear Solid*? My ideal game would involve preventing Phil from scoring against Man Utd, arresting him on behalf of the All Saints, yet helping him out with designers at gunpoint.	Can anything possibly improve on *Metal Gear Solid*? My ideal game would be Escape From New York on PSX. That way you get to play as the original Snake, not some mercenary ponce that runs away at the first sign of trouble.	Can anything possibly improve on *Metal Gear Solid*? My ideal game would be JR Hartley's Fly Fishing, or Ex-Boyfriend Avenger (a beat-'em-up), or Parappa The Punctuator (which I'd force all the writers to play).	Can anything possibly improve on *Metal Gear Solid*? My ideal game would be The Captionator, where the heroic designer saves the mag from certain doom by firing X's at editorial scum, which they must turn into words or perish.

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

Hard Copy 014
Your views aired in our regular letters section

High Scoring Heroes 016
The best scores and times sent in by readers

PSX-Tensions 094
All the latest peripherals and joypads tested to the limit

Subscription Offers 098
Amazing money-saving offers – grab a game and a subscription

Xplorer's World 100
Latest codes for the Fire Xplorer cheat cartridge

Databurst 102
The A–Z of cheating, with thousands of codes and passwords

Next Month 130
Check out what's coming up in the next PowerStation

Official PlayStation Icons

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

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Multi Tap Compatible 1~5 Players

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=1~5

=6~8

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Bear would like to thank Princess and Lisa Grinner, cos he forgot last issue!

Contact PowerStation telephone 01202 200210 (Please remember to ring between 5:00–6:00 pm on weekdays only) fax 01202 299955 email powerst@paragon.co.uk

CHEATS NEWS NETWORK

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The PowerStation manned helpline is available for any queries you have regarding our cheats and guides. Before calling, however, please note the following points:

1. We regret that we can only proceed with your call if you supply us with the correct current password (as printed above).
2. We can only give out information on games that we have actually covered in the magazine – we're not psychic, you know.
3. The Tips Hotline is only open between 5pm and 6pm, Monday to Friday. We regret we cannot answer tips calls at any other time – so don't bleedin' phone before 5pm!
4. Please, no crying babies. PlayStation games only. And no, there aren't any cheats for *Gran Turismo*!

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 now win a **Fire Xplorer cheat cartridge.**

01.03

INTERNET SITE

http://totalgames.net

Total Games Network™ (TGN) offers daily news, reviews, features, hints & tips, competitions and special offers for PlayStation, Nintendo 64, PC, Dreamcast and more.

Produced by Paragon Publishing, the company behind PowerStation, *Play, 64 Magazine, 64 Solutions* and *PC Player*, TGN boasts over 5,000 pages of content – which includes the most comprehensive reviews and hints & tips databases available on the Internet for the PlayStation and Nintendo 64.

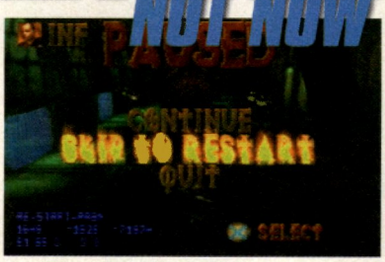
APOCALYPSE NOT NOW

WINNER A Fire Xplorer goes to Chris Davies, Durham for supplying these extra cheats to help Brucie.

Full Health
Pause during play, hold L1 and press ×, △, ○. As with the other cheats, the text will shudder and you'll hear a gun reload.

Infinite Lives
Pause during play, hold L1 and press △, ○, ×, □.

Restart Point
Resume the game after losing a life. Pause, hold L1 and press □, ○, ×. You can now select 'Skip To Restart' to begin where you died.



Coordinates Display
Pause during play, hold L1 and press ⇩, ⇩, △.

ASTEROIDS ROCK ON

Activision have revamped their classic arcade game for the PlayStation, but nostalgic fans of the arcade original will like one of these codes.

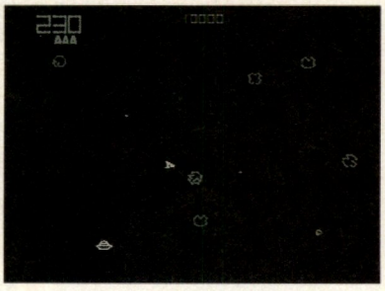


Excalibur Ship
On the title ('Press Start') screen, hold Select and press △, ○ x2, △, □, ○, □.

Level Select
On the title screen, hold Select and press □, △, ○, △ x2, □, ○. During play, hold Select and press Start to bring up the level select menu. Use the D-pad to select a new level and zone, as well as toggle collision detection. Then press L1 to skip to chosen level.

Classic Asteroids
On the title screen, hold Select and press ○ x3, △, □ x2, ○. The main menu will now have Classic Asteroids at the bottom. Select it to play the original *Asteroids* game with black and white vector graphics. It even has its own cheat codes: pause the game to enter the following.

Extra Life ⇧, ⇩, ⇦, ⇨, ○, □, ×, △
99 Lives ⇧, ×, ⇩, △, ⇦, □, ⇨, ○
Invincibility ⇩ x2, ⇧ x2, ○, □, △ x2



CHEATS NEWS NETWORK CNN

C&C RETALIATION CONQUERED

Our Adam's brother and master strategist discovered this strange phenomenon.

Area 51
If you play Skirmish or Link-Up on map 51, all your units change and have different abilities.

FIFA RTWC '98 EVEN MO' MONEY

A Mexican wave to Wayne Farrell for pointing out that the old money cheat can be used to get infinite cash, not just £131,000 as we said.

First, enter the cheat code on the Team Edit screen: □, ×, □, L2, L1. However, instead of increasing your bankroll, decrease it until it's a minus number. You can now spend as much money on players as you like.

N20 A GAS

For those of you wondering where those *N20* cheats disappeared to from Databurst, we're not sure! But here they all are again, along with some extra ones from top tipster, Elliot Leigh.

All Cheats
Enter the following passwords to cheat away:

Infinite Lives	O××△□△□○
Level Select	□△○△×△□×
Extra Weapons	□×○□×□○□
Bonus Ship	×××□△○×△
Bonus Level	□□□△○△□□
Firewalls	××□×××△△
Water Mode	○×□△△○△○
No Bonus Reset	□△×△○□△×
Disable Cheats	□□×○○○○△



ISS PRO '98 SUPERSTARS

At last, we've managed to find a cheat for the latest version of Konami's footy game.

Classic All-Stars Team



Highlight the 'Exhibition' option on the Mode Select screen, then quickly press ⇧ x2, ⇩ x2, ⇦, ⇨, ⇦, ⇨, ○, ×. The sound of applause will confirm correct code entry. On the team selection screen hold L1 + R1 to make 'Classic All Stars' appear, and press × to select it. The team has maximum stats and includes greats such as Banks and Beckenbauer, albeit with garbled names.
Note: If you return to the Mode Select screen, you'll have to re-enter the code.

ODDWORLD: ABE'S EXODDUS EXCLUSIVE CHEAT

At last, a cheat to help Abe through his latest adventure. We've heard there are more – so watch this space!

Advance To Next Path

During play, hold R1 and press ○ x2, × x2, □ x2 to jump to the next section.

EHRGEIZ EH YOU WHAT?

We've got our hands on some secrets for Square's Japanese import beat-'em-up.

Alternate Costumes
Hold ⇧ while selecting a fighter at the Arcade mode character selection screen.

Fight As Kouji Masuda
Complete Arcade mode using any male character.

Fight As Clair Andrews
Complete Arcade mode using any female character.

Fight As Yuffie Kisaragi
Complete Arcade mode as Cloud.

Fight As Vincent Valentine
Complete Arcade mode as Tifa.

Fight As Django
Complete Arcade mode using the eight regular non-*Final Fantasy VII* characters.

Fight As Zack
Complete Arcade mode using all the *Final Fantasy VII* characters.

F1 '98 POLE POSITION

WINNER A Fire Xplorer cartridge goes to Elliot Leigh of Torquay for these turbocharged cheats.

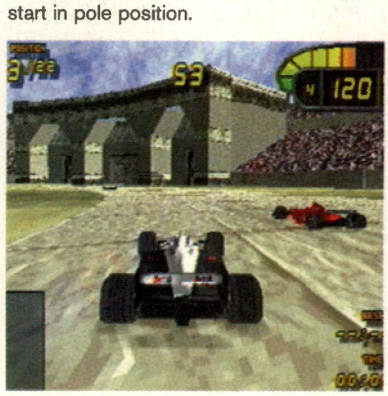
Cheats

Go to the Driver/Team Select and press ○ for Options, then Edit Driver Name. Change the name to the following to unlock two secret tracks:

Cheesy_Poofs .....Stunt Course
Go_Cows .....Roman Forum
(where '_' = space)

Easy Pole Position

Also, thanks to Craig Martin for telling us about this little trick. You need to be playing as David Coulthard in Championship mode. When you reach the British Grand Prix (at Silverstone), start on Practice Session 1, then abandon it and select Start Race. You will automatically start in pole position.



KENSEI: SACRED FIST THUMPING

Konami's latest beat-'em-up has some secrets to unlock, if you're hard enough.

Full Pause Screen
Pause during play and press R2.

Fight As Akira
Complete the game in Normal mode as Yugo.

Fight As Quigtao
Complete the game in Normal mode as Yuli.

Fight As Cindy
Complete the game in Normal mode as Douglas.

Fight As Steve
Complete the game in Normal mode as Allen.

Fight As Arthur
Complete the game in Normal mode as Ann.

Fight As Kornelia
Complete the game in Normal mode as Heniz.

Fight As Sessue
Complete the game in Normal mode as Hyoma.

Fight As Mark
Complete the game in Normal mode as David.

Fight As Genya
Complete the game in Normal mode as Saya.

Fight As Zhou
Complete the game in Normal mode with all nine starting characters. Then complete Normal mode again, using any starting character.

Fight As Kaiya
Complete the game in Normal mode with all nine starting characters. Then complete Normal mode again, using any bonus character.

Fight As Jelly/Billy
Complete the game in Normal mode as Kaiya.

Fight As Kazane
Complete the game in Normal mode as Zhou.

Extra Mode
Unlock all 22 characters.

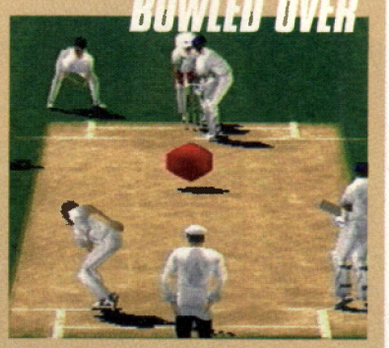
BRIAN LARA'S CRICKET BOWLED OVER

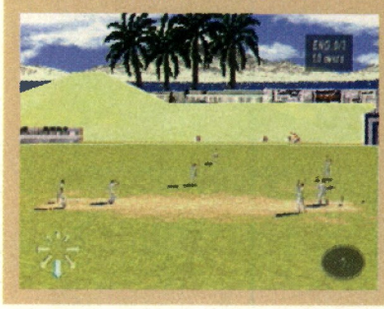
WINNER A Fire Xplorer cartridge goes to Ashley Stringer for sending in a whole list of cheats. You'll never be stumped with these.

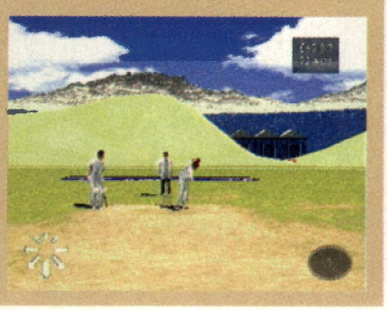
Cheat Codes

Enter these as the Classic Match password, then press Start to hear a double jingle (for most). To use the cheat in another mode, press △ to return to the main menu.

DROPBALL	Slippery ball (uncatchable)
PENSIONS	World XI team
SOLIDOAK	Unbreakable stumps
SUNSHINE	Beach pitch
BIGBALLS	Big ball
SUPERMAN	Super batsman
CHRISREA	Helmet camera view
NOWAYEAS	Unlock all Classic Matches







OUT NOW

PLAYSTATION SSS GOLD



PlayStation SSS Gold [ISBN 1-873650-46-9] is now available from all good newsagents, priced £14.95. Its 484 pages are packed with solutions for all the top games, including *Resident Evil 2*, *Gran Turismo*, *Alundra*, *Tekken 3*, *Colin McRae Rally*, and *Vigilante 8*. Plus, it comes with a FREE memory card!

CHEATS NEWS NETWORK

SMALL SOLDIERS
GREAT CHEATS

Last month we brought you the level passwords, now we've got the cheats.

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

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

TEST DRIVE 4X4
OFF TROLLEY

The standard range of 4WD trucks and Jeeps not enough for you? Then try these codes.

All Cars & Tracks
Hold Select and press L1, ⇦, L2, ⇨, L2, ⇦, L1 x2 at the main menu.



School Bus
Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press L1, ⇧, L2, ⇩ x2, L2 x2, R2. A noise will confirm correct code entry. Start the race and you'll be driving the bus.

Ice Cream Van
Select Single Race or World Tour mode. Choose vehicle, then at the transmission selection (AT/MT) screen, hold Select and press R2, L2 x2, ⇩ x2, L2 x2, R1. A noise will confirm correct code entry. Start the race and you'll be driving the ice cream van.

Black Widow Truck
Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press R1, L2 x2, ⇩ x2, ⇧, L2, L1. A noise will confirm correct code entry. Start the race and you'll be driving a pick-up with blacked-out windows.

NASCAR '99
VINYL MATT

Paint your wagon (or rather, everyone else's) with this bizarre cheat for EA's racer.

Paintball Gun
1. Pause during a race and go to Race Statistics screen. Press L1 + L2 + R1 + R2 at exactly the same time to hear an engine sound.
2. Return to the race action and press △ to shoot paintballs at your opponents!



UNHOLY WAR
HOLY COW

Just when we thought there weren't any cheats for this strategy combat game, these codes magicked themselves into the office.

All Players
Select Mayhem mode and highlight the Set Teams option. Press ○ + □, Select x4, Start x3, □ x2, ○, ○ + □. 'All Players' will appear in the bottom right corner and Beta Razorfane and Super Prana Devil will now be added to the characters.

All Levels
Select Mayhem mode and highlight the Accept Teams option. Press ○ + □, Select x4, Start x3, □ x2, ○, ○ + □. 'All Levels' will appear in the bottom right corner. Dark Maze and Menhir Circle will now be added to the level selection screen.

Unlock Wars
Select Strategy mode and highlight the Set War option. Press ○ + □, Select x4, Start x3, □ x2, ○, ○ + □. 'All Maps' will appear in the bottom right corner. You can now select any war.

POOL HUSTLER
BIG BREAK

We'd never head of 'Bowlliards' before, but it's a pool game using a ten-pin bowling scoring system. Enter the following cheat to play it.

Bowlliards Mode
Press ⇧, ⇧, ⇩, ⇩, △, △, ×, ×, ⇦, ⇨, □, ○ at the title screen to hear a "ker-ching!" You can now select Bowlliards from the main menu.

O.D.T.
OR DO THIS

Further to the previous cheats (see Detaburst), here are some more to stop you dying.

Full Energy
Pause during play and press:
⇦, ⇨, ⇦, ⇨, □.

Full Ammo
Pause during play and press;
⇦, ⇨, ⇧, ⇩, ○, □.

Full Mana
Pause during play and press:
⇦, ⇨, ⇦, ⇨, ○.

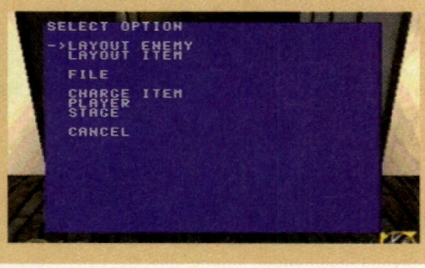
TENCHU
NINJA KNOWHOW

Oops, we made a slight error with a previous cheat. Here's the correction, along with an extra code.

Select Guard Patterns
Ta to the geezer from Liverpool for pointing out that we misprinted the Select Guard Patterns cheat. Sorry about that. Here's the correct version: on the Select Stage map, hold L2 and press □, □, △, △, ⇨, ⇨, ⇧, ⇦.



Debug Mode
Cheers to Anthony Pasquale (any relation to Joe?) for telling us this alternative to the other cheats. Pause during play, hold L1 + R2 and press ⇧, △, ⇩, ×, ⇦, □, ⇨, ○. Release L1 + R2 and *slowly* press L1, R1, L2, R2. The word 'Pause' should disappear, but the game will still be paused. Press Start to resume play, then L2 + R2 to make the Debug menu appear. You can use this to select a stage, heal yourself, charge items, edit enemy layouts (even clear them all), and more.



CHARTS

In association with GAME

Pos	Game	Publisher	Price	PowerStation #
1	Premier Manager '99	Gremlin	£44.99	33
2	Max Power Racing	Infogrames	£39.99	32
3	FIFA '99	EA	£44.99	30
4	Tomb Raider III	Eidos	£44.99	29, 30, 31
5	Gran Turismo	Sony	£44.99	22, 23
6	Brian Lara Cricket	Codemasters	£39.99	32 (CNN), 33
7	Knockout Kings	EA	£44.99	–
8	Colin McRae Rally	Codemasters	£44.99	25
9	4 PlayStation Megapack	Acclaim	£44.99	–
10	TOCA Touring Cars 2	Codemasters	£44.99	30, 31

WIN A 'PONY'!

GAME

Yes, you could win a £25 Game voucher by correctly guessing the top three titles in next month's Game chart, as printed here in CNN. Send your top three to: Game Top 3 #32, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Entries must arrive by 10th March at the latest and the editor's decision is final.

OUT NOW
PLAY #45



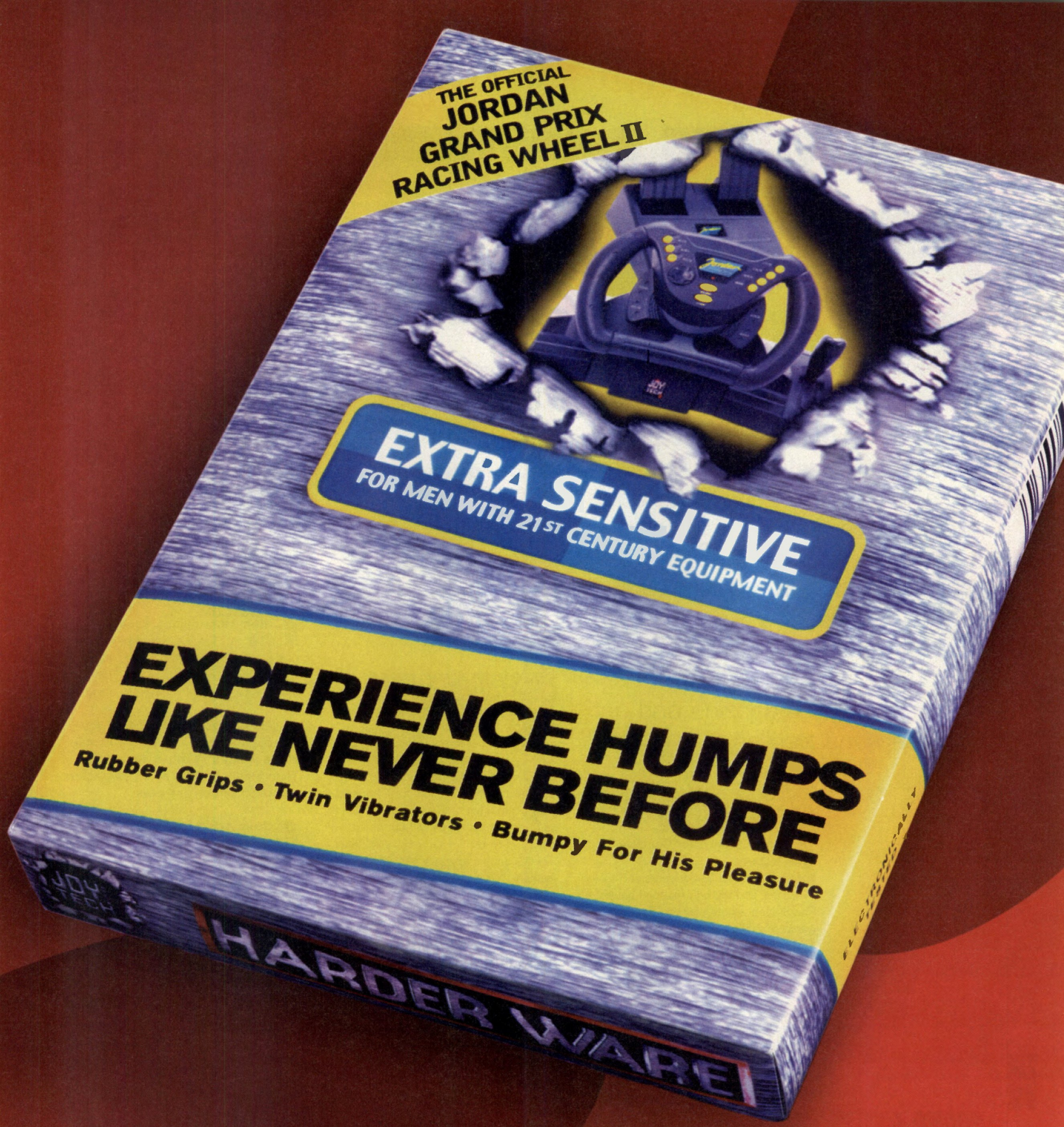
Play issue #45 [ISSN 1358-9474] is now available from all good newsagents, priced £2.95. It features sneak looks at *Silent Hill*, *Driver*, *R/C Stunt Copter*, and a special feature on the PlayStation 2. Plus reviews of *Metal Gear Solid*, *Street Fighter Zero 3*, *Ehrgeiz*, *Premier Manager '99*, and many more.

POCKET FIGHTER
BULGING TIPS

Thanks to Brett Massingham for mailing us these tips for Capcom's miniature beat-'em-up.

Play As Dan
On the character select screen, highlight Ken and press ⇨.

Play As Gouki
On the character select screen, highlight Ryu and press ⇦.



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QUESTIONS & ANSWERS



Stuck in a rut? Can't get past that end-of-level boss? If you've got a **problem** on any PlayStation game, we're here to help you. Send your gaming questions to: **Q&A, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** Please note that we can only print answers in the magazine and not send personal replies.

BEAST WARS: TRANSFORMERS

Q ...from Christopher Caudery, Aylesbury

I'm an enormous *Transformers* and *Beast Wars* fan, and the only reason I bought a PlayStation was to play the *Beast Wars* game. The game is a bit duff and the graphics are dodgy, but I still love it. The problem is I keep dying. With the rarity of reviews and A–Z entries for *Beast Wars*, it's totally impossible to locate any cheats for my beloved game. I'm spending a fortune buying mags, just because the cover boasts 'complete A–Z of cheats', but when I turn to the tips section and scan for *Beast Wars*... nothing. It's driving me mad! Please find some for me or tell me there aren't any. Either way will preserve my (fragile) sanity and (strained) bank account.

A Good news for you, Christopher: we've found some *Beast Wars* cheats! So, just for you and any other fans of the game (if there are any!) here they are...

WEAPON POWER-UP

Pause during play, then hold L2 and quickly press ⇧, ⇩, ⇦, ⇨, △, ×, □. Release L2, then immediately press Start to resume play.

LEVEL SKIP

Pause during play, then hold L2 and quickly press ⇧, ⇩, ⇦, ⇨, △, ×, ×, △, ⇨, ⇦, ⇩, ⇧. Release L2, then immediately press Start in order to resume play.

HIDDEN CHARACTERS

At the options screen, hold R1 + R2 + L1 + L2 and press ○, ×, △, ○, ○, ×, □.

EVERYBODY'S GOLF

Q ...from Eric Grantham, Southend

I recently purchased a rival tips magazine because my newsagent had sold out of POWERSTATION. What a mistake – it's not a patch on your mag! Anyway, they had a cheat for *Everybody's Golf*, although it didn't say what it did. It said to start the game without a memory card and hold L1 + L2 + R1 + R2 until the title screen appears. When the screen flashes, with the shoulder buttons still held, you're meant to quickly press ⇧, ⇧, ⇩, ⇧, ⇦, ⇨, ⇨, ⇦, ⇧, ⇧, ⇩, ⇧, ⇦, ⇨, ⇨, ⇦ before the logo stops bouncing. Well, I've done this several times (and no, I'm not cack-handed), but nothing seems to happen. Is it a load of rubbish?

A We also tried that cheat a while ago, when a reader sent it in, but we couldn't get it to work either. It's actually meant to unlock all the players and courses – funny how that other mag never even mentioned that! We reckon it's a dud, but if anyone has managed to get it working, please let us know exactly how you did it.

SOUL BLADE

Q ...from David Allen

I can't seem to get Han Myong. I have already tried twice but I can't obtain him. The first time I tried, the game options were: Difficulty – easy, Ring size – 20m, Battle count – 2, Life bar – 100%, Battle time – 50 seconds, CPU character's weapon – normal, Character change at continue – no, Character select mode – Arcade. Then I followed your instructions and it didn't work! The second time I tried, the game options were the normal ones (in orange). I then followed your instructions, but used one save and it didn't work. Please tell me what I've done wrong.

A There was something we forgot to mention! First, Soul Edge must be available as a playable character – either by completing the game in Arcade mode with all ten fighters, or by racking up 20 hours playing time. Once he is, you need to complete the game with Hwang, then Seung Mina. Han Myong should now be unlocked. (You don't have to bother with alternate endings. You can also use continues and any game settings.)

TEKKEN 3

Q ...from Ludwig Long, London

I can't get Tiger. I have completed the game with all the main characters and I have pressed △ when selecting Eddy. Could you please tell me what is going on?

A Yes, we got it wrong – doh! You actually have to complete Arcade mode with all 18 other characters. Then highlight Eddy at the character selection screen and press △.

Q ...from Ash & Joe, Bristol

We've been able to do most of King's moves from your great guide in issue #27, but are you sure that the Stomach Smash and Single Arm Hyperextension are right? Don't start gipping us about us not being able to do the moves properly, because we are the men at *Tekken 3* and would whip your ass any day.

A Once Adam managed to stop laughing at your last comment, he informed us that the two moves were indeed misprinted. They should be:
Stomach Smash.....⇨, ⇨, △
Single Arm Hyperextension .....⇨, ⇘ + □ + ○



▲ King performs ones of his many deadly multipart throws. With those two misprinted moves corrected above, you can now do them all.

SOLVED
Our cutting edge *Soul Blade* guide reveals all
Yes, it is now finally available on Platinum!
LEARN HOW
TO GET ALL THE SECRET CHARACTERS IN SOUL BLADE
1
2
3
TURN TO PAGE 078

TOMB RAIDER III

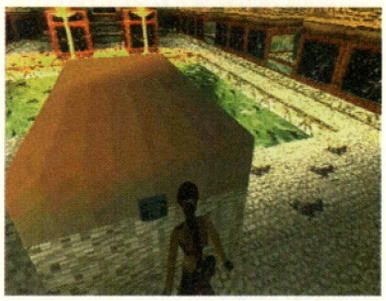
Q&A SPECIAL

We get more questions about **Tomb Raider III** than anything else, so here's a **special Q&A session** to sort out the **most common problems,** including some **bugs in the game.**

Q ...from Uncle Tom Cobleigh & All
Have you got any cheats?

A Yes! They're all printed in this month's Databurst section.

Q ...from Trevor Farnham, Cambridge
Can you tell me where the Key is to open up the race track outside Lara's mansion?

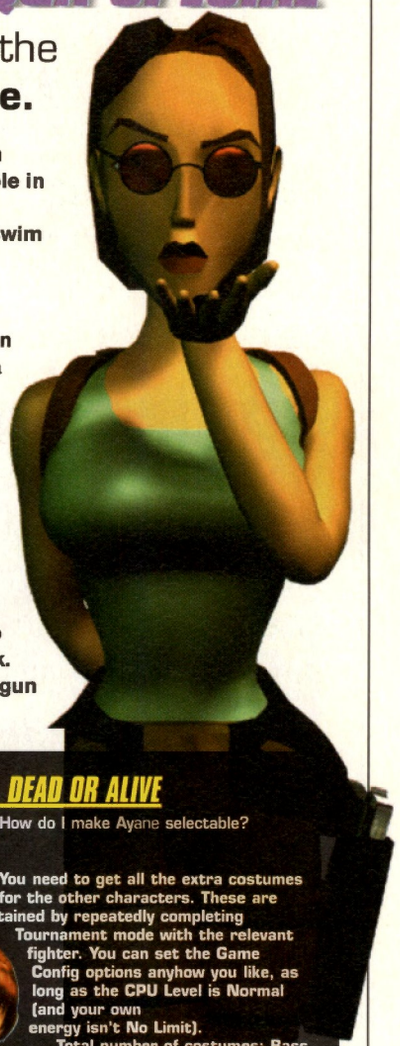


A You can either enter the Racetrack Key cheat code (in Databurst) or find the Key properly...

Get Flares from Lara's bedroom cupboard. Go to landing and press switch to open door. Head up passage into dark attic. Light flare and push crate twice. Return to landing and left into living room (with TV and piano). Head left up steps into library. Press × on second bookcase on right to extinguish fire. Enter fireplace and climb up left wall. Climb to passage and follow it to room with crates. Pull bottom one out for more Flares. Push top crate left to reveal passage to attic. Now flick switch and roll over, then run through attic and down to main hall landing. Jump over bannister and slightly right over stair railing. Roll over and dash for door (to right of clock) before it closes. Down in aquarium, move crate under hole in ceiling so you can climb up to passage. Drop into water and swim around other side to find the Racetrack Key.

Q ...from Mark Davies, Brighton
The game manual says that Lara should start with a shotgun, but she only has pistols. Where abouts is the shotgun?

A It's a mistake in the manual. However, you can find the shotgun right at the start of the first level. Jump to the right to slide down to a flat green bit, then turn left to jump towards the sloping yellow rock. Crouch to find the (secret) shotgun under the leaves there.



TOP TEN MOST WANTED

Every month we answer the **most-asked questions** – so there's no need to keep ringing us up with them!

1. GRAN TURISMO

Q Have you got any cheats?

A No, there aren't any – only Action Replay and Xplorer codes, for which you need the relevant cheat cartridge.

2. BROKEN SWORD

Q How do I get past the goat in the castle?

A Approach the goat to the right of the trough (by left-clicking on the ladder). As soon as the goat knocks you over, click on the ploughshare on the far left. When the goat is trapped, go to the ladder and enter the excavation.

3. ALUNDRA

Q How do I get past the spirit in Lars's Crypt?

A Return to the gallery and go down the stairs there. Examine the saints in this order: white, blue, red, green, brown.

Then return to the spirit in the room above. If you make a mistake, return to him anyway and the saints will reset so you can try again. Once you have spoken to the saints in the correct order, return to the bottom of the gallery and they will materialise and unblock the passage there.

4. FINAL FANTASY VII

Q How do I defeat the Emerald and Ruby Weapons?

A To do this, you need the Final Attack Materia. Keep racing Chocobos to win S class. Eventually you'll be randomly awarded the Final Attack Materia.

5. ALUNDRA

Q I'm stuck where it says: "One step forward two steps back, is the rule of a world turned black..." I hit the three orbs, then kill the three blobs in the next room, but then I'm back where I started in the orbs room. How do I escape?

A Once you've killed the first lot of blobs, go back (left) to the orbs room. Go left to the next room and kill the blobs, then continue left to an alternate orbs room. This time when you head right from it, you find a staircase.

6. FINAL FANTASY VII

Q I've been awarded some 1/35 soldiers in the Speed Square at the Gold Saucer, but what the heck do you do with them?

A If you collect all 12 of the 1/35 soldiers, you don't have to pay for the battles at Fort Condor. You can get a couple of them in Junon and win the rest in the Speed Square.

7. BROKEN SWORD II

Q What do I do in the art gallery?

A Use the flask of absinthe on the fat bloke's glass when he looks away. Next, use the flask on the bloke. Finally, use the flask on the glass again. When the fat bloke falls over, Glease arrives. The rest is straightforward.

8. RESIDENT EVIL 2

Q How do I get the secret characters, Hunk and Tofu?

A It's too long-winded to go into here – see this month's Databurst section for full details.



9. DEAD OR ALIVE

Q How do I make Ayane selectable?

A You need to get all the extra costumes for the other characters. These are obtained by repeatedly completing Tournament mode with the relevant fighter. You can set the Game Config options anyhow you like, as long as the CPU Level is Normal (and your own energy isn't No Limit).

Total number of costumes: Bass 6, Bayman 6, Gen Fu 7, Hayabasa 5, Jann Lee 5, Kasumi 14, Lei Fang 16, Tina 15, Zack 5, Raidou 5, Ayane 14.

10. C&C RED ALERT/ RETALIATION

Q However hard I try, I just can't get your cheats to work – are they wrong?

A The cheats for both *Red Alert* and *Retaliation* really DO work! However, you don't input the codes with just the standard button presses. Instead you have to press △ which will bring up the side-bar, then use the ○ button to click on the appropriate team icons (ie □, ○, △, ×).



QUESTIONS & ANSWERS

Q ...from Gary Cargill, Southport
I've only just got *Tomb Raider III* and have been following your guide. However, in the Temple Ruins, after getting the second Key, I made my way back towards the room with the locks, only to find an invisible barrier blocking my entry through the door (point 68)! What the heck's going on?

A It turns out that there's a bug in the game which causes this problem. If you save your game in the small room with the first (non-living) statue (point 22 in our guide), or return to it later, this can create invisible door barriers. So the only solution is not to save in that room or return to it (which you don't need to anyway). If anyone finds any invisible barriers elsewhere, please let us know.

BOSSES

The four big bosses can easily be defeated
Follow these top tips to beat them and claim the Artefacts

BOSSES BEATEN TO A PULP

There are four bosses in the game, but despite their lethal fire power, it's not too difficult to defeat them, once you know how.

India: Caves Of Kaliya

This firebombing baddie will soon set you on fire if you stand still. You also have to avoid falling in the flaming oil. However, there is a sneaky way to defeat him with ease.

Draw your shotgun (or pistols) as you slide into the room. Immediately run and jump to the middle and stand right in front of the guy, almost on top of him, shooting the whole time. When he lobs his first fireballs, you may need to walk to the side of him to avoid them, but as long as you keep shooting (with shotgun), you'll defeat him before he can throw any more. You can now go and collect the ammo, then the artefact to complete the level.

South Pacific: Temple Of Puna

This is the boss who's been causing most people problems, but you just need to stick to a simple pattern to defeat him.

As soon as he swivels round, keep jumping left and right to avoid his deadly lightning bolts, while shooting continuously – the Desert Eagle and MP5 work well, if you have either. After a while he'll create a poisonous reptile: while this remains alive, you won't have to worry about lightning bolts. However, once it explodes, the boss will immediately start firing again, so be ready to start jumping! Keep repeating this process and eventually you'll defeat him.

London: City

Don't bother firing at the cackling Sophia – your shots can't hurt her. Instead, you need to get to the top of the level to electrocute her.

Head right up slope and turn around to monkey-climb across to pink light ledge. Climb up to ledge above and hang-drop off left end. Shimmy left and grab niche below. Climb in and down other side for secret Rocket. Drop down to collect Large Medi Pack. Climb out through niche and drop down. Monkey-climb across to the left again and climb up. Follow bridge around to right and flick switch. Head back and up through fallen hatch. Climb up again and head right over bridge. Jump to left netting ladder and climb up. Crawl through niche and turn around to climb on top of it. Then run-jump forward to grab ledge. Head round to left to find fuse box. Shoot it to electrify the metal bridge – and Sophia! However, don't get on the bridge for Artefact until you've turned the electric off: run and jump to ledges to right of other side of bridge, then climb up back of bridge and left to find switch.

Antarctica: Meteorite Cavern

Dr Willard has turned into a giant spider, firing lethal bolts if he gets his sights on you. To avoid this, keep chasing him around the middle, but don't get too close – try to keep him on the opposite side of the circle. Stop every so often to take a few shots with Desert Eagle and eventually you'll stun him. It takes ten Desert Eagle shots to achieve this, so try to leave the last shots until you're by the passage you want to go down to retrieve an Artefact. Quickly dash to collect it, then run back before Willard reawakens. Start running around the middle again and repeat the process to retrieve all four Artefacts. Once the central core falls, you can finally kill Willard with your shots.

To escape from the cavern, jump to grab either ladder and climb up. Enter passage, then tunnel to the left. Follow it round to the ledge. Then monkey-climb across to the left ledge. Do a running jump over to the ledge on right. Then climb up to right snowy ledge. Turn right and do a running jump to rock ledge. Climb out to the top. Head into passage and slide down. Follow passage down, guns drawn. Shoot the guards outside and collect their goodies. Kill flame-thrower bloke. Kill guards and flamer behind fence, then hit switch. Head left and between green buildings. The helicopter will arrive. Once it lands, the gate will open: go through to complete the game.



◀ **The baddie at the end of the Temple Of Puna is probably the hardest boss to defeat. Each time you kill this reptile, immediately start jumping to avoid those lightning bolts again.**

Q ...from Dave Grant, Lincs
Your guide says that to defeat the boss in the Temple Of Puna, you have to shoot four of his reptiles, then you can kill him. However, I've dealt with far more than four reptiles and he's still creating them. Please help!

A It may be the weapon you're using, which means he takes longer to kill – although apparently it's possible to defeat him with just pistols! Desert Eagle or MP5 works best. See 'Bosses Beaten' for how to defeat him.

Q ...from John Higgins, Norfolk
I've found the Cathedral Key near the end of Thames Wharf. What the heck do I do with it?

A Confusingly, the Cathedral Key doesn't actually open anything. It's just one of the 59 secrets that you need to collect to play the secret All Hallows level, which is set in the cathedral. This level was originally meant to follow Thames Wharf, but for some reason Core took it out of the main game.

Q ...from Rosilyn, AOL
I have finished the fourth level in the South Pacific, but after picking up the stone, I am returned to the Coastal Village. I have finished the Temple Of Puna three times now and it keeps doing the same thing. As I have now checked out your walk-thru, I noticed that in the Coastal Village you are supposed to pick up these serpent stones – I for some reason never did that. Do you think they are sending me back to redo this part of the level?

A No, it's yet another bug! This problem seems to arise if, once you complete all the Indian levels, you replay one of them. You get stuck in a never-ending level loop, as you've discovered. Since your saved position is corrupted, it seems the only solution is to start the whole game again!

Q ...from David Old, Staffs
On the Crash Site level, after helping the soldiers kill the raptors, how do I get across the water? The bridge collapses and I'm soon eaten by the piranhas.

A You have to feed them first... Climb up the rocks/ladder at the back and jump via slope to tree branch. Shoot/avoid raptor, then turn around and jump to grab the slope and shimmy right to pull up. Jump via corner block to next branch. Grab Save Crystal, shoot another raptor, and shoot the dangling dinosaur to drop it into the water. Too busy eating their meal, the piranhas will bother you no more, so you can pull the underwater lever and swim to the other side.

Q ...from Richard Thomas, Leicester
I missed the second part of your guide. Can you tell me how the to get past the rolling blades in the Temple Of Puna?

A The blades will miss Lara if she stands slightly to the side of any switch. She can thus take her time and flick the two switches on one side, then time a jump over the blades to flick the other two.

TIPS

Wanna find the weapons?
Here's the levels they're on

THE WEAPONS

If you don't intend to use the All Weapons cheat (see Databurst), here are the levels where you'll find the weapons.
Note: If you've already got a certain weapon, another will just show up as ammo when you find it.

India
Jungle.....Shotgun
Temple Ruins.....Shotgun
River Ganges.....Shotgun
Caves Of Kaliya.....Grenade Launcher

South Pacific
Coastal Village.....Harpoon Gun
Crash Site.....MP5
Madubu Gorge.....None
Temple Of Puna.....Desert Eagle

Nevada
Desert.....Uzis
Compound.....Desert Eagle
Area 51...Shotgun, MP5, Grenade Launcher

London
Thames Wharf.....Shotgun
Aldwych.....Shotgun, Uzis, MP5, Rocket Launcher
Lud's Gate.....Shotgun, Harpoon Gun, Rocket Launcher
City.....None

Antarctica
Antarctica.....None
RX-Tech Mines.....None
Lost City Of Tinnos.....Desert Eagle, Rocket Launcher
Meteorite Cavern.....None

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Welcome to the **readers' letters** section of PowerStation – the bit where you lot can **air your views** and **ask questions** on game-related subjects. You can email us at **powerstn@paragon.co.uk** or write in to us. We look forward to hearing from you.

Mouthy Mark here again. Watch out or you'll feel the sharp end of my tongue. You've been warned!



LOU SORTS IT OUT

Got an embarrassing personal problem? Then write in to our resident agony aunt, Lou. She'll tell you what to do – or where to go.

BIG BROTHER

Dear Lou,
My big brother got a PlayStation for Christmas, but now he hardly ever lets me play on it. He says it's because I might break something, but I think it's just because I kept beating him on *Tekken* and he's a bad loser. What can I do to make him let me play?

You could always offer to show him how to play *Tekken* properly! If that fails, tell all his mates how you beat him and he's too cowardly custard to play you again. Get them all to come round to watch you challenge him on *Tekken*.

FINAL WORD

Dear PowerStation
As a regular subscriber I am distressed to see that, despite my previous communication, PowerStation is continuing to print incorrect *Final Fantasy VII* information.

1. Final Attack: This is not at Chocobo races but at Battle Square and is won by winning the Battle of Bosses for the first time. Thereafter, useless prizes such as Dio's autobiography are awarded.

2. Battle Of Bosses: Equip Cloud with the Ultima Weapon and Omnislash and then speak to the lady at Battle Square.

3. Ultima Weapon is acquired by defeating the Ultimate Weapon. Omnislash, Cloud's Level 4 Limit Break, is purchased at Battle Square.

4. The Guide Book is acquired by morphing Ghost Ship, but not in the crashed plane! The Ghost Ship is a frequent presence in the ocean floor area just before the submarine bay in Junon Harbour; and, less frequently, in Battle Square. The Guide Book should be taken to the Kalm Traveller (found in the house furthest right in Kalm) in order to receive Underwater Materia.

On the subject of *Gran Turismo*, I don't wish to upset Mr Paul Morgan, but there are quite a few cars easily capable of defeating his pet Toyota Castrol Supra, most notably the race-modified and fully tuned Nissan GTRs (89, 91 or V-Spec) or Mitsubishi (GTO range or the Galant). I will be very happy to prove the point to him in the time-honoured tradition – if he is willing!
Philip Arnold, Rugby

Thanks for correcting us on those *FFVII* points, Philip. As for *Gran Turismo*, Paul still reckons the Castrol Supra is the best all-round car, but it's all down to personal taste at the end of the day. Sadly, he's too busy with *Metal Gear Solid* to accept your challenge.

And he's washing his hair that night.

FINAL WORD II

Dear PowerStation
Due to your review of the Xplorer cartridge, I decided to buy one and I think they are great. Anyhow, let me get to the point: *Final Fantasy VII*. The cheat to get the Chocobuckle in issue #27 is slightly incorrect. You forgot that you need to check the level of the Chocobo (using Sense Materia) and only if it has a level of 4 or multiple (8, 12, 16 etc) will it work when you've used L4 Suicide on it. In fact, even if this is the case, it doesn't always use Chocobuckle on you.
Thomas Holmes, Great Yarmouth

Cheers for pointing that out, Thomas.

NIGHTMARE CAST?

Dear PowerStation
I was reading an American games magazine recently. The words 'Tekken 4' and 'Resident Evil 3' caught my attention. But I was very disappointed to see that the Sega Dreamcast machine has stolen the rights to these sequels. So where on earth does that leave the PlayStation versions?

I could understand *Virtua Fighter* coming the Dreamcast as it is a Sega title. This machine looks to be the future, but I am happy with my PlayStation. And I don't want to have to buy a Dreamcast in order to play my favourite future releases. Have me and other *Tekken* and *RE* lovers got anything to worry about?
Ashley Ellis, Leeds

The Dreamcast will be getting a special version of *Resident Evil*, so

LAZY PREMIER LEAGUE

Dear PowerStation
Whilst playing *Premier Manager '98*, I've just been thinking that something is missing in the game – and then I remembered a little game which cam on three disks for the Amiga 500, took all afternoon to load, and was brilliant. It was called 'The Manager'. You could do all the usual stuff footy management games have, but you could also get bank loans, sell billboards, improve your ground's capacity, add seats, bogs, floodlights – and loads of other stuff. I know the animated game scoring sequences looked like a two-year-old had programmed them, but I mean, aren't people like Gremlin supposed to look at all the similar games released before, take all the best bits, and progress a little? Come on, Gremlin: you know we suckers have to pay £40 a time.
Other than that, it's not a bad game really – just incomplete. Perhaps they have, say, 'Premier Manager 2000' which is already finished and brilliant, but they release two games, one a year for 98 and 99, with not everything in them? They wouldn't do that, would they? They aren't owned by Electronic 'FIFA ~~97, R To WC, WC 98~~, 99' Arts, are they?
Chris Shaw, Bury

You cynical devil, Chris! I'm sure Gremlin always try to make their games as good as possible – as do EA (who don't own Gremlin, by the way). And does a football management game really have to include all those detailed options to be good? I know most footy fans would rather concentrate on the football, developing the team and match tactics. But then, if others would prefer to tinker with billboards and floodlights, maybe they'll release 'Graham Kelly's Football Administrator 99'?



Note: Letters must be original and are accepted on the basis of a free worldwide exclusive licence to publish them. We reserve the right to edit your letters. Sorry, but we don't send personal replies.

number 3 should still appear on other machines. As far as we know, the Dreamcast hasn't yet got exclusive rights for a *Tekken 4* conversion either. So don't lose any sleep, Ashley. We've had an imported Dreamcast in the office for several months and we're still not that impressed by it.

TWISTED TRIP

Dear PowerStation

First, I want to have a go at all those sad gits who keep asking you to put some sort of free CD on your mag. I think they should all have their heads placed in a blender and minced up until they are unrecognisable sludges.

Now that's off my chest, I'd like to ask some questions:

1. Why do *Rogue Trip* and *Vigilante 8* have an overwhelming resemblance to the *Twisted Metal* games?

2. When is *Twisted Metal 3* released or is it one of the aforementioned?

3. And don't you get peed off when people ask insignificant questions?

I am going to finish by saying... oh bugger, I forgot to finish my English essay which I am meant to be doing about now. Goodbye.

I B Red Guy, Cambridge

PS. On *Rogue Trip* you can make your vehicle move bloody quick (especially the flying ones) by repeatedly tapping the acceleration button.

1. *Rogue Trip* was programmed by Singletrac, the creators of the first two *Twisted Metal* games. *Vigilante 8* was probably inspired by the success of *Twisted Metal*, but then the road-blasting genre has been around for donkey's years.

2. So far Sony haven't confirmed a UK release date. The game's been out in the US since last year and we weren't that impressed – it's certainly not as good as *Rogue Trip*.

3. Yes. Thanks for the dodgy Lara pic, though.



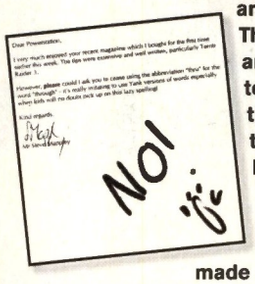
THRU WITH IT

Dear PowerStation

I very much enjoyed your recent magazine which I bought for the first time earlier this week. The tips were extensive and well written, particularly *Tomb Raider III*.

However, please could I ask you to cease using the abbreviation 'thru' for the word 'through' – it's really irritating to use Yank versions of words, especially when kids will no doubt pick up on this lazy spelling!

Steve Mappley, Carshalton, Surrey



Seeing as 'walk-thru' is a made-up word anyway, surely it doesn't matter how it's spelt – particularly as we spell 'through' properly everywhere else in the magazine.

Wot yo beef wiv da lingo, jus coz it no ow dem rap in yo hood? Or so Paul Morgan told me.

BURNING RUBBER

Dear PowerStation

I'm writing to tell you a trick for *Grand Theft Auto*. It's on the level San Andreas, Mandarin Mayhem, where you start off with the red Jeep. Drive the Jeep to the nearest guns and ammo shop and get it fitted with a bomb. Drive it to the nearest bridge and detonate the bomb on it. Let the car blow and, while it's on fire, get into another car and slowly push the burning car off and jump off the bridge. When the fire's gone out, press □ and you can drive the burnt car.

Peter O'Keefe, Dublin

Thanks for that interesting info, Peter. Has anyone else got any new *GTA* tricks?

If so, keep 'em to your bleedin' self.

TURISMO TRASH

Dear PowerStation

This is referring to issue #27. For a start, Mouthy Mark is a total f***wit (right, I feel a lot better now). Also, Peter Marden, why did you decide that you were going to work out why you can't get around the track in 43.72 on ES1 Corsica? What is the point?

I've had enough of being a mean a***hole. I've now got a few questions.

1. Tomorrow my mum is going to order me an Action Replay cheat cartridge. Is it worth it?

2. I don't see why people like *Gran Turismo* so much, it's bloody sh**e! The likes of *TOCA 2* could beat the pants off *GT* any day. And there IS one cheat for *GT*. It's to get all the licences and it works like this. Start the B-1 licence test, press pause, then enter ⇧, □, ⇦, △, ⇧, ⇧, □. Please bow down!

Sam Wilkinson, Milton Keynes

Not on your nellie! We repeat: there are NO cheats for *Gran Turismo*. That code has been going around for a while and it's a total dud – we tried it before on the UK and import versions of the game and, guess what, it DOESN'T WORK!

Mind you, that doesn't exactly surprise us after the incredible comments you made about *Gran Turismo* being crap. Are you out of your tiny mind? Or perhaps negotiating all those Milton Keynes roundabouts has warped your concept of exciting driving?

As for your first (and only) question, the Action Replay cartridge is fine, but the Fire Xplorer is better value.

*And I'm the f***wit?*

DUAL SHOCKER

Dear PowerStation

I have discovered another way of using a Dual Shock analogue controller, and this is for people without a girlfriend or boyfriend.

1. Simply buy a Dual Shock controller.

2. Play a game that is vibration compatible and vibrates rapidly.

3. During the game, press the button which activates the vibration, while holding the control handle really hard against your... [Snip!]

Daniel Elms, Bristol

We get the idea, Daniel! At least your parents now know why you spend so much time alone in your room with your PlayStation. *And what those strange stains are on your carpet.*

WINNER TAKES ALL
COMPETITION WINNERS

Action Replay (#29)
Action Replay cartridge:
Andrew Morris
3 Oxford Rd
Harold Hill
Romford
Essex
RM3 9JU

GAME Top 3 (#29)
£25 GAME voucher:
Danny Williams
3 Pepper Close
Beckton
London
E6 4XT

F1 '98 (#29)
1st – 28-inch Sony TV, Dolby Pro-Logic amplifier & speakers, video recorder, and F1 merchandise:
J Totham, Bradford

2nd – F1 video & cap:
Robin Mills, Glasgow
Gary Mitchell, Sherborne
SP Crawt, Hockley
Glen Hanson, West Bromwich
Chris Coles, Bournemouth
Elliott Rae, Borehamwood
Allen Darling, Ottershaw
Michael Sideway, South Glamorgan
CD Atkinson, Durham
SR Parker, Leicester

THE Y FILES

TOPLESS WRESTLING

Dear PowerSneezer

Yes! And I didn't spell it wrong as you sneeze the rest of the PlayStation magazines up into space.

I would just like to tell you something which happened on *WWF Warzone*. There is a woman wrestler hidden in the game, called Sable. In the game, I was myself and I was going to have a match with The Rock. This, of course, was on Challenge mode. When I was coming down the aisle. I was just tapping the D-pad on my down. My opponent's music wasn't the usual – it sounded like a cat noise. And it wasn't The Rock making his way down the aisle, it was a beautiful-looking woman called Sable. She got in the ring, took her top off, and you could see her melons!

Glynn 'TNT' Howe, Anonyville

Hmm, we believe you, Glynn. But tell us, was this Sable also wearing furry trunks? If anyone else has seen her, we'd be glad to see the pictures to prove it.

If you're so hard, how come you have to get your Mum to order stuff for you?

HIGH SCORING HEROES

SPONSORED BY **NU•GEN**, PRODUCERS OF TOP PLAYSTATION PERIPHERALS



Achieved an **incredible score** or **time** on any PlayStation game? Well, send us a photo or video (no memory cards please) to prove it. The **player of the month** will win a Nu•Gen Dual Impact joypad.

F1 '97

The *F1'97* board is still jammed rigid. Have the optimum times been obtained or is there still room for improvement? Let's hear from the elite Formula 1 drivers out there! That is, if they fancy there chances against these top laps.

AUSTRALIA (MELBOURNE)
1:12:321.....Chris Kietley, Ipswich
BRAZIL (INTERLAGOS)
1:08:487.....David Milner, Coventry
ARGENTINA (BUENOS AIRES)
1:13:432.....James Dominick, Barnham
SAN MARINO (IMOLA)
1:14:105.....Chris Kietley, Ipswich
MONACO (MONTE CARLO)
1:08:605.....Matthew Lebreton, London
SPAIN (BARCELONA)
1:13:465.....David Easen, Belgrave, Tamworth
CANADA (MONTREAL)
1:13:125.....Matthew Lebreton, London
FRANCE (MAGNY-COURS)
1:08:925.....Matthew Lebreton, London
BRITAIN (SILVERSTONE)
1:21:097.....David Easen, Belgrave, Tamworth
GERMANY (HOCKENHEIM)
1:23:928.....Chris Kietley, Ipswich
HUNGARY (HUNGARORING)
1:07:356.....Chris Kietley, Ipswich
BELGIUM (SPA)
1:38:716.....Chris Kietley, Ipswich
ITALY (MONZA)
1:12:671.....Chris Kietley, Ipswich
AUSTRIA (ÖSTERREICHRING)
1:08:777.....Matthew Lebreton, London
LUXEMBOURG (NÜRBURGRING)
1:13:306.....David Easen, Belgrave, Tamworth
JAPAN (SUZUKA)
1:17:398.....Keith Stein, Colchester
PORTUGAL (ESTORIL)
1:12:251.....David Easen, Belgrave, Tamworth
EUROPE (JEREZ)
1:11:870.....Matthew Lebreton, London

F1 '98

Not much movement on the *F1'98* board this month. Julia Harris has been showing the boys how it's done. Go girlfriend!

LAP TIMES:
AUSTRALIA (MELBOURNE)
1:17:51.....Ben Givens, Eastbourne
BRAZIL (INTERLAGOS)
1:07:49.....Juliet Kelgridis, Glasgow
ARGENTINA (BUENOS AIRES)
1:15:38.....Ben Givens, Eastbourne
SAN MARINO (IMOLA)
1:20:31.....Nick Brow, Kent
SPAIN (BARCELONA)
1:21:45.....Julia Harris, Hammersmith, London
MONACO (MONTE CARLO)
1:17:21.....Ben Givens, Eastbourne
CANADA (MONTREAL)
1:18:37.....Ben Givens, Eastbourne
FRANCE (MAGNY-COURS)
1:19:29.....Juliet Kelgridis, Glasgow
BRITAIN (SILVERSTONE)
1:31:07.....Julia Harris, Hammersmith, London
AUSTRIA (A1 RING)
1:13:13.....Mong Gailey, Netherlands
GERMANY (HOCKENHEIM)
1:35:57.....Juliet Kelgridis, Glasgow
HUNGARY (HUNGARORING)
1:11:22.....Mark Van Busen, Isle Of Wight
BELGIUM (SPA)
1:49:21.....Mong Gailey, Netherlands
ITALY (MONZA)
1:26:99.....Mark Van Busen, Isle Of Wight
LUXEMBOURG (NÜRBURGRING)
1:51:69.....Mong Gailey, Netherlands
JAPAN (SUZUKA)
1:40:73.....Juliet Kelgridis, Glasgow



TEKKEN 3 (PAL)

Only bad Ben Krefta came close to challenging the mighty Phoenix's scores on this master of fighting games. With a tie for the lead who'll be good enough to break the deadlock?

FORCE MODE
129,710.....Liam Phoenix, Bournemouth
113,346.....Sarah Ikin, Northwich
112,893.....Steven Sheck, Bognor Regis
TIME ATTACK
3:56:10 (Jin).....Liam Phoenix, Bournemouth
3:56:10 (Yoshimitsu).....Ben Krefta, Rochester, Kent
4:27:56 (Eddy).....Mong Gailey, Netherlands



HOW TO ENTER

1. Get a top score or time on any PlayStation game.
2. Use a camera or video to record your score.
3. Send the photos/video with a piece of paper detailing the scores (and your name and address!) to: **High-Scoring Heroes, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS.**
4. Include an SAE (of adequate postage and size!) if you want your photos/video back.

HIGH SCORING HEROES

GRAN TURISMO

It's all change on the *Gran Turismo* scoreboard. Jens Kraemer and Ian Mackenzie have been battling it out for dominance of the table. Hopefully, next month will decide who rules the best of all racing games!

LAP TIMES:

HIGH SPEED RING
0:42:504 (Skyline R33).....Ian Mackenzie, Willesden, London

TRIAL MOUNTAIN
1:07:014 (R33GT-R Vspec).....Bobster, Dannervirke, New Zealand

GRAND VALLEY EAST
0:49:616 (R33GT-R Vspec).....Jens Kraemer, Essen, Germany

CLUBMAN STAGE R5
0:35:726 (R33GT-R Vspec).....Ben Oldfeild, Heversham, Cumbria

AUTUMN RING - MINI
0:27:660 (R33GT-R Vspec).....Chris Kietley, Ipswich

AUTUMN RING
59:832 (FTO LM).....Jens Kraemer, Essen, Germany

DEEP FOREST
59:311 (R33GT-R Vspec).....Jens Kraemer, Essen, Germany

SPECIAL STAGE R5
1:02:508 (Skyline R33).....Ian Mackenzie, Willesden, London

GRAND VALLEY SPEEDWAY I
1:26:214 (R33GT-R Vspec).....Chris Kietley, Ipswich

SPECIAL STAGE R11
1:27:574 (GTO M12).....Ian Mackenzie, Willesden, London

HIGH SPEED RING II
0:42:051 (Skyline R33).....Ian Mackenzie, Willesden, London

AUTUMN RING - MINI II
0:27:992(Nissan R32).....Jim Archer, Buckingham

GRAND VALLEY EAST II
0:50:337 (R33GT-R Vspec).....Jens Kraemer, Essen, Germany

CLUBMAN STAGE R5 II
0:36:188 (R33GT-R Vspec).....Jens Kraemer, Essen, Germany

TRIAL MOUNTAIN II
1:07:596 (Skyline R33).....Ian Mackenzie, Willesden, London

AUTUMN RING II
1:01:424 (R32GT-R'89)Jens Kraemer, Essen, Germany

DEEP FOREST II
0:59:271 (R33GT-R Vspec).....Jens Kraemer, Essen, Germany

SPECIAL STAGE R5 II
1:01:542 (Skyline R33).....Ian Mackenzie, Willesden, London

GRAND VALLEY SPEEDWAY II
1:25:074 (R33GT-R Vspec).....Jens Kraemer, Essen, Germany

SPECIAL STAGE R11 II
1:29:753 (Skyline R33).....Ian Mackenzie, Willesden, London

TEST COURSE
0:48:372 (Supra RZ).....Ian Mackenzie, Willesden, London



S.C.A.R.S.

Times are coming in thick and fast for this game. Unfortunately, most did not make the grade. Only Karen and Mike managed to drive to victory this month.

RALLY
58:44.....Richard Miller, Rotherham

CANYON
1:00:26.....Janice Peters, Exeter

MOUNTAIN
1:20:17.....Mark Van Busen, Isle Of Wight

SKI
1:04:22.....Karen Hunt, Lewisham

PIPE
1:35:20.....Janice Peters, Exeter



WATER
50:16.....Steven Sheck, Bognor Regis

ISLAND
51:22.....Steven Sheck, Bognor Regis

BLADE
1:06.....Mark Van Busen, Isle Of Wight

AZTEC
50:54.....Mike Stuart, Leeds

TOCA TOURING CARS 2

No movement on the touring car front. Can the scores below be beaten? Only you can decide!

STANDARD TIME TRIAL:

THRUXTON
1:38:98.....Ben Givens, Eastbourne

SILVERSTONE
1:34:88.....Ben Givens, Eastbourne

DONNINGTON
1:27:21.....Julie Evans, Droitwich

BRANDS HATCH
46:66.....Ben Givens, Eastbourne

OULTON PARK
1:21:90.....Julie Evans, Droitwich

CROFT
1:40:81.....Ben Givens, Eastbourne

SNETTERTON
1:26:18.....Ben Givens, Eastbourne

KNOCKHILL
1:14:00.....Ben Givens, Eastbourne



TENCHU: STEALTH ASSASSINS

Hard man Phoenix is at it again! He totally blasted some of the previous scores for this bloodthirsty game. If you think you can beat this master assassin, send in your proof.

MISSION 1
Time: 9:01.....Liam Phoenix, Bournemouth
Score: 400.....Liam Phoenix, Bournemouth

MISSION 2
Time: 8:49.....Barry Sisco, Hampshire
Score: 245.....Mong Gailey, Netherlands

MISSION 3
Time: 7:47.....Barry Sisco, Hampshire
Score: 300.....Vince Goodman, Kent

MISSION 4
Time: 19:26.....Liam Phoenix, Bournemouth
Score: 340.....Liam Phoenix, Bournemouth

MISSION 5
Time: 26:50.....Suresh Raj, South London
Score: 340.....Barry Sisco, Hampshire

MISSION 6
Time: 13:28.....Liam Phoenix, Bournemouth
Score: 310.....Liam Phoenix, Bournemouth

MISSION 7
Time: 4:09.....Suresh Raj, Hammersmith
Score: 310.....Vince Goodman, Kent

MISSION 8
Time: 9:20.....Barry Sisco, Hampshire
Score: 335.....Mong Gailey, Netherlands

MISSION 9
Time: 10:01.....Kim Trangh, Yorkshire
Score: 70.....Barry Sisco, Hampshire

MISSION 10
Time: 28:32.....Mong Gailey, Netherlands
Score: 340.....Mong Gailey, Netherlands





PLAYER OF THE MONTH

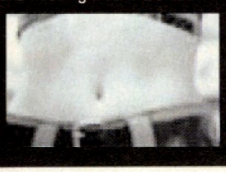


It came down to a choice of two top-class high scorers this issue: Jens Kraemer from Germany and Ian Mackenzie from England. Each of them had notched up a respectable seven high scores in *Gran Turismo*. Naturally, as it was a tie, it had to go to penalties (well, we tossed a coin), so of course the Germans won. Well done Herr Jens, the pad's in the post!



Bandit Picture
In the bin of shame this month is the nameless individual who claimed to have knocked up some impressive 20-second lap times on *F1 '97*. Whatever you were driving, sunshine, I sense it was cheat cartridge powered.

Black Hole Sun
Holy ghost on toast! More blackened, 'event horizon' style pics are flooding into the office. Remember the pictures you send must be clear and in focus, like this luverly pic of Rose McGowan's belly.





GUIDE

1 OR 2 PLAYERS | MEMORY CARD (1) | DUAL SHOCK COMPATIBLE

Six members of **Snake's** former unit, **Fox-Hound,** have taken over a **Nuclear Weapons** disposal facility and are **threatening** to **fire** a **nuclear weapon** unless their **demands** are met. Equipped only with a **scope,** a **packet of cigarettes** and a **Codec** (communications device) **time** is against you and **failure is not an option.**

Publisher: Konami
Price: £44.99
Format: UK

MAP ICON KEY

SOCOM
PSG-1
NIKITA
GRENADE
CHAFF GRENADE
STUN GRENADE

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nuke building b1 ..... 8.8

METAL GE

PLAY COMMENT

The greatest PlayStation game ever!



Play issue **45** is out now and available from most good newsagents

THE UK'S BEST UNOFFICIAL PLAYSTATION MAG!

SNAKE'S XTRA MOVES

As well as Snake's normal array of moves, he has some extra special ones up his sleeve.

Back To Wall - Hold the D-pad against the wall. Snake will then back up against the wall. Press the D-pad whilst he is up against the wall and Snake will walk sideways. Pressing ✕ will make Snake duck.

The Knock - Hold the D-pad against the wall whilst pressing ●. Snake will knock the wall, attracting the enemy's attention.

Stranglehold - Creep up behind the enemy guard, then press and hold ■. Now the guard becomes your shield. You can move around, but after a short time the guard will try to struggle free, so just press and hold the ■ button again to reaffirm your grip.

Neck Breaker - Walk up behind the enemy and press ■. Continue to tap ■ (roughly ten times) until Snake snaps the poor fella's neck.

Shoulder Throw - Tap ■ plus D-pad to throw the enemy over Snake's shoulder.

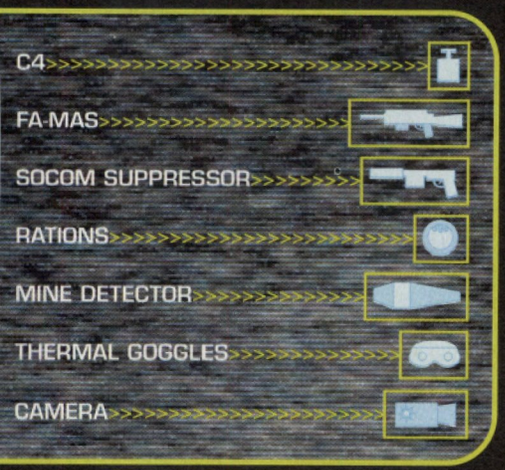
Remember kids, don't try this at home!

Run & Shoot - Press and hold ✕ when equipping Snake with the FA-MAS or Socom. Keep ✕ held down and Snake will run and shoot simultaneously.

First-Person Sidestep - Whilst looking in the first-person mode (▲), press L1 to sidestep left and press R1 to sidestep right.

First-Person Nikita - When firing the Nikita Missile Launcher, hold ▲ once you've launched one to see through a first-person view. This makes controlling the missile a lot easier.

C4 On Enemy Back - When equipped with C4, press ■ plus the D-pad to place the chunk of plastic on the enemy's back. Although he senses you, there's little he can do about the explosive display.



SOLID STUNNER

THE GREATEST OF THEM ALL

In accordance with Konami's wishes, as the game isn't released until 26 February, we have only printed a small teaser in this issue. The first half of our complete mapped guide will appear in the next POWERSTATION, on sale 11 March, so order your copy now.

Despite the wait, Konami's **spy** and **espionage epic** proves to be the **greatest PlayStation release ever.** Here's why...

No game has ever managed to generate the same amount of interest as *Metal Gear Solid*. It's already been a massive hit in Japan and the US, and at long last the official UK version is set for release on 26 February.

METAL MARVEL

In case you've been living on Mars for the past few months, *Metal Gear Solid* is a spy thriller featuring one of the most well-respected agents in the business – one Solid Snake. He has been dumped on a remote Pacific island to thwart a terrorist nuclear attack against, it transpires, China (their retaliating strike ultimately being targeted at the US). You only have a limited time to infiltrate the heavily secured warehouse and deactivate the Metal Gear (a huge nuclear-weapon-carrying mech), so the onus is on fulfilling your objective without getting into too many confrontations with the endless armies of patrolling soldiers.

You start the mission with a nifty pair of binoculars, a packet of fags, and a radio implanted into your brain. With the latter, Snake can communicate with his commander and a host of intelligence beauties – which he pulls in record time, what a man! During his adventures, Snake can acquire a huge collection of gadgets, and more importantly, weapons, which are vital to him succeeding in his mission. From sniper-rifles to rocket launchers, this is a dream come true for sharp-shooters.

LIQUID ACTION

From the atmospheric intro sequence featuring movie-style credits, you always feel as though you're starring in a big-budget Hollywood production. This is intensified by the flawless attention to detail and totally immersive sense of realism that is evident from the off. For example, can't see what's ahead? Then switch to the first-person view and have a look around! Need to get past some guards without alerting them? Just bang on a wall and get out of sight: as the clueless meat-heads investigate, nip around behind them and make your getaway. It's neat little touches like this that make *Metal Gear Solid* one of those games that you simply won't be able to tear yourself away from.

Charming intricacies aside, the nature of *Metal Gear Solid* is very adult-oriented. It contains a few swear-words and you always get the feeling that the first PlayStation love scene is just around the corner, such is the extent of Snake's on-screen flirting with female comrade, Meryl. At one point she demands that Snake make love to her, but to be fair, she is possessed by a psychic gimp at the time!

SOLID GOLD

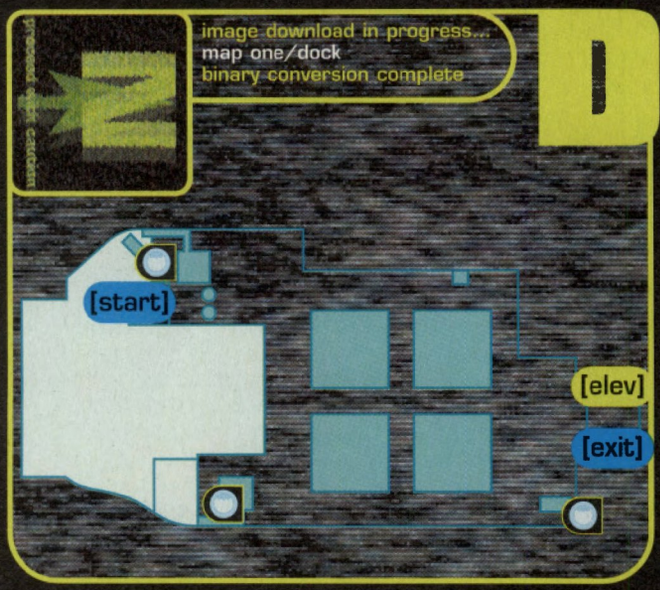
The adult theme extends to the actual plot that has more twists than Ruud Gullit's hair. Throughout the drama, traitors become apparent, conspiracies evident and Gulf War syndrome explained. In fact, this game's only downfall is the way in which the action is often delayed for long periods of time while characters talk and further developments are explained in the minutest detail. This is all essential for your overall enjoyment of the *Metal Gear Solid* experience though, and however tempting it is to simply skip the odd bit of blurb, to do so would be like robbing yourself.

All that's left to say then is: "Well done Konami!" Graphically magnificent, rich in plot, big on thrills and with a soundtrack to die for, *Metal Gear Solid* is undoubtedly the greatest game ever released on the PlayStation. A masterstroke!

97%



GUIDE



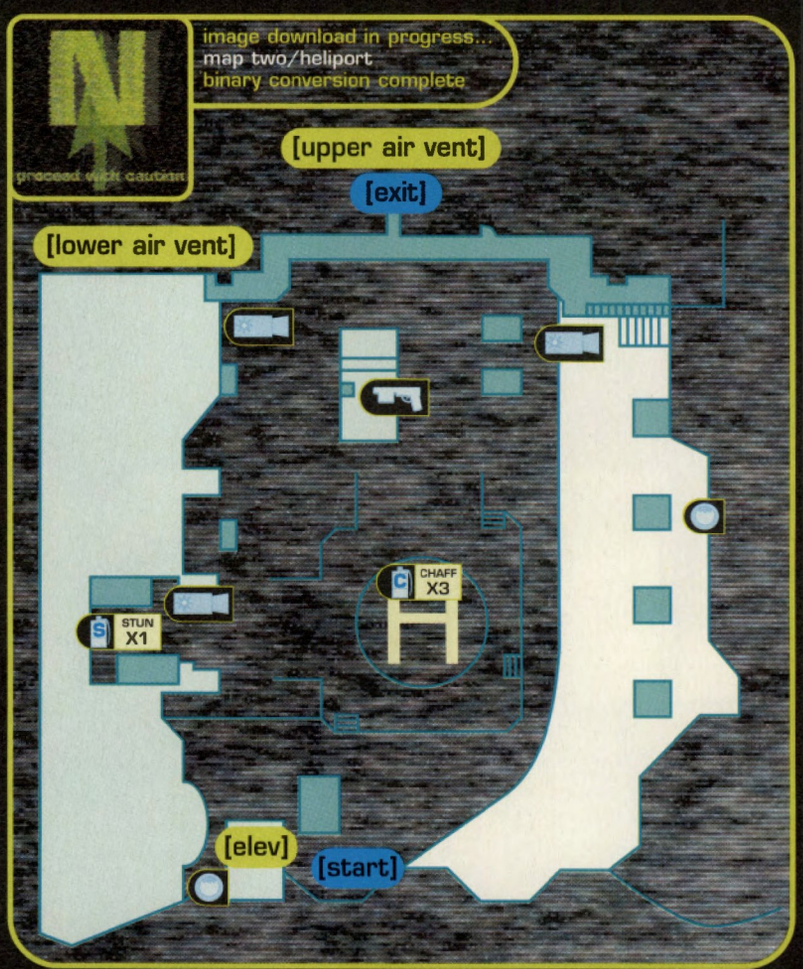
DOCK

Snake starts in the southeast corner of the docks. In the water just below, you'll find the first of three *Rations*. Collect the *Ration*. Walk up between the pipe and water tank. Crouch down and crawl underneath the pipe. To begin with, there are two guards patrolling this area – a third will arrive in the elevator shortly. Walk up against the wall in front. Wait for the guard pacing between the wall and left set of crates to get close enough. Then, as he turns, creep up behind him and get a stranglehold. Now snap his neck before he tries to wriggle free. If you've done it correctly, he won't be able to alert the other guard, especially once you've broken his neck; also, you will be presented with a *Ration*.

The other guard is usually patrolling the far east block of crates, so make your way over, being careful not to step in any puddles – as this alerts the guard, resulting in a quick response from him. Now you must wait until the third guard arrives in the elevator. This is usually shortly after the 'Assistant Director' credit flashes up on the screen. Take out the remaining guard in the same way as the previous two. If you encounter any problems – such as the guard(s) being alerted to your presence – you can dive into the water via the break in the barriers next to the water's edge.

With all three guards eliminated, make your way into the elevator at the north of the docks. This will take you up to the next section.

HELIPORT



If you're in need of a *Ration* refresh, you'll find one on the left-hand side of the elevator. Just to the north of your starting point you'll find the helicopter landing zone – ignore it for the time being and continue east towards the section of snow. There is a *Ration* next to the third crate up on the right if you need it – but be warned: the guards will be alerted by your footprints.

Instead, run over to the steps on the east side of the helicopter landing zone. Wait for the lights to leave a path and sprint across to the other side, collecting the *Chaff Grenade x3* in the process. Continue running west into a small room. Snake will discover a surveillance camera for the first time at this point. To prevent our hero from being spotted, crouch down and crawl by the crates towards the top-left corner of the room. When the camera turns to focus on the door, run over and grab the *Stun Grenades x3*, then quickly run back. Crouch down and crawl once again to exit the room.

North of the landing zone you'll find a truck. Avoiding the guards, jump into the truck and collect the *Socom* pistol at the back. Your next task is to enter the complex via one of the two air vents: that are located in the northwest corner and on the north higher platform of the Heliport. The safest one to enter is on the higher platform.

Make your way up the steps in the northeast section of the Heliport – avoiding the cameras and guards in the process – and proceed west until you find the air vent. Before you enter, Colonel Campbell will call you via the Codec. Once you've spoken to him, crouch down and crawl into the air vent.

As you proceed through the vent, you'll come to a grate. The game will then switch to a short FMV clip with two guards talking about the DARPA Chief and some unknown intruder. Follow the tight passageway until you reach a hole in the vent. There is also a *Ration* just past it. Drop down.

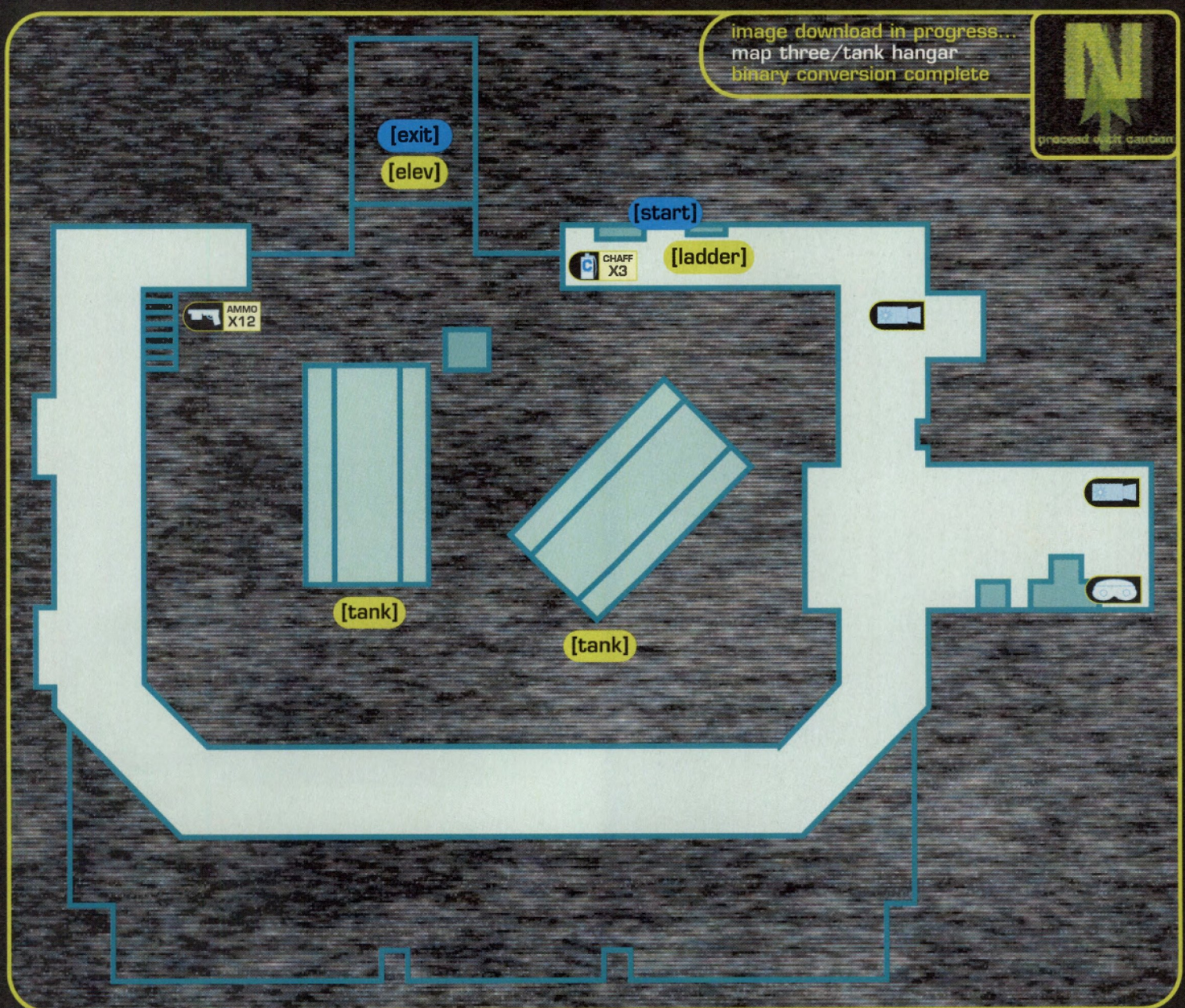
TANK HANGAR

Snake exits the vent and climbs down to the bottom of the ladder. Walk over to the left end of the platform and collect the *Chaff Grenade x3*. Note: if you haven't used any from the previous section, it will display a 'Full' message.

Follow the metallic path east, then south along the platform – sneaking past the surveillance camera in the process – until you reach the large room on the right. Be careful as you enter this room, as there is another security camera positioned against the far wall. In here you will find the *Thermal Goggles*. Take them.

Continue along the platform until you are on the west side of the Hangar. Follow it north until you reach another camera and some steps leading downwards. Take your time getting past the camera, as you don't need any unwanted guests. When you reach the bottom of the steps, run around behind them (northwest corner) and collect the *Socom/Bullet x12*.

Your next task is to reach the elevator without being spotted. This is located in the north section of the Hangar. If you need to avoid any guards, crouch down and hide under the tanks themselves. When the coast is clear, walk up to the elevator and press the call button (right-hand side). When the lift arrives, walk up to the control panel on the left. Move the D-pad down to 'B1' and press the button.





GUIDE

CELL

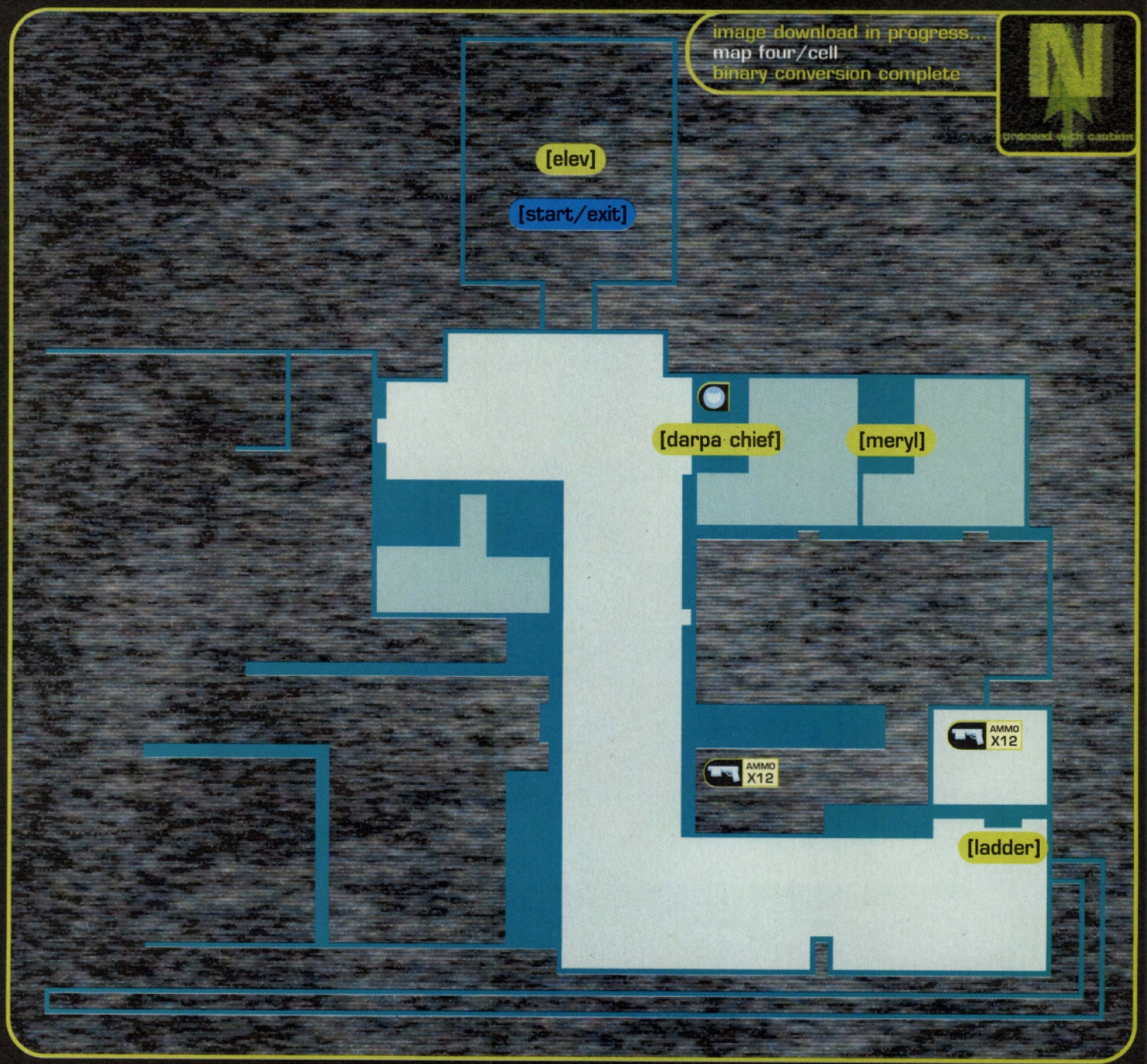
As soon as you step out of the elevator, Mei Ling calls you on the Codec and informs you about the DARPA Chief. When Snake's finished flirting with Mei Ling, follow the corridor south, then east until you reach the ladder. Climb up.

You're now inside another air vent. This time, your destination is the prison cells. Proceed forwards. You will come to a side vent leading left. Down here you'll find a box of *Socom/Bullet x12* and a guard sitting in a toilet cubicle below. After collecting the ammo, head back out into the main vent (turn left) and continue forwards.

You will come across the first of two grates. If you look into the first grate you'll find Meryl exercising away. Continue onto the second grate and look down. This is the DARPA Chief's cell and, after a lengthy FMV sequence, you will hear a commotion outside your cell.

After the FMV display, three guards will enter the area through a security door. Use your quick wits and Socom to kill these guys and the others that follow. After the fourth group, three grenades will be tossed into the area. Make sure you're in the top-right corner of the room to avoid being hit. Take out the final group and you'll be treated to another FMV sequence.

Equip yourself with the *Level 1 Keycard* and head back into the cell area. In the two rooms to the south (office and toilet), you'll find two boxes of *Socom/Bullet x12*. Grab the ammo, then head back to the elevator and down to Level B2.



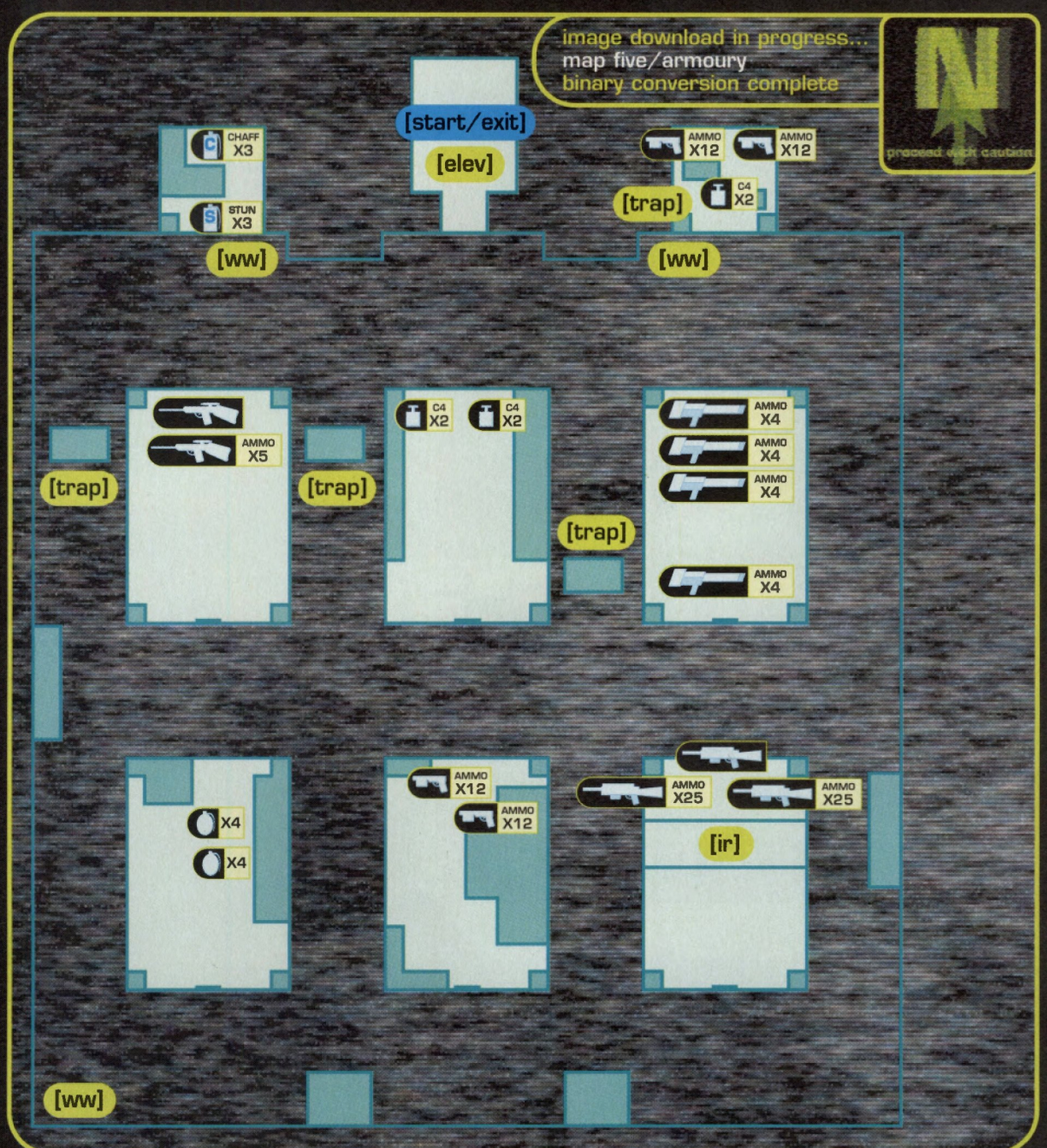
ARMOURY

As well as six storage rooms within this area, there are three floor traps which lead to certain death – namely yours! You can either use the Thermal Goggles in order to see the trap doors for yourself or check the corresponding map for their locations; but as long as you run over them, you won't fall in.

Still equipped with the Level 1 Keycard, enter the top-middle room and collect the two boxes of *C4 x2*. Exit the room and enter the one directly below it (bottom middle) to find a box of *Socom/Bullet x12*. You'll find two boxes containing *Grenade x4* in the bottom-left room.

Exit the room and make your way back to the elevator. There is a weak section of the wall on both sides of the elevator , which leads to some damn handy pick-ups. Using the C4, place it against the weak section, stand back, then blow a hole in the wall. You will find a *Stun Grenade x3* and a *Chaff Grenade x3* in the west section; the east section contains two *Socom/Bullet x12* and a *C4 x2* (which replaces the two you've just used).

Now that you know a weak wall when you see one, you'll find the exit out of this area in the southwest corner. Blow the wall, then head through the gap. There are two more weak spots to take care of: one on the right wall towards the bottom; the second on the far wall towards the right. The final explosion will take you through to President Baker, and the first boss... Revolver Ocelot.



BOSS

REVOLVER OCELOT

The first and therefore the easiest boss you'll face with your trusty Socom at your side, Revolver will try to keep his distance at all times and will only stop to reload his gun. The key to defeating him is by continually doubling back. Never chase him, as you'll be running around and around like something from a Benny Hill episode.

For example, if Ocelot is running clockwise towards the top of the room, you should run anticlockwise towards the top of the room. When he doubles back, you do the same. After two or three retreats, he should stop to reload his gun. This is when you have your chance to fire off a couple of shots. Keep repeating this tactic until his energy is drained and the FMV kicks in.

Tip: Always avoid the wires surrounding President Baker – otherwise, boom!

Tip: Crawl under the wires to get the third *Socom/Bullet x12* box.

Armoury Continued...

After a movie-length FMV sequence, head back to the main Armoury room. With the *Level 2 Keycard* that President Baker gave you, you can now open the door to the bottom-right room. Equip your Thermal Goggles once inside and you'll see the two infrared security beams. Crawl under the beams and grab the *FA-MAS* and two *FA-MAS/Bullet x25*. Avoiding the guards and traps, make your way back to the elevator and go up to the first floor – Tank Hangar.



GUIDE

TANK HANGAR

Upon this second visit to the hangar, you'll notice that the tank on the right has left the building (hummm?). Exit the elevator and head over to the northeast room. Be careful as you enter this room as there's a sleeping guard at the end of it. Creep up just behind him, then quickly put him in a shoulder hold before snapping his neck. You will also find a *Suppressor* for the Socom – which means that guards will no longer hear your gun when its fired.

Now make your way across the hangar to the stairs on the west side. Sneak past the camera and follow the metallic platform round to the room in the northeast corner (directly above the room with the Suppressor). In here you will find the *Mine Detector* and a *Ration* – should you need it.

Exit the room and follow the platform back round to the west side. Enter the room just up on the left. Collect the *Chaff Grenade x3* and *Cardboard Box/A*. Activate your Codec (press Select) and tune it to the frequency 140.15 (Meryl's). After a whole lot of sweet talking, Meryl will help you open the large gate on the right side of the elevator.

Don't get impatient, as you will have to wait for her to contact you before heading down the stairs and into the cargo bay.

As soon as you get the message, avoid the guards as you run across the hangar into the cargo bay. There are infrared lights placed throughout this bay, so you will need to use the Thermal Goggles once again. Walk up to the first light. Wait for it to reach its peak before running under it. Do the same for each infrared beam. When you reach the far cargo bay door, equip your Level 2 Keycard to open it up. Walk through.

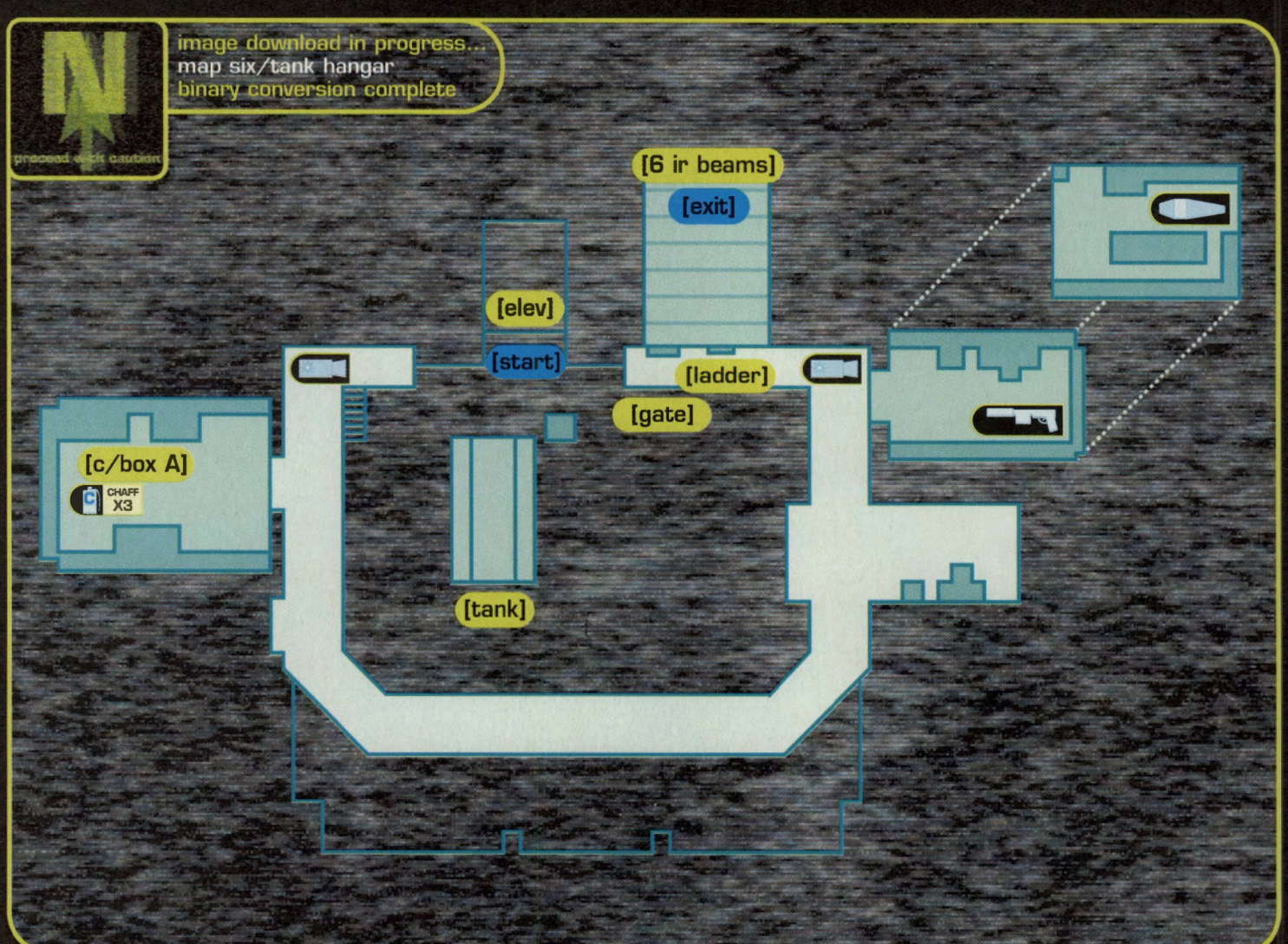
BOSS

VULCAN RAVEN

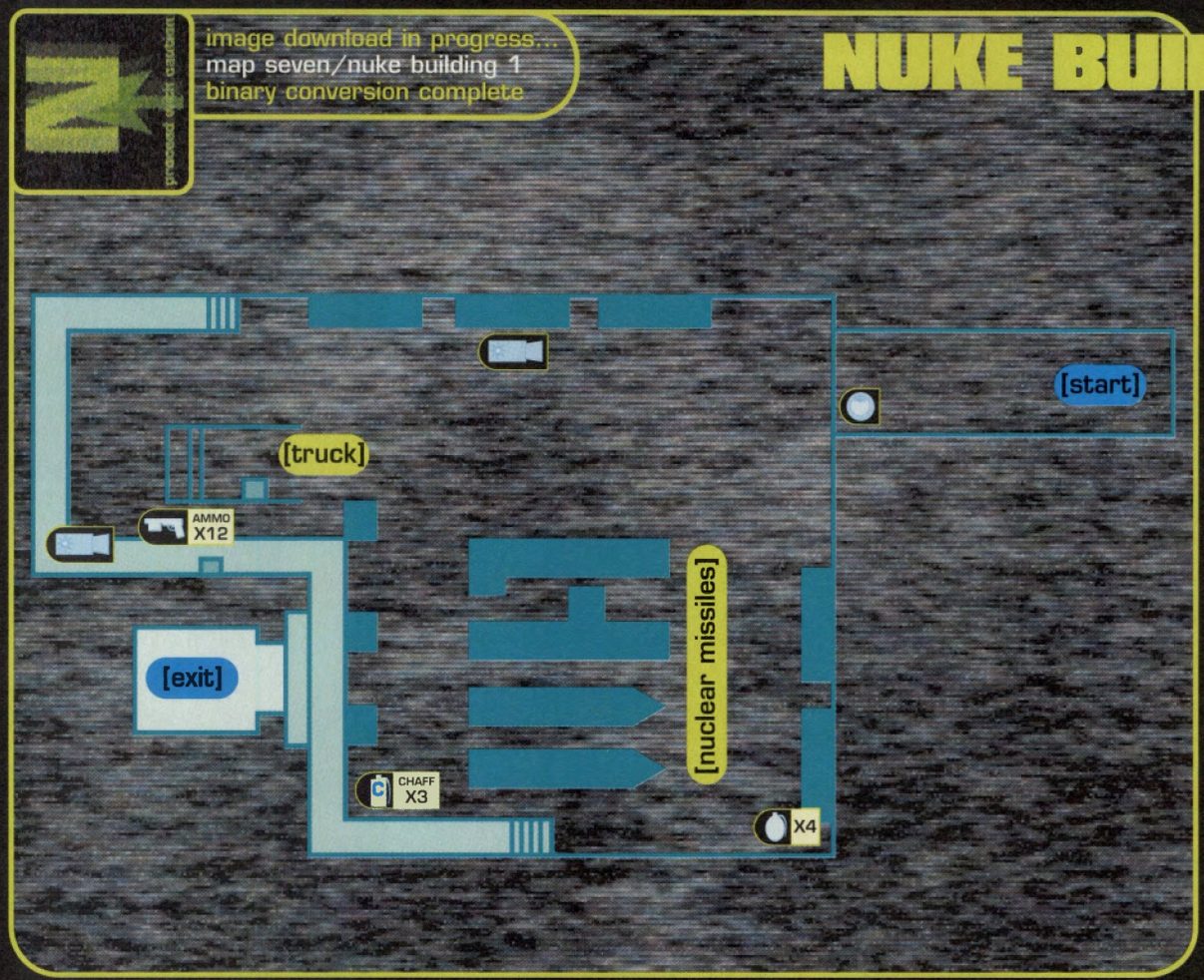
This next section is snow joke. First, you must switch back to your Thermal Goggles – this way you will see the *Claymores* under the snow. Now crouch down and crawl up to each of the four Claymores in front of you. You'll find a fifth just off to your left (west), as well as a *Ration*.

As you proceed north you'll find the missing tank from the Hangar. This is driven by Vulcan Raven, the second boss. The best tactic is to use Chaff Grenades to blind the tank's radar, then throw Grenades up on/into the tank. A direct hit will take out the first guard in one fell swoop. Otherwise two near misses will do the trick. Repeat again for the second guard who replaces the dead first one.

Once both guards are killed – with Raven still hiding inside – another FMV sequence will be triggered.



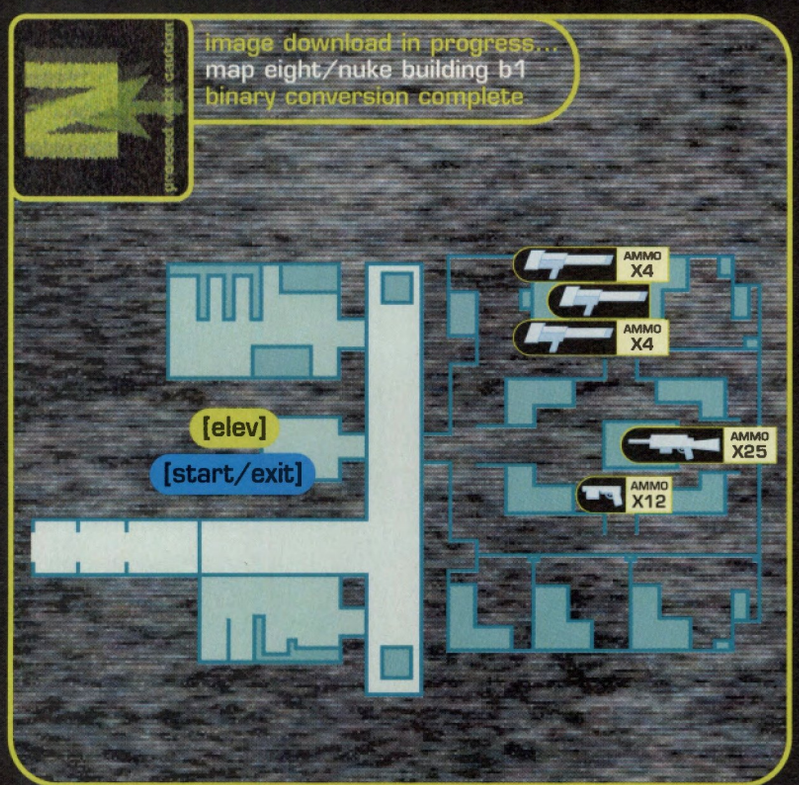
METAL GEAR SOLID GUIDE



NUKE BUILDING 1

First things first: run up the narrow platform to your left and collect the *Ration* – after your fight with Raven, you're probably going to need it. Head back down the platform, then make your way to the large door that is slightly ajar. Crouch down and crawl under. Whilst you're lying down, it would now be a good time to use your scope to check the layout and enemy movements.

If you need a few pick-me-ups, you'll find a box of *Socom/Bullet x12* near the northwest corner, *Chaff Grenade x3* in the west corner and *Grenade x4* in the southwest corner. Now head up the steps to the west and make your way to the elevator. You may need to double back and wait for the guard to turn around. Once he clears off, proceed into the elevator and down to Level B1.



NUKE BUILDING B1

As you exit the elevator, the main door is directly opposite you. But before you proceed through, enter the room to the west (toilets). Creep up behind the guard and snap his neck like a twig – he won't be bothering anyone again!

Exit the toilets and enter the large room opposite the elevator. There is one more guard in here. Take him out with your silenced Socom, then collect the *Socom/Bullet x12* and *FA-MAS/Bullet x25* (under the middle table) in the lower section of the room. In the northeast corner of the room you'll find *Stun Grenade x3*, but more importantly, the *Nikita Launcher* is in the room below it (east), as well as two *Nikita Missile x4*.

Once you've collected all these, head back to the elevator and down to Level B2.



TO BE CONTINUED...

Our massive *Metal Gear Solid* guide is continued in the next issue of PowerStation, with maps and tips to take you halfway through this huge game. PowerStation #33 is on sale from all good newsagents from 11 March.



GUIDE

1 OR 2 PLAYERS | MEMORY CARD (1)

Publisher: THQ
Price: £39.99
Format: UK

guide **index** 6pages

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basic moves.....02
key 02
regular wrestlers I ..03
regular wrestlers II..04
hidden wrestlers I ...05
hidden wrestlers II...06

WC TH

Wrestling fans can get to **grips** with WCW and nWo opponents in THQ's latest **grappling extravaganza.** The **PowerStation Pummeller** reveals all the **special moves, secret wrestlers,** and **cheats.**

PLAY COMMENT

"The best so far!"
PLAY 44



Play issue **45** is out now and available from most good newsagents

THE UK'S BEST UNOFFICIAL PLAYSTATION MAG!

WCW/NWO THUNDER

CHEATS

Unlock All Wrestlers
On any of the menu screens, press R1 x4, L1 x4, R2 x4, L2 x4, Select to hear a sound. You can now select from all 64 standard wrestlers, plus 64 extra ones including girls, programmers, and various animals!
Alternatively to individually unlock each wrestler's hidden counterpart, highlight him on the character select screen and press R1, L2, R2, L1, R1, L2, R2, Select. (To unlock each wrestler's counterpart without cheating, you have to win any championship with him.)

Alter Might
On any of the menu screens, press L2 x4, R2 x4, L1 x4, R1 x4, Select to hear a noise. You can now alter the power of each wrestler's body parts by press L1, L2, R1, or R2. Note that red means weak, while green equals strong.

Unlock All Rings
On any of the menu screens, press L1, L2, R1, R2, L1, L2, R1, R2, Select to hear a noise. You can now select from lots of extra rings on the Options screen. Alternatively, on the Options menu, press R1, R2, R1, R2, Select to advance to the next ring. Or L1, L2, L1, L2, Select to scroll backwards through them.

Big Head Mode
On any of the menu screens, press R1 x7, R2, Select to hear a noise.

Big Wrestlers Mode
On any of the menu screens, press R2 x7, R1, Select to hear a noise.



BASIC MOVES

OPPONENT STANDING

Punch	■
Chop	▲
Kick	×
Drop Kick	↓, ×
Hip Toss	←, ■
Snapmare	↑, ■
Arm Lock	↓, ▲
Standard Suplex	▲, ■
Back Breaker	↓, ■, ▲
Body Slam	↑, ▲, ▲
Overhead Slam	↑, ▲, ● (Giant Wrestlers only)
Frankensteiner	←, ■, × (Standard Wrestlers only)
Head Scissors	↑, ■, ▲ (Standard Wrestlers only)
Leave/Enter Ring	Towards ropes + ●
Climb/Leave Turnbuckle	In corner, D-pad towards turnbuckle + ●
Throw To Ropes/Turnbuckle	←, ●
Throw Out Of Ring	←, ×, ●
Test Of Strength	↑, ● (then rapidly hammer all buttons)
Call For Help	Select
Block	L1
Dodge	R1
Taunt	L2 (restores energy)
Tag	R2
Engage Grapple	→, ●

OPPONENT IN GRAPPLE

Power Bomb	■, ×
Pile Driver	▲, ●
Vertical Suplex	←, ▲

GRAPPLE COUNTER

Reversal Flip	↓, ↓... (press ↓ repeatedly before opponent can perform move)

OPPONENT ON CANVAS

Elbow Drop	■
Leg Drop	▲
Knee Drop	×
Stomp	↓, ×
Pin	●
Lift	↑, ●
Drag	←, ● (away from ropes, to pin)

VS CHARGING OPPONENT

Clothesline	■
Spinning Kick	▲

FROM TOP OF TURNBUCKLE

Leg Drop	▲
Knee Drop	×
Elbow Drop	■
Drop Kick	↓, ×

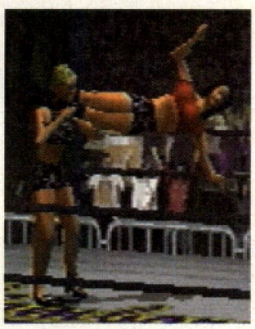
OPPONENT AGAINST TURNBUCKLE

Elbow	■
Chop	▲
Knee	×
Splash	↓, ×
Head Punches	→, ■, ■ (repeatedly press ■ to keep punching)
Foot Choke	→, ▲, ▲ (Giant Wrestlers only)

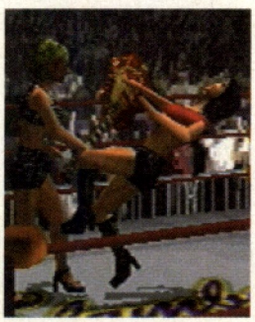
WITH WEAPON

Swing	■
Throw	×
Drop	▲

Choke ■, ■, ■ (close and only some weapons)



▲ The Head Scissors move involves flinging your legs around your opponent's neck to throw them down.



▲ Various weapons can be found outside the ring, including iron bars, chairs, and an electric guitar.

SPECIAL MOVES KEY
(A) = Opponent on floor with energy bar flashing
(B) = Opponent standing with energy bar flashing
(C) = Opponent running towards you
(D) = From top of turnbuckle (corner)
(E) = From centre, opponent against turnbuckle
(F) = Opponent on floor



GUIDE

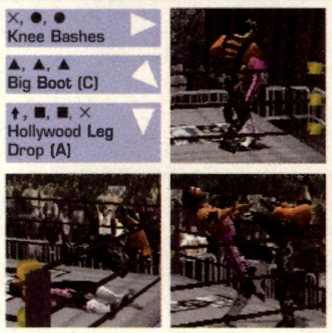
REGULAR WRESTLERS I

HOLLYWOOD HOGAN

×, ●, ● Knee Bashes

▲, ▲, ▲ Big Boot (C)

↑, ■, ■, × Hollywood Leg Drop (A)

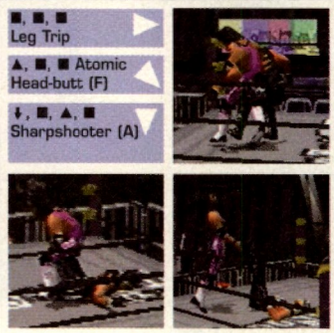


BRET HART

■, ■, ■ Leg Trip

▲, ■, ■ Atomic Head-butt (F)

↓, ■, ▲, ■ Sharpshooter (A)

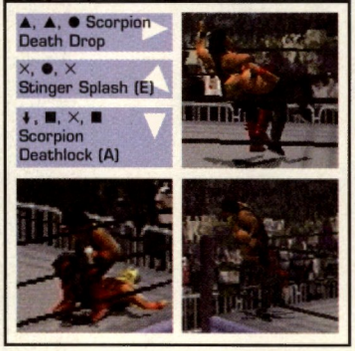


STING

▲, ▲, ● Scorpion Death Drop

×, ●, × Stinger Splash (E)

↓, ■, ×, ■ Scorpion Deathlock (A)

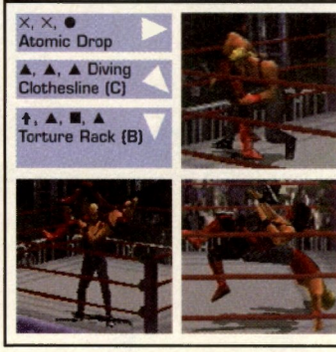


LEX LUGER

×, ×, ● Atomic Drop

▲, ▲, ▲ Diving Clothesline (C)

↑, ▲, ■, ▲ Torture Rack (B)

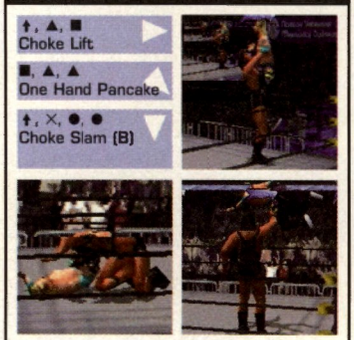


GIANT

↑, ▲, ■ Choke Lift

■, ▲, ▲ One Hand Pancake

↑, ×, ●, ● Choke Slam (B)

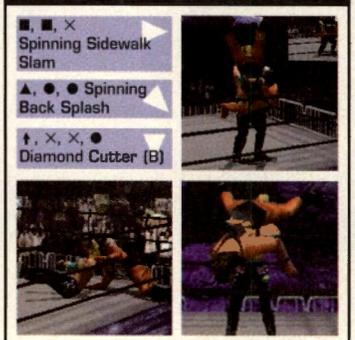


DIAMOND DALLAS PAGE

■, ■, × Spinning Sidewalk Slam

▲, ●, ● Spinning Back Splash

↑, ×, ×, ● Diamond Cutter (B)

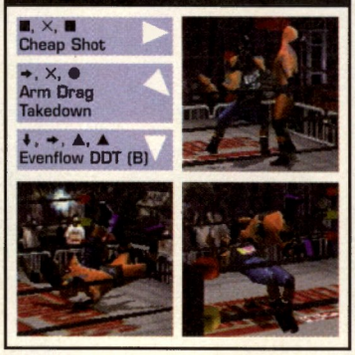


RAVEN

■, ×, ■ Cheap Shot

→, ×, ● Arm Drag Takedown

↓, →, ▲, ▲ Evenflow DDT (B)

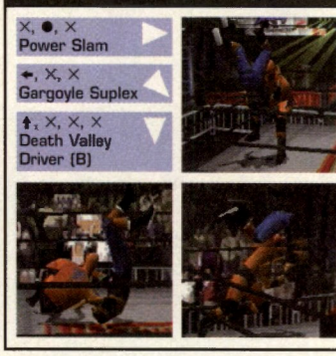


SATURN

×, ●, × Power Slam

←, ×, × Gargoyle Suplex

↑, ×, ×, × Death Valley Driver (B)

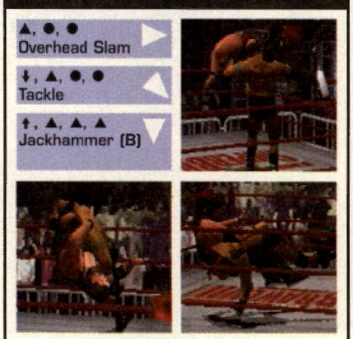


GOLDBERG

▲, ●, ● Overhead Slam

↓, ▲, ●, ● Tackle

↑, ▲, ▲, ▲ Jackhammer (B)

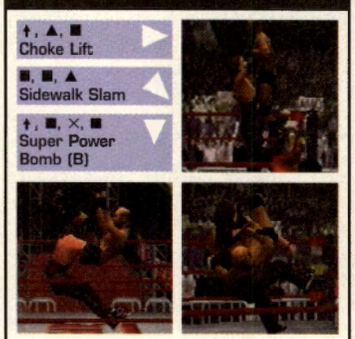


KEVIN NASH

↑, ▲, ■ Choke Lift

■, ■, ▲ Sidewalk Slam

↑, ■, ×, ■ Super Power Bomb (B)

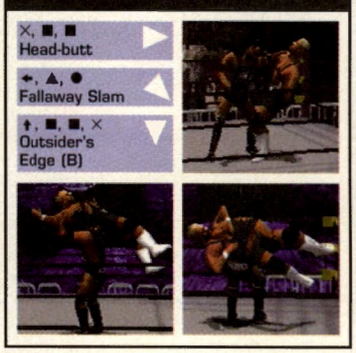


SCOTT HALL

×, ■, ■ Head-butt

←, ▲, ● Fallaway Slam

↑, ■, ■, × Outsider's Edge (B)

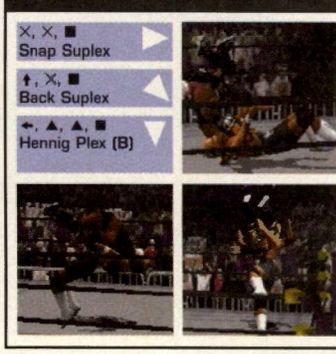


CURT HENNIG

×, ×, ■ Snap Suplex

↑, ×, ■ Back Suplex

←, ▲, ▲, ■ Hennig Plex (B)

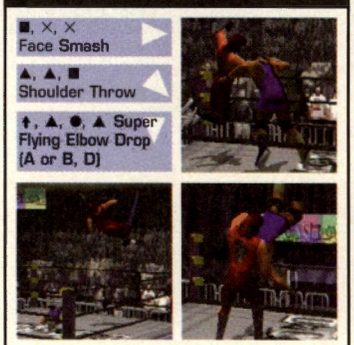


MACHO MAN RANDY SAVAGE

■, ×, × Face Smash

▲, ▲, ■ Shoulder Throw

↑, ▲, ●, ▲ Super Flying Elbow Drop (A or B, D)

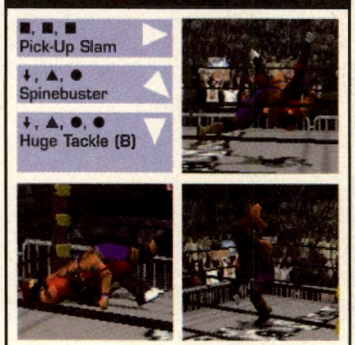


RICK STEINER

■, ■, ■ Pick-Up Slam

↓, ▲, ● Spinebuster

↓, ▲, ●, ● Huge Tackle (B)



SCOTT STEINER

×, ×, × Inverted Slam

▲, ▲, ▲ Pound To The Ground

↓, ■, ■, ▲ Steiner Recliner (A)

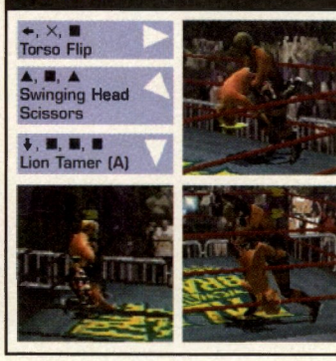


JERICHO

←, ×, ■ Torso Flip

▲, ■, ▲ Swinging Head Scissors

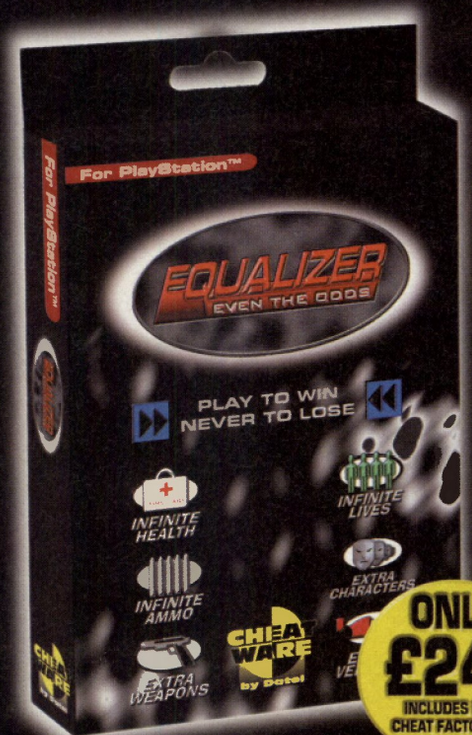
↓, ■, ■, ■ Lion Tamer (A)



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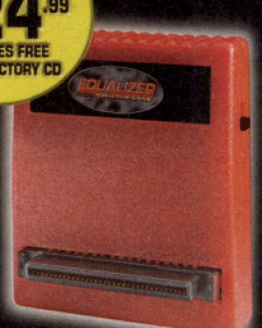
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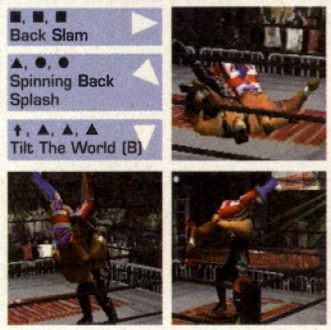
REGULAR WRESTLERS II

BRIAN ADAMS

■, ■, ■ Back Slam

▲, ●, ● Spinning Back Splash

↑, ▲, ▲, ▲ Tilt The World (B)

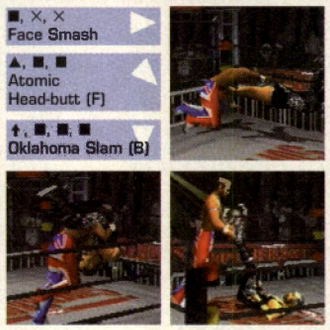


BULLDOG

■, ×, × Face Smash

▲, ■, ■ Atomic Head-butt (F)

↑, ■, ■, ■ Oklahoma Slam (B)

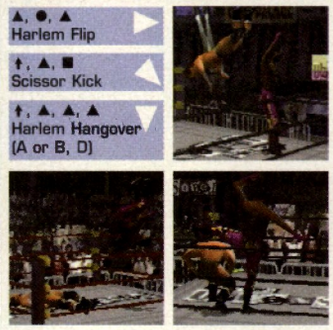


BOOKER T

▲, ●, ▲ Harlem Flip

↑, ▲, ■ Scissor Kick

↑, ▲, ▲, ▲ Harlem Hangover (A or B, D)

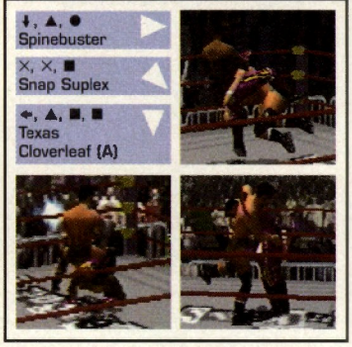


DEAN MALENKO

↓, ▲, ● Spinebuster

×, ×, ■ Snap Suplex

←, ▲, ■, ■ Texas Cloverleaf (A)

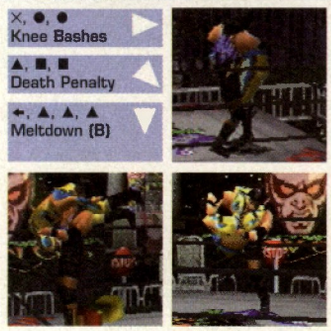


WRATH

×, ●, ● Knee Bashes

▲, ■, ■ Death Penalty

←, ▲, ▲, ▲ Meltdown (B)



ULTIMO DRAGON

←, ×, ■ Torso Flip

▲, ■, ▲ Flying Scissor Throw

↓, ■, ▲, ■ Dragon Sleeper (B)

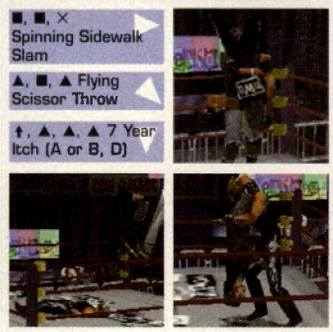


BILLY KIDMAN

■, ■, × Spinning Sidewalk Slam

▲, ■, ▲ Flying Scissor Throw

↑, ▲, ▲, ▲ 7 Year Itch (A or B, D)

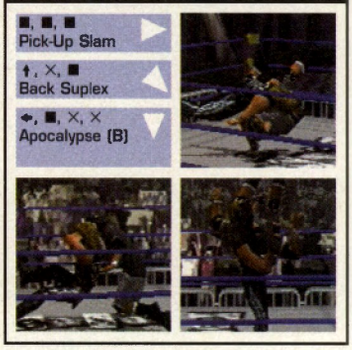


DISCIPLE

■, ■, ■ Pick-Up Slam

↑, ×, ■ Back Suplex

←, ■, ×, × Apocalypse (B)

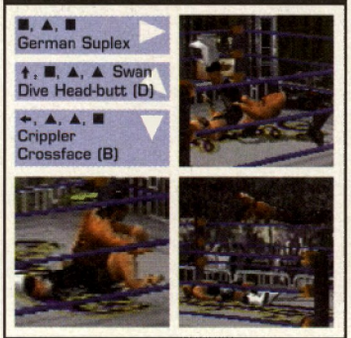


CHRIS BENOIT

■, ▲, ■ German Suplex

↑, ■, ▲, ▲ Swan Dive Head-butt (D)

←, ▲, ▲, ■ Crippler Crossface (B)

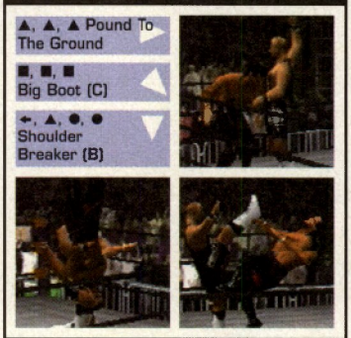


SCOTT NORTON

▲, ▲, ▲ Pound To The Ground

■, ■, ■ Big Boot (C)

←, ▲, ●, ● Shoulder Breaker (B)

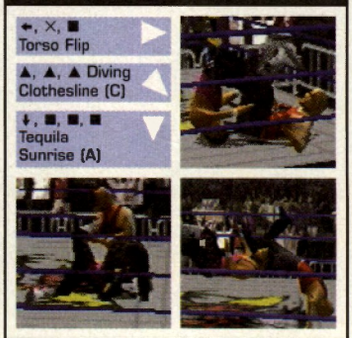


KONNAN

←, ×, ■ Torso Flip

▲, ▲, ▲ Diving Clothesline (C)

↓, ■, ■, ■ Tequila Sunrise (A)



ANVIL

■, ■, ■ Back Slam

←, ×, × Gargoyle Suplex

↓, ▲, ●, ● Huge Tackle (B)

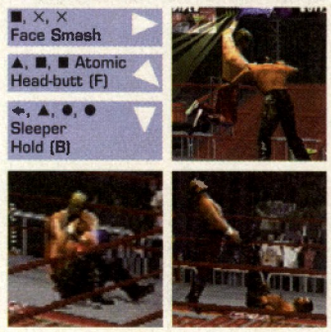


ROWDY RODDY PIPER

■, ×, × Face Smash

▲, ■, ■ Atomic Head-butt (F)

←, ▲, ●, ● Sleeper Hold (B)

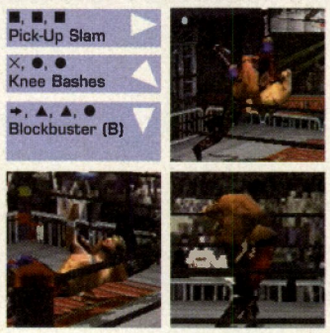


BUFF BAGWELL

■, ■, ■ Pick-Up Slam

×, ●, ● Knee Bashes

→, ▲, ▲, ● Blockbuster (B)

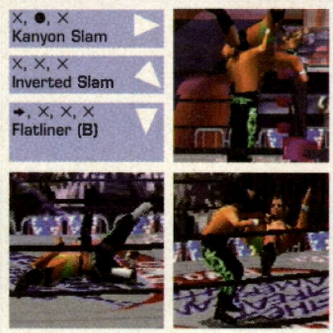


KANYON

×, ●, × Kanyon Slam

×, ×, × Inverted Slam

→, ×, ×, × Flatliner (B)



ALEX WRIGHT

↑, ×, ■ Power Back Suplex

→, ×, ● Arm Drag Takedown

↑, ■, ▲, ■ Super German Suplex (B)



HIDDEN WRESTLERS I

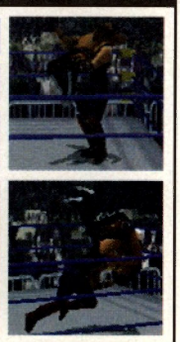
EDDY GUERRERO

←, X, ■ Torso Flip
▲, ■, ▲ Flying Scissor Throw
↑, ▲, ●, ● Frog Splash (A or B, D)



VAN HAMMER

↑, X, ■ Back Suplex
←, X, X Gargoyle Suplex
↑, ▲, ▲, ▲ Tilt The World (B)



STEVE RAY

▲, ▲, ▲ Pound To Ground
▲, ●, ▲ Harlem Flip
←, ▲, ●, ● Shoulder Breaker (B)



SCOTTY RIGGS

X, X, ● Atomic Drop
→, X, ● Arm Drag Takedown
→, ▲, ▲, ● Blockbuster (B)



HORACE

▲, ▲, ▲ Pound To Ground
←, X, X Gargoyle Suplex
←, ▲, ▲, ▲ Meltdown (B)



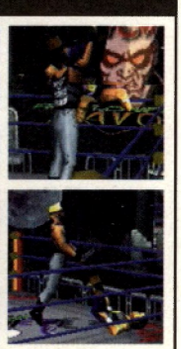
REY MYSTERIO JR

←, X, ■ Torso Flip
▲, ■, ▲ Flying Scissor Throw
←, ▲, ▲, ■ Hennig Plex (B)



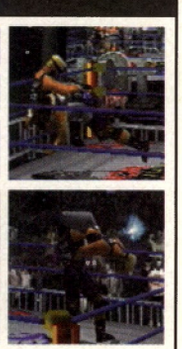
LODI

X, ●, X Power Slam
▲, ■, ■ Atomic Head-butt (F)
↑, X, X, X Death Valley Driver (B)



SICK BOY

↓, ▲, ●, ● Tackle
▲, ●, ● Spinning Back Splash
↑, ■, ■, ■ Oklahoma Slam (B)



DISCO INFERNO

■, ■, ■ Leg Trip
▲, ▲, ■ Shoulder Throw
←, ■, X, X Apocalypse (B)



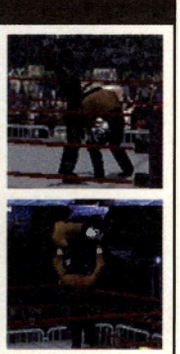
ERNEST MILLER

↑, ▲, ■ Scissor Kick
↑, ■, ▲, ▲ Swan Dive Head-butt (D)
↓, ■, ■, ▲ Steiner Recliner (A)



BARBARIAN

▲, ▲, ▲ Pound To The Ground
▲, ●, ● Overhead Slam
←, ▲, ▲, ▲ Meltdown (B)



MENG

■, ■, ■ Pick-Up Slam
↓, ▲, ●, ● Tackle
←, ▲, ●, ● Shoulder Breaker (B)



FIT FINLEY

■, ■, ■ Leg Trip
▲, ■, ■ Death Penalty
←, ▲, ▲, ■ Crippler Cross Face (B)



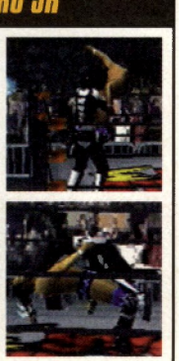
REESE

■, ■, ▲ Sidewalk Slam
↑, ▲, ■ Choke Lift
↑, X, ●, ● Choke Slam (B)



CHAVO GUERRERO JR

←, X, ■ Torso Flip
X, X, ■ Snap Suplex
↓, →, ▲, ▲ Evenflow DDT (B)



LA PARKA

X, ●, ● Knee Bashes
▲, ■, ▲ Flying Scissor Throw
↓, ■, ■, ■ Lion Tamer (A)





GUIDE

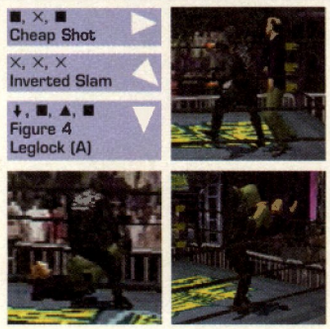
HIDDEN WRESTLERS II

ERIC BISCHOFF

■, ×, ■ Cheap Shot

×, ×, × Inverted Slam

↓, ■, ▲, ■ Figure 4 Leglock (A)

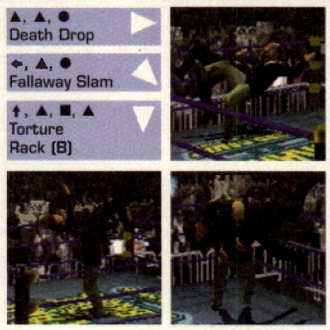


MEAN GENE

▲, ▲, ● Death Drop

←, ▲, ● Fallaway Slam

↑, ▲, ■, ▲ Torture Rack (B)

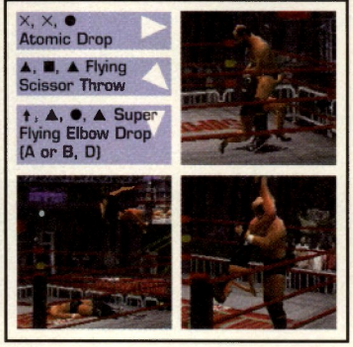


MISS ELIZABETH

×, ×, ● Atomic Drop

▲, ■, ▲ Flying Scissor Throw

↑, ▲, ●, ▲ Super Flying Elbow Drop (A or B, D)

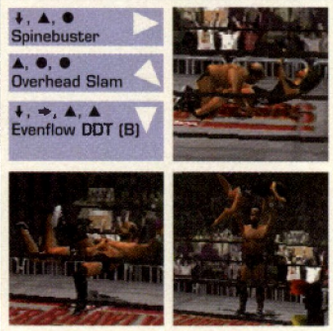


ARN ANDERSON

↓, ▲, ● Spinebuster

▲, ●, ● Overhead Slam

↓, →, ▲, ▲ Evenflow DDT (B)

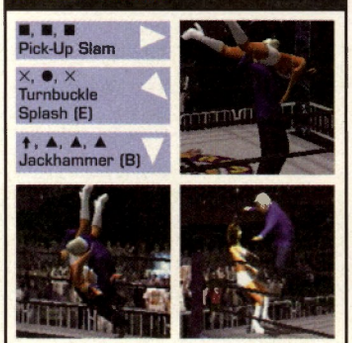


BOBBY HEENAN

■, ■, ■ Pick-Up Slam

×, ●, × Turnbuckle Splash (E)

↑, ▲, ▲, ▲ Jackhammer (B)

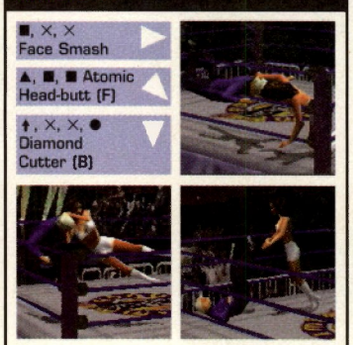


KIMBERLY

■, ×, × Face Smash

▲, ■, ■ Atomic Head-butt (F)

↑, ×, ×, ● Diamond Cutter (B)

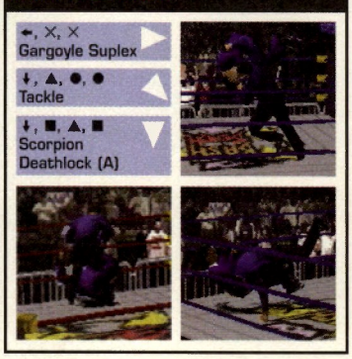


LARRY ZBYSKO

←, ×, × Gargoyle Suplex

↓, ▲, ●, ● Tackle

↓, ■, ▲, ■ Scorpion Deathlock (A)

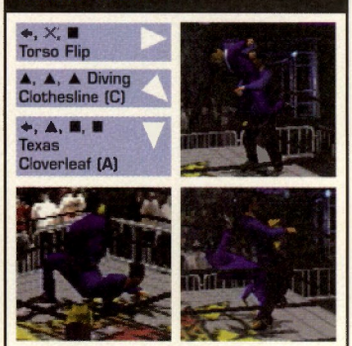


SONNY ONOO

←, ×, ■ Torso Flip

▲, ▲, ▲ Diving Clothesline (C)

←, ▲, ■, ■ Texas Cloverleaf (A)

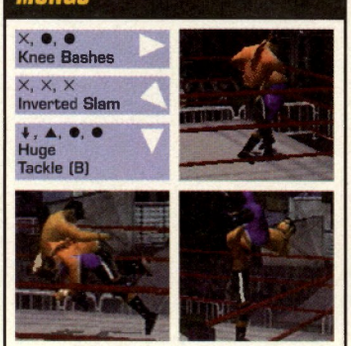


MONGO

×, ●, ● Knee Bashes

×, ×, × Inverted Slam

↓, ▲, ●, ● Huge Tackle (B)

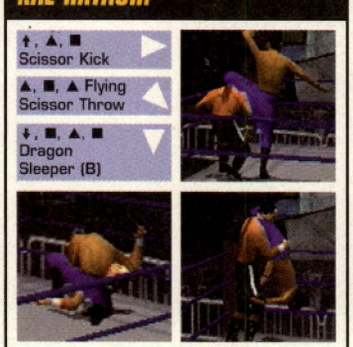


KAZ HAYASHI

↑, ▲, ■ Scissor Kick

▲, ■, ▲ Flying Scissor Throw

↓, ■, ▲, ■ Dragon Sleeper (B)

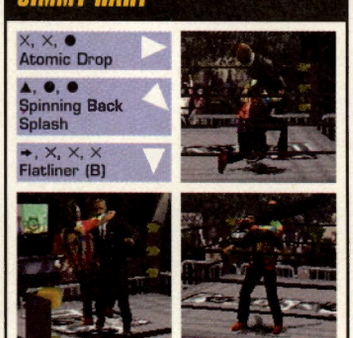


JIMMY HART

×, ×, ● Atomic Drop

▲, ●, ● Spinning Back Splash

→, ×, ×, × Flatliner (B)

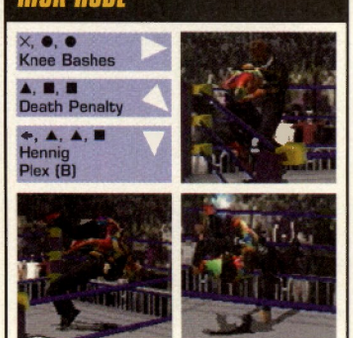


RICK RUDE

×, ●, ● Knee Bashes

▲, ■, ■ Death Penalty

←, ▲, ▲, ■ Hennig Plex (B)



MIKE ENOS

×, ●, × Mean Mike Driver

←, ▲, ● Fallaway Slam

←, ■, ×, × Reverse Neckbreaker (B)

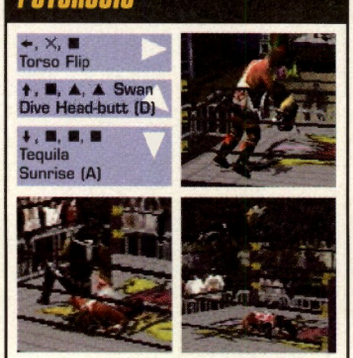


PSYCHOSIS

←, ×, ■ Torso Flip

↑, ■, ▲, ▲ Swan Dive Head-butt (D)

↓, ■, ■, ■ Tequila Sunrise (A)

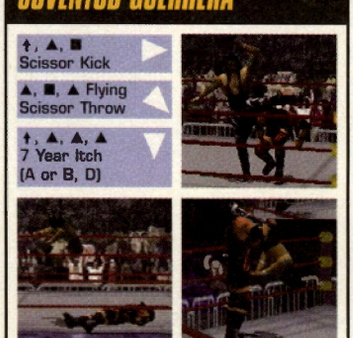


JUVENTUD GUERRERA

↑, ▲, ■ Scissor Kick

▲, ■, ▲ Flying Scissor Throw

↑, ▲, ▲, ▲ 7 Year Itch (A or B, D)

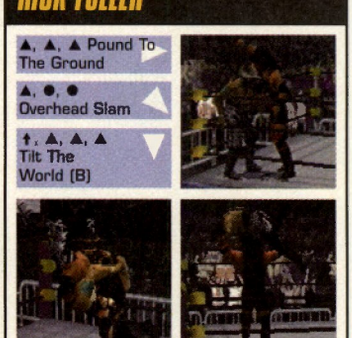


RICK FULLER

▲, ▲, ▲ Pound To The Ground

▲, ●, ● Overhead Slam

↑, ▲, ▲, ▲ Tilt The World (B)



game: WCW/NWO THUNDER guide

06.06 next: WCW/NWO THUNDER guide

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GUIDE

MAX P RACING

In Max Power Racing, you get to **drive everything** from a **Nissan Micra** to a sleek **Marcos Mantis. PowerStation** guides you through the cars and tracks.

Publisher: Infogrames
Price: £44.99
Format: UK

index guide 6page

general tips.....02
car selection.....03
tracks.....05

PLAY COMMENT

"Any boy racer's wet dream"

PLAY# 44



Play issue **45** is out now and available from most good newsagents

THE UK'S BEST UNOFFICIAL PLAYSTATION MAG!

MAX POWER RACING GUIDE

POWER

TIPS

Don't put your foot down before reading this
These turbo tips will help you race to victory

GENERAL RACING TIPS

Cornering
Although *Max Power Racing* is an arcade game, you must still obey the laws of physics. Nailing the throttle and attempting to drive at top speed all the time will only result in disaster, so apply some judgement to each corner and if it's a tight one, slow down!



Power-Sliding
As you enter longer corners, you can slide the car through them by keeping the speed up and applying a sharp lock (if you're in danger of drifting too wide, you may need to release the throttle for a second). This will ensure that you exit the corner in the optimum position to accelerate away. And it looks cool!



Handbrake Turn
This rallying trick is a much quicker way to get around tight hairpin bends. Lock towards the inside of the corner as you hit the handbrake and you should slide the car around. As soon as you're facing the bend exit, you can accelerate away.

Learn The Tracks
Use the Time Trial option to learn the lay out of each track. Anticipating where corners are will allow you to get into a better position to take the racing line. Although each location features just one basic course, on the later levels you may have to race it backwards or take a diversion.

Test The Car
Whenever you upgrade to a new car, take it for a spin first, either on the Test Track or by using the Time Trial option. Every car behaves differently, so it is vital that you learn how the car performs and become comfortable with the performance. Just because you've unlocked a new car, it doesn't mean it will be better than the one you have been driving.

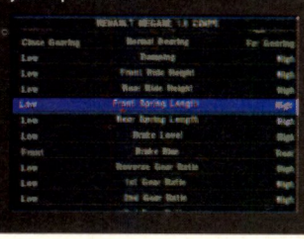
Slipstreaming
It is possible to improve your speed and cut down on your aerodynamic drag by slipstreaming the other cars. Tucking in behind an opponent down the straight may give you the extra boost needed for an overtaking attempt.

Don't Be Afraid To Mix It
The other drivers will not move out of the way to allow you to pass, as they, just like you, are out to win! You may have to resort to bully-boy tactics to get past them. If the situation arises where you can shunt them off the road, take it!

Night Time Racing
If you're unsure of a track's layout, it may be best to follow another car around before overtaking at the last moment to claim victory.

Experiment With The Set-Up
As mentioned above, it is possible to squeeze extra performance from your car by getting the correct set-up for each track. For example, on bumpy courses, set the Spring Lengths high so the suspension will absorb more of the terrain's bumps, so you retain your speed and spend less time flying dangerously through the air. Although it is possible to still win without adjusting the car, a correct set-up can shave seconds off your lap times.







GUIDE

CAR SELECTION



At first, your **choice is limited** to two: see **'Unlocking Cars'** to discover how to **reveal the other cars.** You will quickly find that each car **behaves and handles** in a very different manner. Therefore it's **important to experiment** with different vehicles to find which one is more suited to **your driving style.**

GTI CLASS
NISSAN MICRA

TOP SPEED:	106MPH
ACCELERATION (0-60MPH):	12 SECS
BRAKE HP:	74
DRIVE TYPE:	FRONT WHEEL DRIVE

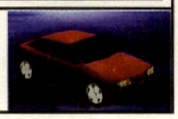
One of the two initial cars, the Micra has terrific handling for easy cornering.



GTI CLASS
MEGANE 1.6 COUPE

TOP SPEED:	116MPH
ACCELERATION (0-60MPH):	11.3 SECS
BRAKE HP:	90
DRIVE TYPE:	FRONT WHEEL DRIVE

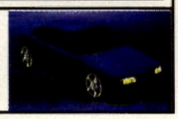
It may not have quite as much poke as the Skoda, but it certainly handles better.



GTI CLASS
RENAULT MEGANE 16V

TOP SPEED:	133MPH
ACCELERATION (0-60MPH):	8.6 SECS
BRAKE HP:	150
DRIVE TYPE:	FRONT WHEEL DRIVE

Plenty of speed here, but careful driving is needed to keep it from flying off the track.



SPORTS CLASS
MITSUBISHI FTO

TOP SPEED:	137MPH
ACCELERATION (0-60MPH):	6.3 SECS
BRAKE HP:	147
DRIVE TYPE:	FRONT WHEEL DRIVE

One of the first two cars, it's not all that fast, but responsive and easy to drive.



GTI CLASS
RENAULT CLIO 1.6 RXE

TOP SPEED:	106MPH
ACCELERATION (0-60MPH):	12.1 SECS
BRAKE HP:	75
DRIVE TYPE:	FRONT WHEEL DRIVE

Not quite as manoeuvrable as the Micra, but it seems to have a bit more power.



GTI CLASS
PEUGEOT 306 XSI

TOP SPEED:	126MPH
ACCELERATION (0-60MPH):	11 SECS
BRAKE HP:	133
DRIVE TYPE:	FRONT WHEEL DRIVE

There's plenty of speed here, provided you can keep it on the track.



GTI CLASS
RENAULT CLIO WILLIAMS

TOP SPEED:	134MPH
ACCELERATION (0-60MPH):	8.6 SECS
BRAKE HP:	157
DRIVE TYPE:	FRONT WHEEL DRIVE

This souped up Clio has superb handling and is even faster than the Megane. Nice one.



SPORTS CLASS
MARCOS GTS

TOP SPEED:	141MPH
ACCELERATION (0-60MPH):	5.8 SECS
BRAKE HP:	190
DRIVE TYPE:	REAR WHEEL DRIVE

A lovely smooth runner, but noticeably harder to handle than the FTO.



GTI CLASS
SKODA OCTAVIA

TOP SPEED:	118MPH
ACCELERATION (0-60MPH):	10.2 SECS
BRAKE HP:	125
DRIVE TYPE:	FRONT WHEEL DRIVE

It may have more power than the original two cars, but it handles like a brick.



GTI CLASS
TOYOTA COROLLA

TOP SPEED:	121MPH
ACCELERATION (0-60MPH):	10.2 SECS
BRAKE HP:	109
DRIVE TYPE:	FRONT WHEEL DRIVE

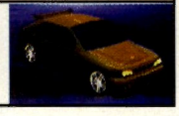
Good acceleration and top speed plus decent handling make the Corolla a nice all-rounder.



GTI CLASS
PEUGEOT 306 GTI-6

TOP SPEED:	137MPH
ACCELERATION (0-60MPH):	8.5 SECS
BRAKE HP:	167
DRIVE TYPE:	FRONT WHEEL DRIVE

It may be slightly faster than the Clio Williams, but it's much harder to drive.



SPORTS CLASS
PEUGEOT 406 COUPE

TOP SPEED:	137MPH
ACCELERATION (0-60MPH):	5.7 SECS
BRAKE HP:	200
DRIVE TYPE:	FRONT WHEEL DRIVE

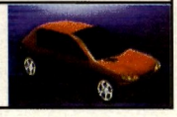
Not the most exciting, but dead easy to drive with such super-responsive steering.



GTI CLASS
PEUGEOT 206

TOP SPEED:	106MPH
ACCELERATION (0-60MPH):	13.2 SECS
BRAKE HP:	75
DRIVE TYPE:	FRONT WHEEL DRIVE

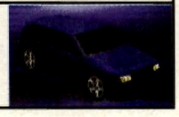
Ordinary top speed and poor acceleration, but at least the handling is great.



GTI CLASS
NISSAN ALMERA

TOP SPEED:	111MPH
ACCELERATION (0-60MPH):	11 SECS
BRAKE HP:	141
DRIVE TYPE:	FRONT WHEEL DRIVE

Not quite as quick, but the superb handling more than makes up for it. A lovely drive.



GTI CLASS
TOYOTA MR2

TOP SPEED:	137MPH
ACCELERATION (0-60MPH):	7.7 SECS
BRAKE HP:	168
DRIVE TYPE:	REAR WHEEL DRIVE

Super-responsive for great power-sliding, and fast once you master the RWD handling.



SPORTS CLASS
LANCER EVO V R

TOP SPEED:	143MPH
ACCELERATION (0-60MPH):	5.5 SECS
BRAKE HP:	280
DRIVE TYPE:	4X4

The Lancer is super-responsive and as easy to handle as the 406, but faster.



MAX POWER RACING GUIDE



▲ Yikes! A bit too much speed round a banked corner and you can lift up onto two wheels. Slow down and steer right to hopefully fall back onto four.



◄ Too many high-speed collisions will make your car fit for the scrapyard.

▼ If you don't adjust your spring lengths carefully, you may end up bouncing and rolling all over the place like this.



SPORTS CLASS
MITSUBISHI 3000 GT

TOP SPEED:	155MPH
ACCELERATION (0-60MPH):	5.3 SECS
BRAKE HP:	282
DRIVE TYPE:	4X4

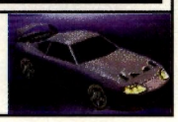
This is noticeably faster than the previous cars, with decent enough handling.



SPORTS CLASS
TOYOTA SUPRA

TOP SPEED:	155MPH
ACCELERATION (0-60MPH):	4.9 SECS
BRAKE HP:	326
DRIVE TYPE:	REAR WHEEL DRIVE

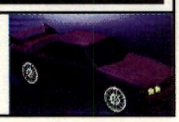
This one's got plenty of poke, but isn't as easy to corner with as some.



SPORTS CLASS
NISSAN SKYLINE GT-X

TOP SPEED:	155MPH
ACCELERATION (0-60MPH):	5.1 SECS
BRAKE HP:	276
DRIVE TYPE:	4X4

As in *Gran Turismo*, it sticks to the road like superglue for dead easy cornering.



SPORTS CLASS
LANCER EVO V

TOP SPEED:	165MPH
ACCELERATION (0-60MPH):	4.8 SECS
BRAKE HP:	280
DRIVE TYPE:	4X4

It has similar sluggish handling to the Supra, but with an improved top speed.



SPORTS CLASS
TOYOTA CELICA

TOP SPEED:	139MPH
ACCELERATION (0-60MPH):	6.5 SECS
BRAKE HP:	173
DRIVE TYPE:	4X4

Don't pay any attention to those dubious stats – this baby goes like thunder!



SPORTS CLASS
MAX POWER PROJECT

TOP SPEED:	168MPH
ACCELERATION (0-60MPH):	3.8 SECS
BRAKE HP:	1000
DRIVE TYPE:	4X4

Easy to drive, you'll have great fun power-drifting in this pink pocket rocket!



SPORTS CLASS
NISSAN 300 ZX

TOP SPEED:	155MPH
ACCELERATION (0-60MPH):	5.0 SECS
BRAKE HP:	275
DRIVE TYPE:	REAR WHEEL DRIVE

Once mastered, the Nissan's ultra-responsive steering makes cornering easy.



SPORTS CLASS
MARCOS MANTIS

TOP SPEED:	170MPH
ACCELERATION (0-60MPH):	4.1 SECS
BRAKE HP:	352
DRIVE TYPE:	REAR WHEEL DRIVE

It's extremely fast on tarmac, but can be hard to handle on twisting dirt tracks.



TIP **You start the game with just a Micra and Clio**
To upgrade to much better cars, you have to win races

UNLOCKING CARS

Arcade Mode

Initially, the Nissan Micra and Renault Clio 1.6 RXE are available. The cars are then revealed in order:

Skoda Octavia
Peugeot 206
Renault Megane 1.6 Coupe
Peugeot 306 XSi
Toyota Corolla
Nissan Almera
Renault Megane 16 Valve
Renault Clio Williams
Peugeot 306 GTi-6
Toyota MR2

In Arcade Mode, the unlocking of cars is based on the number of successive wins. As you progress through the Arcade Mode, you will unlock more cars if you get a run of uninterrupted wins.

Championship Mode

The number of cars unlocked in the Championship mode is based upon how many points you score during the Season and no cars will be unlocked until the entire Season is complete. Also, remember that you cannot change cars mid-Season.

Sport Cars

In Arcade mode, once you win on Rome track 3, you'll move onto the Sports class tracks, where you'll be able to unlock the Sports cars in the same way as the GTi ones.

In Championship mode, once you've completed GTI Amateur and Pro championships, you'll be able to race Sports cars in the High Performance championships, unlocking more at the end of the Season.



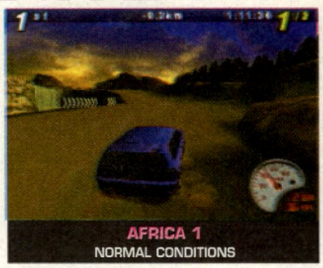


GUIDE

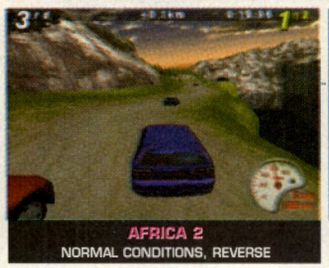
TRACKS

Each course in Max Power Racing requires **different skills** to **conquer.** The following **breakdown** will give you some **extra tips** on how to **succeed** at each location.

GT CLASS — AFRICA



AFRICA 1
NORMAL CONDITIONS



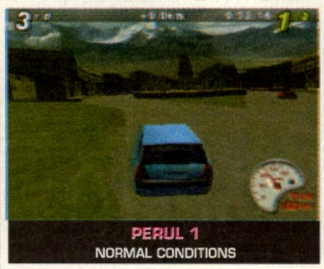
AFRICA 2
NORMAL CONDITIONS, REVERSE



AFRICA 3
NIGHT TIME RACING, DIVERSION

Africa is a wild, wide-open circuit featuring sweeping bends and undulating dirt tracks. It is worth spending the time to set your car Spring Lengths correctly (higher) to ensure that your car spends the maximum amount of time on the road and not in the air. Also, watch for the tight right-hander on Levels 1 & 3 after you exit the cavernous tunnel, or you'll end up in the drink!

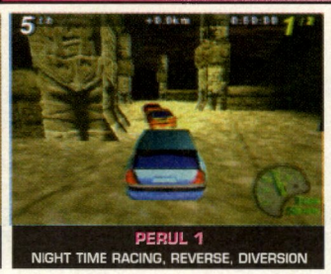
GT CLASS — PERU



PERUL 1
NORMAL CONDITIONS



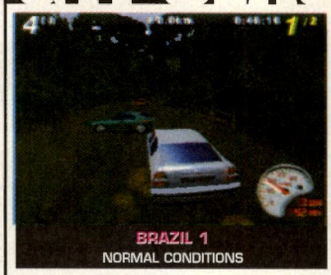
PERUL 1
FOGGY CONDITIONS, REVERSE, DIVERSION



PERUL 1
NIGHT TIME RACING, REVERSE, DIVERSION

Peru is a series of winding curves and sleek straights, where control and skill are most important. Concentrate on getting the racing line into each corner. Watch out for the tight hairpin on Level 1. On Levels 2 and 3, take the beach-side route towards the finish to cut your lap time. However, when rejoining the road, be careful as there is a large ramp that could send you into the trackside walls!

GT CLASS — BRAZIL



BRAZIL 1
NORMAL CONDITIONS



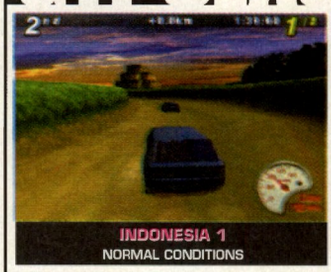
BRAZIL 2
FOGGY CONDITIONS, REVERSE



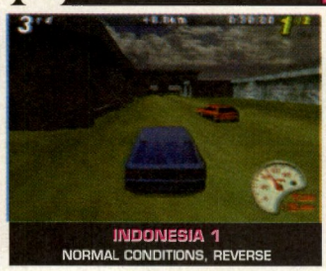
BRAZIL 3
WET CONDITIONS, DIVERSION

Brazil is a combination of open, mountain-side roads and dense jungle tracks. It is advisable to practise this circuit repeatedly as it can often throw unexpected corners and twists at you. The long start/finish straight is a great place to take the car up to top speed and you're better running the car with a very short Gear Ratio to allow you to reach top speed as quickly as possible.

GT CLASS — INDONESIA



INDONESIA 1
NORMAL CONDITIONS



INDONESIA 1
NORMAL CONDITIONS, REVERSE



INDONESIA 1
FOGGY CONDITIONS, DIVERSION

The key to success at Indonesia is braking. Ensure that you slow down into the corners, as impact with the high-sided banks that flank the road will cost you dearly. However, Indonesia will allow the more powerful and faster cars to use their top speeds as it contains a number of long straights ideally suited to that type of car.

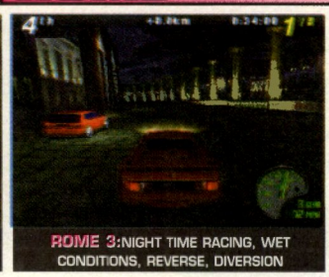
GT CLASS — ROME



ROME 1
NIGHT TIME RACING



ROME 2
NIGHT TIME RACING, DIVERSION

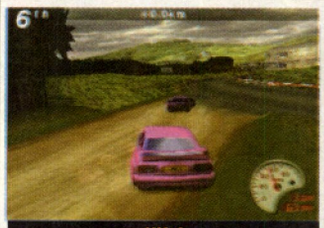


ROME 3:NIGHT TIME RACING, WET CONDITIONS, REVERSE, DIVERSION

The twisting streets of Rome require a great deal of skill to conquer. Like Brazil, it is important to practise these tracks before racing. It is also vital that you learn how to perform a handbrake turn (see 'General Racing Tips'). Although all the Rome levels are set at night, the streets are well lit, so you should have no problems with visibility.

MAX POWER RACING GUIDE

SPORTS CLASS UK



UK 1
NORMAL CONDITIONS



UK 2
FOGGY CONDITIONS



UK 3
NIGHT TIME RACING, DIVERSION

The faster cars can take advantage of the straights and long sweeping bends on the tarmac. However, some could find the dirt track too slippery, so good handling is best. Whatever you drive, make sure you slow down as you approach the dirt track section or you'll go spinning onto the grass. Watch out for the hard right into an extra dirt-track diversion after the long sweeping left on Level 3.

SPORTS CLASS MONACO



MONACO 1
NORMAL CONDITIONS



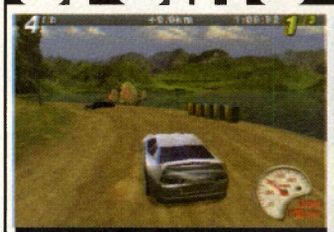
MONACO 2: FOGGY & WET CONDITIONS, REVERSE, DIVERSION



MONACO 3
NIGHT TIME RACING, DIVERSION

Completely unlike its F1 counterpart, this *Ridge Racer*-style track is built for speed with its long straights and sweeping bends, so the top cars ought to take advantage. It's all on tarmac, too, so you shouldn't have any handling problems. There are no really tight turns at all on Level 1, with just a hard right and chicane on Level 2, and a short street-circuit diversion on Level 3.

SPORTS CLASS CHINA



CHINA 1
NORMAL CONDITIONS



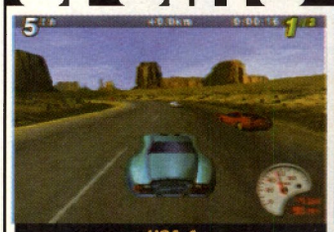
CHINA 2
FOGGY & WET CONDITIONS, REVERSE



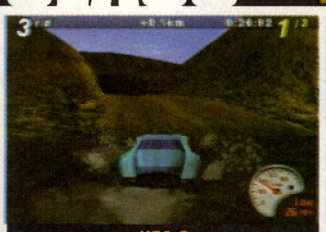
CHINA 3
NIGHT TIME RACING, DIVERSION

A pretty fast circuit with few really tight corners to worry about, but avoid hitting the banked sides. On Level 1, remember to slow down for the hard left turn after the start/finish straight. And on Levels 1 & 3, watch out for the sharp left-hander after driving over the wall (through the two tunnels) or you'll end up in the harbour – there aren't even any barrels to stop you on Level 3.

SPORTS CLASS USA



USA 1
NORMAL CONDITIONS



USA 2
NORMAL CONDITIONS, DIVERSION



USA 3
NIGHT TIME RACING, DIVERSION

A fast circuit with long sweeping bends, this is suited to cars with a high top speed. However, it can still catch you out with the odd tight turn. On Level 1, handbrake-turn for the second hard left and make sure you steer left to line up properly for the river crossing. Levels 2 & 3 take you on a diversion – again, line yourself up for the river crossing and beware drifting over the cliffs by the tunnels.

SPORTS CLASS NORWAY



NORWAY 1
NORMAL CONDITIONS



NORWAY 2
SNOWY CONDITIONS, DIVERSION



NORWAY 3
NIGHT TIME RACING, REVERSE, DIVERSION

It's worth shortening your Gear Ratios for this narrow, tortuous track, which even features a hairpin bend in a tunnel! At the fork by the cabin towards the end of Level 1, it's best to take the easier left route – slightly longer, but at least you avoid those two hard turns. Level 2 is a faster course so be less cautious, but Level 3 features a couple of nasty 90° corners to watch out for.

UNLOCKING TRACKS

Initially in Arcade mode, only Africa 1 and Peru 1 are available. As you complete either track in first position, Track 2 is revealed. As soon as Track 3 has been completed in either location, the courses are revealed in order:

Indonesia/Brazil/Rome

As soon as you come first on Level 3 of any course, the next location is revealed. This means that if you cannot win on one track, you can always return to it later. Win at Rome 3, and you will move onto the Sports Class with new cars and circuits.

Mirror Mode

Once you have beaten all 30 tracks, you will unlock the Mirror Mode, where you will race the tracks in the opposite direction.

CAR SET-UPS

To squeeze the last ounce of performance from your car, it's worth taking the time to set it up correctly for the current track. Although each car has its own performance profile, a number of general rules can be applied to each vehicle:

Gear Ratios

Select a car and take it for a spin around the test track. Note how quickly it reaches top gear as you drive. By selecting Car Set Up and setting the Gearing to Close, then lowering each individual Gear Ratio, you will be able to shorten the time taken by your car reaches top gear. This is advantageous when racing around tight, twisty tracks. However, it reduces maximum speed, so on circuits with long straights, you'd be better off with Far Gearing.

Spring Length

If you are racing on a bumpy, uneven track with a lot of jumps, increase the Spring Lengths and Ride Heights. This will lead to a much more even ride and the car will spend less time in the air after jumps and bumps. However, on tracks that are smooth and even, reduce the Spring Lengths and Ride Heights so that, when cornering, the car will retain a much better racing line.

Steering Aggression

This is entirely personal and you may wish to adjust it depending on how you feel the car performs. If you are using an Analog controller, you may decide that the car's performance will be improved by dampening the steering.



GUIDE

1 OR 2 PLAYERS | MEMORY CARD (1) | DUAL SHOCK COMPATIBLE | POCKETSTATION

STREET FIGHTER ZERO 3

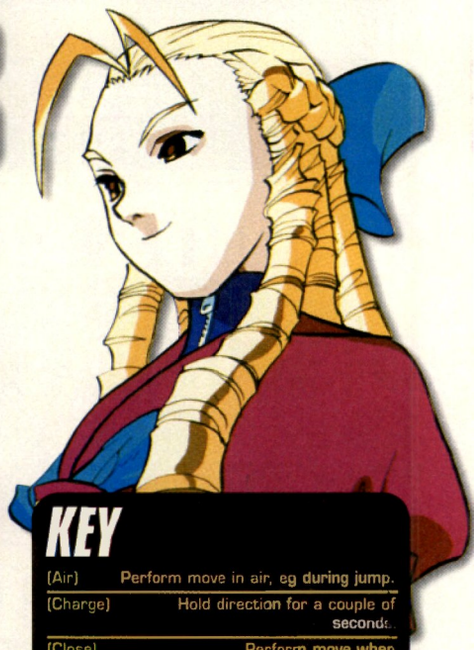
Publisher: Capcom
Price: £59.99
Format: Japan

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walk-thru 10page

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Also known as **Street Fighter Alpha 3** (US and forthcoming UK version), Capcom's latest **beat-'em-up** instalment has **more fighters, moves, and secrets** than ever – all **revealed** in this guide.



KEY

(Air)	Perform move in air, eg during jump.
(Charge)	Hold direction for a couple of seconds.
(Close)	Perform move when right next to opponent.
(Crouch)	Perform move while crouching.

SPECIAL MOVES

Here they are: all the special moves for every fighter, including the two hidden ones.

Notes:
- The Super Combos require at least Level 1 on your power gauge, as indicated in brackets.
- Some moves are only available in X, Z or V-ism fighting mode, as indicated by the letters.
- If you have the US/UK version of the game (*SF Alpha 3*), read A-ism for Z-ism.
- Also, the names of some fighters are different: Japanese Vega = US/UK M Bison; M Bison = US/UK Balrog; Balrog = US/UK Vega.
- 360 and 720 D-pad rotations can start and end on any direction, but must be lightning quick (as must the 'Z' moves – ↙, ↘←↗).

RYU





▲ Dragon Fist Of Destruction

SPECIALS:

XZV	Fireball	↓↘→ + P
ZV	Fake Fireball	↓↘→ + Select
XZV	Heat Fireball	←↙↓↘→ + P
XZV	Dragon Punch	→↓↘ + P
XZV	Whirlwind Kick	↓↙← + K
XV	Double Mid Thrust	→ + HP
XZV	Collarbone Split	→ + MP
ZV	Rising Roundhouse	→ + MK

SUPER COMBOS:

XZ	Vacuum Fireball	↓↘→, ↓↘→ + P (Level 1)
Z	Vacuum Whirlwind Kick	↓↙←, ↓↙← + K (Level 1)
Z	Dragon Fist Of Destruction	↓↘→, ↓↘ + K (Level 3)

ZERO COUNTER:

Z	HP Dragon Punch
V	Crouching HK

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + PP

NOTES:

If you perform the Dragon Fist Of Destruction just outside Ryu's sweep range, he will hit with the tip of his elbow for a four-hit combo, inflicting much more damage.

E HONDA





▲ Honda's mighty Tree Throw will knock the wind out of opponents and crush their acorns!

SPECIALS:

XZV	Hundred Hands	Tap P rapidly
XZV	Super Head-butt	Charge ←, → + P
XZV	Super Weight Drop	Charge ↓, ↑ + K
XZV	Tree Throw	(Close) Rotate 360 + P
X	Flying Sumo Press	(Air) ↓ + MK
XZV	Knee	→ + MK
XZV	Sweep	→ + HK

SUPER COMBOS:

XZ	Unparalleled Demon	Charge ←, →←→ + P (Level 1)
Z	Fuji Wind	Charge ←, →←→ + K (Level 1)
Z	Serpent Smasher	(Close) Rotate 720 + P (Level 3)

ZERO COUNTER:

Z	Standing HP
V	Crouching HK

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + PP

BLANKA





▲ Blanka's electricity only works as a counter

SPECIALS:

XZV	Electric Thunder	Tap P rapidly
XZV	Ground Roll	Charge ←, → + P
XZV	Jump-Back Roll	Charge ←, → + K
XZV	Vertical Roll	Charge ↓, ↑ + K
XZV	Surprise Forward	→ + KKK
XZV	Surprise Back	← + KKK
XZ	Rock Crush	(Close) ←/→ + MP
V	Rock Crush	(Close) ← + MP
XZV	Ground Dive	↘ + HP
XZ	Super Ground Roll	Charge ←, →←→ + P (Level 1)
Z	Tropical Hazard	Charge ↙, ↘←↗ + K, tap P/K (Level 1)

ZERO COUNTER:

Z	HK Vertical Roll
V	Crouching HK

THROWS:

Ground	←/→ + PP
Air	←/→ + PP/KK

NOTES:

You can delay the end of the Super Ground Roll by holding the Punch button. During the Tropical Hazard, tap P or K when Blanka is on the ceiling to cause more fruit to fall. Fallen fruit can be hit to send it flying across the screen.

PLAY COMMENT

"The best Street Fighter game in the world... ever!"

PLAY 45



Play issue 45 is out now and available from most good newsagents

THE UK'S BEST UNOFFICIAL PLAYSTATION MAG!



STREET FIGHTER ZERO 3 GUIDE

CHUN-LI



◀ Chunners can still do her lightning leg kicks.

SPECIALS

ZV	Chi Fist	↙↓↘→ + P
ZV	Spinning Circle Kick	→↘↓↙← + K
XZV	Hundred Rending Legs	Tap K rapidly
ZV	Rising Heaven Leg	Charge ↓, ↑ + K
X	Rising Heaven Leg	(When knocked down) Charge ↓, ↑ + K
X	Dual Power Release	Charge ←, → + P
X	Spinning Bird Kick	Charge ←, → + K
XZV	Backward Rotating Leg	↘ + MK
XZV	Crane Leg Drop	↘ + HK
XZV	Sparrow Talon Leg	(Air) ↓ + MK (Can repeat while airborne)
XZV	Triangle HopJump against a wall, press	→

SUPER COMBOS

Z	Supreme Rising Heaven Leg	Charge ↙, ↘←↙ + K (Level 1)
Z	Chi Palm	↓↘→, ↓↘→ + P (Level 1)
XZ	Thousand Rending Legs	Charge ←, →←→ + K (Level 1)

ZERO COUNTER

Z	HP Dual Power Release
V	Crouching MK

THROWS

Ground	←/→ + PP
Air	←/→ + PP

ZANGIEF



◀ The Lariat moves can be used to avoid projectiles.

SPECIALS:

XZV	Double Lariat	PPP, move ←/→
XZV	Quick Double Lariat	KKK, move ←/→
XZV	Screw Piledriver(Close)	Rotate 360 + P
XZV	Flying Powerbomb	Rotate 360 + K
XZV	Atomic Suplex (Close)	Rotate 360 + K
X	Banishing Flat	→↘↓ + P
ZV	Banishing Flat	→↓↘ + P
XZV	Body Press	↖/↗, ↓ + HP
XZV	Double Knee Drop	↖/↗, ↓ + LK/MK
XZV	Head-butt	(Air) ↑ + MP/HP
XZV	Dynamite Kick	↙ + MK
XZV	Russian Kick	↙ + HK

SUPER COMBOS:

XZ	Final Atomic Buster (Close)	Rotate 720 + P (Level 1)
Z	Aerial Russian Slam	↓↘→, ↓↘ + K (Level 1)

ZERO COUNTER:

Z	Standing MK
V	Standing HP

THROWS:

Ground	←/→ + PP/KK (or ↙/↘ + PP/KK)
Air	←/→ + PP

NOTES:

Either Double Lariat move can be used to avoid projectiles. The Banishing Flat will absorb standard projectiles.

DHALSIM



◀ The action hots up with Dhalsim's Yoga Flame.

SPECIALS:

XZV	Yoga Fire	↓↘→ + P
ZV	Yoga Flame	→↘↓↙← + P
X	Yoga Flame	←↙↓↘→ + P
ZV	Yoga Blast	→↘↓↙← + K
X	Yoga Blast	←↙↓↘→ + K
ZV	Yoga Escape	(When knocked down) ←↙↓ + K
X	Yoga Teleport	→↓↘ (or ←↓↙) + PPP/KKK
ZV	Yoga Teleport	→↓↘ (or ←↓↙) + PPP/KKK
Z	Yoga Shock	← + hold LP
ZV	Yoga Palm	→ + LP
XZV	Drill Head-butt	(Air) ↓ + HP
XZV	Drill Kick	(Air) ↓ + K
ZV	Midair Float	(Air) Select

SUPER COMBOS:

X	Yoga Tempest	←↙↓↘→, ←↙↓↘→ + P (Level 1)
Z	Yoga Inferno	↓↘→, ↓↘ + P (Level 1)
Z	Yoga Strike	↓↘→, ↓↘ + K (Level 1)
Z	Yoga Stream	↓↙←, ↓↙← + P (Level 1)

ZERO COUNTER:

V	Close Standing MP
Z	Far Crouching HK

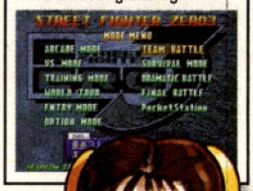
THROWS:

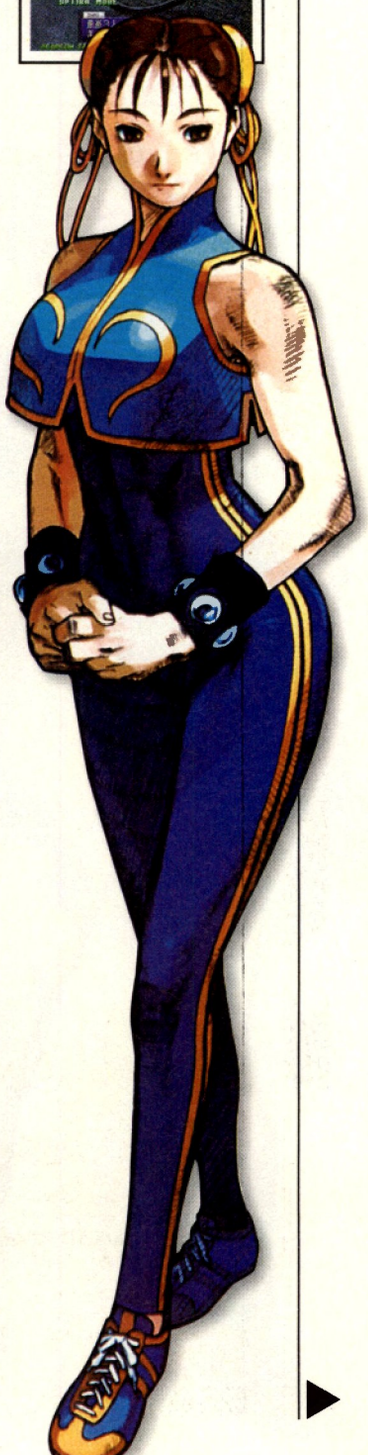
Ground	←/→ + PP/KK
Air	←/→ + PP

GAME SECRETS

Fight As Arcade Balrog

Win World Tour mode normally (not unlocking Evil Ryu etc). Go to the character select screen and hold L2 while selecting Balrog.





KEN



◀ The Lightning Whirlwind Kick can devastate an opponent's energy.

SPECIALS:

XZV	Fireball	↓↘→ + P
XZV	Dragon Punch	→↓↘ + P
XZV	Whirlwind Leg	↓↙← + K
ZV	Forward Roll	↓↙← + P
ZV	Front Fall	↓↘→ + Select
XZV	Lightning Heel Split	→ + MK
XZV	Roundhouse	→ + HK
X	Simultaneous Press Special	(Crouch) LK, ↓ + LK + HP

SUPER COMBOS:

XZ	Super Dragon Punch	↓↘→, ↓↘ + P (Level 1)
Z	God Dragon Fist	↓↘→, ↓↘ + K, tap P/K rapidly (Level 1)
Z	Lightning Whirlwind Kick	↓↙←, ↓↙← + K (Level 3)

ZERO COUNTER:

Z	HP Dragon Punch
V	Standing HK

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + PP

GOUKI

SPECIALS:

XZV	Fireball	↓↘→ + P
XZV	Air Fireball	(Air) ↓↘→ + P
XZV	Heat Fireball	→↘↓↙← + P
XZV	Dragon Punch	→↓↘ + P
XZV	Whirlwind Kick	↓↙← + K
ZV	Forward Roll	↓↙← + P
XZV	Spirit Move	→↓↘ (or ←↓↙) + PPP/KKK
ZV	Hundred Demon Raid	↓↘→↗ + P
ZV	Hundred Demon Great Slash	↓↘→↗ + P
ZV	Hundred Demon Great Raid	↓↘→ ↗ + P, P
ZV	Hundred Demon Great Edge	↓↘→ ↗ + P, K
ZV	Hundred Demon Great Smash	↓↘→↗ + P, press P when close
ZV	Hundred Demon Great Crash	↓↘→↗ + P, press K when close
XZV	Air Blade Leg	↗, ↓ + MK at apex
XZV	Skull Destroyer	→ + MP
XZV	Whirlwind Leg	→ + MK

SUPER COMBOS:

Z	Great Fireball	→↘↓↙←, →↘↓↙← + P (Level 1)
Z	Great Dragon Punch	↓↘→, ↓↘ + P (Level 1)
Z	Great Sky Killer	(Air) ↓↘→, ↓↘ + P (Level 1)
XZ	Imprisoning Death Flash	LP, LP, →, LK, HP (Level 3)

ZERO COUNTER:

Z	HP Dragon Punch
V	Crouching HK

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + KK

NASH



◀ Tap P for more Booms during the Sonic Break.

SPECIALS:

XZV	Sonic Boom	Charge ←, → + P
XZV	Flash Kick	Charge ↓, ↑ + K
ZV	Dash	Tap →→
ZV	Knee Bazooka	(During Dash) K
X	Knee Bazooka	←/→ + LK
XZV	Jump Sobat	←/→ + MK
XZV	Step Kick	←/→ + HK
XZV	Spin Back Knuckle	HP

SUPER COMBOS:

Z	Sonic Break	Charge ←, →←→ + P (Level 1)
Z	Crossfire Blitz	Charge ←, →←→ + K (Level 1)
XZ	Flash Justice	Charge ↙, ↘←↗ + K (Level 1)

ZERO COUNTER:

Z	Spin Back Knuckle
V	Crouching HK

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + PP/KK

NOTES:

You can throw an extra Sonic Boom per level during the Sonic Break (eg tap P twice at Level 2).

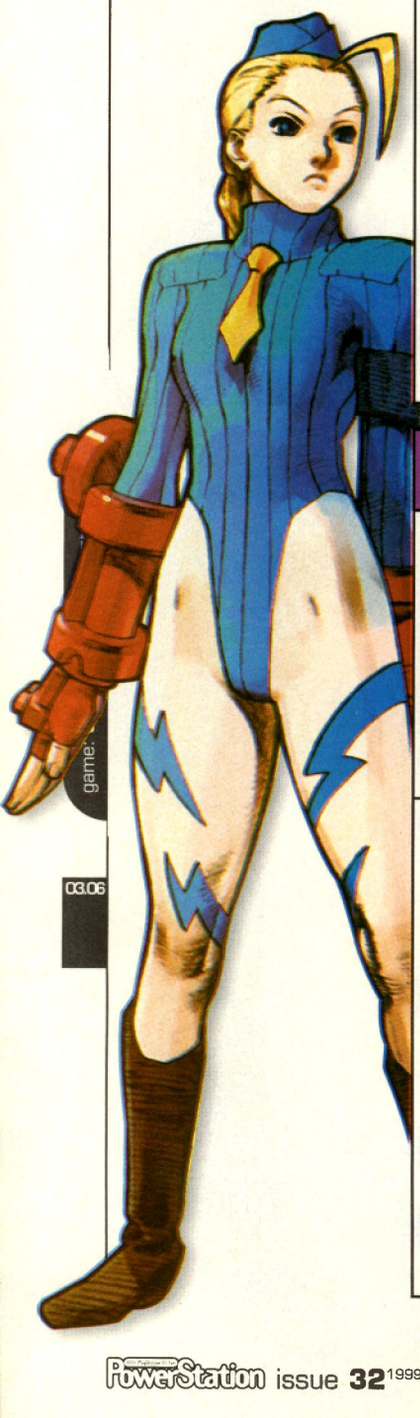


GUIDE

GAME SECRETS

Fight As Evil Ryu & Guile
In World Tour mode, build your character to level 30+ to access three extra stages. Defeat Guile on the first, then Evil Ryu on the next stage. Both will now be available on the character select screen.

Fight As Shin Gouki
After defeating Guile and Evil Ryu in the first two World Tour bonus stages (see above) defeat Shin Gouki in the third. On the character select screen, hold L2 while selecting Gouki.



CAMMY





▲ Cammy lets loose with an Axle Spin Knuckle.

SPECIALS:

XZV	Spiral Arrow	↓↘→ + K
XZV	Cannon Spike	→↓↘ + K
V	Cannon Strike	↗, ↓↙← + K
V	Cannon Revenge	↓↙← + P
XZ	Axle Spin Knuckle	→↘↓↙← + P
XZV	Hooligan Combo	←↙↓↘→↗ + P (Press K to cancel)
XZV	Razor Edge Slicer	(After Hooligan Combo) Do nothing
XZV	Fatal Leg Twister	(After Hooligan Combo) ←/→ + K when close
XZV	Cross Scissor Pressure	Do Fatal LegTwister close to ground

SUPER COMBOS:

XZ	Spin Drive Smasher	↓↘→, ↓↘ + K (Level 1)
Z	Reverse Shaft Breaker	↓↙←, ↓↙ + K, tap P/K rapidly (Level 1)
Z	Killer Bee Assault	Charge ↙, ↘←↗ + K (Level 3)

ZERO COUNTER:

Z	Standing Far HP
V	HK Cannon Spike

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + PP/KK

M BISON (Alpha: Balrog)





▲ Hammering the adversary with a Crazy Buffalo. A knockout.

SPECIALS:

XZV	Dash Straight	Charge ←, → + P
XZV	Dash Upper	Charge ←, → + K
ZV	Dash Ground Straight	Charge ←, ↘ + P
ZV	Dash Ground Upper	Charge ←, ↘ + K
V	Buffalo Head	Charge ↓, ↑ + P
Z	Buffalo Head	(When knocked down) Charge ↓, ↑ + P
XZV	Turn Punch	Hold and release PPP/KKK

SUPER COMBOS:

XZ	Crazy Buffalo	Charge ←, →←→ + P (Level 1)
Z	Gigaton Blow	Charge ←, →←→ + K (Level 3)

ZERO COUNTER:

Z	LP Buffalo Head
V	Crouching HK

THROWS:

Ground	←/→ + PP
Air	←/→ + PP

NOTES:

During the Crazy Buffalo, hold K to perform multiple Dash Uppers, or hold P for Dash Straights.

BALROG (Alpha: Vega)



SPECIALS:

XZV	Rolling Crystal Flash	Charge ←, → + P
V	Scarlet Terror	Charge ↙, → + K
XZV	Sky High Claw	Charge ↓, ↖/↑/↗ + P
XZV	Flying Barcelona Attack	Charge ↓, ↖/↑/↗ + K, ←/→, P when close
XZV	Izuna Drop	Charge ↓, ↖/↑/↗ + K, ←/→, any dir + P when close
XZV	Cling to Wall	Charge ↓, ↖/↑/↗ + KKK on Balrog stage
XZV	Backslash	Press PPP
XZV	Short Backslash	Press KKK
XZV	Forward Kick	→ + HK
XZV	Triangle Hop	Jump against wall, →
XZ	Rolling	Charge ↙, ↘←↗ + K (Level 1)
XZ	Barcelona Attack	(During Rolling) ←/→, press P when close
XZ	Izuna Drop	(During Rolling) ←/→, any dir + P when close

SUPER COMBOS:

XZ	Cling Super Combo	Charge ↙, ↘←↗ + KKK on Balrog stage (Level 1)
Z	Scarlet MirageCharge	←,→←→ +K (Level 1)
Z	Red ImpactCharge	←,→←→ + P (Level 3)

ZERO COUNTER:

Z	Standing Claw Swipe
V	Crouching HK

THROWS:

Ground	←/→ + PP
Air	←/→ + PP/KK

NOTES:

If Balrog blocks too many attacks, he'll lose his claw, or his face mask if he takes too many head shots: walk over them to pick them up again. You must have the claw to perform the Red Impact.

SAGAT





▲ Launch an ever bigger fireball with Sagat's Tiger Cannon Super Combo. Genocide's our favourite.

SPECIALS:

XZV	Tiger Shot	↓↘→ + P
XZV	Ground Tiger Shot	↓↘→ + K
X	Tiger Uppercut	→↓↘ + P
ZV	Tiger Blow	→↓↘ + P
X	Tiger Crush	↓↘→↗ + K
ZV	Tiger Crush	→↓↘ + K
ZV	Fake Kick	Quickly press MK twice

SUPER COMBOS:

Z	Angry Charge	↓↘→ + Select (Level 1)
Z	Tiger Cannon	↓↘→, ↓↘→ + P (Level 1)
Z	Tiger Raid	↓↙←, ↓↙← + K (Level 1)
XZ	Tiger Genocide	↓↘→, ↓↘ + K (Level 1)

ZERO COUNTER:

Z	Standing Heel Kick
V	HP Tiger Blow

THROWS:

Ground	←/→ + PP
Air	←/→ + PP/KK

VEGA (Alpha: M Bison)





▲ Vega (aka M Bison in Alpha) opens up with his infamous Psycho Crusher move.

SPECIALS:

ZV	Psycho Shot	Charge ←, → + P
X	Psycho Crusher	Charge ←, → + P
XZV	Double Knee Press	Charge ←, → + K
XZV	Head Press	Charge ↓, ↑ + K
XZV	Somersault Skull Diver	(After Head Press) ←/→ + P
XZV	Somersault Skull Diver	Charge ↓, ↑ + P, ←/→ + P
ZV	Vega Warp	→↓↘ (or ←↓↙) + PPP/KKK

SUPER COMBOS:

XZ	Psycho Crusher	Charge ←, →←→ + P (Level 1)
Z	Knee Press Nightmare	Charge ←, →←→ + K (Level 1)

ZERO COUNTER:

Z	Vega Warp (Behind opponent)
V	Standing Palm Thrust

THROWS:

Ground	←/→ + PP
Air	←/→ + PP

ADON





▲ The Jaguar Revolver is a spectacular overhead attack. Adon'uff yet or d'you want some more?

SPECIALS:

XZV	Rising Jaguar	→↓↘ + K
ZV	Jaguar Kick	←↓↙ + K
X	Jaguar Kick	(Air) K
XZV	Jaguar Tooth	→↘↓↙← + K
XZV	Jaguar Crunch	→ + MP
V	Jutting Kick	← + HK

SUPER COMBOS:

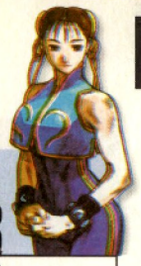
Z	Jaguar Revolver	↓↘→, ↓↘→ + K (Level 1)
XZ	Jaguar Varied Assault	↓↘→, ↓↘ + P (Level 1)
XZ	Jaguar Thousand	(During L3 Jaguar Varied Assault) Tap P
XZ	Jaguar Assassin	(During L3 Jaguar Varied Assault) Tap K

ZERO COUNTER:

Z	HK Rising Jaguar
V	Jaguar Assassin

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + PP/KK



STREET FIGHTER ZERO 3 GUIDE

GEN



SPECIALS:

ZV	Mourning Style:	PPP
XZV	Hundred Rapid Capture	Tap P rapidly
XZV	Reverse Cascade	➡⬇↘ + K
XZ	Cruel Phantom	⬇↘➡, ⬇↘➡ + P (Level 1)
Z	Death Point Curse	⬇↙⬅, ⬇↙⬅ + P (Level 1)
ZV	Detestable Style	KKK
XZV	Serpent Drill	Charge ⬅, ➡ + P
ZV	Wandering Fang	Charge ⬇, ↖/⬆/↗ + K
XZV	Cursed Chew	MP
XZV	Low Hit	HP
ZV	Counter Punch	⬇ + HP
ZV	Shin Kick	⬇ + LK
XZV	Head Smash	Jump over opponent, MK
ZV	Evil Blade	(Air) Quickly press HK twice

SUPER COMBOS:

Z	Lunatic Fang	(Air) ⬇↙⬅, ⬇↙⬅ + K (Level 1)
Z	Snake Bite Opening	⬇↘➡, ⬇↘ + K (Level 1)

ZERO COUNTER:

Z	Mourning Style: HK Reverse Cascade
Z	Detestable Style: Mourning Standing HP
V	Mourning Style: Palm Thrust
V	Detestable Style: Advancing Evil Blade (2nd hit)

THROWS:

Ground	⬅/➡ + PP/KK
Air	⬅/➡ + KK

NOTES:

Gen can switch between his two fighting styles at any time, by pressing PPP/KKK. When you connect with a Death Point Curse, a timer appear over the opponent's head: when it hits zero, he'll fall down. The opponent can stop the timer by hitting you, but you can speed it up by repeating the Death Point Curse.

During the Wandering Fang, press ➡ at wall for long kick; ⬆ at wall to jump to ceiling for head stomp (or ⬅/➡ on ceiling for dive kick). During the Lunatic Fang, press LK for jump kick off left wall, then MK/HK for long kick; MK for head stomp off ceiling, then LK/HK to dive left/right; HK for jump kick off right wall, then MK/LK for long kick.

ROLENTO



SPECIALS:

XZV	Patriot Circle	⬇↘➡ + P (Perform 3 times for combo)
XZV	Stinger	➡⬇↘ + K, P/K
XZV	Mekong Delta Attack	PPP, P when you land
XZV	Mekong Delta Air Raid	⬇↙⬅ + P, P
XZV	Mekong Delta Escape	⬇↙⬅ + K, then any attack
XZV	Trick Landing	KKK just before landing
ZV	High Jump	↙/⬇/↘, ↖/⬆/↗
XZV	Spike Rod	(Air) ⬇ + MK (Can repeat while airborne)
XZV	Fake Rod	➡ + MK
XZV	Take No Prisoner	⬇↘➡, ⬇↘➡ + P (Level 1)
Z	Steel Rain	⬇↘➡, ⬇↘➡ + K (Level 1)
Z	Mine Sweeper	⬇↙⬅, ⬇↙⬅ + P (Level 1)

ZERO COUNTER:

Z	Patriot Circle (Third input)
V	Forward Leap (Does no damage)

THROWS:

Ground	⬅/➡ + PP/KK
Air	⬅/➡ + KK

BIRDIE





◀ Birdie's Bull Revenger will leave the opponent twittering in a daze if you catch him.

SPECIALS:

XZV	Bull Head	Charge ⬅, ➡ + P
XZV	Bull Horn	Hold and release PP/KK
XZV	Body Slam	(Air) ⬇ + HP
XZV	Bull Drop	➡ + HK
X	Bad Hammer	After 2-hit close HP, hold ⬆

SUPER COMBOS:

XZV	Murderer Chain	(Close) Rotate 360 + P (Level 1)
XZV	Bandit Chain	(Close) Rotate 360 + K (Level 1)
XZ	The Birdie	Charge ⬅, ➡⬅➡ + P (Level 1)
Z	Bull Revenger	⬇↘➡, ⬇↘ + P/K (Level 1)

ZERO COUNTER:

Z	LP Bull Head
V	Standing Heel Kick

THROWS:

Ground	⬅/➡ + PP/KK
Air	⬅/➡ + PP

GUY





◀ The Eight Paired Fist is a frenzied attack.

SPECIALS:

XZV	Bushin Izuna Drop	⬇↘➡ + P, P when close
XZV	Izuna Elbow Drop	⬇↘➡ + P, P when far
XZV	Mountain Demolishing Dipper	⬇↙⬅ + P
XZV	Whirlwind Leg	⬇↙⬅ + K
XZV	Dash	⬇↘➡ + K
XZV	Dash Stop	⬇↘➡ + LK, K
XZV	Dash Low Kick	⬇↘➡ + MK, K
XZV	Dash Neck Cutter	⬇↘➡ + HK, K
XZV	Elbow Drop	(Air) ⬇ + MP
XZV	Neck Breaker	➡ + MP
XZV	Spin Kick	↘ + HK
XZV	Imprisoning Chain Fist	(Close) LP, MP, HP, HK
X	Bushin Shoulder Throw	(Close) LP, MP, HP, ⬇ + HK
XZV	Triangle Hop	Jump against wall, press ➡

SUPER COMBOS:

Z	Eight Paired Fist	⬇↘➡, ⬇↘ + P (Level 1)
Z	Strong Lightning Leg	⬇↘➡, ⬇↘ + K (Level 1)
XZ	Unparalleled Rapid Reap	➡↘⬇↙⬅, ➡↘⬇↙⬅ + P (Level 3)

ZERO COUNTER:

Z	Crouching HP
V	Crouching MK

THROWS:

Ground	⬅/➡ + PP/KK
Air	⬅/➡ + PP

CODY





◀ Cody can pick up a knife and either stab with it or throw it.

SPECIALS:

XZV	Bad Stone	⬇↘➡ + P (Hold to delay)
ZV	Fake Throw	⬇↘➡ + Select (Hold to delay)
XZV	Ruffian Kick	⬇↘➡ + K
XZV	Criminal Upper	⬇↙⬅ + P
XZV	Bad Spray	(When knocked down) ⬅↙⬇ + P
XZV	Knife Pick-Up	(Near knife) ⬇ + PP
XZV	Knife Attack	(Armed) P
XZV	Knife Throw	(Armed) ⬇↘➡ + P (Hold to delay)
XZV	Stomach Blow	(Unarmed) ➡ + MP
XZV	Crack Kick	➡ + HK
V	Dodge	(When attacked) Hold ⬅/↙

SUPER COMBOS:

XZ	Final Destruction	⬇↘➡, ⬇↘➡ + P (Level 1)
Z	Dead End Irony	⬇↘➡, ⬇↘➡ + K (Level 1)

ZERO COUNTER:

Z	Shoulder Throw
V	Crouching HK

THROWS:

Ground	⬅/➡ + PP/KK
Air	⬅/➡ + KK

SODOM





◀ ϟ A Gift From Hell? Oh really, you shouldn't have... yowch!"

SPECIALS:

XZV	Hell Scrape	⬇↘➡ + P
XZV	Unlucky Day Buster	(Close) Rotate 360 + P
XZV	Worst Luck Burning	(Close) Rotate 360 + K
XZV	White Blade Catch	➡⬇↘ + K
XZV	Oar Reverse	⬅⬇↙ + K
XZV	Roll Back Up	(When knocked down) ➡↘⬇ + P
XZV	Tengu Walking	(When knocked down) ⬅↙⬇ + K
XZV	Tengu Walking	(While getting up) ⬇↘➡ + K
XZV	Sliding	⬇ + HK

SUPER COMBOS:

XZ	Gift From Hell	⬇↘➡, ⬇↘➡ + P (Level 1)
Z	Pillars Of Heaven Destruction	(Close) Rotate 720 + P (Level 1)

ZERO COUNTER:

Z	MP Hell Scrape
V	Sliding

THROWS:

Ground	⬅/➡ + PP/KK
Air	⬅/➡ + PP

NOTES:

The White Blade Catch and Oar Reverse are counterattacks.

GAME SECRETS

Fight Vs Super Gouki In Final Battle
When in Final Battle mode, select a fighter, then hold L1 + L2 before the versus screen appears. It will then confirm your character as Super Gouki.

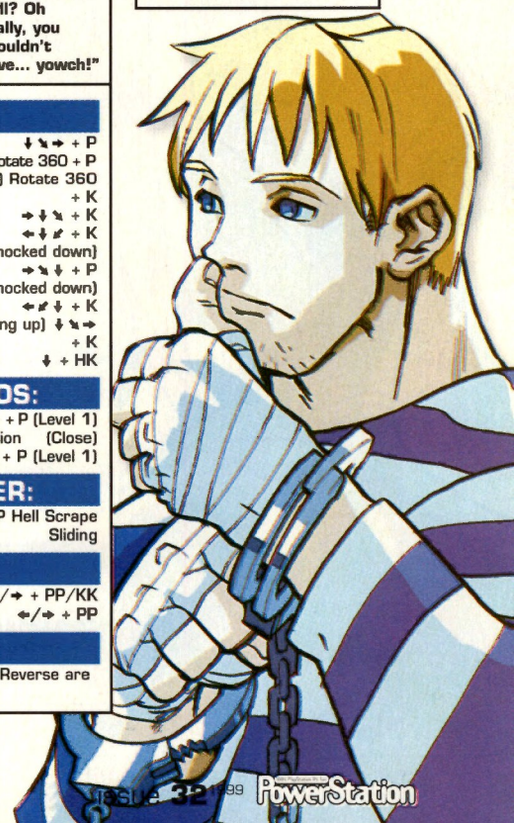
Enable Team Battle & Survival Modes
Complete the World Tour with fair results (Level 10 or so).

Enable Dramatic Battle & Final Battle Modes
Complete Arcade mode on difficulty level 8.

Enable Dual Battle
Complete Dramatic Battle mode twice, first using Ryu & Ken, then using Juli & Juni. You'll then be able to select two different characters in Dramatic Battle mode.

Classical Mode
There are two ways of unlocking this: either accumulate three hours of play, or complete Arcade mode on difficulty level 6. On the character select screen, press Select to switch the fighter to Classical mode. It features original versions of the fighters and plays the same as X-ism, with no Super Combo or Guard Power gauges.







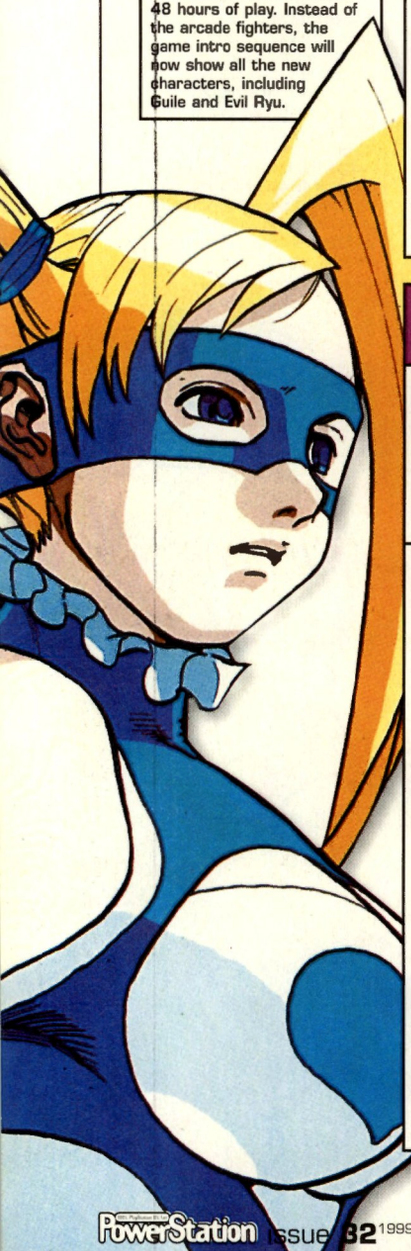
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GAME SECRETS

Saikyou Mode
To unlock this, accumulate four hours of play. On the character select screen, press Select (once or more) to switch the fighter to Saikyou mode. This reduces your Guard Power gauge.

Mazi Mode
There are two ways of unlocking this: either accumulate five hours of play, or complete Arcade mode on difficulty level 7. On the character select screen, press Select (once or more) to switch the fighter to Mazi mode. This is really an expert mode, where you take double damage from attacks and inflict less – plus your opponent only needs to win one round to beat you.

Alternate Intro
To unlock this, accumulate 48 hours of play. Instead of the arcade fighters, the game intro sequence will now show all the new characters, including Guile and Evil Ryu.



ROSE



▲ Soul Illusion multiplies any attack during it.

SPECIALS:

XZV	Soul Spark	←↙↓↘→ + P
XZV	Soul Throw	→↓↘ + P
XZV	Soul Reflect	↓↙← + P
XZV	Soul Spiral	↓↘→ + K
XZV	Sliding	↘ + MK
ZV	Soul-piette	→ + HK

SUPER COMBOS:

Z	Aura Soul Spark	↓↙←, ↓↙← + P (Level 1)
XZ	Aura Soul Throw	↓↘→, ↓↘ + P (Level 1)
Z	Soul Illusion	↓↘→, ↓↘ + K (Level 1) (Multiplies any attack)

ZERO COUNTER:

Z	LP Soul Reflect (Hop to other side)
V	Crouching HK

THROWS:

Ground	←/→ + PP
Air	←/→ + PP

NOTES:

The Soul Reflect depends on what Punch button you use: MP deflects the projectile straight back; HP knocks it upwards; LP absorbs it, slightly increasing your Super Combo power.

DAN



▲ Now that's a Real Fireball for a change.

SPECIALS:

XZV	Fireball Fist	↓↘→ + P
XZV	Dragon Punch	→↓↘ + P
XZV	Sky Cutting Leg	↓↙← + K
ZV	Midair Cutting Leg	(Air) ↓↙← + K
XZV	Forward Roll Taunt	↓↘→ + Select
XZV	Backward Roll Taunt	↓↙← + Select
V	Strongest Style Defence	Block ←/↙, then → + PPP
XZV	Crouch Taunt	(Crouch) Select
XZV	Jump Taunt	(Jump) Select

SUPER COMBOS:

Z	Real Fireball	↓↘→, ↓↘→ + P (Level 1)
XZ	Certain Victory Fist	↓↙←, ↓↙← + K (Level 1)
Z	Super Dragon Punch	↓↘→, ↓↘→ + K (Level 1)
Z	Legendary Taunt	↓↘→, ↓↘→ + Select (Level 1)
Z	Mythical Taunt	↓↙←, ↓↙← + Select (Level 3)

ZERO COUNTER:

Z	Standing Taunt
V	Crouching HK

THROWS:

Ground	←/→ + PP
Air	←/→ + PP

SAKURA

SPECIALS:

XZV	Fireball	↓↘→ + P (Tap P rapidly to charge)
XZV	Cherry Blossom Fist	→↓↘ + P
ZV	Sakura Drop	→↓↘ + K, tap P, P, P
XZV	Spring Breeze Leg	↓↙← + K
XZV	Flower Kick	→ + MK

SUPER COMBOS:

XZ	Cherry Blossom Riot	↓↘→, ↓↘ + K (Level 1)
Z	Super Fireball	↓↘→, ↓↘→ + P (Level 1)
Z	First Storm Of Spring	↓↙←, ↓↙← + K (Level 1)

ZERO COUNTER:

Z	MP Cherry Blossom Fist
V	Crouching HK

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + KK

R MIKA



▲ Paint the whole world with a Rainbow Hip Rush.

SPECIALS:

XZV	Flying Peach	↓↙← + P
XZV	Shooting Peach	↓↙← + K
XZV	Paradise Hold	(Close) Rotate 360 + P
XZV	Daydream Headlock	(Close) Rotate 360 + K, tap P/K rapidly
XZV	Wingless Airplane	(Air) →↘↓↙← + K
XZV	Flying Body Attack	↖/↗, ↓ + HP
XZV	Knee Attack	↖/↗, ↓ + LK
X	Spinning Side Kick	←/→ + MK
ZV	Spinning Side Kick	→ + MK
XZV	Sliding	↓ + HK
Z	Heavenly Dynamite	(Close) Rotate 720 + P, tap P/K rapidly

SUPER COMBOS:

Z	Rainbow Hip Rush	↓↘→, ↓↘ + P (Level 1)
XZ	Sardines Beach Special	↓↘→, ↓↘ + K (Level 1)
XZ	Running	(After Sardines Special) ←/→
XZ	Strike: Afterbrain Drop Kick	(During Running) LP
XZ	Strike: Sliding	(During Running) MP
XZ	Strike: Afterbrain Lariat	(During Running) HP
XZ	Hop Over	(During Running) K (or run into enemy)
XZ	Moonsault Press	(After Strike) P (or do nothing)
XZ	Missile Kick	(After Strike) K
XZ	Paradise Hold	(After Strike) ←/→ + P (or hold ←/→)
XZ	Wingless Airplane	(After Strike) ←/→ + K
XZ	Afterbrain Lariat	(After Hop Over) P
XZ	Afterbrain Drop Kick	(After Hop Over) K
XZ	Rainbow Suplex	(After Hop Over) ←/→ + P
XZ	Daydream Headlock	(After Hop Over) ←/→ + K

ZERO COUNTER:

Z	Crouching HP
V	Crouching MK

THROWS:

Ground	←/→ + PP/KK; ↙/↘ + PP/KK
Air	←/→ + PP

KARIN

SPECIALS:

XZV	Red Lotus Fist	↓↘→ + P, P
XZV	Demolishing Palm	→↓↘ + P
XZV	Infinity Leg	→↓↘ + K
XZV	Violent Elbows	←↓↙ + P, P
XZV	Massacre Destruction	↓↘→↗ + K
XZV	Demoness Return (Upper)	↓↙← + P
XZV	Demoness Return (Lower)	↓↙← + K
XZV	Wild Bear Assault	(Close) Rotate 360 + K
XZV	Elegant Kick	→ + MK
XZV	Two-Leg Sweep	↓ + HK

SUPER COMBOS:

XZ	Creation Of God's Door	↓↘→, ↓↘ + P (Level 1)
Z	Emperor King Fist	↓↘→, ↓↘ + K (Level 1)

ZERO COUNTER:

Z	Standing HP
V	Crouching HK

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + PP/KK

NOTES:

The Red Lotus Fist can be interrupted or followed with another attack, as follows:

Demolishing Palm	→ + P after 1st punch (or P after 2nd)
Infinity Leg	K after 1st/2nd punch
Violent Elbows	↘ + P after 1st/2nd punch
Massacre Destruction	↑ + P after 1st/2nd punch
Demoness Return	← + P/K after 1st/2nd punch
Two-Leg Sweep	↓ + K after 1st/2nd punch

JULI



▲ Juli batters Juri with an Axle Spin Knuckle. They fight together in Dramatic mode.

SPECIALS:

XZV	Sniping Arrow	↓↘→ + K
XZV	Cannon Spike	→↓↘ + K
XZV	Axle Spin Knuckle	→↘↓↙← + P
XZV	Falling Arc	→ + MK

SUPER COMBOS:

XZ	Reverse Shaft Breaker	↓↙←, ↓↙ + K, tap P/K rapidly (Level 1)
Z	Spin Drive Smasher	↓↘→, ↓↘ + K (Level 1)

DRAMATIC MODE:

XZV	Psycho Charge Beta	PPP
Z	Psycho Rolling	↓↘→, ↓↘→ + P (Level 1)
Z	Death Cross Dancing	LP, LP, →, LK, HP (Level 3)

ZERO COUNTER:

Z	HK Sniping Arrow
V	HK Cannon Spike

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + PP/KK



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JUNI



SPECIALS:

XZV	Spiral Arrow	Charge ←, → + K
XZV	Cannon Spike	Charge ↓, ↑ + K
XZV	Mach Slide	↓↘→ + K
XZV	Cannon Strike	↗, ↓↘→ + K
XZV	Psycho Shield	Block ←/↙, then → + PPP
XZV	Hooligan Combo	←↙↓↘→↗ + P (Press K to cancel)
XZV	Razor Edge Slicer	(After Hooligan Combo) Do nothing
XZV	Fatal Leg Twister	(After Hooligan Combo) ←/→ + K when close
XZV	Cross Scissor Pressure	Do Fatal Leg Twister when low to ground
XZV	Earth Direct	(Close) Rotate 360 + P
XZV	Falling Arc	→ + MK

SUPER COMBOS:

XZ	Psycho Streak	Charge ←, →←→ + P (Level 1)
Z	Spin Drive Smasher	Charge ↙, ↘←↗ + K (Level 1)

DRAMATIC MODE:

XZV	Psycho Charge Alpha	KKK
Z	Psycho Rolling	↓↘→, ↓↘→ + P (Level 1)
Z	Death Cross Dancing	LP, LP, →, LK, HP (Level 3)

ZERO COUNTER:

Z	HK Mach Slide
V	HK Cannon Spike

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + PP/KK

FEI-LONG





▲ Fei-Long frazzles his foe with a Rapid Blazing Leg Super Combo.

SPECIALS:

XZV	Dash Fist	↓↘→ + P (Perform 3 times for combo)
XZV	Blazing Leg	←↓↙ + K
XV	Violent Sky Leg	↓↘→↗ + K
XZV	Jump Kick	←/→ + MK
XZV	Long Range Kick	→ + HK
XZ	Rapid Dash Fist	↓↘→, ↓↘ + P

SUPER COMBOS:

Z	Rapid Blazing Leg	↓↙←, ↓↙← + K (Level 1)
Z	Eight Dragon Crush	↓↙←, ↓↙← + P (Level 3)

ZERO COUNTER:

Z	HK Blazing Leg
V	Crouching HK

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + KK

NOTES:

If you perform the Eight Dragon Crush so that just the flame on Fei's hand connects with the opponent, more damage will be inflicted.

DEE JAY





▲ Keep tapping P during Dee Jay's Machine Gun Upper to batter your opponent with a rapid punch combo.

SPECIALS:

XZV	Air Slasher	Charge ←, → + P
XZV	Double Rolling Sobat	Charge ←, → + K
XV	Jackknife Maximum	Charge ↓, ↑ + K
XZV	Machine Gun Upper	Charge ↓, ↑ + P, tap P rapidly
XZV	Knee Shot	↘/↗, ↓ + LK

SUPER COMBOS:

XZ	Sobat Carnival	Charge ←, →←→ + K (Level 1)
Z	Climax Beat	Charge ↙, ↘←↗ + P (Level 1)
Z	Theme Of Sunrise	Charge ↙, ↘←↗ + K (Level 1)

ZERO COUNTER:

Z	HK Jackknife Maximum
V	Crouching MK

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + KK

T HAWK





▲ One of Hawk's staple moves is his easy-to-perform Condor Dive. He can also slam opponents with some powerful throws.

SPECIALS:

XZV	Condor	PPP at apex of jump
ZV	Condor Spire	←↓↙ + P
XZV	Tomahawk Buster	→↓↘ + P
XZV	Maximum Typhoon	(Close) Rotate 360 + P
XZV	Heavy Body Press	↘/↗, ↓ + HP

SUPER COMBOS:

XZ	Raging Typhoon	(Close) Rotate 720 + P (Level 1)
Z	Canyon Splitter	↓↘→, ↓↘→ + P (Level 1)

ZERO COUNTER:

Z	Close Standing HK
V	Crouching HK

THROWS:

Ground	←/→ + PP
Air	←/→ + PP

EVIL RYU





▲ Evil Ryu smashes Guile with a Super Whirlwind Kick.

SPECIALS:

XZV	Fireball	↓↘→ + P
XZV	Heat Fireball	←↙↓↘→ + P
XZV	Dragon Punch	→↓↘ + P
XZV	Whirlwind Kick	↓↙← + K
XZV	Spirit Move	→↓↘ (or ←↓↙) + PPP/KKK
XV	Double Mid Thrust	→ + HP
XZV	Collarbone Split	→ + MP
XZV	Spin Kick	→ + MK

SUPER COMBOS:

Z	Super Fireball	↓↘→, ↓↘→ + P (Level 1)
Z	Super Dragon Punch	↓↘→, ↓↘ + K (Level 1)
Z	Super Whirlwind Kick	↓↙←, ↓↙← + K (Level 1)
XZ	Flash Assault	LP, LP, →, LK, HP (Level 3)

ZERO COUNTER:

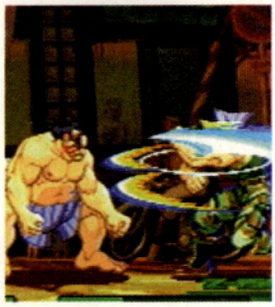
Z	HP Dragon Punch
V	Crouching HK

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + PP

GUILE





▲ Guile returns as a secret character. His Sonic Hurricane unleashes a super-powerful Boom.

SPECIALS:

XZV	Sonic Boom	Charge ←, → + P
XZV	Flash Kick	Charge ↓, ↑ + K
XZ	Knee Bazooka	←/→ + LK
V	Knee Bazooka	←/→ + MK
XZV	Rolling Sobat	←/→ + MK
XZV	Reverse Spin Kick	(Close) ←/→ + HK
XZV	Spinning Back Knuckle	→ + HP

SUPER COMBOS:

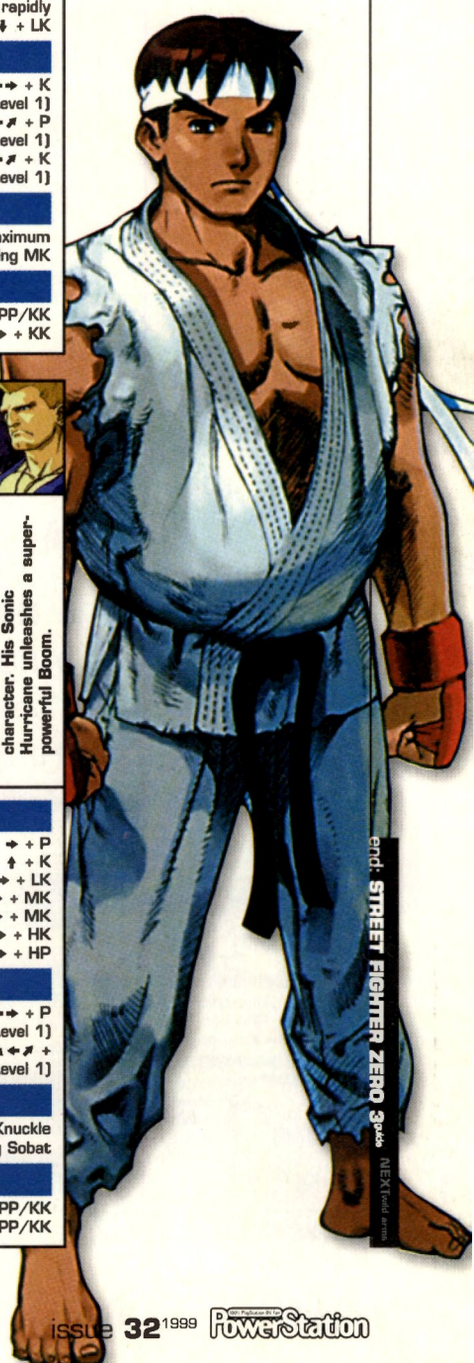
Z	Sonic Hurricane	Charge ←, →←→ + P (Level 1)
XZ	Somersault Strike	Charge ↙, ↘←↗ + K (Level 1)

ZERO COUNTER:

Z	Spinning Back Knuckle
V	Rolling Sobat

THROWS:

Ground	←/→ + PP/KK
Air	←/→ + PP/KK



end: STREET FIGHTER ZERO 3 NEXT



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12.0 THE SLEEPING GIANT

Head east of the inner sea, to the Tripillar. Enter the pillar. Examine the tablet. Walk Jack on to the left teleporter. Climb up the stairs until he reaches a room with a statue. Examine the front of the statue and compete in three battles, against some Critters. Jack will get a hint if he beats them all. Head up the staircase. Use Hanpan to activate any red diamond switches that you encounter. Then on reaching the top floor, walk up to the demon statue until the blue orb glows. Then select Cecilia.

Move Cecilia into the central teleporter and have her climb the stairs. When she reaches the orb room, walk up to the statue until it glows. Finally, select Rudy. Move him through the left teleporter. Send him up the stairs and activate the final blue orb to open the double doors. The party will now be back where they started.

MAGE FOX

Send the party to through the double doors. Examine the chest on the plinth. A mage fox will attack the characters. This fox has powerful magic, such as the Blast and Valkyrie spells which inflict major damage on every member of the party. It also has high resistance to the characters' spells. Use physical attacks and force powers to defeat the fox. You are better off equipping each of your characters with a Goat Doll instead of armour, as the latter is ineffective against magical attacks. As soon as the fox hits the deck, collect the Blue Virtue.

GIANT'S CRADLE

Return to the boat and sail to Ships Graveyard. Head northeast and disembark at the north beach. Continue north and enter the cave marked 'Giant's Cradle'. Place the Red Malice and the Blue Virtue in the holes on the door. Walk through the door when it opens.



▲ **Stick the Red Malice and Blue Virtue into the holes in the door to get it to open up for you.**



you reach another room with a stone block. Walk to the north of the stone block and push it south. Push it up the path on the right. Push the block on top of the purple switch to open the door. Go through the north exit when it opens.

THE GOLEM

Push the block down then left, to avoid the spikes. Shove it on top of the purple switch to remove the barrier in front of the exit. Go through the south door. Follow the passage. Sprint past the spears in the next corridor. In the second spear corridor there is a pit right at the end, be sure to slow down before you hit it. In the next room pick up the crate and walk round the holes in the floor. Chuck it at the crystal, then leave through the north door.

Collect the crate and walk across the holes. Walk past the crystal to the southwest corner. Throw the crate at the crystal to open the door, then go through it. Collect the two Magic Carrots from the next corridor and proceed north. Dodge the spikes and the gaps in the next corridor to get to the north door.

Collect the crate. Walk south and stand just behind the spear trap. Lob the crate onto the crystal, then quickly run through the door at the bottom. Walk over to the Golem and examine it. Leave the Giant's Cradle and sail back to Adlehyde.

Head for the repair shop and speak to Emma. Take her back to the Giant's Cradle and the Earth Golem will be activated.



▲ Get Emma to examine the Golem. It will then be available to transport the party across shallow water.



▲ Meet Jane outside after midnight to get another force skill.

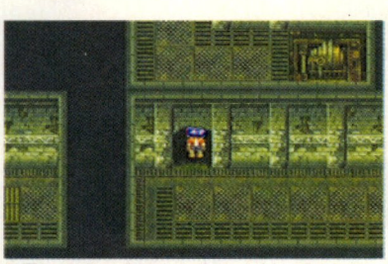
Wind Up Key and directions to the Epitaph Sea. He will tell the party to look for the flying machine.

Speak to Calamity Jane when she enters. Talk to the dude who is standing behind Zanpa and get him to customise Rudy's arm. Leave the house and then walk to the weapon shop. This shop sells magic elemental rings which will enhance the characters' attacks. Exit the town and then walk east across the sea, to reach the tower.

Use the Wind Up Key on the robot guarding the right door. Go through it. Follow the path round until the party reaches a set of conveyor belts: step on them. Walk to the dead end, where the engine is situated. Use Rudy to blast a hole in the wall to the south. Enter through the hole.

13.0 EPITAPH

Use the Golem to cross over to Arctica in the east. Then head south across the shallow water. Enter the town of Court Seim. Take a look around town and collect the three hidden Attribute Apples. Walk to the big house in the northwest corner. Descend to the basement and speak to the old gent. This guy will give the party a

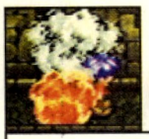


▲ The engine above you is a red herring, so ignore it. Blow out the wall beneath it to continue.

GAME CHEATS

ITEM CHEAT

During a battle, when you only have one of an item, use an item you have at least three of, with the first character to attack. Use the same item with the second character. Use the third character to switch the positions of the item you selected, with the first two characters, and the item you want multiplied. Then use the same item as the first two characters. When the battle is over, you should have 255 of the item you multiplied.



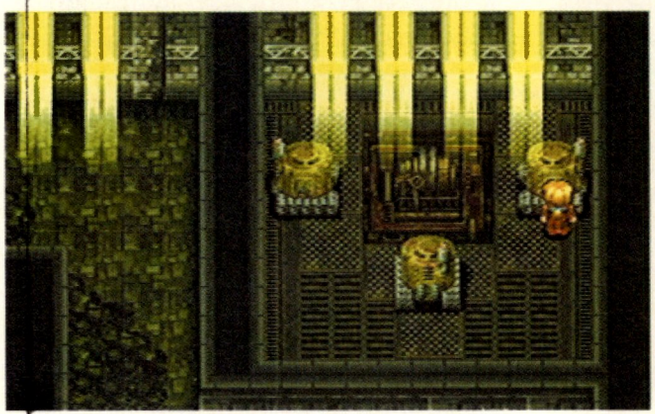
WALK-THRU

THE METAL BIRD

Walk south and open the chest to receive a Potion Berry. Step on the conveyor belt and open the middle chest. Walk onto the final belt and activate the red diamond at the end of it. Make your way to the door in the centre and leave.

When the door shuts, use the Wand on the wolf standing next to the party. Follow the wolf when it starts to move, and it will show you the correct route through the maze. When it stops, use the wand again and go through the door that opens. Walk right, to where you can see a switch. Use Hanpan on the hole above the switch.

▼ **Use the Wind Up Key to activate all the robots. This will then reveal a fast draw hint.**



Once he has opened the door, walk inside and collect the Metal Bird Book from the chest. Return to the corridor and walk left. Get the Mystic Apples from the chests in the south room, then go north. Examine the machine and enter the password 'Metal Bird'. The bookcase to the east will move revealing a pathway down. Enter this pathway.

Walk round the corridor and step on the conveyer belt to the south. Collect the Skates from the room, then use them to go back across the belt. Open the door in the north with a Duplicator. Collect the Crest Graphs from the chests. Walk right and go back through the passage in the bookcase. Using the skates, go across the conveyor belt in the centre room. Get the Full Revive Fruit from the chest and go up the ladder.



On reaching the top, equip Rudy with the Reflex which is hidden in the chest on the right. Go through the north door. Walk right and use the Wind Up Key on the three robots, then leave the room. Jack will get another Fast Draw Hint.

BOOMERANG

Walk up the left path and continue around the tower. Approach the chest at the top. Boomerang and Lucied will appear. The characters must know do battle to get the Rune Drive.

Start by using Cecilia to lower Boomerang's defence power, then let rip with attacks. If Rudy's Rocket Launcher has been upgraded, use it to try and stun the demons. Lucied's Black Fang attack only does around 550 damage to the characters, but when combined with Boomerang's Crescent Fang or Boomerang Dynamic, it can be enough to kill one of the party outright. Use Cecilia to raise the characters' defence and magic resistance as the demons only take partial damage from her spells. After defeating this deadly duo, collect the Rune Drive and go back to Court Siem.

◄ **Boomerang and Lucied make an excellent team. Concentrate all your attacks on Boomerang, as he has less armour.**

14 SPHERE OF LIGHT

Talk to Maxwell in the basement. Then select Rudy and talk to Calamity as well as the others at the party. When you have had enough, go upstairs and talk to the bloke on the left to call it a day. Speak with Calamity when you wake, to get the Protector Force. Evacuate the village after Alhazad appears.

Walk south and head for the Sacred Shrine (it's hidden in the clearing at the centre of the forest). Speak to the man in the corridor. Head for the crossroads and enter the door on the left. Talk to the boy to find out he is afraid of rats. Use Hanpan on him to clear the way to the nun. Speak to the nun in the first room and use a Duplicator to get the stuff in the second. Return to the crossroads and head through the central doorway.

Open the magically sealed door with the Duplicator. Examine the statue and defeat the monsters to obtain another Fast Draw Hint. Continue walking and go through the next door along. Talk to the dog in the room. It will transform into a demon which you must then beat.

AGALESS

Agaless the demon is a tough adversary. Be sure to give each member of the party a Goat Doll as he is quite capable of killing the characters with a single hit. The Valkyrie spell does exponential damage against his demonic hide. The Water Rune, featuring Stoldark, also causes the demon extreme pain. To these attacks add the Rocket Launcher and Meteor Dive and you should be well on your way to beating this mulla.

Once Agaless has been destroyed, continue east and activate the save parrot. Talk to everyone in the room. Leave the save room via the south entrance. Take the west passage and go through the first door there. Speak with the children inside. Exit the room and head east, then south. Talk to the boy and Hanpan will ask some questions (if he doesn't, make sure you have spoken to all the villagers and return here to speak to the boy). The answers are: St Centour, huddling against your body, go through with human, go in with humans, villager became monster. When all of the questions are answered correctly, Alhazad will give the party a message. Collect the Secret Book and walk back to the passage between the room with the dog and the room with the statue. Walk north up the corridor. Speak to the guy guarding the door. He will transform into a group of monsters. Slay them all and continue through the doors.



ALHAZAD

The party will come face to face with that annoying jaffa Alhazad. Use a combination of Hand Cannon shots, Meteor Dives, and Valkyrie spells to bring him low. In response to the characters' attacks, Alhazad will use a laser to knock 500 hp off a single party member. After about 10,000 points of damage have been inflicted on Alhazad he will retreat, allowing the party to recover the second Rune Drive.

Once the Rune Drive has been collected from the chest, the party will return to Court Seim. Walk back to the big house in the northwest and speak to the guys in the basement. They will then upgrade the Earth Golem. Leave town and enter the Golem. Take it north, to Arctica and bust through the Photosphere.

PHOTOSPHERE

Head up the stairs at the side of the main corridor. Use a bomb to neutralise the flashing machines. Walk north, up the central corridor. In the next room walk left. Grab the Potion Berry from the chest in the northwest. Head for the gantry above the first flashing machine and blow it up. Return to the gantry, jump down, and bomb the second machine. Climb down the ladder to the south and leave through the door on the right.

Enter the first door and collect the Potion Berries from the chests. Go back to the corridor and head right. Climb the ladder and proceed to the doorway at the top of the screen. Walk along the ramp and destroy the flashing machine. Retrace your steps, back to the central room and you'll find that the laser grids have been deactivated.

Walk through the north door and collect the Hardy Apple from the chest on the left. Head for the top of the room and walk right. Climb the central walkway, near the locked door. A robed figure will appear. After talking to Jack he'll open the door for the characters. Walk north and get the two Potion Berries before leaving the passage. Head to the top of the next room and the robed figure will appear and open the exit. Ignore the exit for the moment and walk right. Enter the doorway there and use Rudy to collect the Twin Orbs from the arms case. Return to the previous room and go north. Continue up the staircase until the characters reach the resting place of the Teardrop. Collect it, then go back to the first door the robed figure opened.

LOLITHIA'S GOLEM

Enter the corridor on the right: the laser grids there will be down. Walk north. Eventually the party will reach a walkway with a set of searchlights patrolling it. Run past the searchlights to reach the door in the south wall. If you get hit by a light, three jack-o'-lanterns will appear and you'll be returned to the entrance. Go through the door and collect the Gauntlet.

Return to the corridor and dodge the searchlights to get to the right passage. Scale the steps and examine the Golem. It will then attack the party. Don't use any

15.0 GUARDIAN OF THE SEA

Sail the Sweet Candy to Rosetta Town and talk to the mayor. He will tell the party about the guardian of the sea. Return to the boat and sail for the whirlpool, east of Rosetta Town. After being sucked in, the characters will find themselves in a temple beneath the sea. Take the left doorway and continue along until you get another choice of two doors. Go through the door on the left to receive a Magic Carrot and a Lucky Card. Enter the central door to continue your quest. To get past the block puzzle in the next room, push the top block left; the left block in the second row left; and the left block in the third row right. Leave through the left door.

Enter the door to the right of the save point. To either side of the pathway are four rooms. Enter these rooms and push the large stone slabs onto the green tiles. This will cause chests to fall from the ceiling. The door at the end of the corridor leads to a final slab puzzle. Push the top left block up slightly so the characters can walk round it. From there, push the remaining blocks into position (make sure they click into place). The bottom two blocks need to be manoeuvred so that they line up with the green tiles. Don't push them all the way to the bottom. Grab the Vase Tool from the chest and go back to the save point. Head through the door, north of the save point, and extinguish the fire there with the Vase.

LADY HARKEN

Pull the switch. Enter the left door and push the blocks to get the Duplicator from the central passage. Enter the right door to reach the central room. Walk up and examine the glowing light. Lucadia will appear, along with Lady Harken, who attacks with a Laser Silhouette and a Guilty Blade. The laser is quite potent and knocks a single character's health down by about a thousand points. The Guilty Blade, however, does about 400 points of damage to all of the characters. Use Meteor Dive and the Rocket Launcher to attack Harken. You can also try alternating fire and ice attacks on her, using Cecilia's spells.

When Harken flees, collect the Triton Rune and another Fast Draw Hint. Leave the temple. The whirlpool will have vanished on the world map and characters can now travel the outer sea.

THE OUTER SEA

Before going anywhere, check the water for more bottles. There are three Duplicator Keys and a Crest Graph to be found. The bottles are located: west of the Sacred Shrine, east of Baskar Village, southeast of Milama, and west of Rosetta.

When you have these, sail south until you scroll back up to the northern ocean. This will give you access to the top half of the map. Locate Court Seim. Sail to the beach west of the town. Enter the island there and walk southeast. Cross the bridge and walk through the trees next to the mountain clearing. In the clearing is the Forgotten Ruin. Walk inside the house and examine the bookshelves to pick up a few hints. Then take the Ocarina from the table. Return to the boat.

Sail northeast of Court Seim and land the ship on the small sandy island there. Enter the Deserted Island. Examine the stone monolith to get the Heaven Rune. Strike across the sea, to Arctica, and return to the Photosphere. Examine the glowing light there to get the Star Rune. Make for the island northeast of Arctica and land. Walk to the south end of the island and enter the Snow Ravine. Examine the monolith inside the ravine to get the Ice Rune.

ANCIENT ARENA

Sail north until the ship scrolls back to the bottom of the map. Head for the biggest southern island and land there. Walk to the southwest part of the island. Enter the clearing in the trees to discover a magic guild hut. There you can upgrade your spells. Continue west to reach the Ancient Arena. In the arena the party can take part in any number of battles to win the ultimate prize. You are advised to get your characters well above level 40 before entering the tournament

When you have had your fill, take the boat south of Court Seim. Sail east along



▲ The battles in the Ancient Arena are tough. Make sure your characters are at least at level 40 before attempting them. And don't forget to bring some Goat Dolls.



◀ Lady Harken has the same fast draw skills as Jack and shares his resilience to them.

Summon Guardian Force spells, as the Golem will gain power from the guardians. Instead use fire-based spells and Arm Down powers to weaken its defence, then unleash Rudy's arms and Jack's Meteor Dive. The Golem's most dangerous weapon is its Absolute Zero spell, which can put the entire party to sleep with a single blast. Be sure to have a few Goat Dolls equipped during this fight.

MOTHER

After the Golem has been scrapped, enter the next room to face Mother. She has few hit points, but her spells can defeat the party outright unless they have the right counters to their status effects. Her worst attack causes confusion, silence, and paralyse-all on one character, as well as knocking off a couple of hundred hp. It is better to let most status effects wear off, rather than use all the items in your inventory to repair the damage. Only try to counter her spell effects if your hp levels get particularly low. Summoning guardians to combat Mother is a good idea, as they almost always score critical hits on her.

When Mother has been terminated, the Sweet Candy turns up to rescue the party from the sinking Photosphere. They are then taken back the Adlehyde. During the council meeting, give the Steel Bird to Emma, then return to Sweet Candy.



▲ The Mother of all demons is susceptible to holy attacks. Enchant the party's weapons to give them more power.



WALK-THRU

► **Join our club! Have the Goat Dolls at the ready when facing Bad News, who has 40,00 hit points to get rid of!**



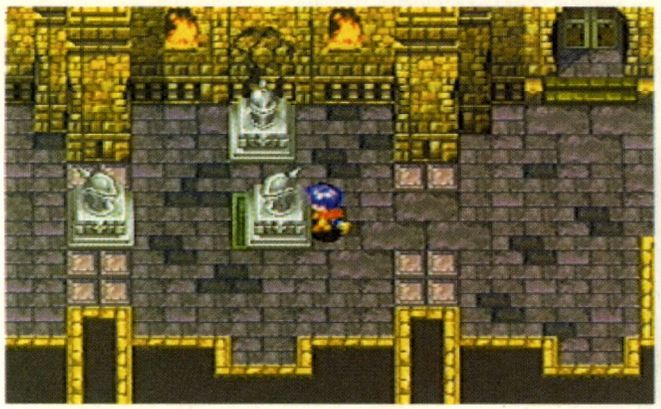
the island and land on the beach. Head for the cave on the left and enter the Wandering Isle. Use Jack's Grappling Hook to reach the ledges and navigate around the cliff tops. Use Jacks Meteor Dive to destroy any Wyverns you encounter along the way. Also, be sure to look out for the Sioux Poncho and the Red Jacket. Save the game at the end of the cave and go outside. Call the Earth Golem, with the Ocarina, and ride it west to the Dead Sanctuary.

DEAD SANCTUARY

Use the Vase to extinguish the fires blocking the path. Go through the north door. Push the grey statue on the right, to the side of the path, so the characters can get past. Enter the door above. Push the bust facing left onto the grey plate in the centre of the room. Destroy the wall behind the central statue and go through the opening. Push the bust onto the pressure plate. Return south. Move the left-facing bust off the grey plate and push the right-facing one onto it. Walk through the right door. Collect the two Mystic Apples from the next room, before continuing north.

Walk around the maze to get to the northwest corner. On the way, check out the two chests to find a Mystic Apple and a Crest Graph. There is also a plaque concealed in the southwest corner that gives some clues to the puzzle to come. Walk along the south of the next maze and examine the set of plaques there. When the characters reach a set of four coloured statues and three grey pressure plates, arrange them in this order: red on the left plate, gold on the middle plate, and blue on the right. Then blow up the green statue. Go through the door that opens. Make for the save point and collect the Lunar Wand. Walk to the north door and use the Teardrop.

▼ **Push the statue aside in order to blast the wall behind it.**



BOOMERANG

As the party approaches the three statues, Boomerang and Lucied attack . This time their skills have been honed to lethal perfection. Lucied attacks every round with a Howling Moon strike. This does almost 2,000 points of damage. Boomerang has a dual attack . He can either use a blade on two characters or he can concentrate both attacks on a single foe. Each blade does about 800 damage. Keep the Goat Dolls handy and concentrate attacks on Boomerang. Use Meteor Dive and Arm Down. Keep pouring on attacks with Jack and Rudy, whilst using Cecilia to heal the party.

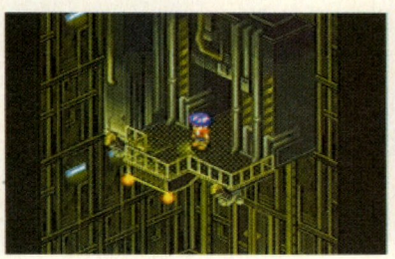
When Boomerang runs off, examine the three statues to get a set of idols. The party will now receive High Guardian Force. Walk north and examine the large statue at the end of the corridor. Jack will be given the opportunity to gain another Fast Draw Hint, by defeating Zoa Zein. Once this has been obtained, you can leave the sanctuary.

15.0 DIMENSION X

Sail to Milama and head for the large island in the northwest corner of the map. Enter the Demons Lab. Blow up the two generators to clear the main passage. Enter the lift. Head north. Go down the first ladder and through the door at the bottom. Collect the Bazooka from the arms case. Go back up the ladder. Head down at the end of the passage. Collect the Revive Fruit from the chest. Walk south, to the lift. When it stops, head into the room on the left. Collect the Potion Berry and the Energy Sabre from the chests. Enter the room on the right. Get the Potion Berry, Mega Berry, and Revive Fruit. Enter the central room and walk to the save point.

Enter the next lift and walk north to the main control centre. Go through each of the four small doors in turn, to get as much information as possible. When you are ready, examine the large doors. Enter the password as 'Demon Gate' and go through the doors when they open.

At the end of the passage the party will be confronted by Lady Harken. Use Meteor Dive and Holy Magic to take Lady Harken down. When she is defeated, collect the two Bullet Clips from either side of the control panel and examine it. Leave the lab.



GATE GENERATOR

As the characters emerge from the lab, they are teleported through the demon gate. Quickly open the chests on the left and hit the save point. Go through the door on the left and follow the passage round. Walk down the staircase on the left when you reach a locked door, and collect the Heal Berry. Go back along the walkway and Zed will appear. After he drops the floor away, use Jack's Grappling Hook on him to cross the gap. Sprint after Zed when he flees, and stay hot on his heels.

When the characters run across the first of two plates, Zed will electrify them both. Use Rudy's Roller Skates to travel south and continue the pursuit. Walk left and go through the first door along. Throw the switch. Return to the previous room. Exit through the south door. Skate to the southeast corner and throw the switch. Get to the switches in the centre of the room and flick them all. Use Jack's Grapple to cross over to the west side of the screen. Go through the archway in the southwest corner and open the three chests there. Skate north and return to the previous room. Enter the top right door. Go through the north exit. Walk left to the first door. Go inside the room and open the three chests. Go back south. Walk right, up the stairs.

CRIMSON GOLEM

The party now catches sight of Zed again. Before pursuing him, collect the Nectar from the chest to the south. Walk over to the panel Zed was interfering with and throw the lever. Go through the door that opens and proceed along the corridors until you reach a room with four levers. Pull the first three levers as each door opens. Don't pull the fourth lever or Zed



will burst in and seal the party in the room. If his does manage to trap the party, use the watch in order to reverse time. Once the first three levers have been pulled, go back and pull the second lever from left again, to seal the third door. Now push the fourth lever. Zed will come in and be unable to trap the characters. Get on after him!

In the next room, Zed sets the Crimson Golem on the party. The Golem's rolling attack does nearly half damage to a single character, whilst its Flame Shooter damages the entire party. Use Jack to keep the party at full strength, using his Healing Blade. Rudy's Hand Cannon and Rocket Launcher work well against the armoured Golem, but the most effective spell is the Hi Freeze.

Once the Golem has bitten the dust, walk north to enter the command centre. Zeikfreid will block the characters' path. Time for another battle methinks! Zeik is susceptible to holy attacks. Cast a few Holy spells on the characters. Use the Saint spell to Damage him with magic. Then finish him with some Meteor Dives.

16 FIX ME NOW

After the party has discovered Rudy's condition, back in Adlehyde, they will need to find a cure. Make for Rosetta Town. Talk to the Elw girl. Take her to the Forest Mound, south of the town. Walk north, through the mound, to the pillar area. The Elw girl will then transport the characters to the past.

Leave the mound and walk east to where Rosetta was situated. Speak to the village elder and take a look around town. Go to the hut in the northeast corner. Speak to the four men inside to get the Spirit Key. Check out the barrels in the hut, situated in the southwest, to find the Blue Ribbon. Walk south of that hut and talk to the old bag near the exit. Collect the Sunbird Hat from the barrel to her right. Leave the village and go south. Head for the path near the woods to get to the prison.

FOREST PRISON

Walk down the path and talk to the brown creature with the wand. The trick to getting out of the maze is to go left, until there is a path down. Then head down until there is a path left and so on. When you find a purple chest, hidden in the trees, use the Spirit Key to unlock it. Follow the will-o'-the-wisp. Examine the waterfall and the life guardian will appear. Collect the Life Rune and return to the path. Head south and go down the steps to leave the maze.

Walk across the bridge and enter the Lab in the east. Speak to the woman inside. Vassim will tell the party to get the Life and Illusion Runes. Go back through the Forest Prison and strike northwest to the Forest Mound. Teleport back to Filigaia. Make for Curan Abbey (Cecilia's starting point). Enter the secret library and walk to the room where Cecilia encountered the book monster. Examine the bookcase on the left to find the volume you want.



DE LA METALICA

Walk down the stairs and open the door. Continue down the steps until you reach two staircases leading up to the same locked door. Walk up the right staircase and examine the door. It will tell you what time the door was opened. Use the watch to turn back time and go back up the right staircase. The time will now be less than when you first examined the door. Repeat this action until the door opens.

Continue round the maze and collect the first few books as you go. Go up the stairs, when you come to a tombstone with an inscription on it. Examine the bookcases in the room at the top, then go back to the tombstone. Head down the stairs and through the door at the bottom. Open the middle chest and the second-from-right chest. Return to the tombstone and go through the door next to it. Now collect the remaining books and follow the passage until you get to another stone.

Go through the left door then the right, then right, then left. When this is done correctly, the characters will appear in the centre of a spiral staircase. Make your way to the door on the outside of it. Once there, walk to the pentagram on the floor. Duras Drum will appear and give you the Hades Rune and the Necronomicon.

PANEL BEATING

Go back to the Elw dimension and return to Vassim's Lab. Talk to Vassim about Rudy. Go upstairs and visit Rudy. Cecilia will be taken into his dream and have to battle with the demon Elizabeth. If Cecilie has the Saint Spell, this battle will be a pushover: use the spell four times to destroy Elizabeth. Otherwise keep striking with fireballs and holy attacks to defeat her. Cecilia will then be given the Love Rune.

When she is out of the way, Rudy will return to the land of the living. Go downstairs and speak to Vassim, using Rudy, to get the Fury Shot Force. Leave the lab and walk to the northwest corner of the house. Examine the crate hidden in the bushes to get the Secret Tool. Go back through the teleporter in the Forest Mound.

◀ **Check out the left book shelf, in the hidden library, to find De La Metalica.**

17.0 GEMINI CIRCUITS

After Emma reveals that she needs the Gemini Circuits, fly the Protowing to the Temple Of Memory (Jack's start point). Select Jack and examine the panel in the temple. Enter the password as 'Emiko'. Go through the door that opens. Ignore the teleporter and walk right. Collect the two Crest Graphs from the chests. Walk north across the spikes. Now use Hanpan to get the Holy Parasol from the chest. Go through the teleporter. Examine the hologram. Leave the temple and return to Protowing.



Fly to Curan Abbey. Head north from there and land near the Heaven Corridor. Enter the ruin. Use a Duplicator on the first door and the Teardrop on the second. Climb up the first ladder and walk right. Climb the second ladder and examine the bookcase at the top. Search the three jars in the corner to find a button: push it. Go back down the ladder and open the central door with a Duplicator. Pick up Crest Graphs. Collect the Magic Carrot on the right. Climb the second ladder. Go through the door at the top.

DHEE

Examine the two bookcases. Go through the north door. Walk west, then down, to get a Nectar. Walk north and go up the ladder. Unlock the door at the top with another Duplicator. Stick to the edges of the room to avoid the magic traps and head east. Use Hanpan to get the Crest Graphs from the two chests, as there are magic traps protecting them. Walk up the north steps to get to a save point. Continue east and go up the ladder.

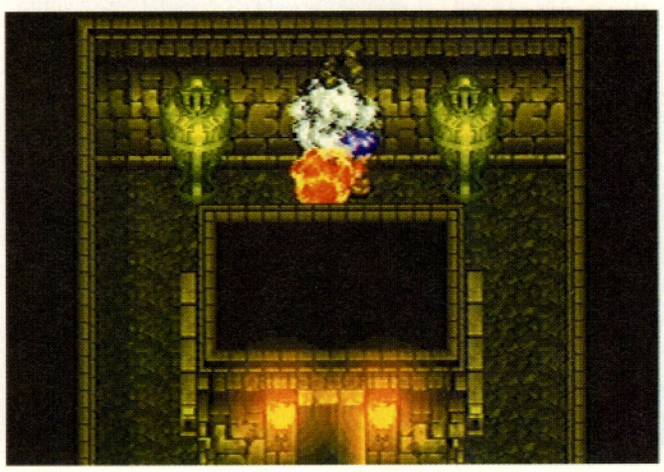
You need to touch the blue diamond to open the door at the end. Try and trap the diamond against the yellow blocks and use the speed ramps to reach it. Once this is done, proceed north. Get through the next two rooms using the same method.

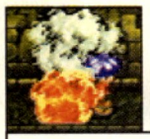
Climb the steps at the top of the corridor and use the Teardrop when the characters are standing between the trees. The wizard called Dhee will appear and give Cecilia the Dual Cast Force. Return to the Protowing.

GEMINI'S CORPSE

Fly southwest of Court Seim to find Gemini's Corpse. Go up the stairs, to the statues at the back of the first room. Blow open the wall between the statues and collect the Fast Draw Hint from the chest. Go down the central steps.

▼ **Blast the wall right between the two statues and you will find another Fast Draw Hint.**





WALK-THRU

Walk east and blow away the wall next to the first door. Enter the room and extinguish the fire with the Vase. Examine the statue at the top. Collect the Jewel then leave. Walk west. Enter the door at the end of the corridor. Blow away the wall to the north. Descend the steps to find another Jewel embedded in a statue. Return to the corridor above.

Go through the door at the far end of the passage. Collect the Crest Graph and the Black Pass. Go back to the passage. Enter the central doorway.

POWER GLOVE

Walk west and go down the stairs. Blast the secret door opposite the exit. Place the Jewel in the statue. Go down the passage that's revealed to find the Phaser. Return to the passage above, collecting the Jewel from where you placed it. Go through the exit.

Place the second Jewel in the next statue and continue through the door. Get the Pouch from the chest on the left. Get the Mega Berry from the central door. Blast the hidden door behind the chest. Place the Jewel in the statue and go downwards. Steal the next two Jewels, then return to the room above, taking the Jewel you placed on the way. Go back to the passage. Leave through the east exit.

Enter the first door along. Place a Jewel in the statue. Go through the door that opens and follow the passage until you find the path blocked by two more statues. Place the Jewels in the statues.

On landing, open the chest to receive the Power Glove Tool. Walk north. Strike the two statues to get the chests to drop.

► **Use the power glove to punch the pillar across the chasm. Then select Jack and grapple onto it.**



▼ **Insert the Black Pass in the gap to open the door. Through the door is the secret black market.**



Collect the Duplicator and the Ambrosia. Blast the walls behind the statues and get the two Secret Signs. Then go through the central door. Knock the purple pillar across the chasm with the Power Glove. Use Jack's Grapple to get across. Go through the door and collect the Gemini Circuit.

MECH DRAKE

The Mech Drake has an annoying habit of silencing the entire party. Use Cecilia's Mystic skill on a Violet Rose when this happens. The resonance wave produced by the Mech damages the entire party, but they can be quickly restored to full health by using a Remedy spell. To destroy the Mech quickly, use Jack's Sonic Vision and Rudy's Bazooka. The Hi-Spark and Saint spells are also very effective.

With the Drake out of the way, the party can recommence collecting the Gemini Circuit. Once this has been achieved, head back to Adlehyde.

Enter the item shop in Adlehyde and examine the bookcase. Place the Black Pass in the gap. Go down the stairs that appear. You can now buy decent items and weapons from the vendor below.

Enter the castle and speak to Emma. After Sweet Candy sinks, fly to Ships Graveyard. Then walk to the beach. Collect the Gemini Circuit. Return to Adlehyde and enter the repair shop. Give Emma the Circuit. The Full Wing will now be available.

19O LAST RITES

Fly to Baskar village and use the Wand to speak to the big white dog in the chief's hut. Return to Adlehyde. Donate 100,000 Gella to the mayor. Leave and re-enter the town. Go to the pub and speak to the dreamchaser, stood at the bar. Collect the Dispellado.

Fly back to Baskar and walk to the stone circle just outside town. Examine the stones until you see a small clock on them. Then use the Dispellado on the stones in this order; northwest, southwest, southeast, northeast, west, south, east, and north. The illusion temple will appear in the centre of the stone circle. Walk inside the temple and collect the Chrono Rune.

Enter Baskar Village and walk up the north path to the temple. Get to the top of the temple and the party will get the Hope Rune. Speak to the big white dog before you leave the village.



18 DEMONS REFUGE

Fly to the island in the southeast corner of the map. Land the Full Wing next to Pandemonium. Enter the castle. Climb the stairs and enter the northernmost door to get the Mind Gem. Walk back south and go through the door on the right. Examine the gem between the doors, to open the exit. Walk north. Get the Mega Berry from the chest. Walk through the door above the save point.

The party will be confronted by Turask. Use Saint spells and Sonic Vision to drop Turask. Remedy and Lock Status also come in handy against his decent magic. Once Turask has been slain, the characters are imprisoned in different parts of the dungeon.

Send Hanpan through the north hole. Leave through the first exit you come to. Head north and go through the hole between the topmost cells. Keep heading north to find a lever and free the characters.

THE GREAT ESCAPE

Select Cecilia and take her down the stairs. Walk to the first door and change the gem to blue. Select Jack. Send him through the northeast door. Step on the red switch to lower the barrier. Use Cecilia to change the gem. Select Rudy and move him down the corridor until he is blocked by a second purple gate. Use Cecilia to change the crystal again. Move Jack south to find another crystal. Change its colour. Send Cecilia through the door on the left. Get her to step on the switch, so Rudy can proceed. Move Cecilia left and get her to step on the blue switch. Select Rudy and move him right until he reaches the same room, then get him to step on the switch. Go back to Jack and move him up to the same room. Once all the blue switches have been covered, the party will be reunited.

DEMON PROPHET

Go back the way Jack came, until you reach the blue jewel. Blast the wall to the left of it with Rudy's bombs and collect the two Crest Graphs along with the Ambrosia. Go back down Rudy's path. Enter the central room and do battle with the demon prophet.

Use Saint spells and the Magnum Fang fast draw, to knock a good 6,000 hp per round off him. After clearing the dude from your path, walk through the door in the north. Collect the Mega Berry from the chest. Go up the stairs.

The demon Shazam will now attack the party. Use Saint and Magnum Fang, as before. Shazam has an instant kill attack, so make sure Cecilia has the Full Remedy spell in her inventory to counter this.

RESTORATION

Once back in Adlehyde, walk to the mayor's house and make donations of 30,000 and 50,000 Gella. Go to Tom's house (the previously locked building in the southwest corner). Talk to Tom and give him the Secret Tool. When he returns, go and examine the guardian statue that was broken. The party will be given the Castle Rune.

Walk to the house in the northeast corner and speak to Drake. Then leave town and make for



ANCIENT BATTLES

Fly to the atoll near Ka Dingle and land the Full Wing. Summon the Golem with the Ocarina. Enter the tower. Do battle with Boomerang and Lucied. Use Saint spells and Rudy's arms to pummel them. When they are defeated, go back outside the tower. Collect the Sabre Fang.

Get back to the Full Wing and fly to the ancient arena. Compete in the arena battles and Boomerang Flash will appear in the coliseum. Defeat him to get the Divine Blade. Walk behind the count's throne to the room with a mirror in the centre. Use the Power Glove to break the mirror. Unlock the doors behind the mirror and keep walking north until you reach a chasm. Walk to the balcony and Angol Moa will try to blow you off. Stand your ground and you'll be forced to fight him.

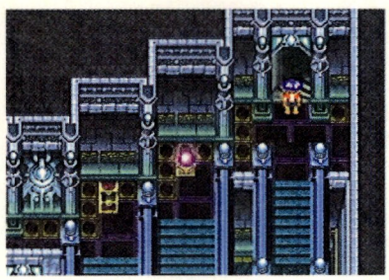
Angol Moa defends most of the time, so be ready with the Saint spells and Rocket Launcher attacks. When Angol does attack, it will be with his 7th Moon. This does extensive damage to the party. Use Remedy or Full Revive to keep the characters on their feet. The Juggernaut will be awarded when Angol is no more.

KA DINGLE

Re-enter Ka Dingle. Walk through the door to the right of the staircase and collect the two Mega Berries. Go up the stairs. Follow the passage and take the



first turn left. Blow away the false wall and step on the red diamond. Continue south. Collect the Nectar and the Ambrosia from the chests. Walk north and go up the right staircase. Step on the red diamond to make a statue appear. Return to the previous room. Take the right exit south. Walk round the passage. Collect the two Magic Carrots from the chests. Go north. Follow the passage south, collecting the Magic Carrot and the Mega Berry on the way. Enter the room where the statue appeared and push it onto the black square to the left.





▲ **Nail Alhazad to gain access to Malduke.**

Walk back to the room where you got the two Magic Carrots. The red door in the centre will now be open. Walk north. Go down and get two more Magic Carrots. Climb up the left staircase. Push the statue in the top room through the hole in the floor. Go back down the stairs and enter the door on the left.

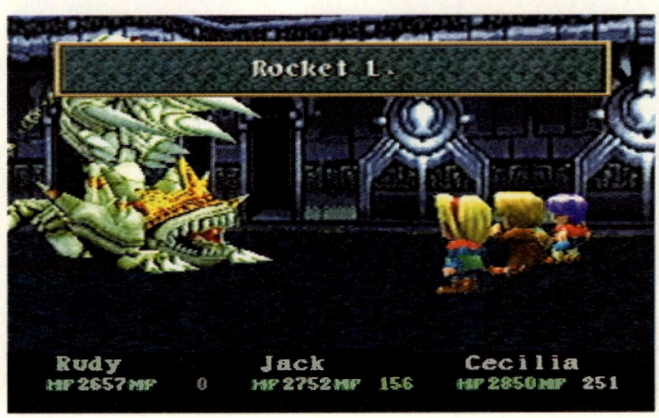
ROBE OF DEMONS

Push the statue in to the left corner of the room so both statues are parallel. Go through the doors that open and activate the left and middle red diamonds. Return to the room with the stairs and go through the door on the right. Pull the lever on the left. Enter the central door. Collect the Ambrosia from the chest in the south, then go up the stairs. Continue round the passage. Head north at the first door, to get the Metal Shield. Keep walking until you reach a room with an orb in it.

Bomb the orb and go through the door that opens. Bomb the orbs in the next section , as well. Flick all of the levers so that they face right, to open the final door. Walk north and attack Alhazad.

Inflict the usual Saint spells and Rocket Launcher strikes on him. Use Jack to heal the party whilst the rest of the characters fight. When he is dead, gather the characters and walk north to the teleporter. Enter the teleporter to be transported to Malduke.

▼ **The rocket launcher is most effective weapon against the deadly mechanical creatures.**



Ships Graveyard. Sail northwest of the graveyard and cruise around the dark-coloured waters of the inner sea. Eventually the water will foam and Leviathan will surface. It attacks with deadly magic, so use Cecilia's MP Drain spell. Gather the Pret-A-Porter from the Leviathan's corpse and go back to the Full Wing.

LOOSE ENDS

Fly to the desert in the northwest corner of the map. Walk up the desert and wander around until the party encounters Barbados the Golem. Use the castle guardian to increase the party's defence power. Barbados has some pretty powerful attacks, so be sure to have the Remedy spell in your inventory. Saint spells and Hi-Spark work well. Rudy's arms inflict the most damage. Save his force energy until he gets the Fury Shot, then let rip for some serious damage.

Get the Dist Dims sword and give it to Rudy. Return to the Full Wing. Fly to the Giant's Cradle. Enter the valley, west of the cradle. Walk around until you find the ancient Altar. Examine the altar to find the Sword Rune.

Now go to St Centour and talk to the girl in the house, at the southwest corner of the town. Leave the village and Zed will appear. Use Saint spells and Arm Down to reduce his power. Equip the Life Rune and use the guardian to keep the party's hp levels up. Zed has some pretty terrifying moves, so make sure you have a couple of Goat Dolls ready when you fight him. After he surrenders, let him live. He will then give Jack the Doombringer.

CASTLE ARCTICA

Travel northwest of the Photosphere Crater. Enter the castle on the other side of the mountains. Collect the Full Revive Fruit from the chest. Walk left and go north. Collect the two Mega Berries and the Nectar from the chests you find. Walk west. In the next passage, ignore the bottom door and use a Duplicator to open the middle door. Get the two Secret Signs from the top, then return to the passage. Go through the north door.

Grab the Wild Bunch Arm from the chest in the centre of the courtyard. Head through the door on the right. Use a Duplicator to reach another two Secret Signs. Return to the courtyard and enter the central door.

LAST KNIGHT

Collect the Lucky Card and go through the door on the right. Keep walking until you reach a throne. Use Jack to examine it and he will get a Fast Draw Hint. Retrace your steps and go through the door on the left. Continue down the passage and you'll eventually face Lady Harken.

Equip Jack with the Life Rune and the Force Unit before sending him in to fight. Lady Harken has the same fast draw skills as Jack, but as long as he is well armoured, they shouldn't prove too much of a problem. The force unit should give Jack enough power to use his Summon Guardian or Sonic Vision every other round. This will provide him with a well-balanced offence and defence to win the battle.

As Lady Harken lies dying, the guardian of courage appears. The party is then given the Courage Rune.





WALK-THRU

MALDUKE

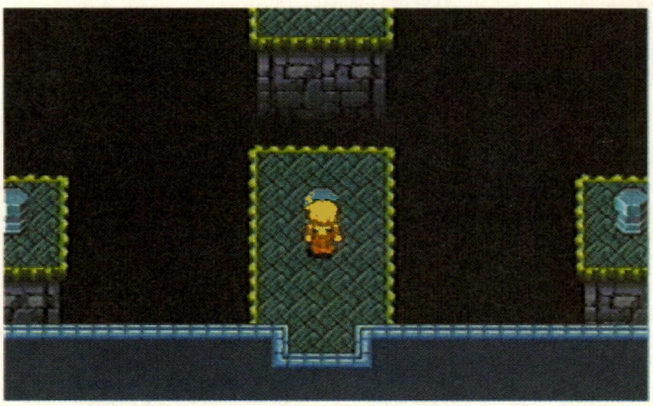
Walk south. Blow up the generator to the left by dropping a bomb diagonally. Go through the door. Collect the Nectar from the chest. Punch the purple pillar across the chasm, using the Power Glove. Grapple onto it and leave through the north door. Frag the generator blocking the path and flick the switch at the end. Go back to the room where you disabled the first generator.

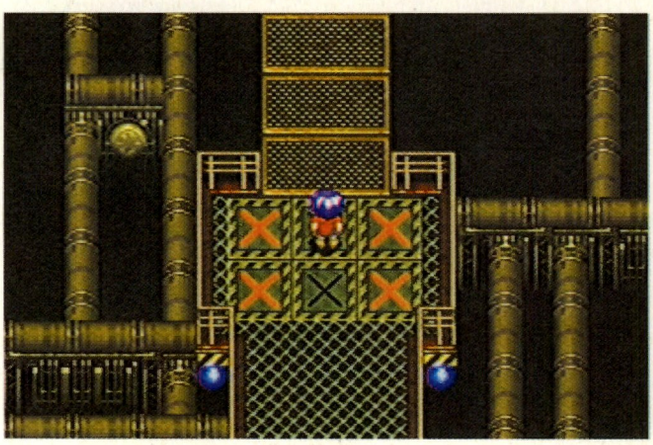
Eliminate the generator on the left and go through the door. Enter the pipe in the room below. Follow it to get to another room. Collect the Arch Smash and the Bullet clip from the chest. Go back to the pipe entrance and go through the door that is on the far left. Enter the west doorway at the end of the corridor. Pull the lever. Go through the open door. Collect the Guitar Tool. Now you can teleport back to Ka Dingle and search for the Abyss in Filigaia.

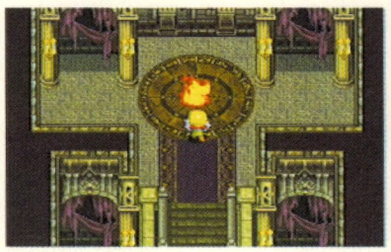
THE ABYSS

Fly to Milama and walk to the pub. Speak to Elimina. Leave Milama and fly to the Elw pyramid, north of it. Enter the pyramid and go through the teleporter. Keep transporting through the teleporter until you end up in another dimension.

▼ Use Jack's grapple in order to reach the far side of the Abyss.







Walk south until you find five levers. Flip the left lever, the second-from-left lever, and the second-from-right lever. Go south. On reaching a set of three statues, push the right one and wriggle through the gap.

Walk round the darkened pit to the stairs leading to a locked door. Use a Duplicator to open the door. Follow the passage to get the Dead Meat, Ruby Tiara and Texas Number. Go back to the darkened pit. To the south of the stairs, in front of the room you opened with the Duplicator, is a secret door. Walk south through this door. Take the first right turn and walk round the narrow path.

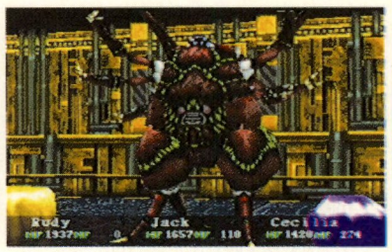
SHERIFF STAR

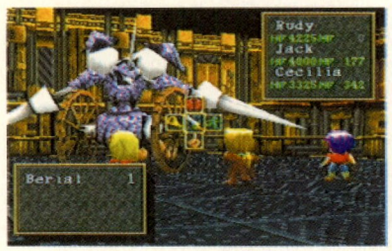
Go down the steps and collect the Amulet from the chest. Walk north. Use the Grapple to cross the right side of the room. Go north, to the central platform, and walk through the door there. Head down the path to the left. Use the grapple to reach the Orb Of Life and the Mystic Slate. Go back to the centre room. Go north and stand in the circle. Play Jack's Guitar and the Volcano boss will appear.

After defeating the boss you'll be given the Sheriff Star. Return to Ka Dingle and from there go on to Malduke. Return to the section where you discovered the Guitar and go back to the crossroads. Walk down the south passage. On reaching a set of flashing tiles, run quickly to the pipe that is on the left. Walk down the end of the pipe and flick the lever. Go back to the crossroads.

Walk north. Enter the pipe complex. Collect the Silver Blade, Princess Rod, and Violator from the pipe room. Go through the door in the southeast corner. Examine the statue. Do battle with the creatures that appear, to get the final Fast Draw Hint. Return to the pipe room. Enter the north door.







Select Jack and the Grapple. Walk quickly across the bridge and grapple onto the pillar at the far end. Walk north and go through the door on the right. The three levers here change the destination of the teleporter in the north room.

STATUE AREA

Flick the lever on the right to get to the statue area. Go through the teleporter. Walk south and drop off the ledge. Walk left. Go through the door. Blow up the rock in front of ladder and climb it. Go through the northeast door. Follow the passage round and go through the south exit. Drop off the south ledge. Turn the jewel blue. Walk south. Head left until you reach another door. Go through it and destroy the rock blocking the ladder on the right.

Climb the ladder and walk back to the jewel, collecting the Armour from the chest room on the way. Change the jewel back to its original colour. Continue round the passage. Now the room with the red diamond is opened, step on it.

Walk back to the gem and change it once more. With the two statues out of the way, you can walk through door in the centre. At the end of the tunnel you'll find the Arms. Make sure the jewel is blue and go through the northeast door. Walk into the north room and read the tombstone. Walk down and left, through the secret passage, below the stone. Go north.



Put out the fire in the circle and get Jack to play his Guitar there. Lucifer Golem will appear. Defeat him and the party will get the Jade Wilder. Go back through the teleporter.

RESIDENTIAL AREA

Once back at the teleporter, return the levers to their original positions. Flick the left lever and head through the teleporter, to the residential area. Walk up the steps to the north and look behind the large headstone at the back of the cemetery. Collect the wings. Return to teleporter. Flick the levers so that they are both facing right. Enter the teleporter.

MINE AREA

Walk south. There are four rooms at the bottom of the mine that contain a chest. Three of them contain bogus eyes. The real eye is in the second-from-right chest room. Once the eye has been obtained, you can fight Sado Golem. Walk to his circle and put out the flame. Then use the Guitar to summon him. The Braver Vest will then be awarded. With all three items in your possession, go back through the teleporter. Walk left to the far door and enter the control room. Collect the Nectar from the chests scattered about. Place all three of the parts in the machine to the north.

CENTRAL CONTROL

Enter the door that opens. Grab the Magic Carrots from the chests before going down the stairs. Walk round the pathway until you come to a bridge with a searchlight playing on it. If you fancy a scrap, run into the searchlight beam and the Berial Golem will attack. Collect the Ambrosia from the chest in the north before going through the central door. The far right door in the next passage leads to a teleporter that will take the characters back to Ka Dingle, so that they may pick up any items they missed. Take this opportunity if you wish, otherwise enter the central door.

At the end of the passage is a view bubble. Guarding the bubble is Zeikfreid. Use Trump Card and Wild Bunch to hammer the fool, whilst keeping your party's health up with a few Remedy spells.

After Zeik is dead, it is time to face the Mother Hybrid. Use Cecilia to heal the party. Get Jack and Rudy to fight with their most powerful weapons. The characters will not have had time to recover from their previous confrontation, so use Cecilia to hand out the ammo and the Magic Carrots.



▲ **Mother bonds with Zeikfried to produce a powerful demon hybrid.**



▼ **From the viewing bubble you can watch the destruction of Filigaia, first hand.**

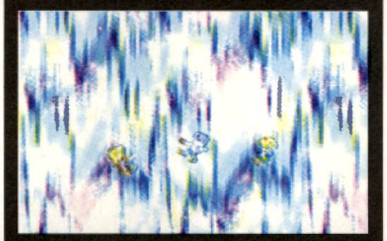


EPILOGUE

With the Mother defeated and Filigaia saved, all that is left is for the control room to explode in a 'Bond'-style finish. Heal the characters and re-arm them. Run south to the corridor. Walk through the right door. Enter the teleporter to transport to Ka Dingle.

In the dimension beam, the characters are attacked by Zeik Tuvai, the hideous remnants of Zeikfreid. Use the same method as before to defeat him. He has a few more hit points than before and a Silence All spell. Use Cecilia's Mystic skill on a Violet Rose to cure the party, and keep piling on the attacks.

When this final battle is won, Ka Dingle goes up in a ball of fire and the Golem protects the party from destruction. After a few months on the town celebrating, the characters go off to face the brave new world together.







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ASCII GRIP
Single-handed ergonomic joypad with programmable buttons. Most effective with cursor-controlled games
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SAITEK MEGAPAD
8 adjustable buttons with Turbo-fire, Auto-fire & Slow Motion. Microswitched D-Pad. Our favourite pad!
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ASCII ARCADE STICK
Arcade style stick with 360 degree movement and microswitch technology. Most effective with fighting games.
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with a game



FIRE HYPER PAD
Replica Sony pad with turbo-fire, auto-fire and slow motion. Many colours including NEW Glow In Dark!
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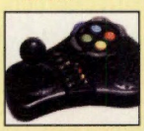


CHALLENGER DUAL SHOCK PAD
Replica Dual Shock pad with auto-fire & slow motion. Available in grey, blue, yellow or red
£15.99 or £14.99 with a game



ASCII ARCADE JOYSTICK
Arcade style fighter stick with independent adjustable button speed control and auto-turbo which fires up to 36 punches per second!
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WILD THINGS ARCADIA ARCADE JOYSTICK
8 buttons individually programmable. Turbo/auto-fire & slow motion. Chunky design
£19.99



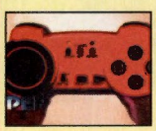
ASCII ENHANCED JOYPAD
Replica of the Sony joypad but with auto-fire, Turbo-fire and slow motion. Long cord.
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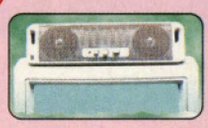
NUGEN LIGHT GUN.....£31.99

SPEAKER SYSTEMS

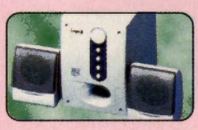
The Playstation produces incredible Hi-Fi quality sound but this is only output in dull mono through your TV. To unlock its full potential you need to hook up a pair of stero speakers. This is easily done - please ring for advice on any cables you may need.



Screenbeat Maxim 120
120 Watts PMPO, Surround Sound, Loudness Bass System, Full Range Tone Control, Power Supply.
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Screenbeat Top 25
Sits on any portable TV, 25W Peak Power, Bass Booster.
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Maxim Woofer System
300W PMPO, Active Sound, Dynamic Bass Super Woofer, 3D Surround, Satellite Speakers, Power Supply.
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Screenbeat SB300 Super Woofer System
Active Sound, 100w Peak Power, Dynamic Bass Super Woofer, Variable Bass Control, Swivel Midi/Hi Frequency Speakers, Power Supply, 3 Speakers.
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OFFICIAL SONY 1MB MEMORY CARD
Available in grey, red, black, green and clear.
£9.99



SONY MULTI-TAP
Allows up to 8 people to play at once (pads not included) £18.99

1MB 15 SLOT or 2MB 30 SLOT MEMORY CARD
Replica of the official Sony Memory Card. Available in Red, Green, Blue, Black, Clear, Green or Yellow. Works with every game.
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2MB £10.99





SONY MOUSE
Ideal for games which use cursor control. Comes with mouse mat
£21.99

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BLAZE 4MB MEMORY CARD
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Replica Mouse
£11.99



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DATEL EQUALIZER
£19.99



CHEATMASTER CARDS
Contains cheats for either Tekken 3 or Tomb Raider 3. When you get bored of the game, you can format the card and you have a 1MB memory card!
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To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. PY=Play, PP=Playstation Plus.

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ADVENTURE / ROLE PLAYING




Sony add to the increasingly popular RPG genre with Wild Arms, a bizarre Wild West flavoured, Manga-style adventure. Featuring 3 characters, each with different abilities, the gameplay is very similar to old school RPGs such as Zelda. With magic, monsters and mystical quests, RPG fans will love it. **RRP £34.99 Our price £29.99**

Alundra	91% PY, 91% PP	£24.99
Azure Dreams	70% PY, 67% PP	£28.99
Breath of Fire 3	80% PY, 84% PP	£31.99
Broken Sword 2	90% PY, 91% PP	£29.99
City of the Lost Children	78% PY, 68% PP	£34.99
Diablo	91% PP	£18.99
Discworld 2	80% PY	£34.99





SOUL REAVER — BREATH OF FIRE 3 — RIVEN

Excalibur	86% PY	£24.99
Final Fantasy 7	93% PY, 97% PP	£36.99
Kingsfield	61% PY	£24.99
Legacy of Kain	81% PY, 92% PP	£21.99
Legacy of Kain Soul Reaver	Due 26th March	£35.99
Magic The Gathering	N/A	£22.99
Riven	84% PP	£39.99
Treasures of the Deep	83% PY, 78% PP	£26.99
Versailles	10% PP	£19.99



BREATH OF FIRE 3 *Following on from the success of Final Fantasy 7 and Alundra, Breath of Fire 3 is the quest of a young boy named Ryu. Featuring beautiful Manga-style graphics, turn-based and real-time combat and a massive world to explore.*

BEAT 'EM UP




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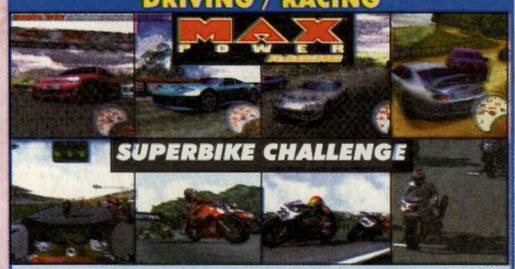




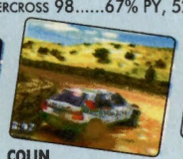
MORTAL KOMBAT 4 — RIVAL SCHOOLS — TEKKEN 3

Biofreaks	N/A	£14.99
Bloody Roar	85% PY	£18.99
Bushido Blade	94% PY, 83% PP	£25.99
Dead or Alive	91% PY	£29.99
Dynasty Warriors	71% PY, 68% PP	£14.99
Fantastic 4	N/A	£16.99
Mortal Kombat 4	87% PY,	£30.99
Mortal Kombat Trilogy	92% PY, 91% PP	£18.99
Pitball	N/A	£9.99
Pocket Fighter	N/A	£32.99
Psychic Force	73% PY, 76% PP	£14.99
Rise of the Robots 2:The Resurrection	88% PY, 78% PP	£16.99
Rival Schools	96% PY	£32.99
Soul Blade	96% PY, 94% PP	£18.99
Star Wars: Masters of Teras Kasi	74% PY	£26.99
Streetfighter Collection	67% PY, 87% PP	£33.99
Tekken	95% PY, 90% PP	£18.99
Tekken 2	95% PY, 95% PP	£18.99
Tekken 3	94% PY, 96% PP	£34.99
Tobal No.1	94% PY, 91% PP	£14.99
Toshinden 2	74% PY	£16.99
Toshinden 3	78% PY, 76% PP	£29.99
VS	72% PY, 83% PP	£30.99
X Men Children of the Atom	78% PY	£30.99
X Men V Streetfighter	82% PY	£32.99
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DRIVING / RACING

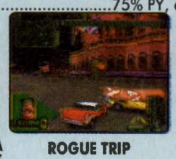


Auto Destruct	84% PY, 77% PP	£19.99
Ayrton Senna Kart Duel 2	N/A	£24.99
Bugriders	N/A	£9.99
Burning Road	90% PY	£14.99
Circuit Breakers	81% PY, 80% PP	£28.99
Colin McRae Rally	93% PY	£33.99
Destruction Derby	86% PY, 72% PP	£18.99
Destruction Derby 2	82% PY, 89% PP	£18.99
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Explosive Racing	82% PP	£17.99
Formula 1	84% PY, 88% PP	£18.99
Formula 1 '98	68% PY	£35.99
Formula Karts Special Edition	75% PY, 81% PP	£14.99
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Gran Turismo + Dual Shock Pad		£47.99
Grand Theft Auto (18+)	88% PY, 90% PP	£17.99
Jeremy McGrath's Supercross 98	67% PY, 52% PP	£32.99

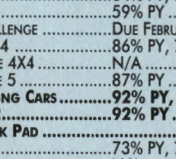
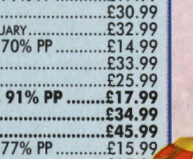

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MAX Power Racing	Out Now	£32.99
Megaman Battle & Chase	N/A	£28.99
Micro Machines 3	92% PY, 95% PP	£17.99
Monaco Grand Prix Racing	Due February	£LOWEST - CALL
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Motor Mash	N/A	£19.99
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N_2O	70% PY, 89% PP	£19.99
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NASCAR Racing '99	82% PY, 64% PP	£32.99
Need For Speed 3	87% PY, 89% PP	£18.99
Newman Haas Racing	74% PY, 75% PP	£21.99
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Rapid Racer	87% PY, 82% PP	£14.99
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Red Asphalt: Rock N Roll Racing 2	55% PY, 68% PP	£14.99
Ridge Racer	93% PY, 76% PP	£18.99
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Road Rash 3D	76% PY, 80% PP	£25.99
Rogue Trip	92% PY	£30.99
Street Racer	84% PY, 79% PP	£17.99
Streak	59% PY	£30.99
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Wipeout 2097	93% PY, 94% PP	£18.99
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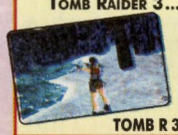




MICRO MACHINES 3 — TEST DRIVE 4X4 — GRAN TURISMO

ARCADE ADVENTURE



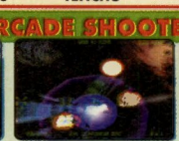
Akuji	Due 19th February	£35.99
Apocalypse	N/A	£30.99
Batman & Robin	78% PY, 73% PP	£33.99
Blaze & Blade	N/A	£30.99
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Ninja	78% PY, 82% PP	£29.99
ODT	91% PY	£34.99
Overblood	86% PY, 76% PP	£12.99
Perfect Assassin	N/A	£24.99
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One	86% PY, 83% PP	£22.99
PO'ed	87% PY, 76% PP	£14.99
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Tempest X3	86% PY, 80% PP	£14.99
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War Games	60% PY, 90% PP	£18.99
Warhammer: Shadow of Horned Rat	82% PY, 86% PP	£29.99
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Dead Ball Zone	84% PY, 88% PP	£19.99
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Int'l Superstar Soccer Pro '98	**92% PY, 94% PP**	**£31.99**
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GUIDE

1 OR 2 PLAYERS | MOUSE COMPATIBLE | MEMORY CARD (15, FREE CARD WITH GAME)

CONSTR



Publisher: Acclaim
Price: £39.99
Format: UK

Leaky roofs, dodgy electrics, cranked-up meters... they're all part of the **fun** of being a **landlord.** Now you too can **exploit low-rent tenants** with Acclaim's comedy building simulator.

LEARNING THE TRADE

BUILD

The greater the variety of buildings you construct, the more options become available to you. If you build one each of the wooden houses, the concrete yard can be built. After one each of the concrete houses have been raised, the brick yard option is available. The steel yard is accessible when all the brick houses have been built.

Once a yard is constructed, be sure to upgrade it. It may take a lot of time and money, but an upgraded yard can hold more supplies and takes less time to be restocked. It also increases the amount of buildings that can be built.

BEST DEFENCE

Before you start taking on the other builders, always be sure your estates are well protected and maintained. Have a few rat traps built in the gadget factory just in case an infestation occurs, as they spread rapidly from house to house.

Having a good police presence also stops you being overwhelmed by tumultuous events. Assign them to your most expensive constructions and work yards to stop undesirables from breaking in. The lower rent houses aren't worth protecting, so you are better off concentrating your force on the more luxurious properties.

► **Don't let land go to waste otherwise the council will sack you for being inefficient.**



GO FORTH AND MULTIPLY

The problem most players seem to have is lack of tenants. Without tenants, your rent money drops, your houses are open to infestation, and your workforce is greatly diminished. Dedicate one of the first estates you build to breeding workers or tenants. Upgrade the bedrooms and kitchens to ensure that the tenants don't die of botulism and stick around to do some breeding.

It is a better idea to produce workers rather than spare tenants. If too many tenants are hanging around, the council will get uppity and impose a fine for overcrowding. Workers, however, can be turned into repairmen, foremen, or even into tenants. They are also immortal when created and will wait happily in your hut until called for. Don't forget, tenants will only reproduce if they are in the appropriate level of housing. Level 1 tenants won't reproduce in a bungalow, for instance.

BIRDS OF A FEATHER

Always place matching tenants and buildings on the same estate. Guaranteed, if the Sloane family find you've built a bungalow on their doorstep they won't be best pleased. Level 1 tenants will put up with the most abuse. If they don't, you can always chuck 'em out. At the start of the game, devote at least two or three estates to Level 1 tenants. You can keep their properties at the smallest size as long as you have a few trees to stick in their garden to keep them happy.

THE COUNCIL

These bunch of spuds are the main cause of grief in the game. They can get you the sack if you accumulate too many black marks. The most lethal threat the council poses is when they set missions. Missions have to be completed in the allotted time or it's game over! It is therefore a good idea to save the game when a mission has been given. Concentrate all your efforts on getting the mission completed – don't try to do anything else until it is done. Once a mission is completed, a ton of white marks are awarded.

The council has its uses. You can sell obsolete or damaged property to them for reasonable prices. You can also sell a newly constructed house for a healthy profit, to make some quick money. Selling to the council can also be a good option if you have property in the wrong place. Rather than sending the foreman in to blow it up, you can let the council have it for a few months, after which it will explode of its own accord.





PLAY COMMENT

"One day all sims will be made this way"

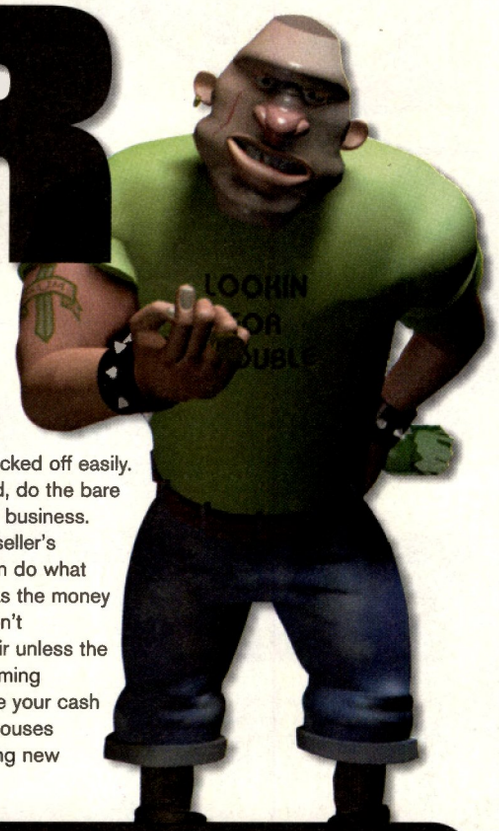
PLAY# 37



Play issue **45** is out now and available from most good newsagents

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UCTOR



MONEY

Ultimately, to win the game, money is what you need. Try and get as much out of your tenants as they can afford: if they complain you can always chuck them out! Always make constructing a school and a hospital a first priority. The school helps raise higher level tenants, whilst the hospital provides much needed R & R for your workers.



Don't forget the bank manager is always there; and if he isn't, there is always the mob to turn to when you need money. The best way to complete the game is by borrowing only when necessary. If you desperately need cash to finish a mission, then fine, but don't waste ready money on undesirables that you don't need. If you are flat broke, crank the rent up on your worst estate and sell the houses to the council when the residents get unhappy – you can always build more!

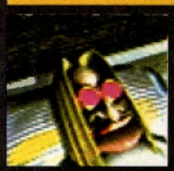
Try and get a good force of gangsters working for you, but never send them in alone. Three gangsters can take out a building or character in minutes and get away before the cops turn up, unlike the solitary man that can be picked off easily.

Like any landlord, do the bare minimum to stay in business. Remember, it is a seller's market and you can do what you want as long as the money is still rolling in. Don't redecorate or repair unless the buildings are becoming uninhabitable. Save your cash for building more houses instead of upgrading new ones.

UNDESIRABLES

This is the fun element of the game. Your undesirable characters can cause a severe headache for your opponents, when deployed correctly. You can also use them to fend off enemy attacks, if you prefer a more sedate game.

HIPPIE



Long hair, love beads, and a laid-back attitude to match. The hippie becomes available when a commune has been constructed. This guy has many uses (aside from cultivating illegal herbs), but subscribes to a nonviolent code. The hippie's best use is as a squatter. Send him to an empty property, preferably an expensive one, to stop the owner moving tenants in. He can also get rid of enemy hippies by luring them out into the street for a chat, so your guys can give him a savage beating (no more than the freeloaders deserve).

CLOWN



Good for telling jokes and getting rid of unwelcome ghosts, the clown isn't as annoying as he seems. Use this character to lure guard dogs away from property with an array of amusing tricks. He can also entice some of the more deadly enemies you face into the house of fun and onto the lethal egg machine.

By far his finest weapon is the classic Molotov manoeuvre. The clown can be employed to firebomb an opposing property, causing severe damage for your enemy and severe laughter for you.

GHOST



It seems that even the dead are open to bribes these days. Use the ghost to cloak one of your characters and send them in to commit a stealthy act of terrorism. Haunting is also one of the ghost's specialities. Send him to an expensive property and use him to drive away the residents.

If you are planning a major raid against your enemy, use the ghost to infest a pavement in their territory. After a few seconds, zombies will appear and send the police into a frenzy, leaving the way clear for your attack.

MR FIXIT



Classic DIY disasters await when Mr Fixit calls. If you want to make a house uninhabitable, send him in to do the wiring. If you want to cause more permanent damage, get him to check out the gas mains. Pretty soon there will be a huge explosion. If you want to take out a whole block, let him try his hand at plumbing. After a couple of water mains have burst, the entire neighbourhood will be knee-deep in water, adding to their stress. He also looks like Ross, our caption-mad designer.

PSYCHO



Norman Bates has nothing on this guy! Once the biker bar has been constructed, this Hell's Angel will go on the rampage. Get him to put his chain saw to good use. Attacking fences to weaken property is a must. He can also clear unwanted workers off a building site by going postal with his saw, sending the enemy packing so you can move in on their territory.

If you've seen *Scream* and desperately want to emulate some excellent terror tactics, send the psycho to attack a house. After this raving madman comes to call, they better cancel their milk and renew their life insurance. Still he loves his dear old mum and always puts flowers on her grave.

THUGS



When not watching football, they love nothing more than to cause a ruck. Use them to fight off rival thugs or just to cruise the neighbourhood looking for bother.

As with the ghost, they can be employed to drive away tenants using intimidation and threats. They are more effective as they cannot be exorcised.

If you like a decent bit of ragga, send them into a enemy house for a party. After a while they will get legless and trash the place, reducing its value and stressing the tenants within. Thugs will also try and drive out tenants by lobbing bricks through their windows and attacking them in the street, in a neighbourly kind of way.

THIEF



The underworld can be a useful tool for increasing your funds and really aggravating the other players. The thief can steal equipment from the gadget factory, money from a base, weapons from gangsters, or plain old gear from a yard.

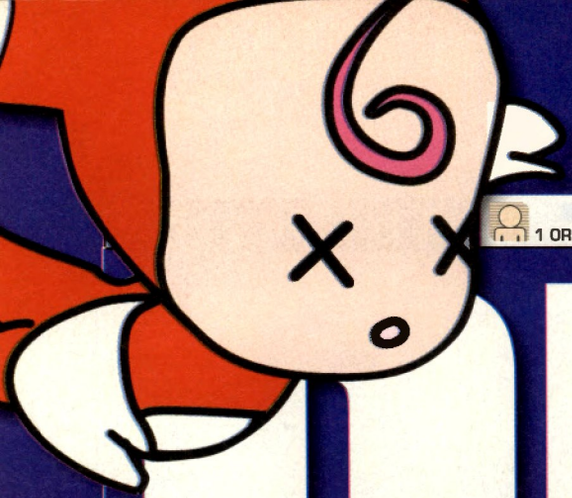
The thief needs to be nursed towards his destination or he will be easily picked off by enemy gangsters or police. Use parks or invisibility to cover his approach, so he stays alive long enough to strike. He can also rob gadgets from people's houses, unless of course, they are equipped with a burglar alarm. He also likes tight leather (like our editor), but if you want more than the usual service you'll have to pay for it.

GANGSTERS



These are your rank and file foot soldiers. Use them to destroy buildings and rub out enemy characters. For every kill they get, better weapons become available in their arsenal. The gangsters are good for destroying expensive characters such as foremen or repair workers. They can also be employed as guards on empty building sites, to scare away anyone thinking of usurping your position.

The gangsters require careful maintenance though. If they are used too frequently, they will demand mob favours from some of your higher level tenants. Be aware of the cost and only send them in when you can meet their demands.



1 OR 2 PLAYERS | MEMORY CARD (1) | MULTI TAP (1-5)

DEVIL

Publisher: Sony
Price: £34.99
Format: UK

Success in Sony's latest puzzle game has **nothing to do with luck,** so read our guide to **load the dice** in your favour.

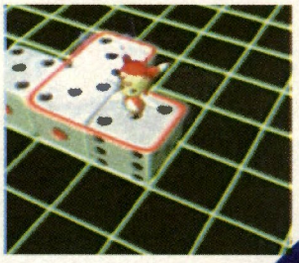
SECRETS

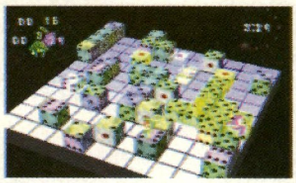
Bonus Puzzles

Complete all 100 problems in Puzzle mode. Then highlight 'Random' on the stage selection screen and press ×. Press L2/R2 to scroll through 1,000 extra puzzles, each comprising six dice and 20 steps.

Tutorial

Press ⇨ at the title screen to see the Rules; or tap ⇨ twice to see a Basic Techniques tutorial.





Fast Forward

If you lose in Wars mode and there are just CPU characters remaining, you can speed up their play dramatically by holding △.

Play Audio CD

Replace the game disc with any audio CD after it reaches the menu screen. Press Start during play and use the 'BGM' option to select tracks. You may have to re-insert the game CD to load gallery pictures etc.

PUZZLE MODE

This comprises ten sets of ten problems. Each time you complete eight of the current set, another set is unlocked on the puzzle select screen. When you've completed all 100, the bonus puzzles will be unlocked – all 1,000 of them!

Seeing Stars

If you manage to complete a puzzle in less than the maximum number of moves, an 'Excellent' message appears and you are awarded a star on the puzzle select screen. However, it's only possible to achieve this on some of the stages. Here are some of them we've found:

STAGE 13



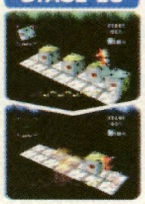
Roll the right die up two, left one, then down to make a 2 chain. Quickly roll the other die up to join it.

STAGE 19



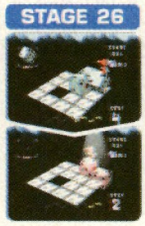
Roll the stone block right, then the top wooden block left and down to make a 2 chain. Drop off and roll the other block right to join it (as a 1).

STAGE 23



Simply roll right along the first three dice, turning them to 2s. Then roll the fourth one down and left three to make a 2 chain. Now drop off and push the other 2s into it.

STAGE 26



Roll the first die up two, between the others, then the left die up and right one. Roll the right die up to make a 2 chain, then roll the other die up onto it when it has sunk enough.

STAGE 46



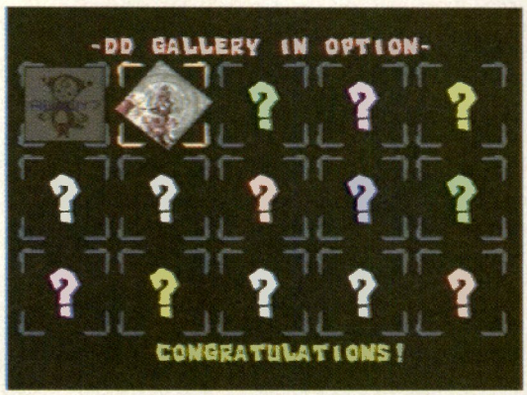
Roll starting 5 up and right one, then bottom 5 down. Roll 2 up two, 4 down, then 1 left and then up.

Once you get to the 1,000 bonus puzzles, a star is awarded if you complete the puzzle by joining all the dice as sixes – and an extra star if you manage to do this within 14 steps.

Gallery Pictures

Every time you complete a set of ten problems in Puzzle mode, another picture is unlocked in the Gallery (on the Options, Config menu). You can select a picture to cover the floor on Battle mode. The final five Gallery pics are unlocked in Trial mode, as follows:

1. Record Endless Level Reached (30+)
2. Record Score in Endless Mode (10,000+)
3. Record Chain Size (20+)
4. Record Score in Time Limited Mode (250+)
5. Record Maximum Chain Score (4,210+)



PLAY COMMENT

PLAY# 43

Devilishly difficult, but fiendishly fun!

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DICE



TRIAL MODE

TRIAL MODE

You can either play in Endless mode (until the arena fills up) or against the clock. The aim is to score as many points and chains as possible.

Making The Grade

After each level, you're awarded three grades. Ranging from D (doh!) to X (excellent), these are awarded for score, chain size, and maximum chain score. Here's what you need to achieve to attain different grades:

GRADE	SCORE	CHAIN SIZE	MAX CHAIN SCORE
X	100,000	50	3,000
A	50,000	30	500
B	10,000	10	250
C	1,000	5	100
D	0	0	0

Faster, Faster

The maximum speed setting (of two stars) is increased when you achieve one of the following triple grades or better in Endless mode: 'BBB', 'AAA', and 'XXX'.

Scoring Tips

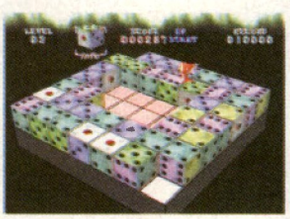
- Play the Puzzle mode first to learn how to orientate the dice numbers by rolling them around.
- Getting stuck on the floor is bad, as you'll have to wait for a new die to appear to climb on it. So try not to get stranded on a sinking island.
- When trying to build up large chains, take your time and be careful not to trigger smaller chains accidentally.
- One trick to try in Endless mode is to let the entire arena fill up, except for a clearing in the middle with at least one 2 by it. This means that the next die generated will always appear in the clearing and can easily be rolled into a 2. When the next die appears, roll it into the sinking chain and keep repeating for a big combo.



▲ Try to build longer chains for more points.



▲ Getting stuck on the floor isn't usually a good idea.



▲ Leaving a clearing in the middle means the next die is bound to appear there...

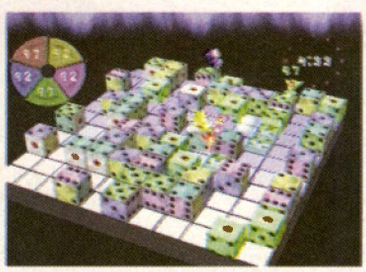


▲ ...Roll it into a 2, then keep adding each generated die for a big chain combo.

BATTLE/WARS MODE

- You need to adopt different tactics when battling against one or more CPU/human opponents.
- In Battle mode, if the opponent only has to get one more chain to win, try to steal one of his existing chains. Obviously, the lower-number chains are easier to nick.
- Defend your own existing chains by turning over any dice of the same number.
- New chains can easily be stolen by an opponent adding another die to them, so watch out for thieves.
- Don't worry if you get caught in a tussle with an opponent over one die – the CPU players will usually get fed up and concede it.
- Don't get stuck on the floor, particularly in Wars mode where you will soon be trampled into oblivion.







PLATINUM 1 PLAYER MEMORY CARD (1)

CROC: LEGEND OF THE GOBBOS

Publisher: Fox Platinum
Price: £19.99
Format: UK

With **Croc II** due later this year, now is the **ideal time** to catch up on the original, just **rereleased on Platinum.** Here's the **full PowerStation guide** to get your **teeth** into.

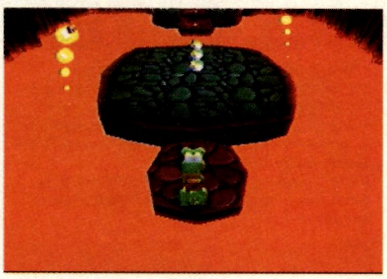
PASSWORDS

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
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
3-1	LURDUDURDDUDLLD
3-2	ULDRDUURDLRLDRU
3-3	RUDDDDDUDDUUUUD
3-B1	DLRLDULDUURURLL
3-S1	LUDDULURDLUULDD
3-4	URRRURURDDRLDUU
3-5	RDRDULDUDLUUURD
3-6	DRDLURLDURRURDL
3-B2	LULDDLURDDUDLDD
3-S2	URURURULDLRLDDU
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
5-1	LLDLURRLLLRULUR
5-2	UDRUULRLLDULDDL
5-3	RRRLURLDLLRUULR
5-4	DDDDULDURRUURUU
5-B	LLLLDRRLLDRDLUR

LEVEL 1.1

AND SO THE ADVENTURE BEGINS

Take a right turn as you start to get the Purple Crystal. Then head to the well; the Red Crystal is on top of the box next to it. When you've collected them both, smash the top of the well to access the secret area. Straight ahead in the secret area is the Blue Crystal. In the second section there's a Green Crystal on a collapsible platform. In the next section, watch out for the pink dragon: when he retreats into his hole, quickly jump in and stamp on him. You should then be transported to another secret area. The Yellow Crystal is at the far end of the room on a box. In the bonus area you will need to bounce on the right jelly to get the Key to the Gobbo's cage.





Dantini; the Red Crystal is next to him. Grab it, then smash your way through the well on the clifftops. Upon landing, you can find the Yellow Crystal to the right, on top of the highest box – be careful not to smash the lower boxes on your way or you won't be able to reach it. The Purple Crystal's on the highest box opposite. Leave through the door when you have obtained these, then glide down on the balloon. Climb the steps. The Green Crystal is in the furthest box, but climb on top of the box first to get to the platform with the Gold Key. Rescue the Gobbo and leave this area. The Blue Crystal is on your right as you enter the next section; get it and head for the bonus section, collecting as many Crystals as you can on the way.

LEVEL 1.2

UNDERGROUND OVERGROUND

Don't jump down the well on the bottom section straight away – instead on the left wall you will find some handholds, so climb these. There are loads of Crystals up here, guarded by a fireball-throwing

LEVEL 1.3

SHOUTIN' LAVA LAVA LAVA

Use the arrow platform on the right to float across the lava to get the Red Crystal. Go towards the two standing stones but don't step on the red button between them yet. Instead look behind the

left stones and you'll find a teleporter that will take you to a bonus level containing Crystals and two Extra Lives. Go down the well to the next section and push the box over to the Gobbo and rescue him.

Push the box so you can jump on the middle ledge to get the Gold Key, then push it back to where it started so you can get on the moving platform and pick up The Green Crystal. When the platform reaches the top, jump onto the ledge and unlock the door. Climb up the stack of boxes to get to a well, then nimbly dodge the worm while recovering the Gobbo and the Blue Crystal. Smash the boxes on your way back down and leave. Use the balloon to take you to the door, then go through it to the next section. All you have to do now is hit the button to bring down the platform, get on it, and collect the last two Crystals in front of the gong – and the Silver Key behind it for the Gobbo's cage.





LEVEL 1.4
THE TUMBLING DANTINI

There is a Red Crystal straight ahead; grab it and jump on the box to get the Gold Key. Climb up the rock face and open the door. The Green Crystal is in a box by the entrance. In the next section there is a red walkway: you will need to speed across it as it dissolves beneath your feet. When past this room, you are faced with another moving platform; use this to traverse the bottomless chasm. Jump on the box to the left to find the Blue Crystal. In the next section, walk straight ahead and collect the Yellow Crystal. Collect as much stuff as you can see, then go through the door. Use the Gold Key to open the door to the Purple Crystal. In the bonus area you have to smash the boxes and run – if you fall down the gap, you cannot get back up to smash the ones you missed, so keep on the move.

LEVEL 1.B1
LAIR OF THE FEEBLE



Get on the moving platform and collect as many Crystals as possible – you'll need them! The Extra Life will also come in handy, but you have to be quick to get it as it's on a crumbling platform.

Eventually you will come to a clearing containing a giant duck-type creature. This amphibian is aptly named Feeble. Just dodge his lunges and wait for him to stagger, then leap and smack him in the mush with your tail. It takes three hits to stop him dead, then you can sit back and laugh as this not so formidable boss bites the dust.



▲ Spend too long laughing at his stupid walk and Feeble will knock the crystals out of you.



◀ Avoid/smash the flying nasty as you ride the platform to the crate at the end.

LEVEL 1.5
CAVE FEAR

Turn left to get the Yellow Crystal. Move the box towards the high platform and jump onto it to collect another Crystal. Step on the red button to lower the platform near the entrance. You'll have to run for it as it moves back up quite quickly; at the top is a Gobbo waiting to be rescued. In the next section use the balloon to glide towards the Blue Crystal – don't hang around on the platform, as it rapidly disintegrates. When you reach the next area, get the Yellow Crystal from the right-hand side and rescue the Gobbo opposite before proceeding to the end of the level. The final Purple Crystal is concealed behind the gong.

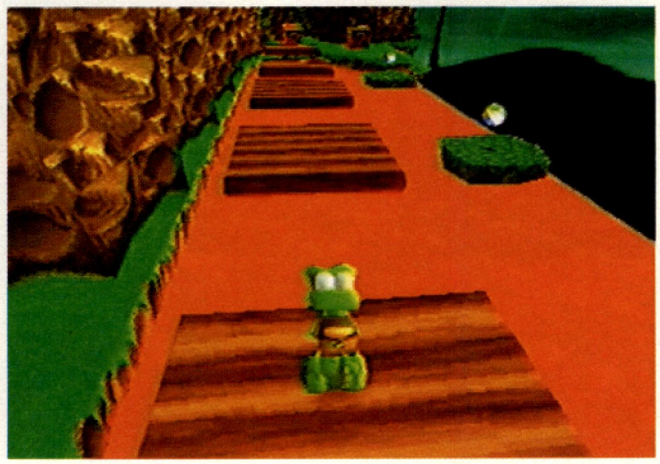
LEVEL 1.6
DARKNESS DESCENDS

Don't destroy the first box you come to, as you will need this to get to the high platform. Both the Red and Green Crystals are on this platform. Jump down the well to enter the secret area



◀ Give me the moonlight, give me the music, give me the crystals. That's how it goes, isn't it?

▼ Jump via the rafts against the flow of the orange river, grabbing the crystals on the right if you dare.





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containing a box that moves when you walk near it. To stop it, trap it in a corner and grab on.

In the next section you are confronted by a fast-moving river with rafts floating along it. You must navigate these against the flow, taking care not to be dragged downstream. The Yellow and Blue Crystals are located in the crates on the right of the stream. The remaining Purple Crystal can be found in the next section: just climb up right of the exit and jump onto the jelly to find it. When you reach the bonus level, dive into the pool of water to enter a cave teeming with Crystals.

LEVEL 1.B2
FIGHT NIGHT WITH FLIBBY

This huge ladybird moves like a butterfly and stings like a bee. Then again, butterflies are not particularly agile and a bee sting is not exactly deadly. What you will have to watch out for, though, are her feet: she has an annoying habit of shuffling forward and trampling you into the canvas. The trick to beating this boxing beetle is to stand near her till she winds up for a punch, then leg it. After the punch is thrown, Flibby should be out of breath, so leap up and hit her in the head with your tail. When she falls, power-jump onto her belly. This may not be what the Marquis of Queensbury had in mind when he made his rule book but it's very effective. Deck the bug three times to proceed to the next level.

► **Flibby is relatively easy to defeat. Once she's down, power-jump on her belly.**



▼ **However, watch out for when Flibby shuffles forward to trample you into the canvas.**



LEVEL 2.1
THE ICE OF LIFE



Tread carefully as you make your way over the slippery ice platforms. Leap onto the mesh platform and jump off right to rescue the Gobbo from the box. Grab onto the bottom of the mesh platform and climb along to get the Red Crystal – the purple Dantini above will try to stamp on your fingers, so be quick. Exit through the doors and cross the underside of the mesh platform. When you jump off, push the box towards the platform and climb on top of it to get the Silver Key. Shove the box underneath the ledge with the jelly on, then climb up and bounce to get to the higher level. Use the second jelly to boost you across to the crumbling platforms. Grab the Purple Crystal from on top of the box by the door, rescue the Gobbo inside the box, then exit the section via the doors.

Traverse the moving platforms and collect the Yellow Crystal from the corridor, then leap over the pits and hitch a lift on the balloon before smashing the box near the door and exiting. Collect the Blue Crystal as you proceed to the mesh platform. Turn right, open the cage, then exit via the bonus door. In the bonus section you will need to jump across the icy platforms to hit the button – there is an evil snowball-throwing Dantini guarding it, so be wary. When you have pressed the button, cross the newly appeared platforms to rescue the Gobbo and complete the level.

LEVEL 2.2
BE WHEELY CAREFUL

Climb the moving platforms and proceed through the exit to the next section. Leap onto the cog and grab the Key from the opposite platform. Return to the starting section and use the Key to open the cage with the button. Step on the button to activate more platforms: using these you can rescue the Gobbo and find the Green Crystal. The Yellow Crystal is located near the goblin opposite the cage, so grab it and exit the section. This time cross over to the second cog, picking up the Blue Crystal on your way. Leap onto the moving platforms and go towards the balloon; use this to float to the door and leave. Climb up the steps, collecting Crystals as you go. You will find the Red Crystal on the highest platform above the cog. When you enter the next section, don't smash the first box straight away – you will need it to climb the mesh platform to get the Purple Crystal. Cross carefully and head for the bonus room. In the bonus room you will need to manoeuvre a pot to catch the Crystals that appear. Trust us, it's not as easy as it looks.

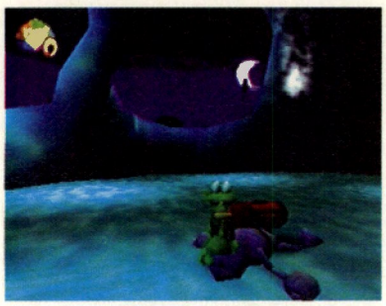


▲ **Jump via the rotating cog to reach those crates, one of which contains a key. Beware of sliding off the slippery ice.**

LEVEL 2.3
RIOT BRRRRR

Go straight forward and speedily cross the crumbling platforms. Squash the guard dog and pick up the Red Crystal from the box, then go through the doors to the next section. Use the balloon to descend to the ledge below. Smash both the boxes when you land, to get a Green Crystal. Rescue a Gobbo before jumping into the water to get to the next section.







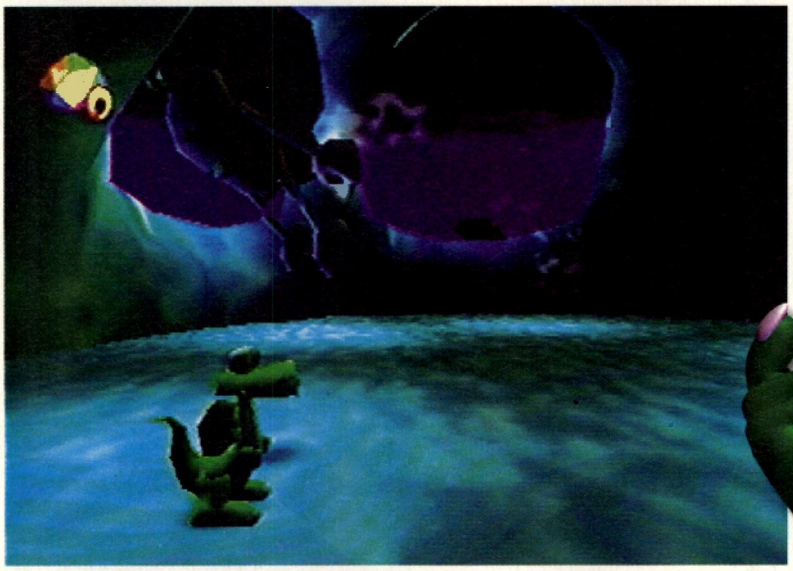
LEVEL 2.B1
CHUMLY'S SNOW DEN

This rocket-assisted snow creature likes nothing better than to propel himself at high speeds towards you, kamikaze style. Fortunately his rocket pack is a bit shonky and takes a while to start up once he has crashed. To end his aerial antics, simply stay still until he dives at you, then skilfully dodge out of the way. When he's in a mangled heap, power-jump on him to make sure he stays down. Do this three times to finish the flying freak.

LEVEL 2.4
I SNOW HIM SO WELL

Cross over to the cage using the moving platforms. Go through the door next to it. In the left-hand corner of this room is a teleporter that leads you to a section with five Extra Lives. When you return through the teleporter, smash the two boxes to rescue a Gobbo and gain the Green Crystal. Dodge the penguins and step on the three switches to create the platforms that lead you to the Silver Key.

Return to the start section, unlock the cage, and press the button. Cross over to the bulldog and smash the crate to get the Red Crystal. Exit through the other door and head down the tunnels. Climb on the underside of the mesh platform



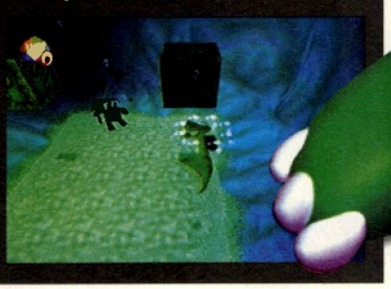


◄ **Jump quickly across the sinking platforms to avoid the deadly icy water.**



Look out for the Dantini between the boxes as it is quite difficult to hit without dying. When you have dealt with it, smash the boxes with your tail to get some Crystals, then head upwards to pick up the Gold Key and exit the section. When you've caught the box and rescued the Gobbo, go through the door. You should be standing by the button opposite your start point. Press the button to activate more platforms. Cross over the water and unlock the door with the Gold Key. In this new room there's a selection of moving rafts and icy platforms. Make your way across to the far side to find The Gold Key and the Purple Crystal. Tread on the red button to activate the steps to the Silver Key, then return to the starting section.

Return to the room with the balloon. This time you can open the cage and press the button. Use the balloon to descend and rescue the Gobbo. Turn around and go through the locked door, collecting the Yellow Crystal on the way. Jump across the sinking platforms and get the Purple Crystal from the left-hand box before heading for the room with the bonus door. The bonus level is very tricky as the platforms are alternately crumbling and spinning. If you have only one life left, we seriously recommend you don't take this route as it is more than likely to finish you.





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when you get to it, then follow the stepping stones round to the button. Push the button and return to the mesh platform: there is a new ledge that enables you to get on top. Collect the Yellow and Blue Crystals and leave through the door by the button.

Smash the crate by the water to get the Purple Crystal. Step on the button at the far end of the section and speed back to where the crate was to get on the platform before it ascends. Rescue the Gobbo from the crate, then head for the bonus area. Here you will need to kill the Dantini to stop him thieving your Gobbos before completing the level.

LEVEL 2.5
SAY NO SNOW

Descend to the bottom of the pit to retrieve the Red Crystal. Return to the top and run down the ramp, collecting Crystals. Cross the stone platforms, rescue the Gobbo, and exit. Cross the water using the rotating platforms: be quick as the two Dantinis launch fireballs at you and the platforms have a habit of sinking fast. Kill the Dantini on top of the box and smash it to collect the Green Crystal – exit swiftly before he regenerates. Don't smash the boxes you come to or you will die horribly – ignore them and head for the next section.

Push the box over to the high platforms, climb these, and get the Silver Key. Return to the room with the boxes and unlock the cage to push the button. Smash the crates to get the Green Crystal, then return to the room where you got the Silver Key. Climb up as before and cross to the ledges with the Dantinis. Collect the Yellow Crystal from the box before you leave for the next section.

Collecting the Purple Crystal from this section will probably cost you a life as the platforms collapse beneath you. Once you finally have it you can exit through the bonus doors. In the bonus area you have to collect Crystals from around loads of wormholes: keep running and jumping alternately to stay healthy.

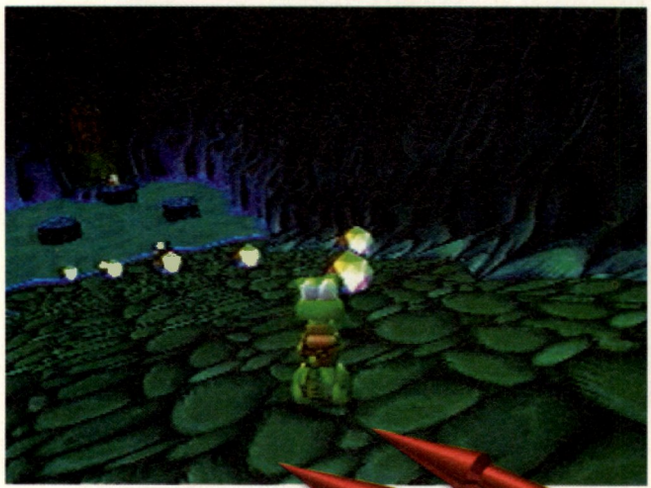
LEVEL 2.6
LICENCE TO CHILL

Take the door to the left of your start point. Take care on this next section as the ledges are very slippery. Jump on the moving log platforms and let them carry you along. If you look down to the right you will see a white platform: jump on this to get to a secret area containing Extra Lives. When you reappear, cross the platforms and get The Silver Key.

Return to the start room and run down the slope, smashing the crates on your way. Go round the corner a run to the stack of boxes. Smash all of these to release a Gobbo and find a Red Crystal. Unlock the door next to you to play the exploding penguin game (similar to the exploding sheep game!) to get some Extra Lives.

Return to the room with the log platforms and cross over to the far door. Smash the two boxes by the door to find the Green Crystal before you exit. Ascend the pit using the rotating platforms. Hit the button to run up the slope and pick up the Blue Crystal. Jump on the platform before it rises and pick up the Yellow Crystal. Smash the box to rescue the Gobbo, then exit. Turn right and cross the water – don't smash the first box you come to, as you need this to climb on the mesh to get the Purple Crystal. Cross over to the two boxes in the corners of the cave: these contain an Extra Life and a Gobbo. Then exit using the bonus doors.

▼ Collect the crystals on your way down the slope to the next pool of water.



▲ Time for some more tricky platform jumping.

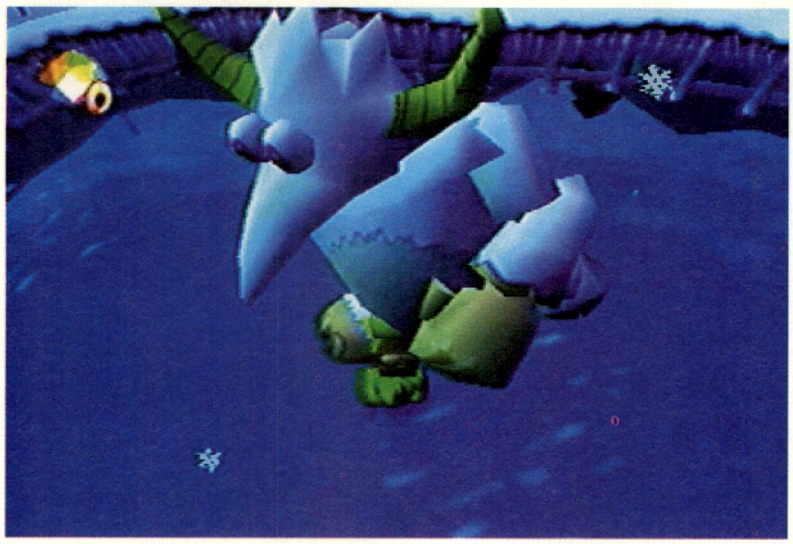


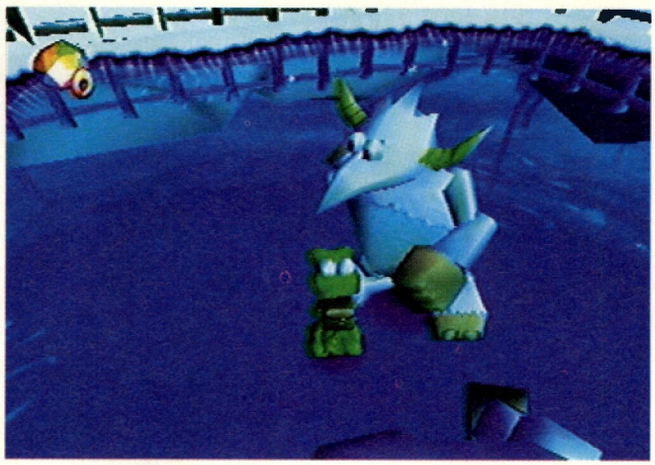
▼ Watch out for the Dantini hiding behind the left crate. Kill him first, before opening all the boxes.



▼ Pushing the box lets you reach the high ledges.







▲ Lure the boss towards you before jumping clear. When he staggers, you can then swipe him with your tail.

LEVEL 2.B2

DEMON ITSY'S ICE PALACE

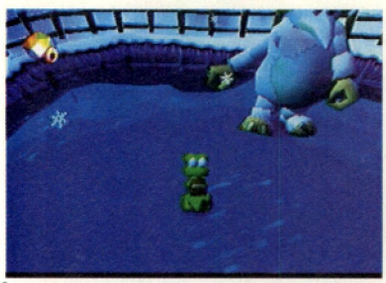
This boss is 'snow joke', requiring multiple hits to destroy him and his offspring. To tackle this terror from the tundra, you will have to lure him towards you before jumping and rolling clear. When he staggers, leap and hit him with your tail. This is where things get tricky as this cool customer splits in two. Use the same method as before to strike him, making sure you have room to flee if his companion gets too close. When you hit either of them they will split again, producing two rolling bosses for you to avoid. Dispose of these quickly with power jumps to finally rid yourself of this snow-ridden world.

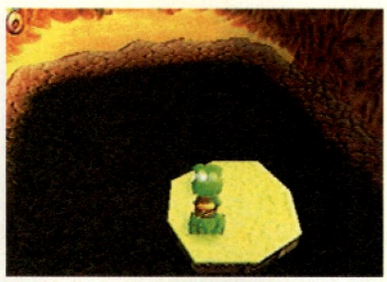
LEVEL 3.1

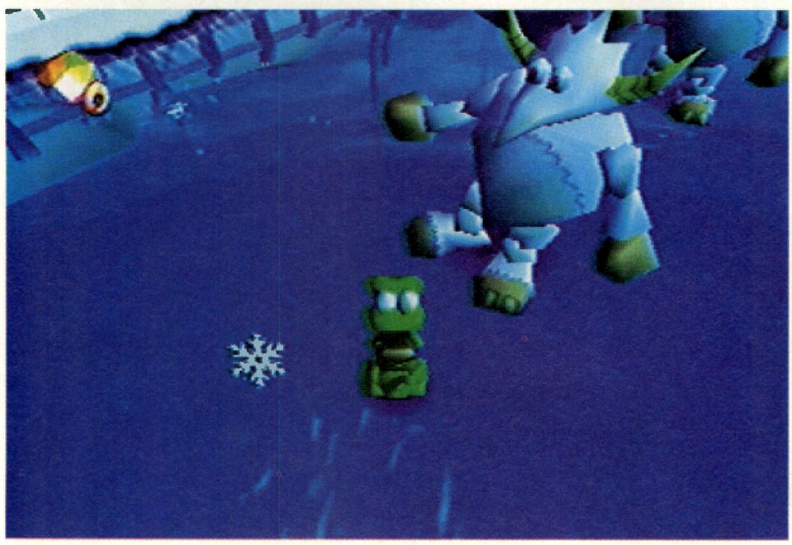
LIGHTS CAMEL ACTION

Smash the two boxes near the locked door to rescue a Gobbo and gain some Crystals. Proceed into the pit, stamping on the Dantinis as you go, and recover the Blue Crystal before exiting. Climb up the spiral of platforms and jump on the mesh platform to get the Gold Key and Red Crystal, then jump off and exit. Make your way back to the locked door and walk through it. Get to the mesh platform and ignore the balloon – instead head for the next door, then turn around and climb the underside of the mesh platform to pick up the Silver Key and Green Crystal. Get back on top of the mesh. This time take the balloon to rescue the Gobbo and leave via the far door.

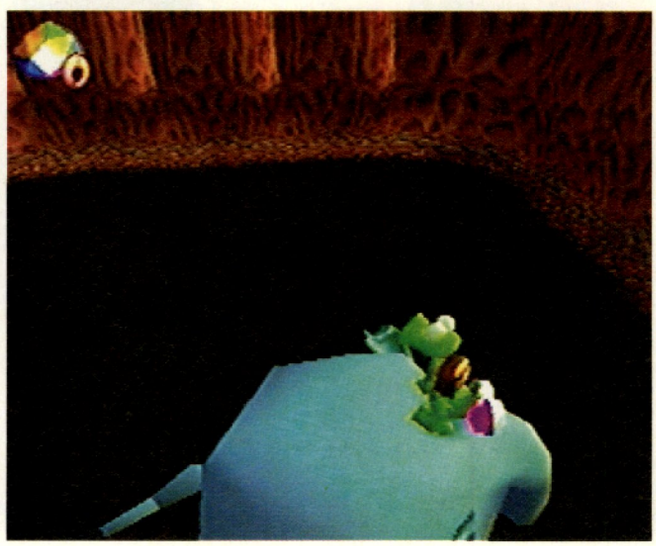
Jump over the crates and keep going until you reach a canyon. Use the jellies to reach the button. Hit it and head back to the crates to smash them and recover The Yellow Crystal. Go back to the canyon, descend, and head through the plain door. Jump on the elephant's back and he'll charge around at high speed. Leap off onto the high platforms at the end of the cave and hit the button on the crumbling platform. Jump back on the cute elephant and leap onto the new platforms to smash the crates to recover the final Crystal and Gobbo. Head back across the rotating platforms to the bonus area to finish this tough level.







▼ When you jump onto the elephant's back, he'll charge around the place at high speed.





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LEVEL 3.2
MUD PIT MANIA

Climb the mesh platform, deck the mummy, and recover the Red Crystal from the box. Cross the underside of the mesh and collect the Crystals before proceeding down the well. Turn around when you emerge and go to the mesh; cross this and the stretch platforms to rescue a Gobbo. Return to the well and turn right. Follow the platforms around until you find another well. Don't go through this – instead keep going and climb the two boxes you find to get on top of the mesh. When you collect the Extra Life at the end of the mesh, turn right and jump on the crumbling platform to retrieve the Blue Crystal.

Head back to the well exit, smashing the two boxes on your way to free another Gobbo. Turn right and head down the island, turn right, avoid the whirlwind, and jump along the collapsing platforms to find another well. Enter this one and push the block to the mud pool. Scale the moving platforms to get the Key, then rescue the Gobbo from the cage and recover the Green Crystal.

Exit and return to the second well. Dive in to enter a water section. Swim past the electric barriers, kill the jellyfish, and collect the Purple Crystal. Go past the next electricity barrier and collect the Silver Key. Speed past the shark and rescue the Gobbos before collecting the extra Crystals and exiting. Go behind the pipe to get an Extra Life, then head towards the light. You'll have to do this next bit very fast as the Lamps you pick up have a very short life span. Cross the rotating platforms and head for the bonus door. The final Bonus Crystal is on the ledge nearest the door.

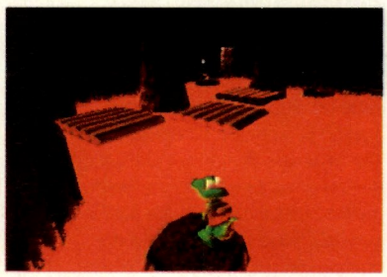
LEVEL 3.3
GOIN' UNDERGROUND

Head across the log rafts to the far right of the cave. Leap onto the ledge to the left, which takes you to the stack of crates. Jump off quickly and smash the boxes to get a Green Crystal and rescue a Gobbo, then return to the start point. Cross the lava on the sinking platforms, then run around the corner and free a Gobbo from the crate. Hit the button and run to the lava pool to get the Red Crystal. Go through the door and turn left in order to enter a cave which has lethal moving platforms. Pick up the Yellow Crystal from the box on the right before heading across the platforms to recover the Gold Key.

Return to the starting cave and open the padlocked door. The next part is tricky: you have to press the button near the movable platform, then ride the platform and leap onto the buttons that appear before the alarm bells ring. If you miss one you will have to start again, so stay fast. Once you have done it, a moving platform will be activated, enabling you to reach the crate and rescue a Gobbo.

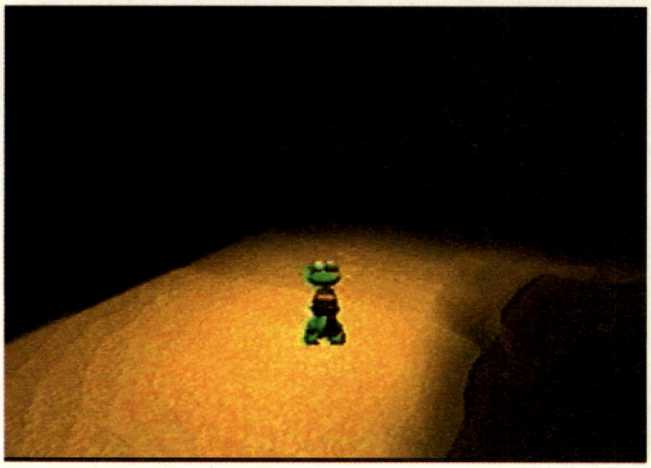
Leave though the right door and jump into the water. Defeat the Dantinis before they can launch fireballs at you, then get





▼ **Oh mummy! You're going to need those bandages when I've finished with you.**





LEVEL 3.B1
THE DEADLY TANK OF NEPTUNA

To turn this fish-faced mutha into sushi you need quick reflexes. Remain stationary and wait for him to lumber towards you: just as he attacks, dive swiftly out of the way. When he is standing there wondering where you have gone, rush in and send him tumbling with your tail. When you have hit him twice he will suddenly start attacking with deadly fireballs – they're difficult to avoid, so make sure you still have Crystals left when he does this. Hit him once more and this gilled goon will hassle you no more.

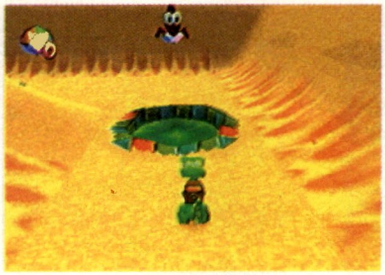


the Silver Key from the right side of the cave and the Purple Crystal from the left. Return through the exit to unlock the cage and press the button. Climb the platforms and push the button near the gong to rescue the Gobbo at the far end of the cave before exiting this stage.

LEVEL 3.4
SAND AND FREEDOM

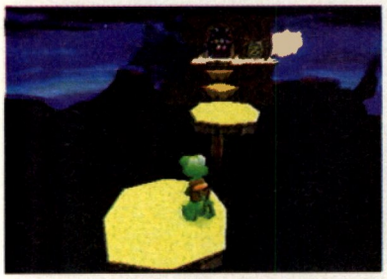
Go forward and smash the first two boxes: the Red Crystal is in the one near the whirlwind. Cross the crumbling platforms to rescue the Gobbo, then return to the start point. Cross over to the cage and grab the balloon. This will take you to the Silver Key: collect it and get off the platform quickly. The second platform will rise, taking you back to the cage which you have to unlock to press the button. Cross the newly formed ledge to exit this section.

Cross the bottom of the mesh platform, collect the Green Crystal, then jump onto the cage to get on top of the mesh. Kill the finger-stomping Dantini and get the cage Key from the far end of the platform. Release the Gobbo then exit. Climb the platforms with the jellies and cross the hot mud. Pick up the Blue Crystal and the Gold Key from the left side of the cave. Return across the mud and grab the balloon: this will take you to the locked door which you should then exit by. Get the



Key and unlock the button before rescuing the Gobbo and leaving through the unlocked door.

Cross over to the red button and push it to activate a moving platform. Get on it to reach the box which you must climb to get to the two highest platforms and The Yellow Crystal. Jump back on the platform to smash the crate and free a Gobbo. Swiftly climb the crumbling platforms to reach the Silver Key (watch out for the platform dropping away, it's a killer). Leave through the right door and follow the desert path around to pick up the Purple Crystal. At the very end of the trail is the Gold Key. Return to the room with the locked door and unlock the cage to the button and climb the new platforms to rescue the Gobbo, then head for the padlocked door. When you've gone through it, cross the lava and use the mesh grill to get to the box containing a Gobbo, then exit through the bonus doors.







LEVEL 3.5
LEAP OF FAITH

Go to the first falling platform and stay on it. When you fall you will be transported to a bonus level containing Extra Lives. When you return to the start point, follow the path around, collecting Keys and Crystals. Go down the well you come to and keep walking along. Rescue the Gobbo from the cage before going down the well. Keep following the path round and collect the Green Crystal whilst stopping and starting to avoid the Dantinis' fireballs. Rescue the Gobbo from the cage before jumping down the well. Climb the boxes to cross the lava and jump off. Hit the button on the floor, then go back and smash the boxes to rescue a Gobbo and collect a large supply of Crystals. Leave the cave and cross the mesh to get to the button. Hit the button to enable you to get to the well which you should exit by once you have the Blue Crystal.

In the next section you will have to make your way across the rafts to the mesh: you'll need expert timing to do this. Rescue the Yellow Crystal and the Gobbo from the surrounding boxes as you leave this death-trap. Push the box you find towards the mud and use it to cross to the high platforms. Collect the Purple Crystal before heading for the final section. Cross the small platforms on the columns carefully. Hit the button to bring the moving platform towards you – watch out for the burning when doing this. Cross the rest of the columns and rescue the final Gobbo. The massive iron flails that bar your path swing slowly and are easy to avoid, so present no obstacle to completing this level.







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LEVEL 3.6
LIFE'S A BEACH

Head across to the platforms surrounding the caged Gobbo and collect all the Crystals there: one of them will be the Red Bonus Crystal. Exit this chamber via the door on the right and head to the back of the cave when you emerge. When you reach the red button, jump onto the platform to the left: the Crystal will turn into a Green Bonus Crystal to add to your collection.

Return to the button and jump on it, then scale the wall behind you. Kill the Dantini guarding the ledge quickly so that you have time to get on the platform before it returns to its starting position.

The moving platform will take you across to the three crates with the Silver Key on top. Collect the Key and smash the crates before leaving this cave.

When you are back in the main chamber, free the Gobbo from the cage and take the door on the left. Turn right as you enter the room to pick up the Gold Key, then quickly run over to the Dantinis and deal with them so that you can rescue the Gobbo from the crate at the far end unmolested.

When you return to the main chamber you can unlock the main door and head through: this is where things get tricky. Grab the Lamp in front of you and take the left-hand turn. You have to move fast on this next section as the Lamp doesn't last for long.

Clamber over the mesh grill, then drop onto the stretch platform. From here you should be able to see the next Lamp and Silver Key beside it: Grab the Key and the Lamp and speed back to the mesh grill, then keep going straight ahead When you have crossed the deadly platforms, free the Gobbo in the cage and head through the door at the end of the cave.



When you get outside, leap onto the mesh grill using the box. Follow the path round and collect the Gold Key. Head back to where you started and smash the boxes there to get the Yellow Crystal.

Go through the door and drop down the well to get back to the mesh grill in the main room. Grab onto the mesh and head left to where you got the Silver Key and continue round until you get to a locked door. Smash the box next to the locked door to get the Blue Crystal, then unlock the door and enter the next room. Cross the moving platforms carefully, grab the Silver Key, and rescue the Gobbo. Keep going and head to the end of the room to pick up the last Bonus Crystal from one of the two crates there.

Go through the doorway and head round the platforms until you reach a red button. Hit it and climb up the new platforms that appear, to get to the Gobbo and exit through the bonus door.

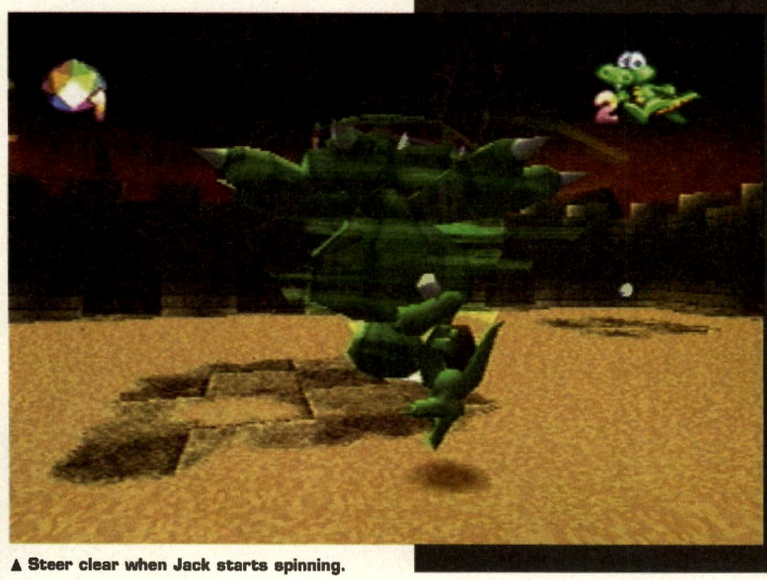
LEVEL 3.B2
CACTUS JACK'S RANCH

Quickly run as fast as you can away from the spines he shoots at you. When he has finished with his long-range antics, Jack will spin around the arena like a madman (kind of like someone who has played this level a lot). If he hits you, be sure to collect the Crystals you drop – you can replenish your Crystals by collecting the ones that are tucked away in the corners of the arena.

When Jack slows down, start moving towards him: after he stops he will be dizzy, so you can leap in and knock him senseless. Hit him three times and before you can say "Blazing Saddles" he will be no more, enabling you to continue with your rescue mission.



▼ **Watch out for the crumbling platforms. The key to open the Gobbo's cage is found elsewhere.**



▲ **Steer clear when Jack starts spinning.**

LEVEL 4.1
THE TOWER OF POWER

Getting up to the tower requires a lot of quick jumping. You have to head across the moving platforms quickly as most of them disintegrate beneath your feet. When you reach the doorway to the tower, turn round and walk off the ledge. This will take you to a secret area containing Extra Lives. Once you enter the tower itself, walk round the pillar to get to the red button. When pressed, the button resets the stack of boxes in the corner, so don't press it yet. You have to arrange the stack of boxes so that they form stairs to enable you to get to the top of the pillar and push the button there.

With the new platforms in place, cross over to the doorway and head through the door at the end, collecting the Bonus Crystal on the way.

Jump across the moving platforms to get to the stretch platform, then leap onto the bars and haul yourself across to the next platform.

Dodge the flying creature as you cross over to the pillar and pick up the Bonus Crystal. Now you can jump onto the moving platform and head through the door and into the next room.

Head up the ledges to the mesh platform, then use it to get onto the cogs. Head over to the moving platform and go to the mesh grill. Drop down onto the cogs and cross over to the stairway. Climb up and smash the first box you see to get another Bonus Crystal.



Cross over and drop down onto the cogs below. Jump over to the moving platform and you will be taken to a door which you should then exit through. Jump upwards and onto the moving platform to get to the mesh grill. Keep going straight – don't worry about the blades as they are slow and easy to avoid. Leap onto the jelly you come to and grab the Purple Crystal that is on the ledge. Jump onto the moving platforms that are floating around, to get to the top of the chamber. When you get to the top you will be confronted by a ghoul: hit the left switch in front of him and leg it right to get to a box with a Gobbo in it. Return to the ghoul, press the centre button, and head back to where you rescued the Gobbo. Dodge the grim reaper that blocks your path and continue along until you get to another Gobbo. Return to the ghoul once more and press the last button. Head past the grim reaper as before and continue along to rescue the final Gobbo and exit through the bonus door.

LEVEL 4.2
HASSLE IN THE CASTLE

This level is quite easy if you maintain a good collection of Crystals as it consists mainly of 'cheap shot' death-traps.

Cross over the first and take him out before scaling the staircase. Follow the platforms round and collect the first Bonus Crystal from under the mesh platform. Cross the bottom of the mesh grill to get over to the moving platforms in the distance. When you get to the centre pillar, smash the crate there to rescue a Gobbo and head across the moving platforms to the exit.

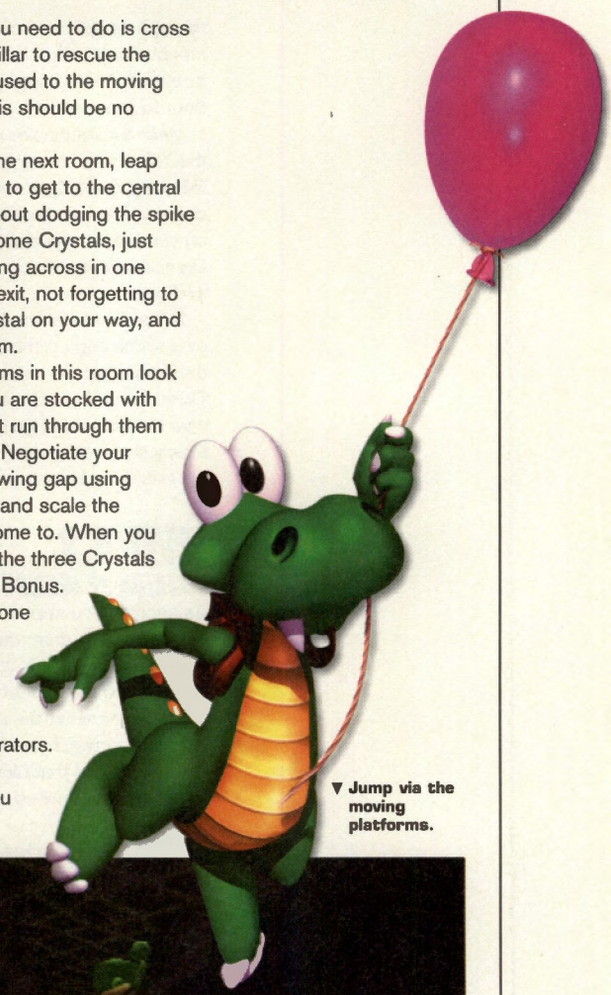


Once again, all you need to do is cross over to the central pillar to rescue the Gobbo. As you are used to the moving platforms by now, this should be no trouble at all.

When you enter the next room, leap across the platforms to get to the central pillar. Don't worry about dodging the spike balls – if you have some Crystals, just concentrate on getting across in one piece. Head for the exit, not forgetting to grab the Bonus Crystal on your way, and head to the next room.

The electrical beams in this room look formidable, but if you are stocked with Crystals you can just run through them with minimal hassle. Negotiate your way across the following gap using the moving platform and scale the staircase that you come to. When you get to the top, grab the three Crystals there to get another Bonus.

When you have gone through the door to the next section you will be faced with more of those scary lightning generators. As you should have plenty of Crystals you can just barrel on



▼ Jump via the moving platforms.







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through as before, picking up the Gobbo on your way. Head up the moving platform to the section exit and go through the door to proceed with your quest.

Walk across the wooden bridge, collect the Yellow Crystal on your way, and keep following the bridges round to get to the doorway. Rescue the Gobbo whilst you are on your way to the door and dodge the Dantini's deadly attacks before making a swift exit.

When you enter the last room, cross over to the cogs in the centre and smash the boxes there to obtain the last Bonus Crystal and free a Gobbo. Press the switch near the boxes and go back to the cog. Newly activated moving platforms are now the only thing barring your path to the exit.

LEVEL 4.3
DUNGEON OF DEFRIGHT

As soon as you appear, your pathway is blocked by the grim reaper. To get past this malignant spook, you will need to run and jump to the side of him.

Once you enter the passageway, you will need to watch out for the statue's smashing hand that blocks your path. To avoid being squashed, stick to the side of the corridor.

In the main room lies a Gold Key. To get it, all you have to do is wait for the spider to descend before squashing him with a power jump. Collect the Gold Key and the surrounding Crystals as one of them is a Bonus Crystal, then go back to the start of the level and unlock the door there to continue.

► Squish the spider and nick his key and crystals, one of which is a bonus one.



▼ Push this dude over to the door, then jump up and down on the green bellows to inflate and burst him!



Track down the moving crate in the next room to rescue the Gobbo before proceeding to the next section.

This cave contains another moving box which must be smashed. Unfortunately this time it is guarded by a load of arachnids. You can deal with the spiders before attempting to rescue the Gobbo from the crate: they don't move too fast, so they are easy to track down and squish.

When you get to the next room you will find another pot game. Position the pot as you did in the previous levels and catch the Crystals that fall, to open the door at the end of the room.

A tile puzzle confronts Croc in this room. He must step on the purple tiles to destroy the grim reapers that enter through the doors. When this is done, Croc can enter the next section.

When you get to the next cave, push the fat bloke over to the door, then return to the green button. By stamping on the button you can gradually inflate the fat bloke and destroy the door.

All you have to do in the final section is collect all the Bonus Crystals, then stroll through the exit. Easy or what?

LEVEL 4.B1
FOSLEY'S FREAKY DONUT

The toughest part about this level is getting to the boss, as all the platforms you step on give way after two seconds. When you finally get to Fosley he will chuck dynamite at you – even if Croc gets out of the way, the dynamite will grow legs and run after him, so keep moving.

To drop Fosley down the well you will need to fire the dynamite back at him using the brown tiles with the monkey faces on. Wait until he has chucked a stick of dynamite, then get it to chase you onto the brown platform. Quickly jump off

LEVEL 4.4
BALLISTIC MEG'S FAIRWAY

When you emerge, start running: Meg will speed towards you, leaving a trail of fire in her wake, so stay to the side to avoid coming to any harm. Smash the boxes you come to so that you release the first Gobbo, and run to the red button at the end of the section. Activate the button to make the platform opposite safe for Croc to jump on, then cross over to it and grab the Bonus Crystal. Smash the two boxes opposite to free another Gobbo, then hitch a ride on the balloon next to you.

The balloon will take you down to the mesh grill at the bottom of this section, but you have move quickly as that sodding Meg is back for more. Collect the Crystals on your way across the bars until you come

the platform as the dynamite steps onto it, then it will be fired straight at the balloons holding Fosley. Once all three balloons have been burst, Fosley will disappear down the hole, never to be seen again.

LEVEL 4.5
SWIPE SWIFTLY'S WICKED RIDE

When you jump across to get the Red Crystal, the platform under it will start to descend rapidly. As the platform falls, you will be attacked from all sides by a nutter with a sword.

Stay in the middle of the platform and jump on his head when he comes close. After a dozen attacks, the platform will crash down, leaving you to escape from the wreckage.



to a fork in the grill. Collect the two Bonus Crystals from the right and centre paths before heading left to finish the section.

Make a run for the moving platform in the distance as that Meg is lurking around this section and is intent on causing Croc harm. Once you have made it across, leap over the cage to get to a stone platform. Break open the box here to get another Bonus Crystal. As you continue up the platforms, Meg will return to try and knock you off: wait until she pauses before making your way to the top ledge.

Eventually you will come to the Gold Key on one of the platforms. If you keep heading up, you will find the Key to the cage as well. After you have let the Gobbo loose, return through the door to the previous section so that you can put the Gold Key to work.

Get back to the mesh grill and cross over to the locked door. Once you are through, you will wish you weren't. Cross the bottom of the mesh platform that you are facing and continue along until you get to the end. Look down and let go of the grill so that you land on the moving platform below, which will take you to another mesh grill that you have to cross. Repeat this procedure for the following sets of bars and you should pick up a Yellow Crystal on your way.

When you finally get to solid ground, you will able to see the doorway to the final section. Smash the crate next to it before you exit to rescue another Gobbo.

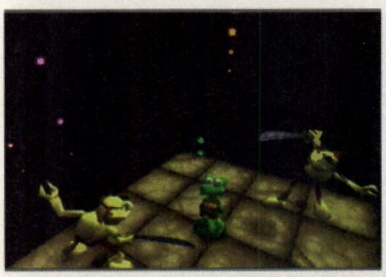
Head across the platform, taking care to dodge Meg who keeps speeding past, until you come to three boxes. Smash these to get the final Gobbo and Bonus Crystal. It's only a short run from here to get to the exit door, but keep dodging that Meg!



When you have recovered your senses, smash the two boxes next to the door to rescue a Gobbo before exiting through it.

In the next section Croc is faced with an array of moving pillars in a room full of collectable objects. Once you have rescued the Gobbo from the crate ahead, you will need to hunt down that elusive Bonus Crystal. It is located near the many crumbling red platforms about and is quite difficult to get to, but when you have it, the platform you are standing on will drop. When the platform has stopped falling, a staircase will now be visible: use it to get to the end-of-section door.

Take a run and jump onto the moving central pillar and recover the Bonus Crystal lying there. Head left to find a box containing a Gobbo and break it open to rescue the little blighter, then simply walk through the door and into the next section.





When you emerge, continue along the platform until you get to another crate. Smash it open to reveal another Gobbo before heading off and to the left to collect the Bonus Crystal there.

The platforms in the next section move erratically, so time your passage carefully to get through unharmed. Collect all the Crystals on your way as one of them is a disguised Bonus Crystal. Watch out for the Dantini at the end of the cave as he is deadly accurate with the fireballs. Once you have got past this jaffa, you can just head straight to the bonus doors and complete the level.

LEVEL 4.6

PANIC AT PLATFORM PETE'S LAIR

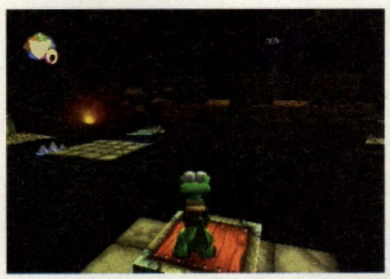
To reach the doorway, you have to make your way over the spinning spiked platforms towards the door. The platforms spin when Pete strikes the ground with his hammer, so judge your jumps accordingly whilst picking up the Bonus Crystals on your way.

After you have exited that evil section you are faced with another more arduous room. The platforms that join the ledges periodically reverse to show their spiked sides, so you have to time your ascent carefully to reach the top alive. On your way to the door at the top of the ledge be sure to smash all the boxes to track down the elusive Bonus Crystal.

When you come through the door, jump onto the long rotating platform as it turns flat, then quickly leg it across. The platform will probably begin to turn again before you reach the end so you will have to leap off before it does so. The following platform should now be spike-free so run along it as before and leap off as it begins to change. Repeat this method to make your way to the doorway opposite. There is a Bonus Crystal on the stable platform in the middle of the room, so grab it as you pass through.

In the next cavern, more rotating platforms bar your progress, but by now they shouldn't prove very difficult so just follow them up to the doorway.

This section is practically the same as the last so there should be no trouble getting to the top and leaving through the bonus doors.



◀ **The spiked platforms reverse whenever Pete hits a button with his hammer.**

▼ **You've got to be quick up each series of platforms before Pete reverses them to spike you.**





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LEVEL 4.B2

BARON DANTE'S FUNKY INFERNO

Tough? Who said he was tough? The Baron takes a grand total of nine hits before finally expiring. Every three hits he changes his attacking style so be wary. The key to defeating the baron is in maintaining your supply of Crystals as without them you are dead meat.

His first attack pattern consists of him taking swipes at you with his fist and pounding the floor. Leap clear when he takes a swipe at you and attack him when he is laughing.

After three hits he begins to charge at you. Stand near the wall and run to the side as he approaches: he'll then smash into the wall, allowing you to jump up and hit him.

After three more hits, the Baron starts to get really violent. He takes to the air and begins to bombard Croc with electrical projectiles. Run around the room, as you did when you were fighting Cactus Jack, until the Baron drops to the ground, then leg it to where he is standing and give him a tail lashing. Three hits will destroy him and you can enjoy the end sequence that you have worked long and hard for.



LEVEL 5.2

DIET BRRRRR

As soon as the first snowball goes over your head, jump onto the rising platform and quickly over to the mesh platform to kill the Dantini. Drop down onto the moving platform below (grabbing Extra Life if possible) to be taken to the exit. Head out across the cogs and make your way toward the three boxes on the icy platform. Smash these to give you extra protection against the snowball-throwing Dantinis lying in wait on the far side. Floor the first one and hitch a lift on the balloon next to him. Do the same to the one guarding the next balloon and use it to reach the exit.

You now have to make your way across to the far door using the mesh grills and the ice platforms provided. The catch is that you're being shot at constantly whilst you are trying to negotiate these slippery surfaces.

When you eventually make your way through the door, you have to cross over the lava via the platforms. There are Dantinis shooting at you from both sides,



LEVEL 5.1

AND SO THE ADVENTURE RETURNS

After you have rescued all 144 Gobbos and collected the eight pieces of puzzle from the special levels after each boss, you get to assemble the puzzle and discover a new island to play.

As soon as you appear, two Dantinis will start pumping fireballs at you. As you have no Crystals at this point, you will soon be dead unless you run and smash the box in the corner. Armed with the Crystals, you can easily wipe the floor with those pesky Dantinis. When you have cleared them, grab the Silver Key behind the grassy tump. Then smash open the well to enter it before the Dantinis reappear.



Unlock the cage next to you when you land and press the button to activate a hidden platform. Scale the platforms in front of you and collect the Extra Life. There is a Dantini guarding the door to the next section and spewing fireballs, so quickly leap onto his head to get through the door without injury.

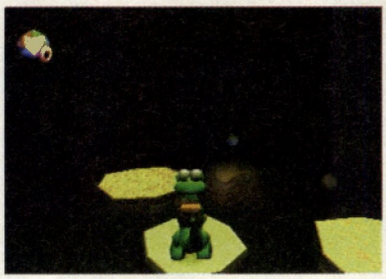
Vanishing log platforms and fireball-assisted Dantinis must be braved in the next section. The key to surviving long enough to get out of the door alive is in maintaining your Crystals shield, so be sure to pick up any you come across.

Grab the underside of the mesh and haul yourself along quickly to avoid having your fingers stamped on by the Dantini above. Get across the gap and grab onto the mesh on the other side. There are many finger-stamping Dantinis on this platform, so move carefully between their stamping feet to prevent a falling-related death before you can get to the exit.

This section is easy compared with the last. All you have to do is make your way to the door on the far side to get to the gong. Once you have got through the door, you have to scale the cliff front to get to the gong itself. There are jaffas chucking fireballs at you whilst you attempt to do this, so stay on the move to reach the top without incident.









but if you quickly leap on them between shots, they won't give you too much trouble. This stretch is long and hard, but if you keep dodging and stomping Dantinis, you should live long enough to get through the door at the end.

After the horror that was the previous section, this cavern is a cake walk. Just leap onto the arrow platforms and keep dodging the lava and Dantinis until you reach the doorway at the end.

LEVEL 5.3
TRIAL ON THE NILE

Head straight for the balloon and travel to the Gold Key, then fast-turn and quickly scale the platforms and head through the locked door.

Go to the corner by the ring of platforms and time your jump onto one, then quickly onto the Dantini in the middle – avoiding his fireball is tricky, but the best bet is to do the first jump high (hold X) onto the near edge of the moving platform, ie not too close to the Dantini. Jump over to the rock for the Crystal. Leap via the rising platform to another ring of platforms and drop the Dantini there. Once he is dealt with, make your way across to the long walkway and collect all the power-ups there, then head onto the last set of rotating platforms and chin the jaffa guarding them. Once the way ahead is clear, leap onto the second land mass and head down the well to the next section.

You will need to collect all the Lamps in this area to stand any chance. It is also a good idea not to stop to smash any boxes you find unless you are desperate for Crystals. Make your way to the door at the far side, taking care to leap off the crumbling platforms quickly, and leave this place of darkness.

When you emerge, take the left-hand trail and press the switch on the following platform. Keep going along this route and cross the platforms to get to the well and exit the section.

Take it easy in the next cavern – if you rush forward, the Dantini on the platform ahead will nail you with a fireball. To take him out, jump slowly towards him and leap his fireballs as he shoots. When he is reloading, leap on his head and close him down. Leap onto the mesh platform and pick up the Extra Life, then go back to the main platforms and cross to the end to get to the well.

This section is a real pain. Dantinis lurk in the darkness, ready to throw lethal fireballs at you before you can even see them. To finish this level, keep your finger poised over the jump button as you make your way to the exit.

LEVEL 5.4
CROX INTERACTIVE

Cross to the crumbling red platform and leap off again before it falls to the depths of the chasm below. Zigzag constantly to keep the Dantini's fireballs off your back, then leap onto the moving platform. The Dantinis will keep lobbing fireballs so keep jumping to avoid them. When you reach a set of red platforms, head up to the top of them to get to the drawbridge. When you have entered the main castle, you have to run continuously to get over the falling platforms to get to the door.

Once you have left that section far behind, you get to blow up another fat bloke: push him over to the door as you did last time, then pound that button till he blows.

Head along the stone walkway behind the door and continue around, leaping the fiery Dantinis that cross your path. It shouldn't be too long before you are at the exit to this room as well.

Another set of moving platforms and fireball-lobbing Dantinis have to passed in this section. Use the same tactics that got you through the last level to ensure your survival. Cross over the remaining platforms and you can easily get to the final level of this arduous game.

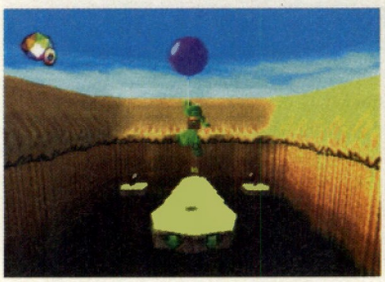
▲ **Ride this moving ledge, collecting the crystals, but be ready to jump up some more red platforms.**

LEVEL 5.B
SECRET SENTINEL

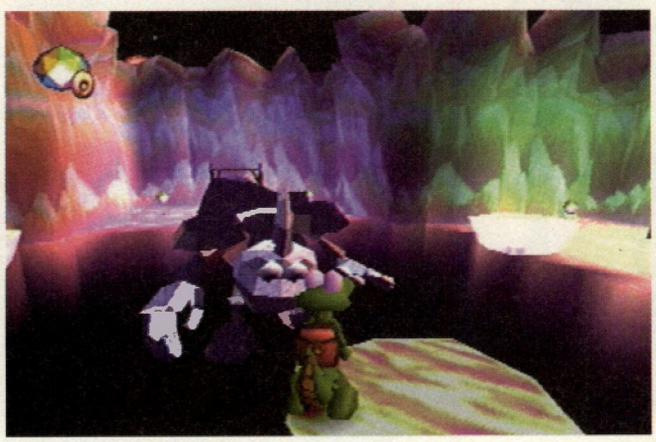
If you thought the last battle was tough, think again. To defeat the Baron this time, you have to get all four gongs at the edge of the arena to vibrate in unison. Sounds easy doesn't it? Wrong. While you are trying to jump onto the small moving platforms to hastily ring the gongs before one of them stops, the Baron is cheerfully hitting you with fireballs. When you reach each gong, quickly ring it and hit the fast-turn button: this should line you up with the crystal platform behind you, but you'll still need to jump like a maniac to avoid the Baron's fireballs and get to the next gong in time.

Once you have got all the gongs ringing, the Baron will shatter and the game will finally end with Croc helping himself to the remains and rejoining his friends in Gobbo land. Hurrah!

▼ **You have to be quick to hit all four gongs in time to shatter the evil Baron.**









PLATINUM

1 OR 2 PLAY

MEMORY CARD (1)

SOUL BLADE



Talk about great value: at under £20 this **brilliant beat-'em-up** is a steal. But **completing it won't be so easy** – better read our **comprehensive guide** to the **fighters, weapons, and secrets.**

Publisher: Sony Platinum
Price: £19.99
Format: UK

THE COMPLETE SECRET CHARACTER GUIDE

Rumours of a third version of Sophitia (with three exclamation marks and no clothes) proved to be false – despite endless experimentation by the POWERSTATION team to try and reveal her! Never mind, here's how to unlock all the genuine secret fighters.

CLOSE-UP

In Edge Master mode it is possible to zoom in on the pages of the book by pressing the shoulder buttons. If you press L1 or R1 you'll get a close-up view of the top of each page, and R2 and L2 will give a close-up of the bottom of the pages.





Sophitia!

Not a particularly exciting new character by any means, but one nonetheless. This is basically Sophitia in a fetching micro-skirt and without her body armour. She doesn't have any new moves we've spotted, unfortunately. To play as her, you must battle through Edge Master mode with Sophitia and obtain her eighth weapon. Do this and then Sophitia! will appear on the character select screen in Arcade mode to the left of Hwang.



Soul Edge

This is perhaps the easiest character to find, and it can be done by completing the game in Arcade mode with every single character. There is an alternative method if you've got the patience: to play the game for 20 hours solid… hmm, no thanks. It is far easier to go for the mass completion method. When you complete the game for the last time, you'll notice that the title screen design changes from the metallic blue background to a backdrop of the characters. Now go to the character select screen in Arcade mode and Soul Edge will have appeared between Mitsurugi and Siegfried. If you complete the game with Soul Edge, he even has his own ending – just the one, though.

Sophitia!!

She's back wearing even less! Yes, Sophitia!! is just Sophitia in a flimsy swimsuit, nothing more, nothing less. To access the privilege of playing as her in Arcade mode, you've got to climb the vast mountain of collecting every weapon for every character in Edge Master mode. Not easy, we know, but worth it when you get a gander at her lovely polygon pins.



Siegfried!

This is a slightly more exciting character. If you have watched Siegfried's normal ending whereby he gets possessed by the Soul Edge and transformed into a demon knight, you'll know that this is what he transforms into. To play as Siegfried! you must battle through the Edge Master mode using Siegfried and obtain his eighth weapon. If you are successful, Siegfried! will appear in Arcade mode to the left of Sophitia!

Han Myong

The original 'old git' is also a selectable character and is easy to find once you know how. First, Soul Edge must be available as a playable character – either by completing the game in Arcade mode with all ten fighters, or by racking up 20 hours playing time. Once he is, you need to complete the game with Hwang, then Seung Mina (there's no need to repeat for alternate endings). Han Myong should now be unlocked.



SKILL ACADEMY

How well do you really know the ins and outs of *Soul Blade*? There is a lot more to it than merely hacking and slaying. For example, we bet you didn't know about…

Float Combos

All characters have a ↘ + △ attack which sends the opponent into the air. If the attack is a 'counter' (struck while the opponent is attacking you), you have the option of attacking them with a variety of moves before they hit the ground. To inflict even more damage, you have time to add your ground attack at the end. Also, note that there are specific moves for each character which may permit float combos.



SOUL BLADE PLATINUM



Weapon Defence Power

Each time an opponent strikes you with a special attack or combination of attacks which are blocked, you will lose weapon power. The power bar is situated under your health bar and is indicated by the sword. When the meter reads zero you'll lose your weapon and must then resort to unarmed combat to try and salvage the round – not easy. The bar replenishes some power after each round. This bar also represents your Critical Edge gauge. If you execute a Critical Edge, a third of your weapon power bar is drained instantly, so time them well so as not to waste them.

Guard Impact

The Guard Impact is ⇨ + ✕. If someone attacks you when the guard impact is active, you'll flash for a second and have time to counter the attack while your opponent recoils. It can be done at any time, so practise the timing when you're NOT being slaughtered.

Note: You cannot Guard Impact kicks.

Clash of Swords

When both fighters attack at the same time, it is likely that their two weapons will lock together in close combat. When this occurs, both fighters must battle to gain the upper hand. To do this, players must constantly bash either the ○, □ or △ buttons repeatedly. These buttons represent the Paper-Stone-Scissors game, and whoever selects the superior button in this game will win the close fighting. Of course, it's simply a matter of luck. So whenever your weapons are locked, push any of the buttons below and hope for the best!

○ – Paper (beats Stone)
□ – Stone (beats Scissors)
△ – Scissors (beats Paper)

Ending Stances

Each character has a total of six ending stances: four winning, two losing. The winning stances are activated depending on which button-related action was last used during the match – either □, △, or ○. The fourth is the unarmed stance. The two losing stances are only possible through a time-out. The armed stances differ, but losing by time-out while unarmed gives the same effect for all characters: they all lower their heads while standing, with their hands on their knees.

Critical Edges

Critical Edges are automatic four-hit combos which every fighter possesses by pressing □, △, and ○ at the same time. In order to activate the Critical Edge, you must have sufficient weapon power which is used by the Critical Edge (33% approx). Critical Edge Extensions are movements made during a Critical Edge's four attacks in order to add an extra three to four hits to the auto combo, depending on the character.

Note: If your Critical Edge is Guard Impacted, you will lose 50% of your sword power rather than the usual 33%.

Cross Dressing

Each character in Soul Blade has five different fighting costumes, here's how to access them all:

Costume #1 – □
Costume #2 – ✕ + □
Costume #3 – ○
Costume #4 – △
Costume #5 – ✕ + △







Unblockable And Critical Edge Cancelling

Both of these attacks can be cancelled by pressing the Guard Button (✕). In addition, most characters can perform flash attacks after cancelling these moves. By cancelling and quickly following with □ and/or △ attacks, the weapon trail will follow while the Unblockable or Critical Edge power goes down.

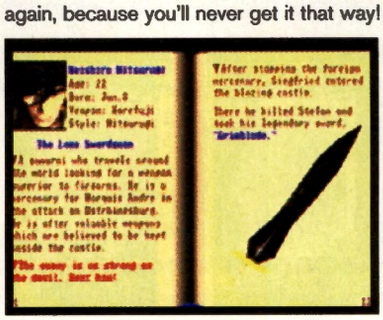
Changing The Endings

Soul Edge in both arcade and on PlayStation has real time endings. You can change these endings while they are actually running by tapping directions and buttons rapidly. For example, Li Long will live, Mitsurugi will kill Tanegashima, Voldo will caress the Soul Edge so much it shatters, and so on. Please note that you can only change the endings when the picture goes full-screen; if it is letter-boxed then you're out of luck buddy!

Edge Master Mode

This is an additional option whereby your fighter embarks on a quest to gain more weapons. The weapons you collect can be saved to memory card and used in the normal Arcade mode and they posses all kinds of strange properties that can assist you in maiming and mutilating. You usually collect a new weapon after each bout, but getting the final weapon is slightly trickier. Each character has eight weapons in total – seven of which you collect up until the completion of the Edge Master mode with your selected character, and the final weapon which you must search for and find afterwards.

When you beat Soul Edge in Edge Master mode, the final weapon is located in an adjacent country to Spain. If you travel to that country and win, you'll receive the eighth weapon, if you lose, you'll see your character do a time over animation when you return to the map and the weapon will move to another adjacent location and you'll have to continue searching and fighting until you come to it. It's safe to assume that after beating Soul Edge, the eighth weapon will be residing in Italy, so travel back there, win the fight, and gain the weapon. If you lose, travel one space to the right and fight again, and so on. Whatever you do, don't stay in the same country fighting over and over again, because you'll never get it that way!



MOVES KEY:

□ ..... Weak Slash (horizontal)
△ ..... Strong Slash (vertical)
○ ..... Kick
✕ ..... Guard

H . High attack (dodge by ducking)
M . Medium attack (block standing)
L . . Low attack (dodge by hop or jump or block ducking)
WS. . Whilst Standing from crouch (down to neutral)

3D MOVEMENT

⇩, ⇩ . . Move towards the camera
⇩, ⇧ . Move away from the camera

GROUND ATTACKS

Tap ⇧ + △ ..... Quick pounce
Hold ⇧ + △ ..... Long pounce
✕ + □ or ✕ + △ ... Basic throws (facing or behind)

REPLAY

□ ..... Zoom In
△ ..... Zoom Out
Any direction ..... Rotate Axis



RUMOUR MILL

You've got your five hidden fighters. But what about the niggly rumours that have been circulating on the Internet newsgroups since this game was released? Here are some of the best ones...

TANEGASHIMA

When you complete the game with Mitsurugi, you get to fight this unsavoury rifle-firing chap in first-person perspective. Many believe that there is a way to actually play as him. But quite how nobody seems to know. Strange that!

BANGOO

Clutching at straws time, some twerp reckons that there must be a way to play as Rock's chum because there is a voice actor listed in the credits. It couldn't possibly be because Bangoo has a speaking part in his ending then?

SOPHITIA!!!

This is one that we made up. Imagine it though, if she wears less and less with each exclamation mark, then Sophitia!!! must surely be wearing nowt!



PLATINUM

Edge Master Quest

Episode 1: Rock
Conditions: Beat Rock.
Weapon Received: Onimaru.

Episode 2: Taki
Conditions: Beat her within the time limit.
Weapon Received: Iron Slasher

Episode 3: Seung Mi Na
Conditions: Beat her using throws.
Weapon Received: None

Episode 4: Li Long
Conditions: Defeat him before the poison takes effect.
Weapon Received: Kojiro's Sword

Episode 5: Hwang
Conditions: Strike Hwang while in the air to defeat him.
Weapon Received: None.

Episode 6: Colosseum
Conditions: Beat everyone.
Weapon Received: Water Moon.

Episode 7: Siegfried
Conditions: Defeat the enemy within the time allowed.
Weapon Received: Two Handed Sword.

Episode 8: Voldo.
Conditions: Defeat him by using the Critical Edge.
Weapon Received: Falcus

Episode 9: Cervantes/Soul Edge
Conditions: Beat Them.
Weapon Received: None

Final Weapon: Muramasa.



Heishiro Mitsurugi

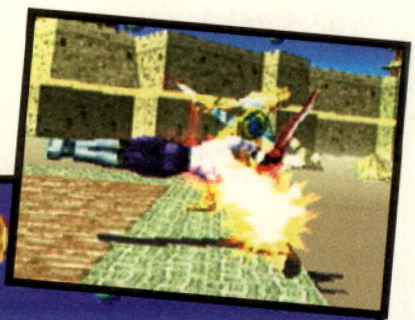
AGE:	**22**
BORN:	**June 8**
HEIGHT:	**168cm**
WEIGHT:	**59kg**
NATIONALITY:	**Japanese**
BLOOD TYPE:	**AB**
FAMILY:	**All deceased (natural causes)**
WEAPON:	**Korefuji**
STYLE:	**Mitsurugi**

Moves

Samurai Slash – □ (H)
Samurai Slashes – □, □ (HH)
No Escape – □, □, □ (HHH)
Slice & Dice – □, □, ⇩ + □ (HHL)
Wind Storm – □, □, △ (HHM)
Tiger Sweep – △ + □ (H)
Hard Slash – ⇨+ □ (M)
Hard Slash + Low Spin Slash – ⇨+ □, ⇩ + □ (ML)
Hard Slash Blade Uppercut – ⇨ + □, △ (MM)
Hilt Gut-Strike – ⇖ + □ (M)
Shin Slicer – ⇙ + □ (L)
Low Spinning Slash – ⇩ + □ (L)
Rising Spin Slash – WS + □ (M)
Rising Spin Slash, Low Spin Slash – WS + □, ⇩ + □ (ML)
Rising Spin Slash, Blade Uppercut – WS + □, △ (MM)
Shoulder Cutter – △ (M)
V-Cutter – △, △ (MM)
Triangle Cutter – △, △, □ (MMH)
Wipe Out – △, △, □, △ (MMHM)
Sudden Wind – △, △, □, ⇩ + □ (MMHL)
Wasp Stinger – ⇨ + △ (M)
Let It Roll – ⇦ + △ (M)
Drop Slash – ⇩ + △ (M)
Thunder Strike – ⇨, ⇨+ △ (M)
Uppercut – ⇖ + △ (M)
Rising Stab – WS + △ (M)
High Kick – ○ (H)
Side Kick – ⇖+ ○ (M)
Charging Lance – ⇦+ ○ (M)
Wood Chopper – ⇦+ ○, △ (MM)
Coiling Snake – ⇩ + ○ (L)
Leg Sweeper – ⇩ + ○, △ (LM)
Steel Slicer – △ + □ (MM)
Phoenix Tail – ⇨, ⇨ + □ + △ (M)
Silent Step – ⇩ ⇖ ⇨
Step Swing, Low Slash – ⇨ + □, ⇩ + □
Stepping Steel Slicer – ⇨ + □ + △ (MM)
Silent Stab – ⇨ + △ (M)
Stepping Kick – ⇨ + ○ (M)
Sliding Kick – Dash + ○ (L)
Rising Knee – WS + ○ (M)

Sea Of Madness – □ + ✕ (Throw)
Hell Striker – △ + ✕ (Throw)
Dirty Stab – △ + □ + ✕ (Counter, With Weapon)
Life After Death – △ + □ + ✕ (Counter, Without Weapon)
Final Strike – ⇖ + △ (Strikes Downed Opponent)

Unblockable – ⇨ ⇖ ⇩ ⇙ ⇦ + △
Critical Edge + Cross The Styx – □ + △ + ○, ⇦ ⇙ ⇩ ⇖ ⇨ + △ + ○
Critical Edge + Ticket To Styx – □ + △ + ○, ⇦ ⇙ ⇩ ⇖ ⇨ + □ + ○





Mitsurugi Ending V.I
Mitsurugi loses in battle to Tanegashima and goes into a subsequent sulk.



Mitsurugi Ending V.II
Mitsurugi is victorious in his battle and hacks Tanegashima in twain, well we can dream!





SOUL BLADE PLATINUM



Seung Mi Na

AGE: 16
BORN: November 3
HEIGHT: 159cm
WEIGHT: 46kg
NATIONALITY: South Korean
BLOOD TYPE: A
FAMILY: Father (Seung Han Myong), Mother (dead)
WEAPON: Zanbatah
STYLE: Seung's long blade

Moves

Fly Flapper – □ (H)
Triangle Flap – □, □ (HH)
Fly Flipper Kick – □, ○ (HH)
Sparrow's Rush – □, □, □ (HHH)
Rising Sparrow – □, □, □, ○ (HHHM)
Burning Sparrow – □, □, □, ⇩ + ○ (HHHL)
Lightning Sparrow – □, □, △ (HHM)
Flashing Sparrow – □, □, ○ (HHH)
Crazy See-Saw – □, ⇨ + □ (HH)
Bad Attitude – □, ⇨ + □, □ (HHH)
Dancing Souls – □, ⇨ + □, □, ○ (HHHM)
Sleeping Souls – □, ⇨ + □, □, ⇩ + ○ (HHHL)
Breathtaker – ⇨ + □ (M)

Xylophonist – ⇨ + □, ○ (MH)
Quick Low Slash – ⇩ + □ (L)
Spark Spin Slash – WS + □ (M)
Spinning Sparrow – ⇘ + □ (M)
Trick Retreat Low Strike – ⇙ + □ (L)
Star Dancer – ⇧ + □ + △ (M)
Garden Plower – △ (M)
Sheep Chaser – △, △ (MM)
Meteor Shower – △, △, △ (MMM)
Triple Wave – △, △, ⇩ + □ (MML)
Art Of Heaven – △, □ (MH)
Art Of Earth – △, ⇩ + □ (ML)
Fire Dance – △, ○ (MH)
Spear – ⇨ + △ (M)
High Tide – ⇨ + △, △ (MM)
Rip Tide – ⇨ + △, □ (MM)
Low Tide – ⇨ + △, ⇩ + □ (MML)
Enchanted Spear – ⇦ + △ (M)
Glaive Drop – ⇩ + △ (M)

Skyscraper (hits downed opponent) – ⇦ + △, ⇩ + □ + △ (MM)
Big Dipper – ⇘ + △ (M)
Glitter Big Dipper – WS + △ (M)
Meteor Explosion – ⇗ + △ + ○ (MM)
High Kick – ○ (H)
Middle Kick – ⇘ + ○ (M)
Spinning Kick – △ + ○ (H)
Low Kick – ⇩ + ○ (L)
Sweeping Kick – ⇙ + ○ (L)
Rocket Launcher – ⇨, ⇨ + ○ (M)
Moon Crusher – ⇨, ⇨ + ○, ○ (MM)
Earth Crusher – ⇨, ⇨ + ○, ○, ○ (MMM)
Sliding Kick – Dash + ○ (L)
Starlight Explosion – □ + △ (M)
Orion Express – □ + △, ⇨ + □ (MH)
Star Destroyer – □ + △, ⇨ + □, △ (MHM)
Baton Twirler – □ + △, □ + △ (MM)
High Kick – ⇨ + ○ (M)
Vertical Kick – WS + ○ (M)
Vane Kick – △, ⇨ + ○ (MM)

Rail Crusher – □ + ✕ (Throw)
Super Zonk – △ + ✕ (Throw)
Knee Crusher (hits downed opponent) – ⇘ + ○

Unblockable Killing Vault – ⇗ + □ + △
Critical Edge + Crystal Cyclone – □ + △ + ○, ⇦ ⇦ + □ + △





Edge Master Quest

Episode 1: Mitsurugi
Conditions: Defeat the enemy within the time allowed.
Weapon Received: None

Episode 2: Rock
Conditions: Defeat the demon.
Weapon Received: Tiger Fang

Episode 3: Taki
Conditions: Defeat her within the time allowed.
Weapon Received: Long Handled Sword.

Episode 4: Li Long
Conditions: Use the throw technique to defeat him.
Weapon Received: Nagamaki

Episode 5: Hwang
Conditions: Disarm him.
Weapon Received: None

Episode 6: Sophitia
Conditions: Defeat him.
Weapon Received: Halbard

Episode 7: Siegfried
Conditions: Defeat him before the sun sets.
Weapon Received: Morning Star

Episode 8: Voldo
Conditions: Defeat him with what little strength you have left.
Weapon Received: Sickled Spear

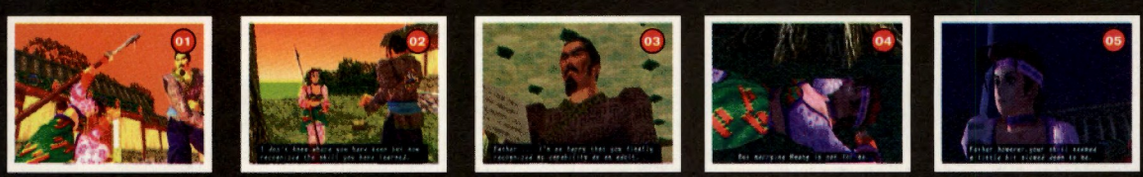
Episode 9: Cervantes/Soul Edge
Conditions: Defeat the enemy.
Weapon Received: None

Final Weapon: Spiked Mace

Seung Ending V.I
The young girl returns to a hostile father, and as punishment for not dodging his blade, she must practice her skill.



Seung Ending V.II
Impressed with her ability to dodge his blade, Han arranges for her to marry Hwang – only for her to leg-it!





PLATINUM

Edge Master Quest

Episode 1: Mitsurugi
Conditions: Defeat him.
Weapon Received: Grimblade

Episode 2: Sophitia
Conditions: Defeat all enemies.
Weapon Received: Atlas Sword

Episode 3: Colosseum
Conditions: Defeat all rivals.
Weapon Received: Flamberge

Episode 4: Rock
Conditions: Defeat Rock before you die from poison.
Weapon Received: None

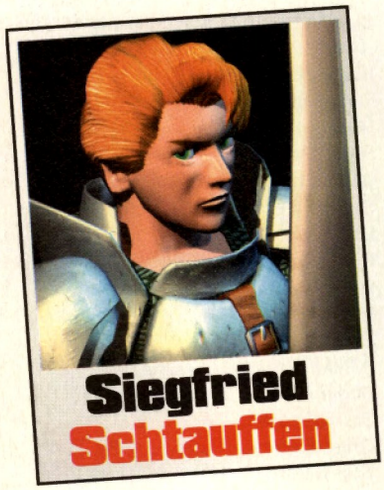
Episode 5: Taki
Conditions: Defeat her before the time runs out.
Weapon Received: 7 Branch Sword

Episode 6: Li Long
Conditions: Defeat him with throws.
Weapon Received: Hard Steel Blade

Episode 7: Voldo
Conditions: Defeat him with what little strength you have left.
Weapon Received: Claymore

Episode 8: Cervantes/ Soul Edge
Conditions: Defeat the enemy.
Weapon Received: None

Final Weapon: Soul Edge



Siegfried Schtauffen



AGE:	**16**
BORN:	**February 6**
HEIGHT:	**157cm**
WEIGHT:	**48kg**
NATIONALITY:	**German**
BLOOD TYPE:	**A**
FAMILY:	**Both Dead**
WEAPON:	**Faust**
STYLE:	**Own styl.**



Moves

Slash – □ (H)
Double Slash – □, □ (HH)
Spiral Attack – □, □, △ (HHM)
Eagle's Flap – □, ⇩ + □ (HL)
Wheel Turner – ⇨+ □ (H)
Back Spin Slash – ⇦+ □ (H)
Low Slash – ⇩ + □ (L)
Hard Gut-Slice – ⇘ + □ (M)
Ankle Slice – ⇙ + □ (L)
Royal Crash – △ (M)
Knight Crasher – △, △ (MM)
Brain Smasher – △, △, △ (MML)
Manslaughter – △, △, ○ MMH)
Cross Cutter – △, ⇩ + □ (ML)
Brainstormer – △, ○ (MM)
Drilling Horn – ⇨ + △ (M)
Cannonball Lifter – ⇘ + △ (M)
Low Centre Slice – ⇩ + △ (M)
Head-Butt – ⇦ + △ (H)
Double Head-Butt – ⇦ + △, □ (HH)
Triple Head-Butt – ⇦ + △, □, △ (HH)
OverKill – ⇙ + △ (M)
Mortal Slaughter – ⇙ + △, ⇦ + △
Invader – △, ⇦ + △ (M)
Blackmail – △, ⇦ + △, △ (ML)
Blade Uppercut – WS + △ (M)
High Kick – ○ (H)
Roundhouse – ⇨ + ○ (H)
Lancer – ⇘ + ○ (M)
Double Lancers – ⇘ + ○, ○ (ML)
Unicorn's Charge – ⇘ + ○, ○, △ (MLM)
Low Kick – ⇩ + ○ (L)
Edge Of Blade – WS + □ (M)
Spiral Blade – WS + □, □ (ML)
Rising Kick – WS + ○ (M)
Jump Kick – ⇨, ⇨ + ○ (H)
Sliding Kick – Dash + ○ (L)
Drop Kick – Dash + △ + ○ (H)
Spin Kick – □ + ○ (H)
SledgeHammer – ⇨, ⇨ + □ + △ (M)
Shoulder Charge – ⇨ + △ + ○ (M)

Brutal Smack – □ + ✕ (Throw)
Hurricane Slash – △ + ✕ (Throw)
Flapjack – ⇩ + △ + ✕ (Throw)
Stomping (hits downed opponent) – ⇘ + ○, ○, ○, ○

Unblockable Earth Divide – ⇩ ⇘ ⇨ + △
Critical Edge + Command Of The Blade – □ + △ + ○, ⇨ ⇩ ⇘ + △ + ○

Siegfried Ending V.I
Entrapped by the power of the sword, Siegfried transforms into an evil knight.

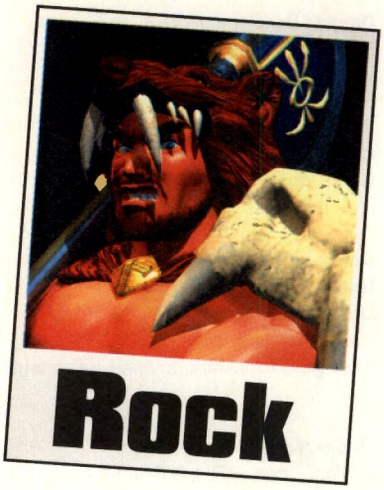


Siegfried Ending V.II
The burly knight smashes the Soul Edge and traipses off to mourn his father.





SOUL BLADE PLATINUM



Rock

AGE:	**35**
BORN:	**December 14**
HEIGHT:	**175cm**
WEIGHT:	**81kg**
NATIONALITY:	**American**
BLOOD TYPE:	**Unknown**
FAMILY:	**Unknown.**
WEAPON:	**Battle Axe**
STYLE:	**Own style.**

Moves

Slash – □ (H)
Double Slash – □, □ (HH)
Cut-To-Pieces – □, □, □ (HHH)
Brutal Slash – □, △ (HHM)
Bear Hunt – □, ○ (HH)
Axe Gripper – ⇨ + □ (H)
Axe Swings Down – ⇨ + □, □ (HH)
Tidal Wave – ⇨ + □, □, □ (HHL)
Demolition Strike – ⇨ + □, □, △ (HHM)
Discus Thrower – ⇙ + □ (L)
Spinning Gut Strike – ⇘ + □ (M)
Low Swing – ⇩ + □ (L)
Lumberjack – ⇨, ⇨+ □ (M)
Tornado – ⇨, ⇨+ □, △ (MM)
Spinning Gut Strike – WS + □ (M)
Smash – △ (M)
Rock Raver – △, △ (MM)
Piston Attack – △, △, △ (MMM)
Fly Swatter – △, □ (MH)
Elephant Trunk – ⇘ + △ (M)
Quakemaker – ⇩ + △ (M)
Head-Butt – ⇦ + △ (M)
Axe Ram – ⇨ + △ (M)



Battle Axe – ⇨, ⇨+ △ (M)
Rising Stab – WS + △ (M)
High Kick – ○ (H)
Rock Climber – ⇨ + ○ (M)
Low Kick – ⇩ + ○ (L)
Middle Kick – ⇘ + ○ (M)
Wild Slash – ⇘ + ○, □ (ML)
Horizontal Sweep Kick – ⇙ + ○ (L)
Wild Charge – ⇨, ⇨+ ○ (M)
Thunder Clap – WS + ○ (M)
Sliding Kick – Dash + ○ (L)
Great Sky Splitter – ⇩ + □, △ (LM)
Pouncer – ⇦ + □ + △ (M)
Rock Thrower – □ + ✕ (Throw)
The Conqueror – △ + ✕ (Throw)
Falling Rock – ⇩ ⇙ ⇦ + △ + ✕ (Throw)
The Annihilator – ⇘ + □ + ✕ (Throw)
Down Kneel Kick (strikes downed opponent) – ⇧ + ○

Unblockable – ⇙ ⇩ ⇘ ⇨ (quickly) + △ + ○
Critical Edge + Devastator – □ + △ + ○, ⇨ ⇘ ⇩ ⇙ ⇦ + □ + ✕
Critical Edge + Rising Uppercut – □ + △ + ○, ⇦ + △ + ✕



Edge Master Quest

Episode 1: Voldo
Conditions: Defeat the enemy.
Weapon Received: Stone Club

Episode 2: Mitsurugi, Taki
Conditions: Beat them.
Weapon Received: Crescent Axe

Episode 3: Seung Mi Na, Hwang
Conditions: Beat them with throws.
Weapon Received: War Hammer

Episode 4: Colosseum
Conditions: Defeat three opponents.
Weapon Received: Twin Axe

Episode 5: Siegfried, Li Long
Conditions: Beat them within the allotted time.
Weapon Received: Cross Axe

Episode 6: Taki
Conditions: Defeat her with what little energy you have left.
Weapon Received: Double Tomahawk

Episode 7: Cervantes/Soul Edge
Conditions: Defeat the enemy.
Weapon Received: None

Final Weapon: Great Axe

Rock Ending V.I
Captivated by the blade, Rock chooses to retain its power and track down his missing parents, never to return.



Rock Ending V.II
Rock disposes of the Soul Edge and returns home to Bangoo, his adopted son. As you can see, the lad is glad!





PLATINUM

Edge Master Quest

Episode 1: Rock
Conditions: Beat him.
Weapon Received: Snake Wind

Episode 2: Siegfried
Conditions: Defeat him in the time allowed.
Weapon Received: Titan

Episode 3: Sophitia, Seung Mi Na, Taki
Conditions: Defeat every opponent.
Weapon Received: Phoenix

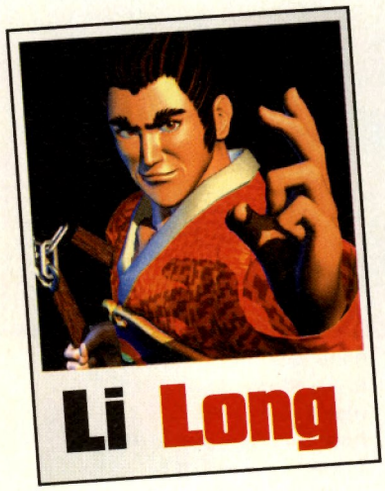
Episode 4: Hwang
Conditions: Defeat him with juggle combos.
Weapon Received: Steel Dragon

Episode 5: Colosseum
Conditions: Defeat everyone.
Weapon Received: White Tiger

Episode 6: Voldo
Conditions: Defeat all who enter.
Weapon Received: Asura

Episode 7: Cervantes/Soul Edge
Conditions: Defeat the enemy.
Weapon Received: None

Final Weapon: Twin Thunder



Li Long

AGE: 24
BORN: October 23
HEIGHT: 168cm
WEIGHT: 55kg
BLOOD TYPE: B
NATIONALITY: Chinese
FAMILY: Parents (dead), Sister (Mimi), Lover (Chie)
WEAPON: Falcon
STYLE: Matchless Dragon

Moves

Art Of Snake – □ (H)
Twin Snakes – □, □ (HH)
Thunderstorm – □, □, □ (HHH)
Whipping – □, □, ⇩ + □ (HHL)
Whiplash Kick – □, □, ○ (HHM)
Whiplash Low Kick – □, □, ⇩ + ○ (HHL)
Whiplash Pain – □, □, ⇩ + ○, △ (HHLM)
Hard Swipe – ⇨+ □ (H)
Windstorm – ⇨+ □, □ (HH)
Hurricane – ⇨+ □, □, □ (HHH)
Viperlash Pain – ⇨+ □, □, ⇩ + ○, △ (HHLM)
Viperslash Swipe – ⇨+ □, □, ⇩ + □ (HHL)
Victim Of Snake – □, △ (HM)
Dragon's Beat – □, △, ○ (HMH)
Vipersnake – ⇨ + □, △ (HM)
Dragon's Pain – ⇨ + □, △, ○ (HMH)
Low Spinning Swipe – ⇩ + □ (L)
Reverse Gut-Stab – ⇘ + □ (M)
Rope Attacher – △ + □ (M)
Rope Skipper – ⇗ + □ (L)
Double Stab – ⇩ + □, ⇧ + △ (LM)
Backhand Swipe – WS + □ (M)
Art Of Dragon – △ (M)
Twin Dragons – △, △ (MM)
Hailstorm – △, △, △ (MMM)
Sadistic Cross – △, □ (MH)
Drum Beat – △, ○ (MM)
Aiming Snake – ⇨ + △ (H)
Snake Venom – ⇨ + △, △ (HM)
Low Overhead Swipe – ⇩ + △ (M)
Drum Solo – ⇦ + △ (M)
Drum Roll – ⇦ + △, △ (MM)
Drum Fire – ⇦ + △, △, △ (MMM)
Dragon Attack – ⇗ + △ (M)
Air Splitter – ⇗ + △, □ (M-L)
Punisher Whip – ⇨, ⇨+ △ (M)
High Kick – ○ (H)
Twin Harpoon – ○, ○ (HM)
Harpoon Driller – ○, ⇩ + ○ (HL)
Rising Dragon – ○, ⇩ + □ (HL)
Striking Pose – ⇘ + ○ (M)
Rising Kick – ⇨, ⇨ + ○ (H)
Monkey Magic – ⇩⇘⇨ + △ (MM)
Turn Around – ⇩⇗⇦
Dragon's Elbow – ⇩⇗⇦, △ (M)
Dragon's Knuckle – ⇩⇗⇦, △, ⇦ + △ (MH)
Dragon Venom – WS + □ (M)
Hard Rising Stab – WS + △ (M)
Quick Uppercut – ⇘ + △ (M)
Flipkick – WS + ○ (M)
Roundhouse Kick – ⇨ + ○ (H)
Crab's Claw – Dash + ○ (L)
Crazy Windmill/Flash Destruction – □ + △ (MM)

Dangerous Driver – □ + ✕ (Throw)
Hell's Throat – △ + ✕ (Throw)
Dragon's Revenge – ⇦, □ + ✕ (Counter)
Stamping (only hits downed opponent) – ⇘, ○

Unblockable – ⇗ + △ + ○
Critical Edge + Fire & Brimstone – □ + △ + ○, ⇨, ⇨ + □ + △





Long Ending V.I
After defeating Soul Edge, Long is struck down by a sudden illness, never to return to his newborn baby.



Long Ending V.II
Still ill, Long hallucinates his beloved is before him, but it turns out to be a trick of the sword.



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PLATINUM

Edge Master Quest

Episode 1: Voldo
Conditions: Knock him out of the ring.
Weapon Received: Iron Fan

Episode 2: Mitsurugi
Conditions: Beat him before the time runs out.
Weapon Received: Mekkimaru.

Episode 3: Li Long
Conditions: Beat him with throws.
Weapon Received: None

Episode 4: Colosseum
Conditions: Gain victory over every opponent.
Weapon Received: Jutte

Episode 5: Sophitia
Conditions: Beat her with the Critical Edge.
Weapon Received: Gaea Sword

Episode 6: Siegfried
Conditions: Beat him before the tower collapses.
Weapon Received: Kunai)

Episode 7: Li Long
Conditions: Beat him before you die from poison.
Weapon Received: Engetsu

Episode 8: Rock
Conditions: Knock him out of the ring.
Weapon Received: None

Episode 9: Cervantes/Soul Edge
Conditions: Beat them.
Weapon Received: None

Final Weapon: Soul Edge



Taki

AGE: 22
BORN: Unknown
HEIGHT: 170cm
WEIGHT: 55kg
NATIONALITY: Japanese
BLOOD TYPE: A
FAMILY: All deceased
WEAPON: Rekkimaru
STYLE: Dream-slashed sword

Moves

Silent Slash – □ (H)
Shadow Slash – □, □ (HH)
Dark Slash – □, □, □ (HHH)
Shadow Ripper – □, □, △ (HHM)
Purple Wind – □, □, ⇩ + ○ (HHL)
Double Ripper – □, △ (HM)
Silent Wind – □, △, ○ (HMH)
Dark Wind – □, ○ (HH)
Tricky Slash – ⇨ + □ (H)
Slash & Stab – ⇨ + □, △ (HM)
Terrible Stab – ⇨ + □, △, △ (HMM)
Lightning Spark – ⇨ + □, △, △, △ (HMMM)
Ankle Slash – ⇩ + □ (L)
Reaping Hook – ⇗ + □ (L)
Winding Top – ⇨, ⇨ + □ (H)
Cross Slice – ⇖ + □ (M)
Rising Jab – WS + □ (M)
Shoulder Cutter – △ (M)
V-Cutter – △, △ (MM)
Lightning Strike – △, △, △ (MMM)
Flash Of The Blade – △, △, □ (MMH)
Silent Storm – △, △, □, ○ (MMHH)
Stab – ⇨ + △ (M)
Drive Slice – ⇩ + △ (M)
Blade Uppercut – ⇖ + △ (M)
Hell's Bells – △, □ (MH)
Upper Criss Cross – △, □, ○ (MHH)
Middle Criss Cross – △, □, ⇨ + ○ (MHM)
Low Criss Cross – △, □, ⇩ + ○ (MHL)
Blood & Bullets – △, ○ (MH)
Assassin's Strike – ⇨, ⇨ + △ (M)
High Kick – ○ (H)
Double Spinning Kick – ○, ○ (HH)
Shooting Star – ○, ○, ○ (HHH)
Hunting Shadow – ○, ○, ⇩ + ○ (HHL)
Dark Shooter – ○, ○, □ (HHH)
Assassin's Kick – ⇖ + ○ (M)
Assassin's Double Kick – ⇖ + ○, ○ (MM)
Assassin's Triple Kick – ⇖ + ○, ○, ○ (MMM)
Windmill Kick – ⇨ + ○ (M)
Spinning High Kick – ⇦ + ○ (H)
Stick Breaker – ⇩ + ○ (L)
Great Loop – ⇩ + ○, ○ (LM)
Roll The Bones – ⇩⇖⇨
Death Spin – ⇩⇖⇨ + △ (M)
Moon Orbiter – ⇩⇖⇨ + △, ○ (MH)
Rolling Kick – ⇩⇖⇨ + ○ (L)
Diminisher – WS + △ (M)



Handstand Kick – WS + ○ (M)
Leaping Hook – ⇨ + △ (H)
Sliding Kick – Dash + ○ (L)
Deadly Roulette – □ + ○ (MM)
Forward Flip – ⇨, ⇨ + □ + △
Backflip – ⇖

Suplex – □ + ✕ (Throw)
Throat Slice – △ + ✕ (Throw)
Triple Stomp – ⇩⇗⇦ + △ + ✕ (Throw)
Body Press (strikes downed opponent) – ⇖ + ○

Critical Edge + Wind of Death – □ + △ + ○, ⇩ ⇧ □ + △
Unblockable (Haley's Comet) – ⇨ ⇖ ⇩ ⇗ ⇦ □



Taki Ending V.I
After dodging the Soul Edge, Taki returns home to fix her weapon and do battle with the wicked spirits.



Taki Ending V.II
After trapping the Soul Edge, Taki takes it back to her shrine and adapts it in into a new, more powerful weapon.





SOUL BLADE PLATINUM



Sophitia Alexandra

AGE:	18
BORN:	March 12
HEIGHT:	168cm
WEIGHT:	Secret
BLOOD TYPE:	B
NATIONALITY:	Greek
FAMILY:	Father (Ataros), Mother (Nieke), Sister (Kathandra), Brother (Ruches)
WEAPON:	Omega Sword
STYLE:	Athena

Moves

First Strike – □ (H)
Second Strike – □, □ (HH)
Final Strike – □, □, □ (HHH)
Silent Shadow – □, □, ⇩ + □ (HHL)
Silent Dancer – □, □, □, ○ (HHHM)
Silent Screamer – □, □, △ (HHM)
Angel's Punishment – □, □, ○ (HHM)
Silent Rage – □, □, ⇩ + ○ (HHL)
Low Swipe – ⇩ + □ (L)
Rising Gut Slash (stuns) – WS + □ (M)
Slasher – △ (M)
V-Slasher – △, △ (MM)
The Conductor – △, △, △ (MMM)
Justice Of The Peace – △, △, □ (MMH)
Holy Slash – △, △, ⇩ + □ (MML)
Holy Comet – △, △, ⇩ + ○ (MML)
Holy Strike – △, △, □, △ (MMHM)
Maiden Strike – ⇨ + △ (M)
Angel Uppercut – ⇘ + △ (M)
Angel Arrow – ⇨ + □ (H)
Angel Hunt – ⇘ + □ (M)
Moon Eclipse – ⇦ + △ (M)
Sunrise Slice – ⇩ + △ (M)
Blade Uppercut – WS + △ (M)
High Kick – ○ (H)
Holy Horns – ○, ○ (HM)
Kaleidoscope Kick – ○, ○, ⇩ + ○ (HML)
Paradise Kick – ○, ○, ⇩ + ○, ⇨ + ○ (HMLM)
Holy Kick – ⇨ + ○ (H)
Moon Flip – ⇗ + ○ (L)
Low Kick – ⇩ + ○ (L)
White Flash – ⇧ + ○ (M)
Angel's Spiral – ⇗ + ○, □ (ML)
Angel's Dive – ⇗ + ○, △ (MM)
Angel's Flip – ⇗ + ○, ○ (MM)
Silent Step – ⇩ ⇘ ⇨
Angel Strike – ⇩ ⇘ ⇨ + △ (M)
Holy Step – ⇨ ⇩ ⇘
Athens Upper – ⇨ ⇩ ⇘ + △ (M)





Heaven's Calling – ⇨ ⇩ ⇘ + □ (M)
Holy Arrow (crouching Forward) – ⇘, □ (L)
Shield Of Justice (crouching Forward) – ⇘, △ (L)
Sliding Kick – Dash + ○ (L)
Overhead Flip-Kick – WS + ○ (M)
Sunshine Flip – □ + ○ (H)
Widow Maker – □ + ✕ (Throw)
Angel's Heaven – △ + ✕ (Throw)
Heaven To Hell – △ + ✕, ⇩, □ + △ + ○ (Throw)
Returning Madness – △, □ + ✕ (Counter)
Nightmare Stab (hits downed opponent) – ⇘, △, △, △, △
Unblockable – ⇦ ⇦ ⇦ □ △
Critical Edge + Soul Asylum – □ + △ + ○, ⇩ ⇘ ⇨ + □ + ✕
Critical Edge + Asylum on Fire – □ + △ + ○, ⇩ ⇘ ⇨ + △ + ✕, □

Edge Master Quest

Episode 1: Simulacrum Sophitia
Conditions: Defeat Her.
Weapon Received: None

Episode 2: Rock
Conditions: Knock him out of the ring.
Weapon Received: Gaea Sword

Episode 3: Voldo
Conditions: Defeat him quickly, his life recovers steadily.
Weapon Received: Sword Breaker

Episode 4: Seung Mi Na
Conditions: Survive her attack within the time limit.
Weapon Received: None

Episode 5: Taki
Conditions: Beat her with strength you have left.
Weapon Received: Fire Blade

Episode 6: Colosseum
Conditions: Beat all three fighters.
Weapon Received: Blue Crystal Rod

Episode 7: Taki
Conditions: You are poisoned, defeat her before you die.
Weapon Received: Rapier

Episode 8: Siegfried
Conditions: Defeat him with throws.
Weapon Received: Apollo Sword

Episode 9: Cervantes/Soul Edge
Conditions: Defeat the enemy.
Weapon Received: None

Final Weapon: Valkyrie

Sophitia Ending V.I
Confronted by the gods, Sophitia learns of the fate of her enemies and goes for a stroll.



Sophitia Ending V.II
Like before, only this time she goes for a bathe, only to be spied on by kinky gods.





PLATINUM

Edge Master Quest

Episode 1: Mitsurugi
Conditions: Defeat him within the time allowed.
Weapon Received: Nippon Blade

Episode 2: Seung Han Myong
Conditions: Stay alive until the time runs out.
Weapon Received: Mountain Breaker

Episode 3: Li Long
Conditions: Defeat him with throws before the poision spreads.
Weapon Received: Thunderous Fire

Episode 4: Seung Mi Na
Conditions: Break her weapon.
Weapon Received: None

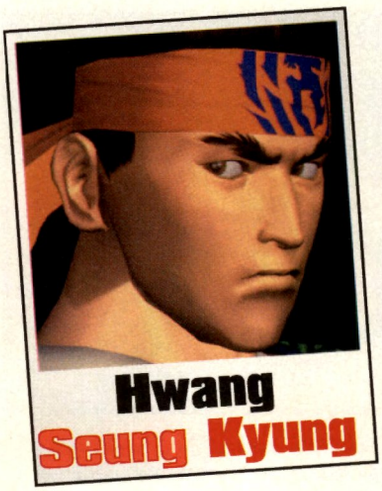
Episode 5: Colosseum
Conditions: Defeat the four fighters in a row.
Weapon Received: Falchion

Episode 6: Sophitia
Conditions: Defeat all-comers with juggle combos.
Weapon Received: Sword of Dawn.

Episode 7: Voldo
Conditions: Defeat the enemy.
Weapon Received: Midas Blade

Episode 8: Cervantes/Soul Edge
Conditions: Defeat the enemy.
Weapon Received: None

Final Weapon: Phantom



Hwang Seung Kyung

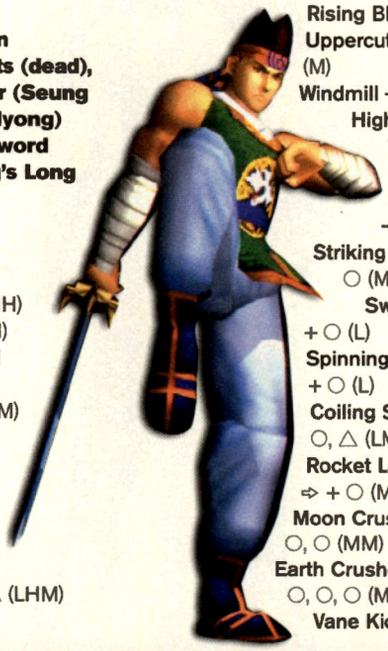
AGE:	25
BORN:	December 14
Height:	171cm
WEIGHT:	60kg
BLOOD TYPE:	AB
NATIONALITY:	Korean
FAMILY:	Parents (dead), Master (Seung Han Myong)
WEAPON:	Longsword
STYLE:	Seung's Long Blade

Moves

Samurai Slash – □ (H)
Samurai Slashes – □, □ (HH)
No Escape – □, □, □ (HHH)
Slice & Dice – □, □, ⇩ + □ (HHL)
Wind Storm – □, □, △ (HHM)
Quick High Slash – ⇨ + □ (H)
Double Death – ⇘ + □, △ (MH)
Division Slice – ⇘ + □ (L)
X Slice – ⇘ + □, □ (LH)
Triple Death – ⇘ + □, □, △ (LHM)
Tiger Sweep – ⇦ + □ (H)
Shin Slicer – ⇙ + □ (L)
Low Splits-Slash – ⇩ + □ (L)
Gut Slash – WS + □ (H)
Gut High Slash, Overhead Slash – WS + □, △ (HM)
Shoulder Cutter – △ (M)
V-Cutter – △, △ (MM)
Triangle Cutter – △, △, □ (MMH)
Wipe Out – △, △, □, △ (MMHM)
Sudden Wind – △, △, □, ⇩ + □ (MMHL)
Wasp Stinger – ⇨ + △ (M)
Let it Roll – ⇦ + △ (M)
Splits & Sword Slam – ⇩ + △ (M)
Thunder Strike – ⇨, ⇨ + △ (M)







Rising Blade
Uppercut – ⇘ + △ (M)
Windmill – WS + △ (M)
High Kick – ○ (H)
Twin Harpoon – ○, ○ (HM)
Roundhouse – ⇦ + ○ (H)
Striking Pose – ⇘ + ○ (M)
Sweep Kick – ⇙ + ○ (L)
Spinning Low Kick – ⇩ + ○ (L)
Coiling Snake – ⇩ + ○, △ (LM)
Rocket Launcher – ⇨, ⇨ + ○ (M)
Moon Crusher – ⇨, ⇨ + ○, ○ (MM)
Earth Crusher – ⇨, ⇨ + ○, ○, ○ (MMM)
Vane Kick – ⇦, ⇨ + ○ (MM)
Spin Kick – ⇨ + ○ (H)
Rising Kick – WS + ○ (M)
Steel Slicer – □ + △ (MM)
Phoenix Tail – ⇨, ⇨ + □ + △ (M)
Silent Step – ⇩ ⇘ ⇨
Stepping Stab – ⇨(quickly) + □ (M)
Forward Attack – ⇨(quickly) + □, △ (MM)
Stepping Kick(s) – ⇨(quickly) + ○ (M)
Silent Stab – ⇩ ⇘ ⇨ + △ (M)
Sliding Kick – Dash + ○ (L)

Sea Of Madness – □ + × (Throw)
Hell Striker – △ + × (Throw)
Samurai Stomp (strikes downed opponent) – ⇘ + ○

Unblockable – ⇦ + △ + ○
Critical Edge + Steel Explosion – □ + △ + ○, ⇦ ⇙ ⇩ ⇘ ⇨ + △ + ○

Hwang Ending V.I
Hwang becomes possessed by the sword and returns home to spread its evil wrath.

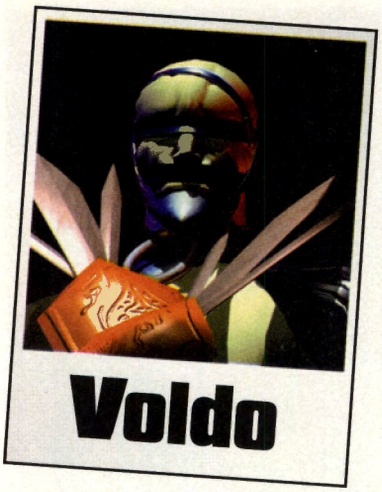


Hwang Ending V.II
After disposing of the sword, Hwang returns home to an offer of inheriting Han's school, but he turns it down.





SOUL BLADE PLATINUM



Voldo

AGE:	**43**
BORN:	**August 23**
HEIGHT:	**183cm**
WEIGHT:	**79kg**
NATIONALITY:	**Italian**
BLOOD TYPE:	**A**
FAMILY:	**All deceased.**
WEAPON:	**Katar**
STYLE:	**Freestyle**

Moves

Shears – □ (H)
Shears Clap – □, □ (HH)
Mutilator – □, □, △ (HHM)
Life Stealer – □, △ (HM)
Dark Shredder – □, △, □ (HMM)
Black Masquerade – □, ⇩ + △ (HL)
Cutting Fire – ⇨ + □ (H)
Blind Blade – ⇘ + □ (M)
Orbiting Moon – ⇦ + □ (M)
Katar Jab – WS + □ (M)
Blind Spin – ⇦ + □, □ (HH)
Meat Stabber – ⇩ + □ (L)
Meat Driller – ⇩ + □, □ (LL)
Rat Chase – ⇩ + □, □, □ (LLL)
Rat Chase & Kick – ⇩ + □, □, □, ○ (LLLH)
Meat Driller & Kick – ⇩ + □, ○ (LH)
Shooting Blade – △ (M)
Double Blade – △, △ (MM)
Triple Blade (counterhit) – △, △, △ (MMM)
Killer Blade (counterhit) – △, △, △, △ (MMMM)
Killer X (counterhit) – △, △, △, △, △ (MMMMM)
Witch Hunt – ⇨ + △ (H)
Blade Uppercut – ⇘ + △ (M)
Total Eclipse – ⇦ + △ (M)
Heaven's Swing – ⇩ + △ (M)
Power Slave – ⇩ + △, △ (MM)
Demon Elbow – ⇨, ⇨ + △ (M)
Demon's Swing – WS + △ (M)
High Kick – ○ (H)
Straight Kick – ○, ○ (M)
Donkey Kick – ⇘ + ○ (M)
Lift Up Kick – ⇗ + ○ (M)
Low Kick – ⇩ + ○ (L)
Praying Mantis – □ + △ (M)
Body Clap – △ + □ + △ (M)
Evil Bow – ⇩ + □ + △ (L)
Tiger Leap – ⇩ ⇘ + □ + △ (M)
Leg Trap – ⇨, ⇨ + □ + △ (M)
Kaleidoscope Of Pain – ⇨, ⇨ + □ + △, ○ (MM)
Monkey Flip – ⇨, ⇨ + □ + △ + × (M)
Psycho Spin – ⇨, ⇨ + □ + △ + ×, ○ (MM)
Deadly Rose – □ + ○ (HH)
Wheel Of Agony (reversed) – □ + × (L)



Wheel Of Fire (reversed) – □ + ×, ⇧ + △ (L)
Lunar Drive – ⇘, □ + △ (H)
Puppet Master (reversed & crouching) – ⇩, □ + △ (L)
Rising Spin Kick – WS + ○ (M)
Reverse Kick – ⇦, ⇨ + ○ (M)
Centre Kick – ⇘ + ○ (M)
Sliding Hook – Dash + □ (L)
Sliding Dive – Dash + ○ (L)



Spinner – □ + × (Throw)
Centipede – △ + × (Throw)
Meat Grinder – ⇩ ⇘ ⇨ + △ + × (Throw)
Grave Digger (strikes downed opponent) – ⇘ + □, □, □
Turn Around – ⇩ ⇗ ⇦
Unblockable – ⇩ ⇘ ⇨ + □
Critical Edge + House Of Pain – □ + △ + ○, ⇧, ⇩ + □ + △

Edge Master Quest

Episode 1: Sophitia
Conditions: Beat her.
Weapon Received: Full Moon

Episode 2: Hwang
Conditions: Defeat him with juggle combos.
Weapon Received: None

Episode 3: Siegfried
Conditions: Beat him within the time allowed.
Weapon Received: Iron Claw

Episode 4: Cervantes
Conditions: Survive his attack within the time limit.
Weapon Received: None

Episode 5: Rock
Conditions: Knock him out of the ring.
Weapon Received: None

Episode 6: Mitsurugi
Conditions: Beat him within the time limit.
Weapon Received: Guillotine

Episode 7: Li Long
Conditions: Beat him before the poison spreads.
Weapon Received: Poison Arrow

Episode 8: Colosseum
Conditions: Beat all enemies.
Weapon Received: Buffalo Horn

Episode 9: Taki
Conditions: Defeat her with your small amount of life.
Weapon Received: Pata

Episode 10: Cervantes/Soul Edge
Conditions: defeat the enemy.
Weapon Received: None

Final Weapon: Soul Edge

Voldo Ending V.I
Voldo returns to Signor Vercci's pit, making his master's spirit very happy. Now Voldo must keep guard, for ever.



Voldo Ending V.II
After returning with the Soul Edge, Voldo caresses it to such an extent that it shatters. Gutted isn't the word!





PLATINUM

Edge Master Quest

Episode 1: Bogus Cervantes
Conditions: Tear this imposter apart.
Weapon Received: Main Gauche

Episode 2: Sophitia
Conditions: Crush all enemies.
Weapon Received: Defender

Episode 3: Hwang, Seung Mi Na
Conditions: Beat them.
Weapon Received: Jirotoh

Episode 4: Rock
Conditions: Knock him out of the ring.
Weapon Received: Katana

Episode 5: Li Long
Conditions: Defeat him with throws.
Weapon Received: Three Bladed Edge

Episode 6: Siegfried
Conditions: Beat him within the time limit.
Weapon Received: Heavy Lance

Episode 7: Voldo
Conditions: Defeat him with juggle combos.
Weapon Received: Serpent's Tongue

Episode 8: Various Fighters
Conditions: Defeat everyone.
Weapon Received: None

Episode 9: Soul Edge
Conditions: Defeat the spirit before all your life is drained away.
Weapon Received: None

Final Weapon: None



Cervantes De Leon

AGE:	**48**
BORN:	**January 1**
HEIGHT:	**177cm**
WEIGHT:	**80kg**
NATIONALITY:	**Spanish**
BLOOD TYPE:	**O**
FAMILY:	**The "brethen of the sea" are his family now!**
WEAPON:	**Soul Edge**
STYLE:	**Possessed**

Moves

Quick Slash – ⇨ + □ (H)
Throat Cutter – □ (H)
Throat Blender – □, □ (HH)
Edge Fury – □, □, □ (HHH)
Edge Cleaner – □, □, ⇩ + □ (HHL)
Edge Divide – □, □, △ (HHH)
Quick Low Slash – ⇩ + □ (L)
Low Spin Slash – ⇗ + □ (L)
Switchblade – ⇘ + □ (L)
Two Sword Slash – □ + △ (H)
Death From Above – ⇨ + □ + △ (M)
Death From Below – ⇘ + □ + △ (L)
Face Divide – △ (M)
Body Divide – △, △ (MM)
Blade Divide – △, △, △ (HHH)



Blade Sweep – △, △, ⇩ + □ (HHL)
Great Divide – ⇨ + △, △, △ MHH)
Jolly Roger – ⇨, ⇨ + □ + △ (H)
Pirate Horn – ⇨, ⇨ + △ (M)
Brain Smasher – ⇦ + △ (M)
Dragon's Edge – ⇨ ⇩ ⇘ + △ (MM)
Set Sail – WS + △ (MM)
Wind In Sail – ⇦ ⇗ ⇩ ⇘ ⇨ + △ (MM)
Pinpoint – ⇩ + △ (L)
Continental Shift – ⇘ + △ (M)
Galley Drop – ⇨, ⇨ + △ + ○ (M)
Jump Kick – ⇨, ⇨ + ○ (H)
Monolith – WS + □ (M)
Windmill – ⇦, ⇦ + △ (ML)
Torpedo Edge – ⇨ ⇘ ⇩ ⇗ ⇦ + △ (MM)
RoundHouse – ○ (H)
Monkey Kick – ○, ⇘ + ○ (HM)
Far East Kick – ○, ⇦ + ○ (HH)
Forward Kick – ⇨ + ○ (H)
Low Kick – ⇩ + ○ (L)
Le Boot – ⇘ + ○ (M)
Sweep – ⇗ + ○ (L)
Rear Kick – WS + ○ (M)
Ankle Chain – ⇗ + □ + ○ (L)
Slide – Dash + ○ (L)

Shoulder Blades – □ + X (Throw)
Grand Slam Soul Edge – △ + X (Throw)

Critical Edge + Shadow Hunter – □ + △ + ○, ⇨ ⇩ ⇘ + △ + ○
Unblockable – ⇗ + □ + △

Alternate Endings

All the commands must be entered when the screen returns to its full size during the end sequence.

Voldo
To get him to break Soul Edge and be totally gutted, repeatedly press ⇧, ⇩ whilst he is rubbing the sword on his cheek.

Mitsurugi
When facing Tanegashima the rifle man, step off line by pressing ⇦ or ⇨, then run forwards and use a □ slash to kill him before he reloads.

Rock
When Rock's flash back has finished and he is standing in front of Soul Edge, press △ and he will return to America to be with Bangoo.

Taki
Pressing X when Soul Edge flies towards her will allow Taki to capture the blades for her own use

Sophitia
As Sophitia walks off through the woods, press ⇨ to send her to pool so you can see her wash.

Siegfreid
Whilst he is standing in front of Soul Edge, press △ to get him to destroy the blade and return home to begin his penance.

Li Long
When Long falls to his knees, tapping □ and △ rapidly will get him the strength to stand so that he can return to his wife.

Seung Mina
As her father raises his sword, press ⇧, then ⇩ to dodge the blow. Mina will then do a runner from the family home on her wedding night.

Hwang
Press □ when Hwang reaches for Soul Edge, then when he returns to Korea he will receive a hero's welcome.

Cervantes
By pressing △ when the final battle is over, Cervantes will nobly take his own life to prevent the evil of the sword spreading.

Final Weapon

Once you have completed Edge Master mode with a character, you won't get the last weapon in their collection – you will have to search the map for it. When the end text has finished, go back to the map screen and select 'move' from the options and you'll move to where your final weapon is located. If you fail to complete the challenge on this location, the weapon will move again: keep choosing 'move' from the options until you complete a challenge first time and the final weapon will be yours.

Cervantes Ending V.I
The evil pirate uses the sword to make an army of evil, then sets off to make hell on earth.











Cervantes Ending V.II
Consumed with guilt, Cervantes destroys the Soul Edge and then himself. A noble deed.











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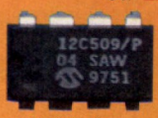
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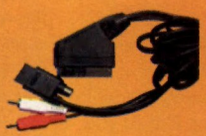
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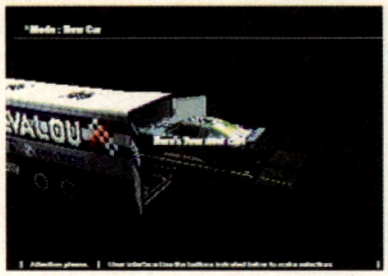


GUIDE

1 TO 4 PLAYERS | MEMORY CARD (1) | ANALOG CONTROLLER | DUAL SHOCK | OPTIONAL CONTROLLERS (JOGCON/WHEEL)

R4: RIDGE RACER TYPE 4

Got a flat tyre? Steering wheel not steering? Always **bumping** into **barriers** and **walls?** Well, the **top-gear drivers** at **PowerStation** have knocked together an **essential guide** to Namco's **superb sequel.**



Publisher: Namco
Price: £59.99
Format: Japan

GRAND PRIX

You will have already noticed that there are literally hundreds of cars hidden within the recesses of that lovely yellow CD – hidden very well in fact. But as you may or may not have figured out by now, the cars awarded to you depend on your performance throughout the GP season.

As you progress throughout each of the eight stages, your finishing position is taken into account when it's time for you to receive a new car. So to clarify just what you have to do to receive these cars, we've compiled a table with the heat, finishing position, and car number (that are located within the garage) that you can receive.

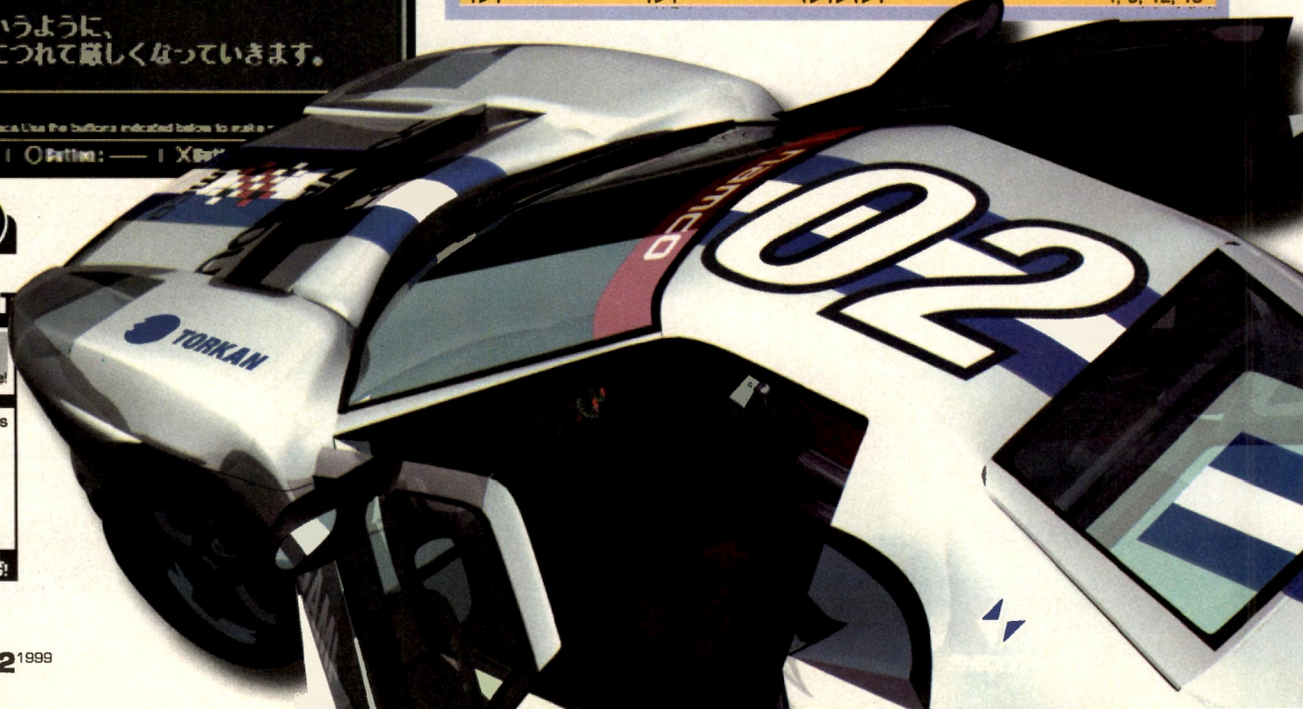
Note: Subsequent completions of the Grand Prix season will add 1–3 additional cars to your already bulging garage. This also means that you have to complete the GP season seven times, both for each team and manufacturer.

▼ **The Real Racing Roots '99 layout is explained before a new Grand Prix.**



GP STRUCTURE TO ALL 320 CARS

1ST – HEAT	2ND – HEAT	FINAL GP	CAR NUMBER (STAGE 1–4)
R1▶R2	R3▶R4	R5▶R6▶R7▶R8	
3▶3	2▶2	1▶1▶1▶1	1, 2, 6, 13
3▶3	2▶1	1▶1▶1▶1	1, 2, 8, 15
3▶3	1▶1	1▶1▶1▶1	1, 2, 9, 16
2▶2	2▶2	1▶1▶1▶1	1, 3, 7, 14
2▶2	1▶1	1▶1▶1▶1	1, 3, 10, 17
2▶1	1▶1	1▶1▶1▶1	1, 4, 11, 18
1▶1	1▶1	1▶1▶1▶1	1, 5, 12, 19



PLAY COMMENT

A package more desirable than Neve Campbell wrapped in a lottery cheque!

44



Play issue 45 is out now and available from most good newsagents

THE UK'S BEST UNOFFICIAL PLAYSTATION MAG!

LINK CABLE POCKETSTATION

RIDGE RACER TYPE 4 GUIDE

TIME ATTACK

The Time Attack mode enables you to set record times, test out the various cars within your garage, and even play the tracks in reverse. To begin with, only four tracks are available: Helter Skelter, Wonderhill, Edge Of The Earth, and Out Of Blue. Once you have won a GP season (any team, any manufacturer) you will open up the other four tracks: Phantomile, Brightest Nite, Heaven And Hell, and Shooting Hoops.

Finally, with all the circuits available, you can then race around on the reverse tracks.

VS BATTLE

Possibly the most addictive and long-term element to *R4* is this multiplayer mode. Not only can you have two-player split-screen, but you also can link two PlayStations together for three- and four-player action.

However, in order for all four players (applies to one, two or three players also) to choose a car other than the preset ones, you must have a memory card in each slot, with the cars you wish to use already in your garage (except the preset cars). Swapping the memory card(s) between players is not recommended as data corruption can occur.

PLAYSTATION MULTI-GARAGE SETUP

PLAYER 1 must have a memory card in slot 1 on the master link PlayStation.
PLAYER 2 must have a memory card in slot 2 on the master link PlayStation.
PLAYER 3 must have a memory card in slot 1 of the slave link PlayStation.
PLAYER 4 must have a memory card in slot 2 of the slave link PlayStation.

If you don't have a save game file on one of the memory cards, just copy it across from one card to another within the PlayStation Memory Card Manager.

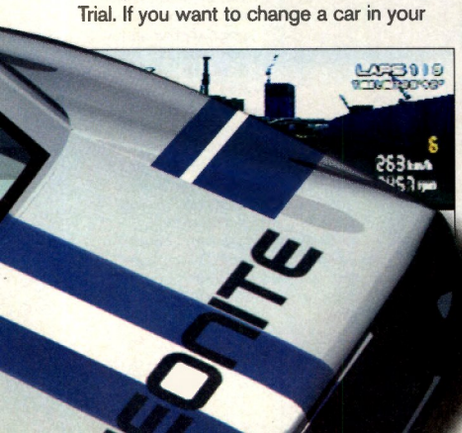
If you don't have enough memory cards for all the players involved, the preset cars will have to be used.

GARAGE

The garage is where you keep your personal collection of cars that you have earned throughout the Grand Prix seasons. You can hold a total of eight of your choice. These can be chosen when racing in Time Trial, Vs Battle, and Extra Trial. If you want to change a car in your garage, simply select the unwanted car and select the 'Change' option.

To change the colour and/or add a sticker, select the 'Design' option. Within this mode you can alter the car's appearance. There are 16 colours to choose from, as well as 24 stickers.

You can even design your own sticker (located at the Garage, Sticker Edit menu).



TIPS

Eight of the best cars in the game can be yours
Just check out these beauties below

IDEAL GARAGE

As there are only a few spaces available for your favourite cars, you have the difficult job of selecting the eight best – out of 320 no less! So here are a few suggestions to get you started.

TEAM	MAKER	CAR	STAGE	MAX SPEED	TYPE
PRC	Assoluto	Estasi	04	317km/h	Drift
PRC	Lizard	Cataract	04	317km/h	Drift
PRC	Terrazi	Destroyer	04	319km/h	Grip
PRC	Agesole	Sorciere	04	315km/h	Grip
RTS	Assoluto	Fatalita	03	226km/h	Drift
RTS	Lizard	Ignition	03	239km/h	Drift
RTS	Terrazi	Starlight	03	239km/h	Grip
RTS	Agesolo	Licorne	03	239km/h	Grip

CORNERING TECHNIQUES

If you don't learn to take the corners effectively, you'll never win a race on the higher difficulty levels. So here is a rundown on the technique for both the drift and grip cars. Both require the same racing line entry into a corner.

DRIFT

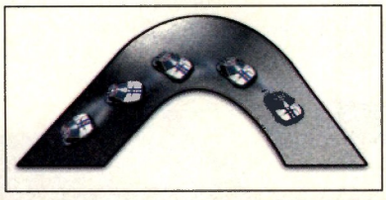
This method of cornering remains the classic technique throughout all of *R4's* predecessors. It involves using a tail slide to power-drift around tight corners.

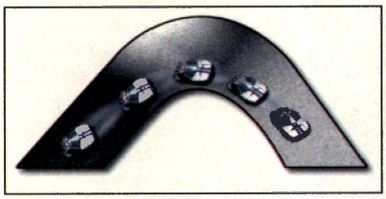
As you approach a corner, turn towards the inside of the bend and briefly release the accelerator. Press the accelerator again and the car's tail will begin to slide out. The longer you turn into the bend and release the accelerator, the stronger the tail slide.

After a tail slide, turn towards the outside of the corner and when the end of the corner comes into view, release the steering wheel/D-pad and accelerate out of the bend.

GRIP

This method of cornering is not recommended for use with drift cars. Before entering a corner, release the accelerator to increase road grip to do a quick cornering. As the end of the corner comes into view, press the accelerator down to increase speed and exit the bend.



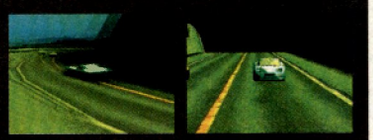


TIP

Drunk-o-vision
The world is all a blur, man!

MOTION BLUR

A unique feature that some of you are still oblivious to, this can be used during a 'Demonstration' in the 'Music Player' (located in the options menu) or during replays. By simply pressing △ whilst watching your/CPU cars thrashing around the circuit, you'll activate the motion blur effect. You can clearly see the difference between the two screenshots below.



GAME CODES

If you're too impatient to unlock all the cars yourself, or just too crap, then these excellent cheat cartridge codes are the answer to all of your woes. Don't forget, you need an Action Replay (Game Shark) or Xplorer to enter them!

Unlock Extra Trial
800F3754 0001

Complete Extra Trial
800F375C 0101
800F375E 0101
800F3710 FFFF
800F3712 FFFF
800F3714 FFFF

Unlock All Team Dig Racing Team (DRT) – Cars
800F3716 FFFF
800F3718 FFFF
800F371A FFFF
800F371C FFFF
800F371E FFFF
800F3720 FFFF
800F3722 FFFF
800F3724 FFFF

Unlock All Team R C MicroMouseMappy (MMM) – Cars
800F3726 FFFF
800F3728 FFFF
800F372A FFFF
800F372C FFFF
800F372E FFFF
800F3730 FFFF
800F3732 FFFF
800F3734 FFFF

Unlock All Team Pac Racing Club (PRC) – Cars
800F3736 FFFF
800F3738 FFFF
800F373A FFFF
800F373C FFFF
800F373E FFFF
800F3740 FFFF
800F3742 FFFF
800F3744 FFFF

Unlock All Team Racing Team Solvalou – Cars
800F3746 FFFF
800F3748 FFFF
800F374A FFFF
800F374C FFFF
800F374E FFFF

TIPS

There is always a little extra for you!
There are four supercars just waiting to be driven

EXTRA TRIAL

The Extra Trial is an option that appears at the bottom of the menu when you have successfully completed a Grand Prix season. It consists solely of the four manufacturers: Assoluto, Lizard, Terrazi, and Agesolo. For each trial you must use a car from that manufacturer, which is taken from your garage. So if you don't have a Terrazi car in your garage, you cannot enter that trial.
The prize for winning the Extra Trial is the car that you're racing against. They are as follows:

TRIAL	CAR NAME	STAGE	MAX SPEED	TYPE
Assoluto	Vulcano	04	358km/h	Drift
Lizard	Nightmare	04	353km/h	Drift
Terrazi	Utopia	04	399km/h	Grip
Agesolo	Ecureuil	04	294km/h	Grip

The car will appear in the manufacturers listing of cars as #20. Each team has a different-colour version of this manufacturer's supercar.

PSX Tensions

joypads memory cards sound systems light guns hardware software gizmos

As well as taking **Namco's new Jogcon** out for a **spin,** we get down to **DJ 'Funk-master' King** and the new **Beatmania Turntable.** Plus there is a 'Shock' instalment in the battle of the Analog controllers.

HARDWARE TOP FIVE

As rated by PowerStation

You want to know how controllers compare? Well, check out our favourite five in each category.

DIGITAL JOYPADS

1. Official	Sony
2. Official England	LMP
3. Adv. Controller	Mad Catz
4. Speed Pad	Logic 3
5. Hyper Pad	Fire

ANALOGUE JOYPADS

1. Dual Shock	Sony
2. Jogcon	Namco
3. Dual Impact	Nu•Gen
4. Shockhammer	Thrustmaster
5. Dual Analogue	Sony

STEERING WHEELS

1. Jordan GP V2	Joytech
2. Racing System	Act Labs
3. F. RacePro	Thrustmaster
4. Top Gear	Logic 3
5. NeGcon	Sony

LIGHT GUNS

1. Assassin Automatic	Nu•Gen
1. Scorpion	Fire
2. G-Con 45	Sony
3. Erazer	Fire
4. Pump Action	Access Line

JOYSTICKS

1. Dominator	Logic 3
2. Pro Arcade 2	Fire
3. EagleMax	Act Labs
4. Arcade Stick	Namco
5. PS Arcade	Interact

JOGCON

SUPPLIED BY: NAMCO
PRICE: £29.99



Just when you thought joypads had reached their innovative peek, along come Namco to roll out another corker of a controller. The Jogcon is the first joypad to come equipped with an electronic mini wheel – the jog dial. Although only *R4: Ridge Racer Type 4* was compatible with the controller at the time of review, it proved the perfect testing ground for this marvellous peripheral.

Somewhat slightly bigger than the Dual Shock (yet still very comfortable), the Jogcon fits neatly into the palm of your hands like a second skin. The shoulder buttons are positioned for easy use, the symbol buttons are as good as any, but you'd have to have hands like a brickie not to notice the uncomfortable and harsh stiffness of the D-pad. However, if you only wanted to use the D-pad, you'd plug in a standard controller and leave the Jogcon to the devices it was created for – namely the jog dial.

Not all gamers will like this hybrid joypad/steering wheel. You'll either love it or hate it, much like Namco's NeGcon. The jog dial is electronically powered via the cable into the PlayStation, so it requires no batteries. There are more than a few ways to use it too: one finger, two thumbs, or finger and thumb – it's really up to you. When you come to thrashing around the racing circuits, the force feedback actually feels like a car steering wheel; as the feedback provides varying degrees of force depending on whether you're turning hard or fighting against a skid.

The real test of its worth is still to come when more games are released which are compatible with this technology, and that day certainly can't come soon enough for us. Namco have done it again!

OVERALL: ✦✦✦✦✧

BEATMANIA TURNTABLE

SUPPLIED BY: ASCII
PRICE: £39.99



Time for a-rubbin' and a-scratchin' on Konami's hip-tastic *Beatmania* game. If you've ever tried playing *Beatmania* with the awkward button layout on a standard joypad, you'll appreciate how much this device adds to the overall experience of DJing. It basically makes hitting those notes and scratching those records a whole lot easier – plus it does looks mighty fine as well!

However, it seems daft to fork out 40 quid for a device that can only be used on one game… and not a particularly great one at that. For pure gimmick value, this is top of the pops, but once you've got pig-sick of *Beatmania*, which inevitably you will, it'll gather more dust than an old Peter Andre album.

OVERALL: ✦✦✦✧✧

FORMULA RACEPRO

SUPPLIED BY: THRUSTMASTER
PRICE: £69.99



There are only a few good steering wheels on the market and this is one of them. The high quality manufacturing of this wheel is apparent the instant you lift this heavyweight contender out of the box.

The RacePro is the first wheel we've seen that rests comfortably on your lap and doesn't slip off. This makes the gaming versatility of it so superb, it doesn't matter where you are sitting down, or what on – the wheel fits to suit your needs, and not the other way around.

The wheel itself features a rubberised texture for good grip, as well as all the usual titbits that we've come accustomed to in top modern-day steering wheels. The only drawback that we can find is the large price tag – a little bit more expensive than other top racing wheels on the market.

OVERALL: ✦✦✦✦✧

SHOCKHAMMER

SUPPLIED BY: THRUSTMASTER
PRICE: £19.99



Third-party pads come... and they go, but once in a while somebody creates something not only original, but good too. There is no mistaking the unique design that sets this blue beauty out from most other third-party joypads on the market.

All the usual bits, bobs and gadgets can be found here, with a turbo and slow button thrown in for good measure. The Dual Shock compatible feature doesn't harm this pad's good intentions either, thanks to the two vibration motors inside. The grips on the sides prevent it slipping through your palms, as well as the rubberised analog control sticks in the middle.

Like many joypads it comes down to personal taste. Basically if you have any taste, and you want something other than Sony stuff, you won't be disappointed with this blue gem.

OVERALL: ✦✦✦✦✧

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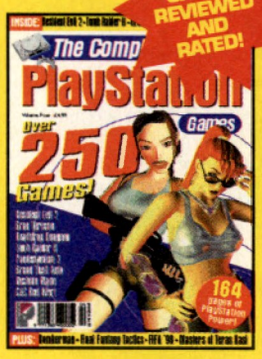


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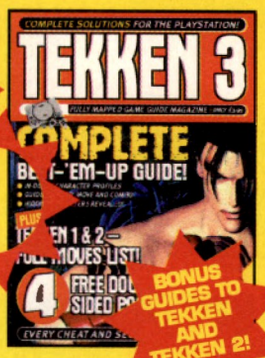


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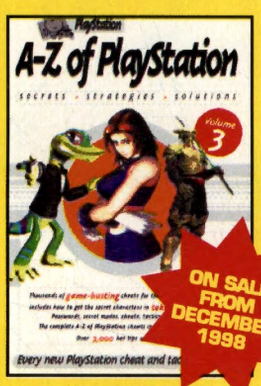


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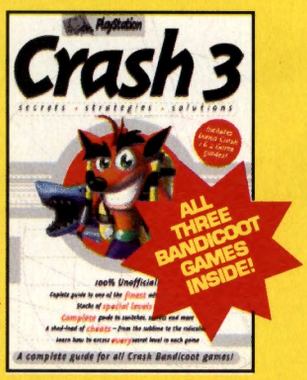
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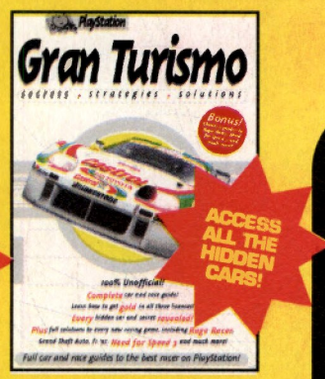


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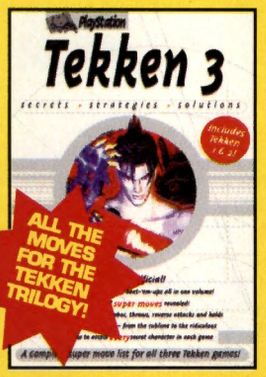
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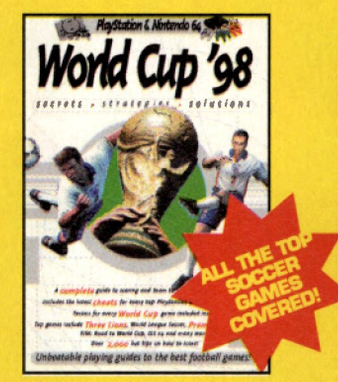
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XPLORER'S WORLD

XPLORER'

COMPETITION

WIN 5 FIRE SCORPIONS



You could win one of Fire's brilliant new Scorpion Light Guns by telling us the name of Crash Bandicoot's evil nemesis. Is it: a) Dr Neo Ruth, b) Dr Neo Cortex, or c) Dr Neo Geo? Send your answer to: Xplorer #32 Comp, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Closing date: 18 March. Usual competition rules apply.

Fire International's new **Xplorer cartridge** plugs into the back of your PlayStation and lets you **cheat** to your **heart's content.** Every month PowerStation will be printing the **latest cheat codes** for this amazing device.

APOCALYPSE

Unlimited Health
8668F52A 595A
Unlimited Smart Bombs
8668FB68 5959
Unlimited Lives
3660AD20 5956
86635454 8C7A
36635154 5956

CRASH BANDICOOT 3

Unlimited Lives
365CE85F 59BB
Unlock Levels
365CE655 595C
Have All Crystals
365CE533 594E
865CE532 D04F
365CE538 596D
Have 5 Coloured Gems
365CE8B9 59CE
Have All Relics Sapphire
365CE6BB 594E
865CE6BA 504F
365CE6C0 598F
Have All Relics Gold
365CE6C3 594E
865CE6C2 504F
365CE6C8 598F
Have All Grey Gems
865CE8B8 5050
865CE8B6 504F
365CE8BC 598F
Have All Powers
365CE680 596F

DEVIL DICE (US)

Infinite Steps
366B3C50 5962

FORMULA 1 '98

Infinite Time
765711E0 5A76
865711E0 595A
765711DE FF7C
865711DE 595A

FUTURE COP LAPD

Infinite Energy
565ADCD0 5962
00100224 1C00
82A60000 0000
Infinite Ammo
565C15C0 5962
E8031124 8400
71A40000 0000
Infinite Upgraded Ammo
565C15A4 5962
E8031123 8400
71A40000 0000

MEDIEVIL

Infinite Health
3663D804 594F
Money
86642DB0 59B6
8663D51C 59B6
Crossbow
8663D5A4 59B6
Club
8663D590 59B6
Daggers
8663D598 59B6
Magic Sword
8663D58C 59B6
Axe
8663D59C 59B6
Drumsticks
8663D5A0 59B6
Hammer
8663D594 59B6
Longbow
8663D5A8 59B6
Flame Longbow
8663D5AC 59B6
Magic Longbow
8663D5B0 59B6
Spears
8663D5B4 59B6
Lightning
8663D5B8 59B6
Good Lightning
8663D5BC 59B6
Chaos Rune
8663D5C0 59B6
Earth Rune
8663D5C4 59B6
Moon Rune
8663D5C8 59B6
Time Rune
8663D5D0 59B6
Skull Key
8663D5D8 59B6
Dragon Gem
8663D520 59B6
Star Rune
8663D5CC 5A5A
Shadow Artefact
8663D5EC 5A5A
Witch Hex
8663D5F4 5A5A
Copper Shield
8663D50C 5A5A
Silver Shield
8663o510 5A5A
Gold Shield
8663D524 5A5A
Dragon Armour
8663D528 5A5A

METAL GEAR SOLID (US)

Unlimited Energy
365FCC79 5959
365FCC7A 595A
Unlimited Breath
36603804 594C
36603803 5956
WEAPONS & AMMO: SOCOM
365FCC86 594F
365FCC85 595A
FA-MAS
365FCC8B 595A
365FCC8C 594F
Grenade
365FCC8A 594F
365FCC89 595A
Nikita
365FCC8F 595A
365FCC90 594F
Stinger
365FCC8D 595A
365FCC8E 594F
Claymore
365FCC93 595A
365FCC94 594F
C4 Explosives
365FCC91 595A
365FCC92 594F
Stun Grenade
365FCC97 595A
365FCC98 594F
Chaff Grenade
365FCC96 594F
365FCC95 595A
PSG1 Sniper Rifle
365FCC9B 595A
365FCC9C 594F
ITEMS:
Ration
365FCCCC 594F
365FCCCB 595A
Cardboard Box A (Heliport)
365FCCB2 594F
365FCCB1 595A
Cardboard Box B (Ncl Strange Building)
365FCCB8 594F
365FCCB7 595A
Cardboard Box C (Snowfield)
365FCCB6 594F
365FCCB5 595A
Night Vision Goggles
365FCCBC 594F
365FCCBB 595A
Thermal Goggles
365FCCBA 594F
365FCCB9 595A
Gas Mask
365FCCC0 594F
365FCCBF 595A
Body Armour
365FCCBE 594F
365FCCBD 595A
Ketchup (Fake Death)
365FCCC4 594F
365FCCC3 595A
Stealth
365FCCC2 594F
365FCCC1 595A
Bandana
365FCCC8 594F
365FCCC7 595A
Camera
365FCCC6 594F
365FCCC5 595A
Medicine (Anti Cold)
365FCCCA 594F
365FCCC9 595A
Diazepam (Anti Anxiety)
365FCCD0 594F
365FCCCF 595A
PAL Card Key
365FCCCE 594F
365FCCCD 595A
ID Card – Level 255 (All)
365FCCD3 595A
365FCCD4 594F
Timer Bomb
365FCCD2 594F
365FCCD1 595A
Mine Detector
365FCCD8 594F
365FCCD7 595A
Optic Disk (M Gear Exercise Data)
365FCCD6 594F
365FCCD5 595A
Nylon Rope
365FCCDC 594F
365FCCDB 595A
Handkerchief (Sniper Wolf's)
365FCCDA 594F
365FCCD9 595A
Suppressor (Silencer For SOCOM)
365FCCDF 595A
365FCCE0 595A

MOTO RACER 2

Note: Only use ONE of the Start Lap codes.
Start Lap 2 (Press ↓)
7664100E 500F
36617982 5959
Start Lap 3 (Press ↓)
7E64100E 500F
36617982 595C
Start Lap 4 (Press ↓)
7E64100E 500F
36617982 595B
Start Lap 5 (Press ↓)
7E64100E 500F
36617982 5956
Start Lap 6 (Press ↓)
7E64100E 500F
36617982 5955
Infinite Checkpoint Time (Press ↓)
7664100E 503F
86625688 3E5A

NBA LIVE '99

Player 1 Scores 100 Points
865E50B4 59B6
Player 1 Scores 0 Points
865E50B4 595A
Player 2 Scores 100 Points
865D6822 59B6
Player 2 Scores 0 Points
865D6822 595A

THE NEED FOR SPEED III

Unlock All Cars & Tracks
8668B218 5C52

Note: Only use one of the following codes:



XPLORER'S WORLD

XPLORER

S WORLD

Start On Lap 2
76653438 595A
36653438 5959
Start On Lap 3
76653438 595A
36653438 595C
Start On Lap 4
7E653438 595A
36653438 595B

NHL POWERPLAY

Away Team Always Loses
8673B314 595A
Away Team Always Wins
8673B314 5974
Home Team Always Loses
8673B338 595A
Home Team Always Wins
8673B338 5974

NINJA

Infinite Lives
865C27A8 5C5A
Infinite Energy
365C2712 2A1E
Invincible
865C1702 595A
Infinite Smoke Bombs
865C27F4 595B
Infinite Magic
865C2718 595B
Level 4 Magic Gauge
365C2790 595B
Infinite Gold
865C27BC BF5A
Have Sword
365C049E 5966
Have Axe
365C049E 597B
Have Club
365C049E 596A
Always Have 6 Gold Keys
365C27AC 5958
Always Have 6 Silver Keys
365C2794 5958
Be A Skeleton
365C049E 5970

ODDWORLD: ABE'S EXODDUS

Invincible
365B3BFE 5959
Glow In The Dark
365B3B06 5959

ODT

Infinite Life
3660F4C8 59B6
Infinite Mana
3660F2A2 59B6
Max Armour Power-Up
3660EC47 59B6
Max Weapon Power-Up
3660EC45 59B6
Max Spirit Power-Up
3660EC4B 59B6
Infinite Blue Energy
3660F14E 59B6
Max Blue Weapon Power
3660f154 5962
Infinite Read Energy
3660F256 59B6
Max Red Weapon Power
3660F25C 5962
Max Green Energy
3660F25E 59B6
Max Green Weapon Power
3660F264 5962
Max White Energy
3660F266 59B6
Max White Weapon Power
3660F26C 5962

PARASITE EVE (US)

Infinite Health
865FDD84 5C37
865FDD94 5C37
Quick Level Gain
865D2240 504F
Max Bonus Points
86626168 504F
All Spells
8662617C 704F
Level 99
8662615E 59BB
Have Lots Of Experience
86626158 504F
Max Offence
8662617E 5C3A
Max Defence
86626184 5C3A
Max Parasite Energy
86626182 5C3A
Max Status Recover
86626188 5C3A
Max Active Time
86626186 5C3A
Infinite Parasite Energy
865FDD7E 785F
865FDDA2 785F
Infinite Super Tools
866261A0 5988
Infinite Mod Permits
8662619E 5987
Infinite Full Cures
866261A4 5969
Infinite Full Recovery
866261A4 5964
Possess SP Armour 2
866261A4 59F7

POCKET FIGHTER

Infinite Health
36747020 59EA
Max Red Gem Gauge
36746D35 595C
Max Yellow Gem Gauge
36746D3C 595C
Max Blue Gem Gauge
36746D3B 595C

Note: Only use one of the following codes.
Always Have Flame
36746E78 595A
Always Have Ice
36746E78 5959
Always Have Lightning
36746E78 595C
Always Have Poison
36746E78 595B
Always Have Banana
36746E78 5956
Always Have Bomb
36746E78 5955
Always Have Rock
36746E78 5958

RIVAL SCHOOLS

Infinite Health P1
36744D56 5922
Max Power P1
86745370 625A
Unlock Everything
8673BC28 504F
8673BC2C 504F
8673BC30 504F
8673BC2E 504F
8673BC34 504F
8673BC32 504F
Infinite Health P2
86745156 5922
Max Power P2
86735770 625A

RUSHDOWN

All Tracks Arcade Mode
86625764 595A
165557E0 5959
All Tracks Championship Mode
36555870 5956

SMALL SOLDIERS

Infinite Lives
765ADEDA FDBC
865ADEDA 595A
Infinite Ammo
765B14DA F5BC
865B14DA 595A
765B14DA F5BC
865B14DC 595A
Infinite Energy
765A0FB0 59FC
565A0FB0 5962
32000534 A200
05A20000 0000

SPYRO THE DRAGON

Red Spyro (Press L2 + △)
765B4786 3F4F
865B4750 575A
Unlimited Time
865B1868 5630
865B1834 5630
Unlimited Energy
365B4CA4 595B
Unlimited Lives
365B1858 59BB

STREET FIGHTER EX PLUS ALPHA

Infinite Energy Player 1
3671C164 5922
Infinite Energy Player 2
3671D68C 5922
Full Power Bar Player 1
3671C163 59E8
Full Power Bar Player 2
3671D68B 59E8
Enable All Endings
86719B9C 4C4F
86719B9A 584D

SUPER PANG COLLECTION

POMPING WORLD:
Infinite Lives PL1
3662CE60 5961
Have Suck Cup PL1
3662CE74 5959
Have Gun PL1
3662CE5C 5959
Have Double Arrows PL1
3662CE5A 5959
Infinite Time
36632B3C 59BB
Infinite Lives PL2
3662CEE0 5961
Have Suck Cup PL2
3662CEF4 5959
Have Gun PL2
3662CEDC 5959
Have Double Arrows PL2
3662CED7 5959
SUPER PANG:
Infinite Lives PL1
3660B380 59BB
Infinite Lives PL2
3660B300 59BB
PANG 3:
Infinite Continues
365E228C 59BB

TOCA TOURING CARS 2

TIME TRIAL & SINGLE RACE ONLY:
Enable Micro Machines View
365558C8 5959
Enable Low Gravity
365558C9 5959
Enable Propellerhead Championships
365558C4 5959
Bouncy Crashes
365558CC 5959
Exaggerated Crashes
365558CB 5959
Blurred Horizon
365558D0 5959
Wheels Only Mode
365558CF 5959
Double Height Landscape
365558CA 5959
Unlock All Cars
365558C2 5959
Unlock All Tracks
365558C3 5959
ALL MODES:
Quick Acceleration
365558CE 5959
Enable Better Handling
865558C6 5959
Enable All Difficulty Modes
865558D2 5959
CHALLENGE MODE ONLY:
Battle Mode
365558D4 5959
Only 1 Lap To Race
8664CF9C 59B6
Always Come First
3664CFA5 5959
Driving Offences Off
86613D24 595A
Have All Bonus Tracks
865558B8 504F
865558B6 504F
Stop Timer In Challenge Mode
76666FD6 959F
766152B0 995A
8661BEB0 6C33
Always First In Support Team Mode
8664CA0C 595F
Lots Of Points In Support Team Mode
866109F8 604F

TOMB RAIDER III

Infinite Energy
565A1E24 5962
E8030224 2200
02A60000 0000
865C5F70 5964
8655F540 5964
Infinite Oxygen
365A2410 5964
365A233C 5964
All Secrets & Keys (Press L2, R2 & ○)
7738C864 C134
873A54AB 3435
775BA587 9E34
87F610B2 3535
775BA587 9E34
8723650E 2548
775BA587 9E34
8739C765 C034
Level Skip (Press L2, R2 & ×)
7738C864 C134
873A54AB 3435
777B85A7 7E34
87F610B2 3535
777B85A7 7E34
872464OF 2448
777B85A7 7E34
8739C765 C034
All Items (Press L2, R2 & △)
7738C864 C134
873A54AB 3435
774BD577 AE34
87F610B2 3535
774BD577 AE34
87266211 2248
774BD577 AE34
873AC666 BF34
Climb Up Any Wall
86551976 F8E7
Blonde Naked Lara
PARENTAL ADVISORY
Note: Only Works on Level 1. Press L1 + R1 + □ for naked Lara. Game may pause for 5 seconds.
77C43C64 3534
57D14AD6 9537
34FF33FF 1B29
57420642 1BFD
34FB3454 C45D
E3549254 27F6
34EF3440 BF69
E35A925A 33FB
34E3344C C275
E34F924F 3F06
34D73478 CD5E
70F7A547 DD5D
A700A734 2455
B9F4B9F4 1B55
34BB34AE 8455
34FF70E0 9B5D
448B440E 2B55
34FFD9EF 8F55
34F5A5C9 26E5
59945994 1B55
34FF347A 8D55
34FF55FF 1DC0
34FF346E 7F54
58FE6CFE 2479
547F547F 1F57
B98EB98E 1B55
40FF40FF 2C57
B98EB98E 1B55
BCDABCD8 3C7E
38FE59FE 1FC0
34FE346F 7C55
34FFC5FF 1DBA
34FF65FF 1B57
34FA34DA 3BDB
34F05EC0 C055
34FAC5FA 1EBB
5CDA94DA BC7A
34F964F9 223C
643D643D 2156
54395409 5B5B
34FB38DA 8655
70FEACFF 1B5E
4CEBEC46 1C55
70F51DED 2F5E
4CEF6442 1C65
E1F5E1BD 405A
80FFC8FF 247A
35DBE2C3 2B5E
7CDAC8DA 2255
34F634BE 405B
4CEF4C42 246E
34383400 2D55
6CBD6CBD 225A
441F441F 1B55
4CEF4B42 2C54
541868E7 1835
34FF33FF 1B54
56AD6C52 E595
34FF44FF 1BC9
D9EFD9EF 1B55
34FF3470 C359
C3565256 2300
34F3347C BC65
C35B525B 2FFA
34E73468 C171
C3585258 3B05
34DB3454 CC7D
C34DC64D 2335
34D334F0 D871
3300062E B745
2DFEE629 0F56
0C0FE9F6 1C45
EDFEE679 0B56
120FE836 1C45
2DFE2622 0B56
0E0BE7B2 1C45
2DFEE680 0B56
B103863A 1C51
6DFEA62A 0F56
BD0F0F36 1C51
6DFEA62A 0B56
3300BA00 2745
35FE3501 1A55
745EBB59 1CF6
3BFE42BE BE56
7B5C7A5B 1C54
4B00847E 1756
B30BB332 1C55
77C43C64 3534
5703A70C 735B
33033320 D855
E3401F40 2570
A4FF9CC8 965E
379F379F 1B55
34FB34D8 D855
C340C340 1B55
34FF34FF 1B55

WCW NITRO

Infinite Energy Player 1
76573848 D6AE
86735958 5C42
Infinite Energy Player 2
76573848 D6AE
86735EB8 5C42
Infinite Time Player 1
76573848 D6AE
867359B0 595A
Infinite Time Player 2
76573848 D6AE
86735E10 595A
Big Head-Hands-Feet
365C8BF8 5957
All Rings
B669575C 595A
165C89B8 5959
All Characters
B673575C 595A
165C8CEC 5959
B665575C 595A
165C8968 5959

the biggest database of tips, cheats and codes in any magazine



UPDATES INDEX
THE NEW CHEATS

How it works
Keep up to date with all the latest cheats and tips from PowerStation. The new additions to our massive database have red titles, so you can spot them more easily. Happy cheating!

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O.D.T. 118
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3D LEMMINGS

PASSWORDS
FUN LEVEL
LEWISIAN/BLIMBING
FANAGALO/DRICKSIE
KURTOSIS/GREGATIM
WALLAROO/AVENTAIL
GAZOGENE/JINGBANG
DIALLAGE/BUNODONT
NAINSOOK/YAKIMONA
FUMITORY/CINGULUM
BESLAVER/ANABLEPS
QUINCUNX/TARLATAN
TRICKY LEVEL
CABOCEERGEROPIGA/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

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.
GREEN FARTS
During play, hold R1 and press ⇩, ⇦, ⇨, □, ○, ×. Now whenever Abe farts, green gas comes out of his arse!

ACTUA ICE HOCKEY

EXTRA TEAMS
On the main menu (Olympic, Friendlies etc), hold □ + △ + ○ for a few seconds to hear a sound effect. Check the teams to find the Gremlin All-Stars and Sheffield Steelers.

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.)

ACTUA SOCCER 3

CHEATS
To enter these cheat codes, select the Editor option from the main menu. Then select a custom team and enter any of the names below as the team name. Exit. You'll now find that team in the AS3 selection.
PREMIERSHIP CLASSICS

Bonus Code	Gives What? (Or Win...)
SIR MATT	Busby Babes (Argentinian)
SHEAR CLASS	Blackburn 94-95 (Belgian)
FOREIGN LEGION	Chelsea 44-99 (Brazilian)
SCOUSE PERMS	Liverpool 77-99 (English Div 1)
BREMNERS BOOT	Leeds 44-99 (English Div 2)
TEA TOTAL	Arsenal 70-90 (English Div 3)
RAM RAIDERS	Derby 44-99 (English Div 4)
WRIGHT BUY	West Ham 44-99 (French)
FRUIT N VEG	Leicester 44-99 (German)
BIT OF CLARET	Villa 44-99 (Dutch)
DOWN THE TOON	Newcastle 44-99 (Italy 1)
FASH THE CASH	Dons 44-99 (Italy 2)
DELL BOYS	Soton 44-99 (Portuguese)
LADY GODIVA	Coventry 44-99 (Scottish)
EMMERSONS WOE	Boro 44-99 (Spanish)
BARMY ARMY	Wednesday 44-99 (USA)
MEN IN TIGHTS	Forest 44-99 (Euro Club 1)
DUNCNDISORDER	Everton 44-99 (Euro Club 2)
DIAMOND LIGHTS	Spurs 44-99 (World League)
VALLEY BOYS	Charlton 44-99 (World Trophy 1)
BALD FRITZ	Ipswich 44-99 (World Trophy 2)
EGG CHASERS	Wigan 78-98 (Int Div 1)
RULE BRITTANIA	5 Nations (Int Div 2)
SEXY FOOTBALL	Shearer XXX (Int Div 3)
TRUE FOOTBALL FANS	
I MADE THIS	FC Gremlin (Int Div 4)
METAL HEADS	Cyborg Rovers (Default KO Cup 64)
GRIM REAPER	Skellington Utd (Default KO Cup 32)
OZONE LAYER	Greenhouse Test (Default KO Cup 16)
IMPOSSIBILITY	Maddness Friday (Default KO Cup 8)
SINK OR SWIM	Ledbury FC (Default KO Cup 4)
LEE THE PIG	Heavenley HTFC (Default Mini 64)
FLAGSTONING	Fighting Forth (Default Mini 32)
SHUT IT	Duds Spuds (Default Mini 16)
SHADWELL TOWN	The Hardmen (Default Mini 8)
CANDY MAN	Dicks Pick 'n Mix (Default Mini 4)
WIDE BOYS	Gremlin Staff 1 (All 5 KO Cups)
DOUBLE TROUBLE	Gremlin Staff 2 (All 5 Mini Leagues)
CPU SPUD	Pattis Shandi Men (All 4 International Leagues)
CHIP BUTTY	Virtual Blades (All English)
SPIT N SPIN	Actua Soccer Web (Both European)
YES PLEASE	Top 50 Babes 1 (Both World Trophy)
NO THANKS,	Top 50 Babes 2 (Argentinian & Brazilian)
SHAME	Doncaster Rovers (USA & World Club)
LONDON GIRLS	Arsenal Ladies (Italian 1 & 2)
BINMAN	Food Group (Spanish & Portuguese)
TFF HOBBY	Boat Racers (German & Dutch)
NICE GEM	Rushden (Belgian & French)
LETS NOT PLAY	BoreCrust (English 1st & Scottish)
GRAPHICS CHEATS	
CUTOUTS	Grey Scale Cheat
GANGSTAARS	Parappa
TOP HATS	Big Heads
FUN INT SUN	Beach Ball
CHICKENS	Headless
DOWN HERE	Dwarves
BIG DADDIES	Giants
CALM DOWN	Scousers
QUICKIES TO TURN ON ALL CHEATS	
PREM CLUBS	All Premiership teams
TFF TEAMS	All the other teams

ADIDAS POWER SOCCER '98

First, hold L1 + L2 + R1 + R2 on the main startup screen, to bring up the cheat entry screen. You can now enter the following cheats:
Big Heads – □○○×△×□○
Hidden Teams – ×△×□○□×△
Display Credits – ○□△○×△△□
Extra Stadium – □○□△△○××
Win Match Cheat – ×△△○×□○△
(Pause game to choose to win any match.)

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.

AGILE WARRIOR

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 see through 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, ×, ×, ×

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 wingmen 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 ten 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.

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 GOLVL then a level number.
PASSWORDS
XENOMANIA SETTING
2)J3BBBBBBDWP89O3BBBBBBB
BMBBBXJBBB
3)LZBBBBBKCPB9N3DBBBCGBB
MBBCD1BBB
4)FBBBBBBBMCPB9XLDBBBFBB
BMBBCX1BBB
5)7LBB7BBB84PB9K3GBBBDLBL
MBBDB1BBB
6)1LBBBBBB6WPB7F3GBBBJ2B
BBBBDX1BBB
7)YGBJLBBB7OPB9R3CQVCBG9
BBDBQFJ9CLB
8)WGBBBBBB0HPBJLBLL3BTGB
LMBVFX9DVB
9)XQBJLBBBMHPBJNVFQVBTGB
LMCBGD9HBB
10)4BBBGBBBFWPBQHLPN2BTL
BLJCGG29FBB
11)3ZBJLBBB4HPBQQ3PQVBTLB
LJCGHJ9FBB
12)O3BJGBBBHWPB9BBOH3BTL
BLDCBHZ9GVB
SECTION 2
1)Z3BBSBBB74PB9GVTJVBBBBB
DB7JG9BVB
2)4BBLGBBBB8PB91B4PVBBBB
BMB3JZ9C3B
3)4GBKVBBBZRPB9BB5QVBBBB
BKCGKG9GLB
4)2BBQGBBBSRPBBBBB5BBBBB
BBBBBKZ9GVB
5)OZBBBBBD9V8PB9QWDHBBTL
BLBCGLH9G3G
6)O3BQVBD9VHPB9QWJM7BTL
BLGCGLO9HBD
7)1LBHXBD354PBJBCLPQBTBBL
BB3MH9HBD
8)RQBBBBD988PBJCCVDBBTBBL
BBVMO9CBH
9)4BBQVBFGX4PBJJMVQGBTLBL
BCGNH9FVK
10 (QUEEN) .....
77BQVBDMYMPBJ24XPQBRLBL
BBZNY9HBD
SECTION 3
1)8ZBCLBC8RMPBDKMPBD3BS1
BLBB3PF9HBF
2)H7BBBBCSFRPB9DWLP3BC7B
BLBLPO9GVB
3)NQBBBBCSLMPBQHCLP3BC7B
BLBQQH9GVB
4)OGBBBBFGK8PBLH4KK2BBBB
BLB7QO9CBC
5)KBBBBBFGCWPBLH4KJVBBBB
BLB3RH9B3C
6)KVBBBBBRLOPB9BBBCLBSQB
BMB3RO9CLB
7)O3BBBBBB8CPB9BBXDQBSQB
BMCBSK9CLB
8)WVBBBBBBY8PB9BBXL33BN3
BLMB75O9CBB
9)TQBBBBBB4MP9P3BDQBBBBB
MCGTH9BBB
10)4VBJLBFGDMP89XVNQVBJL
BBMCBT49F3J
11)4VBFNBCSZ4PB94BNF7BQV
BBMB7VH9F3J
12)S3BBBBFGSOPB94BNKZBQV
BBMBZVO9HBL
13)Q3BQVBDXRCPB94BNQVBTL
BLMBGWH9GBL

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.

APOCALYPSE

CHEATS
Pause the game and hold L1 to input the following codes:
△ ⇧, ×, ⇩, ... Unlock levels, enable restart points
⇩, ⇧, ⇦, ⇦, △ ⇧, ⇨, ⇩, .. Invincibility
□, ○, ⇧, ⇩, ×, □, ... All weapons

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.

ARMOURED CORE

PILOT VIEW
To get a first-person view, during a mission press ○ + △ + Start, then unpause.
FIXED CAMERA
To fix the camera high above the battlefield, press ○ + × + Start, then unpause.
Background Change
On the design emblem screen, press L1+R1+Select after you have made a design. The emblem will now appear as the background instead of the black that's usually present.
LOSING BONUS
If you lose the game by amounting debts of more than 50,000 Choam, there'll be a short FMV sequence and the game will restart. The new mech you are given will have bonus items to make up for your lack of skill.

ASSAULT

CHEATS
These codes must be entered quickly on the 'Press Start' screen. The screen will flash and a message will appear at the top to confirm correct entry. The codes can be deactivated by re-entering them.
Retro Mode ..... ⇦ x10
Big Head Players..... □, ○, ○, □, ⇧, □, ○, ○, □, △
Big Head Aliens..... □, ○, ○, □, ⇧, □, ○, ○, □, ×
Nakomi (flat characters)..... ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, X, ○
Greyscale Graphics ..... ×, ×, △, △, □, □, ○, ○, ⇧, ⇩
Speed Run ..... ×, □, △, ○, ×, □, △, ○, L2, R2 (Press ○ during play to run faster)

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	□, ×, □, ×, △, □
03	△, □, □, ○, ○, △
04	△, □, △, △, ○, △
05	□, △, △, △, ×, △
06	△, □, ○, ○, ×, □
07	×, □, □, □, ○, △
08	△, □, ×, □, △, △
09	□, △, □, ×, △, ×
10	△, △, ○, □, ×, □
11	△, △, ×, △, ○, □
12	○, □, △, △, △, ×
13	△, □, ○, ×, △, □
14	△, △, ×, □, □, ×
15	○, ×, △, △, △, △
16	○, □, ○, ○, ○, □
17	△, △, △, ○, △, □
18	□, ○, □, ×, □, △
19	×, ×, □, ×, △, ○
20	×, □, ×, △, △, □
21	△, □, △, □, △, △
22	□, □, △, ○, □, △
23	○, ×, ×, ×, ×, △
24	△, □, □, △, △, △
25	△, ○, △, △, ○, □
26	□, ○, ○, ×, □, ×
27	×, ○, □, △, △, □
28	□, ○, □, □, □, □
29	△, □, ○, ×, ○, ○
30	□, ○, ×, ○, ×, □
31	○, □, ×, △, ○, △
32	△, □, ×, ○, □, ×
33	×, ×, △, ×, ×, □
34	×, ○, □, ○, ○, □
35	○, △, ×, △, ×, △
36	×, △, △, ×, ×, □
37	×, △, △, ×, △, □
38	○, ×, △, △, □, ○
39	□, △, □, △, □, ×
40	□, ×, △, ×, ×, △
41	△, ×, △, ○, □, ×
42	○, ×, △, ○, ×, □

ASTEROIDS

CLASSIC ASTEROIDS
On the title screen, hold Select and press ○ x 3, △, □ x 2, ○. The main menu will now have Classic Asteroids at the bottom. Select it to play the original *Asteroids* game with black and white vector graphics!

AUTO DESTRUCT

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
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	sVHtsMMKC]
19	gSFXTMBKH
20	gSBMVMFKS
21	sPCgfghggr
22	gSFMgkHZP
23	sPHgfgfgS
24	gXBTgshCM
25	gSJVfVYZN

BALLBLAZER CHAMPIONS

SHRINKING ROTOFOIL
On the password screen enter:
X○X○X
X X X X X
X X △ △ X X
□ X X X □
X □ □ □ □ X

end: BALLBLAZER CHAMPIONS

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Note: Code resembles a smiling face!

MASTER DOME

On the password screen enter:
○, L1, L1, R1, R2, L2
×, □, □, R1, R2, R1
R2, △, L2, R1, L2, ○
L2, R2, R1, ×, L1, R2
□, L2, R1, ×, R1, R1

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). 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. 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 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 your 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.

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.

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.

BIO FREAKS

FIGHT CLONUS OPPONENT

Hold Select while choosing an opponent at the character selection screen to fight against the Clonus version of that character.

ALTERNATE VIEW

Hold L2 + R2 and press ⇦ during a match. Hold L2 + R2 and press ⇩ to return to normal view.



BLAM! MACHINEHEAD

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.

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).....9FOJGOLZJD
Level 13 (3.4).....SKAGHO9P4O
Level 14 (4.1).....JJOBNN9FCM
Level 15 (4.2).....EYWJHOP7BF
Level 16 (4.3).....JQNFHOT7BF
Level 17 (4.4).....7G9DAOMOCE
Game Over.....6H9DAOQJ2F

BLAST CHAMBER

INFINITE LIVES

Go to the Main Menu screen and press the following: □, ⇦, □, ⇨, ○, ⇩, ○, ⇧. Now go into Games option and choose Solo Survivor. You'll have chosen the one-player mode, but your lives will never go down.

PASSWORDS

Ziggurat .....NAEMMAAB
Backstab .....MAGDIEAH
Fall N Arch.....NINKPDME
Fugitive .....MJKKAMKC
Rainbow.....JODPIGEH
Lavapalooza.....ICJABNA

BLAST RADIUS

ALL UPGRADED SHIPS

On the main menu, press: ⇨, L1, ⇧, ⇧, ⇩, ⇨, R2, L2, R2, ⇩, ⇧, ⇩ to hear an explosion. Start a game with any ship, then quit. You should now have all four upgraded ships with which to start on Sector 5.

WRAITH SHIP

Once you've got the four upgraded ships (see above), enter this code on the main menu: ⇦, ⇨, L1, ⇦, ⇨, L1, R2, R2, L2, ⇦, ⇨, ⇧ to hear an explosion. As before, start a game, then quit. You'll now be able to select the Wraith ship and start on Sector 8.

PLANET HEADS

On the main menu, press: ⇩, ⇧, L1, ⇨, L1, ⇧, ⇨, Select, ⇨, R2, L1, L2 to hear an explosion. This gives you the first four levels with the faces of the programmers instead of planets. The next four levels have cheese and stuff instead of planets, then the game reverts to normal.

Note: This won't work if either of the first two cheats has been entered.

EXTRA MISSIONS

On the main menu, press: L1, ⇦, L2, ⇩, Select, ⇦, ⇩, R2, R2, R2, Select, ⇧ to hear an explosion. This gives you four extra missions, where you are in one of the spacecraft fighting World War II planes and fighter bombers etc.

Note: This won't work if either of the first two cheats has been entered.

BLOOD OMEN: LEGACY OF KAIN

CHEATS

During the game (no need to pause), input the following codes for a bundle of assorted goodies.

Blood Refill - ⇧, ⇨, □, ○, ⇧, ⇩, ⇨, ⇦
Full Magic - ⇨, ⇨, □, ○, ⇧, ⇩, ⇨, ⇦
All FMV - ⇦, ⇨, □, ○, ⇧, ⇩, ⇨, ⇦
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.

BLOODY ROAR

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.

BOMBERMAN WORLD

PASSWORDS

Bonus Versus Level 5656
Bonus Battle Level 4989
Battle Royal Mode.....1616
Maniac Mode.....4622
1-1.....8010
1-2.....1180
1-3.....8086
1-4.....2919
1-5.....1021
2-1.....0127
2-2.....1220
2-3.....1018
2-4.....0804
2-5.....0714
3-1.....1027
3-2.....2413
3-3.....3009
3-4.....6502
3-5.....6809
4-1.....0627
4-2.....8808
4-3.....3674
4-4.....4891
4-5.....0605



5-1 0730
5-2 2151
5-3 3562
5-4 3812
5-5 2203

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.

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 ithis is done correctly, there will be no cursor or character shown. To select Katze, simply press I.

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, just keep swapping the disc to unfreeze it.

BUST-A-GROOVE

EXTRA DANCERS:
CAPOEIRA
To play as Capoeira, beat the game on Normal difficulty with any character. On the Character Select screen, move up off the screen to find him.
ROBO-Z
To make Robo-Z selectable, beat the game with any dancer on Hard difficulty.
BURGER DOG
Once you've got Capoeira and Robo-Z, beat the game again on Normal using Hamm.
COLUMBO
Once you've got Capoeira and Robo-Z, beat the game again on Normal using Shorty.
ALTERNATE COSTUMES
On the Character Select screen, hold Select and press × to choose your character.
DANCE PREVIEW
This option lets you create your own dance routines! Simply beat the game on Easy (or above) with the character you want to use for the Dance Preview.
You can have some great fun fiddling around with this mode, changing the moves for various routines, camera angles, and dancing speed – set it to 4 to really see them move!
LEVEL SKIP
Complete the game once with any character, then start a one-player game. When the dance arena appears, simply press L2 + Select to skip to the next stage.

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!

CARDINAL SYN

SELECT SUB-BOSSES
Input the following codes on the 'Press Start' screen – you'll hear a metal clunk when each has been entered correctly.
Kahn: ⇧, ⇧, ⇩, ⇩, △
Stygian: ⇦, ⇨, ⇦, ⇨, △
Redemptor: ⇧, ⇩, ⇦, ⇨, ○
Juni: ⇧, ⇦, ⇦, ⇧, □
Mongwan: ⇩, ⇩, ⇩, ⇧, △
Vodu: ⇦, ⇦, ⇦, ⇧, ○
Bimorphia: ⇨, ⇨, ⇨, ⇩, □
Moloch: ⇧, ⇨, ⇩, ⇦, □
PLAY AS KRON
1. At the 'Press Start' screen, enter all eight codes (above) to unlock the sub-bosses. Then press ⇧, ⇩, △, ⇦, ⇨, ⇦, ⇨, ○, R1, R2. You'll hear another metal clang.
2. Start any game type and you can now choose Kron on the Character Select screen.
ALTERNATE COSTUMES
Press ⇧ + × when selecting your fighter to get a different costume.

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.

CIRCUIT BREAKERS

ALL TRACKS
Start a one-player game, then pause and go to the options. Select 'Sound' and highlight 'FX Volume', then press L1 + L2. The game will now be 400% complete and all the circuits will be unlocked.
NIGHT RACING
On the circuit selection screen, hold: L1 + L2 + R1 + R2 until a headlight appears in front of the car. Now start any circuit to race it at night.
UPSIDE DOWN
On the circuit selection screen, press L2 + R2 + ⇩ + ×. If it's worked, an arrow will appear under the track name. The racing view will now be turned upside down!
SPEED BOOST
This one only works in multiplayer mode. On the circuit selection screen, press □ + △ + ○ + ×. If it's worked, an engine will appear under the track name. Your cars will now be faster.
BOUNCY BEAN CARS
This one only works in multiplayer mode. During the countdown at the start of a race, press ○ + ⇦. The cars will turn into big jelly beans.

COLIN MCRAE RALLY

CHEAT CODES
Simply enter your name as any of the following in Rally or Time Trial mode for the desired effect.
OPENROADS – Open up all tracks
SHOEBOXES – Unlock four bonus cars in Time Trial
WHITEBUNNY – Mirror tracks
SKCART – Reverse tracks
BACKSEAT – Nicky Grist driving the car
PEASOUPER – All tracks in fog
BUTTONBASH – Bash × and ○ alternately to accelerate
DIRECTORCUT – You can edit the replay of your rally
KITCAR – Press Select to turbo-jump
TROLLEY – Four-wheel steering
FORKLIFT – Rear-wheel steering
HELIUMNICK – Co-driver Nicky Grist on helium!
MOREOOMPH – Turbo mode
BLANCMANGE – Green jelly car that wobbles!
MOONWALK – Low gravity
SILKYSMOOTH – Faster screen update
NIGHTRIDER – Night races (with alien abductions)
TINFOILED – Car covered in foil
DIDDYCARS – Micro Machines mode
HOVERCRAFT – Hovercraft mode

COLONY WARS

Enter these on the password menu screen, and remember to use upper case letters where indicated:
Commander*Jeffer – Select level & mission
Tranquillex – Supercooled primary weapons
Memo*X33RTY – Infinite secondary weapons
Hestas*Retort – Infinite energy
All*cheats*off – Turn off all cheats

COLONY WARS: VENGEANCE

CHEATS
Enter these on the password screen:
All Weapons – Tornado.
Infinite Afterburner – Avalanche.
Infinite Secondary Weapons – Chimera.
Infinite Shield Energy – Vampire.
No Gun Overheat – Dark*Angel.
All Cheats On – Blizzard.
All Cheats Off – Stormlord.
All Fighters Available – Thunderchild.
Maximum Tech Specs – Hydra.
Select Any Level – Demon.

COMMAND & CONQUER

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
⇨, ⇩, ⇦, ⇦, ⇩, ⇨, ⇨, ⇩, ⇦, ×, ⇧, ×
INSTANT ION CANNON
⇨, ⇩, ⇦, ⇦, ⇩, ⇨, ⇨, ⇩, ⇦, ×, □, △
INSTANT AIR STRIKE
⇨, ⇩, ⇦, ⇦, ⇩, ⇨, ⇨, ⇩, ⇦, ×, □, ○
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.
KANE INTRO
Hold Select on pad 1 when the game is loading. Kane will appear and tell you about his acting career.
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 0XL3NYNN0
6 Czech Rep.....1MVDCPIIM
7 Czech Rep.....0X3CS3D4G
8A Austria.....WMJ8FPOQH
8B Slovakia AAY1YZS9J
9 Hungary.....CSGU0J7AQ
10A Slovenia.....Z6J3CUD9V
10B Romania.....W5741QXPJ
11 Greece.....PZBVQGKQK
12A Albania.....0M86028I0
12B Bulgaria LW03SMF6F
13 Yugoslavia.....YM3XI0625
14 Yugoslavia WMJQ8C0HG
15A Bosnia GTJ2PV460
15B Bosnia 4QLR9NRLA
15C Bosnia C9R0OJST0
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.....C9R08NZGU
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 2O8F7432R
6C Nigeria Q0WRYGFWX
7A Gabon GTJKW0JDK
7B Cameroon 0X3UJ0V6Q
7C Central Afr Rep .C9R67C70W
8A Zaire.....0H1Y3FSC2
8B Zaire GTJKE8W7B
9A Egypt.....Y4UMW1NWE
9B Egypt 3NJDS0KII
10A Angola BBK50NRL4
10B Tanzania MILZJC113
11A Namibia 0X3UK0P94
11B Mozambique.....GTJ26Z72A
12A Botswana A9G1KD5FJ
12B Botswana.....CSZZGEJ8H
13A South Africa ...W3C6NH40V
13B South Africa AJ5CEQE7I
13C South Africa 25UJG3YHZ
NOD SPECIAL OPS
1.....0LXRXJ0Y5
2.....03O5M0802
NOD COVERT OPS
Bad Neighbourhood ..C99X6L0D9
Deceit.....SHVQLLFOX
The Tiberium Strain.W1N4V4TK8
Cloak & Dagger C99FJ8DM5
Hostile Takeover.....C99F1A8VH
NOD Death Squad.....0LF0D3T25
Under Siege: C&C 457E1D682

COMMAND & CONQUER: RED ALERT

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
○, ×, ○, △, □, △
WIN THE BATTLE
×, □, □, ○, △, ○
INSTANT CASH
□, □, ○, ×, △, ○

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TURN ORE INTO MEN (LINK-UP ONLY)
×, ○, △, △, ○, ×
REMOVE SHROUD
□, △, ○, ×, △, □
TIME WARP
△, ○, ○, □, □, ×
PARABOMB
□, ×, ○, ○, ×, △
TURN ORE TO PINTS OF BEER
□, ○, □, ×, ○, ○
SOVIET PASSWORDS
Level 2 .....17DUXFJ6C
Level 3 .....VMBWOQ284
Level 4.....XN37MCCS0
Level 5.....LH06FZZQL
Level 6.....BUVV20LFF
Level 7 .....AVYQ10YA8
Level 8 .....LZRJTMQAN
Level 9.....YQX4C9GFH
Level 10 .....1QESO8LE0
Level 11.....RKPOUOXJA
Level 12 .....CDLKYL7Q4
Level 13.....8T5GGDK25
Level 14 .....X5CDEOKN8
ALLIED PASSWORDS
Level 2.....LZ9SWDNVK
Level 3.....3AH5VCCYG
Level 4 .....X63VC9XJI
Level 5 .....DV795VOEE
Level 6.....17DCPX2Z8
Level 7 .....90BAZDHP3
Level 8 .....9000DSR5H
Level 9 .....SRS8OSSQT
Level 10 .....5S0SL9GZ8
Level 11 .....HFZNFE4HS
Level 12.....5RNZ2KIA4
Level 13.....3AS0QJC80
Level 14.....59EW5K6G1
Level 15.....M3102QMBV

COMMAND & CONQUER: RETALIATION

Cheats are activated by pressing △ to bring up the side bar, then ○ on the appropriate team icons. If you get them wrong, you'll have to reset the game for another try.

1000 Credits	×, ×, □, ○, ○, ○
A-Bomb	○, ×, ○, ○, ×, □
Chronoshift	□, ○, △, ×, ○, ○
Iron Curtain	□, ×, ○, ×, △, △
Reveal Full Map	△, △, ×, ○, △, □
Parabomb	×, ×, ×, ○, △, □
Named Civilians	□, □, ○, ○, △, △
Money Turns Into People (Link-Up Only)	□, ×, □, □, ×, □
Instant Victory	○, ○, △, ×, ×, □

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, ⇧, ⇦, ⇩, ⇨
BAMBOO ARCADE
R2, R1, ⇨, ⇦, L1, L2
BAMBOO GYRUSS
L2, L1, ⇦, ⇨, R1, R2
LEVEL SELECT
L2, R1, L1, R2, ⇦, ⇨, ○, □, R2, L2
SOUND TEST
R2, R1, L1, L2, ⇧, ⇨, ⇩, ⇦
9 LIVES
L2, R2, L1, R1, ⇩, ⇧, ⇧, ⇩
During play, press △ + ○.

COOL BOARDERS 2

PLAY AS ALIEN & SNOWMAN
Complete all 100 moves in Master mode; then set all records in Freestyle mode. Alternatively, achieve a score of at least 40.0 on the Half Pipe course.
PERVY OUTFITS!
Highlight the Big Air option on the main menu and press: ⇩, R1, ⇧, R1, ⇩, R2, ⇧, R2, ⇧, ⇧, R1, ⇩, ⇩, R2. When you go to the character select menu (apart from in Competition mode), Cindy will be wearing a skimpy leather outfit (ahem) while Irin dons a school uniform. You can alter the outfits by pressing × and moving ⇦ or ⇨.
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.

COOL BOARDERS 3

ALL TRACKS
Select Tournament mode and enter WONITALL as a name. You'll hear a guy say, "Cheater!"
ALL BOARDS & BOARDERS
Select Tournament mode and enter OPEN_EM as a name. You'll hear a guy say, "Cheater!"
BIG HEAD MODE
Select Tournament mode and enter BIGHEADS as a name. You'll hear a guy say, "Big head mode."
CONTROL REPLAY
Hold ⇦ during a replay to switch to slow motion, or hold ⇩ to pause.

COURIER CRISIS

NO TIMER
Press L1 + R2 at the neighbourhood selection screen. A sound will confirm correct code entry. The level will begin with no timer, allowing the entire area to be explored.
SHAKE FIST
Press L1 + L2 or R1 + R2 during play to shake your fist at the traffic!
ZASKAR
Enter FDFKFKHCJK as a password.
PANTERA
Enter KFKFKFOEKJ as a password.
STS-1
Enter IFKFKFKGKJ as a password. Select the memory card icon, 'Load', then 'Password'
LEVEL PASSWORDS
1.....EFLCIFCGKJ
2 .....IFLCIFCCKI
3 .....MFLCIFCOKJ
4 .....AFLCIFCKKJ
5.....FHCLFIGCJL
6 .....FLCLFICCIL
7.....FPCLFIOCJL
8.....FDCLFIKCJL
9 .....KFLCIFCGII
10 .....OFLCIFCCII
11.....CFLCIFCOIJ
12.....GFLCIFCKIJ
13.....FFCLFIGCJJ
14.....FJCLFICCIJ
15 .....FNCLFIOCJJ

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.
△, △, △, △, ×, □, △, △
△, △, □, × △, ○, △, △
△, ○, □, △, ×, ×, ×, ×

CRASH BANDICOOT 2

EXTRA SHIELD
When Crash dies, press ⇧+○. 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.

CRIME KILLER

LEVEL PASSWORDS
2 .....○□×△×△□△□
3 .....○○□×△○○○○○
4 .....○○□△○○□△□×
5.....△○○○○○○□△
6 .....□△□△○□×××△
7 .....○○○○□×△○○○
8 .....□△□×△□×△□×
9 .....××△○□×△□△○
10.....○△○○□×△○○○
11 .....□△□△○○□△□△
12 .....□△□△□△○□△□
13.....×××△○○○□××
14 .....×××△○□×××
15.....×△□××△○□××
End .....×△○□△□×△□△

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**

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, ⇧, ⇩, ⇦, ⇩
HIDDEN SUBS:
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
Finish 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.....ULDRULDLLRDRRU
2-s1 .....RDDDURUULDUUDUD
2-4.....DRRLULRDRURULLL
2-5.....LDUDDUDRDLUDRLD
2-6.....ULLRDUDRDDRLURU
2-b2 .....RULDDDUULUUDUD
2-s2.....DRULDULDURRURLL
WORLD THREE
3-1.....LURDUDURDDUDLLD
3-2.....ULDRDUURDLRLDRU
3-3.....RUDDDDDUDDUUUUD
3-b1 .....DLRLDULDUURURLL
3-s1 .....LUDDULURLDULULDD
3-4.....URRRURURDDRLDUU
3-5.....RDRDULDDULUURD
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
WORLD FIVE
5-1 .....LLDLURRLLLRULUR
5-2.....UDRUULRLLDULDDL
5-3 .....RRRLURLDLLRUULR
5-4.....DDDDULDURRURUU
5-b .....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)

DARK FORCES

LEVEL SELECT
Select 'Restore Game' and enter the following code- P3NDLDQNY2. Then select 'Start Game' and you'll have the choice of all 14 levels.
CHEAT MENU
To access the cheat menu, just press the following during play:
⇦, ○, ×, ⇨, ○, ×, ⇩, ○, ×
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' for the next level.
Level Codes
2. Telay: 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 205F6HJTOV

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.

DEAD BALL ZONE

ALL TEAMS & STADIUMS
Highlight Italian on the language select screen and hold R1+L2+□ for eight seconds. All teams and stadiums will be unlocked.

DEAD OR ALIVE

MAKE RAIDOU SELECTABLE
Beat the game on default Game Config settings with all ten normal characters. Raidou will then appear in the middle of the characters on the selection screen.
EXTRA COSTUMES
As well as the three which they start with, all the fighters have extra costumes. To obtain them, complete the game repeatedly with the relevant character, using the following settings to make it easier: Normal CPU level, Largest P1 life gauge, Smallest P2 life gauge, 10 round time, 1 match point. (See 'Play As Ayane' for the number of costumes available.)



EXTRA CONFIG OPTIONS
The Extra Config menu (in Options) and its options can be unlocked by various methods:
FIGHTING ORDER (Default/Random/Manual)
A. Beat the game once with any character.
B. Game timer reaches 3:00'00.
SAFETY ZONE SIZE (Normal/Nothing/All)
A. Beat Time Attack on Normal level in under 5'00.
B. Game timer reaches 6:00'00.
DANGER DAMAGE (NoDamage/Small/Normal/Large/Critical)
A. Beat Game with all ten characters on Default settings.
B. Beat ten Characters in Survival mode.
C. Game timer reaches 9:00'00.
DANGER BOUNCE (No Bounce/Normal/High)
A. Complete Kumite mode with an 80% win rate.
B. Game timer reaches 12:00'00.
SYSTEM VOICE (Normal/Wakana/Sakura)
Wakana: Beat game once with any character.
Sakura: Play Kasumi 100 times, or wait till game timer reaches 15:00'00.
EXTRA VOICES
Enter Training mode and turn on the 'Command Mode' option, then perform all the moves for each character to unlock his/her Extra Voice option (in Extra Config menu).
CG GALLERY
Get all of the costumes for Ayane. You can then view all the menu backdrops in full colour.
WALLPAPER
If you've got access to a PC or Mac, you can put the *Dead Or Alive* disc in the CD-ROM drive and open the Omake folder to find pictures that can be used as on-screen wallpaper.
PLAY AS AYANE
To obtain her you have to get all the extra costumes for the other characters. There are even more than in the import version of the game, obtained by repeatedly completing Tournament mode with the relevant fighter. You can set the Game Config options anyhow you like, as long as the CPU Level is Normal (and your own energy isn't No Limit).
Number of costumes: Bass 6, Bayman 6, Gen Fu 7, Hayabasa 5, Jann Lee 5, Kasumi 14, Lei Fang 18, Tina 15, Zack 5, Raidou 5, Ayane 14.
SYSTEM VOICE
For Kasumi's voice, either get her first 7 extra costumes (ie C10) or wait till the game timer hits 15 hours. Ayane's voice is available once you obtain her as a playable character.

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.

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.

DIABLO

INFINITE GOLD
Start a new two-player game and load up a character with gold in their possession. Get them to drop their gold and pick it up with player 2's character. Save player 2's character and quit the game without saving player 1's character. Repeat as necessary.

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, ○, △, X, △, △, X, △, X, △, X
You can go through any door on the current level.
MEGA WEAPONS
△, □, ○, X, △, □, X, △, □, X, ○, □
Gives you a huge supply of the most powerful weapons.
INVULNERABILITY (ON/OFF)
□, △, ○, □, □, △, ○, ○, □, △, □, X
You can't be harmed. To deactivate, enter the cheat again.
TURBO MODE (ON/OFF)
□, △, ○, □, ○, X, □, X, ○, △, □, X
Makes the gameplay faster. To deactivate, re-enter the cheat.
SHIELD RECHARGE
△, △, X, □, △, ○, △, X, □, X, △, X
BRIGHT DISPLAY
□, △, ○, □, □, X, ○, △, □, ○, X, △
CLOAKING DEVICE
△, □, X, ○, □, X, ○, △, X, □, X, △
FULL LEVEL ACCESS
△, □, □, △, ○, ○, □, □, △, ○, □, □
After inputting the desired code, quit the game and select a new game from the main menu. If the code has worked 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.

DESCENT 2

PASSWORDS
Zeta Aquilae, Level 2: FYHTK-9WDBB-4B031-HC#0R-WHKG97
Quartzon, Level 6 5 8 WRH-9OKBB-5COHK-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

DESCENT MAXIMUM

CHEAT MODE
Enter the following information in the keys section to activate the cheat.
Effect/Keys/Nickname
Weapons, Energy & Shields
□△○□△□X□○△□XACE
Weapons, Energy, Shields, Keys & Level Select △□□X△□△X △□X○ $40
All Keys □△X△○△X△X△□X MIK
Toggle Invincibility △X△○X△□X△X○△ DCD
Full Shields △X○□ □X○△ □X○□ BUG
Toggle Cloak X△○□○△□X△X△○ RED
All Accessories □△○XX△□X○□□○X TOY
Turbo △□○X□X○□△○XX SVT
Extra Life △X□○△X□X○ X△○ +1 UP
Toggle 'Go Wingnut' Mode △□○△X□△○□△X○ 4AD
Fast Robots That Fire Slowly △X□ □△○□X○□△○ JAVA
Colours △X○△□○X△X△○X LSD
Acid Mode □△○□△□X△X △○X ACID
Hello Minnie Mode X○X○X○X○X○X○ XO

DESTRUCTION DERBY 2

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.

DIE HARD TRILOGY

To activate any of the following cheats, 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 many 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 3-D, 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
○, ↓, ↓, □, X, □ – This makes all the people look like Probe Entertainment boss, Fergus McGovern – even the women!
ODD-SHAPED PEOPLE
⇦, △, ⇨, ↓ – People are now either extremely tall or short and fat!
SKELETON MODE
↓, □, △, ↓ – To return them to normal, enter the cheat again.

DIE HARD 3:
EXTRA VEHICLES
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, 107
Level 5: Ferrari – 44, 58
Level 7: Porsche – 18, 65
Level 8: Hot Dog Van – 15, 107
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)
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 advances to the next bomb.
INFINITE LIVES
⇦, ○, ↑, ↓, □, ⇨ – Take as many attempts as you like to defuse the bombs.
INFINITE TURBOS
○, ○, □, □, ↓, ↓, X, X – Speed around town to reach the bombs.
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 texture-mapping for flat-shaded polygon graphics.
FERGUS MODE
○, ↓, ↓, △, X, □ – 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 close-up.
WEIRD BUILDINGS
⇨, □, ⇦, △, X, □, ↓ – Causes strange slumps in some of the buildings.
CAR HANGER
⇨, ○, ⇦, ⇦, □, ↓ – A toy car hangs above the windscreen on Inside view.
CLOUDY SKY
↓, □, △, ⇨, ↓, □, △, ⇨ – The sky 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 ⇨, □, △, ↓, X, X, X and a 'Roswell' screen should appear.

DISRUPTOR

1 .....□□△X○○△XX○XX
2 .....X△○△XX△○○□○○
3 .....△X○X△□○○X△△□
4 .....○X○△○XXX□△□○
5 .....X□○○X△△□○X○□
6 .....X□○○X△X○○X○□
7 .....XX△○○X△△○□X○
8. .....△○X○X△○□△X□X
9 .....○XXX○○△□X○X△
10. .....X□X△○□△X○○○X
11 .....△○○△XX○○XX△○
12. .....X△X△○X○□△○X□

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 MAPS PLUS OBJECTS
Pause Game, press △, △, L2, R2, L2, R2, R1, ○
ALL MAPS
Pause Game, press △, △, L2, R2, L2, R2, R1, □

DOOM 2

LEVEL PASSWORDS
Level/Health/Armour/Weapons/Password/Title
31/200%/200%/All/COW1!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/Abandoned Mines



53/200%/200%/All/
DKKBLM58J3/Monster Condo
54/200%/125%/All/
7L3!266DJK/Redemption Denied

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.

DUKE NUKEM: TIME TO KILL

CHEATS
Note that you don't have to enter them quickly, so just make sure you get each sequence right.
LEVEL SELECT
Pause during play and press ⇩ x9, ⇧, then exit the current game. Select the Time To Kill option at the bottom of the main menu, move ⇦/⇨ to select a level, then press × to begin play.
INVULNERABILITY
Pause during play and press L2, R1, L1, R2, ⇧, ⇩, ⇧, ⇩, Select x2.
TEMPORARY INVULNERABILITY
Pause during play and press R1, L2, L1, L2, R1, L1, R1, L2, L1, L2.
INVISIBILITY
Pause during play and press L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.
UNLIMITED AMMUNITION
Pause during play and press ⇦, ⇨, ⇦, ⇨, Select, ⇦, ⇨, ⇦, ⇨, Select.
ALL WEAPONS
Pause during play and press L1, L2, ⇧, L1, L2, ⇩, R1, ⇨, R2, ⇦.
SUPER WEAPONS
Pause during play and press R1, R2, L2, L1, R1, R2, L2, L1, Select x2.
ALL INVENTORY
Pause during play and press R1 x5, L2 x5.
ALL KEYS
Pause during play and press ⇧, ⇨, ⇧, ⇦, ⇩, ⇧, ⇨, ⇦, ⇨, ⇩.
DOUBLE DUKE
Pause during play and press L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.
BIG HEAD DUKE
Pause during play and press R1 x9, ⇧.
TINY HEAD DUKE
Pause during play and press R1 x9, ⇩.
BIG HEAD ENEMY
Pause during play and press R1 x9, ⇦.
SMALL HEAD ENEMY
Pause during play and press R1 x9, ⇨.
ROGUE TRIP FMV TRAILER
Press L1 + L2 + R1 + R2 at the GT Interactive logo during the opening sequence.

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.
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.

EVERYBODY'S GOLF

REVERSE STANCE
On the Character Select screen, hold L1 + × when selecting a character to change their stance from left-handed to right-handed and vice versa.
MIRROR COURSES
On the Course Select screen, hold L1 + L2 + × when selecting a course to get a mirrored version of it.

EXCALIBUR 2555 AD

Press Start to pause the game, then:
FULL HEALTH
△, △, △, □, □, □, □, □
FULL SWORD POWER
△, △, □, □, ○, ○, □, □
SKIP LEVEL
□, ○, □, △, ○, △, △, △,
SHOW COLLISION BOXES
○, ○, ○, ○, □, ○, ○, □
Then select 'Continue' and press 'X' 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 – ×, □, ○, △

FADE TO BLACK

Ignore all 'Invalid Code' messages when using them. First, you need to enter the...
CHEAT ACTIVATION CODE.
□, △, ○, ×, ○, △
Now leave the password screen and re-enter it. Enter any of these codes to produce the desired effect...
Play All Movies – □, ×, ○, △, ○, ×
Infinite Shield Code – □, ○, ○, □, △, ×
Invincibility Code – △, ×, △, △, □, ○
Level Select – ○, ○, △, ×, □, □
LEVEL PASSWORDS
To access any level instantly, enter these passwords.
Level 1:..... □, ○, △, ×, ○, □
Level 2: .....△, ○, ×, ○, □, ×
Level 3:.....×, ○, ×, ○, △, ×
Level 4: .....×, □, △, ○, ○, △
Level 5: ..... □, □, △, ×, ×, △
Level 6: .....△, ×, ×, ×, ×, ○
Level 7: .....○, ○, △, ×, △, ×
Level 8:..... □, □, ×, △, □, □
Level 9: .....△, ×, ×, △, ○, △
Level 10: .....×, △, □, ○, △, ×
Level 11: .....○, □, ×, ×, □, ×
Level 12: .....×, △, ×, □, ○, ×
Level 13: .....×, ×, ○, △, ○, △

FELONY 11-79

ALTERNATE CAMERA VIEW
For a long-distance view, hold Select and press △ during play.
ALL VEHICLES
First, make sure you have two controllers plugged in and delete any *Felony 11-79* files from your memory card. On the main menu, on controller 2, hold △ and quickly press R1 + R2 + L2 together (then release, while still holding △), R2, L2, R1. If it's worked you'll hear a rumbling sound. You can now select all the extra vehicles.

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 ×, ×, ×, △, □, □, □, △
Curve Ball △, □, ×, △, ×, ×
Super Power △, □, △, △, △, △, △, △, △
Super Goalie □, □, □, □, □, △, △, △, △, △
Super Offence □, □, □, □, □, △, ×
Super Defence △, △, △, △, △, ×, △
Shoot-out □, △, □, ×, □, △
Stupid Team □, △, ×, □, △, ×
Crazy Ball ×, □, △, ×, ×, △, □, ×
Dream Team □, □, △, △, ×, ×, ○, ○
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 □, △, ×, □, △, △, ×, △
Federation (Data and Spock) □, △, ×, □, △, △, ×, ×
Dynamic Duo (Batman and Robin) □, △, ×, □, △, △, △, □
Default Colour Palette □, △, ×, □, △, △, △, ×
Invisible Players □, △, ×, □, △, △, ×, □
Oktoberfest □, △, ×, □, △, △, △, △
EA Custom □, △, ×, □, △, △, □, □
Dream Team □, □, △, △, ×, ×, □, □

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 the EA crew play football, go to a friendly match, choose the USA league and select Dallas or New York.
MOTTY SINGING!
Select track 6 on audio CD player.

FIFA ROAD TO WORLD CUP '98

UNLIMITED PLAYER ATTRIBUTES
On Player Edit Screen, press L1, L2, 5, n, 5 for infinite points to allocate skills.
MO' MONEY
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 g to reduce it past zero, so 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.
TOE PUNT
At the team selection screen quickly press R1, L1, ⇧, ⇩, ⇦. At first nothing will happen,. but when you are playing, the kicks will go higher and further.
Note: This only works in Friendly, Road To World Cup '98, League, and Training modes.

THE FIFTH ELEMENT

CHEAT MENU
1. Press L1, L2, R2, R1, Select at the main menu – a sound will confirm correct code entry.
2. Select New Game and a cheat menu will appear with level select, unlimited lives & shield, all weapons & items, and FMV sequences.

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 ⇩+ × + ○ 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 DOOM

ALL WEAPONS & AMMO
Pause game, press: ×, △, L1, ⇧, ⇩, R2, ⇦, ⇦
INVINCIBILITY
Pause game, press: ⇩, L2, □, R1, ⇨, L1, ⇦, ○
LEVEL WARP
Pause game, press: ⇨, ⇦, R2, R1, △, L1, ○, ×
X-RAY VISION
Pause game, press: L1, R2, L2, R1, ⇨, △, ×, ⇨
MAP ALL OBJECTS
Pause game, press: △, △, L2, R2, L2, R2, R1, ○
ALL MAP LINES
Pause game, press: △, △, L2, R2, L2, R2, R1, □
LEVEL PASSWORDS
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/Death Domain
30/100%/200%/All/
0YHDP33X35/Onslaught

FINAL FANTASY VII

ALL ENEMY SKILLS
STAR/ENEMY SKILL/LEARNT FROM/LOCATION
01/Frog Song/
Touch Me/Gongaga
02/L4 Suicide/
Mu/Chocobo Farm Area
03/Magic Hammer/
Razor Weed /Western Continent
04/White Wind/
Zemzelett/Junon District
05/Big Guard/
Beach Plug/Costa Del Sol Beach
06/Angel Whisper/
Pollen Salitas/North Crater
07/Dragon Force/
Dark Dragon/North Crater
08/Death Force/
Adamantaimai/West Continent
09/Flame Thrower/
Ark Dragon/Mythril Mine
10/Laser/
Death Claw/Coral Prison
11/Matra Magic/
Custom Sweeper/Midgar Area
12/Bad Breath/
Molbor/Gaia's Cliffs
13/Beta/
Midgar Zolom/Chocobo Farm
14/Aqualung/
Harpy/Coral Prison Area
15/Trine/



Materia Keeper/Nibel Mountains
16/Magic Breath/
Stilve/Frozen Mountains
17/????/
Jersey/Nibelheim Mansion
18/Goblin Punch/
Goblin/Goblin Island
19/Chocobuckle/
Chocobo/Any Tracks
20/L5 Death/
Parasite/North Crater
21/Death Sentence/
Bound Fat/Zango Valley
22/Roulette/
Death Deale /North Crater
23/Shadow Flare Weapons/
Dragon Zombie/North Crater
24/Pandora's Box/
Dragon Zombie/North Crater

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)
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!

ENEMY SKILL CHOCOBUCKLE
1. You need to have the L4 Suicide Enemy Skill.
2. Go to the Chocobo stables and buy two Mimett greens.
3. Go to the tracks near Mideel and wander around: eventually a Chocobo will appear.
4. Kill off all but one of the enemies with the Chocobo still there (you can feed it any greens apart from mimetts up to this point).
5. Feed the Chocobo one of the Mimett greens and use L4 Suicide on both the enemy and the Chocobo.
6. The Chocobo will now use Chocobuckle on the person who activated the L4 Suicide.

FIRESTORM: THUNDERHAWK 2

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 .....L3GG44O6VOEE5R1
2 .....F7GK5S2QVOEA41A
3 .....27GK50UMV4EM58Q
Final Password
This code lets you to watch the end-of-game sequence:.....
1NOK20T5326M4MA

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 B.....
SUPER_DRAGON

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 to be unaffected, overtaking is now made slightly easier by the reduced width of the vehicles. To return to the 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:
△, ○, ⇨, ○, △, ○, ⇨, ○

MODE MIXING
Most of the cheat modes can be combined. For instance, you can have buggies racing in the fiery Lava Mode, as long as you enter the latter code last.

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)
PEA ALESI (200 Points, 3rd Place)
QEAN ALESI (200 Points, 4th Place)

EXTRA VIEWS
You can access the different views, as in the original *F1*. When on the track, pull into the side and press Select on controller 2 to bring up the views menu. Note: It won't work if your car is in the pits – you must be on the track.

FORSAKEN

CHEATS MENU
1. On the main menu, highlight 'Options' and VERY QUICKLY press ⇦, ⇨, ⇦, × (it does work, just keep trying).
2. This takes you to the Global Options screen, with new 'Cheat Options' at the bottom.
3. Select the latter to bring up a menu with Select Level, Have All Weapons, Invulnerable, and Stop Enemies Firing.

FUTURE COP: LAPD

PASSWORD CHEATS
Enter these via the Password option found on either the Crime War or Precinct Assault zone selection screen.
DISYFISLFY – All missions completed (in current mode).
DITIFISLFL – All missions completed and locked.
DYPYFASRHR – All missions completed. All Easter Egg weapons.
SIFRGYBERR – No missions completed. Invincibility allowed.
SYMRGOBRRL – No missions completed. All Easter Egg weapons.
DYSIFASRHY – All missions completed and locked. All Easter Egg weapons.
DYTIFASUHL – All missions completed and locked. All Easter Egg weapons. Invincibility allowed.

PAUSE CHEATS
During a mission, press Start to pause, then Select to bring up the Options menu. Highlight 'Volume Sound FX' and enter one of the following codes. Then highlight 'Quit' and select 'Yes' – if the code was entered correctly, the options will flash once instead of quitting. You can then resume play. Note: Remember to be careful when entering each code, as if you get it wrong you'll end up quitting the game!

Reload Shields □, Select, ○, ×
Reload Gun □, ○, Select, ×, Select, ×, ○, □
Reload Heavy ○, ×, Select, □, ○, ×, Select, □
Reload Special □, Select, □, ○, Select, ×
Power Up Gun ○, ○, ○, ×, ×, ×, ○, Select
Power Up Heavy □, □, □, ○, ×, ○, ×
Power Up Special □, ○, □, Select, ×, □, ○
Invincibility ○, ○, Select, Select, ○, Select, ×, □
Add 200 Points (Precinct Assault) ○, □, ○, ×, Select, □, ×
Blue Player To Black (Precinct Assault) □, Select, ○, ×, ×, ○, Select, □

CRIME WAR PASSWORDS
2 Zuma Beach
TAFRGYBLRR
3 LA Brea Tar Pits
CRGRGYBLRY
4 Venice Beach
FUMRGYBLRL
5 Hell's Gate Prison
SICUGYBLLI
6 Studio City
TAFUGYBLLR
7 LAX Spaceport
CRGUGYBLLY
8 Long Beach
FUMUGYBLLL
All Completed
SIFYGYBISR

G-POLICE

NORMAL PASSWORDS
Disc 1:
2.....EGLFXHBA
3 .....CNBYNSRI
4.....SXTHKJFA
5 .....EGGTATVI
6 .....QYPZZAIA
7.....ISZVLOYI
8 .....KFWBRYLA
9.....IWLQTDNA
10 .....OHQGGADJ
11.....ORWBKODJ
12.....QKKINTPA
13 .....SFHEKBRA
14.....OHGLURSA
Disc 2:
15.....EJYZXTIJ
16.....GXUGMHKJ
17.....SZHBSNZA
18.....OJHQDBQJ
19 .....WLLVEKFB
20.....AKANGLIB
21.....KVFAFLNB
22 .....RQOHYJEK
23 .....GHLOMXFK
24 .....KJYBKWSB
25 .....CZRWEIXB
26.....IUVKNYYB
27 .....SFBYLYDC
28.....AQFTEFHC
29 .....UYPOKIAL
30.....AQDBCXPC
31.....UQNOGDUC
32.....GUZCYSLL
33.....EIPQRUYC
34 .....MSTLKBCD
35.....YWFACRTL
36.....YGIVXAID (Credits)

GEX 3D: ENTER THE GECKO

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.

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: ⇩, ⇨, ⇧, ⇩, ⇨, ⇦, ⇨, ⇩, ⇩.

TIMER
Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: ⇨, △, ⇨, ⇦, △, ×. You'll get an on-screen timer during play. In the Media Dimension, press Select, then hold □ to view the best times.

DEBUG MODE
Enter Level Select code, then any other code in the Media Dimension. Press Select to bring up debug menu. Select 'Collectables Menu' for all the collectables and remotes you want. Select 'Get All Remotes', then increase the Red Remotes to maximum to open up all the areas and levels.

BEST ENDING
Enter the following password, then go and defeat Rez in Channel Z to see the alternate ending.
R1, R2, ×, L2, □
×, □, R2, R2, R2, ×
L2, □, ×, R2, □, L2
R2, ×, L2, □, ×, R2
□, L2, R2, ×, □

GEX

INFINITE LIVES 1
In the first stage you can get 99

end: G-POLICE

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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 ×, □, ⇩, ⇩, ⇧, ⇩, ⇨

GHOST IN THE SHELL

MISSION SELECT & ALL FMV

At the main menu, quickly press: R2, R1, □, □, ⇧, ⇩, □, □, R2, R2. You'll hear a sound if you've done it right. You can now select any mission. To view all the FMV sequences, select Options, then Movie Replay.

HIDDEN MOTOKO KUSANAGI PICTURE

Finish all missions without continuing to view a bonus picture after the ending credits.

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.

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 – police siren

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.

GRAN TURISMO

ARCADE MODE

Extra Tracks (Easy Mode)

To reveal an extra four tracks (Autumnring, Deep Forest, SS R5, and Grand Valley Speedway) you need to win all three classes (A, B & C) on the first four tracks: High Speed Ring, Trial Mountain, Grand Valley East, and Clubman Stage 5.

Extra Cars (Easy Mode)

Japanese Version

As you complete each new track (see above), you'll receive an extra car dealer to choose from. They are: Autumnring – Aston Martin; Deep Forest – Chevrolet; SS R5 – Chrysler Corporation; Grand Valley Speedway – TVR.

Extra Cars (Easy Mode)

European Version

Like above, but the extra dealers to choose from are: Toyota, Subaru, Dodge, and TVR.

Arcade Mode Ending Movie (Normal Mode)

In order to open up the ending credits, you need to win all eight tracks on all three classes.

GT Hi-Fi (Hard Mode)

The final bonus item in arcade is this higher resolution mode. Although there are only three tracks to race: Clubman Stage Route 5, Special Stage Route 5, and Special Stage Route 11.

GRAN TURISMO MODE

GT Hi-Fi

By winning the Gran Turismo World Cup you'll open up the GT Hi-Fi option – this is instead of receiving a car. To view the choice of tracks, simply click the 'Next' button within the Special Events selection; it is to the right of the endurance races.

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, and 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, 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.

ALL LEVELS EXCEPT VICE CITY 2

Enter URGE as a player name.

GOD CHEAT

Enter Your name as HANGTHEDJ and you can follow the red arrows to view all the endings.

MORE CHEATS

Enter these as your name:
SATANLIVES – 99 lives
INGLORIOUS – all cities
EXCREMENT – x5 multiplier
PECKINPAH – armour, all weapons, get out of jail free key.
SKYBABIES – partial level select

FREE CAR BOMB

Even if you have no money, you can still get a car bomb fitted. Just drive into the shop and when the bloke says you haven't got enough money, he'll still have given you the bomb!

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.

HEART OF DARKNESS

LEVEL & SCREEN SELECT

Hold L1 + L2 + R1 + R2 on controller 2 and turn on the PlayStation. Keep the buttons pressed and select Options from the main menu. Choose the 'Load Game' option to select any level, then any starting point!

You can also view all the FMV sequences by selecting 'Show Cinematics' from the Options menu.

HERCULES

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

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.

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.

000G4KBOM04Q
Level 2, AR12, Double Laser
1MAT6XCE3OIL
Level 4, AR12, Missiles
0ZMAQKDS00HG
Level 8, AR12, Quad Laser
000G73BK26XK
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.

THE INCREDIBLE HULK

World/Easy/
Medium/Hard
CASTLE/70000F630A/
60080FFB85/80100F8401
ICE/A0000A352F/
90080ACDAA/B0100A5626
UFOS/C000010759/
B008019FD4/D010012850
MAESTRO/300006D8BD/
F01005616D/101005F9E8

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

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. 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.

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!"

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. 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.

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.

BIG FIGHT
Type these combination's on the Character Select screen for extra players:

LORD OF CHAOS
⇧, ⇖, ⇦, ⇙, ⇩, △ + ×

MINION OF CHAOS
L1 + L2 + R1 + R2 + ⇧ + ×

MINION OF ORDER
⇦ + □, ⇨ + ○

STRAHD
⇧, ⇨, ⇩, ⇦, R1, R2, L2, L1

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
C04A77077777777777777777777

Two Player End Level
C02A77X77777777777777777777

JERSEY DEVIL

EXTRA LIVES
Enter the Overworld and jump up to get the extra life from the top of the fountain. Now pause the game and check your status, then unpause and another free life will be on top of the fountain! Repeat this process to collect as many lives as you want.

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, ⇨, ⇧

JEREMY MCGRATH SUPERCROSS '98

Reversed Tracks
Complete the season in first place to race backwards round the tracks.

Mirrored Tracks
Complete the season in first place using the reversed tracks

Yamaha YZ80 Bike
Finish the first race in first place on Advanced mode. This also lets you race head to head with McGrath.

JONAH LOMU RUGBY

SPECIAL TOURNAMENTS & TEAMS
If you win the Territories Cup, don't quit – select Play and you get an extra league with the British Lions, World XV, and Barbarians. When you've won that, select Play again and you get a special cup with some funny sides including Team Lomu (a teamful of Jonah Lomus), Rage All-Stars, and Codemasters team.

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.

JUMPING FLASH 2

RACHEL AS SUPPORT
On the title screen, press ⇦, ⇨, R1, L2, L1, R2, ⇧, ⇩, △, Select. Select character from Support AI.

TEX AS SUPPORT
On the title screen, press ⇧, ⇩, L1, R2, R1, L2, ⇦, ⇨, Select. Select character from Support AI.

KILEAK THE BLOOD

To start off the game with everything, follow these instructions. At the title screen, where the little 'sperms' are congregating, press ○ six times then rotate the D-pad three times, clockwise from Right. Then hit △, □, □, △, ×, 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.

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!

KLONOA: DOOR TO PHANTOMILE

EXTRA VISION BONUS LEVEL
In order to open this extra hard level you must release all 72 Phantomilians.

MUSIC PLAYER
By completing the 'Extra Vision: Balue's Tower' bonus game, you'll open up this nifty music box.

BLOWING LEAVES
Press L2 and R2 at the title screen to blow the leaves off the screen.

FIREWORKS
Well, if you finished the Extra Vision stage with a perfect gem count (150), then during the sequence when Lephise and Klonoa are listening to the music box, the sky will fade to darkness and you'll be treated to a display of fireworks shaped like various items, characters, and creatures from the game.

LOADED

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, ○, ×

LONE SOLDIER

To activate, pause the game and enter the following codes...

God Mode ⇧, ⇦, ○, △, ⇧, ⇧, ⇦
Skip Any Level ⇩, ⇨, ○, △, ⇩, ⇨
All Weapons And Ammunition ⇨, ⇩, ○, △, ⇧, ⇨

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.

PASSWORDS

1	NTRO
2	1STS
3	2NDS
4	TRSH
5	SW1M
6	WOLF
7	BR4T
8	K4RN
9	BOMB
10	WZRD
11	BLKS
12	TLPT
13	GYSR
14	B3SV
15	R3TO
16	DRNK
17	YOVR
18	OV4L
19	T1N3
20	D4RK
21	H4RD
22	HRDR
23	LOST
24	OBOY
25	HOM3
26	SHCK
27	TNNL
28	H3LL
29	4RGH
30	B4DD
31	D4DY

THE LOST WORLD

PASSWORDS FOR 99 LIVES

Compy	××○△□×□×○□△□
Hunter	□□△○×□□□□×○△
Velociraptor	××○△□×□×□□△○
T Rex	××○△□□□×△□△□
Sarah	□□△○××□□△×○△

RAPTOR GALLERY
○, □, △, ○, △, ×, □, △, ○, □, ×, ×

HUMAN HUNTER GALLERY
○, □, △ , ○, △, ×, □, ○, △, □, ×, ×

TYRANNOSAURUS REX GALLERY
○, □, △, ○, □, ×, △, △, ○, △, ×, ×

PREY GALLERY
○, □, △, ○, □, ×, △, ○, △, △, ×, ×

COMPY GALLERY
○, □, △, ○, △, ×, □, △, □, ×, ×, ○

LEVEL SELECT
Enter the following password three times (the first two it will be deemed invalid):
□×○△△×□○△○×□

You'll hear a chime and a level menu will appear. Press ⇦ and ⇨ to switch between the characters. You can also view the movies.

GOD MODE
While playing, press L1 + ⇧ + × + □. Hold these buttons down until your gun stops shooting darts and you should be able to fly!

Note: This code only seems to work in Human and Prey modes.

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 then highlight 'Cheat'.

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

MADDEN NFL '99

BONUS STADIUMS
Enter the following on the Code Entry screen ('_' = space). Then go to Stadium Select (from team selection screen) to find the new stadia (at the bottom of the list).

Stadium	Code
Old Oakland	STICKEM
Old Miami	NOTAFISH
EA Sports	EA_STADIUM
Old Cleveland	DOGPOUND99
Old Houston (Astrodome)	FOR_RENT
Tiburon	OURHOUSE
Old Washington (RFK)	THEHOGS
Old Tampa	SOMBRERO

BONUS TEAMS
Enter the following on the Code Entry screen.

Note: You can only have a total of 15 codes active simultaneously.

Team	Code
NFC Pro Bowl	BESTNFC
AFC Pro Bowl	AFCBEST
All Madden 1998	BOOM
All-Time Madden	TURKEYLEG
Stats Leaders	IMTHEMAN
75th Anniversary Team	THROWBACK

end: LOST VIKINGS 2

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Equipment Managers GEARGUYS
All 60s Team PEACELOVE
All 70s Team BELLBOTTOMS
All 80s Team SPRBWLSHUFL
All 90s Team HEREANDNOW
Tiburon HAMMERHEAD
1999 Cleveland Browns WELCOMEBACK
EA Sports INTHEGAME

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

MAGIC THE GATHERING: BATTLE MAGE

WIN ALL DUELS
1. Save a tome to memory card.
2. Start a campaign or load one.
3. Play until you get into a duel with another wizard.
4. Press Start and Select to bring up the quit menu when the duel has loaded.
5. Press △ to reset the game.
6. Select 'Duel' from the main menu.
7. Load up your tome from the memory card, or for the computer wizard select all lands from the CD-ROM.
8. Select the duel symbol on the crashed screen.
9. Fight the duel. When you win you'll be returned to the campaign.
10. Save the game and repeat the method above to win all the duels you fight.

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

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
A leggy lovely to 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.

MEDIEVIL

CHEAT MENU
During play, pause the game. Hold L2 and press △, ○, △, ○, ○, △, ⇦, ○, ⇧, ⇩, ⇨, ○, ⇦, ⇦, △, ⇨, ○, ⇦, ⇦, △, ○, ⇩, ○, ○, ⇨.
In the pause menu, you'll now find extra options including level select, invulnerability, all weapons, and loadsamoney.

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, ⇨.

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: □, ×, ○, □, △, ×, ×, ×, ×
A beep will indicate it's worked. To return to normal speed, re-enter the code.
DEBUG MODE
During the race, press:
□, ⇧, ⇩, ⇩, □, ○, ○, △, ×
A beep will indicate it's worked. You can now do several things...
Select + × – 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
× + △ + ○ + □ – 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: ○, △, □, ×, ○, △, □, × This makes winning much easier.
BEHIND CAR CAMERA
During race, press pause and enter: ⇦, ⇨, □, ○, ⇦, ⇨, □, ○
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: □, △, □, □, △, □, □, △, ×.
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!
THREE LIVES IN MULTI-PLAYER MODE
Enter 3LIVES as a player name.
NO TANK WEAPONS IN MULTI-PLAYER MODE
Enter NOTANKS as a player name. A sound will confirm correct code entry. You may re-enter another name before starting play.
SNOW DURING TROPHY WIN
Enter WINTERY as a player name. A sound will confirm correct code entry. You may re-enter another name before starting play. Enter CONFETTI as a player name to return to normal.
HALF-SPEED OPPONENTS
During a race, press: ○, ×, ○, △, □, ×, ○, △, □, ×. Your CPU opponents will now drive at half speed.

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 6, ○ 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 ×, ○, △, 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 ×, 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 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 6, ○ 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

MORTAL KOMBAT 4

KOMBAT KODES
111-111 Free Weapon
One weapon drops into the centre at the beginning of the match.
100-100 Throwing Disabled
No throws or bone-breakers.
444-444 Armed and Dangerous
Start off with your weapons drawn.
666-666 Silent Kombat
No background music.
050-050 Explosive Kombat
Last hit causes loser to explode.
222-222 Random Weapons
Start with another weapon at random, rather than default.
123-123 No Power ??
Start off with just a bit of energy above 'Danger' level.
555-555 Many Weapons
Weapons drop all over the stage.
060-060 No Rain
No rain on the Wind World stage.
002-002 Weapon Kombat
Both players never drop their weapons.
012-012 Noob Saibot Mode
Play as Noob Saibot
020-020 Red Rain
Rains blood at the Wind World stage.
010-010 Maximum Damage Disabled No Maximum
Damage limit for Kombos.
110-110 Throwing and Max. Damage Disabled
No Throws and Maximum Damage Kombo Limit.
011-011 Kombat Zone: Goro's LairPlay at Goro's Lair stage.
022-022 Kombat Zone: The Well Play at The Well stage.
033-033 Kombat Zone: Elder Gods Play at The Elder Gods stage.
044-044 Kombat Zone: The Tomb Play at The Tomb stage.
055-055 Kombat Zone: Wind World Play at Wind World stage.
066-066 Kombat Zone: Reptile's Lair Play at Reptile's Lair stage.
101-101 Kombat Zone: Shaolin Temple Play at Shaolin Temple stage.
202-202 Kombat Zone: Living Forest Play at Living Forest stage.
303-303Kombat Zone: The Prison Play at The Prison stage.
313-313 Kombat Zone: Ice Pit Play at Ice Pit stage.
001-001 Unlimited Run
Get an unlimited Run meter.
321-321 Big Head Mode
The characters have oversized heads.
CHEAT MENU
Step 1: In a 2-Player game, enter the Kombat Kode '302-213' at the Vs screen, then quit the game.
Step 2: At the Options menu, highlight 'Versus Screen' and hold Block + Run until the Cheat Menu appears up:
Endings – When activated, you will get to see your character's ending after winning only one match (the first CPU opponent on the ladder is treated as the boss).
Fatalities I – When activated, Hold ⇩ and Press HP after "Finish Him/Her" to do your character's first Fatality.
Fatalities II – When activated, Hold ⇩ and Press HP after "Finish Him/Her" to do your character's second Fatality.
Stage Fatalities – When activated, Hold ⇩ and Press HP after "Finish Him/Her" to perform a Stage Fatality.
Note: If you're fighting on any stage other than The Prison, you will perform the Ceiling Spikes Fatality that is normally only done in Goro's Lair. This also includes the two stages with open skies: Wind World and Ice Pit.
PLAY AS GORO
Step 1: Finish the game using Shinnok as your character.
Step 2: At the character select screen, choose the 'Hidden' icon. Now move up to Shinnok with your now-invisible cursor, and choose him using Block + Run; you will have actually chosen Goro as your character.
Note: In a 2-Player game, only one player can be Goro. Whichever player performed Step 2 first will be Goro.
Play As Goro in Group Mode
To play as Goro in Group mode, first complete Step 1. Now in Group mode – on Shinnok's turn – choose Hidden, then select Group the same way you would choose Shinnok in Step 2.
PLAY AS NOOB SAIBOT
Step 1: Finish the game using Reiko as your character. Then in a 2-Player game, enter the 'Noob Saibot Mode' Kombat Kode, then quit the game.
Step 2: At the character select screen, choose the 'Hidden' icon, then move up to Reiko with your now-invisible cursor, and select him using Block + Run; you will have actually chosen Noob Saibot as your character.
Note: In a 2-Player game, both of you can be Noob Saibot.
Play As Noob Saibot in Group Mode
To play as Noob in Group mode, first complete Step 1. Now in Group mode, on Reiko's turn, choose Hidden and then select Group the same way you would choose Reiko in Step 2.
PLAY AS MEAT
Step 1: In a 2-Player game, keep selecting the 'Group' icon and win 15 matches with it. You will now have played as all 15 of the regular characters.
Step 2: Choose anyone on the character select screen; you will have actually chosen Meat as your character.
Note: If you have completed Step 1 of the cheat to Play As Goro, access Meat with the above two steps before going on to Step 2 of the Goro cheat. You will now be able to play as Goro using the Meat model.
STAGE SELECT IN 1-PLAYER GAMES
Step 1: Go to the Practice Menu and select the stage that comes before the one you would like to play.
Step 2: Start Practice and Quit. When you go to start a 1-Player game, you will start off at your desired stage.

MORTAL KOMBAT MYTHOLOGIES SUB-ZERO

Urns Of Vitality Aplenty – NXCVSZ
Start On The Fortress Stage – ZCHRRY
(Boosts your experience 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.

MORTAL KOMBAT 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
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
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

MOTORHEAD

Note: None of these cheats can be deactivated without resetting. Also, no high scores may be entered while a cheat is active.
SPECIAL CODES
Select Options and then Code to enter the following passwords.
COWRULES – Unlocks Div 2 cars and tracks.
FRAGTIME – Unlocks Div 1 cars and tracks (including Div 2).
TURBOMOS – Unlocks Nolby Hills (including Div 2 and 1).
LASTCODE – Unlocks all cars and tracks..
INSANITY – Changes the demo-mode to 3 minutes, 8 cars, including weird colour effects and fast camera-cuts.
SOFTHEAD – Activates in-game motion blur (frame-rate will be locked to 25fps).
SUPERCAR – Sets the camera high above the car.
CREDITS CHEAT
On the Credits screen, hold L1 + L2 + R1 + R2 + □ + ○ to display the credits with demo-scene names instead of real names.
HIGH-SCORE NAME
Enter the following name on the high-score list:
SH4 – Replaces the Credits screen with a secret scrolling message.
IN-GAME CHEATS
Gold Bridge: Coloured Smoke
At the gas station, drive backwards around the gas pumps three times within 20 seconds. You need to pass outside the door with a speed of at least 40km/h. This gives you coloured smoke.
Red Rock: Fast Car
You need to go to the 'dead end' at the beginning of the long straight within 30 seconds from start, and there go backwards at over 20km/h. This gives you a really fast car.
Neocity: Team Pics
Below the long hill before you reach the cinema and the disco, drive through the wall on the first house to the left to find some pictures of the team.
Atlantika: Jumping Cars
You need to go from the alley to the left of the road outside the Atlantika Central Station building to the left corner on the right side



of the building within 20 seconds. The cars will jump around in that funky way!

Ruhrstadt: Jeepy Cars
Stand outside The Black Lotus club (close to the door) for 15 seconds. This will give the cars a Jeeplike look.

Olympos: External View
Stand on the heli-bridge for 10 seconds. This will give you an external camera alternative.

Nolby Hills: Low Gravity
Fly into the left garage door with Digital Illusions signs. Your speed needs to be at least 75 km/h. This will give you moon gravity.

MOTO RACER

CHEATS
Enter the following codes on the title screen.

Pocket bike mode: ⇧, ⇩, R2, L2, ⇩, ⇧, L1, ×

Reverse mode: ⇦, ⇨, ⇦, ⇨, O, O, R1, L1, △, ×

Enable all ten tracks: ⇧, ⇧, ⇦, ⇨, ⇩, ⇩, O, R2, △, ×

Enable all ten tracks (reversed): ⇩, ⇩, ⇨, ⇦, ⇧, ⇧, O, L2, △, ×

Night races: ⇧, O, L1, ⇩, △, L2, O, ⇦, R1, ×

All opponents race at 50 km/h: ⇩, ⇩, ⇩, O, L1, O, L2, ⇩, ⇩, ×

Ultra-boosted bike: ⇧, ⇧, ⇧, △, R1, △, R2, ⇧, ⇧, ×

Victory Movie: O, △, O, △, O, △, L1, ⇧, R2, ×

Credits Movie: O, △, O, O, △, O, ⇧, ⇨, ⇦, ×

MOTO RACER 2

MIRROR MODE
By winning the Gold trophy in the Super Bike Championship, you will open up the Mirror Mode – which is available for Practice and Single Races.

REVERSE MODE
By winning the Gold trophy in the Moto X Championship, you will open up the Reverse Mode – which is available for Practice and Single Races. Reverse Mode and Mirror Mode can be combined once both are available.

ULTIMATE CHAMPIONSHIP
By winning the Gold trophy in all three Championships (Super Bike, Moto X and Dual Sport), you will open up the final test of two-wheel handling: the Ultimate Championship.

HIDDEN SECRETS
Enter them on the main menu – the screen should flash '2', but remain on the menu. Note that re-entering a code cancels its effect.

SUPERBIKE CHAMPIONSHIP COMPLETED
⇩, ⇧, ⇨, ⇦, ⇦, L1, R1, ×
This gives you the Mirror Mode (on Practice/Single Race track conditions).

MOTO X CHAMPIONSHIP COMPLETED
⇩, ⇧, ⇨, ⇦, ⇦, L2, R2, ×
This gives you the Reverse Mode (on Practice/Single Race track conditions).

DUAL SPORT CHAMPIONSHIP COMPLETED
⇩, ⇧, ⇨, ⇦, ⇦, □, O, ×
If you've entered the previous two cheats, this activates the Ultimate Championship.

MIRROR & REVERSE & ULTIMATE CHAMPIONSHIP
R2, L2, ⇨, ⇧, ⇦, △, O, □, ×
Rather than entering the three codes above, you can get the same effect with this one.

AUTOMATIC CHAMPIONSHIP WIN
R2, R2, R2, L2, L2, L2, ⇧, ⇧, △, ×
This works for the first three championships. It puts you straight to the last race – just complete it (in any position) and you'll have won the championship!

SLOW OPPONENTS
O, □, ⇨, ⇦, L1, R1, ×
The CPU bikes' speed will now be limited to 50km/h.

BIG JUMPS (DIRT BIKE)
⇦, ⇦, ⇧, ⇧, ⇨, ⇨, ⇩, ⇩, □, △, ×
This makes your dirt bike jump even higher. Catch some air!

ULTRA FAST BIKE
⇧, ⇧, ⇧, ⇨, ⇦, △, ×
Twist that throttle and hold on for dear life!

DISPLAY CREDITS MOVIE
O, △, □, R1, L2, L1, R2, □, O, ×
When you select 'Start' from the menu, the credits will roll.

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?

MOTOR TOON GRAND PRIX 2

DEBUG MODE
Choose 'Goodies' from the main menu, then hold any of the L or R buttons and press Select. You should now see four numbers at the bottom right of the screen. Now pressing R1=1, R2=2, L1=4, L2=8 (combine button presses for other numbers; eg R1 + L1 for 5). Press Select to enter each digit and input the following codes.

Extra Tracks: 4174
Tank Combat: 5463
Submarine X: 5378

NAGANO WINTER OLYMPICS '98

GOLD MEDAL
On the title screen, press ⇧, ⇩, ⇦, ⇨, △, O, □, ⇦, ⇦, ⇨, ×, ⇩, ⇩, ⇧, △, ×.

ENDING
At options, press L1, R2, O, □, △. Go to Event Select, choose Olympics. Enter name as TWY from Russia. Go to selection screen to see the ending sequence.

NANOTEK WARRIOR

POWER-UP WEAPON
Enter ×, △, O, □, O, ×, △, × as a password.

RANDOM CURVING
Pause the game during play and press O, Select, ⇦, □, □, ⇩, ⇧, ×.

COCKPIT VIEW
Pause during play and press △, O, □, □, △, △, Select, Start.

ROTATE ENEMY & OBSTACLE POSITIONS
Pause during play and press R1, R1, ⇧, O, □, △, L2, ×.

CAMERA LOCK
Pause during play and press O, □, △, △, O, □, △, Start.

DESTRUCTIBLE OBSTACLES
Pause during play and press □, O, R2, R2, ⇦, ⇧, ⇩, ×.

LOCK-ON LIGHTNING BOLT SPECIAL WEAPON
Enter ×, □, △, O, □, O, ×, △, × as a password.

BLACK NANOTEK SHIP
Enter: ×, □, ×, □, □, O, ×, △, ×

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
2.....□, △, ×, △, □, ×, □, △, ×
3.....△, □, ×, △, □, △, ×, □, ×
Bonus 1..□, O, ×, △, □, O, △, O, ×
4.....×, △, □, ×, □, △, ×, □, O
5.....O, △, □, ×, □, O, ×, O, □
6.....△, O, □, ×, □, △, ×, O, ×
Bonus 2...□, □, □, ×, □, □, △, △, □
7.....×, △, ×, O, □, ×, △, O, □
8.....□, △, ×, O, □, ×, △, O, ×

HARD
2.....□, ×, △, ×, □, △, ×, □, O
3.....×, □, △, ×, □, O, ×, □, △
Bonus 1...□, O, △, ×, □, △, O, □, ×
4.....×, △, O, ×, □, △, O, □, △
5.....□, △, O, ×, □, △, ×, O, ×
6.....△, □, O, △, ×, O, □, O, △
Bonus 2...O, □, O, △, ×, △, □, O, ×
7.....△, ×, △, O, ×, □, ×, □, △
8.....□, ×, △, O, ×, □, △, □, ×

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!

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.

NASCAR RACING '98

EA SPORTS CAR
In Exhibition mode, go to the Race Setup/Car Select screen and highlight Kenny Wallace's car. Then hold × and press ⇧, ⇩.

Note: You lose this car if you leave Exhibition Mode.

PINNACLE CAR
In Exhibition mode, go to the Race Setup/Car Select screen and highlight Bobby Labonte's car. Then hold × and press ⇧, ⇩.

Note: You lose this car if you leave Exhibition Mode.

PAINTBALL GUN
1. Pause during a race and go to Race Statistics screen. Press L1 + L2 + R1 + R2 at exactly the same time to hear an engine sound.
2. Return to the race action and press △ to shoot paintballs at your opponents!

NASCAR RACING '99

HIDDEN DRIVERS
To unlock each of them, you have to race in a Championship Season and come in the top five on the relevant track – no problem, except that Race Length must be at least 50%, which usually entails driving 250-odd laps! Here are the tracks and drivers unlocked on them.

EXTRA DRIVERS

Bristol	Alan Kulwicki
Charlotte	Bobby Allison
Darlington	Cale Yarborough
Martinsville	Richard Petty
Richmond	Benny Parsons
Talladega	Davey Allison:

WAVING DRIVER
As in the previous *NASCAR* games, you can switch to the cockpit view, then hold Select to make the driver wave.

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 □, ×, O 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 □ + O
Huge Heads: Press ⇧, ⇧, O, □
Rooftop Jam: Hold ⇦, press □, □, □
All-American Basketball: Hold ⇨, press ×, □, O
Shot Percentage On: Rotate D-pad clockwise starting with ⇧
No Tag Arrow: Press ⇦, ⇦, O, □
No Drift: Press ⇩, ⇩, ×, □
No CPU Assistance: Hold ⇨, press O, O

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 O to change Dennis Rodman's hair to different colours.

NBA IN THE ZONE 2

MICHAEL JORDAN
At the demonstration enter:
O, ⇦, □, ⇨, 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 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'.

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.

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.
[□, ×, ○, △] x2

MAMMOTH HEAD MODE
Er... for incredibly big-headed people.
[□, △, ○, ×] x5

HUGE MODE
To turn the players into giants.
[△, ×] 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.
⇨, ⇨, ⇦, ⇨, ×, ×, ⇨

POWER UP DEFENCE
To boost your defending ability.
⇨, ⇧, ⇩, ⇨, ⇩, ⇧

FULL COURT JAMS
⇦, ⇨, ×, ○, ○, ×

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
⇧, ⇧, ⇧, ⇧, ⇦, ⇦, ⇦, ⇦, ×, △

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 9
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

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, ×, ×, L1, ×, □, R1, ×, □, 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 + ⇵ + △ + × + □ + ○ 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 △ + × on controller 1.

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 a to change 'Player 1' to 'Start New', then 5 to enter your name. Enter 'Secrets' and press Start to accept it. Press I to access the new Secrets option at the bottom of the screen. Highlight the 'Enter Secret Code' option and press 5.

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 g/c.

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).

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 I 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 I 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, so make sure you're up to the challenge.

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.

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.

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

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.

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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. 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

NEED FOR SPEED 3: HOT PURSUIT

NO LAND ROVERS
In Hot Pursuit mode, select the Redrock Ridge track. Press Start to load the race, then immediately hold ⇩ + R1 + L2 until the loading screen appears. The green Land Rovers will be replaced by beige police cars during the race.

POLICE WITH GERMAN ACCENT
In Hot Pursuit mode, press Start to load the race after selecting the game options, then immediately hold ⇧ + R1 + L2 until the loading screen appears. The police all sound like Arnold Schwarzenegger!

PLAY THE GAME ON THE REPLAY CAMERA
Enter SEEALL as your user name on the options screen. You will now be able to change the view you play the race using the new options menu

ENABLE ALL BASIC CARS AND TRACKS
Enter SPOILT as your user name on the options screen.

ENABLE THE ROOM TRACK
Enter PLAYTM as your user name on the options screen.

ENABLE THE CAVERNS TRACK
Enter XCAV8 as your user name on the options screen.

ENABLE SCORPIO-7 TRACK
Enter GLDFSH as your user name on the options screen.

ENABLE SPACE RACE TRACK
Enter MNBEAM as your user name on the options screen.

ENABLE AUTOCROSS TRACK
Enter XCNTRY as your user name on the options screen.

Enable Empire City Track
Enter MCITYZ as your user name on the options screen.

UNLOCK THE MERCEDES BENZ
Enter AMGMRC as your user name on the options screen.

UNLOCK THE JAGUAR
Enter 1JAGX as your user name on the options screen.

UNLOCK THE SUPERCAR
Enter ROCKET as your user name on the options screen.

ADVANCED OPTIONS
Win both Knockout and Tournament on simulation mode.

CHEAT CODES
Enter one of these codes after pushing Start to finalise a race, and hold the buttons until the 'Loading' screen appears.

Power Horn
Start + Select + L2 + R1
When you're near a car, beep your horn to make him flip out of the way.

Heavy Car
Select + □ + ✕
Crash into any car to knock it out of the way.

Slow Motion Mode
⇧ + ✕ + △

German Police
⇧ + L1 + R2

Spanish Police
⇩ + L1 + R2

Italian Police
⇦ + L1 + R2

French Police
⇨ + L1 + R2

Acceleration Boost
⇦ + □ + ○

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.

NFL BLITZ

SECRET PLAYERS
Start an Arcade game and, when 'Enter Name For Record Keeping?' appears, answer yes. Enter one of the following names and PIN numbers. If it's worked, you'll hear a bloke say, "Lights out baby!"

NAME	PIN
Allen	7911
Aubrey	6666
Azpod	4777
Bert	8735
Brain	1111
Brian	2221
Byron	1969
Carltn	1111
Daniel	0604
David	3456
Forden	1111
Franc	1221
Franz	8421
Gatson	1111
Gentil	1111
Japple	6660
Jason	3141
Jenifr	3333
Jove	6644
Juan	6521
Luis	3333
Mike	3333
Raiden	3691
Root	6000
Sal	0201
Shinok	8337
Skull	1111
Thug	1111
Turmel	0322

CHEAT CODES
These work just like *Mortal Kombat* codes. On the Team Matchup screen, press the Turbo, Jump, Pass buttons the number of times indicated in the code, then the direction on the D-pad.

For example, for '1-2-3 ⇦', press Turbo, Jump x2, Pass x3, then ⇦. If it's worked, the name of the code will appear above the icons.

Effect	Code
Allow Stepping OB	2-1-1 ⇦
Big Football	0-5-0 ⇨
Big Head	2-0-0 ⇨
Fast Passes	2-5-0 ⇦
Fast Turbo Running	0-3-2 ⇦
Fog On	0-3-0 ⇩
Headless Team	1-2-3 ⇨
Hide Receiver Name	1-0-2 ⇨
Huge Head	0-4-0 ⇧
Hyper Blitz*	5-5-5 ⇧
Infinite Turbo	5-1-4 ⇧
Invisible	4-3-3 ⇧
Invisible Receiver Highlight	3-3-3 ⇦
Late Hits	0-1-0 ⇧
Night Game	2-2-2 ⇨
No CPU Assistance*	0-1-2 ⇩
No First Downs	2-1-0 ⇧
No Head	3-2-1 ⇦
No Interceptions	3-4-4 ⇧
No Play Selection*	1-1-5 ⇦
No Punting	1-5-1 ⇧
No Random Fumbles	4-2-3 ⇩
Power-Up Blockers	3-1-2 ⇦
Power-Up Defence	4-2-1 ⇧
Power-Up Offence	3-1-2 ⇧
Power-Up Speed*	4-0-4 ⇦
Power-Up Teammates	2-3-3 ⇧
Show Field Goal %	0-0-1 ⇩
Show More Field*	0-2-1 ⇨
Smart CPU Opponent***	3-1-4 ⇩
Super Blitzing	0-4-5 ⇧
Super Field Goals	1-2-3 ⇦
Team Big Heads	2-0-3 ⇨
Team Big Players	1-4-1 ⇨
Team Tiny Players	3-1-0 ⇨
Thick Fog On	0-4-1 ⇩
Tournament Mode**	1-1-1 ⇩
Turn Off Stadium	5-0-0 ⇦
Weather: Clear	2-1-2 ⇦
Weather: Rain	5-5-5 ⇨
Weather: Snow	5-2-5 ⇩

* Two player agreement required.
** Only in two-player game.
*** Only in one-player game.

MORE TRICKS

ONSIDE KICK
Hold Turbo + Jump + Pass + ⇧ after scoring.
Note: You should only use the onside kick (and try to recover it) if you're losing with little time left.

EXTRA BLOCKER
Hold Turbo + Jump + Pass while hiking the ball at the start of the play, to put an extra blocker on the line of scrimmage.

HIDE PLAY SELECTION
Press ⇧, ⇧ at the play selection screen to remove the cursor (so your opponent can't see which play you're selecting).

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.

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 snakes 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

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 these:
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

NFL GAMEDAY '99

EXTRA TEAMS
Press ○ at the team selection screen to access various Superbowl and All-Star teams.

CHEAT MODE
Enter the Easter Egg menu and input one of the following codes to activate the desired feature:

BIG_BALLS	Large football
BIG_HITS	Louder noises
BLINDERS	No penalties
BOBO	All players called Bobo
BUNYON	Big players
COFFEE_BREAK	Increased speed
CON_MAN	CPU hides pass coverage
CPU_SCORES	CPU players are faster
CPU_STUFFS	CPU super offensive line
CREDITS	View credits
DAVIS	Turbo running back
EGG_HEAD	Zero stamina and more fatigue injuries
EURO_LEAGUE	All players have European last names
EVEN_TEAMS	All players are equal
FLEA_CIRCUS	Tiny players
GD_CHALLENGE	Bonus difficulty level
GRUDGE_MATCH	Red redzones, chequered endzones, invisible field goals
HAMSTRUNG	More hamstring injuries
HANGTIME	Punts hang in air longer
HOOPS	Players named after basketball stars
HOT_SHOT	CPU player celebrates in open field
INVISIBLE	Invisible players
ITS_IN_THE_FPS	Scrambled frame rate
MIND_READERCPU	knows your play
PLAYING_CARDS	Flat players
POP_WARNER	Small, fast players
PRESIDENTS	Players named after Presidents
PRIME_TIME	CPU makes big plays
PUPPETS	Players have red string attached to head!
RED_ZONE	Players named after programmers
ROCKET_MAN	Ball carrier has speed bursts
SLIDESHOW	See cheerleaders after a game
SPORTS	All players have last name from credits
STAMINA	Increased endurance
STEEL_LEG	Longer field goals
STICKEM	Great hands for receivers
SWIMMERS	Turbo swim move



TELE_TUMMY .....Televisions in players' stomachs!
WEAK .....Quick fatigue

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 '99

DIFFERENT SHIRTS
1. Go to the Password screen (via Options) and enter 3RD. Then start a game.
2. Certain teams (such as LA Kings) will wear different-coloured shirts (purple for the Kings).
Note that this only works for some teams.
NEW CHEATS
Enter them all as passwords (on Options menu).
UNLOCK EA BLADES & STORM TEAMS
Enter FREEEA as a password to unlock these two super teams.
VIEW STANLEY CUP FMV SEQUENCE
Enter VICTORY as a password.
BIG HEAD MODE
Enter BRAINY as a password.
BIG PLAYER MODE
Enter BIGBIG as a password.
FASTER ACTION
Enter SPEEDY 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 '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.

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!
RAZOR-SHARP WEAPON
Enable the Cheat Mode (see above), then press L1, R1, L2, R2, Select. A new cheat option will appear on the menu, enabling you to wield a permanent razor weapon.
BLURRY MODE
Enable the Cheat Mode, then press L1, L2 x2, L1, L2 x2, L1, Select. A sound will confirm correct code entry. Switch 'the Play Blur' option on, then start the game with blurry graphics.
SMALL CREATURES
Enable the Cheat Mode, then press L2 x2, R1 x2, L1, R2, Select. A sound will confirm correct code entry. Switch the 'Reduce' option on, then start the game with shrunken creatures.
MUSIC OPTIONS
Enable the Cheat Mode, then press L1 x4, R1 x3, Select. A sound will confirm correct code entry and 'Play Track Options' will appear. Start a game and pause during play. Select the 'Current Track' option, and press ⇦ or ⇨ to select a new song.
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..⇦, □, ×, □, ○, ⇦, ×, ⇩,

NINJA

LEVEL SELECT
1. When the game first loads up, and the 'Checking Memory Card' screen comes up, press L2 x3, R2 x3. If it's worked you'll see the words 'Del's cheat on'.
2. Now, on the main menu, you'll be able to select any level by moving ⇧ and ⇩.

NUCLEAR STRIKE

UNLIMITED AMMO, ARMOUR & FUEL
Enter PACKISBACK as a password. Whenever your ammo, armour, or fuel reaches zero, it will revert to maximum.
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) for *Future Strike* advert.
THE HIDDEN FACE
Start a new game and position your arrow above your home base (use the map). Fly directly north of your home base about half an inch. When you check the map, the bottom of the arrow should be covering half the top of the blinking green box (the box represents your home base). Now look at the grass: there's a big face in it!
PASSWORDS
Level 2: .....CUTTHROATS
Level 3: .....COUNTDOWN
Level 3B: .....PLUTONIUM
Level 4: .....PUSAN
Level 5: .....ARMAGEDDON
Bonus Level: .....LIGHTNING

O.D.T.

HIDDEN CHARACTER: SOPHIA HAWKINS
On main menu, quickly press L1, L2, R2, R1 to hear a noise. Sophia will now be available when you go to select a character.
HIDDEN CHARACTER: KARMA THE EX-DEVIANT
On main menu, press R1, R2, L2, L1 to hear a noise. Karma will now be available when you go to select a character.
FULL EXPERIENCE
Pause game, then press ○, △, L1, L2, R1, Select to hear a noise. Now go to your statistics to find a full green bar to distribute. You can repeat this process to max out your stats.
UPGRADE CURRENT WEAPONS
Pause game, then press R1, L1, R2, L2, ⇦, ⇨, ⇧, ⇩. You'll see on the stats screen that your weapons have been upgraded a notch. Repeat to upgrade them further.
UPGRADE CURRENT SPELLS
Pause game, then press ⇩, △, Select, L1, R1, Select to hear a noise. Go and have a look at your spells to see that they've been upgraded by a star. Repeat to upgrade them further.

ONE

LEVEL SELECT
Enter HEVYFEET as a password.
ALL WEAPONS
Enter MAXPOWER as a password.

PANDEMONIUM

CHEAT MODES
Enter each of these 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.
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.
OPEN ALL LEVELS
GETACCESS
TRIPPY GRAPHICS
ACIDDUDE
BONUS ROUND
SKATBORD
PERMANENT WEAPON
MAKMYDAY
MUTATE CHARACTERS
GENETICS (Pressing L2 and ○ mutates L2 and × returns to normal)
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

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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.
EXTRA LIVES
Enter the password IMMORTAL to begin the game with 31 lives.
LEVEL CODES
Level 2 .....AJMABLOC
Level 3.....FAAAGCNA
Level 4 .....LJABIDOA
Level 5.....LDBBJLAE
Level 6.....KLBFCCE
Level 7 .....IEBBJLMF
Level 8.....POECHEJJ
Level 9.....FHCAODAC
Level 10 .....AKAJDIJC
Level 11 .....NIECGPCJ
Level 12 .....FKDAGMNK
Level 13.....LKFBKLAM
Level 14.....BBAMFKDK
Level 15.....FPDAGMHC
Level 16 .....APEMFINO
Level 17 .....POGCLMEB
Level 18 .....FMDAGPIM
Level 19.....FCLAGJNE

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 the camera around with the 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 Ninja.

PERFECT WEAPON

Ice Moon .....×, □, ×, □, □, ○, □, ○
Garden Mn. . ○, ×, ×, △, ○, ○, ×, △
Forrest Mn. .○, △, □, ○, □, □, △, △
Desert Mn. ...○, ×, ×, ×, △, ○, △, △
Morgone .....×, ×, □, ×, □, □, △, ○
Toran .....△, △, ×, □, △, △, ×, ○
Shiro .....○, ○, ×, □, ×, ×, ○, △
Renza-Fi .....△, ○, ×, ×, △, □, △, △
Sacra-Ja.....○, ×, ○, ○, □, ○, ×, □
Morgone O...×, △, ○, ×, △, ○, ○, △
Lizard Guard ..○, □, □, ×, ○, ×, ×, ○
Final Level.... □, △, ○, ×, □, △, ○, ×

PITFALL 3D

CHEAT PASSWORDS
For the desired effect, enter any of the following passwords.
MORE LIVES.....GIVEMELIFE
VIEW FMV.....PLAYMOVIES
PITFALL RETRO
GAME.....CRANESBABY
LEVITATION .....ZEROGHARRY
BIG HEADS.....BIGHEADHARY
WATCH CREDITS .....CREDITS
DISAPPEAR.....2DHARRY
VIEW 2-D
SCENES .....PITFALLCOMIC
TURN OFF
COMMENTARY .....STOPTALKING
MAXIMUM
LIVES.....STEVECRANEME
DEMO MODE.....VIGILANTE
IN-GAME MESSAGES
Enter any of the following passwords to view a special message.
SURFINGHARRY – Message 1
SHARKY – Message 2
IMPRESSGIRL – Message 3
JESUSHINT – Message 4
RICHARD – Message 5
BETH – Message 6
STEPHEN – Message 7
MOMANDDAD – Message 8
REDJAY – Message 9
LEVEL 3 WITH 56 LIVES
Enter DISCOLIGHTS5 as a password.
OLD PITFALL GAME CHEATS
As revealed in issue #22, you can play the original *Pitfall* game by entering the password CRANESBABY. However, you can also cheat on it with these codes:
Unlimited Lives: Press L1 + L2.
Crocodile Message: Press R1 + △ while on a crocodile screen.
Change Head to Atari 2600 Programmer: Press R1 + R2.
Change Head to Programmer's Daughter: Press R1 + ○.
LEVEL PASSWORDS
Level 2: City Of Shenrak..... METROPOLIS
Level 3: Underground Caverns..... DEEPDARK
Level 4: Moku Temple.TEMPLEME
Level 4A: Gladiator....GEEHEISBIG
Level 5: Blister Fields .HOTROCKS
Level 6: Desert Into Volcano..... GOINGDOWN
Level 7: Blazing Flood ..... WOWTHATSHOT
Level 7A: Kryll Thular ..... BIGWORMGUY
Level 8: Cell Blocks ....JAILBREAK
Level 9: Life Extraction ..... THUNDERDOMES
Level 10: Dark Vale..... MAGICGARDEN
Level 11: Crystal Matrix ..... SPOOKYMESAS
Level 11A: The Scourge..... BESTFORLAST

POCKET FIGHTER

PLAY AS DAN
On the character select screen, highlight Ken and press ⇨.
PLAY AS GOUKI
On the character select screen, highlight Ryu and press ⇦.

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 have it, 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 can see a flashing 999 appear upon 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 + ⇨ + ⇩.

POOL HUSTLER

BOWLLIARDS MODE
Press ⇧, ⇧, ⇩, ⇩, △, △, ×, ×, ⇦, ⇨, □, ○ at the title screen to hear a "ker-ching!" You can now select Bowlliards from the main menu.

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 shortcut 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 shortcut 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 FMVs 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. □, ○, □

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 ×.

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 PALETTES
To access more 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.

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 slowing 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.

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.

RASCAL

LEVEL & ROOM SELECT
Enter HOUSE as a password and begin a game. Press R1 during play to select a new level or R2 to choose a room.

RAYMAN

LEVEL PASSWORDS
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 HullabalooB0D4?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

RAY STORM

EXTRA CREDITS
To receive an extra few credits, repeatedly tap Select at the title screen to set the total credits to nine.
FREE PLAY MODE
When "Press Start" appears on screen, hold: L1 + L2 + R1 + R2 and press Start. Still holding: L1 + L2 + R1 + R2, press: ⇧ x7, ⇩, ⇧ x4, Start. You'll hear "Limiter Released" if it's worked. Now go to the Configuration screen and turn off the Credit Limit to enable free play.
LEVEL SELECT
Successfully complete the Combat mode game under Arcade mode:

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 with the White Vesta.

REBOOT

PLAY AS ENZO
On the main menu press: ⇧, ⇦, ⇩, ⇦, ⇩, L1, R1, ⇨, ⇩, ⇨. Then start a new game to play as Enzo.
RESTORE GLITCH ENERGY
On the main menu press: ⇨, L1, ⇧, ⇨, ⇩, L1, R1, ⇧, ⇩, ⇦.
SHIELDS
On the main menu press: ⇩, R1, ⇦, ⇨, ⇩, L2, R2, ⇦, ⇨, ⇧. An extra shield will appear with every Glitch.
Note: You can't use this at the same time as the Restore code.
PLAY AS DOT
On the main menu press: ⇦, R1, ⇨, ⇧, ⇩, R2, L1, ⇨, ⇧, ⇩.
BEST WEAPON
On the main menu press: ⇧, L1, ⇩, ⇧, ⇦, R1, L2, ⇩, ⇦, ⇨.
FLYING
On the main menu press: ⇦, ⇩, ⇨, ⇦, ⇧, R2, L1, ⇧, ⇦, ⇨.
Now hold the jump button (□) to fly up into the air.

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, ○, L1, L1. 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.

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 first password is ADA. 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.

RESIDENT EVIL 2

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.
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 (on Normal difficulty) 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 mission B in under 2.5 hours, with no saves, no first-aid sprays, and 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.
PLAY AS HUNK & TOFU
1. You need 8 free blocks on your memory card.
2. You need to play the game four times, one for each character's two scenarios, in less than 3 hours with an A or B ranking; ie don't save more than three times (and don't use any first-aid sprays if you want an A ranking). NO special weapons may be used at this point (but you can later).
3. Save each game separately on the memory card – don't overwrite. Play CLAIRE A as above. This will save as LEON B. Save on Memory position 1 on memory card. Play LEON A. This will save as CLAIRE B. Save on Memory position 2. Play LEON B, loading from Memory position 1. This will save as CLAIRE A. Save it on Memory position 3. Play CLAIRE B, loading from Memory position 2. This will save as LEON A. Save the game on Memory position 4.
4. Now, along the way, you will have been awarded the HUNK save file. Save this on Memory position 5.
5. Now you have to play two more scenarios to finally obtain Tofu. For these two scenarios you CAN use any infinite special weapons that you've earned along the way, but you need an A or B ranking as before, with a time of less than 2.5 hours using no first-aid sprays and NO SAVES.

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6. For these final two scenarios do it as follows:
Play LEON A, loading it from Memory position 4. This will save as CLAIRE B. Save this game on Memory position 6.
Play CLAIRE B, loading it from Memory position 6 as above. This will save as LEON A. Save this game on Memory position 7.
7. As soon as this is saved, you'll be given the TOFU save file. Save this file on Memory position 8. Phew!

RESIDENT EVIL: DIRECTOR'S CUT

DOUBLE ITEMS
On the skill level screen, highlight Advanced and hold ⇨ and it'll turn green. 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 2: DUAL SHOCK EDITION

PLAY AS ADA WONG
Successfully complete Level 1.
PLAY AS CHRIS REDFIELD
Successfully complete Level 2.
EXTREME BATTLE/SURVIVAL MODE
Successfully complete the game with Leon, then save the game. Play Claire's second scenario, complete the game, and save it.
UNLIMITED AMMO
Begin play and press Select to display the Options screen. Select the Key Config option, then hold R1 and press □ x10. The word 'Auto' will turn red to confirm correct code entry.

RETURN FIRE

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
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 x4

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 100kph you will go straight through and be able to race the track backwards!

RIVAL SCHOOLS: UNITED BY FATE

ALTERNATE HINATA COSTUME
Successfully complete Arcade mode with Hinata, Batsu, and Kyosuke. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.
ALTERNATE TIFFANY COSTUME
Successfully complete Arcade mode with Tiffany, Roy, and Boman. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.
ALTERNATE NATSU COSTUME
Successfully complete Arcade mode with Natsu, Shoma, and Roberto. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.
ALTERNATE KYOKO COSTUME
Successfully complete Arcade mode with Kyoko and Hideo. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.
EASY ALTERNATE COSTUMES
Successfully complete the game once. Then hold L2 to select Tiffany, Hinata, Natsu or Kyoko.
Alternate Evolution Mode Costumes

Eight different colours may be selected for each character by pressing □, △, ○, ×, R1, R2, L1, or L2 at the character selection screen.
KYOKO'S OFFICE
Successfully complete the Evolution disc game with Kyoko under the highest difficulty setting.
TARGET MODE
Successfully complete the Evolution disc game with any character and difficulty setting.
SERVICE MODE
Successfully complete the Evolution disc game with Natsu under the highest difficulty setting.
HOME RUN MODE
Successfully complete the Evolution disc game with Shoma under the highest difficulty setting.
SHOOT-OUT MODE
Successfully complete the Evolution disc game with Roberto under the highest difficulty setting.

ROAD RASH 3D

HITCH A RIDE
Press × twice to pop a wheelie, then keep tapping × until a car is found. Ride over the car, then brake and press □. Get it right and your bike will be moving with the car.

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.
LEVEL 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 Crawfish5718, 1266, 2727, 7458
Doppler's Lab .5718, 1263, 2627, 7458

ROGUE TRIP

CHEATS
Enter them on the password screen.
DOUBLE YOUR GEAR
When you drive over some pick-ups you get twice the amount of goods.
L1, L2, ○, L1, R1, □
STRONGER ARMOUR
This cheat increases the amount of hits your vehicle can take.
R1, △, R1, △, L1, □
MAX TURBO
After putting in this cheat you can turbo-boost without any special bar energy.
□, ×, ○, △, R1, R2
DUKE NUKEM FMV
To play some excellent *Duke Nukem* footage, enter this password.
□, □, ○, ○, △, △
EXTRA LEVELS
Enter these codes on the password screen to enable the arenas on Challenge mode.
FUNTOPIA
×, ○, L2, ×, □, L1
GULCH
□, □, △, R1, L1, ○
HIDDEN VEHICLES
Put these codes in on the password screen to activate the hidden vehicles.
XAGNAR THE ABDUCTER
R1 , □ , ×, □, L2, ○
STILLBIRTH
△, L1, R1, ×, L2, L2
AGENT XQJ-37
L1, △, R2, △, △, R1
NIGHTSHADE
R1, R2, L1, L1, ×, ○
PLAY AS BIG DADDY
Enter △, □, R2, ×, △, R2 as a password. Go to Challenge mode and choose the Nuke York level. Big Daddy will appear on the vehicle selection screen.
BATTLE BOSS 1
Enter ○, R2, R1, □, L1, R2 as a password.

Go to Challenge mode. The first opponent will be a normal character. Once defeated, he will transform into Stillbirth (Goliath).
BATTLE BOSS 2
En3ter ○, ○, L2, L1, △, △ as a password. Go to Challenge mode to face Nightshade.
BATTLE BIG DADDY
Enter □, △, ○, ○, R2, R2 as a password. Go to Challenge mode and choose Nuke York to face Big Daddy.
INFINITE JUMPS
Enter ○, □, R2, ×, △, R2 as a password.
CHEAT MODE:
Press L1 + R1 + R2 + Select during play to see 'Cheats Enabled'. Then, hold L1 + R1 to enter the following codes:
⇧, ⇩, ⇦, ⇨ Invulnerable
⇧, ⇩, ⇧, R2 Infinite Weapons
R2 + × + ⇩ Mega Guns
L2 + △ + ⇦Hornet Nest (must have Stingers selected)

ROSCO MCQUEEN

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

R-TYPES

LEVEL SELECT
Highlight either the 'R-Type' or 'R-Type II' option on the title screen. Quickly press L2 x10, R2 x10. Begin a game and press Start to pause during play. You can now select any level, including the FMV endings.
TURBO MODE
Press Start to pause during play in R-Type or R-Type II. Hold L2 and press ⇨, ⇧, ⇦, ⇧, ⇩, ⇦, ⇩, ⇦, ○.
SLOW MOTION
Press Start to pause during play in R-Type or R-Type II. Hold L2 and press ⇨, ⇧, ⇦, ⇧, ⇩, ⇦, ⇩, ⇦, ×.
ALL WEAPONS
Press Start to pause during play in R-Type or R-Type II. Hold L2 and press ⇨, ⇧, ⇦, ⇨, ⇩, ⇦, ⇧, ⇨, followed by one of the following buttons for various weapons: △, □, ×, ○, or R1.

SAN FRANCISCO RUSH

TRUCK
Select any car, then hold L1 until the race starts.
BUGGY
Select any car, then hold R1 until the race starts.
HIDDEN CAR
Select any car, then hold R1 + R2 until the race starts.
EXTRA CARS
Select any car, then press ⇩ on the transmission selection screen to cycle between a low rider, bus, rocket engine car, taxi, and police car.
Note: The number of cars that are selectable depends on how many keys have been found. To drive the police car, Circuit mode must be completed.
EXTRA CARS II
For even more vehicles, press ○ on the car selection screen. This gives you the Viper, hippy van, VW Beetle, and McLaren.
UFO
Hold R1 + R2 + L1 + L2 at the car selection screen and choose a car. Keep the buttons held and press × at the transmission selection screen. Then hold △ until the race starts.
DIFFERENT CAR COLOURS
Press □ at the car selection screen.
REVERSED TRACKS
Complete Circuit mode to unlock the option for forward and reversed tracks.



STUNT MODE
Complete Tournament mode to unlock a Stunt mode option on the Golden Gate track.

S.C.A.R.S

Enter the following passwords for all cars and cups.

PASSWORD CHEATS
Go to Options, then Settings to enter the following passwords.

RUNNER	Cheetah Car
MYSTER	Panther Car
DESERT	Scorpion Car
RATTLE	Cobra Car
ALLVID	All Cars
XPERTS	Master Mode
GLASSX	Crystal Cup
ROCKYY	Diamond Cup
ZDPEAK	Zenith Cup

SHADOWMASTER

CHEATS
On level 1, kill the two Shadowfists from the first room that opens, then go in there in order to enter the following codes.

INVINCIBILILTY
Press L1 + L2 + R1 + R2 + × ALL AT THE SAME TIME to make the screen flash blue.

ALL WEAPONS
Press L1 + L2 + R1 + R2 + ○ ALL AT THE SAME TIME to make the screen flash red.

LEVEL SELECT
Press L1 + L2 + R1 + R2 + △ ALL AT THE SAME TIME to make the screen flash green. Then quit the game to get a level select on the start screen.

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.

SKULL MONKEYS

Skull Monkey Gate R1, R2, L2
Monkey Shrines .....R2, R2, ○, □
Hard Boiler .....R2, □, R2, R1, □, ×, R1, ×, ×, R1, △
Snow.....○, △, □, △, ○, 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, ×

SMALL SOLDIERS

MEDAL OF HONOR DEMO
To see a secret preview of DWI's game, *Medal Of Honor*, enter △, △, ×, ○, ○, □, × on the Password screen.

LEVEL PASSWORDS
Gorgon ×, ×, △, □, □, ×, ○, ×
Dimensional Temple □, ×, △, □, □, □, ○, ×
Floating Fortress ○, ×, △, □, □, ○, ○, ×
Spirit Bog △, ×, △, □, □, △, ○, ×
Canyon Village ×, □, △, □, □, ×, △, ×
Creepy Caverns □, □, △, □, □, □, △, ×
Space Ship ○, □, △, □, □, ○, △, ×
Hall Of Patriots △, □, △, □, □, △, △, ×
Graveyard Of War ×, ○, △, □, □, ×, ×, □
Nuclear Mine □, ○, △, □, □, □, ×, □
Launch Centre ○, ○, △, □, □, ○, ×, □
Ulhaden Fier △, ○, △, □, □, △, ×, □
Garrison ×, △, △, □, □, ×, □, □
Inner Sanctum □, △, △, □, □, □, □, □

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
First, Soul Edge must be available as a playable character – either by completing the game in Arcade mode with all ten fighters, or by racking up 20 hours playing time. Once he is, you need to complete Arcade mode with Hwang, then Seung Mina. Han Myong should now be unlocked. (You don't have to bother with alternate endings. You can also use continues and any game settings.)

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 – × + △

ALTERNATE ENDINGS
All the commands must be entered when the screen returns to its full size during the end sequence.
Voldo: To get him to break Soul Edge repeatedly press ⇧, ⇩ whilst he is rubbing the sword on his cheek.
Mitsurugi: When facing Tanegashima the rifle man, step off line by pressing ⇦ or ⇨, then run forwards and use a □ slash to kill him before he reloads.
Rock: When Rock's flash back has finished and he is standing in front of Soul Edge, press △ and he will return to America to be with Bangoo.
Taki: Pressing × when Soul Edge flies towards her will allow Taki to capture the blades for her own use
Sophitia: As Sophitia walks off through the woods, press ⇨ to make her walk to pool so you can see her wash.
Siegfreid: Whilst he is standing in front of Soul Edge, press △ to get him to destroy the blade and return home to begin his penance.
Li Long: When Long falls to his knees, tapping □ and △ rapidly will get him the strength to stand so that he can return to his wife.
Seung Mina: As her father raises his sword, press ⇧, then ⇩ to dodge the blow. Mina will then do a runner from the family home on her wedding night.
Hwang: Press □ when Hwang reaches for Soul Edge and when he returns to Korea he will get a hero's welcome.
Cervantes: By pressing △ when the final battle is over, Cervantes will take his own life to prevent the evil spreading.

FINAL WEAPON
When you complete Edge Master mode with a character, you won't get the last weapon in their collection – you will have to search the map for it. When the end text has finished, go back to the map screen and select 'move' from the options and you'll move to where your final weapon is located. If you fail to complete the challenge on this location, the weapon will move again: keep choosing 'move' from the options until you complete a challenge first time and the final weapon will be yours.

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.

SOVIET STRIKE

MISSION PASSWORDS
1: WORSTCASE
2: GRANDTHEFT
3: GROZNEY
4: CHERNOBYL
5: CIVILWAR
If you wish to start Campaign #4 with five lives, simply input the password: **NOSFERATU.**

PASSWORD CHEATS
Enter the following passwords after inputting the desired level code. They can all be used at once.
ELVISLIVES – Infinite choppers
DAVEDITHER – More powerful weapons
IAMWOMAN – Unlimited armour
MOUNTANDEW – Unlimited fuel
MIDNIGHOIL – Infinite ammo, fuel and invincibility
FUGAZI – Infinite ammo, fuel and lives
THEBIGBOYS – Infinite ammo, fuel and double damage
VULTURE – Double mileage (slow fuel depletion)
ANGRYLOCAL – Soldiers and hostages crowd round chopper
QUAKER – Enemies don't fire at you
STRANGELUV – Unlimited ammo
EARTHFIRST – Unlimited Fuel
GHANDI – Helicopter is viewed as friendly by enemies

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.

SPAWN

LEVEL SKIP
Pause the game, hold L1 + R1 + L2 + R2, and press △, ×, □, ○, ○, ○.

SHIELD
Pause the game, hold L1 + R1, and press △, △, ×, ×, □, ○.

ALL POWER-UPS
Pause the game, hold L2 + R2, and press △, ○, □, ×, △, ×.

ALL ITEMS
Pause the game, hold L2 + R2, and press ×, □, ○, △, □, ○.

INVISIBILITY
Pause the game, hold L1 + R1, and press □, □, ○, ○, △, ×.

RESET PHYSICAL ABILITY
Pause the game, hold L1 + R1, and press ×, ○, △, □, ×, ○.

RESET MAGIC ABILITY
Pause the game, hold L1 + R1, and press △, ○, ×, □, △, ○.

ENERGY RESTORE
Press L1 + L2 during play to restore your energy – as many times as you like if you've entered the power-ups cheat above.

BONUS INTERVIEW
Play track 16 of the game disc in a standard audio CD player (or via the PlayStation audio menu) to hear an interview with Todd McFarlane (the creator of *Spawn*).

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

SPICEWORLD

GIANT GIRLS
On the menu where a Spice Girl walks across a planet, hold Start and press ○, □, ○, □. The code will be displayed to confirm correct entry.

NAKED GIRLS!
On the menu where a Spice Girl walks across a planet, hold Start and press ○, △, △, ○. The code will be displayed to confirm correct entry. Now reset the game by pressing L1 + L2 + R1 + R2 + Select + Start. You'll see an alternate title screen with the Spice Girls sitting naked behind chairs.

DANCE AROUND HANDBAGS
On the menu where a Spice Girl walks across a planet, hold Start and press □, △, ○, △. The code will be displayed to confirm correct entry. Enter the Television Studio to see the Spice Girls dance around their handbags! Some new moves will also be available in the Dance Practice studio (at the end of the sequence).

SECRET MESSAGES
On the menu where a Spice Girl walks across a planet, hold Start and press ○, △, △, ○. The code will be displayed to confirm correct entry. Then hold Start + Select and press ○ x4 for the first message. Re-enter the code to remove message, then hold Start + Select and press △ x4 for second message. Re-enter code to remove it, then hold Start + Select and press □ x4 for final message.

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

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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

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 then press Start.

SPYRO THE DRAGON

Level Select
During the game, press Select to go to the inventory screen and then press: □, □, ○, □ ⇦, ⇨, ⇦, ⇨, ○, ⇧, ⇨, ⇩. You should now have access to all of the levels.
Crash 3 Demo
When the title screen is displayed with the 'Press Start' message, press L1 + △ and the game will switch to a sneak demo of *Crash Bandicoot 3: Warped*, complete with a one-level playable demo.
99 LIVES
1. During play, press Start to access the menu and choose Inventory. Quickly press: □ x6, ○, ⇧, ○, ⇦, ○, ⇨, ○.
2. When you continue the game, your lives will start increasing – up to a maximum 99.
OPEN ALL WORLDS
1. On the Inventory screen, quickly press □, □, ○, □, ⇦, ⇨, ⇦, ⇨, ○, ⇧, ⇨, ⇩.
2. To access other worlds, go to the balloonist and skip through his dialogue to bring up the world menu.

STARBLADE ALPHA

RAPID FIRE
On the title screen, press ⇧, ⇧, ⇩, ⇩, ○, △, □
Infinite Continues
On the title screen, press ⇧, ⇨, ⇩, ⇦, ✕, ✕, ✕

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!

STAR WARS: MASTERS OF TERAS KASI

MIDGET MODE
Hold ⇧ + ✕ + Select + R2 when choosing your fighter and keep holding them until the fight starts.
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 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) 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.

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 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.

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 'S★' 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.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.

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.

STREET FIGHTER 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



start: SPEEDSTER



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 becomeselectable 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 ⇧, ⇧, ⇨, ⇧, ⇨, ⇧, Select. 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: 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

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!

PASSWORDS
Silver .....TRAFIK
Platinum .....DOUGAL
Gold .....NEJATI
Super .....TURGAY

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.

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 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	

SWAGMAN

INVINCIBILITY
Pause the game, then press:
○, □, ×, □, ○, □, ○, □, △, □, ○, △, ○, □, △, □

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.

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.

SELECT 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. Beat them.

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, cheats and codes in any magazine

TEKKEN 3

SECRET FIGHTERS

Kuma
Complete the game in Arcade mode.

Julia
Complete Arcade mode twice.

Gun Jack
Complete Arcade mode three times.

Mokujin
Complete Arcade mode four times. Mokujin is a wooden man/woman who randomly adopts the fighting style and moves of other characters.

Anna
Complete Arcade mode five times.

Bryan
Complete Arcade mode six times.

Heihachi
Complete Arcade mode seven times.

Ogre
Complete Arcade mode eight times.

True Ogre
Complete Arcade mode nine times.

Panda
Highlight Kuma on the character select screen and press ○ or ×.

Tiger
Complete Arcade mode with all 18 other characters (Kuma/Panda count as one). Then highlight Eddy at the character selection screen and press △.

Doctor B
Complete Tekken Force mode four times, then defeat Doctor Boskonovitch when he appears. You can then select him in Arcade mode. His secret underground cave stage will also be unlocked.

Gon
There are two ways of obtaining Gon. You can either complete Arcade mode using Doctor B, or you can defeat Gon in the secret Tekken Ball mode. To use Gon in Arcade mode, move the cursor either left or right off the character select screen.

COSTUME CHOICE
Each fighter has two standard costume variations: press either punch button for one; either kick for the other. Obviously, if you both choose the same fighter in two-player mode, you'll automatically be given different costumes.

SECRET COSTUMES
Some of the fighters have a third costume, selected by pressing Start to choose them on the character select screen. However, to unlock secret costumes for each character, you have to play them a certain number of times in Arcade mode (without pausing and choosing 'Reset'). The quickest way is to set the timer to 20 seconds, battles to one round, and allow yourself to be defeated, then choose not to continue.

Xiaoyu
To see her in school uniform, you have to play her 50 times in Arcade mode.

Jin
To make him don rugby-style top and stripy trousers (school uniform?), play him 50 times in Arcade mode.

Anna
She gets her high-fashion white outfit, complete with hat, after you've played her 25 times in Arcade mode.

GUN JACK
To see him in his earlier 'Jack-2' form, you only have to play him 10 times in Arcade mode.

SECRET INTROS
There are two alternative martial arts demonstration intros. Finish the game with the ten main characters to view an intro with fighters demonstrating martial arts moves in their 2P costumes. Obtain all the secret characters to see an intro with alternative fighters (Panda, Dr B, Heihachi etc) and costumes (Xiaoyu and Jin in school uniform).

TEKKEN BALL
View the endings of the ten main fighters to unlock this special mode, which lets you play a kind of beach volleyball using fighting moves!

THEATRE MODE
To unlock this mode, you have to view the ten main character endings. You can then view all the endings you've acquired so far.

To access the additional Sound and Disc options, you have to view all the endings for the extra fighters, including Tiger. Note that some characters have shared endings, so you only have to complete the game with one: Yoshimitsu/Doctor B, Kuma/Panda, Ogre/True Ogre.

The 'Sound' option allows you listen to all the music, while 'Disc' lets you insert the *Tekken 1* or *2* disc to view the endings from the earlier games!

SCHOOL BACKGROUND
You must first acquire either Jin or Xiaoyu's school uniform by playing them 50 times in Arcade mode. Then select a two-player Vs game and choose the uniform by selecting and confirming Jin/Xiaoyu with △, BEFORE your opponent selects his fighter. They'll be fighting on a school yard background.

CHOOSE WIN POSE
After winning any bout, note which button you used for the final move. Then press and hold it to activate a particular winning stance. There are four poses for each fighter – one for each button (△, □, ○, ×).



TENCHU

GEORGE STOBBARD POCKETS
Press □, □, △, △, ⇨, ⇨, ⇧, ⇩ whilst holding the R2 button on the item select screen. This will increase your carrying capacity to 99.

SECRET ITEMS
Press □, □, △, △, ⇨, ⇨, ⇧, ⇦ whilst holding the R1 on the item select screen to unlock the secret items.

MORE GEAR
Press □, □, △, △, ⇨, ⇨, ⇧, ⇨ whilst holding down L2 on the items screen. This gives you bottomless pockets.

HEALING PROPERTY
Pause the game during a mission and press □, □, △, △, ⇨, ⇨, ⇧, ⇦ to restore your character's health.

ACCESS ALL AREAS
On the mission selection map, press □, □, △, △, ⇨, ⇨, ⇧, ⇨ whilst holding R1. All the missions in the game will now be available for you to play.

PATTERN SELECT
On the mission selection map, press □, □, △, △, ⇨, ⇨, ⇧, ⇨, whilst holding R1. This will enable selection of guards pattern.

AYAME SEXY ARMOUR
1. Choose Ayame as your character. Go to the Inventory screen and use the Secret Items cheat: hold R1 and press □, □, △, △, ⇨, ⇨, ⇧, ⇦.
2. Release R1, then press □, □, △, △, ⇨, ⇨, ⇧, ⇨. If it's worked, the armour will automatically be selected.
3. Now press Start and have a good gander at Ayame's cheeks!

TEST DRIVE: OFF ROAD

UNLOCK TRACKS & CARS
Enter the following driver names for extra tracks and cars:

FRIENDLY	Dirt track
SANDDUNE	Pharaoh's Curse track
CRAZY	Sand Trap track
ELITE	Under Construction track
SNOWMAN	Snowball Express track
ALLTRACK	All tracks available
FIFTY	Hot rod
LOWRIDER	Stock car
BEEFY	Monster truck
SPRINTER	4X4 buggy
DAVON	No Clipping Mode

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 is fast enough to rank in the top 10 (check the high scores screen for times to beat). Once you've finished a race, and the time you've achieved is fast enough to receive a high score you must quit the game. The loading screen will then come up and you will be able to enter your name. Or rather, you can enter 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

TEST DRIVE 4X4

SCHOOL BUS
Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press L1, ⇧, L2, ⇩ x2, L2 x2, R2. A noise will confirm correct code entry. Start the race and you'll be driving the bus.

ICE CREAM VAN
Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press R2, L2 x2, ⇩ x2, L2 x2, R1. A noise will confirm correct code entry. Start the race and you'll be driving the ice cream van.

TEST DRIVE 5

UNLOCK ALL GAME MODES
Enter VRSIX as a name on the High Score screen. Cop Chase and other game modes will now be selectable from the Full Race menu.
Note: The quickest way to enter your name on the High Score screen is to win a Drag Race, then quit

ALL TRACKS & CARS
Enter RONE, NTHREE, and MTHREE as names on the High Score screen. All the extra tracks will be unlocked (including the *Micro Machines* style Bez's Flat). The extra cars will be available in Single Race and Time Trial modes.

BONUS CARS
Enter NOLIFE as a name on the High Score screen. Chris's Beast, Behold The Mighty Maui, and Pitbull Special will now be selectable in Single Race and Time Trial modes.

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 HOSPITAL

NEAT & TIDY
When your hospital becomes full or dirty, save the game, then reload it. Doing this will get rid of all the rubbish and patients!

PASSWORDS

2	X○□△△○□X
3	○○△□X△○△
4	□△○□××△○
5	○△□○X△○□
6	□△□○X□X○
7	□△△○X□△○
8	X△□○△○□X
9	△□X△○X△□
10	○□X△□X○□
11	△○□○△□○X
12	○□××□○□△

THEME PARK

INSTANT MILLIONS
Enter your nickname as **BOVINE**, then during play hold down ○, □ and × for ten seconds to receive ten million dollars.

THREE LIONS

ALL SECRET TEAMS
On the Team Selection screen, press L2, ⇦, R2, R1, L2, ⇨. Highlight 'Europe' and press ⇦ to find the Secret set of teams – all 14 of which can be selected.

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.

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

PASSWORDS

Roman Empire	TUHOUEFY
Japanese	ADSAZGLY
European Middle Ages	ZJFKYGLZ
Conquistadors	EBELPWNF
Western	EVXGPWNN
Modern Wars	ENQOEQHJ
Future	NDWMHGEC
Beyond Time	XEMJBDFS

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.

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 are 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.

TOCA TOURING CAR CHAMPIONSHIP

CHEATS
Enter your name as the following for desired effect:
JHAMMO – Access All Tracks
CMGARAGE – All Vehicles
CMNOHITS – No Car Collisions
XBOOSTME – Speed Boost
CMMAYHEM – Maniac Drivers
CMLOGRAV – Low Gravity
CMCHUN – Karting Mode
CMRAINUP – Rising Rain
CMHANDY – Larger Hands
CMCATDOG – Raining Cats & Dogs
CMUPSIDE – Upside-Down View
CMFOLLOW – Following Camera
CMCOPTER – Helicopter View
CMMICRO – Overhead View
CMTOON – Cartoon Background
CMDISCO – Flashing Sky
CMSTARS – Starry Sky
PATSCREEM – Enables TOCA Showdown Championship (on main menu), where circuits are reversed.
CODIES – On the Qualifying Times screen it says 'two players' and rubs all the other drivers' names off, leaving them blank.
CMIMPOSS – Makes the game a whole lot harder.

TOCA TOURING CARS 2

CHEATS
These cheat codes must be entered on the name entry screen for Single Race. You will hear the announcer saying, "Cheat Mode Enabled."

CODENAME	Special FX
MINICARS	Micro Machines camera view
PADDED	Bouncy barriers
LUNAR	Low gravity
LONGLONG	Propeller head championship
PUNCHY	No kick out of championship
BANGBANG	Battle mode
TECHLOCK	Lock frame rate during qualification
BCASTLE	Bouncy crashes
DUBBED	OTT crashes
ELASTIC	Stretch track vertically
TRIPPY	Blur horizons
JUSTFEET	Wheels only (no car body)
FASTBOY	Faster
DINKYBIT	Oulton Park island circuit

NEW CHEATS

MECHANIC	All Cars
BIGLEY	All Tracks

TOMBI

RESTORE HEALTH
Since the game does not save your health status, simply save, quit, then restart from the saved game file to restore health.

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 twisting jump (↑ + □, then immediately press ○).

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 twisting jump (↓ + □, then immediatley press ○).

UNLIMITED FLARES
If you have run out of flares 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.

TOMB RAIDER III

CHEATS
Simply enter these codes during play (don't pause).

ALL WEAPONS ETC
L2, R2 x2, L2 x4, R2, L2, R2 x2, L2, R2 x2, L2 x2, R2, L2 x2, R2
Lara will scream if it's worked! Your inventory will now have all the weapons plus lots of Medi Packs and Save Crystals. Re-enter the code for even more of these (and ammo).

LEVEL SKIP
L2, R2, L2 x2, R2, L2, R2, L2, R2, L2 x4, R2, L2, R2 x4, L2
Lara will say 'No' if it's worked. The screen will freeze for a second or so, then continue with FMV sequence (if there is one) and Statistics screen.

ALL SECRETS & KEYS
L2 x5, R2, L2 x3, R2, L2, R2, L2 x2, R2, L2 x2, R2, L2 x2
It it's worked, you'll hear Lara moan. Go to the Statistics screen and you'll have automatically collected eight secrets – even if there are less on the level! Move up from your weapons inventory and you'll also find every key needed.

FULL ENERGY
R2 x2, L2, R2, L2 x6, R2, L2 x3, R2, L2 x5
You can replenish Lara's health with this code – although it's easier to use a Medi Pack gained from the All Weapons cheat.

RACE TRACK KEY (LARA'S MANSION)
R2, L2 x3, R2, L2 x6, R2, L2 x5, R2, L2 x2
If you can't be bothered looking for the Race Track Key in Lara's mansion, enter this code to get it.

TOMMI MÄKINEN RALLY

CHEAT MODE
Enter any of these as your name and and a new option will appear on the main menu, called 'Cheats'.

STRANGE	Lets you drive a bus
MIRROR	Mirrored tracks
PEUGEOT	Gives you a Peugeot
FFSA	Rally Jeunes
THRILLS	Dual Shock always vibrates
MONEY ('_' = space)	Loadsamoney!

All of these cheats can be turned on or off from the cheats menu.

TOP GUN

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

TOTAL DRIVIN'

ACCESS ALL TRACKS
On the main options screen, use the R1 button of controller 1 to tap out the rhythm: "Ding dong, the witch is dead, the witch is dead, the witch is dead." (Use the flashing cursor as a metronome.) Then wait five seconds. If you've entered it correctly, you'll hear an engine roar. You can now race any of the six courses at each location – as the first five have "Track Complete" indicated.

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 two-player racing.

ACCESS ALL HONG KONG LEVELS
On the main options screen, use the R1 button of controller 1 to tap out the rhythm to: "Deck the halls with boughs of holly", then wait 5 seconds. If you've entered the code correctly, you'll hear an engine roar and the words "Track Complete" will appear on any Hong Kong level selected.

ACCESS ALL EASTER ISLAND LEVELS
As above, but tap out the rhythm: "Happy Birthday to you, Happy Birthday to you."

ACCESS ALL EGYPT LEVELS
As above, but tap out the rhythm:

end: TOTAL DRIVIN'



"Always look on the bright side of life." (It's a tricky one, though! Try "si-ide" instead of "side".)

ACCESS MULTI-PLAYER SUICIDE MODE
Tap out the rhythm: "Supercallifrajilisticexpialidotious" to activate the Suicide Mode. Select an 'A' track in split-screen mode and you'll race around the track in opposite directions!

HIDDEN TRACKS:
To activate the 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 level warp is located beside a building. When you enter it, the screen will shrink and the words 'loading extra level' will appear.

EGYPT 1
After you've crossed the third bridge, you'll see a building. Use the ramp on the right to get to it, then drive around to get into the level warp.

SCOTLAND 3
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 the level warp.

SWITZERLAND 1
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 it.

HONG KONG 5
Drive around until you reach a dirt track. Once on the latter, you will 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.

EASTER ISLAND 2
From the start, turn you car around and drive to where you can see a cruise ship. On your left-hand side you'll find a red and white barrier, and behind that is a small road. At the end of that road you'll find a level warp (the easiest way to go over the barrier is on the right side).

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.

TOTAL NBA '98

SUPER PLAYER
1. Go to Roster and Create Player. Enter 'Nothing Can' as a first name, 'Save' as a last name, and 'You' as a college.
2. Press □ for Stats and all his attributes should now be 99. You may now rename the player if you want.

SMALL PLAYERS
1. Go to Roster and Create Player. Enter 'Micro' as a first name and 'Man' as a last name. 2. Begin play in Exhibition mode for small players on both teams.

TREASURES OF THE DEEP

FULL MAP
Instantly displays the entire map, giving you a good understanding of the seabed structure and layout.
Pause the game and press: ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, □, X, ○, X, □.

EXTENDED SHARK ATTACK TIME
Enter this cheat to give you more time on the bonus Shark Attack level.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, L2, L2, L2, R1, R1, R1, R2, L1.

DISABLE CURRENTS
Sea currents will miraculously disappear from the waters.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, R1, L1, L2, R2, X.

FULL SCREEN DISPLAY
Er, although the cheat is accepted, its actual effects are still unknown.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, △, X, ⇧, ⇩.

OVERHEAD VIEW
The camera will change from the standard views to an overhead one. Press Select + L1 to zoom out and Select + R1 to zoom in the camera.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, △, □, X, □.

COIN HARPOONS
Instead of the bog-standard harpoons, you'll now be firing something that resembles gold coins.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, X, ⇧, △, ⇩.

TURBO MODE
Treasures Of The Deep isn't particularly fast, but all that will change with this hyper-speed cheat.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, R1, R2, R1, R2, R1, R2.

ALL EQUIPMENT
Kit yourself out with every piece of equipment under the sun – and a large number of them too!
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2.

LEVEL SELECT
When you next return to the Earth map you'll be able to take your pick of the missions.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, ⇩, ⇨, ⇧, ⇦, △, X.

ALL LEVELS COMPLETE
Your dive is complete and your objectives fulfilled. Rise to the surface to complete the level.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, □, X, X, X, □, △, △, △, □, X, X, X.

ALL WEAPONS
Improve your arsenal and obtain a healthy amount of weapons.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.

LEVEL SKIP
If you wish to finish the current level, whether you have accomplished your mission goals or not, you can skip to the next level.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, △, △, △, ⇩, ⇩, ⇩.

EXTRA CONTINUES
Give yourself a few more continues by entering in this handy cheat.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, R2, R2, R2, L2, L2, L2.

EXTRA GOLD
Mo' money, mo' money. Give yourself an extra two million gold pieces each time. Pause again after entering the code to instantly add the loot.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, R1, R2, L1, L2, R1, R2, L1, L2.

ADD TABLET PIECE
If you don't fancy the task of searching for the hidden tablet piece (level secret), then enter this cheat to obtain it.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, L1, L2, L1, L2, □, ○.

DISABLE FINES
No longer shall you worry about being fined for shooting dolphins or mermaids with this little saver.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, R2, R1, L2, L1.

UNLIMITED AIR
An infinite supply of air is yours with this breath-giving cheat.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, △, ○, X, □, ⇧, ⇨, ⇩, ⇦.

UNLIMITED HEALTH
Never again will you be harmed with this well-'ard cheat.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, △, △, X, X.

FULL AIR AND HEALTH
Replenish lost air and health with this life-saving cheat.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, ⇧, ⇩, ⇦, ⇨, X, X.

UNLOCK ALL DOORS
Get to those hard-to-reach places in an instant by removing the doors blocking you.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, X, ○, △, □.

SWIM THROUGH OBSTACLES
Confuse the enemy by swimming through them!
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, □, □, ○, ○.
Note: Items may not be collected while this code is enabled.

UNLIMITED PAYLOAD
An infinite supply of weapons and equipment are yours at the touch of these buttons.
Pause the game and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, △, ⇧, X, ⇩.

BONUS ATLANTIS LEVEL
Complete all the levels and find all the gold tablet pieces to access the bonus Atlantis level.
Alternatively enter the Level Select cheat to access this bonus level.

BONUS SHARK ATTACK LEVEL
Start the 'Wreck of the Concepcion' level. Enter the 'Level Select' cheat, then 'Extra Gold' cheat, before entering the 'Level Skip' cheat. When you return to the level select screen, the Bonus Shark Attack Level should already be selected. When you've played it once, it disappears again.

FINAL END SEQUENCE
Complete the bonus Atlantis level to view the final end sequence.

TOGGLE OVERLAYS
Pause during play and press ⇧, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, ⇨, ○, ⇧, X, △, X, △.

INCREASED FRAME RATE
Pause during play and press ⇩, X, ⇦, □, ⇧, ⇧, △, △, ⇨, ⇨, ○, ○, ⇦, ⇦, ⇦, ○, ○, ○.

TRIPLE PLAY '97

MONSTER HOMERS
Enter and hold: L1, L2, R1, R2.
Now enter (without holding): ⇧, ⇧, △, △, ⇧, ⇧, X, X. 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 ⇧, △, ⇦, ⇨, □, ○, ⇩, X 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 X, ⇩, ○, □, ⇨, ⇦, △, ⇧. 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 ○, X, ○. 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: ⇩, X, ⇩, X, △.

CROWD BOOS
Hold L1 + L2 + R1+ R2, then press ⇩, X, ⇩, X, X.

EA SPORTS DREAM TEAM
Press L2, R2, L2, R2, ○ at the team selection screen, then select the 33rd overall team.

SUPER PITCH
Press X to throw a fastball, then immediately press □ + ⇩.

TWISTED METAL

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. ○, ○, △, X, Space

INVINCIBILITY
There's no easier way to succeed in a game than by using this code.
□, △, X, 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!

PASSWORDS
Freeway level.....X, □, □, ○, △
River park level.....X, △, □, ○ □
Cyburbia.....X, □, △, △, △
Warehouse level...○, △, □, ○, ○
Rooftop final stage□, △, X, ○, X

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 selected weapon behind your vehicle)
⇨, ⇦, ⇩ – Mine Attack (Drops one huge mine)
⇨, ⇩, ⇦, ⇧ – Cloaking Device (Renders your vehicle invisible for three seconds)

EXTRA CHARACTER CODES
For two extra characters execute these codes at the car selection screen for a one-player tournament. Once done, you can select the extra cars in any other mode. 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.

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 ⇧, ⇩, ⇦, ⇨, ⇦, ⇩, ⇧

LEVEL PASSWORDS

AXEL
Los Angeles.....N/A
Moscow .....X△XX_
Paris.....○△□_△_
Amazonia.....△△□○○_
New York.....△□□□X_
Antarctica.....XX△□△○
Holland .....○X○△○○
Hong Kong .....△X○XX○
Dark Tooth.....△□△□_□

GRASSHOPPER
Los Angeles.....N/A
Moscow.....△X○___
Paris .....X△○□□□○
Amazonia .....X○○△○
New York .....○△X○_□
Antarctica.....X□□□○_△
Holland.....△△X□○△
Hong Kong .....○□□□□△X
Dark Tooth.....X_X□□_

HAMMERHEAD
Los Angeles.....N/A
Moscow .....△XXX_
Paris .....X△□X△
Amazonia .....△___X○
New York.....△△X△XX
Antarctica.....△X△○X□
Holland .....△□□X□_
Hong Kong.....○△○□□△
Dark Tooth.....○○○_△X

MR GRIMM
Los Angeles.....N/A
Moscow.....△△XX○_
Paris .....○X△○△X
Amazonia.....X□□△△△
New York.....△__○X○
Antarctica.....○△X△X_
Holland .....XX△_○X
Hong Kong .....X○△□□
Dark Tooth.....□△○○△

MR SLAM
Los Angeles.....N/A
Moscow .....XX△□X_
Paris.....X__○X□
Amazonia .....○△□_□X
New York .....△X○□_○
Antarctica.....△_△○△△
Holland .....○__○_
Hong Kong .....□_△_△
Dark Tooth .....□_□△○X

OUTLAW 2
Los Angeles.....N/A
Moscow.....X○_△_
Paris.....△△X○△_
Amazonia.....△□□□△_
New York .....○X△△△_
Antarctica.....X△○□△_
Holland .....X□□_△_
Hong Kong .....△X□XX
Dark Tooth.....○X_△_**Roadkill**
Los Angeles.....N/A
Moscow .....○X△□□
Paris.....△_△__○
Amazonia .....XX△○□△
New York .....○__X_X
Antarctica.....△□X○_
Holland .....X_△_□
Hong Kong .....△△□△○△
Dark Tooth .....△○X△□X

SHADOW
Los Angeles.....N/A
Moscow .....□_△△_
Paris.....XX○_△X
Amazonia .....X△X□○△
New York .....X__X○□
Antarctica .....○X○○X○
Holland.....○△□△□_
Hong Kong .....○_△_□X
Dark Tooth .....○△_△○_

SPECTRE
Los Angeles.....N/A
Moscow.....○△XX△_
Paris .....△□○○X
Amazonia .....○X△□△X
New York ....._X○XX△
Antarctica.....X__○△
Holland .....△__□X□
Hong Kong .....X△X△○□
Dark Tooth .....X○○○_△

THUMPER
Los Angeles.....N/A
Moscow.....○__△X_
Paris .....X□□○○△
Amazonia .....△X○_□_
New York.....XX△△X△
Antarctica .....△△□__
Holland .....X△X_□△
Hong Kong .....△_□△_
Dark Tooth .....△_□□X○

TWISTER
Los Angeles.....N/A
Moscow.....X__△○_
Paris .....△X○○X△
Amazonia ....._△□X□○
New York .....X△X○X_
Antarctica.....○__X□△
Holland ....._XX__○
Hong Kong .....XX△X□_
Dark Tooth.....X□_□△○

WARTHOG
Los Angeles.....N/A
Moscow .....△__△□_
Paris.....△□□□X□
Amazonia.....○□□○XX
New York.....X□□_X○
Antarctica.....__X○△_□
Holland .....△X△□_X
Hong Kong .....○X△○_○
Dark Tooth .....○□_○○□

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 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.

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/03LTJOY!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/J0C89DZPQS/Hell Keep
18/100%/125%/1234567/JGB9CTONRT/Pandemonium
19/100%/200%/All/9QLTKRO!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

UNHOLY WAR

ALL PLAYERS
Select Mayhem mode and highlight the Set Teams option. Press ○ + □, Select x4, Start x3, □ x2, ○, ○ + □. 'All Players' will appear in the bottom right corner and Beta Razorfane and Super Prana Devil will now be added to the characters.

ALL LEVELS
Select Mayhem mode and highlight the Accept Teams option. Press ○ + □, Select x4, Start x3, □ x2, ○, ○ + □. 'All Levels' will appear in the bottom right corner. Dark Maze and Menhir Circle will now be added to the level selection screen.

UNLOCK WARS
Select Strategy mode and highlight the Set War option. Press ○ + □, Select x4, Start x3, □ x2, ○, ○ + □. 'All Maps' will appear in the bottom right corner. You can now select any war.

V-RALLY

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 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

VICTORY BOXING 2

INSTANT WINS
Line up the boxer you want to fight, hold L1 + L2 + R1 + R2 and press ×. It should come up with a black screen with green 'Now Loading' rather than the trivia. Then press × and you'll hear a sound, then it will return to the training screen and you have the win without doing anything.

VIEWPOINT

LEVEL PASSWORDS
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

VIGILANTE 8

CHEATS
Choose any character on the Game Status screen and enter the passcode for the cheat you want – you'll hear a woman say "Funky!"
Big Wheels: MONSTER_WHEELS
Homing Missile Power-Up: DEADLY_MISSILE
Low Gravity: REDUCE_GRAVITY
No Enemies: GO_SIGHTSEEING
Invincibility: I_WILL_NOT_DIE
View FMV: SEE_ALL_MOVIES
Select Same Vehicle (2P Mode): SAME_CHARACTER
Expert Mode: HARDEST_OF_ALL
UNLOCK ALL ARENAS & CHARACTERS
Enter the passcode: WMNNWLHTSCUCLH

VR POWERBOAT RACING

Race With Single-Hulled Boats
Enter the password PLA
Race In Champion Edition
Enter the password CUP
Race With Large Heads
Enter the password DEFORM
Large Boats
Enter the password LARGE
Small Boats
Enter the password COMPACT
Long Boats
Enter the password LONGONE
Extra Speed
Enter the password SPEEEED
Go Faster
Enter the password ZOOOOOM
Turbos Collected Automatically
Enter the password HELP.ME
Minnow-Class Catamarans
Enter the password MIN
Pike-Class Catamarans
Enter the password IKE
Barracuda-Class Catamarans
Enter the password CUD
Slalom Level
Enter the password L.R
Mine Level
Enter the password U.G

WARCRAFT II

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.

end. WARCRAFT II

the biggest database of tips, cheats and codes in any magazine



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
PASSWORDS
TIDES OF DARKNESS - HUMAN
1 - Hillsbrad .....HLLBRD
2 - Ambush 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 - Battle At Darrowmere.BTTLTD
10 - The Prisoners .....PRSNRS
11 - Betrayal And The Destruction Of Alterac .....BTRYLN
12 - Battle At Crestfall ....BTTLTC
13 - 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 - Caer Darrow.....RNSTNT
9 - Tyr's Hand.....RZNGFT
10 - Stratholme .....DSTRCT
11 - Quel'Thalas Falls ....DDRSSQ
12 - Tomb Of Sargera ....TMBFSR
13 - Siege Of Dalaran .....SGFDLR
14 - Fall Of Lordaeron.....FLLFLR
BEYOND THE DARK PORTAL - HUMAN
1 - Alleria's Journey .....LLRSJR
2 - Battle For Nethergard BTTLFR
3 - Into The Breach .....NCMRNT
4 - Beyond Dark Portal ..BYNDTH
5 - The Shadows Seas ..SHDWSS
6 - Fall Of Auchindoun .....FLLFCH
7 - Deathwing.....DTHWNG
8 - Coast Of Bones.....CSTFBN
9 - Heart Of Evil .....HRTFVL
10 - Battle Of Hellfire.....BTTLFH
11 - Laughing Skull.....DNCFTH
12 - Bitter Taste .....BTTRTS
BEYOND THE DARK PORTAL - ORC
1 - Slayer Of Shadowmoon..... SLYRFT
2 - The Skull Of Gul'dan ...SKLLFG
3 - Thunderlord .....THNDRL
4 - The Rift Awakened ...RFTWKN
5 - Dragons .....DRGNSF
6 - New Stormwind.....NWSTRM
7 - The Seas Of Azeroth ..SSFZRT
8 - Assault On Kul Tiras ..SSLTNK
9 - Tomb Of Sargeras ....DPTMBF
10 - Alterac.....LTRC
11 - The Eye Of Dalaran .YFDLRN
12 - The Dark Portal .....DPDRKP

WARHAMMER: DARK OMEN

CHEATS
If your fighters are finding it tough, 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
'Resume' activates the cheats.

WARHAWK

('_' = space)
○△○_X○□△.....Preview epilogues
○×□_××○×.....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 bossactive
○□□○○×△○.....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

WARGAMES

WOPR LEVEL SELECT
Select two-player WOPR Cooperation mode. Highlight Level 2, then enter the password:
○ × ○
○ × ○
× × ○
Return to the main menu and select one-player WOPR mode.
SPECIAL MISSION
For a special NORAD mission in Papua New Guinea, enter the password:
□ × △
△ × ○
□ ○ ×
PASSWORDS
NORAD
Mission 2 ...○ × ○/○ × ×/○ × ○
Mission 3....× × ○/× × ×/× ○ ○
Mission 4...○ □ ×/○ ○ △/○ × □
Mission 5...△ × ○/○ × ×/□ △ ○
Mission 6...△ ○ ○/□ ○ ×/× ○ ×
Mission 7 ...□ × ×/× ○ □/○ × □
Mission 8 ..○ ○ ×/□ □ △/□ □ ○
Mission 9 .□ □ ○/△ ○ △/× △ △
Mission 10.× △ ○/□ ○ ○/○ × □
Mission 11○ □ △/× □ △/△ △ □
Mission 12 △ □ ○/× △ ○/○ × □
Mission 13□ □ △/□ △ □/△ × △
Mission 14.× × ○/△ × △/□ × □
Mission 15.○ □ ○/× □ ×/△ ○ ×
WOPR
Mission 2 ...○ × ○/○ × ○/× × ○
Mission 3 ..□ △ ×/△ × ○/□ × △
Mission 4...× △ ○/× × ○/○ ○ △
Mission 5 ...○ ○ □/□ ○ ×/△ × ×
Mission 6 .× ○ × /△ △ □/○ × △
Mission 7 ...△ △ ×/× □ □/× × ○
Mission 8...□ × ○/△ × ×/□ ○ △
Mission 9...□ ○ △/△ × ○/× × ○
Mission 10.× ○ □/△ ○ ×/□ △ ×
Mission 11 □ ○ ×/△ □ △/□ ○ ○
Mission 12.× ○ △/× □ ○/× □ ○
Mission 13..× ○ □/□ × ×/○ × ○
Mission 14○ △ ○ /○ △ □/× △ □
Mission 15 △ □ △/○ × □/○ ○ □

WCW NITRO

UNLOCK ALL WRESTLERS
Press R1 x4, L1 x4, R2 x4, L2 x4, Select on the character selection screen. A weird sound will confirm correct code entry. All 48 bonus wrestlers will now be available for selection: move ⇧/⇩ to switch between each set.
ALL EXTRA RINGS
Press L1, L2, R1, R2, L1, L2, R1, R2, Select on the options screen. All the extra rings will now be selectable: The Graveyard, Spaceship, Circus, Hive, Turbo, Wunderland, Boudoir, Hall Of Mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark, and Texas.
YMCA DANCE
Select the Disco ring, then press L2 during the fight to make both wrestler do the YMCA dance. You can actually use this to win a match: throw your opponent out of the ring and press L2 when he stands until time runs out!
SWELLING HEADS
Press L1 x7, L2, Select on the options screen. A sound will confirm correct code entry. The heads of each wrestler will swell with each hit.
BIG HEAD MODE
Press R1 x7, R2, Select on the options screen. A sound will confirm correct code entry.
BIG HEADS, HANDS & FEET
Press R2 x7, R1, Select on the options screen. A sound will confirm correct code entry.
SPECIAL ENDING
Complete the game using one of the programmers for a special FMV credits ending.

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.

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 + □.

WING OVER

PLANE SELECT
On the Game Mode screen, press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ×, △. All planes will now be accessible in Free Game mode.

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.

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.
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:
□,○,□,△,○,△,×,□,×,△,△,×,○,○.

WORLD CUP '98

WORLD CUP CLASSICS
To activate this mode, you need to win the World Cup with any team. You can then replay the first-ever World Cup Final, with classic kits, old-style ball, and commentary by Kenneth Wolstenholme. Win this match to activate the next classic final and repeat the process to get them all.

WORLD LEAGUE SOCCER '98

PROPER PLAYER NAMES
This only works for the English teams, but you can change their player names to authentic ones – so no more of that 'Teddy Sherry' and 'Paul Shales'.
Go the Options and select Player Editor. Choose English League, then any team. Now edit any player's name and change it to 'TEAMTWO'. Click on it to make a new 'Default 2' option appear. Click on the latter to bring up the real names for that team. To change the names in all the other English teams, click on 'Back To Teams', then on 'Default 2' in that



menu. As well as appearing correctly on screen, the commentator will now pronounce the proper names during play.

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: ×, □, □, ×, □, □, ×, □, □.

WRECKIN' CREW

UNLOCK EVERYTHING
Enter the password screen and input the following sequence to reveal all: ○, ○, □, △, △, □, □, □, ×, ○, ○, ○, △, □, □, ×.

WWF IN YOUR HOUSE

NO DAMAGE
Pause the game and press L1, R2, L1, R2, L2, R1 and you will have no human damage.

FATALITY MOVES
To do these, simply pin your opponent for the final time and tap in the following combinations:
Bret 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.

WWF WARZONE

VIEW UNLOCKED CHEATS
Whilst in the elevator press L1 + R1 to list the hidden features and modes that have been successfully unlocked (see below).

PLAY AS CACTUS AND DUDE FEATURE
Win the WWF title in Challenge mode with Mankind on either the medium or hard difficulty level. Cactus Jack and Dude Love will now be available on the character selection screen.

PLAY AS TRAINER FEATURE
Enter Training mode and select 'Custom' followed by 'Trainer' at the character selection screen.

PLAY AS SUE FEATURE
Win the WWF title in Challenge mode with Bret Hart or Owen Hart on either the medium or hard difficulty level. Sue the ring girl will now be available as a custom wrestler – sadly there is no mud!

NEW DUDS FEATURE
Win the WWF title in Challenge mode with Kane on either the medium or hard difficulty level. You will receive additional shirts, jackets, masks, pants, and clothes in Creation mode to play around with.

EXTRA GOLD FEATURE
Win the WWF title in Challenge mode with Goldust on either the medium or hard difficulty levels. Then, hold L2, R1 or R2 while selecting Goldust on the character selection screen. You will receive more nancy costumes, including the Marilyndust and Dustydust versions.

EXTRA COLD FEATURE
Win the WWF title with Stone Cold on either the medium or hard difficulty levels. Then, highlight Stone Cold on the character selection screen and press L2, R1, or R2. You will receive additional costumes: black vest and jeans; Austin 3:16 T-shirt and jeans.

RATTLESNAKE FEATURE
Win the WWF title in Challenge mode with a user-created wrestler on either the medium or hard difficulty level. You will receive a beefcake version of Steve Austin as a custom character.

LADIES' NIGHT FEATURE
Win the WWF title with Triple H or Shawn Michaels on either the medium or hard difficulty levels. The 'Female' body type may now be selected in the custom character mode.

NO METERS MODE
Win the WWF title in Challenge mode with the Undertaker on either the medium or hard difficulty level.

BIG HEAD MODE
Win the WWF title in Challenge mode with British Bulldog on either the medium or hard difficulty level.

NO WIMPS MODE
Win the WWF title in challenge mode with Ken Shamrock or Farooq on either the medium or hard difficulty level. Blocking will be disabled when this mode is active.

BEAN MODE
Win the WWF title in Challenge mode with Mosh or Thrasher on either the medium or hard difficulty level. Belching and farting will be enabled with this mode.

EGO MODE
Win the WWF title in Challenge mode with Ahmed Johnson on either the medium or hard difficulty level. As the crowd cheers, the size of the wrestler's head will increase; whilst the boos will have the reverse effect.

RANDOM WRESTLER
Hold ⇧ and press Block on the character selection screen.

ALTERNATE COSTUMES
Hold L2 and select a wrestler at the character selection screen.

FIGHT IN WRESTLEMANIA RING
Win both titles under challenge mode and defend the WWF title from all other wrestlers. The title match will be in the Wrestlemania ring.

TAUNTS
By using the following button combinations, you will be able to taunt your opponent or show off during a match:

△ + ×	Taunt 1
○ + □	Taunt 2

VIEW MOVIES
On the title screen, quickly press ⇧ + △, ⇨ + ○, ⇩ + ×, ⇦ + □, ⇩ + ×, ⇨ + ○, ⇧ + △, L1 + R1, L2 + R2, L1 + R1, L2 + R2. Note that you have to enter the sequence very quickly.
If it's worked, you'll see 'Movie 1' on screen. Now move ⇧ or ⇩, then × to play the movie of your choice – most of them are of the usual snarling wrestlers, but the last few are more watchable.

X2

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

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.

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-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.

PLAY AS AKUMA ON PAD 1
Highlight Spiral with the cursor on the character select screen for three seconds. Then move the cursor to: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai. When you put the cursor on Silver Samurai for the second time, hold it there for three seconds. Then hold all three punch buttons at the same time. Akuma will be present when your game loads in.

PLAY AS AKUMA ON PAD 2
Highlight Storm with the cursor on the character select screen for three seconds. Then move the cursor to: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral. When you stop the cursor on Spiral, hold it there for three seconds. Hold all three kick buttons at the same time to select the character. When the battle loads up, Akuma will be yours to control.

BOSS SELECT
On the main menu, highlight Options and hold L1 + R1 +× until the options menu comes up. Go to Configuration and select System to see a new option: Boss Select – turn it on. Go to Vs Mode, choose your fighter, and hold either L2 or R2 until it says 'Now Loading' to play as Juggernaut or Magneto respectively.

FREE PLAY
Once you've activated the Boss Select cheat, scroll through the number of Credits (on the System screen) to find 'Free Play', giving you infinite continues.

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

SOLID SOLUTION!

metal gear solid

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Also featured in next month's issue:

Populous: The Beginning

Akuji The Heartless

Brian Lara Cricket

Premier Manager '99

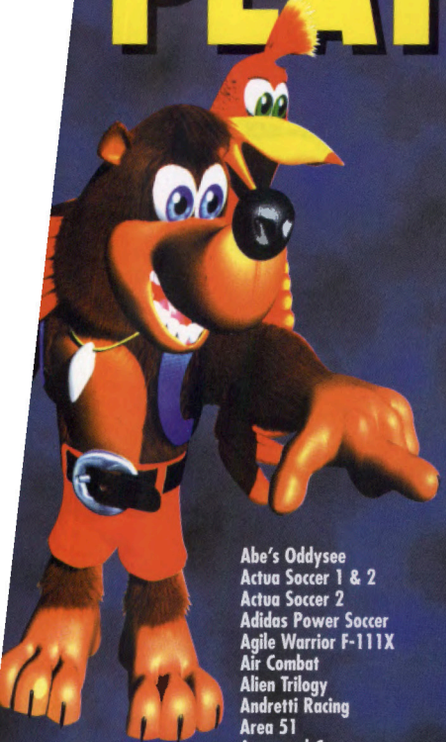
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Note: These are some of the games we intend to cover in the next issue. However, we reserve the right to alter the contents.

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Fighting Force
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Motor Head
Motor Toon Grand Prix 1 & 2
N20
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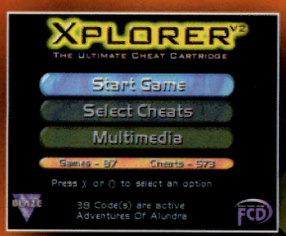
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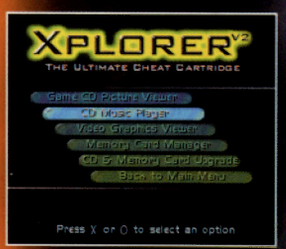
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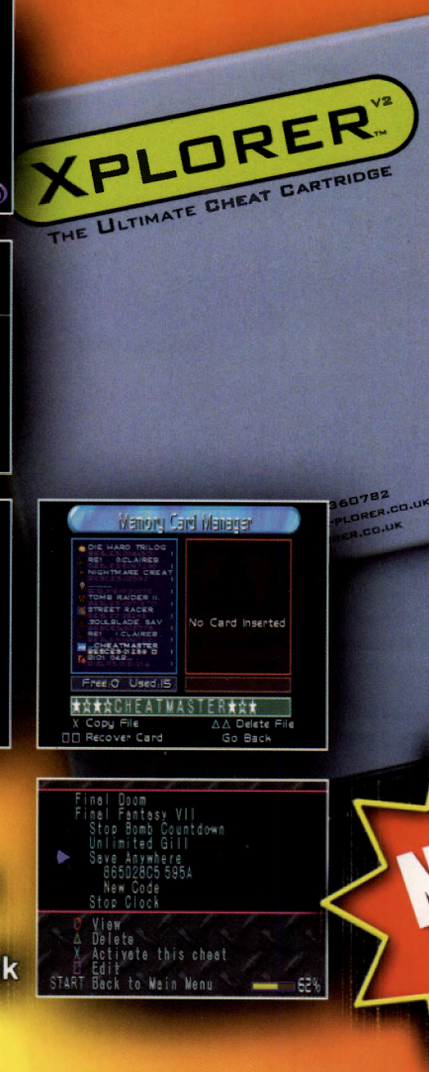


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