

Playstation Monster Secrets

Games

3D Lemmings

Agile Warrior

Air Combat

Alien Trilogy

Arc the Lad

Assault Rigs

Battle Arena Toshinden

Battle Arena Toshinden 2

Beyond The Beyond

Black Ice CD

Brain Dead 13

College Slam

Crime Crackers

Criticom

Cyberia

Destruction Derby

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Doom

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D

Discworld

Total Eclipse

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Gex

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Goal Storm

Gradius Deluxe

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Hyper Formation Soccer
In The Hunt
Japan Wrestling
Johnny Bazookatone
Jumping Flash
Jupiter Strike
Kileak the Blood
Kileak the Blood II
Kings Field
Kurin Pa
Load Runner
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Lone Soldier
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NBA Jam TE
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Need for Speed
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Novastorm
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Robo Pit
Shanghai Triple Threat
Shell Shock
Shockwave
SideWinder
Space Griffon
Stahlfeder
Starblade Alpha
Street Fighter Alpha
Street Fighter Zero
Tekken
Swap Trick
Tekken 2
Theme Park
Tokimeki Memorial
Total Eclipse Turbo
Total NBA 96
Thunderstrike 2
Twin Bee
Twisted Metal
Two Tenkaku
Ultimate Battle 27
ViewPoint
V Tennis
Warhawk
Williams Arcade Classics
Winning 11
Wipeout
WWF Wrestlemania
XCOM UFO Defense
Zeitgeist
Zero Divide

Read me first

Essential Info

Credits

3D Lemmings

Codes

Fun: lv| Tricky: lv| Taxing: lv| Mayhem: lv

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01	21	41	61
BLIMBING 02	GUMMOSIS 22	GEROPIGA 42	62
FANAGALO 03	PRODNOSE 23	BONTEBOK 43	63
DRICKSIE 04	NGULTRUM 24	EMPYREAL 44	64
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GREGATIM 06	BEDAGGLE 26	NANNYGAI 46	66
WALLARCO 07	EPICALYX 27	SARATOGA 47	67
AVENTAIL 08	HOMALOID 28	QUINTAIN 48	68
GAZOGENE 09	LALLYGAG 29	MUSQUASH 49	69
JINGBANG 10	BILABIAL 30	ZOMBORUK 50	70
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ANABLEPS 18	RACAHOUT 38	58	78
QUINCUNX 19	ORGULOUS 39	59	79
TARLATAN 20	DUNCEDOM 40	60	80

Agile Warrior

Game Shark

Infinite Armor	800D43DC 0064
Infinite Sidewinders	80060F26 0020
Infinite Rockets	80060F28 0020
Infinite Mavericks	80060F2A 0020
Infinite Napalm	80060F2C 0020
Infinite Bunker Busters	80060F2E 0020
Infinite Cluster Bombs	80060F30 0020
Infinite Fuel Air Explosives	80060F32 0020
Infinite B61 SRAM	80060F34 0020
Infinite AMRAAM	80060F36 0020

Codes

Max Fuel and Armor

LEFT, (Square x 4), UP, (Triangle x 3), RIGHT, (CIRCLE), DOWN,(x)
(Triangle x 3), (circle)

Max Weapons (999)

LEFT, (Square x 4), UP, (Triangle x 3), RIGHT, (CIRCLE), DOWN,(x) (Right1 x 4), (Left1 x 4), (Right2 x 4),
(Left2 x 4)

B1 Airstrike(killer code!!!!)

LEFT, (Square x 4), UP, (Triangle x 3), RIGHT, (CIRCLE), DOWN, ((X) x 6)

Mesh Fog Editor

LEFT, (Square x 4), UP, (Triangle x 3), RIGHT, (CIRCLE), DOWN,(x) Down, Down, Down, (Triangle x 3)

Overhead Map Translucency

LEFT, (Square x 4), UP, (Triangle x 3), RIGHT, (CIRCLE), DOWN,(x) (Circle x 5)

Passwords:

5433 - This password sets first 3 missions as complete and opens missions 4 and 5000712131224

7154 - This password sets all missions as completed and opens the final mission, called Area 51

This next cheat is an invincibility code. It allows you to not take any damage but you can still run out of fuel so you have to keep an eye out on your fuel.

Pause the game and press the following: Left arrow, Triangle 4 times, Up arrow, Triangle 3 times, Right arrow, O, Down arrow, X, Triangle 3 times and Square

That's all of the codes I know so far. If you haven't tried Agile Warrior yet give it a try. It does take a while to get used to it but after you learn how to control your plane it's a great game. The Area 51 mission is great. It's based on the Top Secret base in the Nevada desert and includes flying saucers and Stealth fighters.

Air Combat

Game Shark

Unlimited missiles	800EEB0C 0040
Unlimited guns	300EEB10 0027
Unlimited fuel	800EEB00 8FFF
Invincible	800EEA2C 00C8

ACE COMBAT (jap)

Unlimited missiles	800EDF18 0040
Unlimited guns	300EDF1C 0027
Unlimited fuel	800EDF0C 8FFF

Alien Trilogy

Game Shark

Infinite health	8009A040 03E7
Infinite charge grenades	8009A058 03E7
Infinite handgun bullets	8009A046 03E7
Infinite shotgun shells	8009A04A 03E7
Infinite flame thrower rounds	8009A052 03E7
Infinite pulse rounds	8009A04C 03E7
Infinite smart gun rounds	8009A054 03E7
Infinite batteries	8009A05A 03E7
Have shotgun	8008F33E 0029
Have flame thrower	8008F34A 0029
Have pulse rifle	8008F342 0029
Have smart gun	8008F346 0029
Fire weapons quicker	8009A024 0001

Codes

UNLIMITED EVERYTHING <- excellent cheat!

Enter the Passcode 1G0TP1NK8C1DB00TS0N and go kick ass!

Level Select: Enter G0LVL# where # is the level you want to start at.

Not choose ACCEPT, then QUIT, then start the game normally.

You will start out only with the pistol.

Arc the Lad

Game Shark

Unlimited energy/life

801A89FA 000F

Blue orbs/power

801A89FE 0006

Walkthrough

[THE INTRODUCTORY SEQUENCE]

- WINTER SCENE -

o As the introduction sequence begins to unfold, you will first see a wintery scene with Kukurū, the young & only daughter of the Whito family, whose destiny was laid forth as the guardian of the mystic spirit shrine of the mountain of Tovice, and one of the village leaders. Kukurū, at this point, faces a certain dilemma in which she must marry the prince of Palencia, a dilemma she feels she should have no obligation to follow through with. Thus, the village leader has given her the prerogative (option) to her own will, only if she goes to the mystic spirit shrine of the Tovice mountain & release the ancient fire. Without question, she does so, not even realizing the consequences of what she is about to do. When she does blow out the ancient fire, a demonic voice speaks out, cursing the 3000 years it has been enslaved within the depths of the ancient fire. Perplexed (stunned) at what has happened, Kukurū returns to the village leader, who is plotting in something beyond the realization of Kukurū. Kukurū questions the village leader of what she heard, only to find ridicule by the skepticism of the plotting village leader. So, this wintery scene ends as the village leader secretly revealing his greedy plot in gaining his reward for following the orders of the evil Lord Andel.

- ARC'S HOUSE -

o At this point of the intro sequence, Arc is seen, seemingly grieving over the long absence of his father. He attempts to open the chest that contains his father's armor & sword, only to find it locked. As his mother, Polta, comes in the scene, Arc questions her of the true nature for his father's absence. Though she only would speak of his father's death as a result of monsters within the mountains, Arc, with denial, increasingly becomes determined to find the true nature of his father's absence, believing that his father was too skilled & strong to perish under the hands of a mere monster. Seeing the strong nature &

determination in Arc, she gives in & opens the chest, and leaves the room. His mother, in the other room, recalls of what Arc's father said 10 years ago, and thus, a flashback scenery is shown. In the flashback sequence, Arc is 5 years old and is seen sleeping in his bed. His father explains to Polta of his destiny to fight the monsters for the sake of his world and his only son, Arc. Polta, reluctant of listening to his reasonings, pleads for him to stay, only to find her husband's determination perpetual (unchanging) to her appeal. He leaves, asking for her to take good care of Arc, and notes that Arc will 10 years from now, embark on the same journey, as it was his destiny to do so. As the flashback ends, the player (you) will now begin your game....

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1. [ARC'S HOUSE]

- o Now that the chest is open, you now have access to the sword & armor.

- o Before you leave the room, make sure to look for hidden items. There is a medicine (HP revive) in one of the pots on the left side of the room.

- o Talk to your mother in the other room. As all mothers are, she will be concerned & will make sure you are well prepared before you go outside.

She will give you...

- Kaisarg Robe (Raises throwing level +1)
- Cure Potion (HP revive)
- Poison Repellant
- Life Potion (Revive a dead member)

- o Make sure to look for hidden items.

There is a rock hidden in the upper right corner of the room. You can use it to throw it against enemies. Make sure to have your Kaisarg Robe equipped before you throw it. It will raise the amount of damage you inflict upon your enemies.

- o Leave the house. You will then head towards the mountains.

2. [THE MYSTIC MOUNTAIN & THE FIRE SHRINE]

- o Back at the wintery mountain scene, you will see Kukuru and hear a demonic wail (scream) in the background. Arc will meet Kukuru for the first time, and Arc will insist, with strong determination, on going to the mystic shrine to light the fire, in hopes of finding out anything that might lead to the whereabouts of his father. Arc takes the light and heads towards the depths of the mountain. When Arc encounters the Demon, it questions him if he is the one that released the fire. Assuming he was, the demon attacks Arc, leaving him to die in the cold. A light shines on him, and he is revived by the guardian spirit of the mountains. It speaks to him of his true destiny and enhances his fighting will/power to battle the monsters.

- o After that sequence, you will begin your first battle against 6 green slimes. They should be of no difficulty, as they only have 3 Hps each. But note that they can replicate themselves at will to create

more slimes.

o Another sequence will thereafter follow, as Arc lights the fire of the shrine. Once he reaches his house, he is summoned by the king of Palencia. Another scene with Kuku & Arc will follow, and his destined journey begins...

3. [THE CASTLE OF PALENCIA]

o As Arc reaches the castle, the little sequence with the Palencia army & Poco is shown. In the castle, Arc is greeted -- but with skepticism due to his youthful appearance -- by the King, whose interest lies in Arc's newfound "power" that was bestowed upon him by the mountain spirit guardian. Lord Andel, the king's most "trusted" advisor, suggests that Arc should prove his worth by fighting the monsters in Colbo. Arc accepts.

o Head towards the Colbo fields, the middle area. There, you will meet Poco, who will be the first to join your group. Fight the enemies.

(Colbo Enemies: Zombies, spirits, green slime, fireballs)

o Return to Palencia to see the king again. When you see the king, you will encounter even more skepticism than before. Then a guard will come in to inform the king of the monsters invading the castle. Arc will take this chance to prove to the king and subjects of his worth.

o At the bridge, Kuku will be surrounded by monsters. Kuku will now be a member of your cast. Battle the monsters.

(Palencia Bridge Enemies: green slime, spirits, evil monk, priest)

o Back at the King's throne room, the king gives his full pardon for his skepticism & doubt of Arc's worth. The scene will follow with the myth of the ancient treasure of light & darkness -- a relic that is foretold to hold the destiny of the world & its fate. The king then speaks of his brother's absence after an incident in the Toyoke woods. The king then asks Arc to find out the truth behind the incident & go to the Toyoke woods. Another scene will follow, with Lord Andel reporting of Arc to an evil source in a mirror.

o Now head towards the Sumaria Airbase where you must travel to Millmana.

4. [MILLMANA]

o On arriving at the Millmana airbase, commander Yagun's right-hand-man will be expecting you, as he will take you to Yagun. On meeting him, he will greet you with extreme ridicule/mockery of Arc's age & appearance. He will even suggest that Arc is too weak & young to venture into the Toyoke woods. Eventually it will come to the point where Arc will, again, have to prove his worth & skills by battling monsters in the woodlands.

- o Battle enemies at the woods (3 sections)

(Millmana Enemies: Skeletons warriors, priests, monks, spirits, poison plants, evil knights)

- o After defeating the enemies in all three sections, it will prove Arc's worth/skills -- which evidently Yagun believes to be a threat to his hidden plans/eugenda & thus, sends his monsters to kill Arc & his friends.

- o Another battle will take place, as Arc travels through the Toyoke woods.

(Toyoke Enemies: Ninja warriors, spirits, giant insects, poison plants)

- o After reaching to the mystic tree of Toyoke, Arc will be visited by the spirit guardian. She will speak of Arc's father & his journey through the woods 20 years ago, and about Arc's destined fate to save the world.

- o Your task in Millmana is done. Though, it is advisable to battle more enemies to gain levels & strength.

- o Head back to Sumaria (Palencia castle)

5. [SUMARIA - Palencia Castle -]

- o When you reach Sumaria, you will notice that there are more battle areas to explore. Though they are battle areas, they contain secondary level enemies. They have more offensive & defensive tactics, so it is advisable to come back to these areas after your characters are at stable levels.

- o Before you enter the Palencia castle, you will see Tosh being taken in by the Palencia guards to the dungeon. As Arc & his party reports of his recent expedition to Lord Andel, Kukururu becomes increasingly suspicious of the true nature for Tosh's capture. Another scene with Tosh & the guards will follow, in which you will find out that Tosh willingly let himself be captured in exchange for the sparing of his father & brother's lives. But, it seems that the Palencia guards betrayed him & not only killed both his father & brother, but also set forth a death sentence for Tosh as well. Out of rage, Tosh escapes from cell & plans for his revenge. The blue guards will transform themselves into monsters and thus, a battle will follow.

(Palencia Dungeon Enemies: Ninja Warriors, drunken trolls, zombies)

- o After speaking to the king, head towards Arc's house. There, Arc will find his house in ruins & his mother missing. A postal messenger will drop off a letter from Arc's father.

- o Head towards the peak of the mountains, where the ancient circle of rocks lie. There you will fight the evil spirit of the underworld. Take heed, for he will cast "Sleep" on your characters a lot, & if you're too close, he will inflict quite some damage.

- o After defeating the spirit demon, Gogen, the old sorcerer, will join your group. In the scene, he will speak of the 5 mystic orbs (fire, wind, light, earth, water) that you will need in the course of your journeys. (Note: Before this scene ends, Gogen finds & picks up a 'Romancing Stone'. These are special hidden items that supposedly give your characters special powers. There are four of them, so if you find them all, something might happen...)

- o Head back to the Palencia castle again & report about the 5 orbs to the king. He will give you some nifty items.

- o Before you go to the airbase, visit Arc's house again. There is a hidden item in Arc's house. Look around and you will eventually find the second 'Romancing Stone'!

- o At the airbase, Tosh - after encountering the spirit who advises him to join Arc - will join Arc.

- o Head to Araratos.

(NOTE: From this point on, Arc's main goal is to obtain all 5 orbs. Search for them in the 5 different continents...)

6. [ARARATOS]

- o On arriving at Araratos, you will be first greeted by Chongara. He has something he wants to show you. Follow him.

- o In the scene at Chongara's little shop, he will tell you everything from mankind's history beginning in Araratos, to what Arc will need in the course of his journey. But he will first ask Arc to obtain a certain ancient artifact (a pot) from the 5th level below of the dungeons, located near the shop.

- o Head towards the dungeon & obtain the pot. It is located on the 5th floor. Note that the enemies past the 6th floor are of high level status, meaning that if you get too caught up in trying to defeat the enemies, you might just find yourself unable to get out... Also note: There are 50 Levels, all full of enemies ranging from low level trolls to insanely-difficult demon dragons.

(Dungeon enemies: Low-level samurai, evil priests, monks, sprights)

- o Once having obtained the pot, head back to the shop. After the flashback scene with Chongara, he will temporarily join your party.

7. [THE UNDERWORLD]

- o You will notice that another area will now be available to explore. It is one of the underworlds to which you will obtain one of the 5 orbs.

(Underworld Enemies: Rock monster, vampire bats, robot.)

- o Your task here is done. Head back to the airbase to search for the second orb in the continent of Gracina. But just as you are about to leave, Chongara will run in & join your party. It seems that he has had a change of heart...

8. [GRACINA]

o In arriving at Gracina, you must head to the temple. There will be a scene where the temple head priest orders Iga to keep Arc & his party out of the temple. Arc will eventually challenge Iga in order to get in the temple. Fight Iga.

o Though without any weapon or items, Iga can prove to be quite a formidable enemy. Try not to use magic on him, as you may find that most of your magic will not work well against him. Use the hit-and-run tactic. And try not to throw bomb on him---he will simply catch them and may possibly throw them back.

o After defeating Iga, he will keep his promise & let Arc meet the temple priest. When taken to the priest, Kukurū seems right through the true form of priest, revealing a hideous monster. A battle against the monster & his army will follow.

(Temple Enemies: teleporting monsters, boss (priest))

o Head to the mountains, where the second orb lies. A battle will follow.

(Temple Mountain Enemies: Blue Slime, Winter Big Foots, monks)

o Having obtained the second orb, head back to the temple, where Iga will finally join your party. Now, on to search for the third orb...

o But before leaving Gracina, you have an option of training & building your skills/levels at the temple. Go there and answer "yes" to his first question. You will first face 20 green slimes. The fighting order will successively go in this order:

1st Stage: 20 Green Slimes

2nd Stage: 20 Fireballs

3rd Stage: 20 Drunken trolls

4th Stage: 20 Bats

5th Stage: 20 Blue Slimes

6th Stage: 20 Hemogees

7th Stage: 20 Vampire Bats

8th Stage: 20 2nd Level fireballs

9th Stage: 20 2nd Level Drunken trolls

10th Stage: 20 red slimes

After the ten & last stage of training, the temple priest will give you a special artifact...

o Also note that the priest will give you the option of gaining a special relic if you answer all his questions correctly. To do this, answer "No" to his first question. Then Answer "Yes" to his second, thus starting your test of wits.

(Here Are The Answers: Question #1: 3rd Answer (7 people)

Question #2: Gogen

Question #3: 4th Answer

Question #4: 2nd Answer

Question #5: 3rd Answer

Question #6: 2nd Answer

Question #7: 4th Answer

Question #8: 2nd Answer

Question #9: 4th Answer

o Head to Needle. There, lies the third orb.

9. [NEEDLE]

o Upon reaching at the continent of Needle, head towards the fighting arena. There, it seems that you need to fight & win in the tournament to win the grand prize -- the orb of wind. The announcer is Rocktle -- he will be announcing the matches & rules.

o In the tournament, you will be fighting 6 challengers. Depending on the skill level your characters are at, it will most likely be a breeze. You will select one of your 7 characters to fight in the tournament. Note that if you change characters anytime during the tournament, you will have to start over.

o After winning the tournament, Rocktle, the announcer, will give you your prize -- the third orb. A scene will follow. In the scene, the announcer will cinically congratulate you for your efforts, but he persists in not letting you leave....at least not alive. It seems that he was part of the evil dominion, & thus sent to rid of Arc & his party. He will transform and a battle will take place.

(Needle Enemies: Evil monks, Arc Demon (Rocktle))

o After defeating Rocktle & his band of evil monks, Gogen will accidentally drop the orb, releasing the wind spirit inside. It will give you the true orb. Now for the fourth orb...

o BUT....before you go to the airbase, check out the arena again. Talk to the other announcer 10 times. He just might give you something...

o Your task here is done. Head to the airbase for the continent of Aribasha. There, the fourth

orb awaits.

10. [ARIBASHA]

o Upon arriving in Aribasha, you will be greeted by the village leader of Aribasha. As he takes you a scenic view of the village, a light flashes & before you know it, Aribasha is in flames. You encounter the demons responsible, and thus a battle...

(Aribasha Desert Enemies: Desert Poison Plants, Red skeletons, blue arch-demon)

o As one of the old leaders of Aribasha breathes his last words, he gives Arc a relic. He asks of you to protect the temple of the water goddess. As you head to the desert temple, you see a band of armies combing the desert area. Kasadooru, the leader of the army, will have his army attack you. Yet another battle...

(Desert temple enemies: Desert insects, giant moth)

o Continue to head north. There are more battles to be fought.

(Temple enemies: vampire bats, level 2 priests, level 2 monks,
1 robot (Kasadooru))

o After defeating Kasadooru & his army, the path will lead to the mystic water goddess' shrine. Go in & get the fourth orb. The goddess will also give Chongara a new monster to summon. He is Raigin. -Also refer to the Tips & Tricks Section-

o Though your task in Aribasha is technically done, there will be two more desert areas for you to battle. For the sake of gaining more levels, it is advisable to explore & battle the enemies there before heading back to the airbase.

o At the airbase, your final orb is located back in Sumaria. But, I STRONGLY advise you to explore the regions you have yet to explore, in order to gain more levels.

- The 50 Dungeons in Araratos & get the secret character
- The 10 training levels at the temple of Gracina.
- pick up a monster at Chongara's shop
- enter other tournaments to win prizes at Needle

11. [BACK IN SUMARIA]

- o Back in Sumaria, go to Arc's house (or what's left of it). Arc's father will have left a letter for you. It states that the final orb will be in the depths of the Palencia castle.

- o Head to the castle, where a scene will take place. After finding out the secrets of Andel & the experiments done on the fire spirit, a battle will take place.

(Palencia enemies: priests, red slimes, blue dragon)

- o Just as you defeat the enemies & gain the final orb, the evil scientist, with his last bit of energy, pulls the self-destruct lever, leaving the Palencia castle on the verge of destruction & everyone in it.

- o As everyone struggles to leave the castle, monsters will try to slow you down. Arc & Kuku will battle the monsters.

(Palencia enemies: blue skeletons, level 2 fires, grim reaper)

- o As Arc & Kuku escape through the elevator, two flying dragons will try to stop you.

(Palencia enemies: blue dragons)

- o A final scene with the destruction of the Palencia castle will be shown. Towards the end of the scene, Lord Andel will decree himself as the new emperor & frame Arc and his party as the ones responsible for the destruction of Palencia and the king.

- o With the final battle coming forth, you will have the option of either re-exploring the battle areas to gain more levels, or to re-enter Sumaria (disguised) and battle the final bosses of the game.

12. [RE-ENTERING SUMARIA]

- o When re-entering Sumaria, you will be disguised as a group of royalty, seeking Andel's help. Once in Sumaria, head to Tovice (Arc's House). There, Arc must blow off the ancient fire & battle the enemies.

(Tovice Mountain enemies: level 3 monks, level 3 priests, level 3 knights, flying insects)

- o Once completed, you must head to the upper little region of the mountain, where the mystic chest lies. There, a battle with 10 red/green demons will take place. It will not be an easy battle.

(Tovice Upper Region enemies: green demons, red demons)

o The final battle sequence of the game will follow. At the waterfall, you will be given an option, asking whether or not you want to proceed.

o Assuming that you answered 'yes', you will use the five orbs to reveal the secret entrance of the mystic treasure. Upon reaching the mystic treasure, it will tell you that in order to obtain the treasure, you must fight your 'true oneself'. Thus, the final boss(es) -- the evil reflections of your characters.

(Final Bosses: Arc, Tosh, Kukuru, Poco, Gogen, Chongara, Iga)

o In the final sequence of the game & having defeated your evil reflections, all five of the gods will speak to you, telling Arc of his true destiny. As they leave, Arc & Kukuru will be given special powers, accordingly to their destined fate. Once leaving the cavern, Anel & his army will be waiting for you, in anticipation of stealing the mystic treasure from you. Oddly enough, Arc will choose not to battle them, assuming he was outnumbered. In the course of events to follow, Anel will gain the treasure, Arc has yet to find his father (at least, not for now) and Kukuru & Arc will be separated (for now), as it was said by the gods. As the final scene unfolds, Kukuru is seen looking over the horizon & Arc's ship will pass by her.

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[EDITOR'S RATINGS]

- o Graphics (*****)
- o Sound (*****)
- o Story (****)
- o Originality (***)
- o Length (*)
- o Overall (****)

EDITOR'S

SPECULATION: G-Craft has indefinitely created a RPG with great potential. Brilliant graphics, immersive sounds, FANTASTIC voice-sampling, an intuitive storyline, and smooth animation. The only & greatest flaw of the game was quite obviously the length of the game, as it can also be seen by the short length of this guide. The first time through, the game lasted a mere 8 hours. The second time through, less than 5 hours -- and note that these times

include going through the full 50 dungeon levels
of the game.

As any RPG fanatic would know, a true RPG would
have to last at least 50 or so hours,

and its greatest emphasis should be based on the
length & creativity/originality of the storyline.

ARC THE LAD definately has the potential to be
up in ranks with the Final Fantasy Series or

Shining Force series, so hopefully, in the

upcoming Arc the Lad 2, G-Craft will extend it

further (say 50 hours worth more?). A new and

original battle engine/format wouldn't hurt either...

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[CAST OF CHARACTES] [SPELLS]

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Arc - Burn Ground (volcanic eruption on enemies)
 - Total Healing (replenishes HP's)
 - Gail Flash (mystic forces flashes on enemies)
 - Slow Enemy (decreases dexterity of enemies)
 - Meteor Fall (huge meteor clashes on enemies)

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Kukuru - Cure (replenishes HP's)
 - Depoison (cures poison status)
 - Silent (disables enemy's magic use)
 - Refresh (cures status)
 - Ten No Sabaki (hail of explosions)
 - Resurrection (revives dead members)
 - Divide (steals HP's from enemies)

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Poco - Ikusa No Kodaiko (raises attack levels
 on members)
 - Arajishi Daiko (laser attack on enemies)
 - Hero Hero Rappa (huge stone notes drop on
 enemies)
 - Ieyashi No Tategoto (replenishes member's HP)

- Noroma No Bass (decreases enemy's dexterity)
- Idaten No Okarina (raises member's dexterity)

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- Tosh
- Oukarai Bakuzan (three deadly slashes to enemy)
 - Juubakuken (paralyzes enemy)
 - Shinkuuzan (Illusion attack for enemy at
2 squares away from Tosh)
 - Koenzan (Shadow attack to inflict deadly)

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- Gogen
- Explosion (massive explosion against enemies)
 - Dream Knock (casts "sleep" on enemies)
 - Diamond Dust (hails of ice thrashes on enemies)
 - Wind Slasher (cyclones thrash against enemies)
 - Heat Wall (creates a fire barrier against
enemies) - look in tips section
 - Thunder Storm (summons lightning bolts)
 - Teleport (teleports)

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- Iga
- Shingan Hoo (casts "rock" on enemies")
- look in tips section
 - Taimakoodan (releases lasers against enemies)
 - Senbuugekishuu (releases a flaming kick to
hit all enemies around him)
 - Ryuusenbaku (summons winds to lift enemies
and thrashes them on ground)
 - Kishin Ryuueiha (throws ground lightning bolt)
 - Metsushuu Reppa (energy wave attack)

--

- Chongara
- Keraku (three elves who heal members)
 - Monfree (creates tiles for passage)

- * Look in
tips section
- Fuugin (wind demon)
 - Raigin (thunder demon)
 - Hemogee (transforms enemies into trolls)
 - Odon (morphs into enemy)

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[TIPS & TRICKS]

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*) -Iga's Rock Spell

- o Once the "Shingan Hoo" spell (rock spell) is casted on enemies, the "Taimakoodan" spell (laser spell) is enabled/accessible. The laser will attack all the enemies under the rock spell. Note that the Taimakoodan spell is not usable independantly.

*) -Chongara's Monsters & the 1100+ HP Damage Attack

- o Chongara's abilities are of a unique one. He summons enemies of all genera at his will. Though his monsters may not seem as useful at first, his two monsters "Raigin" & "Fuugin" can be quite a deadly combination when used accordingly.
- o Though it takes some time to summon both Raigin & Fuugin, once they are out, place them around an enemy, preferably a strong one. But note that they must be in a VERTICLE FORMATION, in order for the attack to work.

EXAMPLE: | Raigin |

 -
 ** ENEMY **

 | Fuugin |
 -

Once they are in a verticle formation, a spell will now be accessible, which can inflict more than 1100 HP damage! Death is inevitable.

- o Chongara also has a secret character that he can summon at only certain times. To access her, you must fight your way through all 50 dungeon levels at Alalatos, and eventually fight her. If you do

manage to defeat her (good luck -- you'll need it), she will join your party & Chongara will be able to summon her, but only in certain locations. But then, you have to go UP though ALL the 50 levels again, in order to get out. If you die, all that hours of work will have gone towards nothing! So be sure to be well prepared before going down there.

*) FINAL NOTE: Talk to many of the people when available.

If you talk to them annoyingly (over & over), they just might give you some nifty items. For example, the announcer at Needle -- talk to him over & over (about 10+ times). He will eventually get sick of you and will give you a book that will make you immune to all poison statuses.

=====

T H E
E N D

--

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** Coming Soon: Genso Suikoden Walk-Through **

** Also to be Updated Soon:

[MOVE GUIDES]

- o Sailor Moon S Battle Moves Guide
- o Suikoenbu (Dark Legends) Moves Guide
- o Advanced V.G. Battle Moves Guide

[REVIEWS]

o PoliceNauts: Private Collection Review

o Wizard's Harmony Review

Assault Rigs

Codes

Invincibility: LFLFLLFRFRFF

All Weapons and Items: LRLRLRRUDUUDUDD

Where:

L = Left R = Right U = Up D = Down F = Fire

Enter during game.

Chris Griffin and Tony Toon

Here are the level codes for levels 2-24:

- 2) NEXTGEN - square,x,square,x,triangle,square
- 3) THISWAY - triangle,square,square,circle,circle,triangle
- 4) JOYJOY - triangle,square,triangle,triangle,circle,triangle
- 5) NODDY - square,triangle,triangle,triangle,x,triangle
- 6) WASTELANDS - triangle,square,circle,circle,x,square
- 7) VERTIGO - x,square,square,square,circle,triangle
- 8) GEMTOWER - triangle,square,x,square,triangle,triangle
- 9) BRIDGE - square,triangle,square,x,triangle,x
- 10) OBLITERATE - triangle,triangle,circle,square,x,square
- 11) ARENA - triangle,triangle,x,triangle,circle,square
- 12) PBM - circle,square,triangle,triangle,triangle,circle
- 13) RAMPS - triangle,square,circle,x,triangle,square
- 14) OASIS - triangle,triangle,x,square,square,x
- 15) HALLS - circle,x,triangle,triangle,triangle,triangle
- 16) COASTER - circle,square,circle,circle,circle,square
- 17) MINE - triangle,triangle,triangle,circle,triangle,square
- 18) LOOK UP - square,circle,square,x,square,triangle
- 19) DEADLINE - x,x,square,x,triangle,circle
- 20) FORT - x,square,x,triangle,triangle,square
- 21) STAIRWAY - triangle,square,triangle,square,triangle,triangle
- 22) PARK A LOT - square,square,triangle,circle,square,triangle
- 23) ZAMCAM - circle,x,x,x,x,triangle

- 24) SHOOT ME - triangle,square,square,triangle,triangle,triangle
- 25) WILD - triangle,circle,triangle,triangle,circle,square
- 26) OIL RIG - square,circle,circle,x,circle,x
- 27) RIGHT WAY - x,circle,square,triangle,triangle,square
- 28) WASTE TWO - square,circle,square,square,square,square
- 29) DODGE - triangle,square,circle,x,circle,circle

John F. Piddock

- 30) Air (Sq,Cir,X,Cir,X,Tri)
- 31) Jump (Cir,Sq,X,Tri,Cir,Tri)
- 32) Room 101 (Tri,Sq,X,Cir,Sq,X)
- 33) Firepower(X,X,tri,X,X,sq)
- 34) wave (X,Cir,Sq,Cir,Cir,Sq) Hard!
- 35) Push off (Cir,Tri,X,Tri,X,TRi)
- 36) Perimeter(X,Tri,Tri,X,X,Sq)
- 37) Spiral (X,Tri,Tri,X,Tri,Sq)
- 38) The Castle(Sq,tri,Sq,Tri,Sq,x)
- 39) Fortress (Sq,X,Tri,X,X,Tri)
- 40) Lifts Ahoy(Tri,X,Tri,Cir,Sq,X)
- 41) Push Me (Cir,X,Tri,Cir,Tri,Sq) Big cool level

Hanoi Rocker

Battle Arena Toshinden

Game Shark

Infinite health player 1	801B82D0 00FE
Infinite time	801CA6E8 0B3A
Select Gaia	801BC11A 0008
Select Sho	801BC11A 0009

(JAPANESE)

Select Gaia	801BB49A 0008
Select Sho	801BB49A 0009
Remove arms	801BB49C 000A
Remove arms & legs	801BB49C 0005
Only players head	801BB49C 0001
Player 1 is automatic	801BB496 0001

Faq

Ending Notes To fight Sho who is the games REAL last boss, you must go through the game without using a continue and you must be on NORMAL difficulty or harder. Sho has the moves of Kayin and Eiji

and then some. You will receive the games real endings by beating Sho.

When you beat the game on a difficulty below NORMAL, you will only fight Gaia. If you beat Gaia, you will receive a "DESPERATION " move. If you beat the game on a difficulty of NORMAL or harder and reach Sho by not using any continues, and beat him, you will receive a Secret Move. It is alright to continue when fighting against Sho.

Play as Gaia To play as Gaia, at the title screen when the words come sliding from the sides onto the screen, press Down, Down + Left, Left and hit Weak slash. Weak slash is the Square button by default. You will hear the word "FIGHT!" confirming the code worked. Now on the character select screen, hold up on Eiji and hit any attack button. You can now play as Gaia.

Play as Sho First put in the Gaia code, let the game go to the demo, press - start on controller 2 to go back to the title screen, and as the words come in, press on controller 2: L,R,L,R,L + square (weak slash). You should hear "fight", and the text will turn blue. Then go to player select screen, go to Kayin, push down and square.

Instant Secret Moves After entering the codes to play as Gaia and Sho, wait through the demo until the title screen comes up yet again. Like before, as the options come in from the left, do DL + Weak Kick on controller 1. You'll hear "Fantastic!" and the option text will turn white. To utilize this feature change the control type to use L1, L2, R1, R2 as SPECIAL buttons. This can only be done on Easy or Very Easy. Now anytime during a fight hitting L1 + L2 + R1 + R2 + SL at the same time will unleash the character's Secret Moves.

Config Select After entering the "Instant Secret Moves" code, wait for the demo to start (one more time!) Press Start, and when the title screen appears, and the text is scrolling in from the side, press: L, R, L, R, L + Square (Weak Slash) on controller 2. If done correctly, you will hear the announcer say "Fantastic!" and the text on screen will be yellow. This code allows you to use any control configuration on any difficulty. (ie: you could use the A4 controller configuration on Normal and higher difficulty levels.)

Camera Options To change the camera angle as well as scrolling and zooming the view, you need to select a control type that does not use any of the top four L/R buttons (e.g. A2). There will now be a Camera option called YOUR SELF. Go back to the control type and choose A5-G5. The top four buttons will now control your camera angles.

While playing use the top buttons to change camera angle any time. Pause the game. Hit all four circular buttons + the Select button. The Options menu will disappear, but you can still control the camera angles. Hit all four circular buttons + Select one more time. The energy gauges and scores will disappear. The top four buttons now act as scrolling and zooming features!

If you have a 2P controller in port two, the Select button can be used as a frame by frame advance! If you

have set the 2P control type to CAMERA, you can use it to change camera angles while using the 1P controller to zoom.

NOTE: You can use the 2P controller to set the camera angle to view the fight from *below* ground level. The floor will be invisible. This particular camera angle can only be set while the game is paused, but you can press Start at this moment to continue playing using this unique view!

Hit all four circular buttons + Select to get back the Options menu. Or hit Start to play without the energy gauges and scores!

Instant Desperation Moves Make sure that your controller is set with all four buttons as special attacks (i.e. A4). Whenever your character's energy gauge is flashing, hitting all four top buttons together will execute the character's Desperation Move.

Moves Desperation Moves are denoted by **** They can only be done when your energy bar is flashing red.

B = Back F = Forward DF = Down and Forward etc..

Eiji:

RekkuuZan	D, DF, F + Slash
HishouZan	F, D, DF + Slash
Ryuseikyaku	(While jumping) D, DB, B + Kick or D, DB, B, UB + Kick
Shugekidan	DF + Kick
Secret Move	U, D, U, D, F, B, F, B + Hard Slash

** Hyakki Moshuu Ken F, DF, D, DB, B, DB, D, DF, F + Hard Slash

Kayin:

Sonic Slash	D, DF, F + Slash
Deadly Rays	F, D, DF + Slash
Scottish Moon	(While jumping) D, DB, B + Kick or D, DB, B, UB + Kick
Leg Crush	D, DB, B + Kick
Secret Move	F, DF, D, DB, B, DB, B, F, B + (Weak Kick+Hard Kick)

** Hell's Inferno F, DF, D, DB, B, DB, D, DF, F + Hard Slash

Sofia:

Thunder Ring	D, DB, B + Slash
Aurora Revolution	F, DF, D, DB, B + Slash

Rattle Snake D, DF, F + Slash
Laugh Taunt F, DF, D, DF, F, B, D + (Hard Slash+Weak Kick)
Secret Move DF, D, DB, D, DF, B, F, D + (Hard Slash+Hard Kick)
** Call Me Queen F, B, F, B + Hard Slash

Rungo:

Fire Wave D, DF, F + Slash
Power Thrust F, D, DF + Kick
Batter Up F, DF, D, DB, B + Slash
Fire Strike D, DF, F, B + Slash
Secret Move UF, U, UB, B, DB, F, B, D + (Hard Slash+Hard Kick)
** Mega Fire Wave B, DB, D, DF, F, DF, D, DB, B + Hard Slash

Fo:

Mystic Sphere F, DF, D, DB, B + Slash
Pagoda Kick D, DB, B + Kick
Sphere Burst (While jumping) F, DF, D, DB, B + Slash
Traveling Sphere B, DB, D, DF + Slash
Claw Slide D + Hard Slash
Small Fart F, UF, U, UB, B + (Weak Slash+Hard Kick)
Laugh Taunt F, DF, D, DF, F, B, D + (Hard Slash+Weak Kick)
Secret Move Weak Kick, Weak Slash, Hard Slash, Hard Kick,
 B, F, B, F + (Hard Slash+Hard Kick)
** Do Do Don Pappa F, B, DB, D, DF, F, B + Hard Slash

Mondo:

Goriki Tenbu F, D, DF + Slash
Goriki Fujin B, DB, D, DF, F + Slash
Goriki Raijin (While jumping) D, DF, F + Slash
Shippu Tsuki/Jyodan D, DF, F + Slash
Shippu Tsuke/Gedan D, DB, B + Slash
Secret Move F, UF, U, UB, B, F, DF, D + (Hard Slash+Hard Kick)
** Choriki Daibutsumetsu: D, DF, F, D, DF, F, B + Hard Slash

Duke:

Southern Cross B, F, DF, D + Slash
 Cyclone D, DF, F + Slash
 Head Crush (While jumping) D, DF, F + Slash
 Knight Strike F, DB, D, DF + Slash
 Secret Move DF, D, DB, D, DF, D, B, F + (Weak Slash+Hard Kick)
 ** The End DB, D, DF, F, B + Hard Slash

Ellis:

Tornado D, DB, B + Kick
 Flaming Crescent F, D, DF + Slash
 Air Dance (While jumping) D, DB, B + Kick or D, DB, B, UB + Kick
 Arc Slash (While jumping) D, DB, B + Slash
 Ribbon Toss F, UF, U, UB, B + (Weak Slash+Hard Kick)
 Secret Move DF, D, DB, D, DF, B, F, D + (Hard Slash+Hard Kick)
 ** French Kiss F, B, F, B + Slash

Gaia:

Full Steam B, DB, D, DF, F + Slash
 Sea Slash F, B, DF + Slash
 Arm Blast F, DF, D, DB, B + Kick
 Secret Move: (Spinning Bastar): DF, D, DB, D, DF, B, F, D +
 (Hard Slash+Hard Kick)
 ** Desperation Move F, DF, D, DB, B, F + Weak Slash (Square)

Sho Shinjo:

Double Rekkuzan D, DF, F + Slash
 Shouzan F, D, DF + Slash
 Angled Shouzan B,D,DB + Slash
 Leg Crush D, DB, B + Kick
 Ryuseikyaku (While jumping) D, DB, B + Kick or D, DB, B, UB + Kick
 Scottish Moon (While jumping) D, U + Kick
 Eiji's Throw (When close to opponent) B + Hard Slash
 Kayin's Throw (When close to opponent) B + Hard Kick
 Secret Move D, F, UF, U, UB, B, D + (Hard Slash+Weak Kick)
 ** Hyakki Moshuu Ken F, DF, D, DB, B, DB, D, DF, F + Hard Slash

Battle Arena Toshinden 2

Codes

To use Uranus and Master:

Go to the main menu.

Press the following buttons below on player 1 joystick when the options scroll in.

L1, L2, Triangle, R1, R2, Square.

The options will have a blue frame, and you'll hear a sound if the trick worked.

To use Sho and Vermilion:

You need to do the trick for Uranus and Master first.

Go to the main menu.

Press the following buttons below on player 2 joystick when the options scroll in.

Square, R2, R1, Triangle, L2, L1.

The options will have a red frame, and you'll hear another sound if the trick worked.

Faq

key

d=down

f=forward(toward char.)

b=back(away from char.)

u=up

d/f=diagonally down forward

d/b=diagonally down back

O=the o button

X=the xbutton

Tri=the triangle button

Sq=sq

hcf= half circle forward

hcb= half circle backward

New Moves For Everyone

Pounce(while other player is on the ground)-Tri + 0

Stomp(while other player is on the ground)-Sq + X

Quick roll f,hold f,and a roll button

running moves- simply press any button while running

four button trick-X+0+Tri+Sq and b or f or d to access special moves also works in the air

To Access Hidden Chars.

Uranus and Master just beat the game on the default setting when you turn it on(you must get your name up for this to work) after you've done this at the dhar select screen hold select on the ? and wait till you see them Sho and Vermillion turn the difficulty to 8 in options then beat it with master and there you go

Eiji

fireball- d,d/f,f,Sq or Tri

uppercut- f,d,d/f,Sq or Tri

sword flip-b,d,d/b,Sq or Tri

flamekick(must be done in the air)-d,d/b,b,X or 0

slide-d/f,X or 0

overdrive move(while overdrive meter is flashing)- X+ 0+Sq+Tri or R1+R2

desperation-hcb,hcf,Tri or R1+R2

special-?

Kayin

fireball-d,d/f,f, Sq or Tri

uppercut-f,d,d/f, Sq or Tri

glow kick(can be done in air)-d,d/b,b, X or 0

sword attack- d/f,Tri

overdrive move(while overdirve meter is flashing)- X+0+Sq+Tri

desperation-hcb,hcf,Tri

special-?

Sofia

fireball(also can be done in the air)-d,d/b,b,Sq or Tri

spinning attack-hcb,Sq or tri

glowing flip kick-hcf,X or 0

whip attack-d,d/f,f, Sq or Tri

overdrive move- X+0+Sq+Tri or R1+R2

desperation-f,b,f,b, Tri

special-?

Rungo

ground smash-d,d/f,f,Sq or Tri

spinning attack-f,d,d/f, X or 0

rising attack-f,d,f/d,Sq or Tri

charging club swing-hcb,Sq or Tri

triple kick combo-d,d/b,b, X or 0

overdrive move- X+0+Tri+Sq or R1+R2

desperation- hcf,hcb, Tri

special-?

Fo

blast ball (can be done in air)-hcb,Sq or Tri

running ball-b,d/b,d,d/f, Sq or Tri

up ball-d,d/b,b,Sq or Tri

jumping kick-d,d/b,b,X or 0

lunging claw-b,f, Tri

overdrive move- X+0+Tri+Sq or R1+R2

desperation-f,b,d/b,d,d/f,f,b, Tri

special-?

Mondo

long spear (fireball in the air)d,d/f,f,Sq or Tri

uppercut-f,d/f,f, Sq or Tri

spinning staff -hcf,Sq or Tri

low spear-d,d/b,b,Sq or Tri

up spear-b,d,d/b, Tri

overdrive move- X+0+Tri+Sq or R1+R2

desperation- d,d/f,d/f,b, Tri

special-?

Duke

b,f,f/d,d,Sq or Tri

swinging sword(can be done in air)d,d/f,f,Sq or Tri

sword combo-f,d,f/d, Sq or Tri

lunging sword-d,d/f,f,X or 0

overdrive move-X+0+Tri+Sq or R1+R2

desperation-d/b,d,d/f,f, Tri

special-?

Ellis

spinning attack-d,d/b,b,Sq or Tri

air attack (only in the air)- d,d/b,b,Sq or Tri

uppercut-f,d/f,f,Sq or Tri

air roll-d,d/b,b,X or 0

flip kick (only in the air)-d,d/b,b,X or 0

overdrive- X+0+Tri+Sq or R1+R2

desperation f,b,f,b, Tri

special-?

Gaia

down firball-hcf,Sq or Tri

sword slice-d,d/b,b,Sq or Tri

lunging sword-f,d,d/f,Sq or Tri

air roll-d,d/b,b,X or 0

strong sword-b,f, Tri

overdrive- X+0+Tri+Sq or R1+R2

desperation-hcb,hcf, Tri

special-?

Tracy

tazer-hcf,Sq or Tri
flip kick-f,d,d/f,X or 0
side step uppercut-f,d,d/f, Sq or Tri
rolling air attack-d,d/b,b,X or 0
air attack-b,d,d/b,Sq or Tri
over drive- X+0+Tri+Sq or R1+R2
desperation-f,b,f,b, Tri
special-?

Chaos

breath attack-d,d/f,f,Sq or Tri
sonic rings(only in the air)-d,d/f,f,Sq or Tri
rolling attack-hcb,Sq or Tri
jump dive attack-hcf,X or 0
crab attack-f,d,d/f, X or 0
overdrive- X+0+Tri+Sq or R1+R2
desperation-hcf,hcb,Tri
special-?

Hidden Character section(how to access them are at the top of the page

Uranus

green arrow-d,d/f,f,Sq
double green arrow-d,d/f,f, Tri
low green arrow-d,d/f,f,X
low double green arrow-0
fly move(in the air)-0
dragons breath-f,d,d/f,X or 0
low flaming longe-hcb,hcb,Sq or Tri
flame ball-hcf,hcf,0
overdrive- X+0+Tri+Sq or R1+R2
desperation-?
special-?

Master

shin basher-hcf,Sq or Tri
up sword-d,d/b,b,Sq or Tri
sword attack d,d/f,f,Sq or Tri
uppercut-f,d,d/f,Sq or Tri
sword combo hcb,hcb,Sq or Tri
overdrive- X+0+Tri+Sq or R1+R2
desperation-
special-?

Sho

uppercut-f,d,d/f,f,Sq or Tri
glow kick-d,d/b,b,X or 0
flamekick(must be in the air)-d,d/b,b,X or 0
flip kick (can be done in the air)- d,u,X or 0
flipkick fake-d,d/f,f,X
flipkick fake then flamekick-d,d/f,f,0
sword flip-d,d/b,b,Sq or Tri
overdrive- X+0+Tri+Sq or R1+R2
desperation-hcb,hcf, Tri
special-?

Vermillion

shotgun-Tri
pistol-Sq
shoot up-d,d/b,b,Sq or Tri
energy attack-f,d,f/d,
rolling kick- hold d,X or 0
face smash- 0 in the air
overdrive- X+0+Tri+Sq or R1+R2
desperation-
special-?

Misc:

Stomps: To perform this successfully, you have to wait until your opponent has stopped "bouncing", and is laying flat on the ground (or as close to it as they can get, ie-Mondo). Then, without doing anything else, or being in the middle of another animation, press the two strong or weak attacks together. The weak stomp hits at close range, the strong hits at long. There is a maximum distance for both of these (and apparently a minimum distance for long range), and you need to learn it. If not, you'll just stomp the ground next to your opponent.

Dodging toward your opponent: In addition to dodging left and right, you can dodge while advancing towards your opponent. Just press towards them and then dodge while still pressing. (So far, this is one of the best tactics for Sophia and Rungo to avoid the teleport knockback)

Combos: Apparently, any weak to strong combination will generally produce a combo, including a weak kick to a strong punch. It seems that a lot of characters will combo if a weak punch is followed by a strong kick, or a weak kick is followed by a strong punch. It seems that some characters have "free" hits as well, but that may simply be a blow that hits twice.

General:

Timing- When you perform a move, WAIT until it is completed before trying anything else (except a combo). Hammering buttons will leave you wide open and helpless. Try to react to your opponent and either:

- a) Beat them to the punch with a faster attack (generally a standing weak kick works best)
- b) Dodge and hit 'em from the side (gives a good chance of a combo, especially if you dodged towards them)
- c) Block and counter (pretty dependable, but you can't combo as well)

Also, if you are facing the wrong way, let go of your control and then tap once in the opposite direction (it seems that you only need to tap either left or right, just toward your opponent). If you try to attack and turn, or move and turn, you will not turn around. Ever notice how the computer can suddenly turn itself around to block your attack? This is how it's doing it.

USE AUTOBLOCK!!!!: This is located above the controller configuration, and it is the entry that has a symbol that looks like three boxes stacked vertically. Not only does this help when you aren't paying attention, it also allows you to advance more safely, dash into fireballs (you'll take damage, but still advance unless you use Sophia or Rungo), and helps compensate for the shifting camera angle. It also

helps a bit against characters that have "runaround" type attacks, but you have to manually block at the same time. Just block the initial direction of the attack and KEEP HOLDING. Don't try to switch if the camera or your character moves. It's still not 100% perfect, but it works wonderfully against Vermillions little rolling shots.

Well, that's all I can think of for now... If you've got any comments, post 'em at the end of this list. Also, does anyone know what the "mystery" controller options are? When you go to configure your controller, you have: Specials 1-4, Dodge Left, Dodge Right, Standard Attack 1-2 (I'm guessing, it seems that they are just a weak and strong punch), and then two or three options that don't seem to do anything at all. What the heck are they?

Beyond The Beyond

Walkthrough

Beyond The Beyond Walk Through Guide

- Version 1.3 -

SYSTEM: Sony Playstation (Japan)

FEATURES: Fully Mapped Polygons/Enhanced Battle Mode

ALSO LOOK FOR: Feda-Remake!, Arc the Lad 2, Beyond the Beyond 2

Editor's Note: Here is finally the posting for the Beyond the Beyond full Walk-Through Guide. If there are any questions or requests to clarify parts of the guide, please e-mail me at siwata@sfsu.edu. Also, if you see any errors in the guide, please tell me. ThankX. Please note that the proceeded events & details will be discred, due to the length of the game.

(1) THE VILLAGE OF AYLA

-After watching through the introduction & dialog sequence, Galahad will give you a flask. Your very first task will be to obtain the mystic water from the cave near the village.

-Be sure to look around in suspicious places where items might be hidden. You'll need as much items as you can find, for you will need it--the "Getting More Money" trick (look in the tricks & tips section) will not apply until you find a ring (any ring).

(2) IN THE CAVE NEAR AYLA...

-In the cave you will encounter a path that splits into two. The right cave will lead you to the mystic water. The left cave will lead you to the lava pit. Go to the Lava Pit first. -At the lava pit, Annie will be captured by the lava monster. Don't worry. Simply go to the cave w/the mystic water & fill the flask with the water. After doing so, Go back to the lava pit & pour the water into the pit. The monster will release Annie & then give some of the water to Annie as well. -Your task here is done. Head back to the village.

(3) BACK IN THE VILLAGE OF AYLA

-After watching the little sequence, Annie & Belushe will join you. -Your task now is to go find Samson, the legendary warrior, so head towards the town of Marion. -Be sure to make enough money so that you can restock on weapons/armor & items.

(4) MARION

-When you enter Marion, you will get to watch a little sequence where castle guards are after Samson. - Go into the house to which Samson came out of. Search the desk & a stairway will reveal itself. In the

basement, flick the switch & it will trigger a hidden passage into the castle. -Before you go in, be sure to be well stocked on items & repellents. -In the depths of the dungeons, follow the path until you meet Samson. After the little sequence, he will join you. Follow the path towards the dungeon cells. You will find Edward down in the cell. The key to unlock his cell is located in the next room. Edward will then join you.

-Afterwards, another sequence will follow, as the sorceress Ramu will end up casting a curse on Samson. -Though your task here is done, you might want to search around for some nifty items hidden.

(5) CHURCH/TEMPLE

-The Church\Temple structure is located to the far east of Marion. -In the structure, show the Rosaria (the item that you obtained after Edward joined you) to the priest & he will open a path to an underground path. -BUT, in order to get to the underground path, you will have to solve the first puzzle of the game. There really is no strategy I can offer regarding the picture puzzle---trial & error is the best method of solving it.

(6) UNDERGROUND

-Once you have entered the underground path, Belushe will soon leave your party & the gate will close behind you. -follow the path & once outside, you will encounter two paths---one leads to the tree puzzle, the other leads to a cave where a golden dragon dwells. Also, before you enter either path, you will also have the option of saving your game at the little house.

-Within the cave of the dragon, you will notice that the sleeping dragon is blocking your way. It is intentional & it will not wake up until the very near end of the game. So, don't bother trying to wake it up or finding a way through. -The only option left is to undergo the long tree puzzle. The basic method of solving this puzzle is simply carefully pushing the acorns into the holes & eventually jumping into holes that may lead outside. Because it would simply be too complex to include a map within this posting, you will have to simply rely on, again, trial & error.

-Once you have solved the tedious puzzle, head towards the castle of Saragoon.

(7) SARAGOON

-First, find a way to get into the castle so that you can talk to the King & Queen. But, guards are blocking your way. You must now enter the sewers/well. It will lead to the backyard of the castle.

(8) THE SEWERS

-In the sewers, search around. Get accustomed to the paths & get a basic idea of how to get through. You will find a path that is blocked by a locked gate. -The key to unlock the gate is located in the liquor store of the town. Go get it & unlock the gate. -Follow the path & eventually you will come across a ladder leading to the backyard of the castle. There, you will meet the queen & her guardian. -During the sequence, it will eventually come to a point where Samson will be tested if he is truly the real Samson or an imposter. But, because he is cursed, his incredible strength will be gone, hence, he will fail to raise the column & be accused of being an imposter.

-You must now go through the sewers again to get back into the castle again. Once you have reached

the backyard, the queen will give you a mystic seed that will be crucial in finishing the game.

(9) THE VILLAGE OF OPHA

-This little town is located in a desert far southeast of Saragoon. There is not much to do here, but it is the first town to offer magic-replenishing potions for your spell casters.

(10) THE ANCIENT TEMPLE

-You probably noticed this temple lying in the edge of the desert. The temple not only holds the key to finishing the game, but also is where you will eventually find the god's assistant. You will first need to find the Moon-Shell, located deep within the puzzle of the ancient temple. But, you can simply pass it by & head down towards the sea port town of Monmalt, & come back to it later when you are ready.

(11) MONMALT

-This particular town is one of the most unique towns you will ever come by in the game. During the daylight, it does not seem as much, but by nighttime, it is a party saloon for the villagers. -If you look around, you will notice that there are many treasure chests simply lying around, but you cannot get to them.....for now. The only way to get to them is when it is nighttime. And, in order for the town to become nighttime, you need the Moon-Shell that is in the ancient temple. -But, you do not necessarily have to get the Moon-Shell for now. Rather, you can head up towards the magical village Shimon, located far North of Monmalt.

(12) SHIMON

-In order to get to Shimon, you need to pass through the cave. -Search through the cave EXTENSIVELY & be sure to get the green jewel before you leave the cave. You'll need it if you want a new character. -Once you have passed through the cave with or without the jewel, head towards Shimon. Talk to the villagers. You will also find a path that is blocked by a rock. Ignore it for now.

-Go to the mystic tree & talk to the high priest for more info on how to cure Samson's curse. -If you do have the green jewel, go to the far West side of the village. You will find a house. Go in & give the jewel to the sorcerer. A sequence will follow. -When you have the yellow blob following you, head outside. Another sequence will follow, and now, you have a new character to join your party!

His name is Tonto & he is a summoner. As the game progresses, he will become EXTREMELY useful, as he learns very powerful spells such as Golemn Level 3 or Thor Level 3.

[Note:] Now that you have the new character, there is nothing left for you to do, but to go get the Moon Shell in the ancient temple, if you haven't already. If you already have, then go back to Monmalt & use it. (You have to be outside of the town in order to use it.)

(13) MONMALT--NIGHTTIME

-After you used the Moon Shell, you now have access to those treasure chests that you couldn't get to before. -Buy new weapons. Talk to the villagers. -Once you leave the town, it will turn into daylight again.

-Go back into the town & look for a guy who is sitting down talking to another villager. Talk to him. He will offer to trade you your Moon-Shell for an ancient stone piece. Go ahead & trade it. You will need it in the town of Easto. -Stock up on items. Head to Easto.

(14) EASTO

-In reaching the little town of Easto, you will need to journey through the mist valley & the rainbow valley. -Your task is to obtain the Magical Pot, which is located in the remote island of Easto, right across from the village of Easto. -In the village of Easto, find the statue, located nearby the eastern part of the village. Search around & eventually you will come across it. -Use the stone piece and place it in the statue. A sequence will follow & a bridge between the village & the island will reveal. -Once on the island, go in the temple & solve the puzzle.

Find your way through & at the end of the puzzle, you will face a sub-boss. Constantly use fire spells.

(15) BACK AT THE ANCIENT TEMPLE

-Now that you have both the Magical Seed & Pot, goto the ancient temple. Place the pot at the bottom altar & at the upper level, drop the seed down. A giant stalk will grow & allow you to explore the upper region of the temple.

(16) UPPER REGION OF THE ANCIENT TEMPLE

-The puzzle here is based on the concept of day & night. When you enter the "daylight rooms", the night blocks will be raised, thereby rendering you from passing by. Same goes for "nighttime rooms". - Find the hammer. Look for it lying on the ground.

-Use it on a particular crack in the ground.

It will open up a new path.

-Search your way through until you find a room with an old man. He is the god's assistant. He will then explain to you your true destiny & task. He will give you golden orbs for

each of your characters & a stone tablet. -He will then teleport you to the temple near Shimon. There, the legendary sorcerer will lift Samson's curse. -After the sequence, head out the cave that leads to Saragoon.

(17) NEW TASK....A NEW JOURNEY THROUGH MARION

-Your task now is to go to Marion & update the King & Galahad on what has happened so far. -In getting to Marion, you will need to go through the cave where the golden dragon dwells. He is still sleeping, so simply find a way through. You will also find a treasure chest that you cannot access. Come back to it later in the game. (I will mention it towards the end of this guide.) -After exiting the cave, you will need to cross the bridge. -Head to Marion & report. -After the sequence, Galahad will eventually ask you if you are still insisting on going to Bandooru. -Obviously, "Yes" is the answer. -Head towards the Western bridge, which will connect to the Western islands, leading to Bandooru. Go.

(18) BANDOORU CASTLE

-Guards will not let you in the castle. Look for another passage. -The hidden passage is located on the left side of the Bandooru village wall. Follow the path. -The path will lead you to a cave. As with all caves in this game, there are many treasures to be found. The cave will lead you inside of the Bandooru castle. Be prepared. Guards will attack you.

(19) INSIDE THE BANDOORU CASTLE

-Explore & find your way through. (a little too vague I suppose..) -When you first enter the depths of the castle, you will find a room with a locked door. Remember to come back when you have the key. (what key? I'll explain later...) -look in pots and shelves. You will find some nifty things. -In one of the dungeons, you will encounter a particular guard that will stop & attack you. Once you defeat him, he will drop a key. (This isn't the key for the locked door mentioned before.) -Find the dungeon cells. Find Kevins. Use the key. Talk. Watch.)

(Note: You probably noticed that treasure chest. I have yet to find out how to get to it, but rest assured, it isn't crucial to finishing the game.)

(20) VOLCANO MAZE

-Your mission now is to find Kevins & save him. Go. -After exploring around, you will eventually find out that it was all part of an "elaborate plan", to use Kevins to lure you into a trap. (Gee. Some trap eh?) - A mysterious person (you will know who it is later in the game)

will save you. Get the key. Use it. -Go through the annoying caves & collect the nifty treasures. -There will be a scene with Kevins & Yeon (the green guy). -After they both fall, go into the cave (not the one with the rock in front of it) & get the key. -Your task here is done. Search for a way out. There will be a locked gate. Unlock it with the golden key. Go.

(Note: As of yet, I have not figured out how to pass through the cave with the rock in front of it. If anyone has figured it out, please post it.)

(21) THE SEA DOCK/PIER

-Here is a nice scene. Watch. See-King-Get-Creamed. -Afterwards, a new character will join you & give you his boat.

-It's DOMINO!

-Sail the boat. Sail. Keep on Sailing. Fight bad guys. Sail.

-Now that your task here in Bandooru is done, you must now go to a remote island called Despurin. It's the island with the rocks surrounding part of it & an ancient temple in the middle.

(22) DESPURIN

-This island has some nice goods to offer. Also look for hidden items in bushes, rocks, etc.

-Also remember to talk to a girl standing in front of the house.

She will offer to give you a good time after you manage to "upgrade" yourself. (This is a RPG. No dirty thoughts allowed.) -The "upgrade" is basically the same thing as raising your

status level, just like in the Shining Force Series. -To upgrade, go in the shrine, located on the far northern side of the town. Remember to buy new weapons before going in. -The upgrade process is basically a test--a test for your main character to see if he is worthy. You must not only go in there ALONE, but also solve the puzzle as well. Better be prepared--fighting 5-6 magic casters by yourself can be extremely annoying at times. Also remember to find the treasure chest with the sword. -If you managed to succeed, you get to change the status of all your characters. (Also remember to go back to that girl...) -If you don't succeed, simply move on. You can come back to it whenever you feel ready. But, you must succeed if you want to get the FLYING DRAGON and use better weapons.

(Not to mention finishing the game....)

(Note: The puzzle is basically a remember-the-figure puzzle. You will be given a flash shot of the tiles & you need walk on it exactly as it was shown. Since there really isn't a strategy that I can offer, just try it over & over & over.)

(23) THE VILLAGE OF LEEVE

-This tiny village is located to the left of Despurin. It has many, many good items to offer, so remember to stock up before going. Stock up especially with the magic-repellents potions.

(24) THE CASTLE OF BABAROS

-This castle is only reachable by boat. It is located in the core of the mountains & is surrounded by acres of forests. -Once you manage to reach it, explore. Meet people. Talk. -There will also be a little scene where a red-headed girl beats up two guards. She is the princess of Babaros and is rumored to be one of the secret characters. Nice. -Talk to the people of Barabos. Go in the castle. Talk more. -Talk to king. Talk to weapons shop. Get more weapons. -Go to room. Read book. Walk. See Jane fly. (Just kidding.) -There really isn't much to do in Babaros, but if you noticed in the castle, there is a tablet. Remember to come back later.

(25) BACK TO DESPURIN

-By now, your characters should be strong enough to pass the puzzle in the shrine. If not, you suck. (just kidding) -Once you do pass it, you will find that your little dragon friend, Stiner, isn't really little anymore. He is now a fully developed golden dragon, capable of taking you anywhere (almost anywhere) by flying. It really beats riding the boat and having to fight enemies over & over.

(Note: When you upgrade your characters, your main character now has a new spell call Stiner, hence, because you now can summon him to caste some deadly dragon breathe on enemies. At a cost of 9 magic points, it is a good deal.) (26) MISTORIAL -Now that you now have access to flying anywhere without the bothersome enemies getting in the way (thank goodness), you can now easily goto the far northern island of Mistoral. It is a town composed of an elven race, with really powerful weapons.

-Talk to the metalsmith. He will offer to make you some really powerful weapons & armor if you will get

some mithril metal for him. This task is optional. But, if you want to proceed with it, you need the aid of the flying machine (I'll get to that later) & travel to the nearby ice cave.

(27) BANDOORU, PILOFF, & BARUBAROS (Getting the tablets) -Now that your ready to get all the tablets, get ready to do some heavy travelling & fighting. -Your task now is basically to get all four tablets & place them in the four temples. -What four temples? Well, before you go anywhere, you must begin to be very familiar with the map. Know where the small temple islands are. Know where the crevas in the ocean is. -You can get the tablets in any order. You already have the tablet that you got from the god's assistant (the old man). You can start off at Bandooru, where all you need to do is to unlock the door (I mentioned this before) with the GOLDEN key & get the tablet. Then you can goto the island of Piloof, where a mushroom puzzle awaits you. It was a pain to go through it but once you got the tablet, simply use the "escape" spell to warp out.

The final tablet is at Barubaros. When you go there, you will notice that your whole castle/village is nearly destroyed. Goto the main castle hall where the king awaits to say his last words. Ignore what the king's advisor says. He is basically mumbling how afraid he was when he saw the beast... Get the last tablet & leave. -Now that you have all the tablets, place them in the small four islands with the temple shrine. No order. Go. -There will be a flashing light scene. The flying temple will arise from the depths of the sea. -Before you go in, be sure to be stocked up on items.

(Note: When you saw Barubaros destroyed, I think there were secrets to be found. I have yet to find Rorelai yet (the red-headed girl) but she is bound to be somewhere.....)

[Updated Trick: In the destroyed town of Barubaros, try to get up on the upper gate wall that you can see when you first when you enter the town. You can find a way leading to the upper gate walls in the castle. On the Left Side of the gate walls, go as far as you can go until you find a dead end. Though you will not be able to see yourself, at the dead end, go ahead & talk. A secret merchant will talk to you & sell you some special items. Using the "Getting-More-Money" trick, buy as much special items you want.

(28) THE FLYING MACHINE/TEMPLE

-Go in the temple. It is yet another annoying maze filled with fun & surprises.

-Fight the enemies & try to get to the core of the temple.

-There will be one part where you have to use an item in a treasure chest to ignite the fire & open the door.

-Once you do get to the core, there will be a scene.

-Stiner gets hurt, but don't worry---he.....(you'll see later)

-YOU NOW HAVE ACCESS TO THE ULTIMATE FLYING MACHINE!!!

-YOU ALSO HAVE ACCESS TO GO TO HIGHER HEIGHTS!!!

(Note: Now that you have access to higher heights, you can now goto the ice cave to get the mithril

metal. It's optional though)

(29) THE OTHER TEMPLE (now that's a little too vague....) -This "other temple" is located in between Marion & Saragoon.

Look around that area to find it. Go in & you find.....

Stiner!!!!

-Now that you have Stiner back, you can now go to the valley near Bandooru.

(30) THE FINAL TABLET

-You will need the final tablet to open a door in an upcoming part of the game.

-The final tablet is located on a very remote island located near the southwestern lower part of the Barubaros islands. Keep looking for it. You will eventually come across it. Or simply look at the map provided with the game.

(Note: In the ancient temple, there are two things you can find hidden.

(1) look for a hidden staff weapon in one of the lights.

(2) look for a hidden passage in the western part of the walls in the last room. It will lead you to the treasure chest.

(31) "DESERT VALLEY"

-Even though there is a little town within the desert valley, there really isn't much to be seen.

-After you feel pumped & ready to take on another challenge, go into the cave located near the southern part of the desert valley. Be prepared.....I mean really prepared for a loooooong journey. (not to mention annoying.)

(32) THE ANNOYING CAVE

-Okay. Of all the caves in the game, this cave is quite possibly the most annoying cave of all. Good thing you only need to pass it once. -Not only are the enemies attacking you every 3-5 steps of the way, but you also have to take into consideration WHERE you are stepping into. There are sandholes everywhere. You will know when you experience it. -You will also face an "enemy" towards the end. He has a familiar look.....hmmmm.....look closer.....Belushe? Is that you? (Note: Here's a strategy: Go veeeeerrry slowly. Very slowly.)

(33) THE ENEMY'S KINGDOM

-Congrats. You made it through the most annoying cave & you dying to make it to the nearest village to replenish yourself. -Save your game. You're at the near-end of the game. -Once you explore & familiarize yourself with the area, find the temple & go in. -You must be prepared to fight TONS of enemies (pretty powerful ones at that) and be prepared to unleash tons of magic. In other words, be stocked up with

magic replenish potions. -You will first fight Dagoot, the archer/magician you encountered in the sea, He is packed with lots of magic spells. -Then, use your final tablet to open the door.

(34) INSIDE THE DEPTHS OF THE UNDERWORLD

-The moment you step past the door, be prepared for the longest & last puzzle in the game. -The puzzle is basically set so you will need to bring both the GOOD ORB & the EVIL ORB separately to the core room to open the door leading to Shutat, Ramu, &

-My advise: Take heed to the temple music. The faster the music, the closer you are to the core room. The slower, the farther. Also take heed to the surrounding statues. -Once you have taken both orbs to rightful places in the core room, the doors will open & you will finally face Shutat & Ramu.

(Note: The process in taking the orbs to the statues is an extremely long one, so be prepared to encounter tons of enemies.)

(35) SHUTAT & RAMU: ONE ANNOYING DUET

-You finally made it through the puzzle & you're pumped & ready to take on Shutat & Ramu. Make sure you are stocked up on magic-replenishing potions & healers. It wouldn't hurt to teleport back to the village to rest at the inn & save the game either.

-Once Shutat greets & congratulates you for reaching him, he will babble on and on about his vision of a new world, sculpted in his own very image. He will later even give you a choice if you want to: (A) join him in his "crusade" of darkness or... (B) challenge his will. Hopefully, you chose (B) or in regards to the game, answered "[No]" to his answer. He & Ramu will then fight you. -Both Ramu & Shutat are magic users, so my advise is to take out one of them as fast as possible, preferably Ramu. Once you have broken the duet, taking out the last one will be simple.

-BUT.....it's not over. It seems that both Shutat & Ramu were acting under the influence of an evil being. So...I hope by now, you still have some life left in you, because the REAL boss is nextup.

(Note: You might want to check out the tricks & tips sections of this guide before facing the main boss. It will tell you how to obtain the ultimate dragon sword & some other nifty items.)

THE FINAL SHOWDOWN: What can I say.....the main boss has got to be the

most annoying enemy in the entire game. He will constantly attack you with his "Soul-Blast" spell which will knock off about 22-27 hit points off all your characters, depending on the level of armor and defense. It may not sound as much, but that would only be true if he did not cast the spell 2 to 3 times per round! And to top it off, he will on occasion, throw in a level 4 summoning spell & a

level 3 dispell to annoy the heck out of you.

Before you know it, you will be seeing "Groggie"
more times than you ever imagined.

STRATEGY: One of the best tricks I found in defeating the main boss is to: designate one of your characters, preferably the strongest one, as the constant attacker, designate another character as the constant healer (obviously Annie) (Level 2-3 Heal-Rain recommended)

& designate another character as the constant provider of the Magic-Replenishing Potions for Annie. The other two may be assigned to do whatever you please, but usually having one of the two (preferably Tonto) casting the "Attack Level 2 or 3" on your party will help quicken the pace considerably. Eventually, the main boss will die out & the victory is attained.

[TIPS & TRICKS] v1.0

*) Making More Money: If you are equipped with any of the magical rings, go ahead & sell it. But make sure that it is equipped first. Once you sell it, you will notice that you are still wearing it & you are 7,500gps richer. Keep on repeating the process until you reach 99,999 gps. Go out & buy stuff.

*) The Golden Orbs: Ever wonder what those golden orbs given by the god's assistant were good for? Well, if you are in the enclosed valley & want to get out without going through the hassles of the annoying cave, then go ahead & use it. It will teleport you to the location of your "leftout" character. Once accustomed to using the Golden orb, you can build a technique of teleporting in & out of the enclosed valley.

*) Access To Treasure Chests: Remember all of those treasure chests that you could not access without a certain key? Well, it just so happens that the key is located in the cave of the sleeping dragon. Go get the key & you now have access to all of the treasure chests & the mighty dragon sword. But note that the key will not be there until you have reached the enclosed valley...

HERE ARE SOME WHEREABOUTS OF SOME OF THE TREASURE CHESTS....

-In the cave of the sleeping golden dragon. Go to the house where a treasure chest with the sword awaits you.

-There are two chests in Bandooru. One is in the upper floor of the inn. The other is located in the dungeon cells of the castle.

-There is one in the magical village of Shimon. Go in the tree & there will be a treasure chest on the bottom 2nd floor.

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(NOTE: The ending is covered next, so for those of you who have yet to finish the game & would like to find out for yourself, do not read on.)

THE ENDING: The ending for Beyond the Beyond was not what I had expected to be, after seeing the nice CG animations for the intro of the game. No, you will not get to see any CG animations or any interesting ending that you would normally see in a Final Fantasy game. But what you do get to see is an obviously implication of a sequel to come.

SUMMARY: After defeating the main boss, the go's assistant (the old man from the ancient temple) appears & after explaining what is to come, he teleports them back to his temple, as the underworld begins to shake & crumble. Each character tells his or her plans for the future & the main character will decide to go back to the underworld to search for his foster parent, who was discovered to still be alive. As they all are teleported back to their own towns/villages, the credits begin to appear. Stiner & the main character are then showed to be flying from town to town, showing all the characters in the game. And as a result, the game ends with the main character flying off with Stinder into the underworld to undertake their new quest in search of Kevins. And so....yet another advenure is set.....

...for Beyond the Beyond 2....hmm.....

(IMHO, the ending was very bland & uninteresting for a PS-X title...)

RUMORS: When the ending sequence is being shown, there is one scene where all the characters are lined up, in 2 rows. But, in the second row, there are two suspicious spaces that seemingly leave the line formation incomplete & deformed. In fact, those two spaces are for the two secret characters in the game, Rorelai (the princess of Barbaros) and possibly Galahad. I have yet to find them but rest assured, once I find them, their whereabouts will be posted....

Black Ice CD

Faq

Black Ice CD FAQ

George Cifrancis Black Ice CD FAQ

Balls

Thumb Pad Up: Adds Balls

Thumb Pad Down: Subtracts Balls

L1: Freezes screen when held down

Select: Quits Demo

Diffusion

L1: Changes from flat squares to ball

L2: Toggles transparency??

Triangle, Square, Circle and Cross buttons: rotate object

Select: Quits Demo

Rcube

L1: drops cubes on the ground (hitting L1 repeatedly bounces surface)

R1: Seems to change cube colors (also restores cubes after hitting L1)

L2: Zooms out

R2: Zooms in

Thumb Pad Up: Rotates Cubes Up

Thumb Pad Down: Rotates Cubes Down

Thumb Pad Right: Rotates Cubes Left

Thumb Pad Left: Rotates Cubes Right

Triangle: Cycles cubes from solid, transparent, gouraud shaded? and texture mapped

Square: toggles black and white background

Select: Quits demo

Mat

Thumb Pad Up: Rotates Mat Up

Thumb Pad Down: Rotates Mat Down

Thumb Pad Right: Rotates Mat Left

Thumb Pad Left: Rotates Mat Right

Triangle: Adds creatures

Cross: Subtracts creatures

Select: Quits demo

Oden

After brief self running demo....

triangle,square,circle and cross buttons: rotate objects

L1,L2,R1,R2 and Thumpad changes RGB light source positions

Various combinations of L1,L2,R1,R2 and triangle,square,circle and cross buttons change the various light sources intensities.

Thumb Pad Down: makes all 3 objects goraud shaded?

Thumb Pad Right: puts brick texture map on cube

Thumb Pad Left: puts brick texture map on sphere

Thumb Pad Up: puts brick texture map on cone

Select: Zoom In

Start: Zoom out

Both Start and Select: ends demo

Movie

Select: quit

Texture Movie

Thumb Pad Up: adds video spheres

Thumb Pad Down: removes video spheres

Triangle,square,circle and cross buttons: rotate video sphere

L1: Zoom Out

R1: Zoom In

Select: quits demo

Manta

Start: Zoom In

Select: Zoom Out

Triangle,square,circle and cross buttons: rotate manta

Thumpab buttons: move manta up down left and right

Hold R1: Fish leave the area

Hold R1,R2,L1,L2 (all at the same time) and hit start: reset demo

Hold R1,R2,L1,L2 (all at the same time) and hit select: quit demo

Dino

Start: Zoom In

Select: Zoom Out

Thumpab buttons: move dino up down left and right

Triangle,square,circle and cross buttons: rotate dino

L1: Move head left

R1: Move head right

L2: make Dino grow!

R2: make Dino scream!

Hold L1 and R1 and press Thumbpad Up: Make dino stand upright and move up

Hold L1 and R1 and press Thumbpad Down: Make dino stand upright and move down

Hold L1 and R1 and press Select: Dino stops and just stand.

Note:In the above stop and stand mode you can also play with the

R1,R2,L1,L2 buttons

(trying holding all 4 down at once while in this mode! is this balloon mode?).

R1,R2,L1,L2,Start,Select (all at once): Quit demo

The End?

Enjoy!!

George C.

Brain Dead 13

Walkthrough

- * The game starts in the middle of a four-way intersection. Going forwards and back does not lead further in the game. Move Left or Right to move to another level inside the castle. Once past the staircases, moving either Left or Right will eventually take you in a circle around the castle.
- * In this circular area, there are two intersections that will allow you to go down. Going Down returns you to the staircases which will lead to the four way intersection at the beginning. Three intersections will allow you to forward by pressing Up. They are Vivi's Funeral Salon, Moose (The Stairway) and The Garden.
- * These three areas have hidden secrets that must be completed correctly on the first try. If you fail, you must start over:
 - + Vivi's Funeral Salon: When Vivi asks if you want a "shave" or "something else", look at Lance's face carefully. One of his eyes will shift. This clue will reveal the correct move, which is to the Right. To finish this section, get the manicure, then the facial. The final move has a hidden secret. In the final move, Lance is sitting in the chair when Vivi activates her remote control. Instead of pressing Left, press B and figure out the remaining moves to successfully defeat Vivi for good.
 - + Moose (The Stairway): When Fritz pulls the ropes that bring you to the top, the ending moves are Left, Left. Instead move Left, Right and figure out the moves to defeat the sports player and escape Fritz.
 - + The Garden: When you swing to the ledge of the statue, go right to avoid the statue's poison. After that instead of going Up, go Right and figure out the moves to defeat the statue. If this is done successfully, the statue will toss you back to the castle unharmed. To get through the maze, move Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up.
- * Move Left or Right when crossing the bridge. Both directions must eventually

be crossed. You will end up at an intersection. Move in the direction that Lance is running. After Lance climbs the ladder, go Up to avoid the cat's attack. When the witch approaches, move in the direction Lance is facing.

- * When Lance gets to the tunnel go Down. When Lance takes the eyeball, leave the room. You will end up in that tunnel again. This time, go Up. After defeating the first witch, you will be in a four-way tunnel. Go Up and follow these same instructions in reverse for the evil twin witch.
- * After defeating the second evil twin witch, you will be in the four-way tunnel again. Go Up. When crossing the bridge towards the location of either witch, an elevator will appear. Go Up.
- * Pick up the sword and fight your way up the stairs. Enter the room at the top of the stairs to face Dr. Nerosis. You can move Left or Right, or just waste time. To finish the game, go Left, Right and try to learn the moves (timing is critical). If successful, Dr. Nerosis will finally be defeated. To leave the castle before it explodes, press any button or move in any direction.

College Slam

Game Shark

Codes

Team 1 scores 999

80065510 03E7

Team 2 never scores

80065520 0000

Unlimited Whirlwin

d: Do 2 clockwise circles at the
"Tonight's Matchup" screen.

Small Players: Push Triangle 7 times at the "Tonight's
Matchup Screen".

Extra Player: Do a counterclockwise circle at the
"Tonight's Matchup Screen".

Dunks Anywhere: Push UP,DOWN,UP,DOWN,UP,DOWN at the
"Tonight's Matchup Screen".

Crime Crackers

Codes

Animation Select At the title screen press U, U, D, D, L, L, R, R and SELECT.

The word START will turn to ANIMATION.

Criticom

Game Shark

MASTER CODE

D005A2F8 7D24

Player 1 invulnerable

80059DE8 0300

80059F58 0320

8005A0C8 0320

Player 2 invulnerable

80059C78 0320

80059B08 0320

80059DE8 0300

Codes

Yenji Level 2 Password for Yenji: SPID

Level 3 Password for Yenji: STAR

Level 1:

Hold R1+Forward [Claws Charge]

Hold R1+Square-Square [Lightning Kick]

Hold R1+Down [Roll Jab]

Hold R1+Square+Forward [Kick and Charge]

Hold R1+Eks [Cradle Kick]

Hold R1+Triangle+Down [Double Charge]

Level 2:

QCF+Square [Shuriken]

Jump, QCF+Square [3 Air Shuriken]

Hold R1+Tri [Multi-Cut]

Level 3:

Hold R1+Square+Down [Ground Dash]

QCF+R1 [Shuriken Chain]

Criticom–Partial Password and Code List

Here's a partial list of passwords and codes for Criticom.

Any help filling in the table would be appreciated, as I *do*

Also, if you know how to enter the access codes, please post how!!!

	Password	Password	Access
	One	Two	Code
DAYTON	SIER	ETER	DIRAT
DELARA	PHAN	KING	DCINO
DEMONICA	----	----	
EXENE	SPHE	WING	ESCIN
GORM	CHAM	MARV	
S.I.D.	----	----	
SONORK	PLAY	CHRO	SSISE
YENJI	SPID	STAR	YAHAM
GORM - CHAM - MARV			
YENJI - SPID - STAR			
SID - ODTM BATM			
EXENE - SPHE - WING			
DELARA - PHAN - KING			
DAYTON - SIER - ETER			

Cyberia

Codes

Cheat Code:

Enter NEMROSIM as your name at the beginning of the game. This allows you three things:

- * You can select difficulty level 1 for both Arcade and Puzzle modes.
- * You can "load" any game save point, as all the passwords are in place for you.
- * Blood. Not a lot, but it's uncensored. (The only place I really noticed is at the Slice-O-Matic death scene. Cool.)

Credits:

At the terminal password screen ("GENIUS"), you can enter two different passwords to get the Sony developer's credits:

```
TNRUB_SDC_NOILLIB_A ("_" = space bar)
_REEB_OROPPAS_KNIRD (that's a space at the front)
```

Walkthrough

Contents:

- I. Introduction
- II. General Information
- III. Walkthrough (with Passwords)
- IV. Codes and Cheats
- V. Credits

- I. Introduction

"What is Cyberia?"

Cyberia, released by Interplay, is a PC game that has been ported to the Playstation. It is a combination of genres: it's half standard adventure with amazing graphics and play, and half same-old FMV shooter. The FMV shooting scenes aren't that bad, it's just that it's been done before, and again, and again.

It's not entirely linear- there are two "decision" points where you can take two entirely different paths through the game. That's not something you usually see in games of this type, but there's not enough of it to give it a lot of replay value.

Good storyline, great graphics, good interface, but it is kind of short in the long run without a lot of replayability. It's a renter in my book (this FAQ has been written from a rental weekend, in fact).

"What's the plot?"

Well, there's a lot of plot for this game. The manual does a good job of introducing it, and the game does kind of suck you in over time. In summary, you're ZAK, a 21st century hacker on a mission to infiltrate a secret base in Siberia, in search of some very ominous goings-on there.

"Hey! Is this game censored?"

Yup. Actually, I'm only aware of one scene that is cut out (death by Slice-O-Matic). However, there is a cheat code (see below) that allows you to see the censored scene(s).

II. General Information

"What's with the difficulty levels?"

Arcade difficulty changes how large the targets are for you to shoot at (the harder you select, the smaller the targets), and it seems to drain your energy and shields faster at the harder levels, although this may just be my imagination.

Puzzle difficulty changes the puzzle difficulty. Only two puzzles actually change dramatically, so it's not that big of a deal.

If you are playing with a digital control (standard Sony pad, digital joystick), I suggest Arcade level 1 just because it's so difficult to get that cursor where you want it with just eight directions. Puzzle level, well, it's up to you, but levels 2 or 3 don't make that big of a difference.

"Nice game, but why is everything so dark?"

It's mood lighting. I don't think it's in the manual, but the SELECT button changes the game's brightness (gamma adjust). It's very helpful in some of the dark rooms and arcade sequences.

"Any other hints?"

Well, it's easy to miss in the manual, but for the arcade sequences, don't forget about these buttons:

L1: Changes to arcade cursor mode (up=up, down=down)

L2: Changes to flightsim cursor mode (up=down, down=up)

R1: Increases cursor speed

R2: Decreases cursor speed

R1 and R2 are great for fine-tuning your cursor speed in the action sequences if you're using a standard game pad.

III. Walkthrough (with Passwords)

>>The Rig<<

"RIG DOCK"

Once you have arrived at The Rig, walk forward. Santos will tell you to go through the door on your right (R, F, F, F). Walk down the hall to your right (F).

"MEET GIA"

The lovely Gia will tell you to turn around nice and slowly (L) and you will disarm your weapon. The Rig will then come under attack, so follow Gia (F, F) to the guns.

"SKEET SHOOT"

From the turret, you will be attacked from the air by helicopters, hovercraft, and fighters (black dots on your radar), and from the sea by magnetic mines (green dots). Your gun ammo is the horizontal red bar, shields are shown by the green vertical bar, and hull by the blue diagonal lines. If the gun is damaged, it will start to shake and be very hard to control.

"BIG KISS"

Okay, a real decision here. If you want to kiss Gia, move forward. Otherwise,

press fire or another direction.

<If you don't kiss Gia:>

Walk back out to the hallway (F,F,F,F,F), back to the dock (R,F), and to the left-hand door (R,R,F,R,F)

"GOING UP"

To activate the elevator, go to the panel (R,R,F), and press the "Hanger" button. (Yes, the button says "Hanger", not "Hangar". Beautiful looking game, but you think they would have invested a few dollars in a dictionary.) Enter the elevator (R,F,F), and approach the plane (F,F,F,F,F).

"EASY RIDE"

Before taking off, check out the plane (L,F). Funny looking device, isn't it? Perhaps you'd better check it out (L,F).

(See Bomb Puzzle)

<If you kiss Gia:>

"ZAPPED"

Well, maybe kissing Gia wasn't such a good idea after all. Once you wake up, you'll wish you hadn't. Don't struggle (don't move!), and Gia will come to your rescue. Well, sort of.

"BIG SHOCK"

Walk over to Santos's body, re-arm your weapon, and walk into the warehouse (F,L,F). Decision time, although it's kind of minor.

Going left at the junction (L,F) takes you further into the warehouse. Wandering around the maze of boxes (F,L,F), you find a particularly interesting box. Scanning it with the MRI and Bio-Scan shows something interesting, but using the IR scan triggers an explosive. If you use the IR twice, the detonators will explode in six seconds. If you walk away (B,F), it won't hurt you. This doesn't seem to accomplish much of anything that I can tell, so it's probably best just to skip it. Walk back to the junction (from the box:

B,F,F,F).

Going right at the junction (R,F,F) gets you to a ladder and a locked door.

Climb the ladder (F,F) to get on the Catwalk.

"CATWALK"

Santos's guards will be after you now, so walk to the door, go through it

(F,F),

turn around and lock it behind you (L,L,L,F, press "Lock"). A guard is around that crate, so get up close to it to look around (L,F). The guard will then come walking towards you. Wait until he's practically standing in front of you, then fire (X). Run to the plane (F,F,F).

"STEAL PLANE"

The guard you locked behind the door has come looking for you, but he can't see you through the crate. Wait until he is on the other side, then move around it (F). He isn't a great shot, so wait until he fires a stray shot and blast him (R to move out, L to move back, X to shoot). Once you've toasted the guard, walk over to the plane (F).

"ROUGH RIDE"

...and it gets rougher. Don't forget to check it for any stray explosive devices that might have been planted on the plane (F,L,F).

<<Bomb Puzzle>>

Scan the bomb with your MRI, and you will see the inside of it. Toggle the vibration sensor (second from the right), and then move to the switches on the left. By flipping the switches, you want to cut the connection to the detonator (far right, the lower one) without triggering it (the upper one).

Solution:

PUZZLE LEVEL 1: There's only one active switch, so hit it!

PUZZLE LEVEL 2: Okay, three active switches, not too hard. Hit the first and third switches.

PUZZLE LEVEL 3: Wow. Seven active switches. Okay, hit the second, fourth, fifth, and sixth switches.

Okay, the bomb's disarmed, time to go. Board the plane (F,R,F,F,F), and head to Cyberia.

>>Transfighter Missions<<

Time for some action missions. Seven of them, so be ready. Simple actions: point the crosshairs at the targeted box and fire. If you take shots at an enemy that hasn't been targeted yet, there will be no damage. Conserve your shots, as once you've drained them, you're a sitting duck until they recharge again.

"OPEN OCEAN" - Open Ocean

You will make five passes at the hovercarrier, all the while being attacked by hoverfighters, helicopters, boats, and turrets. On the fifth pass, you will see a blue target on the carrier, which is the fuel truck. You must destroy it to complete the mission.

"ISLAND RUN" - Military Islands

Blow up the munitions dumps, boats, and aircraft that happen to be in your vicinity. The large carriers are never targets, so don't waste time on them. At the end of the stage, a series of cruise missiles will be fired at you from the middle of the screen. After taking these out, hit the submarine with everything you've got left. Like the boat, if you fail to destroy it, you'll instantly die and have to restart.

"VALLEY RUN" - Norway

Ahh... the lovely green valleys of Norway. Lots of air and ground targets, no boss.

"PORT FLYBY" - Archangel Military Port

Tons of air and ground targets, and a shield generator to destroy. Your flight computer will let you know when it's coming (look for the green glow), so be sure and take it out to continue.

"UNDERGROUND" - Freight Tunnel

This one is rough. Tons of targets, and tons of fuel trucks. Watch the color of the target- fuel trucks have blue targets, and hitting one sends the entire tunnel up in flames. The only goal here is to survive. Watch out for the hoverfighters waiting for you at the end of the tunnel.

"PIT STOP" - Zubrovska

Blue targets are friendly, so try not to hit too many of them. Towards the end of the mission, several fighters will be coming at you that can destroy you in a heartbeat, so be sure and save some ammo for them. As you're setting down, don't shoot the helicopter overhead- it's friendly.

"ICE SCREAM" - Ice Canyons

The last mission on the way to the Cyberia Complex. Watch your shields, conserve your shots, and be prepared for the final boss. It's easy to take out, but only if you've got a lot of remaining ammo to hit it with.

So, you've battled through the action sequences, and you're ready to get back to the "adventure" part of the game. Or, you hated the action sequences, and you're using passwords. Either way, welcome to the...

>>Cyberia Complex Level 1<<

"COLD FEET"

Once you're out of the plane, begin walking (F). You'll reach a junction, and it's decision time again.

<Back Door>

To go in through the back door, take the right path (R,F,F). You'll come to a back door, so go on in (F,F).

"SLICEOMATIC"

It slices, it dices...you. To get through the whirling blades, you'll need to move (F) at just the right time. I found that if you go when the blade in front of you is directly horizontal, you can almost always make it through. Once you're through the blades, walk into the next room (F).

It's kind of loud in here, and the noise will kill you if you take too much time. Get through this section as quickly as possible (F,F,F,F,R,F,L,F) for a little piece and quiet. If you make a mistake, you'll die, so be very fast and precise.

In the dark room, head towards the door (B,B,F,F,L,F,F). You'll be standing in front of a security door (R,F). There is another way out of the dark room, but you can't get past it yet.

(See Security Door Puzzle)

<Front Door>

To go in through the front door, take the left path (F,F,F).

"DOOR MAN"

Keep walking towards the complex (F), and meet the security guard. Not a very friendly guard, is he? Hit him in-between shots (R to move out, L to move back, X to shoot), and enter the complex (F,F,F).

"LOCKED OUT"

Walk through the doorway, and approach the perimeter lock (F,F,F).

<<Perimeter Lock Puzzle>>

Use your MRI to scan the lock, and examine the diagram. It's a basic logic diagram, using AND, OR, and NOT gates. Orange is on, yellow is off. The goal here is to turn on the top right circuit without setting off the trap. In case you've never had to deal with this kind of logic:

AND: In1 In2 | Out OR: In1 In2 | Out NOT: In | Out

- ---- ---

Off Off | Off Off Off | Off Off | On
Off On | Off Off On | On On | Off
On Off | Off On Off | On
On On | On On On | On

PUZZLE LEVEL 1: Hit the following switches: first and third.

PUZZLE LEVEL 2: Hit the following switches: third, fourth, eighth, seventh, and first.

PUZZLE LEVEL 3: Hit the following switches: third, fourth, eighth, seventh, and first.

You're in. Run down the hall (L,F) to the next big door. The entry pad is to your left (F).

<<Security Door Puzzle>>

Somebody else has probably used this pad recently, so perform an IR scan on it. Sure enough, there are still heat traces left on the pad. Enter the code in ascending order of the IR scan.

PUZZLE LEVELS 1,2,3: The code is 2,5,7,1,Enter.

Run through the door (L,F), and down the hall.

"NOT FRIENDS"

No, they're not. If you continue running down the hall, you'll be shot. Enter the first door on your right (R,F), and get ready. Oops. Get ready, THEN enter the first door on your right. You'll be in a room with four guards, who aren't happy to see you. Immediately shoot the two standing ones (R,X,R,X), and duck for cover (R after "Yikes"). Timing is crucial here, so wait to make your move (L,F to stand up, D to duck, ducking R to cover, standing L and R to aim, X to fire). Taking out the guard on the right first may make it easier to survive this one.

Once you've taken out the guards, you can return to the hall (B,F). Enter the room again for a quick laugh (B,F,F, then B,F,F to leave). Continue down the hall (R,F) and enter the next room (R,F).

You know, you'd think a multi-million dollar research lab would have better lighting (the SELECT button helps here). Go over to the first terminal and sit down (F,L,F,F,F). You can browse through Alexei's V-mail (the four icons on the right). You'll learn that the janitor has been fired, the master password has been changed (to Alexei's hero, who is hanging in one of the rooms), and some armed strangers (besides you) are running around the complex. When you're through, you can enter the next room (which only contains a broken terminal, not worth the bother), and then exit (L,F,F,F from the terminal). Back out in the hallway, continue running (R,F) and enter the next room (R,F).

Not much of interest here, except for a poster on the wall (Alexei's hero, no doubt), and a sock. Check out the poster (L,F,F,F) and leave (B,F,R,F,F). Continue down the hall (F,F) and take the first door (F). Check out the hologram on the desk (F,F,F,F,F), step away, and head towards the next room (F,R,F,L,L,F,F,F).

"LISTEN IN"

Quietly listen to the conversation (don't move). Once the first man has left, move behind the column (L,F). Fire a shot at the sitting man to get his attention (R,X,L), and then wait until after he shoots to pick him off (R to move out, L to move back, X to fire). Walk around to the far side of the conference table and check out the boring reading material (R,F,L,F,F,F). Go over to the other door and walk through it (L,F,R,F,F,L,F,F,R,F).

Back in another hallway, continue down until you find the next room (F,F,F). Walk over to the first computer terminal (F,R,F,L,F,F,F).

"GENIUS"

<<Password Puzzle>>

Uh oh. A password. If you've been paying attention so far, this shouldn't be too difficult. Alexei's hero?

PUZZLE LEVELS 1,2,3: Type "Einstein" and press Enter.

You now have access to the base's personnel files. Browse through them, and note the new janitor's key code. Don't forget to browse through the V-mail for clues (an extra set of keys is lying around somewhere...). Exit the room back to the main hallway (R,F,F,L,F,F).

Run down the hall (L,F) and, hello, what's this? A guy with a grenade! Quickly shoot him before he throws it (R,X) and run to the elevator control (F).

<<Grenade Puzzle>>

Quickly enter the code to seal the elevator. QUICKLY!

PUZZLE LEVELS 1,2,3: Press the buttons to match your code. The buttons cycle through these symbols:

- 0: Blue Arrow
- 1: Red Circle (Broken Bottom)
- 2: Blue Circle
- 3: Red Square

- 4: Blue Triangle
- 5: Red Filled Circle
- 6: Blue Half-Circles

My code (do they change?) was Top: 2, Middle: 3, Bottom: 4

Whew! Made it! Continue down the hall (F).

Now it's time to do some SERIOUS back-tracking. You'll want to go all the way back to the second door you went through in the base (Security Door Puzzle). If you came in through the back door, you want to return to the dark room just past the loud room.

Well, here we go (from the end of the hall):

F into Conference Room

F,F,R,F,F,L,F,F,F,F into Hallway

F,F,F,F through Security Door

Turn left, and enter the dark room (L,F). Go over to the large crate blocking a door (F,L,F,F), and push the crate out of the way (R,F,F). Go through the door (R,R,R,F).

Step on the elevator (F,R,F), and go down. Walk over to the door (R,F), and look through it.

>>Cyberia Complex Level 2<<

"RED LIGHT"

Red light, green light. There's a guard on the other side of a window to sneak past here. Go through the door and along the wall next to the window (F,F,F,F,F). Time your next move (F) as the guard is looking away from the window. Leave the room and enter yet another hallway (R,F,L,F).

Go find the guard in the windowed room (L,F,L,F). Hide as soon as you enter (L,F), and wait for the guard to notice. Standard killing here (L to move out, R to move in, X to fire). You can go gloat over the body, but it's not necessary. Exit the room (L,F)

Head back down the hall (L,F) until you get to a door. Once you're ready to do some killin', enter the door (F), and hit the deck (L)! Take out the two guards (U to stand, D to duck, L and R to aim, X to fire). If you don't aim while standing, you should be okay. You'll automatically run forward--turn around and head back (B,F,F,F,F)

Head to the door at the end and check out the sign (F). Enter the room (F), and look through the window (F,F,F). There's that key. Walk over to the terminal, (L,F,R,F,L,F) and check out the V-Mail. Examine the patient status, and open the vents. Exit the room (L,F,L,F,F,R,F) and head back to the window room (F,L,F). Enter the elevator room (F,F,F), and turn left. Remove the grating (F), and enter the vents (F). Walk through the vent (F,F,F,F), reach through the open vent for the key (L,F,F), and head back (L,F,F,F,F,F,F).

Go back to the doorway where you killed the two guards (F,F,L,F,F,L,F,F), and enter the door on your left with the card key (L,F). If you're in a silver room, you've gone too far- go back to the door near the doorway you were fighting at. Walk into the room (F)

"DRUG STORE"

Have a seat (L,F), and check out the terminal. Nasty virus, and it's spreading through the complex. Select one of the three antidotes, and get ready to kill some germs. Another crosshair-type arcade sequence, but this one is kind of neat looking.

ARCADE LEVEL 1: Destroy 50% of the virus.

ARCADE LEVEL 2: Destroy 72% of the virus.

ARCADE LEVEL 3: Destroy 80% of the virus.

Once you have a good antidote, remember its number, and head down the hall to the silver room (F,F,F,L,F,F). Enter the contaminated zone (F,F,F,F,F), and walk to the next room (F,R,F,F,R,F,F), and quickly get to the computer (R,F,R,F,F). Enter in the antidote, and then step on the innoculator (F,L,L,F,F). Now that you're virus-free, you can breathe a little easier. Enter the next room (F,F,F,F), and step forward (F,F).

"UNSAFE DOOR"

Yes, it is. Although there is a neat death sequence on the other side of the door, I suggest you go sit at the computer terminal (R,F,R,F). After using the top and bottom icons for more information, activate the middle one to start Charlie up to decontaminate the sealed area.

Another crosshair arcade sequence-just kill ALL the creatures. If any get past you, you have a second to hit the Circle button on your controller to kill all creatures on the screen at once. This does take a hunk out of your energy, so watch out.

You can now enter the "Unsafe Door" (F,R,F), and into the sealed area of Level 2. Go down the hall (F).

"GRAFFITI"

Enter the elevator and walk to the panel (F,F).

<<Elevator Puzzle>>

This one's tricky- first, perform an MRI scan to view the elevator pumps. You must line up all four valves with the pump to open the door. All four pumps fall at different rates, so a lot of patience and fast reflexes are the only way to get through this one.

>>Cyberia Complex Level 3<<

You made it. Walk towards the Cyberia weapon (F,F), and listen to the conversation. Bad news. You've got a bomb in your brain. (Wait 30 seconds and you'll see that it's in your brain. Gross.) After the conversation, walk towards the weapon.

"YOU WITH ME"

Move forward to join with the Cyberia weapon (F). It's time for revenge-- you're going after Devlin.

One final arcade sequence--this time it's in space. Merged with the Cyberia weapon, you don't have to worry about energy, but you don't have a shield readout either. Blast everything in sight. Towards the end, you'll reach the launch bay for the swarm-- just keep firing at the center of it to take out any fighers launched. Then, stand back and enjoy the ending (all 20

seconds

of it).

IV. Codes and Cheats

"Is there a cheat code for this game???"

Yes, Virginia, there is a cheat code. Enter NEMROSIM as your name at the beginning of the game. This allows you three things:

You can select difficulty level 1 for both Arcade and Puzzle modes.

You can "load" any game save point, as all the passwords are in place for you.

Blood. Not a lot, but it's uncensored. (The only place I really noticed is at the Slice-O-Matic death scene. Cool.)

"Anything else?"

Well, it's not much, but at the terminal password screen ("GENIUS"), you can enter two different passwords to get the Sony developer's credits:

TNRUB_SDC_NOILLIB_A ("_" = space bar)

_REEB_OROPPAS_KNIRD (that's a space at the front)

Well, it's not a billion-seller, and Sapporo's not my fave, but there they are.

V. Credits

This FAQ was written by CJayC, with help from the original PC Cyberia walkthrough (author unknown). I found it lacking in a lot of areas, so I wrote my own for the Playstation. If you find any incorrect or missing information from this FAQ, please write me at "cjayc@flex.net".

This file was originally posted to the newsgroups:

rec.games.video.sony

alt.games.video.sony-playstation

This file may also be found in the Video Game FAQ Archive WWW Site:

<http://www.flex.net/~cjayc/vgfa/>

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Destruction Derby

Codes

DESTRUCTION DERBY "SECRET TRACK"

"RUINED MONESTARY TRACK"

How to access??

Start WRECKIN RACE / CHAMPIONSHIP

Enter to following in the NAME screen: REFLECT! (DON'T FORGET EXCLAMATION POINT)

When main menu returns.... change race to WRECKIN RACE / PRACTICE. Then go to course select and scroll left or right you will see "Ruined Monestary" Track..!!!!

ALSO IN NAME ENTRY AREA IF YOU ENTER THE FOLLOWING YOU WILL HAVE DIFF. OPTIONS:

Enter: !DAMAGE! (YOU WILL BE INVINCIBLE) Enter: NPLAYERS (YOU WILL CHOOSE HOW MANY CPU OPPONENTS)

Faq

Destruction Derby FAQ 1.0

by Wendell Martin

Revised 2/22/96

Table of Contents:

1. Introduction
2. Driving Tips
3. Scoring
4. Codes
5. Cars and Drivers
6. Contributors/Additions

1. Introduction

This "Frequently Asked Questions list" is intended to supplement the (somewhat skimpy) manual for the Sony PlayStation game, Destruction Derby. The opinions and suggestions below are my own. The data below is copyright 1995 by Psygnosis, Ltd. and no infringements are intended. Destruction Derby

provides a reply to many of today's racing video games in which the damage to cars is not handled realistically. In short, the game is auto racing with the emphasis on damage. This is shown in beautiful detail, and has definite effects on the cars' performances.

You drive a stock car in one of three modes, each with its own goals. In Destruction Derby mode, your goal is to spin the other cars as much as possible while inflicting damage on them in an open arena. In Stock Car Racing mode, you are trying to finish a race circuit in as close to first place as possible. Wreckin' Racing mode is a race in which points are awarded both for winning the race and for spinning the other cars. In all three modes, you may race against a field of computerized competitors, against a single computer competitor, or alone against the clock. You may choose to compete in a stand-alone event or in a championship series consisting of many competitions. If you have a friend with another copy of Destruction Derby, another PlayStation, and another TV, you may race against him/her, either one-on-one or in a field of computerized opponents. The championship modes make for rewarding and sustained single-player play.

2. Driving Tips

The Rookie car (Psygnosis) seems to be for those who are new to any form of video game racing - it is stable, but slow. The Amateur car (Grim Reaper) is a good car for drivers familiar with other racing games and has significant improvements in speed and handling. The Pro car (Smoothie) is supposedly *the* car to learn in order to do well with the game, and has its own quirks. One common problem seems to be that of constantly driving into walls. I would suggest a period of experimentation in the Time Trials mode as a remedy for this. Once you get the hang of combining braking with turning, you'll have no more trouble with walls. Techniques include braking in the middle of a turn if you are getting too close to the outside wall, braking (while still driving straight) before entering a sharp turn, and braking at the very start of a turn in order to begin a controlled skid/powerslide. Another problem is that of being spun backward on the track when hit. The manual makes some mention of using the L1 and R1 shoulder buttons, but is vague. Basically, if you know that you are facing the wrong way on the track, go in reverse while turning left or right on the D-pad and pressing L1 or R1. This will spin you around quickly. If you have your back to the wall, then go forward and steer normally. L1/R1 doesn't help going forward, except when your car's side panels have been destroyed.

A more insidious problem is not knowing which way is forward when you're spun around in one of the 90-degree intersections. The solution borders on the tautological: know which way is forward. As you approach the intersection, note the features of the road across the way (a distinctive billboard, perhaps). This way, if you're spun, you'll know which way to go. As a last resort, if you're either unable to determine the correct direction or unable to proceed in it due to conflicting traffic, go with the flow of traffic. You'll possibly be adding half a lap to your distance, but that is usually better than staggering around in the middle of an intersection, getting the stuffing beat out of you while desperately groping toward the "right" exit. In any case, it's a good idea to drive on the side of the road which is nearer to the crossing traffic's direction of approach (so that any impact will be less likely to push you too far to the side to continue onward).

Having a single "destroyed area" in your car can wreck you in Stock Car or Wreckin' Racing modes (in addition to a destroyed side panel, which ruins your steering). If one side of your car is near failure, hug the wall on that side in order to shield your weak spot. If your car's front end is badly battered, but its rear is OK, consider driving backwards. Destruction Derby mode seems to require that 3 or 4 areas be

destroyed to wreck your car. Since I prefer the in-car driving view, I begin a Destruction Derby mode event by driving backwards (with an external view). It's easy to ram the other cars, since the density is high. Then, once my car's tail is battered, I'll start driving forwards, able to finish off survivors with my car's intact front end using the in-car view.

Lastly, remember that the game *is* playable <g>. You may not believe this after practicing for half an hour only to keep finishing near last place in Stock Car mode, but continued practice will improve your performance. Wreckin' Racing rewards slamming into other cars (something you'll do a lot of early on), so it's less frustrating. Once you've put in enough time, you'll find that Stock Car mode has "magically" become manageable (and fun).

3. Scoring

In Destruction Derby mode, points are awarded solely for spinning and wrecking other cars: 10 for wrecking, 10 for a 360-degree spin, 4 for 180 degrees, 2 for 90 degrees. The values are doubled when inflicted on the 1st Place car. In addition to the above, 10 bonus points are awarded for placing 1st in a Wreckin' Racing match. Similar points may be awarded for 2nd and 3rd, but I'm not certain.

In Stock Car Racing, the finishing position is all that matters: 50 points for 1st Place, 40 for 2nd, 35 for 3rd, 30 for 4th, 25 for 5th, 20 for 6th, 18 for 7th, 16 for 8th, 14 for 9th, 12 for 10th, 10 for 11th, 8 for 12th, 7 for 13th, 6 for 14th, 5 for 15th, 4 for 16th, 3 for 17th, 2 for 18th, 1 for 19th, and 0 for 20th.

4. Codes

I'm normally careful to give credit to the suppliers of codes, but the following Destruction Derby codes appeared nearly simultaneously from several sources in the PlayStation Usenet newsgroups shortly after the game's release. They are entered as names at any point when you are asked for a name. You will then be known as "Cheat!" until you enter a different name (the codes remain in effect, though).

!DAMAGE!: Your car is never damaged

REFLECT!: The Ruined Monastery track is available

NPLAYERS: Supposedly allows specification of the number of opponents

5. Cars and Drivers

Here are the cars/drivers sorted by their starting League Divisions. This determines the initial starting order: the lower-numbered divisions start toward the back, and the best driver within a division starts in the back of the division's segment. The names are those shown on the trucks in the "pit compound" (which sometimes differ slightly from those given during gameplay).

The drivers' ethnicities and genders are based on the game's illustrations.

#	Name	Chassis Colors	Ethnicity/Gender
---	------	----------------	------------------

Division 1 (Roof Color = Black):

53	Barmy Army	Blue/Pink	Black Male
82	Suicide Squad	Cyan/Red	Indian Female
95	Tax Man	Green/Yellow	White Male
99	The Doctor	White/Red	White Male

Division 2 (Roof Color = Red):

52	Heavy Metal Hero	Blue/White	White Male
22	Crunch Bunch	White/Purple	Asian Male
40	Psycho	Black/Purple	White Male
37	Learner	Yellow/White	White Male

Division 3 (Roof Color = Cyan):

77	The Under Taker	Black	White Male
13	The Skum	Black/Yellow	White Male
35	Team Goddess	Purple/White	Asian Female
64	Pyromaniac	Red	Black Female

Division 4 (Roof Color = Yellow):

47	Optician	Green/White	White Male
69	Passion Wagon	Red/Pink	White Female
23	The Idol	Pink/White	White Female
66	The Beast	Black/Red	White Female

Division 5 (Roof Color = White):

1	[You: Psygnosis = Blue/Cyan, Grim Reaper = Black, Smoothie = Green/White]		
50	The General	Green	Black Male
88	The Bouncer	Cyan/White	White Male
7	Trash Man	Purple/Orange	White Male

6. Contributors/Additions

This FAQ is the initial version and may contain errors. If you have corrections or items to add to it,

please e-mail me and I will implement them with credit. If you have questions that you would like to see answered in a future version, e-mail them to me and I'll see what I can do. The latest version of this FAQ can be found via my home page.

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Defcon 5

Game Shark

Infinite ammo

800D53AC 0014

Infinite health

800E7C30 0064

Codes

To find the hidden game: Goes to VOS and choose defense >-communication -> local communication, and then hit the triangle button

Descent

Game Shark

Infinite Shield	800D10A6 00C7
Infinite Energy	800D10A2 00C7
Infinite Concussion Missiles	800D10BA 0009
Infinite Homing Missiles	800D10BC 0009
Infinite Proximity Bombs	800D10BE 0009
Infinite Smart Missiles	800D10C0 0014
Infinite Mega Missiles	800D10C2 0014
Infinite Vulcan Ammo	800D10B2 9684

(JAPANESE)

Unlimited Rockets	800D045A 0006
Unlimited Bullets	800D0442 0062
Unlimited Shield	800D0446 0064

Codes

Enter these during a game (DO NOT PAUSE THE GAME!)

T=Triangle, S=Square, O=Circle, X=X

D E S C E N T

PLAYSTATION CHEAT CODES--

Cheat Name	Cheat Code	Cheat Features
--		
Farmer Joe	T-S-S-T-O-O-S-S-T-O-S-S	All level access
Mitzi	S-X-O-T-X-T-T-X-T-X-T-X	All Keys (to locked doors)
Scourge	T-S-O-X-T-S-X-T-S-X-O-S	Mega Wowie Zowie
RacerX	S-T-O-S-S-T-O-O-S-T-S-X	Invunrability (on/off)
JAS	T-X-S-S-T-O-O-S-T-S-O-X	+10 lives, all level access
Buggin	S-T-O-S-O-X-S-X-O-T-S-X	Turbo (on/off)

Doom

Game Shark

Invincible	800A85FC 0001
	800A85F4 00C7
	800A85F0 0064
Mega rapid fire!	800A86C0 0001
Unlimited bullets	800A8664 0064
Unlimited shotgun shells	800A8668 0064
Unlimited rockets	800A8670 0064
Unlimited plasma	800A866C 0064
Have shotgun	800A8648 0001
Have double-barrel shotgun	800A864C 0001
Have chaingun	800A8650 0001
Have rocket launcher	800A8654 0001
Have plasma rifle	800A8658 0001
Have BFG	800A865C 0001
Have chainsaw	800A8660 0001
Have red key	

	800A8614 0001
Have blue key	
	800A8618 0001
Have yellow key	
	800A861C 0001
Night vision on	
	800A8610 0001
Turn on level map	
	800A860C 0001

DOOM VERSION 1.1

Note: This is an alternate USA version of Doom (presumably a minor bug fix). If the Doom codes above won't work, try these ones...

Invincible	
	800A881C 0001
	800A8814 0001
	800A8810 0064
Mega rapid fire!	
	800A88e0 0001
Unlimited bullets	
	800A8884 0064
Unlimited shotgun shells	
	800A8888 0064
Unlimited rockets	
	800A8890 0064
Unlimited plasma	
	800A888C 0064
Have shotgun	
	800A8868 0001
Have double-barrel shotgun	
	800A886C 0001
Have chaingun	

	800A8870 0001
Have rocket launcher	
	800A8874 0001
Have plasma rifle	
	800A8878 0001
Have BFG	
	800A887C 0001
Have chainsaw	
	800A8880 0001
Have red key	
	800A8834 0001
Have blue key	
	800A8838 0001
Have yellow key	
	800A883C 0001
Night vision on	
	800A8830 0001
Turn on level map	
	800A882C 0001

Codes

Doom Playstation Codes

This is a list of codes for all 59 levels of Doom on the Playstation(including level 1 and the bonus levels).Each code gives you 200% health, 200% armour and allweapons with a full complement of ammo.

Doom

Pause the game and enter the following codes:

All Weapons and Ammo	X, Λ, L1, UP, DOWN, R2, LEFT, LEFT
Invincibility	DOWN, L2, [], R1, RIGHT, L1, LEFT, ()
All Map	Λ,Λ,L2,R2,L2,R2,R1,Square
All Map + Objects	Λ,Λ,L2,R2,L2,R2,R1,Circle
Free Stuff	X, Λ, L1, Up, Down, R2, Left, Left

Level Warp (Unverified) Right, Left, R2, R1, ^, L1, (), X

X-Ray Vision L1, R2, L2, R1, Right, ^, X, Right

Passwords

Level	Health	Armour	Weapons	Password	Level Name
Level 2	125%	200%	All	CR!3WDD3DB	Plant
Level 3	200%	200%	All	3JJCMK8W64	Toxin Refinery
Level 4	200%	200%	All	03LTJ0Y!02	Command Control
Level 5	200%	200%	All	H33!1HFTHK	Phobos Lab
Level 6	200%	200%	All	04MSKZX9Z1	Central Processing
Level 7	125%	200%	All	YTTLCXXLXV	Computer Station
Level 8	200%	200%	All	09SMBY04YW	Phobos Anomaly
Level 9	200%	200%	All	7KKBLD7V53	Diemos Anomaly
Level 10	100%	200%	All	FM4217GSGJ	Containment Area
Level 11	200%	200%	All	H!!3WDGLDB	Refinery
Level 12	200%	200%	All	07QPDW26WY	Deimos Lab
Level 13	200%	200%	All	H776XCKPCF	Command Center
Level 14	100%	200%	All	Y6PQH1171Z	Halls of the Damned
Level 15	125%	200%	All	YPPQH11Q1Z	Spawning Vats
Level 16	125%	200%	All	FGZY5MMYMP	Hell Gate
Level 17	100%	200%	All	FZZY5MMFMP	Hell Keep
Level 18	100%	200%	All	Y0HDP33X35	Pandemonium
Level 19	200%	200%	All	HYYZ8SLGSQ	House of Pain
Level 20	200%	200%	All	0VBKS8628!	Unholy Cathedral
Level 21	200%	200%	All	HVV29RPKRT	Mt. Erebus
Level 22	200%	200%	All	0WCJT75179	Limbo
Level 23	200%	200%	All	HWW1!QNJQS	Tower of Babel
Level 24	200%	200%	All	01JCL68W64	Hell Beneath
Level 25	200%	200%	All	H11W3PRCPM	Perfect Hatred
Level 26	200%	200%	All	02KBM57V43	Sever the Wicked
Level 27	200%	200%	All	H22V4NQBNL	Unruly Evil
Level 28	200%	200%	All	0ZGFN4!Y46	Unto the Cruel
Level 29	200%	200%	All	HZZY5MTFMP	Twilight Descends

Level 30 200% 200% All 00HDP39X35 Threshold of Pain

DOOM II

Level 31 200% 200% All H00X6LSDLN Entryway
Level 32 125% 200% All F7QPDWPPWY Underhalls
Level 33 125% 200% All Y776XCC6CF The Gantlet
Level 34 125% 200% All F8RNFVNVX The Focus
Level 35 150% 200% All DQQPDWV6WY The Waste Tunnels
Level 36 200% 200% All 0L3!1HFTHK The Crusher
Level 37 200% 200% All HLLTJ0Y!02 Dead Simple
Level 38 200% 200% All 0M492GDSGJ Tricks and Traps
Level 39 100% 200% All CTRNFV5VX The Pit
Level 40 200% 200% All 0S94VFHMFC Refueling Base
Level 41 200% 200% All HSSMBY04YW O of Destruction!
Level 42 200% 200% All OT!3WDGLDB The Factory
Level 43 200% 200% All HTTLCXZ3XV The Inmost Dens
Level 44 200% 200% All 0Q76XCKPCF The Suburbs
Level 45 200% 200% All HQQPDW26WY Tenements
Level 46 200% 200% All 0R85YBJNBD The Courtyard
Level 47 200% 200% All HRRNFV15VX The Citadel
Level 48 200% 200% All 0DX07TMHTR Nirvana
Level 49 200% 200% All HDDHQ!40!8 The Catacombs
Level 50 200% 200% All 0FYZ8SLGSQ Barrels of Fun
Level 51 200% 200% All HFFGR93Z97 Bloodfalls
Level 52 200% 200% All 0BV29RPKRT The Abandoned Mines
Level 53 200% 200% All HBBKS8628! Monster Condo
Level 54 200% 200% All 0CW1!QNJQS Redemption Denied

BONUS

Level 55
Level 56 200% 200% All 3P67ZNBQJG The Military Base
Level 57 100% 0% 123 5678 JCGDNFL555 The Marshes *
Level 58

=====**Level Passwords (more...)**=====

Here's a list of level passwords compiled by (e):NOS and Reptile X after a night of HELL!

ULTIMATE DOOM	DOOM II	---	--	1
WLHYHCPWWW	31 WLHYHCP999		2 PFX7ZN3NNN	32
WLHYHCPCCC	3 WLHYHCPVVV		33 PFX7ZN3666	4 PF7XZ3NMMM
34 WLHYHCPBBB	5 _____		35 PFX7ZN3555	6 PL1RY81LLL
36 LWHYHPC555	7 LWHYHPCPPP		37 PF7XZ3N444	8 PFX7ZN3TTT
38 WLHYHPCDDD	9 WLHYHCP000		39 PL1RY81333	10 PFX7ZN3SSS
40 LWHYHPC777	11 WLHYHCPZZZ		41 PFX7ZN3!!!	12 PFX7ZN3RRR
42 LWHYHPC888	13 WLHYHCP222		43 PFX7ZN3999	14 PFX7ZN3QQQ
44 LWHYHPC999	15 WLHYHCP111		45 PFX7ZN3888	16 PFX7ZN3FFF
46 LWHYHPC!!!	17 WLHYHCP444		47 PFX7ZN3777	18 PFX7ZN3DDD
48 WLHYHCPMMM	19 WLHYHCP333		49 PFX7ZN3YYY	20
PF7XZ3NCCC	50 WLHYHCPLLL		21 LWHYHPCDDD	51
PFX7ZN3XXX	22 PL1RY81BBB		52 LWHYHPCXXX	23 WLHYHPC555
53 PF7XZ3NWWW	24 PFX7ZN3KKK		54 WLHYHPCNNN	25
WLHYHCP888	55 LWHYHPCYYY		26 PFX7ZN3JJJ	56
LWHYHPCZZZ	27 WLHYHCP777		57 PFX7ZN3222	28 PFX7ZN3HHH
58 WLHYHCPQQQ	29 WLHYHCP!!!		59 PF1XZ3N11130 PFX7ZN3GGG	

For PlayStation code FAQs and full FAQs, go to:<http://atcom.net/~jayton/PlayStation/>

DragonBall Z 22

Game Shark

(JAPANESE)

Infinite health player 1

800BE388 0190

Infinite power player 1

800BE38A 0200

Faq

Version:0.7 10/22/95

--

Compiled by the Kame House Staff

Written by Otaku Black

Any questions or coments can be sent to: Gogeta@wizard.com

Note: This is a Preliminery version of the FAQ. Please Note that this

Faq contains many examples of "Japanese-English",so some things just

won't make any sence. Future updates will contain translations of the names of Special Moves.

Information on the Build-Up ,Build -up Battle, memory card use.

Table Of Contents

Part 1: DBZ Ultimate Battle 27 extra character code

Part 2: Different animation sequences in versus fight

Part 3: The Controls

Part 4: Complete move list

Part 5: (Future)

Part 6: (Future)

Part 1 - DBZ UB 27 code:

At the DBZ UB 22 opening screen do the following with controller #1

Up, Triangle, Down, X , Left, L1, Right, R1

If done right, you will get a new opening animation sequence with

Son Gokuh (child)

Kame-Sennin

Mister Satan

Super Saiyajin 3 Son Gokuh

Gogeta

Part 2 - Story Animation:

You will get a different opening animation sequence at the beginning of a versus fight (1P VS 2P, or 1P VS COM) with the following character fights

#1 - Son Gokuh VS Vegeta

#2 - Son Gokuh VS Cell

#3 - Son Gohan VS Cell

#4 - Young Son Gokuh VS Ten Shin Han

#5 - Gotenks VS Super Buu

#6 - Son Gokuh VS Freeza

#7 - Majin Buu VS Vegeta

#8 - Super Saiyajin 3 Gokuh VS Majin Buu

#9 - Super Saiyajin 3 Gokuh VS Vegeta

Note: If you play Son Gokuh (child) VS. Son Gokuh (child) The loser will turn into Oolong and the end of the fight.

Part 3 - Controls:

THE CONTROLS:

L1 = Dash Left R1 = Dash Right

L2 = Not Used R2 = Not Used

```

      .====.          .====.
      /-\_____/\_
U      /  _  \      /      \   [] = Punch
^      "  _V_  "      "  (\)  "   \ = Fly
B <   > F |  |> <|  |  | ([]) (0) |
v      |.  \  . [] [> .  (><) .|  >< = Kick
D      |\  ~~  \      /|  0 = Ki Attack

```



Select = Not Used

Start = (While playing) Pause

GAME BASICS:

Jump back Jump up Jump forward

U

UB UF

\\ /

Move backward/ B - - F Move forward

High defense / | \

DB DF

D

Low defence Squat down Squat down

F = Foward SQ = Square Botton (punch)

B = Back X = X Botton (kick)

D = Down TRI = Triangle Botton (fly)

U = Up 0 = 0 Botton (energy attacks)

HC = Half Circle

QC = Quater Circle

(Hold down SQ or X or SQ+X to charge up your KI level)

--

Basic Blocks:

Moves for everybody

QCB + 0(hold 0) Blocks all KI attacks but costs energy

Tap B,B Dodges all KI attacks

SQ + X Knock away normal blasts

(can also be used as an attack)

--

Part 4: Move List

Listed here is the complete move listing for all 27 characters with attack names, meteo attacks and mini-combos/throws.

(Note: mini-combos and throws must be done next to opponent)

Super Saiyajin Son Gokuh

Mini Combo:

B + SQ

Dash Elbow:

QCF + SQ

KameSen Ryu Kakato Otoshi:

F,B,F + X

Shiryu Retsu-Kyaku:

HCF + X

Jumping Knee Lift:

DB,UF + X

Renzoku Energy Attack:

QCF + 0

Ki-Oi-Hou:

B(hold),F + 0

Kame Hame Ha:

HCF + 0

Chou Kame Hame Ha:

QCB,F + 0

Super Meteo Smash:

HCB,F + SQ (close)

Shiyunkanitou Kame Hame Ha:

QCB,HCF + 0

Tai-Yo Ken:

D,U + 0

Son Gohan (child)

Mini Combo:

F + SQ

Jet Upper:

QCF + SQ

Buku-Kyaku:

Jump,F,D + X

Dash Slider:

B,DB,D + X

Ki-Oi-Hou:

B(hold),F + 0

Ma-Sen-Kou:

HCF + 0

Kame Hame Ha:

QCB,F + 0

Chou-Bakurestu Rush:

F,B,D,U + X (close)

Fly High Shot:

QCF + X

Renzoku Energy Attack:

QCF + 0

Son Goten

Mini Combo 1:

B + SQ (punches)

Mini Combo 2:

F + SQ (kicks)

Goten Attack:

D,U + SQ

Kai-Ten Kick:

B + X

Jump High Kick:

DB,UF + X

Dash Oshi-Barai:

B,DB,D + X

Trunks (child)

Mini Combo:

F + SQ

Dash Elbow:

QCF + SQ

Rolling Savate:

B + X

One Step Kick:

QCF + X

Flash Kick Attack:

B(hold),F + X

Renzoku Energy Attack:

QCF + 0

Motion Cancell Chou Kame Hame Ha:

QCF,B + 0

Renzoku Energy Attack:

QCF + 0

Ki-Oi-Hou:

B(hold),F + 0

Kame Hame Ha:

HCF + 0

Chou Kame Hame Ha:

QCB,F + 0

Responce Rush:

HCB,HCF + SQ (close)

Super Goten Attack:

D(hold),U + 0

Sky Energy Ball:

Jump,F,D + 0

Ki-Kou Ha:

HCF + 0

Ki-Oi-Hou:

QCB,F + 0

Sprit Rush:

F,B,D,U + X (close)

Dai-Kou Dan

QCF,HCF + 0

Gotenks

Mini Combo: F + 0	Seigi No Shinikami Triple Den: QCF + 0
Ultimate Wild Boar Attack: Jump,F,D, + SQ	Shouri No Final Kame Hame Ha: HCF + 0
Super Miricale Punch: B(hold),F + SQ	Renzoku Shine-Shine Missile: QCB,F + 0
Shin Damo Touzen Kick: QCB + X	Gekitotsu Ultra Renzoku Shine-Shine Super Missile: HCB,HCF + SQ
Great Kick Special: DB,UF + X	Super Ghost Kamikaze Attack: HCB,HCF + 0

Future Trunks

Throw: F + SQ	Energy Zen: B,DB,D + 0
Baku-Ken Ha: B(hold),F + SQ	Burning Attack: HCF + 0
Super Sliding Kick: B,DB,D + X	Finish Buster: QCB,F + 0
Down The Heal: HCB + X	Burning Hells Slash: F,B,D,U + SQ (close)
Rushing Kick: F,B,F + X	Energy Rush: HCF,HCF + 0
Renzoku Energy Attack: QCF + 0	

Piccolo

Throw: B + SQ	Energy Flame: F.B.F + 0
Mistic (Throw):	Ki-Kou-Ha:

B(hold),F + Sq

Baku-Kyuku:

Jump,F,D + X

Sonic Kick:

F,B,F + X

Knee Upper:

DB,UF + X

Renzoku Energy Attack:

QCF + 0

Kulilin

Mini Combo:

F + SQ

Sen-Kuu Ken:

QCF + SQ

Reppu-Kyaku:

F,B,F + X

Ga-Ryuu Kyaku:

B,DB,D + X

Raku-Ka Shuu

Jump,F,D + X

Renzoku Energy Attack:

QCF + 0

Tenshinhan

Mini Combo (head butt):

F + SQ

Gaku-Ryu Ken:

Tap SQ rapidly

Cross Chop:

F,B,F + SQ

DB,UF + 0

Masenkou-Sappou:

HCF + 0

Kekiretsu-Koudan:

QCB,F + 0

Namek Ryu-Bukuretsu Ken:

F,B,D,U + SQ

Makuu-Houi Dan:

HCB,HCB + 0

Kyaku Kame Hame Attack:

B,DB,D + 0

Tai-Yo Ken:

D,U + 0

Kame Hame Ha:

HCF + 0

Kien-Zan:

QCB,F + 0

Kamesen Ryu GekiShuuran Bu:

HCB,F + SQ (close)

Kien-Retsu-Zan:

HCF,HCF + 0

Tai-Yo Ken:

D,U + 0

Suru-Sen Ryu Combanation:

HCF + SQ (durring Tai-You-Ken)

Do-Don Pa:

HCF + 0

Dash Knee Upper:

QCF + X

Rezoku Energy Attack:

QCF + 0

Kai-Kou Ken:

DB,UF + 0

Great Saiyaman

Mini Combo:

F + SQ

Winning Upper:

QCF + SQ

Super Hero Punch:

F,B,F + SQ

Baku-Kyaku:

Jump,F,D + X

Double Kick Of Justice:

QCF + X

Straight Energy Attack:

QCF + 0

Kai-Oh Shin

Throw:

F + SQ

Kien-Jin:

F,B,F + SQ

Crazy Rush:

B(hold),F + SQ

Shiren-Jinou Kyaku:

HCF + X

Renzoku Energy Attack:

QCF + 0

Ki-Ko-Hou:

QCB,F + 0

Suru-Sen Ryu Combanation Attack:

HCB,F + SQ (close)

Shin Ki-Ko-Hou:

HCB,HCF + 0

Great Saiya Cannon:

B(hold),F + 0

Kame Hame Ha:

HCF + 0

Chou Kame Hame Ha:

QCB,F + 0

Great Dancing Attack of Justice:

HCB,F + X (close)

Great Kame Hame Ha:

HCB,F + 0

Wave Shock:

B,DB,D + 0

Energy Thrust:

HCF + 0

Gekiretsu-Shinou Ho:

QCB,F + 0

Gekishin-Ou Ken:

F,B,D,U + 0 (close)

Shin-Ouhoden Kien-Jin:

HCB,HCF + 0

Ugoki-Fuuji:

B(hold),F + 0 (blocking move)

Vegeta

Throw:

F + SQ

Dash Elbow:

QCF + SQ

Vegeta Sledge Hammer:

F,B,F + SQ

Slash Down Kick:

Jump,F,D + X

Slash Arrow Kick:

DB,UF + X

Baku-Hatsu Ha:

D,U + 0

Zarbon

Mini Combo:

F + SQ

Violent Circle:

D,U + X (also while jumping)

Shooting Star Combanation:

Jump,F,D + X

Super Sliding Kick:

B,DB,D + X

Cosmo Energy Flash:

QCF + 0

Astro Fire Cannon:

QCF,B + 0

Big Bang Attack:

HCF + 0

Final Flash:

QCB,F + 0

Galic Vegeta Cannon:

HCB,F + X (close)

Big Bang Attach (penatrating)

QCB,HCF + 0

Vegeta Final Blast Bomb:

Jump,F,B,UB,U,UF,F + 0

Roses Eye Web:

B,DB,D + 0

Stardust Blitz:

HCF, + 0

Chrusher Ball:

QCB,F + 0

Air Assult Terror Crush:

HCB,HCF + SQ (close)

Spread Balls:

QCF,HCF + 0

Recom

Throw:

F + SQ

Recom Death Driver:

HCB + SQ

Recom Crush Down:

HCF + SQ

Recom Sky Kick:

DB,UF + X

Recom Kick:

QCF + X

Ginew

Mini Combo:

F + SQ

Dynamite Punch:

QCB,F + SQ

Dash Tackle:

HCF + SQ

Bycicle Kick:

F,B,F + X

Ginew Throw Tackle:

F,DF,D + SQ

Renzoku Energy Attack:

QCF + 0

Freeza

Throw:

F + SQ

Mini Combo:

B + SQ

Freeza Crash Head:

Recom Press Kick:

Jump,F,D + X

Recom Fighting Bomber Attack:

HCF + 0

Recom Lazer Gun:

QCB.F + 0

Recom Fire Guillotine Gun:

HCF,HCB + SQ (close)

Ultra Fighting Bomber:

HCB,HCF + 0

Grand Energy Attack:

B,DB,D + 0

Terror Smash:

HCF + 0

Ginew Dynamite Attack:

QCB,F + 0

Ginew Great Attack:

QCB,F,DF,D + X (close)

Body Change:

F,B,HCF + 0

Damage Body Change:

B,F,HCB + 0

Ki-Oi-Ho:

B(hold),F + 0

Ki-Baku Ha:

B,DB,D + 0

Freeza Death Ball:

F,B,F + SQ

Hell Down Attack:

Jump,F,D + SQ

Freeza Tail Attack:

QCB + X

Dangerous Cannon:

QCF + 0

Artificial Human No.18

Throw: (punch)

F + SQ

Flying Head Attack:

F,B,F + SQ

Spinning Shot:

B,DB,D + X

Double Rose Bud:

F,B,F + X

Pretty Kick:

QCF,B + X

Renzoku Energy Attack:

QCF + 0

Artificial Human No.16

Throw 1: (head butt)

F + SQ

Throw 2:

B + SQ

Power Shot:

QCB,F + SQ

Tackle Destroyer Crush:

B,DB,D + SQ

Rocket Punch:

HCF + 0

Freeza Mega Buster:

QCB,F + 0

Freeza Death Psycho Kenesis:

F,B,D,U + 0 (close)

Freeza Psycho Kenesis:

HCB,F + 0

Energy Zan:

B,DB,D + 0

Energy Ball:

HCF + 0

Energy Wave:

QCB,F + 0

Pretty Drive Attack:

HCB,F + X (close)

Flash Beam Press:

HCB + 0 (close)

Eye Beam:

DB,UF + 0

Hyper Cannon:

B(hold),F + 0

Mega Energy Bomb:

HCF + 0

Hells Flash:

QCB,F + 0

Hells Flash Combonation Attack:

QCF + SQ	QCB,HCF + SQ (close)
Renzoku Energy Attack:	Thunder Rocket Attack:
QCF + 0	QCF,HCF + 0

Cell	

Throw:	Energy Shot:
F + SQ	B,F +0
Head Attack:	Super Energy Wave:
F,B,F + SQ	HCF + 0
Ground Slider:	Kame Hame Ha:
F,B,F + X	QCB,F + 0
Rushing Attack:	Perfect Cell Smash:
DB,UF + X	F,B,D,U + SQ
Renzoku Energy Attack:	Chou Kame Hame Ha:
QCF + 0	HCB,F + 0
Ki-Oi-Hou:	
B(hold),F + 0	

Doubler	

Throw 1: (lightning)	Devil Lance:
F + SQ	B,F + 0
Throw 2: (fire)	Energy Shot:
B + SQ	HCB, + 0
Slasher Sword:	Shot Flame:
QCF + SQ	HCF + 0
Jumping Sword Attack:	Death Fire:
HCB + SQ	HCB,F + 0
Double Sword Attack:	Death Barage lance:
QCF + X	B,F,D,U + SQ (close)
Saliva Shot:	Death Flame:
B(hold),F + 0	HCB,HCF + 0

Majin Buu

Botton Press:

F(or B) + SQ (close)

Buu Head Butt:

DB,UF + SQ

Buu Zutsu-ki Special:

F,B,F + SQ

Buu Fly Kick:

Jump,F,D + X

Buu Drop Kick:

B,DB,D + X

Bra-Bra Energy Attack:

QCF, + 0

Super Buu

Throw:

F + SQ

Shotsu-kaku no Hashi:

B,F + SQ

Crazy Elbow:

QCF + SQ

Buu Combonation:

QCB,F + X

Broken Energy:

QCF + 0

Son Gokuh (child)

Throw:

F + SQ

Hastu-Shu Ken:

HCF + SQ

Energy Shot:

B(hold),F + 0

Oyatsu-Kousen:

HCF + 0

Buu Breath:

QCB,F + 0

Buu Barage Attack:

B,F,D,U + SQ (close)

Buu Bomb:

HCB,F + 0

Super Oyatsu-Kousen:

HCF + 0

Super Buu Breath:

QCB,F + 0

Dangerous Liquid Bomb:

HCB,HCF + SQ

Chou Kaku-San Renzoku Energy Attack:

HCF,HCF + 0

Jan-Ken Pa:

B,F + 0

Kuchu Kame Hame Ha:

Jump,F,D + 0

Niyo-Ibou Attack:

B(hold),F + SQ

Jan-Ken Ku:

B,F + SQ

Jan-Ken Chogi

B,F + X

Kame-Sennin

Throw:

F + SQ

Nidan Hizake-ri:

F,B,F + X

Kame-Sen Ryu Ken-Fu Shu:

QCB,F X

Tai-Ken Kame Punch:

QCF + SQ

Tai-Ken Kame Kick:

QCF + X

Ge-Dan Tai-Ken Kame Punch:

F,DF,D + SQ

Ge-Dan Tai-Ken Kame Kick:

F,DF,D + X

Mr.Satan

Throw:

F + SQ

Base Ball Bat:

SQ + X

Rolling Attack:

B,DB,D + SQ

Kame Hame Ha:

HCF + 0

Giant Ape Trasformation:

HCF,HCB + SQ

Yudou Kame Hame Ha:

HCB,F + 0

Kyo-Sui Ken:

QCF + 0

Ge-Dan Kiyō-Sui Ken:

F,DF,D + 0

Zan-Zou Ken:

F,B,F + SQ

Kame Hame Ha:

HCF + 0

MAX Kame Hame Ha:

QCB,F + 0

Ma-Fuu Ba:

HCB,HCF + 0

Bankoku Bitsu Kuri-Shou:

HCB + 0

Dynamite Kick:

QCF + X

Satan Tokusei Bazooka Hau:

HCF + 0

Tokusei Ultra Dai-Baku Dan:

QCB,F + 0

Vulcan Jab:

QCB + SQ

Very Very Punch:

QCF + SQ

Metta Uchi-Eiyuran Bu:

HCB,F + SQ

Super Saiyan 3

Mini Combo:

B + SQ

Dash Punch:

QCF + SQ

Saiyan 3 Attack:

HCB + SQ (close)

Slash Leg Down:

Jump,F,D + X

Gail Shot:

QCB,F + X

Gail Shot Reverse:

QCF,B + X

Gogeta

Throw:

B + SQ

Metro Attack:

HCF + SQ

Gogeta Hari-Tobashi:

QCB + X (close)

Screw Drop-Kick:

F,B,F + X

Tokusei Ultra Dai-Baku Dan Shitsu-Bai:

QCB,HCF + 0

Champion no Ka-Rei Na Mai:

HCB,HCF + SQ

4 Renzo Baku-Retsu Missile Lancher:

HCB,F + 0

Thousand Combonation:

HCF + X

Ki-Oi-Hou:

B(hold),F + 0

Kame Hame Ha:

HCF + 0

Chou Kame Hame Ha:

QCB,F + 0

Shun-Kan Itou Meteo Crash:

B,F,D,U + SQ

Super Quick Kame Hame Ha:

HCB,F + 0

Shun-Kan Itou Screw Drop:

R1(or R2) + X

Ki-Oi-Hou:

B(hold),F + 0

Ultra Super Dounuts:

HCF + 0

Final Kame Hame Ha:

QCB,F + 0

Slash Down Kick:

Jump,F,D + X

Shun-Kan Itou Slider:

R1(or R2) + SQ

Shun-Kan Itou Slash Down:

R1(or R2) + 0

Gogeta Genki-Dama:

D(hold),U + 0

Gogeta Meteo Attack:

HCF,HCN + SQ (close)

Quick Ultra Ball:

QCB,HCN + 0

D

Game Shark

Infinite time

80053AE0 BEDE

80053B24 BEDE

800689B8 BFCE

80071120 044E

8010C484 020C

Infinite mirror hints

800718E4 0303

801324B4 0001

Walkthrough

Beetle symbols

Glowing beetles will appear up to four times during the game. Once triggered, Laura will experience some disturbing flashback sequences. They are located in varying areas in the game and are only accessible after certain specific actions are completed.

Laura's compact

Select the compact from Laura's inventory to receive a pictorial hint to solve the current puzzle. This may only be done three times per game.

Laura's father

At varying locations in the game, Laura's father will speak to her.

Laura's watch

The game must be completed in two hours (real time). The watch in the inventory will keep track of the elapsed game time. The game begins at 3:00, and will end at 5:00.

Solution:

Note: This solution presents all actions available in the game, including many that are optional. Once certain information is known (e.g., the number of the drawers to open or the combination to the safe, there is no need to play those sections that will reveal those clues).

[Laura walks up to the entrance of Los Angeles National Hospital. She looks at the dead bodies in the waiting room. Suddenly, the interior of the hospital transforms into a gothic structure.]

Dining Room

Approach the table and look at the bowl. The water in the bowl will turn to blood.

Approach the open door to the left of the fireplace to enter the First Floor Hallway.

First Floor Hallway

Look at the dresser to the left of the stairway. An arm will stretch out of the mirror and grasp at Laura. Walk into the Barrel Room to the right of the hallway.

Barrel Room

Walk towards the far end of the room. A spiked wall will spring towards Laura, stopping inches from her body. Walk up the stairs to the Second Floor Hallway.

Second Floor Hallway

With the stairs to Laura's back, open the door to the left. A man impaled on spikes will be displayed. Enter the door directly across from the stairs to enter the Second Floor Sitting Room.

Second Floor Sitting Room

Approach the chest of drawers in the corner. Each drawer is marked with a roman numeral. Open drawer "I". Laura will take the piece of paper that is in the drawer. A beetle symbol may appear in this drawer instead of the paper (open the drawer a second time after the flashback scene has completed).

Approach the fireplace. Laura will pick up the silver key from the bottom of the fireplace. Return to the Dining Room.

Dining Room

Place the paper in the bowl on the dining table. The inscription "IV - II" will appear.

Return to the Second Floor Sitting Room.

Second Floor Sitting Room

Approach the chest of drawers and open drawer "IV", then drawer "II". Laura will take the wrench that is in drawer "II".

Return to the Barrel Room.

Barrel Room.

Use the wrench to turn the spigot on the barrel. The spikes on the far wall will retract.

Walk into the stairway that was protected by the spiked wall. The stairs end at a locked door marked with the number "78".

Return to the Dining Room.

Dining Room

Use the silver key to unlock the door to the right of the fireplace.

Enter the First Floor Bedroom.

First Floor Bedroom

A manacled prisoner is shackled to the wall. Note that his right arm disappears into the wall. Walk into the other section of the bedroom.

Approach the small wooden safe that is on a pedestal in the corner. Pull the handle to make the number "78" appear. Setting the numbers is difficult because there is a delay, and the number on the right slips ahead a few positions every time it stops. The number of digits that slips ahead is the number currently showing on the left side.

Pull the handle to stop the left number between "0" and "1" to stop the display at "7". Pull the handle to stop the right number between "2" and "3" to display "1", which will slip ahead to "8". Once opened, the safe reveals the prisoner's arm that has been placed through the wall. Laura will take the ring off the hand in the safe.

Return to the Barrel Room.

Barrel Room

Enter the room and walk down the stairway.

Approach the door and use the ring to unlock the it.

[The door opens to reveal a circular stairway. As Laura walks down, a large stone ball appears and begins to roll behind her. Laura runs down the stairs, with the ball inches away from crushing her. She enters the Downstairs Bedroom just as the ball is stopped by the archway leading into the room. The stairway back to the first floor is blocked by the ball.]

Downstairs Bedroom

Approach the painting above the fireplace. Upon closer inspection, the girl in the painting smiles and transforms into a picture of four animals in the pattern:

Chicken

Horse Rabbit

Deer

Approach the desk with two drawers. A beetle symbol may appear here.

Approach the night stand to the right of the bed. Four cups painted with pictures of animals are on a circular tray on the night stand. Rotate the tray to match the pattern from the painting. The tray will rotate, and unlock the door to the right of the night stand.

Open the door and enter the Library.

Library

Examine the four busts on the table. A beetle symbol may appear here.

Examine the bookshelf. A beetle symbol may appear here.

Open the door and enter the Prison.

Prison

[Laura looks at the dead prisoners. A gold key on the floor comes into view, still held by a prisoner. Laura picks up the prisoner's arm and drops it to the floor, dislodging the key, which she takes.]

Return to the Downstairs Bedroom.

Downstairs Bedroom

Unlock the desk with the two drawers. Laura will take the book that was inside the drawer on the

right.

Return to the Library.

Library

Place the book on the bookshelf. The bookshelf will slide over, revealing a secret passage.

[Laura walks up the stairs in the secret passage. As she passes through the archway at the opposite end, a metal gate

and door slam down, blocking her way back. Laura is now in the Rotating Room.]

Rotating Room

The podium in the center of the room has a wheel, that when turned, will cause doorways to different locations to

appear randomly behind Laura. The locations are:

A brick wall that is impassable. A beetle symbol may appear here.

Stairs leading down to the Hall Of Knights.

Stairs leading down to the Circular Pool.

Stairs leading up to the Garden.

The locked gate blocking the secret passage back to the Library.

A room with a Stained Glass Window.

Rotate the wheel on the podium until the Hall Of Knights is accessible.

Hall Of Knights

[Laura walks down a flight of stairs into a hallway with suits of armored knights. She stares into a circular pit at the end

of the hall. Turning around, she comes face to face with one of the knights, which now blocks her path.]

Watch the bottom of the screen for hints to use the controller. Laura can defeat the knight by executing the first move in time. If this is not done, the knight will push Laura into the pit.

If Laura falls into the pit, approach the metal rungs lining the pit wall. A beetle symbol may appear here. To defeat the knight, follow the on-screen controller hints displayed after Laura reaches the top of the rungs. Timing is crucial. Press each button immediately after prompted.

[Laura climbs out of the pit and faces the knight. Press Left when prompted to move Laura out of the way of his sword.

The knight points his sword inches from her eye. Press Right when prompted to move Laura away from another swing.

Laura slips and hangs from the edge of the pit. She pulls herself up slowly. After she reaches the top, the knight steps in front of Laura and grabs her. The knight throws Laura against the wall. Press Left when prompted to avoid his sword again. Press A when prompted to push the knight into the pit. Laura will take the Knight's sword out of the wall.]

Return to the Rotating Room.

Rotating Room

Rotate the wheel on the podium until the Garden is accessible.

Garden

[Laura climbs up a stairway and climbs through a trap door into a garden.]

Approach both statues in the Garden. When examined, the names of the statues (Aquarius and Sagittarius) are revealed.

Approach the fountain. A beetle symbol may appear here.

Approach the door on the tower wall. Place the sword in the slot on the door. The sword will break, and unlock the door. Use the door to enter the Tower.

Tower

[Laura walks up the stairs into the Tower]

Approach the telescope on the table. Use the lever to the right of the telescope to select the symbol for Aquarius (two wavy lines). Look in the telescope to see the constellation outlined in light blue. Move the lever next to the telescope to select the symbol for Sagittarius (an arrow crossed with a bar). Look in the telescope to see the constellation outlined in green.

Return to the Garden.

Garden

Examine the statue of Aquarius. Push the light blue button.

Examine the statue of Sagittarius. Push the green button.

[The fountain in the garden drains, simultaneously filling the Circular Pool with water. The chest that was in the middle of the pool floats over to the edge.]

Return to the Rotating Room.

Rotating Room

Rotate the wheel on the podium until the Circular Pool is accessible.

Circular Pool

Open the chest floating in the pool. Laura will remove the pistol that was in the chest.

Return to the Rotating Room.

Rotating Room

Rotate the wheel on the podium until the room with the Stained Glass Window is accessible.

Stained Glass Window

Use the pistol to destroy the window. Note the depiction of the woman and Nosferatu-like monster on the window.

[The window shatters, revealing Laura's location in a huge tower. Laura climbs up a set of metal rungs next to the window to reach the Attic.]

Attic

[Laura climbs in through the window. The shutters close and lock behind her.]

Walk to the end of the hallway to experience another flashback sequence.

Return to the middle of the hallway. While facing the window, turn to the wall on the left.

[The hallway shakes, and the wall in front of Laura splits open to reveal the Gear Room.]

Gear Room

This room contains a strange machine with two gears. The gear on the left side has a red sphere. The gear on the right side has a circular hole. To complete this puzzle, both gears must be rotated to view the red sphere through the circular hole.

The two levers on the front of the machine can be set to three positions: front, middle, and back. Set

the left lever to the middle position and the right lever to the front position. Push the red button until the red sphere is in the area between the gears. Set both levers to the front position. Press the red button until the circular hole overlaps the red sphere.

[The machine moves back into the wall on a large screw. Laura walks up a flight of white stairs that are suspended in mid-air to the Spire.]

Spire

[Laura reaches the top of the stairs to face a wall with a painting of her mother.]

Examine the painting.

[A series of images will be displayed. The view shifts to a room with Laura's father. He explains the meaning of "D", and Laura's disturbing visions. Her father begins to transform and asks Laura to come to him.]

Use the pistol to shoot Laura's father.

[The ending animation will begin. Watch the entire sequence of credits for a hint to the plot of the sequel, D2.] the plot of the sequel, D2.]

Discworld

Walkthrough

7.Apr.95 v1.0 by Thomas Niederreiter

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Warning, this file contains extreme heavy SPOILERS! If you want to solve this game at your own, delete it! (This file, not the game 8)

Warning, the second: This walkthrough shows a fast way through the game, but shows not all jokes, gags and things to try. If you want fully enjoy the game, don't play straight this solution! Use it just as reference when you are helplessly stuck.

Warning, the third: Because I'm not a native english speaker, this file may be full with adventurous grammatics, ill-written sentences and other errors. You are free to send me mails with suggestions and corrections.

Let the game begin!

--

ACT I:

-

First get your pouch out of the wardrobe.

After a visit at the arch chancellor we have to fetch the dragon-lair-compendium. But first we wake up the luggage with the broom we found in the closet. Then we are giving the banana we found inside the luggage to the librarian and are off to show the arch chancellor the book.

Now we have to find the five ingredients of a dragon-locator.

- Staff:

Just exchange the broom with the magical staff from Windle Poons. Be sure to wait for the moment he reaches over to fetch some food, so that the staff is left unguarded.

- Imp:

Now talk to the apprentice wizard outside, he shows you now how to open the gate. (Take the frog with you, btw.) Then head to the Livery Stable and take some corn out of the sack. Next go to the Alley and visit the alchemist. (Walk around the jumping floorplate) There use the corn on the flask and you can get the imp out of that camera.

But its much too fast for you, so we need some help. Lets go to the market square, where we take a tomato. We throw this tomato at the tax collector. If we take then another tomato, we are able to catch a worm. Now take the string at the Toymaker's, tie the worm to it and use it at the hole where the imp is in.

- Dragon Breath:

First enter the Palace. To bypass the guards just talk with them. Inside get the mirror from the fools room. Be sure to put the mirror in Rincewinds inventory. (Not in the luggage) Then enter the Alley again, step on the jumping plate, and climb up to the tower. There hang the mirror on the tip of the flagpole and use it to annoy the dragon. On your way back to the alley, kick the ladder down.

- Magic Coil:

Back at the square talk to the street urchin/starfish. He teaches you how to pickpocket. Now go to the barber and look at the hair roller the woman got in her hair. Talk with her about it. Then talk with the barber and when he thinks about his milkmaid use your pickpocket-skill on his pocket.

- Metal Container

Next visit the psychiatrickerist. If you do this two times, you can get the butterfly net of the wall. Now go to the backside of the university and use the ladder on the window. First put the butterfly net in your private inventory. Then fetch the pancake with the net. If you go back to the kitchen you can take the frying pan now.

Give the five items to the arch chancellor and then use the detector to find the hidden dragon lair. It's somewhere in the lower-left corner of the city.

ACT II:

--

Our task is now to reveal the secret brotherhood, and to take a golden trinket from each member.

With all gold of the kingdom in our pockets we are visiting the library again. There we talk with the sleazy guy about the golden banana in his ear. In exchange to the gold, he gives us the banana. We give the banana to the librarian and are able now to enter the

L-space.

After we arrived about 12h ago, we are watching the theft of the dragon summoning book. Leave the

university like the thief and if you were fast enough you see where the thief is going! Congrats, you've found the secret hide-out. Now go in the park, and put the frog in the mouth of the drunken Rincewind. Then you are able to catch that butterfly with the net. Use this butterfly on the lamp in the street-corner (where the monk usually stands). You may also take there the pot with you. We travel now back in the present again, and we will find a black robe on the clothesline near the toilet.

Next we go in the Broken Drum and order something to drink. Take the tankard with you. Behind the barman we see a bottle with counterwise wine. Talk with the barman about this. Also take the glass with you. Travel now in the past again. There go immediately!! to the hide-out. Turn the left drainpipe in the direction of the door. Then wait until the thief arrives. Using the glass as reception-device on the right drainpipe you are able to hear the secret password. Now disguise yourself with the robe and join the ceremony!

You should know now the members of the brotherhood and the next thing is to get their golden items.

- Mason:

First we need the gatepass. So go in the present in the Broken Drum and talk with the scared guy. Then visit the Inn and take the sheet from the bed. Walk to the Inn in the past and disguise yourself as Ghost (with the sheet) and make it like the scared guy told you before. Hmmm..It seems he forgot to tell us all, so back in the present and talk with him again. Ah! Ok..back in past and do it again. Now we have the gatepass. Show this to the gate-guards in the present and walk to the Edge of World. There look at the coconuts and shake the tree. With the butterfly net you can fetch the coconut. On your way back to the city stop at the mountain-pass. There get the egg and the feather. Next go to the Barn and get the screwdriver. Use it to poke a hole in the coconut. Visit the market square again and talk with the street starfish. He will tell you the secret handshake if you prove you are a man. Next we go to the psychiatrickerist. After a short while of waiting we are allowed to go upstairs. There we got some pictures which are useful to come past the palace-guards.

Talk with the peasant inside the palace. Now you are allowed to enter the shades. On your way back to the past stop at the kitchen and get the cornflour. Then, in the past, go to the toilet and read the graffiti on the inner side of the door. Next head to the shades and find the House of Negotiable Affection. There talk to Big Sally and give her the egg, the flour and the coconut.

The new acquired bloomers are given to the street starfish (in the present), who shows us the handshake now. We have now a new skill and a bra. Now we are ready to visit the mason in the shades. Use your new skill on him and be happy about your new golden trowel.

- Thief:

To get to the sleeping thief in the hovel, use the bra with the ladder. Now you can drop the ladder silently on the hovel. If you try to get the key from the thief, he turns away...good that we've got a feather. Now its easy to get the golden key. (Don't forget your ladder!)

- Dunnyman:

Get from Dibbler a donut, and give it to the dunnyman. Next visit the milkmaid again and get from her a note for the barber. After you have given the note to him, you are free to use the apperatus on the poor

Dunnyman. We've got the gold tooth now.

- Fishmonger:

We have to go to the past again. There we go in the Drum and start a bar-fight. To do this just look at the picture behind the little guy and when he doesn't watch turn his glass around. After the troll joined the fun, use the ladder on the shingle outside and get the drumstick. Use it in the present to ring the gong in the dining-hall. Yet you are able to get the prunes outside the university. Now walk to Nanny Ogg's house in the Dark Woods. There arrived, fill your pot with the custard of the cauldron. Then go to the fishmonger, tie there the octopus with the string, pour the custard in the toilet and put the octopus in it. Send the fishmonger to the toilet by putting prunes in his caviar. Now you can get his golden belt.

- Fool:

First get a garbage can from the backside of the university. Then get the bubble bath from the inn. Next go to the Palace. If you haven't done already show the second ink blot picture to the other guard. Inside use the garbage can on the fool. To get his cap use the bubble bath on his bath-tub. Now you've got the cap with the golden bell.

- Chimney Sweep:

Get the hogfather-doll from the Toymaker, the fireworks and gunpowder keg from the crate at the city-gate and the matches from the Broken Drum.

Put the doll in Rincewind's inventory and go the roofs of the alley again. There stuff the doll in the chimney of the alchemist. Go down in his house, put the powder keg in the fireplace, use the string on it and light the fuse (outside, in the drainpipe) with the matches. You've got the golden brush now.

Give all six golden items to the dragon.

After a little talk with it go the market square again. There buy the carpet from Nanny and when she wants a kiss just steal her custard book. Now time-travel for the last time and get the dragon-summoning book before the thief got it. Exchange the covers of the dragon book with the custard book and put the false dragon book back in the empty place. Then the thief will come and steal the book. Enjoy..8)

ACT III:

We have to find now the items that make a hero.

The Old Timers suggest that heros need a posing pouch, the Amazone Warrior that we need a moustache and a magic sword, the wizards favour a magic talisman and Big Sally advised camel-flage. Now we get back to Nobby and solve his what-do-you-need-to-be-hero riddle by doing a little math. We

know now that we need a talisman, a moustache, a birthmark, a magic spell, camel-flage and a magic sword.

- Magic Talisman

First lets go to the Hide-out again and after knocking on the door we are having a custard tart. Next we visit the alchemist. There we are telling him where to get more corn. After he is gone we are taking the camera. And we go now to the Livery Stable to read the bumper sticker on the donkey cart. We have now a new spot on the map to visit. At the dragon sanctuary we knock on the door and talk with Lady Ramkin. After we had been behind her house we knock at the front door again. When she opens we just walk behind her house and take the rosette, the leash and the nail.

Next we are thirsty again and go buying a glass of Cactus Juice from the barman of the Drum. Then we are the owner of a new worm. Now we are buying the paper bag of leeches from Dibbler. A double-click on the paper bag reveals the leeches. Use the bag or the leeches to knock-out the palace-guards.

Inside the palace we will find the dungeons. There use the worm on the mousehole. Undisguise the rat to get a new imp. Put this imp in your camera. To continue we need also the octopus-picture that is in the shop of the fishmonger. Next station is the house of Nanny Ogg, there we are talking with her about that truth potion behind her. To get it we have to eat a bit from the custard tart when she waits for a kiss.

After this we follow her wool to finally find a sheep. We stick the rosette on the sheep and make a nice photo. Don't forget the mallet when you leave. Then head your steps in the Drum again, use the nail with the beam in it and hang the picture of the sheep on it. You have to frame it before by joining with the octopus-picture. Now talk with Braggart and be sure to mix his beer with the truth potion before you give it to him. Now should know how to find the Temple of Offler.

There you will meet that dreaded monk again..using the carpet on the bridge should solve that problem. In the temple take the blindfold, tie the leash on the luggage and wear the blindfold. Then you should be at the Eye of Offler. To take it fill your pouch with the sand and exchange it with the Eye. (Hiya Indy! 8) Congrats, you got your first hero-item.

- Moustache:

Fill the pot with the water of the well of wishing. The well is in the woods. Next use the pot with the soap on tap in the inn. Now go to the palace. Use the paper bag or the leeches to enter again. There take the brush out of the bathtub. Use the brush on the pot with frothy water. Next visit the Livery Stable. There we use the wet brush on the bumper bar of the donkey cart. Look at the clean number plate (really look at it, right click!).

Next enter the shades. Look in that hovel and get the knife out of it. Put the knife in Rincewinds inventory. Now go back to the roofs and use the knife on the ladder of the assassin training track.

Soon we will met an assassin. He wants to know the number of that donkey cart...well, we know it and say it to him. The responsible donkey will be arrested and you can found it at the market square. But first go and take the scissors from the barber-shop. Use them on the donkey-tail. You've got a moustache now!

- Birthmark:

Go in the palace-dungeons and fetch a bone from the skeleton. Use the bone with the glue-pot from the Toymaker. Next visit the inn and give the dog the glued bone. Look at the taatoo from the sailor and then talk to him. If he asks for a glass of milk, ask the innkeeper for one. If all went ok, you will get a parrot-whistle. Next go to the market square and try to get an egg. You will get a snake instead. Head for the University and get the fertiliser from the backside, then enter the closet and light the lamp (You see it as "Shape") with the matches. Get the starch.

Use the starch and the fertiliser on the snake and exchange it again with Windle Poons staff. With the broomhandle enlarge the butterfly net. Now go to the room of the arch chancellor and get the hat.

With these items walk to the Edge of World again. There blow the whistle and throw a lit firecracker at the parrot. Catch the parrot with the enlarged butterfly net. Then go back to the sailor. There we are told to fetch the whistle also, so we go back to the Edge, get the lamp of the fork and put the magic hat on it. (If it don't work look closer at the hat). Climb down the world and get that "glint". Give the whistle the sailor, who tells you then to ask the barber about taatoos.

At the barber-shop get the appointment book and show it to the milkmaid. (You must have been about three times in the "casting-agency" to get this work) Walk out to the woods and show the appointment book with the ottograph to the barber. Afterwards visit the barber in his shop and talk with him about taatoos. He sends you to the street starfish. Talk with the starfish and to get the taatoo you need to do some things. First use the knife on the rubber band of the Dunny/Custard-King machine. Next put that rubber band in your pocket and climb up the tower again. There tie the band to flagpole tip and jump! You have now a birthmark-taatoo.

- Magic Spell:

Go back in the library. There can you now get a magic book, it's well hidden so look in that edge where the sleazy guy used to stand.

- Camel-flage:

Get the spatula from the kitchen and walk to the shades again. There use the spatula on the mural. You have now soot, which is a perfect substitute for camel-flage.

- Magic Sword:

Go the woods and use the screwdriver on the crank of the well. Use the crank on the racks in the dungeon and you will get a sword-that-goes-plink. Talk with carrot from the city-guard about it and he will send you to the dwarves. (A new spot on the world-map) The dwarves want a glass of elderberry wine, so the next thing we do is going to the Drum. The barman tells us that the wine-cellar is full of foxes. With this knowledge we walk to the inn. In the inn we notice a person behind the door, after a little talking with it we use the screwdriver on the door. Now talk again with the bogeyman and he will go and scare the foxes. Go also in the wine-cellar and fill your tankard with elderberry wine. Put that tankard in your personal inventory, and give it later to the dwarfen smith. Then give him your sword and he will enhance it.

Leave the mine and find yourself in....

ACT IV:

--

Notice: This Act was a little buggy for me, so I am not quite sure if I done it like the programmers expected. If you have installed a patch, this solution perhaps won't fit quite. Try it.

First get the key from the tied-up Lady Ramkin and visit her estate. There unlock the dragon-cage and go in it. When you step in that molten pile, don't let Rincewind turn around... just click a few times forward and he will go through. Take the little Mambo with you back to the market square. There (really there, it won't work elsewhere) put him a lit firecracker in the throat. When you now leave the square and come back, the showdown starts. Because our firing is not successful, we throw the tart with the love custard at the dragon.

- THE END -

Total Eclipse

TOTAL ECLIPSE

Planet #2 x o tri. sq. x x x sq.

Planet #3 tri. tri. o x tri. tri. x sq.

To get ten continues, planes and plasma shots. Start a game then pause it and click on options at the screen with play game and other options, press triangle, square, circle, square, triangle, square, L1, L1, R1. now press the picture to the right you should see a skull. Now press triangle, square, L1, L1, square, triangle. the game will restart and you will have ten continues, planes, and plasma shots. for a stage select go to the options menu in total eclipse go down to password and hold down select and press triangle, L1, square, then release select and press triangle, L1, square, triangle, L1, square. A round select will appear and you can choose which round to go to.

Espn Extreme Games

Game Shark

Infinite health

8007A270 0500

Speed always 60mph (Note 1)

8007b1A2 0050

Note 1: This code apparently only works with the rollerblades. To change the required speed, alter the 0050. For example 52mph = 0045.

Codes

Money Round Pass through all the gates on a course and enter the bonus Cash

- Course, which consists of \$5 and \$10 Gates!

Last Password 254, 071, 216, 094, 085, 085, 177, 113, 104

--- Will let you begin with only one race left (San Francisco)

Extra First Race Money 229, 013, 066, 016, 000, 000, 000, 000, 031

-- After you use this password, complete the first race

(Utah) using Paul Dillon. When you finish the race you will now have \$1,110

External Bypass Switch

Faq

The following are NOTES taken during A successful installation of an EXTERNAL BYPASS LID SWITCH for a USA Sony Playstation for the purpose of being able to close the lid when playing "IMPORTED / NON DOMESTIC" playstation game discs.

This EXTERNAL BYPASS SWITCH will only be beneficial to owners of "EARLY" production SONY PLAYSTATIONS and whom own and play IMPORTED game itles,

"EARLY"- meaning before Sony began manufacturing Playstations with updated FIRMWARE that prevents the "SWAP"trick.

Any Playstation with a SERIAL number starting with 59?????, IS considered a newer version and will not be able to do the SWAP technique. So to put it simply... the ""EXTERNAL BYPASS SWITCH"" NOW enables the user

to close the lid AFTER SWAPPING and not have to use any weights,springs, tape, Blu-tak, toothpicks etc... to hold down the INTERNAL lid switch. When the BYPASS switch is in its OFF position... the Playstation's INTERNAL LID switch will act NORMALLY. And when the BYPASS switch is in its "ON" position.. the Playstation thinks that the INTERNAL switch is pressed down whether if you have the LID open or closed.

These notes are intended for informational purposes only and end-users/readers assume all responsibilities for their actions and these notes do not make any guarantees, warranties etc etc etc....(DO YOU UNDERSTAND???) The enjoyment or damage of YOUR Playstation is in YOUR hands. YOU obviously assume all LIABILITY as a result of YOUR actions. (SORRY TO BE SO REDUNDANT !!!)

#####

THE AUTHOR IS NOT A TECH. AND DOES NOT CLAIM TO BE....

THE AUTHOR is NOT claiming to have discovered this technique.

(NO FLAMES are requested)

#####

ITEMS USED: (You can improvise)

#####

(2) Wires..... 2 Different colors (ONE RED AND ONE BLACK) of 24 gauge, "stranded" wire about 16 inches or 40 centimeters. (Wire colors are insignificant... only used for ease of explanation.

(1) Soldering pencil (FINE TIP) (12watt 120volt with at tip temp. approx. 750 degrees Fahrenheit.) (High watt solders guns not recommended.... toooo

HOT!!!)

(NOTE: I DID NOT have any soldering knowledge prior to the installation of the switch so... I asked the

friendly electrical supply clerk how to safely Solder on a SMALL Circuit board... I suggest that YOU learn at least the basic do's and don'ts)

(1) Roll of SOLDER (0.5 ounce Rosin Core Solder.... 60% Tin 40% lead)

(1) Toggle switch (ON/OFF type, sub-miniature BAT handle type. Rating 3A, 125v AC, mounting hole .219 inches) The toggle does not require direct power... so the bottom of the toggle switch only needs two posts to solder each of the two wires to...(ie... 1 wire (red) to one post... and the other wire (black) to the other post) (1) Power Drill or something to drill a small hole into the rear panel of the Playstation for your switch.

Phillips standard size screwdriver.(Phillips= X design screwdriver) Small thin flat head or phillips screwdriver (OPTIONAL) OPTIONAL: Electrical tape to hold down any excess wire.

#####

INSTALLATION

#####

UNPLUG EVERYTHING... ie POWER cord (duh!!!), S-video plug, controllers, game discs, mem cards etc.

REMOVE the rear PARALLEL I/O DOOR!!!

Turn the PSX upside down as if you were reading the SERIAL number sticker on the underside of the PSX.

1.) Unscrew the FIVE BLACK screws on the underside.

2.) Turn the PSX back over (while holding both top and Bottom sections of PSX carefully) with the controller ports facing you.

3.) Separate the top half of the PSX by SLOWLY pulling up.

4.) Unplug the MULTI-COLORED (red, purple, white, brown, yellow, blue, orange) HARNESS "PLUG" CAREFULLY, CAREFULLY, CAREFULLY, CAREFULLY..... FROM LEFT SIDE WHICH IS ATTACHED TO THE LEFT "TAN" COLORED CIRCUIT BOARD....

5.) At this point "I" decided to make a decision whether to separate the cd-rom from the rest of the housing/motherboard (this is logical because YOU MUST flip the motherboard upside down later and could damage the cd-rom if not CAREFUL) If "YOU" remove the cd-rom ** (WHICH I DID "NOT")** you MUST detach the OTHER TWO Cd-rom plug harnesses..## WARNING ## VERY DIFFICULT TO DO IF YOU DON'T KNOW HOW ..(WHICH I DID NOT). COPPER COLORED (foil like) harness IS EXTREMELY FRAGILE ...!!!!!!!

I HAD TO TAKE EXTRA CARE IN KEEPING AN EYE ON THAT COPPER COLORED HARNESS BECAUSE I "DID NOT" REMOVE THE CD-ROM!!!!!!!!!!

<<<MORE ON THIS COPPER HARNESS LATER.....>>>

6.) Choosing NOT to remove the cd-rom... I secured the BLACK Cd-rom housing by taping it carefully

down to the Silver panel beneath it!! TAPE both left and right sides of the housing down.

7.) Cover the CD-rom LASER LENS and LASER tracking area (without touching the lens) with a Dome shaped piece of plastic (so YOU won't harm the lens!!!)

(***** SOMETHING RIGID *****) (IMPROVISE CAREFULLY) TAPE DOWN THE COVER FOR THE LENS THE SAME AS THE CD-ROM HOUSING.

8.) Remove the following screws COMPLETELY/CAREFULLY OUT

<< TOTAL OF TEN (10) >>

#1 - Next to Right controller port.

#2 - Next to Left controller port

#3 - Almost center of PSX ... to the right of the CD-rom housing (has small arrow pointing to it)

#4 - Bottom Right corner of PSX

#5 - FAR Right side of PSX approx half way between TOP and BOTTOM.

#6 - Next to AV MULTI OUT port.(left side of port)

#7 - Between YELLOW video out and WHITE audio out plugs.

#8 - Next to PARALLEL I/O port. (LEFT side of port)

AFTER YOU GET ALL (8) OF THE ABOVE SCREWS... YOU STILL NEED TO UNSCREW (2)

MORE...

They are located underneath the silver plate/panel that the cd-rom is sitting on..but NOT DIRECTLY underneath the Cd-rom.... The 2 screws are located underneath the silver plate on either side of the PARALLEL I/O port.

WARNING

READ THE FOLLOWING BEFORE GOING FURTHER

To get to the two screws you must ""CAREFULLY CAREFULLY ... SLIGHTLY SLIGHTLY"" lift the silver plate from the top RIGHT corner..SLIGHTLY because REMEMBER I DID NOT REMOVE THE "" COPPER "" CD-ROM HARNESS SO ... I did **NOT** have a lot of slack to work with so I LIFTED THE RIGHT corner of the Panel/plate WHILE KEEPING AN EYE ON THE COPPER HARNESS !!!!!!!

I slid my screw driver in AND unscrewed. (You can use the OPTIONAL thin screwdrivers HERE)

WARNING

READ THROUGH BEFORE CONTINUING...

NOTE... YOU WILL NEVER SEPERATE THE "TOP" SILVER PANEL AND CD-ROM PORTION

COMPLETELY AWAY FROM THE MOTHERBOARD... THE FOLLOWING NOTES ARE TO SEPERATE THE COMBINED (cd-rom, TOP silver plate panel and motherboard) FROM the ""BOTTOM portion of the PSX plastic housing and the ""BOTTOM"" silver plate/ panel)

<<<The GOAL is to get to the "UNDERSIDE" of the motherboard.>>>

9.) Now you must separate the motherboard (green color) plus the cd-rom (still attached and taped

down to TOP silver plate panel.) AND the TOP silver plate/panel.(ALL THREE PARTS (MOTHERBOARD+CDROM+TOP SILVER PLATE PANEL).

FROM THE GRAY PSX PLASTIC HOUSING by going to the bottom right corner where the Green motherboard is visible and by GENTLY GENTLY GENTLY lifting up from that corner and seperating the motherboard away from the BOTTOM GREY PSX housing and the "BOTTOM" SILVER PLATE PANEL BENEATH (not visible till this point)

10.) Now the UNDERSIDE of the PSX's motherboard is visible and you can find the LID switch CIRCUIT by FIRST looking from the topside (Look for a little black switch through a small circular hole cut in the TOP silver plate/panel) THEN look for the UNDERSIDE of the switch circuit on the UNDERSIDE of the motherboard... ..(Because I covered the Laser lens and taped down the CD-rom assembly... it was easier to FLIP from topside to underside alternately , and I was able to lie the Motherboard/Cdrom assembly upsidedown ... with the underside up at me and the Video/audio ports and plugs facing me.)

(HOLD ALL THREE PARTS(MOTHERBOARD+CDROM+TOP SILVER PLATE/PANEL) CAREFULLY TOGETHER BECAUSE THEY WILL SEPARATE, WHICH YOU DON'T WANT!!!)

11.) With the motherboard flipped upsidedown . Have the Video / Audio plugs facing you. The BOTTOMSIDE OF THE lid switch circuit's FACTORY soldering points have the shape of a square with FOUR LITTLE pre-soldered nipples.. or tips (no pun intended).

LOOKS LIKE : o o

o o

12.) Locate the FOUR (square shaped) lid switch circuit FACTORY soldered tips on the underside of the motherboard. THEN *SOLDER* the BLACK wire to the TOP LEFT corner tip and the RED wire to the BOTTOM RIGHT corner tip. (DON'T LEAVE ANY EXCESS SOLDER OR WIRE EXPOSED!! You should strip the wire just enough to solder the tip of the wire to the factory pre-soldered tip) DON'T BE SLOPPY !!!!!!! YOU MUST BE NEAT AND DON'T HEAT UP THE CIRCUIT WITH THE SOLDER PEN/GUN TOO LONG..... PRACTICE SOLDERING BEFORE ATTEMPTING TO SOLDER)

(wire colors are not important.. just using red/black for ease of explanation.)

13.) Make sure the soldering is SECURE and NEAT then guide the wires back toward YOU on the motherboard.... toward the the small space between the SERIAL I/O and PARALLEL I/O.. Turn the PSX back to the Right side up position and fit it back into place in the PSX GRAY housing with the wires sticking out in the area between the SERIAL I/O AND PARALLEL I/O. CAREFULLY CAREFULLY return all the 10 screws back to their proper place in REVERSE order.

REMEMBER TO BE CAREFUL WITH THE ""COPPER"" CD-ROM HARNESS

CAREFUL!!!!!!!!!!!!

14.) FIND A PLACE FOR THE SWITCH!!!!(DEPENDING ON WHAT KIND WAS PURCHASED)

I put mine right above the ""WORD"" PARALLEL I/O on the rear panel.

SOLDER THE RED AND BLACK WIRES TO YOUR SWITCH, drill a hole, install the switch to the housing and tape down and excess slack of wire... and PLUG the MULIT COLORED HARNESS BACK IN .. REMOVE ALL THE COVERING/TAPING FROM THE CD-ROM area.

AND CLOSE THE PSX BACK TO ITS ORIGINAL STATE!!!!

THEN CROSS YOUR FINGERS AND TEST....

THE normal PSX INTERIOR lid switch "SHOULD" operate normally when the BYPASS switch is in one (1) position..(ie left or right or ON or OFF) When the BYPASS switch is in its OTHER position, the interior lid switch will think the lid is closed, SO YOU CAN OPEN/CLOSE THE LID FREELY!!!!

FIFA 96

Game Shark

Player 2 always score 0	80016CD4 0000
Player 1 always score 10	80016CD2 000a
Infinite time	80016CC0 0000

Codes

After winning an entire playoff, FIFA 96 will give you one code for one secret option. I thought I'd save people some time, so here's all that I have at the moment:

S=Square

T=Triangle

O=Circle

X=X

So far, the only way I've been able to use these codes is to do the following (if anyone has an easier way, please post): Start a game, pause it (use the START button), select options, and enter a code. You will hear a "click." Exit the options menu, going back to menu with Resume Game as a choice. Press S. You will get a secret options menu. Greyed-out choices require another code. Use Left/Right on control pad to change settings.

Invisible Walls - XXXTSSST - no more out of bounds

Curve Ball - TSXTXX

Super Power - TSTTTTTTTT

Super Goalie - SSSSSTTTTT

Super Offense - SSSSSTX

Super Defense - TTTTXXT

Shootout - STSXST - go straight to shootout

Stupid Team - STXSTX

After entering the following codes (using the same method to enter the above codes), go back to the Main Menu (you must quit your game) and select OPTIONS to see new choices found at the bottom.

Formal - STXSTTXX - tuxedos as uniforms

Federation - STXSTTXX - Data and Spock

Dynamic Duo - STXSTTTS - Batman and Robin (from t.v.)

Default Color Pallete - STXSTTTX - ?

Invisible - STXSTTXXS - just hair, shorts, shoes,
numbers

Oktoberfest - STXSTTTT

If you have any questions about these code, please send email

Roy

code for Fifa '96

For fifa '96 enter this code at the opyion screen and turn it on in the menu by pressing square and go to dream team and turn it on. Your players will all be very fast. square, square, triangle, triangle, Exs, Exs, square, squaresend by gberezny@limestone.kosone.com (mark)

Firemen 2

Game Shark **(JAPANESE)**

InfiniteEnergy

800ADDCC 000C

Infinite Time

800ADDA2 003B

Infinite Lives

800ADDD4 0002

Infinite Bombs

800ADDD6 0002

Floating Runner

Game Shark
(JAPANESE)

Unlimited Lives

80151880 0008

Gamex PSX Modification

Installation of the GAMEX PSX Mod
for an 80-pin QFP PlayStation

This document courtesy of Scott Johnson. If something bad happens, blame him.

Removal of the PSX cover

Turn unit over and remove the 5 screws.
Turn unit right-side up, and lift the cover off.

Removal of the laser housing

Disconnect the ribbon cable by pulling straight up on the black connector. This will release the cable, which can then be removed, by pulling straight up.
Disconnect green connector (3 grey + 1 white wire) by pulling straight up.
Disconnect collection of rainbow colored wires by pulling straight up.
Lift off laser housing.

Removal of the controller/memory card housing

Remove the 5 screws holding the thin metal bracket in place.
Lift off the bracket.
Disconnect the ribbon cable by pulling straight up.
Lift off the controller/memory card housing.

Removal of the heavy metal bracket

Remove the 5 screws holding the bracket in place.
Lift off the bracket.

Removal of the circuit board

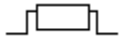
Remove the 3 screws along the top edge.

Lift off the circuit board.

Mounting the GAMEX 14-pin chip

Carefully bend the the pins of the chip so they are parallel with the chip. Now when the chip is placed right-side up, the profile is much

lower.



Locate the area near the upper right corner on the back-side of the board. You will see 2 large chips. One, an SEC Korea chip and the other, the

80-pin QFP. The instructions that came from the chip manufacturer specify an 80-pin QFP chip (SSAS9544B). This number is not correct. In

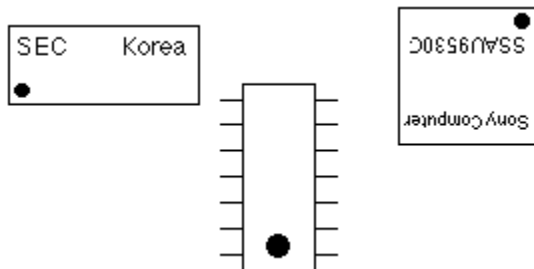
this case, all 80-pin chips are the same. So, if you have an 80-pin QFP, this mod should work for you. The pins on this chip are not numbered,

but they follow convention. While looking at the chip, so you can read the writing on it, the pin on the far left along the bottom edge is pin

number 1. Count up as you go along the edges of the chip, in the counter-clockwise direction. This will place pin 80 just to the left and up a

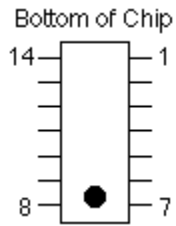
bit from pin 1. If this is confusing, look on the front of the board, many of the chips have their pins numbered there.

Carefully glue the GAMEX chip upside down between these two chips. (A small bit of silicone works nicely, but it's your call).



Making the connections between the GAMEX chip and the PSX PC board

Relevant pins of the 14-pin GAMEX chip

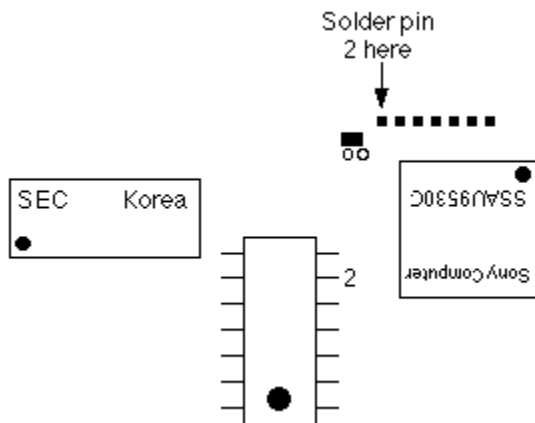


- 2 - pin 20 of QFP
- 3 - GND
- 4 - Door switch
- 5 - pin 32 of QFP
- 6 - pin 2 of 082B
- 7 - pin 33 of QFP
- 8 - pin 25 of A1782BR
- 9 - pin 24 of A1782BR
- 12 - VCC
- 14 - pin 22 of QFP

Key for subsequent diagrams

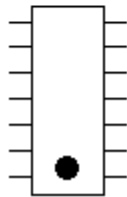
- - Soldered point
- - Unsoldered hole

Pin 2 -> pin 20 of QFP



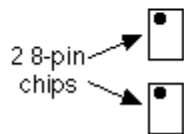
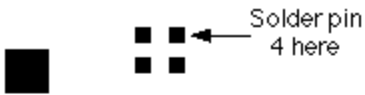
Pin 3 -> GND

Solder pin
3 here



Pin 4 -> Door switch

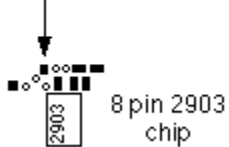
About 3 inches left of the SEC Korea chip



Pin 5 -> pin 32 of QFP

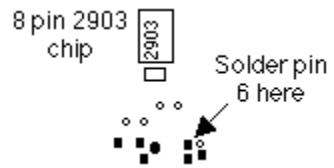
Just to the left of, and about 1.5 inches below the SEC Korea chip.

Solder pin
5 here



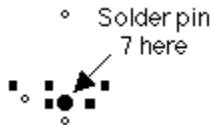
Pin 6 -> pin 2 of 082B

Just below that same chip.



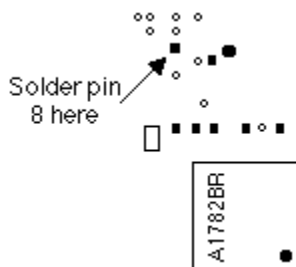
Pin 7 -> pin 33 of QFP

About 1 inch to the right of the point you just soldered.



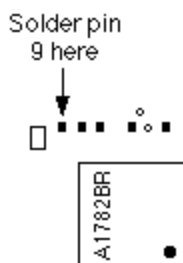
Pin 8 -> pin 25 of A1782BR

About 2 inches below the QFP



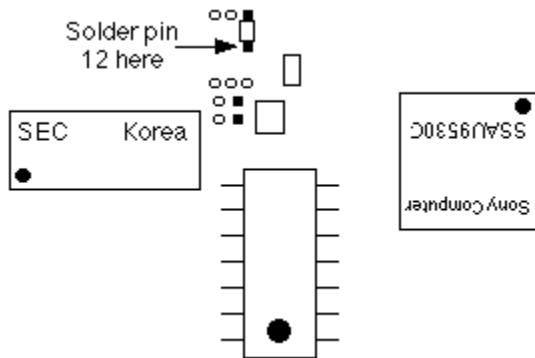
Pin 9 -> pin 24 of A1782BR

Just a bit lower.

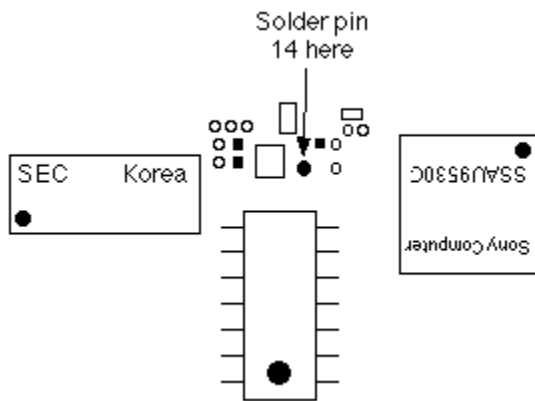


Pin 12 -> VCC

The mysterious Sanyo chip. This is the trickiest one. There are 2 black chips above the GAMEX chip. A small one above a larger one. You want to solder to the lower portion of the smaller chip.



Pin 14 -> pin 22 of QFP



That's all there is to it. Be sure to insulate the GAMEX chip from the metal plate on the bottom of the PSX. Now, just reverse everything you did to take this thing apart, and you're done. Fire it up and play your imports without having to swap ever again.

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Gex

Codes

Level Passwords

Cemetery:	SVZFKHGP	Toonville:	RVTCSHGP
	BXRFYHGP		XVBRHGP
	ZVTCYHGP		
Jungle:	KXVKRHGP	KungFu Land:	YTCHPHGP
	CVHCSHGP		ZTDHPHGP
	SVKLPHGP		DXVGRHGP
	CVBLPHGP		
Rezopolis:	GYVYRHGP		
Final Level Password	PZYPRXYL		

Stage Select:

While in the level selection dome hold R1 and press Select. Then hit ><, [], ><, R, U, L, (), (), D, D.

Access All Levels:

Go to any stage and hold R1 and press Select. Then hit
(), Start, R, U, [], L, L, U, Start

Codes Pause during the game, hold R1 while you enter the code.

Ice Shot	(), (), L, D, (), U, R
Super Jump	><, (), U, U, D, R, R
Instant Speed	D, P, R, R, D, U, P
Flame Shot	><, U, R, U, R, R
Invincibility	><, [], D, D, U, D, R

100 lives U, (), ^, D, R, [], D
Electric Fire R, L, R, (), ^, R, (), D, R

Faq

Subject: GEX FAQ v1.03 - trigger sorted quips, new bonus rounds! more...

=====

Rich Barrette

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-

[I] General Information

-

[1] What is GEX?

GEX is a Platform style game for the 3DO Interactive Multiplayer System. GEX is also a lizard, a gecko to be precise, whose character you play during the course of the game. In GEX you run around killing enemies, picking up golden flies, gaining power-ups, and generally wreaking havoc in order to achieve a goal. The main goal of the game is to defeat REZ your arch-enemy. In order to do that you run around collecting remote controls which in turn open up various levels in the world, which brings you closer to your main goal.

[2] What makes GEX so special?

GEX is unique for two reasons. First it is the first totally 32 bit platformer. Second, GEX is the first true platformer to come to the 3DO system. (This is debatable although most don't consider Soccer Kid a true platformer) It has great graphics, awesome sound and best of all, superb game-play.

[3] GEX Moves:

GEX has a unique style and innovative abilities. These include:

Jump

Run

Push

Duck

Spinning Tail Whip

Tongue Lash

Hurl (fireballs, ice cubes, lightning bolts)

Wall Stick (to ceilings, wall faces and wall sides)

Spring Attack

Super Spring Jump (off of foes)

Super Spin Attack (while on faces of walls)

[4] Why should I care?

If you own a 3DO, you should seriously consider owning GEX, even if you normally don't go for platform style games. The reasons for this include; state of the art graphics and sound, Awesome game-play, and the raves on Usenet from lots of people who normally don't like platformers and those that love them.

[5] Who made GEX?

GEX was written by CRYSTAL DYNAMICS. The concept was developed by Lyle Hall, the Core GEX Team is G-Man, Justin Norr, Mira F. Ross and Lyle Hall. G-Man is the Lead Programmer for GEX and Mira F. Ross is the Lead Artist. The Music was created by Webtone Productions and the Quips GEX makes throughout the game were written and voiced by comedian Dana Gould.

[6] Okay, cool, where can I get GEX?

Any store that carries a 3DO should have GEX. Currently the mainstream stores are: Electronics Boutique, Software ETC, Wal-Mart, Toys-R-Us, Babbages and others...

You can also mail-order GEX online from: * Need Vendor Names here *

[7] How do I submit information for the FAQ?

First, Thanks for asking!

It's easy, just email me (rbarrett@zatharusta.cs.ohiou.edu) with whatever you'd like put in. I'll stick it in the GEX FAQ and cite you in the credits section. Please tell me if you want your email address left confidential. :) Send me your ideas and info!

[8] Is there a WWW version? With graphics?

YES! Chuck McGinley has done an awesome conversion job. We are collaborating right now so the versions might be slightly different, but eventually they will be identical.

The URL is: <http://www.ohiou.edu/~mcginley/gex.html>

Thanks Chuck!

[II] The Worlds and Levels

-

*** I know a LOT of info is missing, I will be collecting some myself, (I'm going to start the game again to find the objectives, which levels have which remotes etc.) but I would really appreciate some help!!! I know some of you have finished it and are bored, why not count extra lives/flies while looking for secrets? :) :)

*** Rumor has it that every level has a bonus round... lets find out if its true!

[1] Cemetery

The theme of the Cemetery, is you got it, a graveyard. GEX will fight many scary monster types such as Franken-Geckos, Killer-Tomatoes and Chainsaw wielding Jasons.

o Frankie and Heli

Objectives: Find the Remote Control for Grave Danger and learn the basic GEX moves.

Video Tapes: None

Bonus Round: One

Cameras: One

Golden Flies: 183 (x2 with bonus round)

Extra Lives: 9 (includes perfect on bonus round)

Secrets: * any?

o Grave Danger

Objectives: Find the Remote Control for Tomato Soup.

Video Tapes: None

Bonus Round: Yes

Cameras: One

Golden Flies: 160 (x2 with bonus round)

Extra Lives: 14 (includes perfect on bonus round)

Secrets: *

o Tomato Soup

Objectives: Find the Remote Control for Disco Inferno

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

- o Disco Inferno

Objectives: Find the Remote Control for Spin -n- Puke

Video Tapes: One

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

- o Spin -n- Puke

BOSS LEVEL

Objectives: Defeat the Boss! Gain the Remote Control to Pow! Secrets: *

[2] New Toonland

New Toonland is a checkerboard ride through falling pianos, safes and anvils. GEX must dodge large spiked balls while looking for elusive power-ups. GEX get to ride rockets and battle super-gecko. Filled with Frums (the little purple present wielders), Toonland proves to be one wild trip.

- o Pow!

Objectives: Find the Remote Control for Twin Towers.

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Twin Towers

Objectives: Find the Remote Control for Rock It!

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Rock it!

Objectives: Find the Remote Controls for Knock! Knock! and the
Flatulator.

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Knock! Knock!

Objectives: There is no Remote Control on Knock! Knock!

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o The Flatulator

BOSS LEVEL

Objectives: Defeat the flying fartman. Gain Remote Control for Feeding Frenzy

Secrets: *

[3] Jungle Isle

Regarded by many as the most visually stunning world, Jungle Isle is full of Gorillas, spiders, piranha and Indy-geckos. Featuring an Aztec pyramid that scrolls automatically, GEX must be on his toes to beat world.

o Feeding Frenzy

Objectives: Find the Remote Control for Congo Chaos.

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Congo Chaos

One thing of note on this level, once you get to the end the scrolling stops and you can go back a ways to explore. You can go back as far as the long spiked pit you have to jump over (the one with all of the crumbling blocks). The scrolling will start up again if you go there so don't bother. There is quite a bit to be found by going backwards so explore!

Objectives: Find the Remote Control for Jungle Gym.

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Jungle Gym

BOSS LEVEL

Objectives: Get to the top and let the Ape do the work. Gain the Remote Control for Sumo City.

Secrets: *

[4] Kung Fuville

"HIEEEE YA!" GEX is faced with menacing lightning bolt tossing dudes straight out of little china. The Sumo Wrestlers are slow, but make great bouncing platforms. Watch out for the firecrackers though, the result of jumping on them is far from harmless...

o Sumo City

Objectives: Find the Remote Control for Fish Bait.

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Fish Bait

Objectives: Find the Remote Control for Chop Chop.

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Chop Chop

Objectives: Find the Remote Control for Toxic Turtle.

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Toxic Turtle

BOSS LEVEL

Objectives: Wipe out that nasty spiked turtle. Gain the Remote Control to
Rez Knight Fever.

Secrets: *

[5] Rezopolis

GEX will face his toughest challenge here, REZ himself! First he must battle through Rez knights and acid pools, then onto tubes and moving platforms. These levels will not only stun you with excellent graphics, but work out your reflexes as well...

o Rez Knight Fever

Objectives: Find the Remote Control for On the Move.

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o On the Move

Objectives: Find the Remote Control for Rez' Lair.

Video Tapes: None

Bonus Round: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Rez' Lair

BOSS LEVEL

Objectives: Kill Rez, save yourself.

Video Tapes: None

Secrets: *

[6] Planet X [Secret World]

The infamous secret world. It is rumored that it is the most challenging of the worlds, but defeat brings sweet rewards because the ending of the game is much sweeter if you manage to pull it off.

o Saucer Section

Objectives: Ride the wall and dodge enemy spacecraft. Find the remote control.

Video Tapes: None

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Free Fall

Objectives: Fall down the level following the trail of golden flies and avoiding the electric fields. Get the remote control.

Video Tapes: None

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Bombs Away

Objectives: Find the remote control. Navigate the shaft of alien gunners.

Video Tapes: None

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Newton's Fourth Law

Objectives: Find remote control, learn to use the anti-gravity areas.

Video Tapes: None

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Head to Head

Objectives: Super-Spring from one enemy to the next across the acid pools. Get the remote control.

Video Tapes: None

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o The Project

Objectives: Learn to map the level. Find the remote control in the HUGE maze and find the way out.
Find the two secret hidden games.

Video Tapes: None

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o The Web

Objectives: Find the remote control and maneuver the helicopter platforms to the exit.

Video Tapes: None

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

o Clothesline

Objectives: Dodge the oncoming beams and girders (Sonic & Knuckles-style),
collect the video tape.

Video Tapes: Yes

Cameras: *

Golden Flies: *

Extra Lives: *

Secrets: *

-

[III] GEX Sayings and Quips

-

*** This list is by no means complete. Send me what you've heard!

[1] GEX Quips by Trigger

o TAIL WHIP

o ENEMY

"It's tail time!"

"Oh yeah, it's tail time."

"Who took out the can of Whoop-ass!?"

"Now that's what I call gettin' some tail!"

"He's dead Jim." - Star Trek

"This one's for Johnny!"

"This is for Keith Moon!"

o TV

"That's for twelve years of Full House."

"Hey look, SNL!"

"Hey... reruns of Rhoda."

"Kill your TV man."

"Read a book!"

"Off the TV, nothin' but net!"

o ENTER WARP

"Into the garbage chute fly-boy!" - Star Wars

"Go into the Liiiight." - Poltergeist

"I know when I'm not wanted."

"I'll just go in here."

o TAKES DAMAGE

"Adriane!" - Rocky

"Ohh, that had to hurt!"

"You probably think that hurts, OUCH!"

"Not yet thanks."

"Higher, Higher, Lower!"

"Sorry, I only cry at weddings."

"Nobody touch me."

o EATS GOLDEN FLY

"Feed me!" - Little Shop of Horrors

"Soylent Green is good!" - Soylent Green

"I'm hungry dammit!"

"For me? ... You shouldn't have!"

"This is perfect for my collection!"

"One for me and one for me."

"Sweet, like candy."

"Need it need it need it need it!"

"I'm so hungry I could cry!"

"I see you've met Mr. Tongue."

"I'll take this and this and this and this."

"Hungry. Must find food."

"Thats it, that hits the spot."

o GRABS POWER-UP:

o FIRE

o ICE

"I've dated colder."

"She's as cold as ice."

o LIGHTNING

"I feel like Ben Franklin's wallet."

o TURBO

"Dude, I'm trippin'."

"Pulse racing, heart pounding, where's the john?"

"I am IRONMAN!"

o SUPER JUMP

"I'm Superman!"

o INVINCIBILITY

"Scottie, shields up!" - Star Trek

o JUMP or BOUNCE

"Geronimo!"

"I'm invincible!"

"AAAAROOOGA!"

"Beat it!" - Michael Jackson

o SWIMMING

"They call him flipper, flipper..."

"lbs harb bo quib when your unber waber."

o BALANCED ON THE EDGE

"I'm workin' without a net here!"

o START LEVEL

"This looks familiar."

"Mental note to self, throw up later."

"Spock, do you read me?" - Star Trek

"Now we're right back where we started -- it's just like college!"

"My name is Forrest GEX."

o END LEVEL

"Obi Wan has taught you well!"

"I suppose you know its be kind to geckos month."

"If I had a life I'd be glad to get back to it."

"It reminds me of Ed tapping his birthday keg." - Johnny Carson

"Thats one small step for GEX."

- o START GAME

"Lock and Load Little Lizard."

"Time to teach someone some manners."

- o UNSORTED

"This place is weirder than Rick James' place on the 4th of July."

"This is about as much fun as being Mike Tysons cell-mate on Valentines day."

"This place has all the warmth of a Dick Clark special."

"Waaaa, All I really wanted was this."

"BABADOOOOO!"

"Ah! Not yet, no!"

"Oh yeah!"

"If this were a plane crash I could eat the other passengers." - Alive

[2] Non-triggered Quips (sorted by world)

- o Cemetery

"Welcome to the New York City Transit System."

"You moved the headstones but you didn't move the bodies!" - Poltergeist

"Hey Scoob, Lets get back to the Mystery Van." - Scooby Doo

"Ewww... trick or treat"

"Do your arms ever get tired?"

"Big fan of Kid-n-Play?"

"Someone ring a dinner bell!"

"Sorry Mr. Presley."

"Hey Don King!"

"Who catered this thing?"

"With a little cover-up I could work magic on your scar."

"Talk about your fixer-upper."

"Like the slime, boys, nice touch."

"Okay, time to call the maid."

"I have a scientologists lust for life."

"Comin' through."

"Woooo that's rich!"

"We've lost visuals captain." - Star Trek

"That was really wild!" - Johnny Carson

o New Toonland

"Looks like Betelgeuse threw up!"

"Phone call for Mr. Hoffa."

"You are a disgrace to your leotards."

"I'm too young to have a second childhood."

"My inner child is coming out, and it HURTS!"

"WILMA!" - Flintstones

"Looks like Bugs after the trots."

"Wish these stars looked more realistic."

"Rocket Mannn" - Elton John

"Luke, at that speed will you be able to pull out in time?" - Star Wars

"I don't remember reading about THIS in the manual"

"Would you like to swing on a star" (sung)

"This is Major Gex to ground control" (sung)

o Jungle Isle

"Me GEX you Jane"

"Spock, what kind of creature is this?" - Star Trek

"Jim she said she is laying eggs." - Star Trek

"All this thanks to Miracle Grow."

"Welcome to the Jungle!" -Guns N Roses

"Jungle Boogie" -Kool and the Gang

"You're just mad because you're lonely."

"Okay, whose turn was it to mow the lawn?"

"This place is hotter than Tom Arnold's sauna pants."

"What a tangled web we weave"

"And they said atomic testing would have no affect here."

"Loved you in the Empire Strikes Back."

"George, George, George of the jungle!"

"Throw me the idol and I'll throw you the whip." - Indiana Jones

"Looks like someone had too much chili at Wendy's."

o Kung Fuville

"I'm having 'Nam flashbacks and I wasn't even there!"

"My name is Kane, I seek water" - Kung Fu

"Without that shell, you're a big naked lizard!"

"Big Rocket turtle go bye-bye."

"Kind of cocky after you beat the hare."

"Hey baby, its the fourth of Juuuly!"

"Fire in the hole!"

"Why yes, I've come to pick up my laundry."

"Where is my dry cleaning?"

"Listen to me grasshopper."

"It's nice to see Gamara get another gig."

"Pants pressed and no starch on the shirts..."

"I said no starch!"

"I sure hope thats a candy-bar!"

"Ahhhh Detroit, the pearl of the orient."

"Thats not MY bra!"

"Look Ma, no gills!"

"Photon topedos away captain."

"Snap crackle and ..."

"Number one, raise shields."

"Come on Jake, its Chinatown." - Big Trouble in Little China

"I love a paraaaade."

"Everybody was Kung Fu fighting."

o Rezopolis

"What are you, a student loan officer?"

"Helium makes my voice do this."

"Hey cutie!"

"Jane, stop this crazy thing!" - The Jetsons

"To boldly go..."

"What do you MEAN Darth Vader was my father!?" - Star Wars

"Hey! It's Darth Vaders younger brother Myron."

"Nice teeth, heh... Do we floss?"
"So THIS is New Jersey."
"All this because of Rose Bud?"
"YOU call it a cloak, I call it a dress."
"When is Grace Jones gonna retire?"
"This guy's a nut, have you been on Geraldo yet?"
"Hey, where's Jane Fonda?"
"Ugly is as ugly does."
"I'm working hard and not getting anywhere."
"Happy Birthday, Happy Birthday!"
"Great, I've found a health club in the belly of Hell."
"This is the worst health club I've ever been in."
"I would have to join a health club in the valley of hell."
"Pretty Balloon!"

o Planet X

[3] Is Dana Gould (GEX's Voice) Funny?

This is obviously a matter of opinion. Many of the sayings are very well impersonated, some frankly are not. Most of them are very funny if you know where they came from, others you just won't get (say WHAT?). But one thing remains constant: if you don't like them, you can shut them off.

[IV] The Hints and Tips

-

[1] General playing style tips

- Use the super-spring jump off of foes to reach otherwise inaccessible areas and items. - Use the left shift to run up inclines and gain more momentum to get height on jumps.

- GEX can swim! You don't even have to worry about air.

- Want to save your game? Go to the Tomato Soup level in the Cemetery for an easy video tape.

This will save your game with all of the levels you have conquered.

[2] World specific Hints

New Toonland: Jump on the pianos and whip your tail for a note to ride on.

[3] Bonus round tips

o Cemetery

Hit the first skill before it reaches the top, that will give you plenty of time to hit the second. Timing, timing, timing!

o New Toonland

Go up the right hand side first, then switch to the left on the seventh bounce, drift a bit to reach the fly in the middle. On the left side, wait until you have enough room to clear the center block, drift right to catch the fly on that side then back up on the right hand side to the block that's moving up and down. Go up the left hand side, stay to the left until you reach the next block, clear it and drift down to the right to get the fly, then straight up to the right. Clear the center block with enough height so you don't land on it, and drift down to the last two and a piece of the remote.

o Jungle Isle

You don't have to tail whip all of the flies, just hit them with your body, although it helps to tail whip a few. Learn the drop pattern. Practice, practice, practice!

o Kung Fuville

Keep the shift (running) button pressed the whole time!

o Rezopolis

The barrels bonus is easily mastered by facing to the right, and crouching. Snap your tail just before the left barrel hits the ground and you'll hit it every time. Timing is such that this snap kills the one in front of you as well. There's a couple of tricky timing spots, but it's easy enough to get 30.

-

[V] The Cheat Codes, Spoilers and Rumors

-

[1] Where are those bonus levels EXACTLY?

o Cemetery

The easiest one is on the first level, Frankie and Heli. There is a camera in the middle somewhere. You want to go up as high as you can from that camera (you will have to jump up and stick to the walls). You will see a moving platform to the east, ride that and the others all the way to the right, jumping onto the ceiling protrusions along the way. On the last platform is an entry to the bonus round.

Another can be found in the Grave Danger level. At one point there is a section of platforms, one of which has a Franken-gecko on it, the platform right after has two Heli-teevees floating one on top of the other on it. You need to do a super-spring bounce off of the top Heli-teevee to reach the platform above, which has an entrance to the bonus round.

At one point close to the end of the level, there are two pillars that you have to jump on to cross some water. Right before those two pillars is a short section of collapsing floor prefaced by a longer section of collapsing floor with several pillars. Drop through the small section- you will drop to the bottom of a pit where there is a tomato to whip. Then jump up to the left and there is a bonus round warp.

o New Toonland

In the Rock It! level. When you see the third rocket (the first blue one) wait until it launches then drop straight down from where it emerges. The entrance to the bonus round is there.

Twin Towers: There is an arrow that points to it from two floating squares. Drop down into the bonus level.

In Knock! Knock!: On the 'night' side, where there are a bunch of cliffs or platform looking things with spikes all along the sides, there is one to the left of two punching boxes, just to the left of a ladybug (?...the one that fills your health completely up). Here's a picture:

In Fish Bait, after the last camera, after the squid, and after the spitting heads, there is a section of water that changes back and forth from clean to poisoned. The above water area just before this consists of a pool of normal water to the left (where you came from), a pool of lava in the middle, and the clean/poisoned water to the right. Would you be surprised to know you can jump into the lava pool? Get on the back wall, and get as close to the lava as you can, and drop in. You do not want to jump from too high a height, because this kills you. At the bottom of this suddenly normal pool, you will find a couple extra lives, and a bonus round.

- o Rezopolis

In On the Move, there is a series of cameras. Near one of those, maybe the second, there is a way to jump up and over some helium bubbles. There are some flies on the east side of the wall in an arc pattern. Jump and cling to the west wall, over the spikes, and climb up, the entrance is right there.

[2] What are the cheat Codes?

There are no known cheat codes for GEX (yet).

[3] How do I get to the Secret World, Planet X?

Step 1. - Find a bonus round in each world

Step 2. - Get perfect on each bonus round you find, except in

Rezopolis you only need 27 barrels.

This will give you a new remote control that you can use to get into Planet X.

[4] How do I defeat ... Boss?

- o Spin-n-Puke

The key is to tail whip the skulls at first, get rid of a few, then whack her when they fly away. Avoid the sides of the screen you might get crushed. When you get hit, tail whip a GEX-paw. Avoid the green puke when she turns ugly, there is a pattern to it.

She takes #? shots to kill.

o The Flatulator

You have to dodge his farting lunges, do this by jumping over him, time it with the sounds. Stay in the middle. After his fourth blast, go right and duck. When he launches, climb to the top and tail-whip the anvils on the ceiling so they hit him, tail whip them early so the timing is right. Repeat.

He takes 10 anvils to kill.

o Jungle Gym

All you have to do is make it to the top. MOST of the jumps can be made without the shift-run, but a few critical jumps need a running start to be successful. Keep moving, really quickly, and she won't be able to keep up with you. Remember where the holes are and try to be where a hole is not.

o Toxic Turtle

Climb to the top of the right hand wall, smack him with your tail and jump down to the ground. Run left, then right as he descends to the floor. Jump on the wall and avoid the whatever that is he shoots from his mouth (little whirlwinds?). Repeat.

He takes #? tail-whips to kill.

o Rez

Notice the little bug that flies in the beginning? That is the key to defeating Rez. You have to go get it. Avoid the boomerang and all of the other nasty defenses. When he hits the remote and teevees drop from the sky (the ones that explode) climb up the wall and jump from teevee to teevee to reach the other side. Tail whip the bug shell, slurp up the bug and then shoot it at Rez. Repeat.

He takes 5 bug shots to kill.

[5] Are there any unconfirmed rumors about GEX?

As a matter of fact, Gregg Tavares sent me these:

- * Every level has a bonus level (except bosses and planet x).
- * There are around 13 secret codes.
- * There are about 400 sayings.

[6] Are there two different endings in GEX?

Yes! If you manage to make it through the basic worlds and defeat Rez, you are treated to a decent ending, but it may leave you feeling a bit let down. But...

If you manage to defeat every level on Planet X, then defeat Rez again, you will be treated to a much better ending! So beat those bonus rounds and get that remote! The ending is WELL worth it!

-

[VI] Miscellaneous

-

[1] What's this I hear about a screen saver?

That's right, GEX has a built in screen-saver! Just hit pause and wait, soon, little gecko paw prints will start to fill the screen, saving your TV from screen-burn in. Those who own big-screen teevee's like this one!

[2] Does GEX do funny animations while standing still?

Well, funny might not be the word, but entertaining to say the least :) Instead of pausing the game, just stand still and watch for a while, GEX goes through several animations and sayings

-

[VII] The Bugs

-

[1] Why won't my game save after I kill a Boss?

Reps from CRYSTAL DYNAMICS regard this as a "feature" not a bug. The way it has been told is that they printed it in the manual but never implemented it in the game, so it's not a bug, more of an omission.

[2] Is the scrolling Choppy?

This is the subject of heated debate on Usenet. Some people say yes, some people say no. GEX definitely suffers from the same slow downs that all platformers do when there are LOTS of sprites on the screen, and to be honest, the scrolling is occasionally choppy in some areas, but the general consensus seems to be that it does not detract from game-play at all.

-

[VIII] Credits

-

[1] Who contributed a lot?

Rich Barrette (rbarrett@zatharusta.cs.ohiou.edu)

Trevor Powell (tpowell@cmcvax.mckenna.edu)

Chuck McGinley (mcginley@ll.mit.edu)

Enrique Conty (conty@mcs.com)

[2] Who contributed a little?

Morris Davis	The Blue One	David Brown
Gregg Tavares	Derrick Ellis	Wolf
Brian Klaus	Doug Dyer	Jeffrey Hersh
Gamer3DO	Chris Curry	Rick Hallock
Mike Danielson	Gene Gingrass	Orion
Keith N. Thompson	Eric Carter	Craig Stelter

Gunners Heaven

GUNNERS HEAVEN FAQ By ?

Gunners Heaven is a fun run-and-gun action game in the same style as Gunstar Heroes, but it get brutally tough from Stage 3 onwards. So here's all the codes you'll need to get through! These tricks all require you to watch the opening demo entirely. When the Title Screen comes up (with the title and PUSH START), press and hold L1, L2, R1 & R2 buttons on controller 1, then press SELECT. PUSH START will change to SECRET CODE with two letters behind it. The letter at the left is changed by pressing up or down. The letter at the right is changed by using the Triangle and X buttons.

Stage select

MA	Stage 2
UT	Stage 3
RH	Stage 4
MK	Stage 5
HT	Stage 6

Special codes

CM	Makes character small (does not alter hit check size)
QB	Makes character huge (does not alter hit check size)
MV	Puts up smaller windows on the screen by pressing any button on controller 2's face.
YI	Start with nine bombs
TY	Axel/Ruka turn into one-hit wonders
SS	Weapon power-up time starts with 999 seconds

Debug Mode

Set secret code to MA, press SELECT, then change code to SV and press START. The following commands must be entered using controller 2.

Up	Boosts weapon power to max (10-second duration)
Down	Voice mode on/off
Left	Gunlock type change
Right	Skips Area (disengages invincibility)
Triangle	Invincibility on/off (falling will cause damage)

Circle	Increases number of bombs
Square	Switches selected weapon type from Axel Ruka.
X	Increases weapon power up time in 30-second increments.

Goal Storm

Game Shark

Team 1 score 9

30161730 0009

Team 2 score 0

30161731 0000

Codes

Easter Island Heads:

At title screen., enter: up, up, down, down, left, right, left, right, [], (), start

Gradius Deluxe

Game Shark *(JAPANESE)*

Gradius 1

Infinite lives player 1

800C20A2 000A

Infinite lives player 2

800C20A4 000A

Always 4 options

800AAC3C 0001

800AACB4 0001

800AAD2C 0001

800AADA4 0001

800C1FF8 0004

800C2134 0001

800C2136 0002

800C2138 0003

800C213A 0004

Always have missiles

800AABE8 0001

800AAC50 0001

800AACC8 0001

800AAD40 0001

800AADB8 0001

Gradius 2

Infinite lives player 1&2

D0091238 0000

8009DE70 0606

Hi Octane

Game Shark

Infinite fuel

80160EEA 27FF

801614BA 27FF

801616AA 27FF

801610DA 27FF

80160CFA 27FF

Infinite shield

80160EEE 27FF

801614BE 27FF

801616AE 27FF

801610DE 27FF

80160CFE 27FF

Infinite ammo

80160EEC 27FF

801614BC 27FF

801616AC 27FF

801610DC 27FF

80160CFC 27FF

Max minigun

8015CDCE 0003

80158FB2 0003

8015958E 0003

8015719E 0003

8015790A 0003

80158B02 0003

801596BA 0003

80159142 0003

Max missiles

8015CD6A 0003

80158F4E 0003
8015952A 0003
8015713A 0003
801578A6 0003
80158A9E 0003
80159656 0003
801590DE 0003

Max boost

8015CD06 0003
80158EEA 0003
801594C6 0003
801570D6 0003
80157842 0003
80158A3A 0003
801595F2 0003
8015907A 0003

No on-screen damage

80160EA0 0000
80161470 0000
80161660 0000
80161090 0000
80160CB0 0000

Minigun coolant

8015CDAE 0000
80159F92 0000
8015956E 0000
8015717E 0000
801578EA 0000
80158AE2 0000
8015969A 0000
80159122 0000

Hot Blood Family

Game Shark

Unlimited energy

801CEBCC 0062

801DA072 0068

Hyper Formation Soccer

Codes

100% Fitness Choose the exhibition mode, before match beginning select- TEAM CONDITION. On this menu, press RIGHT, UP, LEFT, DOWN, and SQUARE.

Extra Teams On the main menu, HOLD R1, L1, RIGHT, SQUARE and press TRIANGLE, X button once. You will hear two sounds. Two extra teams can be chosen(the MASTER, HUMAN teams).

In The Hunt

Game Shark

Infinite time

8007D96E 0086

Infinite lives

800DCD48 0005

Codes

Stage select With the cursor on Start press diagonal up/left +() + Select

--

Speed up Pause while playing and unpause while pressing \wedge + R2

Slow down Pause while playing and unpause while pressing \wedge + L2

Unlimited continues On the countdown screen after you have died, press

---- start while pressing \wedge + Select

Japan Wrestling

Codes

Hidden Characters

--

The Great Muta, at the title screen, enter: (), R, Λ, U, [], L, ><, D, ><, D, [], L, Λ, U, (), R, Select At Keiji Muto (3rd guy Listed), and press Select.

To get Power Warrior, at the title screen:

[], ><, [], ><, (), Λ, (), Λ, U, D, L, R, Select

At Kensuke Sasaki (7th guy Listed), press Select.

To get Kero-chan (the Ring Announcer), at the title screen: L1, L1, L2, R2, R2, R1, Λ, D, ><, U, Select At Tenzan (3rd from bottom), press Select

To get Tiger Hattori (the ref), at the title screen:

U, D, L, R, Λ, ><, [], (), L1, R1, L2, R2, Select

At Kanemoto (2nd from bottom), press Select.

Johnny Bazookatone

Codes

Level Select KRISTIAN

God mode PILCHARD

Bonus Level At the beginning of the first level you start at the wall.

- Go to the right side of the wall (where it stops) and then jump up while holding the pad to the left. You will jump onto a secret walkway. Walk to the left and jump up again. You will come in the bonus level.

Losing life in the bonus level does not effect your lives in the game so collect as much as you can get. When you have 1000 musicnotes collected you will get a extra live!.

Level passwords

Level 2: AFLEAPIT

Level 3: TEASPOON

Level 4: SEDATION

Jumping Flash

Game Shark

MASTER CODE

D0008520 1000

Infinite time

D00B0000 0D18

80102830 8C80

D00B0000 1658

80102C4C 8C80

D00B0000 0DEC

800FF380 8C80

D00B0000 0DF0

80101820 8C80

D00B0000 1664

80107AF4 8C80

D00B0000 1504

800FCA88 8C80

Infinite lives

D00B0000 0D18

80102EF4 0003

D00B0000 1658

80103308 0003

D00B0000 0DEC

800FFA0C 0003

D00B0000 0DF0

80101EEC 0003

D00B0000 1664

80108210 0003

D00B0000 1504

800FD144 0003

Infinite energy

D00B0000 0D18
80138114 00C8
D00B0000 1658
80139840 00C8
D00B0000 0DEC
8013495C 00C8
D00B0000 0DF0
8013AF44 00C8
D00B0000 1664
8013D328 00C8
D00B0000 1504
801321FC 00C8

Codes

THE UNOFFICIAL JUMPING FLASH FAQ |

'----

v1.1 - released October 19th

by Jonas Minnberg (md94-jmi@nada.kth.se)

These are the main-topics of this FAQ:

1.Introduction

Introducing the FAQ

2.General

General Info about Jumping Flash

3.Scoring

Lists of how many points you get for doing things

4.Hints

Miscellaneous Hints and Funny things

5.The Bad Guys

Description of all Bad Guys

6.World Descriptions

Description of all Worlds

7.The Boss Levels

Description of the Bosses and how to beat them

8.Finishing the Game

What happens after you've killed the Baron?

1.INTRODUCTION

About this FAQ

I started this FAQ after playing Jumping Flash for just a day. It's a great game and really worth digging deeper into. The manual is rediculously thin so there's a lot to say. I'm sorry if this FAQ is a bit messy but it was written in the span of a few hours. This is not what I usually do, I just felt like writing about this great game :) Please Note that this FAQ is completely based on the european version of Jumping Flash!

Todo

Add the missing scores (for some bosses) and other things.

I will add any hints/tricks I found out. E-Mail if you got some.

About me & my PS

-

I got my Playstation when it was released here in Sweden (September 29th). So far I've bought "Kileak The Blood", "Ridge Racer" and now this game, which I loved from the beginning.

History

--

0.6 - This first FAQ was quite short and covered only World 1-4

1.0 - Written after I had completed the game.

1.1 - Added more info about Extrabonus

Added info about the Super-mode!

A new section (General) with a background-story Fixed a few other things

Thanks To

Emil Brink

Jon Cato Lorentzen

2.GENERAL

Jumping Flash was released in Europe (or parts of it) at September 29th. It is Copyright Sony Computer Entertainment Inc. 1995 Background Story (from the manual)

Once upon a time there was a planet in a far away universe. One day, the evil scientist and intergalactic property developer Baron Aloha, stole great divots from the planet's surface to create a series of luxury holiday villas deep in space. Down at Universal City Hall, the Galactic Municipal Council were understandably none too pleased about this, especially as Aloha's creepy mutant pals quickly over-ran the villas. So after only a handful of planning meetings and a dozen or so hearings before the finance committee, a young pest control operative was dispatched to reclaim the council's property...

Who are you - you are that young pest control operative and it's up to you to exterminate the Baron like the diseased vermin he is! You'll be controlling a Robbit, a robotic rabbit used by vermin extermination professionals throughout the known universe. It comes equipped with a sparkly beam gun, and enormous power legs for leaping tall buildings and squishing bugs and stuff.

3.SCORING:

General

--

These things always gives the same score on all stages.

Picking up Jetpod	0
Picking up Extras	0
Silver Coin	100
Gold Coin	500
Bonus-stage Baloon	300

"End of Stage"-Bonus

After you finish one stage, you are awarded bonuspoints depending on how much time & health you

have, plus an extra bonus. Time Bonus 50 for every second left, max 30000

Health Bonus Proportional to health left, max 20000

Extra Bonus Figuring out all things that gives you
this bonus will take a long time but here
are some:

- Taking the jetpods in correct order
(E,X,I,T) (will give you 30000)
- Popping all balloons on the bonusstage
- Killing a boss without losing HP
- Killing a boss without shooting
- Killing Badguys using the Powerpill

If anyone knows more, and more specific scoring, mail me. Killing Baddies

All the bad guys and the score you get for killing them. Sorted by the world on which they appear for the first time.

WORLD 1

Frog	600
Dog	1500
Dragon-fly	1200
Green Kiwi	500
Beetle	800
Butterfly	1000
Porcupine	700
Spider	1200
Red Dragon (Boss)	20000

WORLD 2

Flower	1000
Walker	1300
Duck	1200
Bombcrawler	1200
Robocrayfish (Boss)	35000

WORLD 3

Police Frog	1000
Propeller-fly	800
King Frog	1200
Giraffe	1500
Bee	1800
Black Beetle	1000

Coffeecups (Boss)

WORLD 4

Penguin	1500
Crayfishman	1000
Sea Lion	1200
Flying TV	1400
Piranha	1200
Manta Ray	1800
Turtle (Boss)	60000

WORLD 5

Construction Worker	1600
Red Dragonfly	1300
Owl	1800

Transformer (Boss)

WORLD 6

ZoolCreature (Boss)

Baron Aloha (Boss)

4.HINTS/FUN STUFF

You can jump on baddies to kill them. The longer you fall, the more damage.

Don't waste your time trying to kill everything you see. They usually don't stay dead for very long. To avoid being hit in small spaces, jump and press left/right at the same time. This results in sideways movement without turning.

Its actually possible to ride on top of a badguy. I managed to place myself on the beak of a duck and rode with it way outside the levelarea!

If you hold down R1 while jumping, you will look in the same direction during the whole jump. This is good

for looking at things from directly ahead (like signs and such).

5. THE BAD GUYS

Frog A green frog with a tophat. Attacks by trying to jump on top of you. Always found on groundlevel.

Dog A red dog, mostly found on platforms. Shoots heatseeking missiles at you, usually two at a time.

Does not move and turns very slow.

Dragonfly A blue Dragon fly. Harmless, just flies around in circles not too far above the ground.

Kiwi A green, ballshaped bird that can be really annoying when it tries to push you around, but otherwise it's harmless.

Beetle Small and Blue with long antennas. Completely harmless.

Butterfly These colored butterflies attacks with small swarms of bomblike things.

Porcupine A red, round porcupine with spikes on it's back. Don't jump on these! Found on ground and platforms. Can not attack, only pushes you (from platforms).

Spider Hangs from a roof or platform, moving up and down it's thread. Shoots or attacks with a second thread.

Flower Red, poisonous looking flowers. They can not move and it takes them a while to get a lock on you, but when they do they shoot like hell. Can be annoying in small spaces.

Walker Purple, longlegged animals with striped horns.

Recognized by their "thump-thump!"-noise when they shoot at you.

Duck White birds with big yellow beaks. Flies much higher than the dragonflies. They usually come many together and drop bombs at you. (Some people think that this is supposed to be seagulls, but if you've read a comic called "The Swamp", you'll know they're ducks!)

Bombcrawler Blue creatures that looks like the beetle, but smaller, without antennas and with a cross on their back. Watch out for these if they're pushing a bomb around (which they usually do). They will try to drop it near you and let it go off. Also be careful not to shoot the bomb if you're too close.

Police Frog Looks like his more freindly cousin but blue and with a small uniform-looking hat (Since there's a railway on this stage, they might be ticket-collectors!). Not only tries to jump on you but has quite a long tounge that he attacks you with.

Propellorfly Small flies with propellors. Found very high up. Hurt if they fly into you.

King Frog The toughest of the frogs. Green, big and with a small crown on it's head. Instead of using its tounge it spits, thus reaching further.

Giraffe A weirdlooking, tall animal that shoots green things looking very much like slime.

Bee Small white-purple things wich don't attack very often but when they do, it hurts. A lot. Stay

away from these or shoot them on sight.

Black Beetle Looks very much like the earlier beetle. Faster, but not more dangerous.

Penguin Cute little things that walks around and attacks by throwing them self on the ground and gliding on their bellies.

Crayfishman Red, boxlike men with crayfish-arms. They don't cut you with these but shoots at you.

Sealion The arctic counterpart of the red dog. Sits tight and fires missiles at you.

Flying TV These strange, blue TV:s fly around and shoot yellow circles at you with their antennas! Hard to hit but don't need too many hits to die.

Piranha Swims around on the underwater-level and bites you.

Manta Ray A more dangerous fish than the piranha, as it shoots small bullets at you.

Construction Small, toylike people with a wooden stick for legs.

Worker Tries to jump on top of you. Hard to kill.

Red Dragonfly Like the normal Dragonfly, but bombs you with heavier artillery. Red and blue striped.

Owl Red owls that flies slowly around. Only hurts if they fly into you. Quite easy to kill, and worth it.

6.WORLD DESCRIPTIONS

Here follows descriptions and some hints for all non-boss worlds (being 11 all together).

WORLD 1:1

Not much to say, a green level with trees, logs, small houses, windcatchers and such, sort of like the perfect enviromental-freindly world.

Things Worth Noticing *

The airships marked "Aloha 2"

The sign welcoming you to "Aloha.V" (?)

The clock on the bell tower

WORLD 1:2

This stage is much more hostile than the first, containing volcanos and lava rivers and a deadlooking environment

Things Worth Noticing *

The frying pans

The smokepuffing geisers.

The elevator driven by a waterbursting geiser.

Special Things *

The frying pans - If you land on these you get hurt, but you can jump much higher from them.

Lava - Hurts! Stay away.

Stage Hints *

You can stand on the fryingpan-handles without getting hurt.

WORLD 2:1

Enter the egyptic era! A desert island with lots of pillars, pyramids and palms.

Things Worth Noticing *

The arial stonhenge

The sfinx

The Barons face on the sfinx

The Easterisland statues

WORLD 2:2

Robbit goes Doom. An inside level (propably in a pyramid) with narrow tunnels and deep shafts to lower levels.

Things Worth Noticing *

The wallpainting of a skull looking like the baron

Special things *

Oneway floors - Floors that moves so that you can't go back over them (and bacause of the low ceiling it's

difficult to jump over them).

Secret Doors - All walls with the above mentioned wallpainting are secret doors. Just shoot at it until it slides open.

Stage Hints *

Make sure you get the first jetpod before jumping down the shaft.

Try the left/right jump to avoid shots from baddies.

WORLD 3:1

The first of the two themepark-stages. These are my absolute favourites so far. With books hanging in midair, chessmen, balloons and a railway.

Things Worth Noticing *

The railway with the cute train

The pointy-roofed castle

The airballoons

The books

Special Things *

Fans - These keep you suspended (or bobbing up & down a bit) in midair and allows you to reach high places quick. Watch out for frogs that jump onto these! Baloons - These acts like elevators but does not move very much and if you stop on them you'll glide off.

WORLD 3:2

Just when you thought it couldn't get better, it does. This is like the first stage, but with rollercoasters and a real Big Wheel!

Things Worth Noticing *

The floating blue whales

The goldwatches hanging in chains

The propeller-signs

The bigwheel

Special Things *

The Rollercoasters - Just hop on to one and you'll get a hell of a ride. Sometimes you even end up where you wanted.

The Jumpad - From this you can jump extremely high. What a view!

WORLD 4:1

The arctic world. A cold place with penguins, sealions and icy winds, especially high up.

Things worth noticing *

The little snowman with a sign saying "Baron Aloha"

The two snowflake-shaped signs showing a "Car-skidding"-warning sign and an ugly picture of Baron Aloha

The cute little igloos

Special things *

Ice - Most surfaces are very slippery and it's hard to control Robbit on these. Try jumping a lot. Fires - Like the lava, hurts if you walk into it.

WORLD 4:2

A four-part underwater Stage. Begins in winding passages, then an elevator into an underwater dome, followed by more passages and a deep shaft to jump into at the end.

Things worth noticing *

The shipwreck in the underwater dome

The glass-tunnel in the dome. Cool from the inside

Special Things *

The Elevators - Just enter the small elevator building and the doors will close and the elevator will take you to the next level.

Stage Hints *

At level 1 to find the elevator:

Go forward, turn right at the intersection, follow this tunnel (skipping the tunnel immediately to the right) until it splits in two. Choose the right tunnel and you'll see the elevator.

At level 3 to find the elevator:

Take the only tunnel to the next room, and again from this to the next. In this room, Take the left tunnel and left again at the intersection. This leads you to a room with the 3rd Jetpod. From here, take the tunnel to the right (of the three you can choose from) and follow this tunnel, passing an entrance to the left.

WORLD 5:1

Welcome to the city! Extremely high buildings and unfinished bridges with construction-workers makes this a stage of high and dangerous falls.

Things Worth Noticing *

The extremely high crane

The small park on a platform outside the island

Special Things *

Gratings - Small platforms that you can't stand still on but makes you jump upwards a short distance.

WORLD 5:2

Now it's time for Japtown by night. With neon-signs and traffic- lights to light your way. When not close to these it's very dark so watch your steps.

Things Worth Noticing *

The neon-sign saying "Aloha Super" with the Baron holding up something like a lemonade or candy

The moving crabsign (Take a close look, it wont hurt you)

The signs in the street with a rotating Baron on

The airship saying "Funky Mission" and the sign under with a robot holding the letters "B" & "A"

Special Things *

Burning Platforms - You have to time your jumps to land between the bursts, or get hurt.

WORLD 6:1

The final Jetpod-level takes place in some kind of airborne building-structure where you have to aim your jumps correctly if you don't want to fall off. Also watch out for the flowers and the (?) fish!

Special Things *

Jump pipes - A star symbol under a large pipe. Works like the jump pad, when you walk onto the star you're flung into the air.

7. THE BOSS LEVELS

WORLD 1:3 - The Red Dragon

-

Should be pretty easy to kill. Either jump on his back and shoot continuously (making sure you do not fall off) or shoot at him from one of the hills, and as soon as he fires back, drop down behind the hill to seek cover.

WORLD 2:3 - The Robo-Crayfish

This is one of the bosses I found hardest to beat, because you're not really safe anywhere. Jump on his head and fire, but watch out for his claws. Or run around between the pillars and shoot at him from a distance.

WORLD 3:3 - The Coffeecup-Roundabout

No sweat, just keep jumping and try to predict from which coffee-cup you will be attacked from next time (they circulate so try to jump onto cups that were not used during the last attack. When you've shot a couple of cups it gets easier. Just don't fall off!

WORLD 4:3 - The Turtle

--

Alternate between jumping on him and shooting from a distance. Wait for missiles to come close before jumping over them and onto the turtle. Don't let him run into you.

WORLD 5:3 - The Transformer

--

In most cases, this boss will only transform into things that are not especially dangerous, and then this is very easy. Jump on top, shoot until it retransforms, jump onto the nearest building and repeat the process. Sometimes it transforms to a thing that shoots green missiles all over. When this happens, take cover! You can actually stand behind the buildings if you keep moving towards them (don't, and you'll fall off). It can also take the shape of an octopus, releasing small bombs about him. Shoot at him for a while but jump clear before these begin to go off.

WORLD 6:2 - The Mega Rabbit

--

Get ready to meet Baron Aloha's own version of the Robbit. It's Big, it's black, it's fast. And it's stupid. This should also be quite easy. Keep jumping on him and shooting, avoiding his shots. Keep your distance when on the ground. When he releases his black monsters at you, you can not hurt him so concentrate on them. One method which takes time but seems to keep you entirely safe is to jump up on the Mega Robbit as he sits over the entrance and wait for the monsters to jump up, and then shoot them. When I played at least, they could never jump on top of you. This is not recommended if you are short on time though, as it might take a while.

WORLD 6:3 - Baron Aloha

Time for the final challenge. In the left corner: "Robbit". In the right: "Baron Aloha". Although he looks mean he's not much tougher than the previous bosses. Fire at him from a distance, and as soon as he gets ready to fire missiles or fireballs at you, jump right up into the air and on top of him, and continue to fire until you fall off (which you'll probably do pretty quick). If he takes to the skies, wait a short while and jump up too. You don't want to be on the ground when he lands! When he's almost dead he will transform into a ball-like shining thing. Stay as far away from him as possible and shoot while you can and he should die pretty soon.

8. FINNISHING THE GAME (SPOILER?)

Once you've killed the Baron, he flees (I thought he was dead?) and then a robot pops up saying "You aint done yet!". Now you'll get to play something called "Extra-stages" which is basically the same stages as before, but the jetpods, exit & bonus has been moved around and some things has been added/removed from the stages. And you only have five minutes per stage. Despite this, you'll probably finish the extra-levels quite easily. On some tracks, you'll notice other changes, like World 2:2

(Egypt) when you have to use the secret doors to get to the jetpods/exit or 4:2

(Arctic) which you must play backwards with a few things changed. 3:2 has also gotten some new and changed rollercoasters, which was a positive thing.

Some of the animations has different words to them now, at least the one before World 6, where he used to say that he has created a machine to deal with me and now says that he's fixed the machine again.

Also, if you complete the game (not including the extras) in one go (without continues), you can start on "Super". At first, this seemed just like the normal levels but this was not the case:

SUPER CONTROLS

6 instead of 3 jumps (And that means `_HEIGHT_`)

Pressing Triangle will make you fall down very fast (giving enemies much more damage)

Pressing L1 or L2 will make you run (fast). In combination with jumping this almost makes you fly, and you can easily jump from one side of a stage to the other! This gives the game a whole new dimension and it's really fun! I wonder if there's an ULTRA-mode also (The name of the developers

seems to be "SUPER ULTRA". Maybe you get it if you finish the game without losing a single life (I always seem to fall off on World 6:1) or if you finish the Extra-stages without continues (You will not get it by finishing the SUPER-stages).

Jupiter Strike

Game Shark

Infinite shield

800BB3D4 0064

800BB818 0064

Laser always cool

800BB950 0064

Kileak the Blood

Codes

Invincibility

When the intro screen comes up, push this combo three times in less than 5 seconds: triangle, triangle, left, right, square, square, select, L1, L2, R1, R2. The background will turn blue.

Kileak the Blood II

Game Shark *(JAPANESE)*

Unlimited Laser	800AB490 00C8
Unlimited Bullets	800AB4A2 01F4
Unlimited Rockets	800AB4A8 0028
Unlimited Speed	800AB450 00C6
Unlimited Power	800AB452 03E8

Kings Field

Game Shark

Infinite hit points

80199426 00FA

80199428 00FA

Infinite magic points

8019942A 00FA

8019942C 00FA

Rapid weapon usage

8019942E 1388

Rapid magic usage

80199432 1388

Loads of gold

80199440 C350

High STR power

80199438 0064

High MAG power

8019943E 0064

Mega Offense

80199444 0064

80199446 0064

80199448 0064

8019944A 0064

8019944C 0064

8019944E 0064

80199450 0064

80199452 0064

Mega Defense

80199456 0064

80199458 0064

8019945A 0064

8019945C 0064

8019945E 0064

80199460 0064

80199462 0064

80199464 0064

80199466 0064

Codes

KING'S FIELD FAQ: Version 1.1

Compiled by Jay Thaler (thalerj@wwa.com)

This FAQ is not meant to be a walkthrough or a comprehensive guide to all items and people in King's Field. It is meant to provide some help to answer those questions which come up most often, while still leaving some fun things for you to figure out on your own. If you have any additional entries or modification suggestions for this FAQ, or any questions or comments, send e-mail to the address listed above.

THE QUESTIONS:

- 1) Is this really King's Field II?
- 2) Does it really take 15 memory blocks?
- 3) How can I heal my HP without using items?
- 4) How can I heal my MP without using items?
- 5) Where can I save my game?
- 6) Why didn't the magic crystal do anything for me?
- 7) How do I kill the big kraken at the beginning?
- 8) How do I unlock the chests at the beginning?
- 9) Where is the Pirate's Key?
- 10) What does the Blood Stone do?
- 11) What does Verdite do?
- 12) What are those big yellow trees?
- 13) How do I kill the Termite King/Queen?
- 14) What are Crystals and Crystal Shards for? Can I sell them?
- 15) Where do I trade Crystals?

- 16) How do I get through the room under the waterfall?
- 17) Where is the Skull Key?
- 18) Can I sell the ... Key now?
- 19) How do you open the big blue "moon" doors with the circle on them?
- 20) Where is Fai?
- 21) Where do I get a Figure of Seath?
- 22) What are the Pillars of Wind for?
- 23) Where is Harvine's Flute?
- 24) What does Seath's Plume do?
- 25) What is the combination to the Elf Shrine?
- 26) Why doesn't the Gate do anything?
- 27) How long do I have to wait for Leon to make the Dark Slayer sword?

THE ANSWERS:

- 1) Is this really King's Field II?

King's Field, as released in the US, is in fact Japan's King's Field II. The first one generally did not receive very good reviews, and so we are probably not missing out on much.

- 2) Does it really take 15 memory blocks?

No. There is no need to buy a new memory card. Each save game appears to take up 2 slots.

- 3) How can I heal my HP without using items?

Inside the cave to the right as you start the game, there is a room with a fountain of water in it (to your left). Stand in front of it and press X and you will be fully healed.

The Earth Heal and Breath spells will heal you.

Wearing the Moon Guard or Seath's Helm will slowly regenerate your HP.

- 4) How can I heal my MP without using items?

When you rescue a certain character from a prison, he will give you a Dragon Stone. Take this through a secret door in another prison cell and into Seath's Fountain room. Use it on the pedestal

directly to the right of the door you came through. Red water will now be flowing in the canal. This water will heal your MP.

Wielding the Dark Slayer or Spider sword will slowly regenerate your MP.

5) Where can I save my game?

In the cave to the right of where you start, if you follow the right hand wall, you will eventually go down a set of stairs. To the right is a greyish wall. Press X and it will open to reveal a save point.

6) Why didn't the magic crystal do anything for me?

If a new spell does not show up in the "Use Magic" list, you just learned an offensive spell. These must be equipped on the Equipment menu. The second from the top is Magic. It will show up there.

7) How do I kill the big kraken at the beginning?

If you are asking, then don't worry about it yet. You can kill him at any level, with any weapon. But, he is pretty tough, and the area behind him is pretty tough as well. Wait until you are bigger and have better equipment. There is no hurry. Suggestion: level 20+

8) How do I unlock the chests at the beginning?

The chest in the room with the fountain is opened with the Pirate's Key. There are about 6 or 7 different keys that open various chests, so you'll just have to use trial and error.

9) Where is the Pirate's Key?

Finish the Termite's Lair and you'll get it.

10) What does the Blood Stone do?

It will restore your Status to Good, except it does not affect Poison.

11) What does Verdite do?

It increases your Magic Power by 1 point. At the beginning you are better off selling it for needed cash. Later in the game, you find more and may not need money, but the power will be useful.

12) What are those big yellow trees?

Stand beneath them and wait. Look up and you'll notice a Dragon Crystal slowly growing on the tree. Keep waiting and it will fall to the ground.

13) How do I kill the Termite King/Queen?

Easiest way is to stand at the entrance to the chamber and use the bow to hit him with arrows until he dies.

14) What are Crystals and Crystal Shards for? Can I sell them?

Crystal Shards appear to have no use. Sell them for 25 or 26 gp. DO NOT SELL ANY FULL CRYSTALS. They are much more valuable (usage-wise, not cash value) when traded for Crystal Flasks.

15) Where do I trade Crystals?

Finish the Termite's Lair and go into the Central Village. You can get past the woman who was blocking the entrance. Hang a right and the Crystal craftsman is right there.

16) How do I get through the room under the waterfall?

Use the skull key where you see the skull and crossbones.

17) Where is the Skull Key?

Past the fisherman, enter a cave, past the giant snail, go up the stairs and out onto a wooden platform. Look down and you'll see a stretch of land. Take a running jump and go into that area. On the other side of the pendulum there are some wooden doors. Inside one of them is a chest that, after unlocked with the Pirate's Key, will yield the Skull Key.

18) Can I sell the ... Key now?

NO! Keep your keys and you won't get stuck later.

19) How do you open the big blue "moon" doors with the circle on them?

Some will open once both red and green water flows into Seath's Fountain. The rest will open when you get the Dark Slayer.

20) Where is Fai?

Just before you enter the Small Mine, there is a wooden sign. To the right of that passage is another passage. Take the right side and Fai is at the end.

21) Where do I get a Figure of Seath?

From an old lady elf on the Eastern Seaside, which is over past Gigi's House. Go through the Central Village, all the way north, around the outside of Harvine's Castle, and come back on the other side of the chasm where you first saw the Pillars of Wind. Then follow the Pirate's Map to work your way to the Eastern Seaside.

One is in a secret compartment in a jail cell in Prison 2.

Another is in a room you must drop down off a short bridge to get to, on the Eastern Seaside. Leon makes new Figures for you, and places them in the fountain by his house.

22) What are the Pillars of Wind for?

Use Harvine's Flute between them and a bridge will appear for a short time.

23) Where is Harvine's Flute?

Fai has it.

24) What does Seath's Plume do?

It allows you to cast magic without using MP for a short time.

25) What is the combination to the Elf Shrine?

Look closely at the painting in Leon Shore's house (Eastern Seaside).

26) Why doesn't the Gate do anything?

You need 10 MP to use a Gate. You must have put the matching key onto a Guidepost. Do NOT sell gates!

27) How long do I have to wait for Leon to make the Dark Slayer sword?

Advance a level. Then go back.

From danker@phar2.pharm.sc.edu Fri Feb 23 14:02:19 1996

Newsgroups: rec.games.video.sony

Subject: Kings Field -- FAQ? -- Taken from Nils Site.

From: danker@phar2.pharm.sc.edu (Walter Danker)

Date: Fri, 23 Feb 1996 19:02:19 GMT

Codes

King's Field Hints/Cheats

If you have gone to the stores, only to find King's Field is sold out, try going to Toys 'R Us, Walmart, or Sears, as they are distributing the title a bit later. For more hints/storyline, see

<http://www.ascient.com>.

I'm one of the Game Masters at ASCII Entertainment Software, and I have noticed a lot of questions concerning King's Field. Well I think I'll answer a few of them. Let's see, to start off I'd like thank the people out there (you know who you are) who have been supporting KF on the various news groups trying to help individuals with problems and hints. I'd also like to show my appreciation to the RPG supporters out there who are stressing their interest in RPG's on the PlayStation.

OK then, I'm just going to spout a bunch of hints, tips and information about KF.

1. Blood stones cure conditions.

2. You can regenerate MP a few different ways: one way is to use a moon stone, dragon fruit or MP water. There is a certain item you can get which lets your character regenerate HP and MP while you walk.

Once you find Seath's fountain fill as many flasks as you have with Healing water. If you have all three streams of water flowing into the fountain it will make gold water that heals all MP, HP and cures conditions (sweet!).

3. There are 2 types of "sealed" doors: ones near the fountain and all the others. The ones at the fountain open when you have all three waters flowing. The others "unlock" when you have the Dark Slayer sword.

4. Verdite- when used it permanently increases your magic points by 1 (I think you're better off selling it).

5. Dragon Fruit - restores MP, HP and conditions.

6. Memory Card blocks used? I was told by From software of Japan (the ones who developed KF) that it required up to 15 blocks to save a game. Whether this is correct or not, I do not know. I have a character that is level 99 with almost all of the items, and I can fit at least 5 to a card. So you decide.

7. Crystal shards are another form of cash!! 2 crystals can be taken to the crystal crafter and then turned into a flask. Note: Flasks are very important for trading and carrying waters.

8. You are suppose to be shipwrecked on an unfamiliar island and that is why certain items are not explained in the manual. It's all part of the game to find out what things do. Two ways of doing this are, first find the fortune teller, and she'll tell what items are used for. The Second is the Truth Glass.

9. TIP!!!! If you open a door with a Rhombus key, make sure you have another one before you go into that room. If the door closes and it's a dead end your stuck because you don't have a key to open the door from the other side.

10. TIP!!! I can't stress this enough USE YOUR GATES & GATE KEYS. These are very important for exploring. Reminder: you need 10 MP to use this item. Check the manual if you don't know how to use 'em.

11. You can kill the large Kraken like any thing else. One technique I have found that works well is hit the big boy with a magic and at the same time go in swinging. If you time it right you shouldn't have much

trouble with him. NOTE: If your having trouble killing him you best wait until your levels go up because the creatures in that cave are not a piece of cake. Basically just wait until your strong enough.

12. Harvine's Flute - Fai has this item. It's used when ever you see 2 wind poles.

Walt

Danker@phar2.pharm.sc.edu

Kurin Pa

Codes

View Ending During the "Now loading" screen with the image of all the characters, hold down players 1 & 2's SL & ST through the wholeloading process. Then, afterwards, simply press either SL, L, R, or []

Load Runner

Game Shark
(JAPANESE)

Unlimited Lives

800C5CE8 0005

Loaded

Game Shark

MASTER CODE	D002A9A8 000D
Player 1 infinite lives	800CDF42 001E
Player 1 infinite ammo	800CDF3E 03E8
Player 1 infinite smarts	800CDF40 0003
Player 1 max power-up	800CDF3C 7FFF
Player 2 infinite lives	D004B138 0002 800CDFCA 001E
Player 2 infinite ammo	D004B138 0002 800CDFC6 03E8
Player 2 infinite smarts	D004B138 0002 800CDFC8 0003
Player 2 max power-up	D004B138 0002 800CDFC4 7FFF
Have all keys	80107AC4 000F

Note: The Infinite Health codes previously posted here only worked on level 1.

Codes

To do the codes you must first:

Hold L1 and L2 for ten seconds BUT to get the option Power (?)
press down, right, down, right, triangle...

At the Main Menu up up down left O ^ X

LOADED

Here are the codes:

Start a game, then pause it. Then, hold down L1 and L2 for 10 seconds, and with them held down, enter on controller one:

down, right, circle, left, right, circle this is full amo

or

right, right, left, down, down, up, triangle, circle this is full
health.

Faq

LOADED for PSX FAQ v1.0

by Law667@aol.com 1/15/96

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If you have any questions, comments or suggestions regarding this FAQ, please feel free to e-mail me at Law667@aol.com. I'll try to answer as many questions as possible. :)

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- 7) MISSION COMPLETED
- 8) SECRETS
- 9) CONCLUSION

SECTION 1: INTRODUCTION

Imagine this. You're in prison. You're mentally disturbed. You're a gun-toting Cirate made of scrap metal from the neck down. No, wait. You're a pyschotic clown wannabe with a rocket launcher and an attitude. No, wait. You're a cross-dressing serial murderer armed with a flamethrower and a few cans of napalm.

You're a freak on a mission.

You're out to kill anything that moves.

You're loaded.

The folks at Gremlin and Interplay have cooked up one deranged bloodfest for you PSX owners out there. For those who thought MK3 was tame and Doom wasn't bloody enough, now you have Loaded, a game whose gore factor may be previously unequalled. Fortunately blood and guts aren't the only attraction here, as the great graphics, sound and gameplay breathe life into that dying horse of the video game market, the top-down shooter.

SECTION 2: A BRIEF HISTORY OF THE GENRE

OK, so I'm a history buff. If you're not interested in this section, skip it. But it's interesting to see how games like Loaded have evolved from their arcade-based ancestors.

Back in the early 80's, when local arcades were just beginning to dump their pinball machines to make room for the video game craze, a popular game known as Berserk (also known as Frenzy) appeared. In this game, you controlled a small stick figure with a ray gun, zapping headless androids and trying to escape the maze before Evil Otto, that demented happy face, came bouncing in. It was futuristic and fun, and a sign of things to come.

The next game to feature the top-down kill-'em-all approach was the classic Robotron 2084, a game regarded by today's game designers and producers as one of the best video games ever. The unique feature of Robotron was the double joystick, one for maneuvering and the other for firing. As enemies swarmed at you from all sides, you ran around the screen, trying to save the innocents from becoming zombies intent on killing you. Unfortunately, because of the double joystick controls and vectorized graphics, Robotron never saw a home release. If you ever get a chance to pop a quarter into Robotron, do it. You won't be disappointed.

Other game designers, influenced by the raucous experience of Robotron, began to manufacture similar games such as Gauntlet, which combined Robotron-esque gameplay with D&D type adventure. And with the leaps and bounds in technology, the visual shine of these games became more and more prominent, apparent in games like Smash TV and its sequel, Total Carnage. But one element never really changed; the game mechanics.

Which brings us to the present and Interplay's Loaded. If I had to compare this CD to any other game of its genre, it would probably have to be Gauntlet, where you went from maze to maze looking for powerups and the exit to the next level. And of course, you could always see the enemies waiting for you behind the next door.

Loaded, with its mature theme and old school gameplay, is a welcome relief from the mega-polygon 3D fighting game craze we're experiencing. Don't get me wrong, I love fighting games, but Loaded is perfect for those moments when you feel the urge to reduce a few hundred guards (some of whom strangely resemble robed priests) and inmates to a fine red mist. But enough rambling, let's move on.

P.S.: I know I left out tons of classics such as the original Wolfenstein/PC, Metal Gear, Zombies Ate My Neighbors, etc. But how long did you want this section to be?

SECTION 3: OVERVIEW

The intro to this game as told in the instruction manual is pretty vague, so let's just assume that your chosen character is a homicidal maniac and take it from there:

On the interplanetary prison known as RAULF, the ultra-bad warden known as Fat Ugly Boy has decided he's the baddest dude in existence. And just for kicks, he's gonna let a prisoner try to plot an escape from his prison. F.U.B. (gee, I wonder if the 'B' used to stand for something else before the censors stepped in) is just looking for a challenge, but you're fighting for your life. Escape and freedom is yours, fail and you won't even live to see Death Row.

Two great things about Loaded are the graphics and the sound effects/soundtrack. Possibly the darkest game ever made, Loaded's visuals really set the mood. The dark corners and pitch-black hallways are in stark contrast to the multi-hued psychedelic lighting effects. Spray a few dozen guards and their bloodstains will decorate the filthy floor-and stay there. You can always recognize the rooms you've already visited by the stains on the ground.

On the down side, it seems the frame count goes down when the enemy count goes up, but that's almost to be expected from a 2-D sprite-based game with a user-controlled zoom feature. Also, enemies sometimes blend so well into their terrain it's hard to spot them, which can be frustrating. Using the S-Video setup with this game seems to sharpen and clarify a lot of the details. If you're having problems with the visuals in this game, I suggest you pick up a S-Video cable. It may help.

The sound effects are eerie, especially when you turn the music off. Sometimes all you can hear is the clicking of Butch's high heels as he stalks the hallways looking for victims. Open fire on an enemy and you'll hear a gruesomely satisfying 'splat' to accompany the mess. If it sounds gut-wrenching, it is. This game is not for the faint-hearted. The soundtrack, featuring songs from Pop Will Eat Itself, is also excellent. This is what 'techno game music' should sound like.

SECTION 4: THE CHARACTERS

Character design is top-notch in this game. Loaded features six deranged inmates to choose from, most of them extremely cool. All six are listed below, in order of personal preference:

BUTCH

Speed: Fast ¥ Armor: Average ¥ Weapon: Flamethrower ¥ Ultra Bomb: Explosive Ring

Butch is quick and his weapon is probably the best in the game. It keeps enemies at bay and is great when you're surrounded by rats (did I mention I hate rats?). Be thrifflful with that ammo supply or you'll be empty in no time. How does he move so fast in high heels? My personal fave.

CAP'N HANDS

Speed: Average ¥ Armor: Average ¥ Weapon: Flintlocks ¥ Ultra Bomb: Vortex Bomb

Hands is not a cowboy. He is not a pirate. Hands is a cowboy/pirate/android hybrid, an interesting combination indeed. His six-guns are quite an arsenal and are the coolest looking weapons in the game. It is nearly impossible to run out of ammo with Hands. He's a popular choice with online gamers, and personally a very close second to Butch.

MAMMA

Speed: Slow ¥ Armor: Good ¥ Weapon: Plasma Gun ¥ Ultra Bomb: Ripple Grenade

Another well designed character with a great weapon. Mamma can take a lot of damage, and that's great when you're cornered by a mob of flesh-eating zombies. His Ultra Bomb makes the floor around him swim, a very cool effect. I believe most people associate this game with Mamma, and he's a popular character.

BOUNCA

Speed: Average ¥ Armor: Average ¥ Weapon: Missiles ¥ Ultra Bomb: Frag Missiles

Bounca's pretty cool, but his weapon takes a bit to reload, and by then it may be too late. With Bounca, you may find yourself using your Ultra Bombs a lot sooner than you wanted to.

FWANK

Speed: Slow ¥ Armor: Good ¥ Weapon: Neutron Spheres ¥ Ultra Bomb: Homing Teddies

Fwank is great looking and a cool character, it's just too bad his weapon is horrible. Believe me, weaponry is everything in this game (especially in the later levels), and some characters just don't have it. If you need a challenge, try beating the game with Fwank.

VOX

Speed: Fast ¥ Armor: Weak ¥ Weapon: Hail Flail ¥ Ultra Bomb: Sonic Blast

I'm sorry, I just can't get into Vox. Probably because she's the type of character I'd expect to see in a game like this, a hyper-bad techno-babe with lots of speed and little defense (not to mention a weak weapon). I didn't like this type of character in Streets of Rage and I don't like her now.

SECTION 5: BASIC CONTROL/STRATEGY

In case you haven't noticed, this isn't one of those games where you have to read a 20-page instruction manual before you can get started. Basically pop the CD in and you're set. But in case you need it, here is the basic control setup for Loaded:

X = Weapon

Square = Run

Circle = Ultra Bomb

Triangle = Toggle Map/Status window

L1 = Strafe (hold the weapon in one fixed direction)

L2/R2 = Zoom in/out

For better strafing control, you may want to set the Strafe button to R1 instead of L1. IMO it's more natural.

There are many items you'll find laying around in Loaded, and here's what they do:

Yellow Key: Allows you access to any Yellow Door

Red Key: Same as above but with Red Doors

Blue Key: Same as above but with Blue Doors

Green Key: Same as above but with Green Doors

Health Box: Restores your health to 100%

Ammo Box: Gives you extra rounds of ammo

Skull Box: Increases your firepower (and that's a good thing!)

There are also bonus goodies to be found:

"Man" Box: Gives you an extra life

Bomb Box: Gives you an extra Ultra Bomb

Footprint Box: Makes you temporarily invisible to enemies

Clock Box: Freezes all enemies temporarily

10 Bullet Box: Temporarily gives you unlimited ammo

"I" Box: Makes you temporarily invincible

Speed Box: Makes you temporarily faster (no, really?)

There are many bonus rooms to be found in this game, many full of powerups and coins you can collect. I'm not sure what collecting coins does for you besides increase your Greed rating at the end of a level.

OK, so you've started the game, you've selected a character and now you're off on a killing spree. But wait, take these tips with you and you may not become a flesh mat:

¥ When you're about to enter a big room, that's a good sign that tons of enemies are waiting for an ambush. Run into the room and unload an Ultra Bomb to clear out and give yourself some breathing room. Also, zoom all the way out so that you can see your potential attackers. This usually will let you know when you may want to use an Ultra Bomb.

¥ The most annoying part of this game are the rats (did I mention that I hate rats?). They'll swarm all over you and their numbers are seemingly endless. Don't try to outrun the rats, rather spray them as soon as you see them. Get used to doing a 360 spin with the fire button held down to enjoy a nice rat flambe'.

¥ Don't forget to use all of your Ultra Bombs before you use a continue as you'll start with a fresh supply when you do. Any Ultra Bombs remaining when you die are not carried over to the next continue. Also, there is seemingly no limit to the number of Ultra Bombs you may carry. Although the display will show no more than five, you can have more than that.

¥ The entrances to hidden rooms usually aren't hidden at all. They'll show up on your map display, so use it to find all of the secrets.

¥ Learn the importance of strafing (shooting in a fixed direction) down narrow passageways. If you can master this technique, the enemy won't lay a finger on you.

¥ Know where the health boxes are in a level, and know how to get to them when your life is critical. Unless you're using a cheat, you need to make the most of every life in this game. If you run across a health box and you're healthy, walk around a bit killing enemies, then go back to it.

¥ Against slower enemies with no firepower, run away and make them chase you. Then, when they're all gathered together, turn around and open fire.

¥ The biggest tip in this game is probably the most obvious; avoid backtracking as much as possible in levels where enemies such as rats and zombies can regenerate. Nothing dwindles your life supply faster than wandering aimlessly down the same corridor five times looking for an exit you know isn't there.

SECTION 6: THE LEVELS

SPOILER WARNING!!!: Don't read this section unless you want to read detailed info on levels and secrets in this game! The first level is basically a step-by-step walkthrough, the other levels aren't nearly as detailed.

LEVEL 1: MAIN PRISON LEVEL (HOLDING CELLS)

OBJECTIVE: FIND EXIT TO NEXT LEVEL

Immediately go southeast and get the yellow key. Now head north and open the yellow door on the east wall. The reward in this cell is a Skull Box. Then head north and enter the door on the north wall. You'll enter a huge room with lots of enemies and six smaller cells. Enter the southwesternmost cell first, get another Skull Box, then enter the cell above it and get another. If you're life is getting low, the first Health Box is in the middle cell on the east wall. A big yellow thug in the main room holds the green key.

Leave the main room and head south, where you'll encounter a green door on the west wall. Waste the enemies and collect your prizes, then leave the room and go into the room to the south. This is a big room with lots more enemies. A health box is in the lower east cell, and another yellow thug holds the blue key in the main room.

Leave this large room and head due north, where you'll encounter a blue door. Grab the goodies in the room then head west, where a blue door conceals another large room with six smaller cells. A health box is in the southwest cell. Clean out this area and keep heading west, where you'll hit a 'T' intersection. Head north and be sure to visit all the cells on the way. A great power-up room is on the last room on the east wall, and there's another Health Box here.

At the end of the northern passage is yet another big room with lots of enemies and a massive cannon that can liquidize you with two hits. Use an Ultra Bomb here if you need to, you'll get another in this room. After cleaning out this room (or should I say dirtying up?), head down the east passage, keeping your eye on the map display. You'll notice a corridor with seemingly no entrance. Blast through the wall here to find a stash of goodies, including an Invisibility Box.

After grabbing the Invisibility Box, run down the east corridor and into the last room on the south wall at the end of the corridor. Waste as many enemies as possible while invisible and grab the red key from the yellow thug. After leaving this room, look to your right for some more Health and Ammo.

You can actually leave this level after getting the red key, but there are many other areas to be explored. Backtrack your way west, then south. Keep heading south and you'll hit more calls, and eventually another large room with another massive cannon. Clean house and head east.

Down the east corridor keep your eye out for another secret passage, this time on the north wall. Blast in and search all areas on your map, then leave. Head east until you reach another large room. By now should know what to do here. Do it, then backtrack your way to the very beginning of the level.

On the south wall is a small red room. Blast the yellow dude, grab your rewards and split.

Remember where you picked up the first yellow key? Go there and you'll see a red door. Be prepared, this is where you'll face your toughest test yet. Unloading one or two Ultra Bombs in this room is recommended for first-timers. A much-needed Health Box is in one of the smaller rooms. Once finished, keep heading east and you'll see two more yellow guards . Blast them and exit this level. If you followed this walkthrough and killed every enemy encountered, you should have a 100% body count (Loaded!).

LEVEL 2: PRISON ADMINISTRATION LEVEL

OBJECTIVE: FIND THE GOVERNOR'S EMERGENCY ELEVATOR

A lot like Level 1 but harder. There's a secret teleporter room at the very beginning of the level, check your map display to find it. You'll do a lot more maze searching in this level, but at least when you kill your enemies they stay dead. That will change soon.

LEVEL 3: UPPER SERVICE CONDUIT

OBJECTIVE: FIND MANHOLE TO THE NEXT LEVEL

Oh no. The rats (did I mention that I hate rats?). They're everywhere, so get used to it. The blue trolls are slow and easy to take out, they won't provide you much trouble. The zombies, on the other hand, regenerate and can give you fits if you encounter enough of them. Try to remember what halls the zombies inhabit and visit them as infrequently as possible.

LEVEL 4: LOWER SERVICE CONDUIT

OBJECTIVE: FIND TELEPORT LEADING TO THE SURFACE

More rats and zombies in this level, which doesn't seem nearly as long as the last one. Just keep your backtracking to a minimum and you should be okay.

LEVEL 5: PRISON COURTYARD (MAIN GATE)

OBJECTIVE: FIND VEHICLE AND ESCAPE

Now you're outside in the prison courtyard. Guards are everywhere, and the bothersome rats have now been replaced by dogs. The sheer number of enemies in this level pose a challenge. Use your Ultra Bombs in wide-open enemy-infested areas to make the most of them. At the end of the level is where you'll first encounter the boss-type character (which I'll from now on refer to as Jet Pack guy). You'll be seeing lots of him, but don't worry. He's easy to take out, just keep circling him and avoid his fire and counterattack until he flies away.

LEVEL 6: DESERT

OBJECTIVE: FIND FOUR TANKS OF GAS AND REFUEL VEHICLE

You've succeeded in stealing a vehicle, now you realize you're out of fuel! Your emergency landing on hostile terrain involves finding four drums of fuel and getting back to your spacecraft. Scorpions and blue dogs leap from rocky crevices to attack. Use the run-away-then-turn-and-fire tactic on these enemies.

LEVEL 7: BADLANDS

OBJECTIVE: FIND THE SECRET TELEPORT TO SPACE PORT

This level can get confusing so I'll give you sort of a mini-walkthrough:

Many power-ups are on the western border, so stick to it whenever possible. Also, don't spend time blasting the numerous rats and zombies that regenerate in this level. Just run away from them and blast them when necessary. Head south, then east and you should encounter a cabin with the red key. Then head to the northwest to the graveyard where you'll find a red door concealing the green key. Backtrack south and you'll see a green door holding the blue key. From there, head to the village area and you'll pick up the yellow key. This key will allow you access to the castles in the middle of this level. Remember, don't try to blast everything here, just get out and get to the next level.

LEVEL 8: SPACE PORT (LEVEL 1)

OBJECTIVE: FIND EXIT TO NEXT LEVEL

Now you're back in a labyrinth-type scenario. You should always go after the big red guards first in this level. They're great shots and have lots of firepower, so get rid of them ASAP. Jet Pack guy will rear his ugly head again at the end of this level, but by now you should know what a pushover he is.

LEVEL 9: SPACE PORT (LEVEL 2)

OBJECTIVE: FIND ENTRANCE TO DOCKING BAY

A lot like Level 8. Remember to always waste the red guards first, they're the most dangerous. Keep your eyes peeled for secret alcoves all over this level. Tons of coins, a Time Stop Box and a Free Man Box are just a few of the bonuses you'll find if you're looking.

LEVEL 10: DOCKING BAY

OBJECTIVE: FIND KEY TO STEAL SPACESHIP

This is a really short level. Just head up and to the right and you'll see a couple of entrances that will spew enemies as soon as you come into sight. At first their numbers seem endless and the fight seems futile, but don't give up. They'll give up lots of Health and Ammo Boxes to keep you alive until Jet Pack guy comes back for another round. As for the secret stash of goodies hidden behind the wall, I was unable to find my way to it. Perhaps unloading a few thousand rounds of ammo might do the trick, but I didn't have the patience!

LEVEL 11: SCRAP YARD

OBJECTIVE: FIND FOUR BOMB PARTS AND DESTROY THE LASER FENCE

This one's a lot like Level 6, except the rats (oh no!) have found their way here. There are also new enemies in the form of armed robots that tote some serious firepower. Don't spaz out and run through this level like crazy. Instead, take calculated turns around corners and into wide open areas. Don't let yourself get cornered by the robots, or else they'll fry you in a second. You'll find that many powerups are located strategically here, such as Invincibility just before you enter a large cavern. Find the four parts of the bomb and make your way to the fence.

LEVEL 12: PROCESSING PLANT

OBJECTIVE: FIND EXIT TO NEXT LEVEL

At first you'd swear this was Level 11 all over again, but once you enter the plant, the scenery changes. The rats in this level are now attacking at an unprecedented rate, and if you're using a character with a slow reloading weapon, odds are you'll lose more than a few lives here. Also turning up in large numbers are the robots from the last level. Your objective should be to find the exit as quickly as possible - don't waste your time here.

LEVEL 13: RECYCLING CENTER

OBJECTIVE: FIND SECRET ACCESS CHUTE

This is IMO the hardest level in the game. There are several large rooms you must enter that are chock full of armed robots. You should probably keep trying this level over and over until you've memorized where every single Health Box is, then try to finish while losing as few lives as possible. Good luck.

LEVEL 14: SECURITY LEVEL

OBJECTIVE: FIND ENTRANCE TO CONTROL CENTER

Level 14 is a little easier than the last. It's almost as if F.U.B. is getting impatient for his showdown with you! Anyway, be careful and methodical about entering large rooms and such and you'll do fine.

LEVEL 15: CONTROL CENTER

OBJECTIVE: LOCATE AND EXTERMINATE F.U.B.

Now you're ready for your showdown with F.U.B. Just like the last level, be careful and play it safe. This level really isn't all that hard, and F.U.B. himself is pretty much a pushover. He's a lot like Jet Pack Guy, except he's got little white missiles that follow you around. Just keep circling him and avoid his fire to put him six feet under. You'll know when you're about to meet him when you hit the teleporter. Oh yeah, and don't grab all those goodies in the room before you meet F.U.B. You may need to come back for them!

SECTION 7: MISSION COMPLETED (WARNING: END SPOILER!!!)

So now F.U.B. is R.I.P. and the game is over. The game cuts to a FMV scene of F.U.B. spewing blood as he hits the floor. Then his face melts away to reveal a robotic mask, which flies away saying "You'll never take me alive!" And that's it. I've got to admit, for all the hours it took me to finish this game, the extremely short ending is a disappointment.

SECTION 8: SECRETS

You knew they were in here. Unlimited ammo, health, et al. All the things you'd expect from a game like Loaded, so without further avail:

¥ Unlimited health: During the game, press Start to get to the Options menu. Then hold down L1 and L2 for ten seconds. Keep holding these buttons and press Right, Right, Left, Down, Down, Up, Triangle, Circle. The extra option 'HEALTH' should appear. Select it at any time to refill your life bar.

¥ Unlimited ammo: During the game, press Start to get to the Options menu. Then hold down L1 and L2 for ten seconds. Keep holding these buttons and press Down, Right, Circle, Left, Right, Circle. The extra option 'AMMO' should appear. Select it at any time to get more ammo (I believe somewhere around 32,000 rounds is the limit).

¥ Max firepower: During the game, press Start to get to the Options menu. Then hold down L1 and L2 for ten seconds. Keep holding these buttons and press Down, Right, Down, Right, Triangle. The extra option 'POWER' should appear. Select it at any time to max out your gun's firepower.

Also, Loaded was originally designed to have eight to ten playable characters instead of six, and it's rumored that some of those characters are in the game as secrets. I won't mention these characters' names as they are only rumors as of now, but I'll keep this FAQ updated if I find them. BTW, if you haven't noticed by now, that chubby little fat guy with the mechanical legs you kept seeing in all the game mags isn't a secret character, it's F.U.B. Maybe there's a code to play as him.

SECTION 9: CONCLUSION

With the instant success of PlayStation, there are lots of great games to choose from and lots more on the horizon. So what qualifies as a good purchase? I'd have to say a major factor would be replay value. Does the game keep you coming back for more, or is it collecting dust in two months? Loaded has one thing in common with today's successful fighting games that works in its favor; its diversity of well-designed characters. Finish the game with Butch and you may want to try your hand at Mamma. Or Hands. Or someone else. Using different characters requires different approaches to the game, and this adds to the replay value.

On the other hand, the game can get repititous in certain areas, and the ending is a real letdown. Let's face it, twenty seconds of FMV just isn't enough of a reward for someone who's just spent several hours getting through the game. When it's all said and done, you'll have to decide for yourself whether or not Loaded qualifies as a 'must-have' game.

All in all, Loaded's twisted take on the top-down shooter is a good example of a well-planned marketing strategy; take a concept that has already proven itself and improve upon on it. This game is pure escapism, it grabs you in its plot and keeps you there from start to finish.

Thanks to everyone in the Loaded/AOL folder for their informative posts. This FAQ would not exist without your help. As always, e-mail me with your corrections and/or suggestions and you will receive credit!

Enjoy!!

Lone Soldier

Guide

Lone Soldier Playing Guide

: Product : Lone Soldier / Type : Shooting game :

: Sort Release : Play Guide / Done By : ThE RaVeR :

: Release Date : 31-01-1996 / Supplier: - - :

General Tips:

- Try to kill normal enemy soldiers when they are in the open. They will become more aggressive if trapped.
- Save bazookas for bosses and bigger enemies.
- Extra health power ups can be left behind whilst you deal with a tricky situation ahead, then simply return for them when the coast is clear. But don't get too far ahead.
- Learn to use the sight and rotate keys for accurate aiming and killing.
- The flame-thrower is better for close up attacks but only use very short bursts at a time to conserve your fuel.
- Attack all pillboxes from the side

- The bazooka is better for long distance attacks but avoid firing it at point blank range, it can be extremely damaging for your person.
- Shooting trees can cause a fire witch kills any enemies using them as cover.
- Use barrels as weapons, shoot them and they will kill any nearby enemies when they explode.
- When trying to kill bazooka-armed foes, time the missiles and dodge them, enabling you a change to counter attack between each one.



THE JUNGLE:

General tips for surviving in the jungle:

- Tribal statues always get brighter before they fire. Attack them from a distance to avoid their deadly wrath.
- When attacking the natives, particularly the chiefs, always keep moving and they will never be able to hit you
- The watch towers can be quite helpful, try to lead the enemies into the path of the grenades.

LEVEL 1:

No sooner have you started the game then you're ambushed by soldiers cunningly concealed behind trees. Study their positions and the, whilst keeping you distance, pick them off one by one. when you come to the steep hill with the gun tower situated at the bottom, grab the rocket launcher from behind one of the trees and destroy the tower from a distance. The rest of the level should be plain sailing thanks to your trusty rocket launcher.

LEVEL 2:

You start this level on the river bank. Use your grenades to destroy the river boats, you'll have to time it so that you throw the grenade into the water and then allow a few seconds for the boat to sail over it. As you walk towards the bridge, there'll be a rocket launcher geezer firing off endless reams of rockets in your direction, get close and then counter attack after dodging each missile. Once safely over the footbridge, you'll come to an enemy encampment. First shoot the soldier next to the water tank, and then turn to take out the pillbox. Now stand a safe distance away from the watch tower and then wait as the enemy soldiers start walking towards you. With any luck the grenades lobbed from the tower by their mates should take them all out efficiently. Now, simply blast the tower. Around the next bend will be a boat loaded with enemy troops and several foot soldiers, all of which can be easily disposed of.

LEVEL 3:

Things are hotting up. first there's an ambush by concealed troops, then you've got a watch tower to contend with. Once you crossed over the bridge, take out the boat full of troops and then do untold amounts of damage to the enemy encampment just around the corner. There'll be a rocket launcher bloke, if you get into trouble whilst tackling him, seek refuge behind the pillbox and then attack blast him at regular intervals. Once the camp has been destroyed, dash over the bridge and kill the remaining few soldiers to complete this level.

LEVEL 4:

As we near the end of the jungle territory, the natives are restless, and as a result of your extremely loud gunfire disturbing their strange gods, they've decided to come out and fight in their droves. This level starts in a familiar fashion with foot soldiers ambushing you from all angles. When you reach the natives, keep on the move to avoid speers and poisonous darts, you'll find them extremely hard to kill because they're constantly on the move. When you meet the natives, each and every statue from then on will possess demonic qualities, and thus try to steal your worthless soul. A couple of rockets or a succession of shots will exorcise them effectively. For extra kicks, why not torch a few native huts, it's great fun and hey, it serves them right for getting involved.

JUNGLE BOSS:

The final jungle level starts out as any other, until you notice some mystic native dude scooped inside a cave. As soon as you stumble into view, he'll wave his mighty staff around and an army of native zombies will shoot up through the ground. Pick them off as they arrive and brace yourself for the grand finale. A bit peeved that all his henchman have been vaporized, the mystic witch doctor will then transform himself into a huge werewolf and proceed to either get working with his club or fry you to dead with his stagnate breath. If you have any rockets left, he can be easily picked off from a distance. Otherwise, get very close, preferably behind his legs, then simply blast away with your guns. He won't be able to touch you at such proximity, leaving you safe to kill the hairy oaf.

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## THE CANYON:

General tips for conquering the canyon:

- Mortal men can be easily defeated if you get close quickly.
- The gas grenade soldier fires deadly poison gas, run past the grenades before they explode.
- The dogs are hard to kill, the best way we found of making them scarper is to stand still and shoot at them as they chew away at your balls.

### LEVEL 1:

Out of the jungle and out into the open as you wreak havoc through a picturesque canyon. Start the level as you mean to go on by peppering the foot soldiers with bullets. As you walk over the hill, grab the bazooka and reduce the watch tower to rubble. The next hazard is a tank which can easily be destroyed provided you have saved a couple of rockets, otherwise get close and avoid the gun turret. As you go through the tunnel, prepare yourself for two soldiers that drop down from the other side on a rope. Another tank will attempt to get you as you emerge from the tunnel so be more than ready to rock. Just around the next bend, you'll come to a log resting across a ravine. Kill the rocket man and then wait on the log. In the distance you should see two oil drums with soldiers coming up behind them. Simply fire off two rockets at the barrels and let the explosions take care of 'em. Up around the next hill is an enemy encampment complete with tank and watch tower. Obviously the tank takes priority in the killing stakes, so get to work. Take the right side and then pick off the rocket man and the dangerous mortar launcher as you emerge the other side.

### LEVEL 2:

When you begin the level, pick off the two foot soldiers that come towards you and grab the flame-thrower behind them. Now use your new weapon to attack the mortar operator. As you progress through the level, you'll come to a big ravine with paths stretching off both sides, take the left route and then grab the invincibility crate as it falls from the sky. This gives you the added strength to overcome the tank easily. Now grab the bazooka laying around at the entrance to the next section. As you go around the bend, beware of the cunningly disguised minefield. Kill the lone foot soldier and then use your bazooka to take out the opposing rocket man on the rope bridge. Walk up to his peppered corpse and wait, in the distance at the other end of the bridge, more soldiers should come into view. You've got the rockets, so do your stuff. As you walk to the end of the bridge, look skyward for the huge helicopter flying overhead, it will

perform a fancy turn and then fire a couple of deadly missiles in your direction. Evasive action is vital, in other words, leg it!. Now simply dash to the end of the level taking out the remaining soldiers. Just before the exit, you'll come across two grenade-lobbing scum bags on the railway, take them out with a grenade or your uzi, either way they're a pushover.

### LEVEL 3:

This level is the ideal opportunity for a mass killing spree. There is nothing much to overcome other than legions of foot soldiers so the key is to go slowly and pick each one off as they appear in the distance. Once you've bagged the first lot, grab the idle M-60 rifle and get shooting. At the top of the next hill is a rocket launcher. Use your heavy arsenal to take out the onslaught of enemy troops as they attack in full force over the next series of hills. Eventually you'll come to another enemy encampment. Hit the tents first, followed by the truck, for the maximum effect and hopefully you'll bag a few baddies in the explosions. The last hazard is a tank. It can easily be destroyed by using the same techniques as before. Get close and avoid his sights.

### CANYON BOSS:

Before you can exit the canyon, there are several last obstacles which must be overcome. Firstly, take out the foot soldiers that hassle you at the start, followed by the devious rocket men. you should see an enemy encampment in the distance by now. Blast everything in sight and then turn your attentions to the pillboxes. The last hazard on this level is the vile scum that emerges from the hovering helicopter. Take out the first two rocket launcher men as you would normally. Then, when the big mean dude drops down, hide behind the pillboxes and observe his routine. You'll find that the safest way to hit him is when he's mouthing off at you. Simply fire short controlled bursts whenever he's giving it some lip, and before you know it the stupid sod will collapse and die a horribly grizzly death.

That's it!

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I hope you will enjoy this game!.

If you want more game stuff to follow, than support
PSX Freaks by spreading our files!!

Metal Jacket

Game Shark *(JAPANESE)*

Unlimited energy

8007A164 03E8

Unlimited jump/fly/jets

8007A16C 03E8

Unlimited scatter bombs

8007A160 00FF

Unlimited weapons

8007A158 00FF

8007A15C 00FF

MK3

Game Shark

Unlimited energy player 1

801CBC38 00A6

Unlimited energy player 2

801CBC90 00A6

Codes

MORTAL KOMBAT 3

1) Cheat menu

1) Wait until one of the "story" screens appears. Now hit X, L1, L2. If you hear a reversed cymbal-whissshht sound then the cheat worked. Press START to go to the Kombat Kube screen. Now press UP and the Kube will roll over to reveal a Kuestion mark. Enter the cheat menu for all sorts of Krazy options. Kool!

PLAYER 1 HEALING ENABLED: 101 - 000

PLAYER 2 HEALING ENABLED: 000 - 101

PLAYER 1 WEAKENING ENABLED: 202 - 000

PLAYER 2 WEAKENING ENABLED: 000 - 202

THROWING DISABLED: 100 - 100

BLOCKING DISABLED: 020 - 020

PLAYER 1 HALF POWER: 033 - 000

PLAYER 2 HALF POWER: 000 - 033

PLAYER 1 QUARTER POWER: 707 - 000

PLAYER 2 QUARTER POWER: 000 - 707
DARK KOMBAT: 688 - 422
PSYCHO KOMBAT: 985 - 125
RANDPER KOMBAT: 460 - 460
UNLIMITED RUN: 466 - 466
NO POWERBARS: 987 - 123
HOLD FLIPPERS DURING CASINO RUN: 987 - 666
NO FEAR = EB BUTTON, SKYDIVE, MAX COUNTDOWN: 282 - 282
THERE IS NO KNOWLEDGE THAT IS NO POWER: 123 - 926
YOU ARE ENTERING THE LAND OF RELLIM: 642 - 468
WINNER OF THIS ROUND BATTLES MOTARO: 969 - 141
WINNER OF THIS ROUND BATTLES SHAO KAHN: 033 - 564
WINNER OF THIS ROUND BATTLES SMOKE: 205 - 205
WINNER OF THIS ROUND BATTLES NOOB SAIBOT: 769 - 342

Faq

Pit 3 Fatality:

The person gets cut up in giant blades and body parts go everywhere in a spray of blood.

Subway Fatality:

The person gets knocked up into the ceiling and then they fall down in the background tracks and then he/she gets hit by a oncoming train.

Shao Kahn's Tower:

You uppercut him/her and then he/she falls down through all the floors of the tower. When he/she reaches the bottom he/she lands in spikes at the bottom just like in the original pit in MK1.

Kombat Kodes:

Kombat Kodes or KKs are Kodes put in at the bottom of the 2 player VS screen. They can get you many different things, like hidden characters. The first 3 icons are controlled by Player one while the other 3 are controlled by Player 2.

Ultimate Kombat Kodes:

Ultimate Kombat Kodes or UKKs are Kodes you put in the make secret characters PLAYABLE!! But if you get it wrong Shao Kahn Makes fun of you in many ways. To get the UKK screen up keep circling the control pad at the Copy Rights screen which comes right after the Prepare for Kombat screen. And it's only 6 digits!

*** Basic Moves ***

Roundhouse - B, HK
Low Sweep - B, LK
Uppercut - D, HP
Low Punch - D, LP
Power Move - Close HP
Throw - F+LP
Knee - Close HK or LK
Rapid Punches - Rapidly Tap LP or HP
Hop Jumpkick - U, LK or HK
Flying Punch - U, LP or HP
Flying Jumpkick - U/F or U/B, LK or HK
Flying T. punch - U/F or U/B, LK or HP

TSUNG

Moves:

1 Skull: B,B, HP

2 Skulls: B,B,F, HP

3 Skulls: B,B,F,F, HP

Hell Fire: F,F,B,B, LK

Morphs: {WARNING::: These morphs cause the game to slow down}

1) Liu Kang: 360 (Block)

2) Kano: B,F, BL (Real Quick)

3) Sonya: D+RUN+BL+LP

4) Kung Lao: RUN, RUN, BL, RUN

SHANG

- 5) Kabal: LP, BL, HK (Real Quick)
- 6) Sindel: B,D,B, LK
- 7) Cyrax: BL, BL, BL
- 8) Sektor: D,F,B, RUN
- 9) NightWolf: U,U,U (Block)
- 10) Jax: F,F,D, LP
- 11) Sub-Zero: F,D,F, HP
- 12) Stryker: F,F,F, HK
- 13) Sheeva: Hold LK F,D,F, Rel.
- 14) Smoke: B,B,D,LK

Kombos:

- 7 Hit - Ground Fire, Uppercut, 3 Skulls
- 5 Hit - LK, HP, HP, LP, B+HK
- 8 Hit - Roundhouse, hell fire, Kung Lao morph, Spin(F,D,F, RUN), jump in air, jump kick, dive kick, leg sweep before he lands.

Fatals:

Fatality 1: Hold LP, D,F,F,D, Rel. (Next to) Shang raises his hands and spikes come out of the ground. Then he lifts the victim and slams them into the spikes.

Fatality 2: Hold LP, RUN, BL, RUN, BL, Rel. (Next to)

Shang does his stance from Hell Fire and his victim rises into the air. when in the air the soul gets pulled out of the body of his victim and the body falls into a pile of green glob and bones.

Friendship: LK, LK, RUN, RUN, D (No Block in Winning Round) (Any)

Shang turns into a little bouncing creature from JOUST.

Animality: Hold HP, RUN, RUN, RUN, RUN, Rel. (Mercy) (Sweep)

He turns into a big green viper which eats you whole.

Babality: RUN, RUN, RUN, LK (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: U,U,B, LP

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SINDEL

Moves:

Air Fireball: B,DB,D,DF,F, LK (Air)

Ground Fireball: F,F, LP

Scream: F,F,F, HP

Flight: B,B,B,F, HK

Kombos:

5 Hit - HK, HP, HP, LP, HK

6 Hit - HK, HP, HP, D+HP, Jump Kick, Air Fireball

Fatals:

Fatality 1: RUN, RUN, BL, BL, RUN & BL (Next to)

She yells at her opponent and the all the victim's skin flies off leaving a bloody skeleton.

Fatality 2: RUN, RUN, BL, RUN, BL (Sweep)

Her hair starts to grow very long. It totally engulfs your character. She then runs away from you, sending you into a spin. All you can see is blood and body parts.

Friendship: RUN, RUN, RUN, RUN, RUN, U (No Block in Winning Round) (Any)

A Football comes out of the ground then she Kicks it and says "That Was Fun"

Animality: F,F,U, HP (Mercy) (Next to)

She turns into A wasp and stings you off the screen.

Babality: RUN, RUN, RUN, U (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: D,D,D,D, LP (Next to)

--

JAX

Moves:

Missile: B,F, HP

Double Missile: F,F,B,B, HP

Earthquake Smash: Hold LK (3 seconds), Rel. LK

Blazing Punch: F,F, HK

Gotcha Grab: F,F, Rapid LP

Quad Throw: F+LP, Rapidly tap HP (Next to)

Backbreaker: BL in air (Next to)

Kombos:

5 Hit - HP, HP, BL, LP, B+HP

8 Hit - HK, HK, D+HP, HP, BL, LP, HP, B+HP

Fatals:

Fatality 1: Hold BL, U,U,D,DF,F,UF,U, Rel. BL, BL, (Next to)

Jax's arms turn into blades. Then he cuts his victim up into many pieces which fall to the ground.

Fatality 2: RUN, BL, RUN, RUN, LK (Half Screen)

Jax grows very big very quickly. Then the screen moves to just show the victim. Then Jax's big boot smashes the victim.

Friendship: LK, LK, RUN, RUN, LK (No Block in Winning Round)

Jax jumps rope.

Animality: Hold LP, F,F,D,F, Rel. (Next to)

Jax turns into a lion and mauls his victim.

Babality: D,D,D, LK (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: D,F,D,F, LP (Next to)

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KANO

Moves:

Cannonball: Hold LK (3 seconds), Rel. LK

Knife Throw: D,DB,B, HP

Knife Uppercut: D,DF,F, HP

Choke Hold: B,DB,D,DF,F, LP

Air Throw: BL in air (Next to)

Kombos:

5 Hit - HP, HP, HK, LK, B+HK

2 Hit - Deep Jump Kick, Choke Hold

4 Hit - HP, HP, D+LP, Jump Kick, Cannon Ball

6 Hit - HP, HP, D+LP, D+HP, jump kick, knife uppercut

Fatals:

Fatality 1: Hold LP, F,D,D,F, Rel. (Next to)

Kano pulls his opponent's skeleton out of their body through his/her mouth. The body then stands there with a huge mouth opening, then falls to the ground like a rag doll.

Fatality 2: LP, LP, BL, BL, HK (Sweep Distance)

Kano shoots you with a laser from his eye until you get real hot and explode.

Friendship: LK, LK, RUN, RUN, HK (No Block in Winning Round) (Any)

Kano chews some gum, blows a bubble which then bursts in his face.

Animality: Hold HP, BL, BL, BL, Rel. (Next to) (Mercy)

Kano changes into a big bright yellow spider. Then the spider wraps it's arms around it's victim squeezing the life and blood out of them.

Babality: F,F,D,D, LK (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: U,U,B, LK

--

LIU KANG

Moves:

Bicycle Kick: Hold LK, Rel. LK

Flying Kick: F,F, HK

High Dragon Fire: F,F, HP

Low Dragon Fire: F,F, LP

Air Throw: BL

Kombos:

7 Hit - HP, HP, BL, LK, LK, HK, LK

10 Hit - Jump Kick, Air fireball, Bicycle kick, Run, HP, HP, BL, LK, LK,
HK, LK

Fatals:

Fatality 1: F,F,D,D LK (Next to)

He Disappears, then he sets the victim on fire. Then he comes back to visibility.

Fatality 2: U,D,U,U BL+RUN (Anywhere)

He Disappears, then drops a Mortal Kombat Machine on him/her, then reappears.

Friendship: Tap D+RUN (No Block in Winning Round) (Anywhere but Next to)

Makes a shadow puppet of the MK dragon!

Animality: D,D,D,U (Mercy) (Sweep)

He turns into a Dragon and Bites the top Half of the body off. Just like his MK2 Fatal.

Babality: D,D,D, HK (No Block in Winning Round) (Anywhere but Next to)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: RUN, BL, BL, LK (Next to)

--

SONYA

Moves:

Energy Rings: D,DF,F, LP

Upward Bicycle Kick: B,B,D, HK

Leg Grab Throw: D+LP+BL

Square Wave Punch: F,B, HP

Kombos:

4 Hit - HP, HP, LP, B+HP

6 Hit - HK, HK, HP, HP, LP, HP, B+HP

Fatals:

Fatality 1: B,F,D,D, RUN (Any)

Just the same as the old one. She blows a kiss at you and then your body erupts in flames.

Fatality 2: Hold BL+RUN, U,U,UB,B,DB,D (Half)

Sonya does her kiss animation, then a big pink bubble comes out of the kiss. The bubble goes over the victim and the bubble collapses killing the opponent. Leaving a pile of bones and blood, plus a whole lot of other bones that appear.

Friendship: B,F,B,D, RUN (No Block in Winning Round) (Any)

Sonya swings her arms up and down.

Animality: Hold LP, B,F,D,F, Rel. (Mercy) (Close)

Sonya turns into a big hawk/bird that carries off her victim off the top of the screen, while you can hear the victim screaming with body parts falling off the screen.

Babality: D,D,D,F, LK (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: F,F,D, HP (Next to)

--

STRYKER

Moves:

High Grenade: D,DB,B, HP

Low Grenade: D,DB,B, LP

Baton Throw: F,F, HK

Baton Trip: F,B, LP

Kombos:

4 Hit - LK, HP, HP, LP

6 Hit - HK, HP, HP, LP, Walk Up, HP, Baton Throw

6 Hit - LK, HP, HP, LP, jump kick, baton throw,

Fatals:

Fatality 1: D,F,D,F, BL (Next to)

He places explosives on his victim and plugs his ears as they blast into oblivion.

Fatality 2: F,F,F,F, LK (Half Screen)

Stryker shoots out a taser which fries you.

Animality: RUN, RUN, RUN, RUN, BL (Mercy) (Sweep)

He turns into a T Rex and then chomps the top half of your body off.

Friendship: LP, RUN, RUN, LP (No Block in Winning Round) (Any)

He holds out a stop sign then a dog pulling a wagon with MK3 babies in it runs by.

Babality: D,F,B,B, HP (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: F,U,U, HK

--

SMOKE

Moves:

Trident Spear: B,B, LP

Teleport Punch: F,F, LK

Air Throw: BL in Air

Invisibility: U,U, RUN

(Can be done while Blocking) (Do again to get Visible)

Kombos:

5 Hit - Jumpkick, Teleport Punch, Walk Up, HP, Spear, Uppercut

9 Hit - Jumpkick, Teleport Punch, Walk Up, HP, Spear, HP, HP, LK, HK, LP

5 Hit - HP, HP, LK, HK, LP

? Hit - Spear, LP, LP, Spear..... (Very Quick) (on CPU Only) (100%

Damage)

Fatals:

Fatality 1: Hold BL, U,U,UF,F,DF,D (Full Screen)

He drops a load of bombs down and then it shows the worldexploding.

Fatality 2: Hold RN+BL, D,D,DF,F,FU,U, Rel. (Sweep)

Smoke Drops a Bomb down his victim's throat, which opens up on it's own. Then the victim explodes.

Animality: D,F,F, BL (3/4 screen)

Smoke turns into a bull that rams his victim off the screen.

Friendship: RUN, RUN, RUN, RUN, HK (No Block in Winning Round) (Any)

A big horn comes out of Smoke's Chest, which then blows.

Babality: D,D,B,B, HK (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: F,F,D, LK (Next to)

--

SUB-ZERO

Moves:

In Front of Ice Shower: D,DF,F, B+HP

In Back of Ice Shower: D,DB,B,F, HP

On Top of Ice Shower: D,DF,F, HP

Ice Clone: D,DB,B, LP

Ice Freeze: D,DF,F, LP

Slide: B+LP+LK+BL

Kombos:

5 Hit - HP, HP, LP, HK, B+HK

6 Hit - HP, HP, LP, LK, HK, B+HK

? Hit - Freeze in corner, Deep Jumpkick, Freeze in air while falling,
then hold D and keep on hitting LP. (100% Damage)

Fatals:

Fatality 1: BL, BL, RUN, BL, RUN (Next to)

Subbie picks his victim up over his head. Then he freezes him. After freezing him he snaps the victim in two. There is a sound of an explosion and lots of blood and guts.

Fatality 2: B,B,D,B, RUN (Sweep)

Subbie blows on the victim which freezes his opponent then the victim falls over and breaks.

Animality: Hold BL, F,U,U, Rel. BL (Next to) (Mercy)

He turns into a Polar Bear who then attacks his victim.

Friendship: LK, LK, RUN, RUN, U (No Block in Winning Round) (Any)

Sub Zero turns himself into a Snow Man

Babality: D,B,B, HK (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: B,D,F,F, HK (Next to)

--

CYRAX

Moves:

Net: B,B, LK

Exploding Teleport: F,F,D, BL

Close Bomb: Hold LK, B,B, HK

Far Bomb: Hold LK, F,F, HK

Jump Throw: B,DB,D,DF,F, BL, then hit LP (oppon. must be in air not you)

Kombos:

7 Hit - HP, HP, HK, HP, HK, HK, B+HK

2 Hit - Ground Throw, then Jump Throw (Higher % than 7 Hit)

Fatals:

Fatality 1: D,D,U,D, HP (Any) (Block)

His dreadlocks start turning like a helicopter. Then he flies off. Then real fast he comes down onto the opponent, cutting them up into a bunch of body parts.

Fatality 2: D,D,DF,F,UF,U+RUN (Next to)

He starts pressing buttons on his arm pannel, with a bunch of garbage on the screen like: Self Destruct. Then he blows up himself and his opponent then bunch of body parts fly.

Animality: Hold BL, U,U,D,D, Rel. BL (Mercy) (Close)

He turns into a big shark fin. He leaves that screen then from behind a big shark with jaws open and eats the victim.

Friendship: RUN, RUN, RUN, RUN, U (No Block in Winning Round) (Any)

He does a funny looking dance with his hands on his knees.

Babality: F,F,B, HP (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: BL, BL, RUN, BL, RUN (Next to)

--

SEKTOR

Moves:

Heat Missile: D,DF,F, HP

Missile: F,F, LP

Teleport Punch: F,F, LK

Kombos:

5 Hit - 2 Heat Seekers Missile, Teleport, Walk Up, LP, Jump Forward, HK

5 Hit - 2 Heat Seekers Missile, Teleport, Walk Up, LP, Regular Missile

5 Hit - HP, HP, HK, HK, B+HK

Fatals:

Fatality 1: LP, LP, RUN, RUN, BL (Sweep)

Stands in front of you and a clamp comes out of his chest and crushes you into a bloody mess of bones and body parts.

Fatality 2: F,F,F,B, BL (Full Screen)

Sektor shoots out a flame and scorches his victim.

Animality: F,F,D,U (Block) (Mercy)

He turns into a big bat flies off the screen, then he returns and knocks his/her/its head off with it's wing.

Friendship: Tap RUN,RUN,RUN,D (No Block in Winning Round) (Any)

One of those ring the bell with a hammer carnival amusements comes out of his chest and he hits it ringing the bell.

Babality: D,D,B,B, HK (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: D,D,D,D, RUN (Next to)

--

NIGHTWOLF

Moves:

Green Arrow: D,DB,B, LP

Hatchet Uppercut: D,DF,F, HP

Green Reflector Shield: B,B,B, HK

Shadow Ram: F,F, LK

Kombos:

6 Hit - HP, HP, Hatchet Uppercut, HP, HP, Shadow Ram

8 Hit - HK, HK, HP, HP, LP, Hatchet Uppercut, HP, Arrow

7 Hit - LK, HP, HP, LP, Hatchet Uppercut, Hatchet Uppercut, HK

Fatals:

Fatality 1: Hold BL, U,U,B,F, Rel. BL, BL (Next to)

A powerful beam of light comes from the sky and evaporates his opponents.

Fatality 2: B,B,D, HP (Half Screen)

He holds his tomahawk in the air then lightning strikes it. The lightning is reflected hitting his opponent.

Friendship: RUN, RUN, D, RUN, D (No Block in Winning Round) (Any)

He turns into Raiden then a MK2 Machine Drops down and he says he Never saw a Kano Transformation.

Animality: F,F,D,D (Next to) (Mercy)

He turns into a red Wolf and attacks the guy.

Babality: F,B,F,B, LP (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: RUN, RUN, RUN, BL (Next to)

--

SHEEVA

Moves:

Fireball: D,DF,F, HP

Teleport Stomp: D, U

Ground Stomp: B,DB,D,DB,B, HK

Kombos:

6 Hit - HP, HP, LP, F+HP, Walk Up, Fireball

7 Hit - HP, HP, LP, HK, HK, LK, B+HK

Fatals:

Fatality 1: F,D,D,F LP (Next to)

She pounds you into the ground with all 4 arms. Just leaving you head exposed.

Fatality 2: Hold HK, F,B,F,F, Rel. HK (Next to)

She strips your skin off of the opponent. Leaving a bloody body with no skin.

Animality: RUN, BL, BL, BL, BL (Mercy) (Sweep)

She turns into a Scorpion, insect not kombatant, then stings her victim with her tail. After being stung the victim turns red and then explodes.

Babality: D,D,D,B, HK (No Block in Winning Round) (Any)

Friendship: F,F,D,F, wait 1/2 second, HP (No Block in Winning Round)(Any)

She turns around with her hands moving around. Then she stops and you can see plates on sticks from her hands.

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: D,F,D,F, LP (Next to)

KUNG LAO

Moves:

Hat Throw: B,F, LP

Teleport: D,U

Dive Kick: D+HK in the air

Shield Spin: F,DF,D,DF,F, RUN

Kombos:

4 Hit - Spinning Shield, Walk Up, HP, Jumpkick, Dive Kick

7 Hit - HP, LP, HP, LP, LK, LK, B+HK

Fatals:

Fatality 1: RUN, BL, RUN, BL, D (Any)

Kung Lao does his Shield Spin then he starts going really fast and you get sucked in and bones fly.

Fatality 2: F,F,B,D, HP (Next to)

Kung Lao ducks down and tosses his hat towards his opponent. The hat cuts off the head and continues back and forth like a boomerang until your body is in many pieces.

Animality: RUN, RUN, RUN, RUN, BL, RUN (Mercy) (Next to)

He turns into a leopard jumps on his victim and starts attacking.

Friendship: RUN, LP, RUN, LK (No Block in Winning Round) (Any)

Kung Lao throws his hat. After throwing the hat a dog chases it off the screen. Then you see Kung Lao Cringe as you hear a dog yelp. That hat is very sharp remember!

Babality: D,F,F, HP (No Block in Winning Round) (Any)

Mercy: Hold RUN, D,D, Rel. RUN (Round 3)

Pit 3, Subway, and Shao Kahn Tower: D,D,F,F, LK

Motor Toon GP

To accelerate (with any racer) to your top speed in about 1 second or so, and keep it at top speed no matter what- simply hold the reverse button while accelerating - i think it's a bug, but an effective one at that!

Mobile Suit Gundam

Level Select At the animation before the title page, hold L2 + R1 + SELECT +
-- LEFT

Namco Museum Vol 1

Game Shark *(JAPANESE)*

Bosconian	
Unlimited Lives	8015728C 0003
Galaga	
Unlimited Lives	801A3E1C 0103
New Rally-X	
Unlimited Lives	800E4900 0003
Unlimited Fuel	800E4FC8 3BB0
Pacman	
Unlimited lives	801178E0 0003
Pole Position	
Stop Timer	80131946 4600
Rally-X	
Unlimited Lives	800E3774 0003
Unlimited Fuel	800E3E3C 392D
Toy Pop	
Unlimited Lives	800FD270 0003
Unlimited Time	800C5CD8 000A

Faq

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(No those are not page numbers, just bullet items...)

| What is it? |

Namco Classics Museum Volume 1 is a collection of games dating back to the early 80's. These games appear to have been translated 100% from their arcade counterparts. From it's 8-bit sound to it's 16 color palette.. Basically what it seems they have done is written an OS to emulate their old arcade board, therefore giving us PERFECT translations of these classic arcade titles. I say this because even the boot-up rom, screen centering, garbled loading stuff comes up when you load the games, just like in the arcade. But I feel what makes this CD and the others to come like it so, shall I say "cool", is that it's the games I grew up on, in perfect play.. But above all that, they are still FUN to play!

| The Games |

Pac-Man: 1980

Pole Position: 1982, w/ NegCon and/or Mad Katz Wheel Support!

Rally-X & New Rally-X: 1980

Galaga: 1981

Bosconian: 1981

Toy Pop: 1986

--

| Features / Nifty Things |

--

There is a very well done Museum portion where you can "interactively" walk around a museum with Pac-Man as your guide. You can explore the history of the games, and even go to the lounge and read magazines or listen to the sound tracks of the games from a jukebox. The way the museum was done is quite nice (and slow!), granted most of the stuff in it is in Japanese, it still is neat to explore.

All games have been ported 100%

All games have the original dip switches to adjust the game to make it harder, or easier, more guys, lower the 1up point level, etc..

All the games have original sound, music, and graphics

All the games play and feel like their original counterparts

All games allow you to change the controller config if it is even necessary

Now that you have this FAQ you won't have to worry about most of the Japanese portions of the game.

| QUICK DIP-SWITCH REFERENCE |

"---" = Dipswitch not used

--[PAC-MAN]=-

SW2 - 1: TEST SWITCH
SW2 - 2: PAUSE
SW2 - 3: NUMBER OF PAC-MANS AT START
SW2 - 4: NUMBER OF PAC-MANS AT START
SW2 - 5: BONUS PAC-MANS
SW2 - 6: BONUS PAC-MANS
SW2 - 7: VIDEO MODE (ARCADE SIDEWAYS/NORMAL)
SW2 - 8: ---

--[POLE POSITION]=-

SW2 - 1: TEST SWITCH
SW2 - 2: PAUSE
SW2 - 3: ---
SW2 - 4: ---
SW2 - 5: ---
SW2 - 6: PRELIMINARY TIME LIMIT
SW2 - 7: PRELIMINARY TIME LIMIT
SW2 - 8: GOAL

SW3 - 1: ADDITIONAL TIME
SW3 - 2: ADDITIONAL TIME
SW3 - 3: ADDITIONAL TIME
SW3 - 4: PRELIMINARY PASSING STANDARD
SW3 - 5: PRELIMINARY PASSING STANDARD
SW3 - 6: PRELIMINARY PASSING STANDARD
SW3 - 7: ---
SW3 - 8: DEMO SOUND

--[RALLY-X]=-

SW2 - 1: TEST SWITCH
SW2 - 2: PAUSE
SW2 - 3: ---
SW2 - 4: ---
SW2 - 5: NUMBER OF MY CARS AT START
SW2 - 6: BONUS MY CARS
SW2 - 7: BONUS MY CARS
SW2 - 8: ---

--[NEW RALLY-X]=-

SW2 - 1: TEST SWITCH
SW2 - 2: PAUSE
SW2 - 3: ---
SW2 - 4: ---
SW2 - 5: NUMBER OF MY CARS AT START
SW2 - 6: BONUS MY CARS
SW2 - 7: BONUS MY CARS
SW2 - 8: ---

--[GALAGA]=-

SW2 - 1: TEST SWITCH
SW2 - 2: VIDEO MODE (ARCADE SIDEWAYS/NORMAL)
SW2 - 3: VIDEO MODE (PANORAMA/NORMAL)
SW2 - 4: BONUS FIGHTERS
SW2 - 5: BONUS FIGHTERS

SW2 - 6: BONUS FIGHTERS

SW2 - 7: NUMBER OF FIGHTERS AT START

SW2 - 8: NUMBER OF FIGHTERS AT START

SW3 - 1: ---

SW3 - 2: ---

SW3 - 3: ---

SW3 - 4: DEMO SOUND

SW3 - 5: PAUSE

SW3 - 6: ---

SW3 - 7: ---

SW3 - 8: ---

-

--[BOSCONIAN]--

-

SW2 - 1: TEST SWITCH

SW2 - 2: ---

SW2 - 3: ---

SW2 - 4: BONUS SPACE PATROLLERS

SW2 - 5: BONUS SPACE PATROLLERS

SW2 - 6: BONUS SPACE PATROLLERS

SW2 - 7: NUMBER OF SPACE PATROLLERS (SHIPS) AT START

SW2 - 8: NUMBER OF SPACE PATROLLERS (SHIPS) AT START

SW3 - 1: ---

SW3 - 2: ---

SW3 - 3: CONTINUE

SW3 - 4: DEMO SOUND

SW3 - 5: PAUSE

SW3 - 6: ---

SW3 - 7: ---

SW3 - 8: ---

--[TOY POP]=-

SW2 - 1: TEST SWITCH
SW2 - 2: ---
SW2 - 3: ---
SW2 - 4: ---
SW2 - 5: ---
SW2 - 6: ---
SW2 - 7: NUMBER OF PINO/ACHA's (MEN) AT START
SW2 - 8 NUMBER OF PINO/ACHA's (MEN) AT START
SW3 - 1: BONUS PINO/ACHA's
SW3 - 2: ---
SW3 - 3: ---
SW3 - 4: CONTINUE
SW3 - 5: DEMO SOUND
SW3 - 6: ---
SW3 - 7: LEVEL SELECT
SW3 - 8: ---

Check the next section for proper configuration.

IN-DEPTH DIP-SWITCH REFERENCE

ON = Dip Switch is up

OFF = Dip Switch is down

DIPSWITCH NOT USED = Just like it says. Either position does NOT affect
gameplay. But they do make a "click" sound which may
intrigue your cat.

Some Switches work in pairs or sets of three.

--[PAC-MAN]=-

SW2 - 1: TEST SWITCH

ON - Test Switch on
OFF - Test Switch off

SW2 - 2: PAUSE

ON - Can't Pause
OFF - Can Pause

SW2 - 3 & 4: NUMBER OF PAC-MANS AT START

3 ON, 4 ON - Begin with 1 Pac-Man
3 OFF, 4 ON - Begin with 2 Pac-Mans
3 ON, 4 OFF - Begin with 3 Pac-Mans
3 OFF, 4 OFF - Begin with 5 Pac-Mans

SW2 - 5 & 6: BONUS PAC-MANS (Extra Men, 1ups)

5 ON, 6 ON - Bonus man at 10,000
5 OFF, 6 ON - Bonus man at 15,000
5 ON, 6 OFF - Bonus man at 20,000
5 OFF, 6 OFF - No bonus man

SW2 - 7: VIDEO MODE

ON - Arcade Mode (Screen is sideways)
OFF - Normal

SW2 - 8: DIPSWITCH NOT USED

--[POLE POSITION]=-

SW2 - 1: TEST SWITCH

ON - Test Switch on
OFF - Test Switch off

SW2 - 2: PAUSE

ON - Can't Pause
OFF - Can Pause

SW2 - 3: DIPSWITCH NOT USED

SW2 - 4: DIPSWITCH NOT USED

SW2 - 5: DIPSWITCH NOT USED

SW2 - 6 & 7: PRELIMINARY TIME LIMIT

6 OFF, 7 OFF - 90 seconds
6 OFF, 7 ON - 100 seconds
6 ON, 7 OFF - 110 seconds
6 ON, 7 ON - 120 seconds

SW2 - 8: GOAL

ON - After 4 Laps
OFF - After 3 Laps

SW3 - 1, 2, 3 ADDITIONAL TIME (in total seconds)

(Less) 1 OFF, 2 ON, 3 ON - 102 total additional time (3 Laps)
161 total additional time (4 Laps)
(Standard) 1 ON, 2 ON, 3 ON - 105 total additional time (3 Laps)
165 total additional time (4 Laps)
(Standard 2) 1 ON, 2 ON, 3 OFF - 108 total additional time (3 Laps)
169 total additional time (4 Laps)
(More) 1 OFF, 2 OFF, 3 OFF - 111 total additional time (3 Laps)
173 total additional time (4 Laps)

SW3 - 4,5,6: PRELIMINARY PASSING STANDARD

- 4 ON, 5 OFF, 6 ON - Lowest (easiest)
- 4 ON, 5 ON, 6 ON - LOW
- 4 OFF, 5 ON, 6 OFF - Normal (standard)
- 4 OFF, 5 ON, 6 ON - Normal 2 (standard 2)
- 4 OFF, 5 OFF, 6 ON - A little High
- 4 OFF, 5 OFF, 6 OFF - High
- 4 On, 5 ON, 6 OFF - Highest (hardest)

SW3 - 7: DIPSWITCH NOT USED

SW3 - 8: DEMO SOUND

- ON - Sound during demonstration
- OFF - No sound during demonstration

--[RALLY-X]--

SW2 - 1: TEST SWITCH

- ON - Test Switch on
- OFF - Test Switch off

SW2 - 2: PAUSE

- ON - Can't Pause
- OFF - Can Pause

SW2 - 3: DIPSWITCH NOT USED

SW2 - 4: DIPSWITCH NOT USED

SW2 - 5: NUMBER OF MY CARS AT START

- ON - Begin with 2 My Cars
- OFF - Begin with 3 My Cars

SW2 - 6 & 7: BONUS MY CARS

- 6 ON, 7 ON - No extra My cars
- 6 ON, 7 OFF - 15,000 (when beginning with 2 My Cars)
20,000 (when beginning with 3 My Cars)
- 6 OFF, 7 ON - 20,000 (when beginning with 2 My Cars)
40,000 (when beginning with 3 My Cars)
- 6 OFF, 7 OFF - 40,000 (when beginning with 2 My Cars)
60,000 (when beginning with 3 My Cars)

SW2 - 8: DIPSWITCH NOT USED

--[NEW RALLY-X]--

SW2 - 1: TEST SWITCH

- ON - Test Switch on
- OFF - Test Switch off

SW2 - 2: PAUSE

- ON - Can't Pause
- OFF - Can Pause

SW2 - 3: DIPSWITCH NOT USED

SW2 - 4: DIPSWITCH NOT USED

SW2 - 5: NUMBER OF MY CARS AT START

- ON - Begin with 3 My Cars
- OFF - Begin with 4 My Cars

SW2 - 6 & 7: BONUS MY CARS

- 6 ON, 7 ON - No extra My cars

6 ON, 7 OFF - 1st extra car at 20,000

2nd extra car at 80,000 (when beginning with 3 My Cars)

-

Only extra car at 20,000 (when beginning with 4 My Cars)

6 OFF, 7 ON - 1st extra car at 20,000

2nd extra car at 100,000 (when beginning with 3 My Cars)

-

Only extra car at 40,000 (when beginning with 4 My Cars)

6 OFF, 7 OFF - 1st extra car at 20,000

2nd extra car at 120,000 (when beginning with 3 My Cars)

-

Only extra car at 60,000 (when beginning with 4 My Cars)

SW2 - 8: DIPSWITCH NOT USED

--[GALAGA]--

SW2 - 1: TEST SWITCH

ON - Test Switch on

OFF - Test Switch off

SW2 - 2: VIDEO MODE

ON - Arcade Mode (sideways)

OFF - Normal

SW2 - 3: VIDEO MODE

ON - Panorama Mode (screen fits in middle)

OFF - Normal

SW2 - 4, 5, 6: BONUS GALAGA SHIPS

4 ON, 5 OFF, 6 ON - 1st Bonus Ship at 20,000

2nd Bonus Ship at 70,000

And Every 70,000 after (when starting with 2-4 ships)

1st Bonus Ship at 30,000

2nd Bonus Ship at 120,000

And Every 120,000 after (when starting with 5 ships)

4 OFF, 5 OFF, 6 ON - 1st Bonus Ship at 20,000

2nd Bonus Ship at 60,000 (when starting with 2-4 ships)

1st Bonus Ship at 30,000

2nd Bonus Ship at 150,000 (when starting with 5 ships)

4 OFF, 5 OFF, 6 OFF - 1st Bonus Ship at 30,000

2nd Bonus Ship at 80,000 (when starting with 2-4 ships)

Only Bonus Ship at 30,000 (when starting with 5 ships)

4 ON, 5 ON, 6 ON - No Bonus Ships

4 ON, 5 ON, 6 OFF - 1st Bonus Ship at 20,000

2nd Bonus Ship at 60,000

And Every 60,000 after (when starting with 2-4 ships)

1st Bonus Ship at 30,000

2nd Bonus Ship at 100,000

And Every 100,000 after (when starting with 5 ships)

4 OFF, 5 ON, 6 OFF - 1st Bonus Ship at 30,000

2nd Bonus Ship at 120,000

And Every 120,000 after (when starting with 2-4 ships)

1st Bonus Ship at 30,000

2nd Bonus Ship at 100,000

And Every 100,000 after (when starting with 5 ships)

4 OFF, 5 ON, 6 ON - 1st Bonus Ship at 30,000

2nd Bonus Ship at 100,000

And Every 100,000 after (when starting with 2-4 ships)

1st Bonus Ship at 30,000

2nd Bonus Ship at 100,000 (when starting with 5 ships)

4 ON, 5 OFF, 6 OFF - 1st Bonus Ship at 20,000

2nd Bonus Ship at 80,000

And Every 80,000 after (when starting with 2-4 ships)

1st Bonus Ship at 30,000

2nd Bonus Ship at 150,000

And Every 150,000 after (when starting with 5 ships)

SW2 - 7 & 8: NUMBER OF FIGHTERS AT START

7 ON, 8 ON - begin with 2 Fighters

7 ON, 8 OFF - begin with 3 Fighters

7 OFF, 8 ON - begin with 4 Fighters

7 OFF, 8 OFF - begin with 5 Fighters

SW3 - 1: DIPSWITCH NOT USED

SW3 - 2: DIPSWITCH NOT USED

SW3 - 3: DIPSWITCH NOT USED

SW3 - 4: DEMO SOUND

ON - Sound is on during demonstration

OFF - Sound is off during demonstration

SW3 - 5: PAUSE

ON - can't pause game

OFF - can pause game

SW3 - 6: DIPSWITCH NOT USED

SW3 - 7: DIPSWITCH NOT USED

SW3 - 8: DIPSWITCH NOT USED

-

--[BOSCONIAN]--

-

SW2 - 1: TEST SWITCH

ON - Test Switch on

OFF - Test Switch off

SW2 - 2: DIPSWITCH NOT USED

SW2 - 3: DIPSWITCH NOT USED

SW2 - 4, 5, 6: BONUS SPACE PATROLLERS (SHIPS)

4 ON, 5 OFF, 6 ON - 1st Bonus Ship at 15,000

2nd Bonus Ship at 50,000

And Every 50,000 after (when starting with 1-3 ships)

1st Bonus Ship at 30,000

2nd Bonus Ship at 100,000

And Every 100,000 after (when starting with 5 ships)

4 OFF, 5 OFF, 6 ON - 1st Bonus Ship at 15,000

2nd Bonus Ship at 70,000

And Every 70,000 after (when starting with 1-3 ships)

1st Bonus Ship at 20,000

2nd Bonus Ship at 100,000 (when starting with 5 ships)

4 OFF, 5 OFF, 6 OFF - 1st Bonus Ship at 20,000

2nd Bonus Ship at 70,000 (when starting with 1-3 ships)

1st Bonus Ship at 30,000

2nd Bonus Ship at 120,000

And Every 120,000 after (when starting with 5 ships)

4 ON, 5 ON, 6 ON - No Bonus Ships

4 ON, 5 ON, 6 OFF - 1st Bonus Ship at 20,000

2nd Bonus Ship at 70,000

And Every 70,000 after (when starting with 1-3 ships)

1st Bonus Ship at 30,000

2nd Bonus Ship at 120,000 (when starting with 5 ships)

4 OFF, 5 ON, 6 OFF - 1st Bonus Ship at 30,000

2nd Bonus Ship at 100,000

And Every 100,000 after (when starting with 1-3 ships)

1st Bonus Ship at 30,000

2nd Bonus Ship at 80,000

And Every 80,000 after (when starting with 5 ships)

4 OFF, 5 ON, 6 ON - 1st Bonus Ship at 10,000

2nd Bonus Ship at 50,000

And Every 50,000 after (when starting with 1-3 ships)

1st Bonus Ship at 15,000

2nd Bonus Ship at 70,000 (when starting with 5 ships)

4 ON, 5 OFF, 6 OFF - 1st Bonus Ship at 15,000

2nd Bonus Ship at 50,000 (when starting with 1-3 ships)

1st Bonus Ship at 30,000

2nd Bonus Ship at 100,000

And Every 100,000 after (when starting with 5 ships)

SW2 - 7 & 8: NUMBER OF SPACE PATROLLERS (SHIPS) AT START

7 ON, 8 ON - begin with 1 Space Patroller

7 OFF, 8 ON - begin with 2 Space Patrollers

7 ON, 8 OFF - begin with 3 Space Patrollers

7 OFF, 8 OFF - begin with 5 Space Patrollers

SW3 - 1: DIPSWITCH NOT USED

SW3 - 2: DIPSWITCH NOT USED

SW3 - 3: CONTINUE

ON - Cannot Continue

OFF - Continue

SW3 - 4: DEMO SOUND

ON - Sound is on during demonstration

OFF - Sound is off during demonstration

SW3 - 5: PAUSE

ON - can't pause game

OFF - can pause game

SW3 - 6: DIPSWITCH NOT USED

SW3 - 7: DIPSWITCH NOT USED

SW3 - 8: DIPSWITCH NOT USED

-=[TOY POP]=-

SW2 - 1: TEST SWITCH

ON - Test Switch on

OFF - Test Switch off

SW2 - 2: DIPSWITCH NOT USED

SW2 - 3: DIPSWITCH NOT USED

SW2 - 4: DIPSWITCH NOT USED

SW2 - 5: DIPSWITCH NOT USED

SW2 - 6: DIPSWITCH NOT USED

SW2 - 7 & 8: NUMBER OF PINO/ACHA's (MEN) AT START

7 OFF, 8 ON - begin with 1 Pino (Acha)

7 ON, 8 OFF - begin with 2 Pinos (Achas)

7 OFF, 8 OFF - begin with 3 Pinos (Achas)

7 ON, 8 ON - begin with 5 Pinos (Achas)

SW3 - 1: BONUS PINO/ACHA's (EXTRA MEN)

ON - Every 20,000

OFF - Every 15,000

SW3 - 2: DIPSWITCH NOT USED

SW3 - 3: DIPSWITCH NOT USED

SW3 - 4: CONTINUE

ON - Cannot Continue

OFF - Continue

SW3 - 5: DEMO SOUND

ON - Sound is on during demonstration

OFF - Sound is off during demonstration

SW3 - 6: DIPSWITCH NOT USED

SW3 - 7: LEVEL SELECT

ON - Choose Your Level

OFF - Always start at Level One

SW3 - 8: PAUSE

ON - can't pause game

OFF - can pause game

| Hints |

When Pac-man runs across the screen while loading, repeatedly pressing any button will make him run faster.

The old patterns for Pac-Man from the arcade still work, so for those who remember will be playing for a long time ...

Try playing Pac-Man and Galaga sideways (arcade mode). Don't flip your TV or your head, just rotate your controller ("left" should be "down"). Now, Galaga is a side-shooter and Pac-Man has a new maze!

Turn on the Dipswitch "Level Select" (SW3-7) on Toy Pop, then choose the last stage (44). Beat the game, and watch the cheesy ending. Funny, after 10 years, mediocre game endings haven't really changed much.

--

| US PSX Import Lock-Out Technique For Those Needing To Know!|

--

****NOTICE!**: If your PSX Serial Number is equal to or above U59xxxxx you are ****NOTICE!**: out of luck! Sorry... Sony screwed ya' again.

Equipment needed!

--

1 - Spring 1/4" x 1.25'sh" and soft, not hard!. (I used a pen spring and some creative thinking and got it to work).

1 - Little creativity, or luck, don't worry though you really can't hurt anything trying to get this to work ...

How do you do it?

--

- 1) Make sure there is no CD in the PSX and turn it on so you get the "main menu" screen. Select "CD Player". Place a US PSX Game into the system (I am using the PSX Picks CD). Leave the door open.

- 2) Place the spring in-between the arm on the door and the push button switch on the platter side. Make sure the spring is long enough to push in the button on the platter side when it is in place.

- 3) You'll notice that once the button is pressed the CD will spin, it will only spin long enough to load in the lock-out info needed to play an import game. Once it stops spinning, replace the CD with the import game of your choice (Make sure the button stays pressed!).

- 4) After you have placed the import CD in, go to the "Exit" menu option and press "X" on the control pad. The screen will go back to the "Main Menu" but only for a second, then wallaa, your game is loading ...

-

| Credits |

-

Jean Baudin (jeanb@sonic.net), Dip switch settings, General FAQ.

John Tisch (jtisch@voyager.net), FAQ Layout, Design, Commentary.

If you have anything you'd like to add, please drop either of us a note and we'll get it added ..

Namco Museum Vol 2

Game Shark

Cutie-Q	
Unlimited Balls	8016C4CC 0002
Dragon Buster	
Unlimited Vitality	800C99F0 0080
Unlimited Smartbombs	800C9990 0002
Galplus	
Unlimited Lives	80151104 0003
Grobda	
Unlimited Lives	800CAB64 0002
Mappy	
Unlimited Lives	801E38C4 0200
Xevious	
Unlimited Lives	8019C03C 0002

NBA Jam TE

Game Shark

Other teams score zero

8007D09C 0000

Codes

CREDITS: Jeffrey A. Yee (yeej@wiliki.eng.hawaii.edu)

Compiled by: Chico

102624.1030 @compuserve.com

*** Best if viewed with "Courier" font ***

--

Tonight's Matchup Screen Codes

--

Baby Mode : Square, O, repeat x 5.
Big Head Mode : Square, X, O, Triangle, repeat x 5.
Huge Mode : Triangle, x, repeat x 5.
Mammoth Head Mode : Square, Triangle, O, X, repeat x 5.
Manpower : Right, Right, Left, Right, X, X, Right.
Powerup Defense : Right, Up, Down, Right, Down, Up.
Powerup Dunks : Left, Right, X, O, O, X.
Powerup Fire : Down, Right, Right, O, Triangle, Left.
Powerup 3PTS : Up, Down, Left, Right, Left, Down, Up.
Quick Hands : Left, Left, Left, Left, O, Right.
Shot Clock Display : Up, Up, Down, Down, Triangle.

--

Nameless Tonight's Matchup Screen Codes

--

High Arc Shots : Up, Down, Up, Down, Right, Up, O, O, O, O, Down.

1 Hit KO (1 Man) : Up, Up, Up, Up, Left, Left, Left, Left, O, O.

1 Hit KO (2 Man) : Up, Up, Up, Up, Left, Left, Left, Left, O, X.

--

Extended Roster

--

Hold Select and do two counter-clockwise circles on the control pad.

--

Completed Season Character (Hold L1 and R1)

--

FIN Jan 1

--

Secret Players! (Hold L1 and R1)

--

1.	Adrock	ADR	APR 6
2.	Eric "Air-Dog" Samulski	AIR	JAN 21
3.	Benny	BEN	SEP 20
4.	Boo-Boo		THI NOV 1
5.	Larry Bird	LAR	JAN 15
6.	Carol "Blaze" Blazekowski	BLZ	JAN 14
7.	Brutah	GOW	JUL 17
8.	John Carlton	CAL	MAR 25
9.	Catling	CAT	JAN 2
10.	Prince Charles	CHA	MAY 4
11.	Asif "Chow-Chow" Chaudhri	CHD	MAY 5
12.	Bill Clinton	BIL	JUN 3
13.	Hillary Clinton	HIL	NOV 6
14.	Crunch	WOL	MAR 7
15.	Sal Divita	DIV	JUL 3
16.	Facime	DEL	OCT 19

17.	D. Falcus	DAZ	AUG 6
18.	Jason Falcus	JAS	NOV 16
19.	Fumungus	GUN	JAN 11
20.	Tony Goskie	GOS	JAN 6
21.	Gordon	GOR	JUL 3
22.	Gorilla	APE	APR 2
23.	Gray	ROB	FEB 23
24.	Heavy D		HEA JAN 9
25.	Neil Hill	ZIG	APR 7
26.	Thomas Higgins		TOM FEB 19
27.	Hodgeson	HOG	DEC 31
28.	Hugo	HOR	JUN 12
29.	Hutchinson	BAR	APR 9
30.	Jax	JAX	MAR 1
31.	Jazzy Jeff	JAZ	OCT 9
32.	Kabuki	KUB	APR 14
33.	Chris Kirby	CHR	DEC 18
34.	Shawn Liptak	LIP	JAN 14
35.	McHugh		BAA JUL 12
36.	Magic Hair	STH	DEC 8
37.	Max	LIZ	AUG 7
38.	MCA	MCA	APR 9
39.	Mike D	M D	JUL 1
40.	Jay Moon	JAY	AUG 24
41.	Moore	MOE	JUN 8
42.	Mike "Mad Mike" Muskett		MUS DEC 24
43.	Snake Palmer	SNK	JUN 15
44.	Pistol	WAN	JUN 10
45.	Renaldo		REN FEB 4
46.	Jamie Rivett	REV	JUL 6
47.	Sequoia		SAW APR 10
48.	Shelly	SHY	JUN 8
49.	Will "Fresh Prince" Smith	FRS	FEB 2
50.	Frank Thomas	FNK	JAN 8
51.	Tunnicliff	SAT	MAY 7

Adrock : ADR, APR 6
MCA : MCA, APR 9
Sequoia : SAW, APR 10
Prince Charles : CHA, MAY 4
Chow Chow : CHD, MAY 5
Bill Clinton : BIL, JUN 3
Mike D : M_D, JUL 1
Rivett : REV, JUL 6
Magic Hair : STH, DEC 8
Hodgeson : HOG, DEC 31
Catling : CAT, JAN 2
Hutchinson : BAR, APR 9
D Falcus : DAZ, AUG 6
Tunncliffe : SAT, MAY 7
J Falcus : JAS, NOV 16
Mad Mike : MUS, DEC 24
McHugh : BAA, JUL 12
Gray : ROB, FEB 23
Higgins : TOM, FEB 19
Hill : ZIG, APR 7
Snake : SNK, JUN 15
J Moon : JAY, AUG 24
Brutah : GOW, JUL 17
Weasel : DAN, JAN 2
Fumungus : GUN, JAN 11
Kabuki : KUB, APR 14
Max : LIZ, AUG 7
Boo-Boo : THI, NOV 1
Pistol : WAN, JUN 10
Facime : DEL, OCT 19
Carlton : CAL, MAR 25
Divita : DIV, JUL 3
Goskie : GOS, JAN 6
Liptak : LIP, JAN 14
Turmell : TUR, JAN 31

F Prince : FRS, FEB 2
Heavy D : HEA, JAN 9
H Clinton : HIL, NOV 6
Jazzy Jeff : JAZ, OCT 9
Benny : BEN, SEP 20
Blaze : BLZ, JAN 14
Crunch : WOL, MAR 7
Gordon : GOR, JUL 3
Renaldo : REN, FEB 4
Shelley : SHY, JUN 8
Moore : MOE, JUN 8

NFL Game Day

Codes

At the screen where you enter codes, enter "OFFENSE" and make sure it's in CAPS and hit select, you now have the ultimate offense !!!

As above, enter "DEFENSE", the same as above, make sure it's in CAPS and hit select, you now have the ultimate defense !!!

There are also codes in this game for 110 teams, and 10 more special power up codes. So if I find anymore I will keep you posted.

GAMEDAY CODES

send by -- Batman

I just figured out all the codes and here they are, please post descriptions when you figure them out THANKS....

"SKELETON"

"STEROIDS"

"CRUNCH.TIME"

"PICK.CITY"

"CANNON.ARM"

"BIG.BOYS"

"URNOTREDE"

"MAYHEM"

"DEFENSE"

"JUICE"

"STICKUM"

"OFFENSE"

Remember ALL CAPS, and don't forget the PERIOD in-between words.

keithjab

Need for Speed

Codes

Enter Password:TSYBNS

That's the code for finishing the Tournament, which gives you..

1. More tracks, Lost Vegas is selectable, also goto Rusty Springs and hold both shift Buttons and it turns into OASIS. If you press the shift buttons on any other track it puts a layer of dirt or gravel on the course, and it widens alot of the lanes up.

Additionally if you press the L1 and L2 on the "lap setting" right under the course selection you get the option for "Arcade Mode"

The secret car is a PTO Warrior and here are the stats:

Horsepower: 845 bhp

0-60: 3.2 seconds

Top speed: 269 est

Lateral Accel: 2.4 g (that means you can turn at over 200 without any problems)

Price Tag: N.A.

NOTE: First go to tournament mode and enter the password TSYBNS.

After this you can continue tournament mode or quit it, just as long as the password is entered.

LOST VEGAS:

You automatically get this track when you enter the TSYBNS password.

OASIS SPRINGS:

To get Oasis Springs, Highlight the Rusty Springs track. Once highlighted hold L1 + R1 to Oasis Springs. Oasis Springs is Rusty Springs in Egypt and has the tracks covered in sand.

RALLY MODE:

On the track select screen hold L1 + R1(ON THE PICTURES OF THE TRACKS) to get that track in Rally Mode. Rally Mode places dirt on the tracks which causes you to slid and spin more easily. Fun but dangerous!

NOTE: THIS TRICK DOES NOT WORK ON RUSTY SPRINGS. USE OASIS SPRINGS CODE TO GET DIRT COVERED RUSTY SPRINGS.

ARCADE MODE:

On the track select screen highlight the option of LAP/SEGMENT changer. Once Highlighted hold L1 + R1 to get Arcade Mode. Arcade Mode places more cars and cops on the Head to Head races.

WARRIOR PTO E/3:

On the car select screen highlight anycare and hold L1 + R1 to get The Warrior. This car is fast, cool, and has the greatest traction ever in a racing game!!!!!! Its top speed is 269est!!!!!! This car is a MUST TRY!!!!!!

Remember to enter the password to get the codes to work!!!

New Japan Pro Wrestling

Faq

Introduction

New Japan Pro Wrestling - Toukon Retsuden is a 3D wrestling game based on the Japanese wrestling promotion of the same name. 12 of the top New Japan wrestlers are represented in the game with and additional 4 hidden characters at your disposal. The smooth graphics of the wrestlers in action are reminiscent of the already classic Playstation game "Battle Arena Toshinden".

One of the first things you notice about the game, besides the graphics, is the incredible amount of detail put into the game. Each of the Gourad shaded polygon wrestlers has their own personal style and set of moves that mimic those of the real life wrestlers. I have a friend currently living in Japan who sends me tapes of New Japan Pro Wrestling and I can honestly say that every move you see in the game are moves the real wrestler's have in their repertoire's. Even the ring announcer and referee have the sampled voices of the actual New Japan personnel. There's even blood in the game! Smash your opponent's head into one of the ring barriers and watch his face become a crimson mask.

When you combine the attention to detail with the solid gameplay and superior graphics you're left with arguable the best wrestling game on any platform. It's all quite a shame really when you realize that the game will probably never be converted for an audience outside of Japan.

Menus

Main Menu

After turning on the game and pushing start, you should get the main menu. There are four selections to choose from while you're on this screen. They are:

1. kaijo - This will take you directly to the Game Menu screen.
2. tatakai no kiseki - this is the records/results screen. There are 3 records/results listings to choose from.

results of the NJPW challenge

listing of IWGP champions

listing of GI Climax results

You can save to the memory card here. You can save games in progress, the list of records/results, settings and even the hidden characters. To save your game you must be in the records screen. Exit the records/results screen. You'll get a screen that asks you if you want to save your current game/results. The first option (starting from the left) is "hai" (Yes). The second options is "iie" (No). Choose the first option. Your game should be saved after a few moments.

3. Best Bout - Watch replays of your matches. Whenever you win a match, you will be asked whether or not you wish to save. The first choice is "yes", the second choice is "no". If you choose to save, go here and select the match from the menu to watch it again.

4. Memory Card - use this option after you turn on the game to load everything back up that you've saved (settings, records, hidden characters, etc.)

Game Menu

If you choose option 1 from the Main Menu you're presented with Game Menu. The 10 options on this screen are:

1. VS. Computer - you against the computer; you get to pick who you fight against.

2. VS. Player 2 -you and a friend play each other.

3. shiren no juniban shobu - the NJPW challenge is a contest against all of the other wrestlers of NJPW; your opponents are selected at random.

4. shiren no juniban shobu (saikai) -if you stop or reset the NJPW challenge at any time, you can choose this to continue where you left off.

5. IWGP senshu kenshai - fight to become the IWGP champion.

6. GI Climax League* -you're set up in a grueling league mode in which you will wrestle every other wrestler. You are awarded points for winning (2) or drawing (1). If you lose, you receive no points (0). The two wrestlers with the most points at the end wrestle each other to determine the overall league winner.

7. GI Climax League (saikai)* -choose this to continue wrestling in the same league where ever you left off.

8. GI Climax Tournament* -as opposed to wrestling in a league, you wrestle tournament style, with the winner of each match advancing to the next bracket. If the match is a draw the wrestler who did the most damage advances to the next round.

9. GI Climax Tournament (saikai)* -choose this to continue wrestling in the tournament.

10. Computer kansen -watch two computer wrestlers (your choice) square off against each other.

* BTW, if you choose to participate in the leagues or tournaments, you can make any computer controlled match skip to it's conclusion by pushing and holding L1, R1, down (on the pad), and X. This avoids having to watch the whole thing.

Game Options

Once you select an option from the Game Menu you will be taken to the Game Options screen. The 7 options on this screen are:

1. nanido -choose the difficulty level of the game

(from left to right) TRAINING (essentially, VERY EASY level)
SPARRING (EASY level)
STRONG (NORMAL level)
CEMENT (HARD level)

2. shaijikan -choose the time limit, from 5 to 60 minutes, or none at all (the numbers represent minutes, while the option with no number means "no time limit")

3. hikiwake -choose from either ON or OFF (default is ON); if a match ever reaches it's time limit, the winner will be decided by whomever did better. If it's ON both people draw. If not, whoever did the most damage during the match will win.

4. shaikajo -choose the venue/location of the fight: Tokyo A, Tokyo B, Osaka, or okugai tokusetsu (outside).

5. ring -choose the ring you want to wrestle in, from NJPW 1 to NJPW 4.

6. kankyakuseki -choose the viewing mode. The choices are ringside (default), and the second floor balcony.

7. speaker -choose from STEREO or MONO

Wrestler Selection Screen

Once the Game Options are selected you go to the wrestler selection screen. Here you can pick your wrestler from the list below:

Tatsumi Fujinami

Riki Chosyu

Keiji Mutoh (Great Muta*)

Masahiro Chono

Shinya Hashimoto

Hiroshi Hase

Kensuke Sasaki (Power Warrior*)

Shiro Koshinaka

Jyushin "Thunder" Lyger

Hiroyoshi Tenzan (Kero-Chan*)

Kohji Kanemoto (Tiger Hattori*)

Scott Norton

*These are hidden wrestlers in the game. Read the next section on how to access these wrestlers.

Note: Holding the L1 and R1 buttons rotate the view of the wrestler highlighted.

Controls

In Game

+ Directional Pad	Moves your wrestler around the ring
Select	Frame advance game while paused
Start	Pauses the game
Triangle	Submission Hold (see Wrestler Moves List)
Circle	Strength Move (see Wrestler Moves List)
X	Punch/Kick (see Wrestler Moves List)
Square (Action button)	Run (when away from opponent) Irish whip opponent into ropes/ring barriers/turnbuckles (when near opponent) Pick up opponent on the mat (when at opponent's head) Roll opponent over on the mat (when at opponents waist) Drag opponent on the mat (when at opponent's head or feet, combination of directional pad and Square button) Turnbuckle/ring barrier smash (when near turnbuckle/ring barrier) Pin (when opponent is lying on his back, must be slightly away from opponent) Release hold (when opponent is in a submission hold) Roll opponent back into ring (when outside the ring) Back away from opponent (press the Square button twice in succession)
L1	Appeal for crowd reaction (opponent must be dazed)

R1	Appeal for crowd reaction (opponent must be dazed)
L2	Change camera angle, Left 90 degrees
R2	Change camera angle, Right 90 degrees
Select & Start	Quick exit

Best Bout

Triangle	Pause match, Un-pause match
Circle	Change the camera mode (try holding it down and moving the control pad to change your view)
X	Play the match in slo-mo/freeze frame
Square	Exit the match
L2	Change camera angle, Left 90 degrees
R2	Change camera angle, Right 90 degrees

Rules

The following rules are used in the New Japan Pro Wrestling federation:

When a wrestler reaches the ropes his opponent has 5 seconds to break the hold. If he does not he is disqualified.

Wrestler's applying illegal holds have 5 seconds to break the hold or are disqualified.

Wrestler's leaving the ring have 20 seconds to return or are counted out of the ring and lose. Double countouts, when both wrestlers counted out of the ring, are deemed a draw.

A wrestler can win by either pin, count out or disqualification.

Strategy

New Japan Pro Wrestling employs 3 basic attack techniques: Punch/Kick, Strength Move and Submission Hold. Executing moves are dependent on a few different variables. The first is your position in relation

to your opponent's position and condition. Your opponent can be in any combination of the following conditions: facing you, with their back to you, lying prone on the mat, outside the ring, running and/or groggy. The second variable is the use of the directional pad. Whether this is pressed or not determines which move to select. A combination of the 2 variables selects what move the wrestler will execute. (For more information on each wrestler's moves refer to the section titled "Wrestler Moves List")

New Japan Pro Wrestling also employs a priority based system similar to the rock/paper/scissors game that we all played as kids. The priority system in the game works as follows: A Strength Move overrides a Punch/Kick, a Submission Hold overrides a Strength Move and a Punch/Kick overrides a Submission Hold.

Although unseen, all the wrestlers have Hit Points. The hit points are split into 2 categories: Main HP and Sub HP. Main HP are depleted by doing Punch/Kick or Strength Moves. Sub HP are depleted by executing submission holds.

When in a submission hold press the directional pad in the direction of the nearest ropes and press any button repeatedly. Your wrestler will move towards the ropes, which will result in your opponent having to release the hold. (see the section titled "Rules" for more information)

There are also times when, due to the crowd's influence, a wrestler will become stronger and receive a brief advantage over their opponent. This "rush" mode happens once the wrestler has been on the receiving end for a while and has not been able to execute an offensive move. "Rush" mode is indicated for a wrestler when the crowd's cheers become louder and the wrestler's name begins to flash. This "rush" mode also enables you to perform the hidden moves for each wrestler.

Hidden Characters

There are 4 hidden characters in the game. All codes must be entered at the Title Screen

To use the Great Muta you must enter:

circle, right, triangle, up, square, left, x, down, x, down, square, left,
triangle, up, circle, right, select

To select The Great Muta go to the wrestler selection screen and select Keiji Muto (the 3rd wrestler listed), and press select.

To use Power Warrior you must enter:

square, x, square, x, circle, triangle, circle, triangle, up, down, left,
right, select

To select Power Warrior go to the wrestler selection screen and select Kensuke Sasaki (the 7th wrestler listed), and press select.

To use the Ring Announcer (Kero-Chan) you must enter:

L1,L1,L2,R2,R2,R1,triangle, down, x, up, select

To select the Ring Announcer go to the wrestler selection screen and select Hiroyoshi Tenzan (the 3rd wrestler from the bottom), press select.

To use the Referee (Tiger Hattori) you must enter:

up, down, left, right , triangle, x, square, circle, L1, R1, L2, R2, select

To select the Referee go to the wrestler selection screen and select Kohji Kanemoto (the 2nd wrestler from the bottom), press select.

Wrestler Moves List

Legend

T	Triangle
C	Circle
X	X
+	Directional Pad
*	Pin Combination Move

While compiling each wrestler's move list I have tried to use the actual names for each move, but am sure they are not all correct. If you know the correct name for a specific move or if I have made a mistake please let me know.

Common Moves:

Top rope dives are performed by pressing X while standing near the ropes. Your opponent must be outside the ring to execute this move. Please note: The following wrestlers can not perform top rope

dives on their opponent's: Masahiro Chono, Shinya Hashimoto, Kensuke Sasaki, Scott Norton and Power Warrior.

In a two player game if both wrestler's push against each other for a few seconds without executing any moves they will enter a stare down and then start slapping each other's face. Try it out it's hilarious!

Each wrestler has hidden moves that can be accessed only during "rush" mode. I have not included these moves in each wrestler's move list for a couple of reasons:

a) I want to leave something for individual players to find for themselves.

My reason for this is that while writing this FAQ, which involved alot of game playing hours, the most enjoyable part was discovering new moves when playing as each of the 16 wrestlers. If you already have the game I'm sure you'll agree that the first time you hit your opponent with a devastating top rope move a devilish little grin was etched upon you face. The real joy of this game is discovering these new moves.

b) (and this is the real reason) To be honest I don't know all of the hidden moves, but to get you started here's one: When Jyushin Lyger is in "rush" mode knock down your opponent and the perform his top rope move from the turnbuckle. All I can say is you'll be amazed! The only way I can describe it is as a 360 degree splash with a twist thrown in for good measure.

With all this said, if you do find a hidden move e-mail me with it. Once I have enough moves listed you'll receive the FAQ version 2.0 with all the secret moves I am aware of.

Tatsumi Fujinami

Facing Standing Opponent

T	Headlock
T +	Swinging Neckbreaker
C	Snap Mare
C +	Body Slam
X	Kick
X +	European Uppercut

Facing Standing Opponent (Groggy)

- T Arm Stretch
- T + Small Package*
- C Suplex
- C + Leg Sweep Takedown
- X Forearm Smash / Flying Kick

Behind Standing Opponent (Groggy)

- T Abdominal Stretch
- T + Back Slide*
- C Back Suplex
- C + Full Nelson Suplex*
- X Kick / Flying Kick

Opponent Face Down on Mat

- T (when near opponent's head) Hammerlock
- T (when near opponent's feet) Half Boston Crab
- X Stomp

Opponent Face Up on Mat

- T (when near opponent's head) Reverse Headlock
- T (when near opponent's feet) Figure Four Leglock
- X Knee Drop

Running Opponent

- T Sleeper Hold
- C Back Body Drop
- X Drop Kick

Top Rope Turnbuckle Moves

X (when opponent is standing)	Cross Body Block
X (when opponent is on the mat)	Flying Knee Drop
X (when facing standing opponent in corner)	Superplex
X (when behind standing opponent in the corner)	Top Rope Back Suplex
X (when opponent is outside the ring)	N/A

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring)	Kick
X (opponent in corner)	Kick
X (opponent outside ring)	Dive Through Ropes
X (opponent groggy)	Drop Kick

Riki Chosyu

Facing Standing Opponent

T	Headlock
T +	Swinging Neckbreaker
C	Snap Mare
C +	Body Slam
X	Kick
X +	Slap

Facing Standing Opponent (Groggy)

T	Arm Stretch
T +	Armbar Takedown
C	Suplex
C +	Power Bomb*
X	Clothesline

Behind Standing Opponent (Groggy)

T	Abdominal Stretch
T +	Octopus Stretch
C	Back Suplex
C +	Back Suplex
X	Flying Kick

Opponent Face Down on Mat

T (when near opponent's head)	Hammerlock
T (when near opponent's feet)	Half Boston Crab
X	Stomp

Opponent Face Up on Mat

T (when near opponent's head)	Headlock
T (when near opponent's feet)	Scorpion Deathlock
X	Stomp

Running Opponent

T	Sleeper Hold
C	Back Body Drop
X	Knee Lift

Top Rope Turnbuckle Moves

X (when opponent is standing)	Double Axehandle
X (when opponent is on the mat)	Flying Kneedrop
X (when facing standing opponent in corner)	Superplex
X (when behind standing opponent in the corner)	Top Rope Back Suplex
X (when opponent is outside the ring)	N/A

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring)	Clothesline
X (opponent in corner)	Clothesline
X (opponent outside ring)	N/A
X (opponent groggy)	Clothesline

Keiji Mutoh

Facing Standing Opponent

T	Headlock
T +	Arm Stretch
C	Snap Mare
C +	Body Slam
X	Forearm Smash
X +	Spinning Back Kick

Facing Standing Opponent (Groggy)

T	Armbar Takedown
T +	Small Package*
C	Backbreaker
C +	Frankensteiner
X	Drop Kick

Behind Standing Opponent (Groggy)

T	Abdominal Stretch
T +	Octopus Stretch
C	Bulldog
C +	Full Nelson Suplex*
X	Forearm Smash

Opponent Face Down on Mat

T (when near opponent's head)	Armbar
-------------------------------	--------

T (when near opponent's feet) Figure Four Leglock
X Elbowdrop

Opponent Face Up on Mat

T (when near opponent's head) Camel Clutch
T (when near opponent's feet) Twisting Leglock
X Leg Drop

Running Opponent

T Sleeper Hold
C Back Body Drop
X Drop Kick

Top Rope Turnbuckle Moves

X (when opponent is standing) Flying Drop Kick
X (when opponent is on the mat) Moonsault
X (when facing standing opponent in corner) Top Rope Frankensteiner
X (when behind standing opponent in the corner) Top Rope Back Suplex
X (when opponent is outside the ring) Flying Cross Body Block

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring) Flying Forearm
X (opponent in corner) Flying Forearm
X (opponent outside ring) N/A
X (opponent groggy) Drop Kick

Masahiro Chono

Facing Standing Opponent

T Headlock

- T + Swinging Neckbreaker
- C Snap Mare
- C + Body Slam
- X Chop
- X + Kick

Facing Standing Opponent (Groggy)

- T Arm Stretch
- T + Reverse Neckbreaker
- C Suplex
- C + DDT
- X European Uppercut/Flying Kick

Behind Standing Opponent (Groggy)

- T Octopus Stretch
- T + Octopus Stretch
- C Back Suplex
- C + Back Suplex
- X Kick/Flying Kick

Opponent Face Down on Mat

- T (when near opponent's head) Camel Clutch
- T (when near opponent's feet) STF
- X Stomp

Opponent Face Up on Mat

- T (when near opponent's head) Headlock
- T (when near opponent's feet) STF
- X Stomp

Running Opponent

T	Sleeper Hold
C	Back Body Drop
X	Knee Lift

Top Rope Turnbuckle Moves

X (when opponent is standing)	Flying Shoulder Block
X (when opponent is on the mat)	Flying Knee Drop
X (when facing standing opponent in corner)	Superplex
X (when behind standing opponent in the corner)	Top Rope Back Suplex
X (when opponent is outside the ring)	Flying Shoulder Block

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring)	Mafia Kick
X (opponent in corner)	Mafia Kick
X (opponent outside ring)	N/A
X (opponent groggy)	Mafia Kick

Shinya Hashimoto

Facing Standing Opponent

T	Headlock
T +	Headlock
C	Body Slam
C +	Suplex
X	Chop
X +	Kick

Facing Standing Opponent (Groggy)

T	Arm Stretch
T +	Armbar Takedown

C DDT
C + Brainbuster
X Chop

Behind Standing Opponent (Groggy)

T Armbar Takedown
T + Armbar Takedown
C Back Suplex
C + German Suplex*
X Sweep Kick

Opponent Face Down on Mat

T (when near opponent's head) Armbar
T (when near opponent's feet) Half Boston Crab
X Stomp

Opponent Face Up on Mat

T (when near opponent's head) Armbar
T (when near opponent's feet) Leglock
X Elbow Drop

Running Opponent

T Sleeper Hold
C Power Slam*
X Chop

Top Rope Turnbuckle Moves

X (when opponent is standing) Flying Drop Kick
X (when opponent is on the mat) Flying Elbow Drop
X (when facing standing opponent in corner) Top Rope DDT

X (when behind standing opponent in the corner) Top Rope Back Suplex
X (when opponent is outside the ring) N/A

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring) Spinning Wheel Kick
X (opponent in corner) Spinning Wheel Kick
X (opponent outside ring) N/A
X (opponent groggy) Shortarm Clothesline

Hiroshi Hase

Facing Standing Opponent

T Headlock
T + Swinging Neckbreaker
C Snap Mare
C + Belly to Belly Suplex
X Slap
X + Chop

Facing Standing Opponent (Groggy)

T Arm Stretch
T + Armbar Takedown
C Choke Slam
C + Northern Lights Suplex*
X European Uppercut/Kick

Behind Standing Opponent (Groggy)

T Armbar Takedown
T + Back Slide*
C German Suplex*
C + Full Nelson Suplex*

X Clothesline

Opponent Face Down on Mat

T (when near opponent's head) Armbar

T (when near opponent's feet) Rolling STF

X Leg Drop

Opponent Face Up on Mat

T (when near opponent's head) Headlock

T (when near opponent's feet) Scorpion Deathlock/Giant Swing

X Stomp

Running Opponent

T Sleeper Hold

C Back Body Drop

X Drop Kick

Top Rope Turnbuckle Moves

X (when opponent is standing) Flying Drop Kick

X (when opponent is on the mat) Flying Knee Drop

X (when facing standing opponent in corner) Top Rope Belly to Belly Suplex

X (when behind standing opponent in the corner) Top Rope Choke Slam

X (when opponent is outside the ring) N/A

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring) Clothesline

X (opponent in corner) Clothesline

X (opponent outside ring) N/A

X (opponent groggy) Mafia Kick

Kensuke Sasaki

Facing Standing Opponent

T Headlock
T + Arm Stretch
C Body Slam
C + Suplex
X Slap
X + Chop

Facing Standing Opponent (Groggy)

T Armbar Takedown
T + Armbar Takedown
C Press Slam
C + Power Bomb*
X Kick

Behind Standing Opponent (Groggy)

T Sleeper Hold
T + Armbar Takedown
C Bulldog
C + Back Suplex
X Clothesline

Opponent Face Down on Mat

T (when near opponent's head) Armbar
T (when near opponent's feet) Half Boston Crab
X Stomp

Opponent Face Up on Mat

T (when near opponent's head)	Armbar
T (when near opponent's feet)	Scorpion Deathlock
X	Stomp

Running Opponent

T	Sleeper Hold
C	Power Slam*
X	Drop Kick

Top Rope Turnbuckle Moves

X (when opponent is standing)	Flying clothesline
X (when opponent is on the mat)	Flying Elbow Drop
X (when facing standing opponent in corner)	Superplex
X (when behind standing opponent in the corner)	Top Rope Back Suplex
X (when opponent is outside the ring)	N/A

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring)	Clothesline
X (opponent in corner)	Clothesline
X (opponent outside ring)	N/A
X (opponent groggy)	Clothesline

Shiro Koshinaka

Facing Standing Opponent

T	Headlock
T +	Swinging Neckbreaker
C	Body Slam
C +	Suplex
X	Slap

X + Chop

Facing Standing Opponent (Groggy)

T Arm Stretch

T + Armbar Takedown

C DDT

C + Power Bomb*

X Kick/Drop Kick

Behind Standing Opponent (Groggy)

T Sleeper Hold

T + Armbar Takedown

C Bulldog

C + Full Nelson Suplex*

X Clothesline

Opponent Face Down on Mat

T (when near opponent's head) Hammerlock

T (when near opponent's feet) Boston Crab

X Stomp

Opponent Face Up on Mat

T (when near opponent's head) Armlock

T (when near opponent's feet) Boston Crab

X Stomp

Running Opponent

T Sleeper Hold

C Back Body Drop

X Drop Kick

Top Rope Turnbuckle Moves

X (when opponent is standing)	Flying Butt Smash
X (when opponent is on the mat)	Flying Stomp
X (when facing standing opponent in corner)	Superplex
X (when behind standing opponent in the corner)	Top Rope Back Suplex
X (when opponent is outside the ring)	N/A

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring)	Flying Butt Smash
X (opponent in corner)	Flying Butt Smash
X (opponent outside ring)	Slide Kick
X (opponent groggy)	Clothesline

Jyushin "Thunder" Lyger

Facing Standing Opponent

T	Headlock
T +	Swinging Neckbreaker
C	Suplex
C +	Tombstone Piledriver
X	Slaps
X +	Punch

Facing Standing Opponent (Groggy)

T	Arm Stretch
T +	Armbar Takedown
C	Frankensteiner
C +	Power Bomb*
X	Slap

Behind Standing Opponent (Groggy)

T	Cross Face Chicken Wing
T +	Cross Face Chicken Wing
C	German Suplex*
C +	Belly to Back Suplex*
X	Drop Kick

Opponent Face Down on Mat

T (when near opponent's head)	Camel Clutch
T (when near opponent's feet)	Bow and Arrow
X	Elbow Drop

Opponent Face Up on Mat

T (when near opponent's head)	Armlock
T (when near opponent's feet)	Figure Four Leglock
X	Back Splash

Running Opponent

T	Sleeper Hold
C	Tilt a Whirl Suplex
X	Punch

Top Rope Turnbuckle Moves

X (when opponent is standing)	Flying Drop Kick
X (when opponent is on the mat)	Shooting Star Press
X (when facing standing opponent in corner)	Standing Top Rope Superplex
X (when behind standing opponent in the corner)	Top Rope Back Body Drop
X (when opponent is outside the ring)	Flying Back Drop

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring)

Drop Kick/Rolling Kick

X (opponent in corner)

Drop Kick/Rolling Kick

X (opponent outside ring)

Slide Kick

X (opponent groggy)

Clothesline

Hiro Yoshi Tenzan

Facing Standing Opponent

T Headlock

T + Arm Stretch

C Body Slam

C + Suplex

X Slap

X + Chop

Facing Standing Opponent (Groggy)

T Bearhug

T + Bearhug

C Press Slam

C + Inverted Piledriver

X Kick

Behind Standing Opponent (Groggy)

T Sleeper Hold

T + Sleeper Hold

C Back Suplex

C + German Suplex*

X Forearm Smash

Opponent Face Down on Mat

T (when near opponent's head) Camel Clutch
T (when near opponent's feet) Boston Crab
X Stomp

Opponent Face Up on Mat

T (when near opponent's head) Eye Gouge
T (when near opponent's feet) Boston Crab
X Chop

Running Opponent

T Sleeper Hold
C Fireman's Carry Drop
X Chop

Top Rope Turnbuckle Moves

X (when opponent is standing) Double Axehandle
X (when opponent is on the mat) Flying Head Butt
X (when facing standing opponent in corner) Top Rope Fireman's Carry Drop
X (when behind standing opponent in the corner) Top Rope Back Suplex
X (when opponent is outside the ring) N/A

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring) Spinning Wheel Kick
X (opponent in corner) Spinning Wheel
Kick/Clothesline
X (opponent outside ring) N/A
X (opponent groggy) Clothesline

Kohji Kanemoto

Facing Standing Opponent

T Headlock
T + Swinging Neckbreaker
C Snap Mare
C + Body Slam
X Slap
X + Kick

Facing Standing Opponent (Groggy)

T Armbar Takedown
T + Frankensteiner*
C Suplex
C + Backbreaker
X Drop Kick / Spinning Back Kick

Behind Standing Opponent (Groggy)

T Armbar Takedown
T + Cross Face Chicken Wing
C German Suplex*
C + Double Chicken Wing Suplex*
X Forearm Smash

Opponent Face Down on Mat

T (when near opponent's head) Armlock
T (when near opponent's feet) Half Boston Crab
X Stomp

Opponent Face Up on Mat

T (when near opponent's head) Armlock
T (when near opponent's feet) Leglock
X Back Splash

Running Opponent

T	Sleeper Hold
C	Frankensteiner
X	Drop Kick

Top Rope Turnbuckle Moves

X (when opponent is standing)	Flying Spin Kick
X (when opponent is on the mat)	Moonsault
X (when facing standing opponent in corner)	Top Rope Frankensteiner
X (when behind standing opponent in the corner)	Top Rope Back Suplex
X (when opponent is outside the ring)	Flying Cross Body Block

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring)	Spinning Back Kick
X (opponent in corner)	Climbing Turnbuckle Kick
X (opponent outside ring)	Slide Kick
X (opponent groggy)	Forearm Smash

Scott Norton

Facing Standing Opponent

T	Reverse Neckbreaker
T +	Bearhug
C	Body Slam
C +	Suplex
X	Chop
X +	Kick

Facing Standing Opponent (Groggy)

T Choke Lift
T + Armbar Takedown
C Press Slam
C + Backbreaker
X Clothesline

Behind Standing Opponent (Groggy)

T Sleeper Hold
T + Sleeper Hold
C Back Suplex
C + Back Suplex
X Clothesline

Opponent Face Down on Mat

T (when near opponent's head) Camel Clutch
T (when near opponent's feet) Boston Crab
X Kick

Opponent Face Up on Mat

T (when near opponent's head) Headlock
T (when near opponent's feet) Half Boston Crab
X Splash

Running Opponent

T Bearhug
C Powerslam*
X Clothesline

Top Rope Turnbuckle Moves

X (when opponent is standing)	Flying Clothesline
X (when opponent is on the mat)	Flying Elbow Drop
X (when facing standing opponent in corner)	Superplex
X (when behind standing opponent in the corner)	Top Rope Back Suplex
X (when opponent is outside the ring)	N/A

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring)	Shoulder Charge
X (opponent in corner)	Splash
X (opponent outside ring)	N/A
X (opponent groggy)	Clothesline

The Great Muta

Facing Standing Opponent

T	Headlock
T +	Headlock
C	Snap Mare
C +	Body Slam
X	Chop
X +	Spinning Back Kick

Facing Standing Opponent (Groggy)

T	Arm Stretch
T +	Reverse Neckbreaker
C	Suplex
C +	Backbreaker
X	Kick

Behind Standing Opponent (Groggy)

T Abdominal Stretch
T + Octopus Stretch
C Bulldog
C + German Suplex*
X Drop Kick

Opponent Face Down on Mat

T (when near opponent's head) Camel Clutch
T (when near opponent's feet) Figure Four Leglock
X Elbowdrop

Opponent Face Up on Mat

T (when near opponent's head) Eye Gouge
T (when near opponent's feet) Twisting Leglock
X Stomp

Running Opponent

T Sleeper Hold
C Back Body Drop
X Spit Green Mist/Drop Kick

Top Rope Turnbuckle Moves

X (when opponent is standing) Double Axehandle
X (when opponent is on the mat) Moonsault
X (when facing standing opponent in corner) Superplex
X (when behind standing opponent in the corner) Top Rope Back Suplex
X (when opponent is outside the ring) Flying Cross Body Block

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring) Kick

X (opponent in corner)	Handspring Elbow Smash
X (opponent outside ring)	N/A
X (opponent groggy)	Clothesline

Power Warrior

Facing Standing Opponent

T	Headlock
T +	Headlock
C	Body Slam
C +	Suplex
X	Slap
X +	Chop

Facing Standing Opponent (Groggy)

T	Arm Stretch
T +	Armbar Takedown
C	Press Slam
C +	Power Bomb*
X	Kick

Behind Standing Opponent (Groggy)

T	Sleeper Hold
T +	Sleeper Hold
C	Back Suplex
C +	Bulldog
X	Clothesline

Opponent Face Down on Mat

T (when near opponent's head)	Armbar
T (when near opponent's feet)	Half Boston Crab

X Stomp

Opponent Face Up on Mat

T (when near opponent's head) Armbar

T (when near opponent's feet) Scorpion Deathlock

X Stomp

Running Opponent

T Bearhug

C Power Slam*

X Knee Lift

Top Rope Turnbuckle Moves

X (when opponent is standing) Flying clothesline

X (when opponent is on the mat) Flying Elbow Drop

X (when facing standing opponent in corner) Superplex

X (when behind standing opponent in the corner) Top Rope Back Suplex

X (when opponent is outside the ring) N/A

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring) Drop Kick

X (opponent in corner) Drop Kick/Clothesline

X (opponent outside ring) N/A

X (opponent groggy) Clothesline

Kero-Chan

Facing Standing Opponent

T Reverse Neckbreaker

T + Choke Lift

C Fireman's Carry Drop
C + Brainbuster
X Slap
X + Clothesline

Facing Standing Opponent (Groggy)

T Headlock
T + Bearhug
C Armdrag Takedown
C + Power Bomb*
X Flying Shoulder Block

Behind Standing Opponent (Groggy)

T Cross Face Chicken Wing
T + Octopus Stretch
C Bulldog
C + German Suplex*
X Flying Kick

Opponent Face Down on Mat

T (when near opponent's head) Armbar
T (when near opponent's feet) Bow and Arrow
X Chop

Opponent Face Up on Mat

T (when near opponent's head) Armbar
T (when near opponent's feet) Scorpion Deathlock
X Splash

Running Opponent

T	Small Package*
C	Power Bomb*
X	Double Chop

Top Rope Turnbuckle Moves

X (when opponent is standing)	Flying Clothesline
X (when opponent is on the mat)	Flying Kneedrop
X (when facing standing opponent in corner)	Top Rope Frankensteiner
X (when behind standing opponent in the corner)	Top Rope Back Suplex
X (when opponent is outside the ring)	Flying Cross Body Block

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring)	Sweep Kick
X (opponent in corner)	Chop
X (opponent outside ring)	Slide Kick
X (opponent groggy)	Flying Kick

Tiger Hattori

Facing Standing Opponent

T	Armbar Takedown
T +	Small Package*
C	Leg Sweep Takedown
C +	Frankensteiner
X	Kick
X +	Spinning Back Kick

Facing Standing Opponent (Groggy)

T	Swinging Neckbreaker
T +	Frankensteiner*
C	DDT

C + Northern Lights Suplex*
X Punch

Behind Standing Opponent (Groggy)

T Back Slide*
T + Cross Face Chicken Wing
C Full Nelson Suplex*
C + Double Chicken Wing Suplex*
X Leg Sweep

Opponent Face Down on Mat

T (when near opponent's head) Armbar
T (when near opponent's feet) Rolling STF
X Back Splash

Opponent Face Up on Mat

T (when near opponent's head) Armbar
T (when near opponent's feet) STF
X Legdrop

Running Opponent

T Frankensteiner*
C DDT
X Flying Kick

Top Rope Turnbuckle Moves

X (when opponent is standing) Shooting Star Press
X (when opponent is on the mat) Flying Cross Body Block
X (when facing standing opponent in corner) Top Rope Superplex
X (when behind standing opponent in the corner) Top Rope Choke Slam

X (when opponent is outside the ring) Flying Back Drop

Running Moves (Wrestler must be running to perform the following moves)

X (opponent in ring) Handspring Back Drop

X (opponent in corner) Handspring Back Smash

X (opponent outside ring) Dive Through Ropes

X (opponent groggy) Rolling Kick

New Japan Pro Wrestling - Toukon Retsuden FAQ Version 1.0

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Questions For You!!

I am still looking for more info on this great game. If anyone could provide additional info on the following it would be greatly appreciated:

- 1) A translated manual. I do not speak or read Japanese, but if someone has or can translate the manual it I would be interested to hear from you. If someone can speak Japanese I would also like a brief summary on what the ring announcer says before the matches and at the end of the Climax modes.
- 2) Different Endings. I have finished the game on every level except Cement. Does anyone know of any endings beside watching you wrestler in a demo match. I would love to see a post match awards presentation. BTW, to anyone unfamiliar with Japanese wrestling, when a wrestler wins a belt or

tournament he is usually awarded trophies and the championship belt after the match in an awards ceremony. It would be really neat if it was also included in the game.

- 3) Different Colours. I'm sure there must be some sort of cheat to change the default colour of your wrestler's attire. For example, how does player 1 select Jyushin Lyger's blue costume?

NBA Shootout

Game Shark

Player 2 score zero

80096ED4

0000

These Codes Give you the All Star Courts. NOT Players

All Star Cheat 1 - At Exhibition Screen Press : R1 L1 R1 L1 R2 L2 R2 L2

All Star Cheat 2 - At Exhibition Screen Press : R1 R1 R2 R2 L1 L2 L1 L2

NHL Faceoff

Game Shark

Other teams score zero

800E780C 0000

Novastorm

Codes

Level select First, play a game well enough to make any grade on the high -- score board. Enter the name "Twirly". Now, when you check your options you will see a gold icon that will lead you to the Nova level select.

Panzer General

Game Shark

Infinite prestige

800EDB84 07D0

Parodius

Codes

Level Select At the title screen, hit `[] x 5, ^ x 7, () x 3`.

--

Invincibility Pause the game and press `^, ^, ><, ><, (), [], (), [], D, L`.

--- You should hear a sound, input the code again will turn it off.

Power-Ups Pause and enter `U, U, D, D, D, L, R, L, R, ><, ()` You should hear

---- a noise and when you unpause you'll have max power (apart from

shield). It only needs to be done once in two player mode and you'll

both be powered up. It works with the original Parodius as well and you get

a shield when you do it.

Saving After you've died, let the timer run out and go back to the title

- screen. Choose "Save" at the bottom, hit START, and confirm the save.

Do the same thing with "Load" when you want to load an old game. It will save

your button config as well.

Parodius Deluxe

Game Shark (JAPANESE)

Parodius	
Player 1 infinite lives	800FEEC2 0002
Player 2 infinite lives	800FEEC4 0002
Super Parodius	
MASTER CODE	
Player 1 infinite lives	8016C760 7300
Player 1 invulnerable	8016C348 0002
Player 2 infinite lives	8017031C 00FF
Player 2 invulnerable	8016C374 0002
	8017242C 00FF

Philosoma

Game Shark

Infinite lives	800E7CA4 0002
Infinite credits	800E7D28 0003
Invulnerability	800E7F60 0004
Infinite buster grenades	800E7F5C 0003
Max vulcan	800E7D0C 0002
Max laser	800E7D0E 0002
Max A-break	800E7D10 0002
Max Rav-B	800E7D12 0002
Srm missiles	800E8004 0002
Mrm missiles	800E8004 0001

(JAPANESE)

Infinite shield	800FAB18 0002
Max vulcan weapon power	800F12A0 0002
Max laser weapon power	800F12A2 0002

Max a-break weapon power

800F12A4 0002

Max ray-b weapon power

800F12A6 0002

Infinite BGRs

800FAB10 0005

Infinite ships

800F0F20 00FF

Power Instinct 2

Codes

Secret Character Start the game with Team Battle Mode and at the character screen, press: L, R, D, U, D, L, R, L, U

Primal Rage

Faq

Volleyball This is available only in two player mode. When in the Cove (Sauron's stage), wait for a human to appear and begin worshipping.

This usually happens after a player has performed a large combo or has caused significant damage to the other player. The player closest to the human must knock the human into the air. The other player must hit the human back toward his opponent. The first player should continue to hit the human back to his opponent. After a while, a net and judge will appear, allowing volleyball to be played with humans.

Bowling This is available only in two player mode. When on the Strip -- (Talon's stage), both players must play as Armadon. Players must alternate performing the Spinning Death move (1 + 3, Away, Toward, Down) to each other. One player should block while the other performs the move and vice-versa. Each player must do this approximately five times. After this, both players must perform the Spinning Death move simultaneously a few times. If done correctly, both players and their worshippers will walk off screen for a bowling game. Humans are used as pins, and the players bowl themselves by using the Spinning Death move.

Skydiving Cows This is available only in two player mode. When in the Ruins ---- (Chaos' stage), one player must be playing as Chaos in a Sudden Death round. Allow the match timer run down to about two to three seconds. At the this point, the player using Chaos must perform the Fart of Fury move (2 + 3, Down, Toward, Up, Away) so that the cloud remains in the air after time expires. If done correctly, the falling meteors will turn to falling cows.

Moves 1= High Quick, 2=High Fierce, 3=Low Quick, 4=Low Fierce

A=away, D=down, T=toward, U=up, AD =down&away, etc.

Moves with a '**' are fatalities.

ARMADON

Bed-O-Nails: Hold 2+3; move joystick D, U

Iron Maiden: Hold 2+3; move joystick A-U-T

Mega Charge: Hold 1+3; move joystick A-D-T

Gut Gouger: Hold 1+2+3; move joystick T, A

Hornication Uppercut: Hold 1+2+3; move joystick DT-T-UT

Spinning Death: Hold 1+4; move joystick A, T-D

Flying Spikes: Hold 2+4; move joystick A-U

*Gut Fling: Hold 1+2+3; move joystick D, D, D, D, U

*Meditation: Hold all buttons; move joystick T, D, A, T, T

*Falling Spikes: Hold all buttons, tap joystick D, A, U, D

**Chomp a human: Hold all buttons; move joystick U-T

BLIZZARD

Quick Mega Punch: Hold 1+3; move joystick A, T

Short Mega Punch: Hold all buttons; move joystick A, T

Long Mega Punch: Hold 2+4; move joystick A, T

Fake Mega Punch: Hold 1+3; move joystick D, U

Freeze Breath: Hold 1+2+4; move joystick A, T

Ice Geyser: Hold 1+2+4; move joystick D, U

Punching Bag: Hit button 1 five or six times to beat the enemy up, then before his brain meter regenerates and he shakes out of your grasp, tap another button to deliver the wind up punch. 2=low arc, 3= medium arc, 4= high arc.

Hold 1+4; move joystick T-D-A-U

Air Throw: Tap 2+3 while airborne

Throw: Hold 2+3; move joystick A-U-T

*Brain Bash: Hold 1+2+4; move joystick D, D-A-U-T

*To-Da-Moon: Hold all buttons; move joystick D, D, D, D, U

*Redemption: Hold all buttons; tap joystick D, T, U, D, U

or, all buttons and U-A-D-A-U, then shake joystick down & up

**Chomp a human: hold all buttons; roll joystick A-U-T-D

CHAOS

Grab-N-Throw: Hold 2+4; move joystick T, A

Slow Power Puke: Hold 2+3; move joystick U-T

Fast Power Puke: Hold 1+4; move joystick U-T

Fart of Fury: Hold 2+3; move joystick T-U-A

Ground Shaker: Hold 2+3; move joystick A, AU, AD

Flying Butt Slam: Hold 2+4; move joystick D-T-U-UT-DT

Battering Ram: Hold 1+3; move joystick T, T

*Golden Shower: Hold 1+3 and move joystick D, D; then hold all buttons and move joystick A, T, A, T

*Cannonball: Hold all buttons; move joystick AD, UT-DT-AD

*The Churl: Hold all buttons; joystick T, T, T, A, A, A
(or, hold all buttons & rapidly shake joystick back & forth)

**Chomp a human: Hold all buttons; move joystick T-D-A

DIABLO

Slow Fireball: Hold 2+4; move joystick D-T

Fast Fireball: Hold 1+3; move joystick D-T

Torch: Hold 1+3; move joystick U-T

Hot Foot: Hold 2+4; move joystick UA, DT

Mega Lunge: Hold 1+4; move joystick D-T

The Pulverizer: Hold 1+4; move joystick U-T-D

Inferno Flash: Hold 2+3+4; move joystick U

*Incinerator: Hold all buttons; move joystick UA-D-DT

*Fireball: Hold 2+3+4; move joystick T, T, T

*Infernal: Hold 1+3+4; tap joystick U, D, U, D, D

**Chomp a human: hold all buttons; move joystick D, U, D

SAURON

Primal Scream: Hold 1+3; move joystick D, U

Earthquake Stomp: Hold 1+2+4; move joystick U, D

The Cranium Crusher: Hold 1+4; move joystick D, U

Leaping Bone Bash: Hold 2+3; move joystick D, U, D

Stun Roar: Hold 1+3; move joystick A, T

Neck Throw: Hold 2+4; move joystick T, A

Air Throw: Tap 2+4 while airborne

*Carnage: Hold all buttons; move joystick A, T, A, T, A

*Flesh Eating: Hold 1+3 and move joystick D, D; then hold all buttons and move joystick U, U.

*Grape Crusher: Hold all buttons; tap joystick U, D, U, D, D

**Chomp a human: Hold all buttons and move joystick D, D, U

TALON

Brain Basher: Hold 2+3; move joystick A-U-T

Pounce and Flip: Hold 2+3; move joystick T- D-DT

Frantic Fury: Hold 1+4; move joystick D-T

Slasher: Hold 1+3+4; move joystick D-T

Face Ripper: Hold 2+4; move joystick D-T

Jugular Bite: Hold 2+4; move joystick A, T

Run Forward/Back: Hold 1+3; move joystick T or A

*Heart Wrenching: Hold 1+3+4; move joystick T-D-A-U

*Shredder: Hold 1+4; move joystick T-D-A-U

*Stampede: Hold all buttons and tap the joystick T, A, U, D

**Chomp a human: hold all buttons; move joystick T-D

VERTIGO

Slow Venom Spit: Hold 1+3; move joystick T, T

Fast Venom Spit: Hold 2+4; move joystick T, T

Voodoo Spell: Hold 2+3; move joystick A, A

Ground Teleport: Rolls up in a ball and reappears _on the ground_ next to opponent; choose which side by holding the joystick toward or away after doing the move. Can be done in the air on version 2.3 only.

Hold 2+4; move joystick D, D

Air Teleport: Rolls up in a ball and reappears _in the air_ next to opponent; choose which side by holding the joystick toward or away after doing the move. Does not damage opponent. Can be done while on the ground or in the air. Version 2.3 only.

Hold 2+4; move joystick D, U

Come Slither: Hold 1+3; move joystick A, A

Scorpion Sting: Hold 2+3; tap joystick T, T

*Petrify: Hold 2+4 and tap joystick A, A, A; then hold all buttons and tap joystick T, T

*Shrink and Eat: Hold 2+4 and tap joystick A, A, A; then hold all buttons and tap joystick D, U

*La Vache Qui Rit: Hold all buttons and tap joystick A, A, A, D, T

**Chomp a human: hold all buttons and move joystick D-T-U

Raiden Project

Game Shark

Raiden

Player 1 infinite lives	8012F7F4 0003
Player 1 infinite thermonukes	8012F802 0003
Player 1 max vulcan	8012F7FA 0008
Player 1 max lasers	8012F7FC 0008
Player 1 max nuke missiles	8012F7FE 0004
Player 1 max homing missiles	8012F800 0004
Player 2 infinite lives	8012F824 0003
Player 2 infinite thermonukes	8012F832 0003
Player 2 max vulcan	8012F82A 0008
Player 2 max lasers	8012F82C 0008
Player 2 max nuke missiles	8012F82E 0004
Player 2 max homing missiles	8012F830 0004
Infinite credits	8004D5DA 0003

Raiden II

Player 1 infinite lives	800ECF40 0003
Player 1 infinite thermonukes	800ECF38 0101
Player 1 infinite cluster bombs	800ECF38 0202
Player 1 max nuke missiles	800ECF30 0004
Player 1 max homing missiles	800ECF32 0004
Player 1 max vulcan	800ECF28 0008
Player 1 max lasers	800ECF2A 0008
Player 1 max plasma	800ECF2C 0008
Player 2 infinite lives	800ECF80 0003
Player 2 infinite thermonukes	800ECF78 0101
Player 2 infinite cluster bombs	800ECF78 0202
Player 2 max nuke missiles	800ECF70 0004
Player 2 max homing missiles	800ECF72 0004
Player 2 max vulcan	800ECF68 0008
Player 2 max lasers	800ECF6A 0008
Player 2 max plasma	800ECF6C 0008
Infinite credits	800FFC24 0003

Codes

Options Screen During gameplay, hold the top four buttons to bring up a --- screen which allows you to adjust the resolution and move the screen around to your liking, in addition to several other features.

In the option screen if u go to miscellaneous to change the number of credit from 3 to 6 to 9 if u press the square,circle,triangle,X simultaneously u would get the credit from 3 to 6 to 9 to FREEPLAY

Rayman

Game Shark

MASTER CODE

D0008534 40A0

Infinite lives

801E4D50 0060

Regain health

801F6200 0002

Mega glove power (Note 1)

800AE9C8 0D0D

Note : The game slows down while switch is up. To stop the slow-down simply put the switch down once the cheats are active, and push the switch up again whenever extra lives are needed.

Note 1 : You can only have power gloves on levels where you can collect the glove power-ups (mostly after the third stage). Simply put the switch up (if already down) at the start of a level to see if you get power gloves.

Codes

10 Continues When you have three or less continues left, press U D R L -- on the continue screen (with the alarm clock).

99 Lives Enter X N B 9 F M ! Z 2 ? as the password.

TV Screen To turn on the TV window, pause then press and hold down R2 while ---- you hit () L ()

Large Rayman Demo After the Ubi-Soft logo, press and hold L1, L2, R1, R2,
-- Keep holding them down until the animation of the brick
wall and press and hold down start. When the screen goes black release.

Final Password 0 D 2 K V 7 W W M D

Return Fire

Game Shark

Infinite fuel

80082016 013F

800EC21A 002C

Infinite ammo

80082030 0095

800EC236 0026

Resident Evil

Game Shark

Infinite health

300C51AC 008C

Turn knife into rocket-launcher

D00C8784 0001

800C8784 FF0A

All items in chest - set 1 (Note 1)

800C8724 FF3D

800C8726 FF41

800C8728 FF06

800C872A FF07

800C872C FF08

800C872E FF09

800C8730 FF3E

800C8732 FF13

800C8734 FF14

800C8736 FF15

800C8738 FF16

800C873A FF17

800C873C FF18

800C873E FF19

800C8740 FF1A

All items in chest - set 2

800C8742 FF1B

800C8744 FF1C

800C8746 FF1D

800C8748 FF1E

800C874A FF1F

800C874C FF20

800C874E FF21

800C8750 FF22
800C8752 FF23
800C8754 FF24
800C8756 FF25
800C8758 FF26
800C875A FF27
800C875C FF28
800C875E FF29

All items in chest - set 3

800C8760 FF2A
800C8762 FF2B
800C8764 FF2C
800C8766 FF2D
800C8768 FF2E
800C876A FF2F
800C876C FF30
800C876E FF31
800C8770 FF33
800C8772 FF34
800C8774 FF35
800C8776 FF36
800C8778 FF37
800C877A FF38
800C877C FF39

All items in chest - set 4

800C877E FF3A
800C8780 FF3B
800C8782 FF3C

Note 1: This four sets of codes will add all the items to every chest. It is split into four because of the Pro Action Replay limit on the number of codes you can enter into the box. To make available every item, switch on all four sets. Each individual code represents a specific item, so you can add whichever items you please after experimentation.

More detailed (and complicated!) codes...

Important: We will NOT be supporting these codes. Use at your own initiative...

The items being carried by Jill or Chris can be individually changed. Each location in the inventory has a code address associated with it, as follows:

Jill

800C8784	800C8786
800C8788	800C878A
800C878C	800C878E
800C8790	800C8792

Chris

800C8784	800C8786
800C8788	800C878A
800C878C	800C878E

And each item has a code number associated with it, again as follows:

0001	Knife
6402	Baretta 9mm
6403	Shotgun
6404	Colt Python (Dum Dum rounds)
6405	

	Colt Python (Magnum rounds)
6406	
	Flamethrower
6407	
	Bazooka (Explosive rounds)
6408	
	Bazooka (Acid rounds)
6409	
	Bazooka (Flame rounds)
640A	
	Rocket Launcher
640B	
	Clip
640C	
	Shells
640D	
	Dum Dum rounds
640E	
	Magnum rounds
640F	
	Fuel
6410	
	Explosive rounds
6411	
	Acid rounds
6412	
	Flame rounds
001B	
	V-Jolt
001C	
	Broken Shotgun
001D	
	Crank (Square)
001E	
	Crank (Hex)

001F	Emblem
0020	Gold Emblem
0021	Blue Jewel
0022	Red Jewel
0023	Music Notes
0024	Wolf Medal
0025	Eagle Medal
0026	Chemical
0027	Battery
0028	M.O. Disk
0029	Wind Crest
002A	Flare
002B	Slides
002C	Moon Crest
002D	Star Crest
002E	Sun Crest
632F	Ink Ribbons
0030	

	Lighter
0031	
	Lock Pick
0033	
	Sword Key
0034	
	Armor Key
0035	
	Shield Key
0036	
	Helmet Key
0037	
	Lab Key
0038	
	Special Key
0039	
	Dormitory Key
003A	
	Dormitory Key
003B	
	C-Room Key
003C	
	Lab Key
003D	
	Desk Key
003E	
	Red Book
003F	
	Doom Book 2
0040	
	Doom Book 1
6441	
	First Aid Spray
6442	
	Serum

6443	Red Herb
6444	Green Herb
6445	Blue Herb
6446	Mixed Herbs - Blue & Red
6447	Mixed Herbs - 2x Green
6448	Mixed Herbs - Green & Blue
6449	Mixed Herbs - Green, Red & Blue
644A	Mixed Herbs - 3x Green
644B	Mixed Herbs - 2x Green, 1x Red
004D	Comm Radio

Thus, by combining a location code and an item code, you can place certain items into certain locations. For example, to give Jill the Battery in her top left inventory location use the code:

800C8784 002A

Or to give Chris the Rocket Launcher in his bottom right inventory position, use the code:

800C878E 640A

To use these codes, we recommend you set up the items in the positions you want, push the 'start game with codes' menu option in the Pro Action Replay menu, turn off the Pro Action Replay whilst booting, start playing the game, and then when you want the items, turn on the Pro Action Replay. When you have confirmed the items are in place, turn off the Pro Action Replay again. This will allow the game to proceed from normal from here on. Otherwise, you will never be able to drop or run-out of the items you have selected.

Notice that with each item code, the first two digits control the number of each item present. Changing these two codes will change the number present. Note that these numbers are in Hexadecimal - i.e. for the code 6412 for the Flame Rounds, there are 100 rounds (64 in hexadecimal = 100 decimal). While the Pro Action Replay is turned on, this number will be maintained at 100 - i.e. infinite Flame Rounds. Items beginning with 00 are one-off items and do not have a counter. Setting them to have a counter may well cause the game to crash.

Walkthrough - Chris

RESIDENT EVIL (BIOHAZARD) WALKTHROUGH

This walkthrough is for playing with Chris but you can also use it when playing Jill.

CHRIS

Go to hallway and see zombie.

Run back out to Main Entrance and pick up Jill's Berreta get Ink Ribbon from typewriter.

Go back to through to first zombie and get 2 Clips from dead body (Kenneth's).

Go back to Main Entrance.

Go to Blue double door and move stairs to get 1st Floor Map, move chest and get Ink Ribbon in small room. Beware of Zombie

Main Entrance and go up stairs and to the right at the first tier, go to door at the far end (above blue door) get small key. Down hall to examine Forest on the terrace and get clip. Quickly leave to avoid Crows.

Back out to opposite side of upper level (above Dining Room) Kill Zombies and push statue over the edge.

Get Blue Jewel from Statue Dining Room below.

Back up to above dining room and through far door on opposite side of where you entered.

3 Zombies must be taken out and then down stairs.

Zombies are easily avoided by running here so conserve ammo and got to first room behind stairs and meet Rebecca -get Sword Key on bed - store Knife, Small Key - get Clips - Save -

Leave without Rebecca and continue to end of hall and through door avoiding Zombies.

Immediately turn to the left and run to end of hallway - Make sure to have at least 30 rounds and shoot away at oncoming Zombies.

Next got to small Tiger Room in short hallway and use Blue Jewel to get Wind Crest

Go across to small bedroom to get Clip, examine desk and kill surprise Zombie. Get Keeper's Diary-Shells, leave if you only have one slot remaining.

Go through door at the end of the hall and proceed to left (up) and enter Bar Room, (next to double doors.)

Move to around piano and push case away from bookshelf - get Music Notes and use them at piano - Rebecca shows up to practice let her do that - got to Dining Room

Get EMBLEM from above fireplace in Dining Room, go save in main hall and return to piano room where secret door should open *You should have at least one open inventory slot.*

Go into Secret Room and take Gold Emblem. Replace it with Emblem.

Go to Dining Room and place Gold Emblem above fireplace and get Shield Key from behind clock.

Go to Main entrance and through the Double blue doors. Go to door on other side and unlock it. Sword Key should now be discarded.

Through door and run like the dickens to avoid Dogs and reach doorway.

Go back to dog hallway and take out dog. Move chest and get Clip.

Back to winding hall. Get green herb and unlock door next to where you entered but do not enter.

Proceed down hallway go into door at corner turn (Bathroom).

Drain tub and get small key. Leave.

Move to the end to long, winding hallway. Through the double doors. Get ready for two Zombies.

Go to end of hallway and to door on the left (Crow Gallery).

Inspect the pictures and hit the switches in order from youngest to oldest. Newborn, Infant, Lively Boy, Young Man, Middle-Aged Man, Tired Old Man, and then Picture at End. Get Star Crest. Leave.

Go into Grey Door in middle of hall and get ready to fire at Zombie. Get Green Herb. Go into Storeroom. Get other crest if necessary and save.

Out to Back Hall. End of Hall on the right is a door that leads to outside passage. Get ready for a Dog.

Place Wind and Star Crests at end of passage.

You now should get the Chemicals (in Storeroom) and proceed to area where Tiger Room is located. At the very end of the L-shaped hallway is the Green House.

Use Chemicals in pump to kill off plant. Got to the area behind the plant to get the ARMOR KEY. Use Herb if required. ***Remember this room if you are hurtin'!***

Leave to Green House and go through the next door with three zombies(maybe). Go to the door immediately on the right.

Get Broken Shotgun, Clip, and use Small Key to unlock desk to get Shells. *You may have to do inventory adjustment in Rebecca Room.*

Now proceed back to the Winding Hallway with the Bathroom. Enter room that is opposite the double doors and go through to Living Room ***You should have Broken Shotgun and one available inventory slot.***

Replace Shotgun with Broken Shotgun. You are now a killing machine!

Proceed to Main Entrance and enter door next to blue double doors. There is a Zombie inside just around

the corner. Get Shells using Small Key. Proceed down hallway to Mirror Room. Zombie is slow so avoid him if you can. Get Ink Ribbon and Herb if necessary.

Make your way upstairs. Go to the right at the first tier and into first door at top. Get ready for 2 Zombies in U-Shaped Hall.

Go into double green doors. Carefully move statues over the circle grates on the floor. Hit switch to open the show case. Get the Sun Crest.

Go to end of U-Shaped Hall and into Small Library and get Botany Book to file. Out opposite door. Get ready for two zombies and one waiting at far end of hallway.

Go into door in the middle of the hallway and have shotgun ready for Zombie.

Go to Small Office on your left (top). Examine insect display and hit switch to drain aquarium. Push aquarium to the right and then move cabinet toward it. Get Shells. Get Researcher's Will on the desk.

Go to Bedroom on opposite end of Antler Room. Lighter is found here. Take it. There are also Shells and Red herb. Leave Antler rooms.

Move to end of hall and into Blue door. Use the Lighter on fireplace to reveal Map of 2nd floor. Leave and go to down the stairs and to Storeroom.

Load up on Shells and make sure your life is replenished.

Make your way back upstairs to the U-Shaped hallway and into door that you haven't entered. (Make sure to have the lighter)

Move down the hallway and examine Richard - get Clip. Now go through next door and get ready for a Zombie.

Move upstairs and unlock door. Shield Key should be discarded. DO NOT enter. Back down stairs and down narrow hallway.

In this room use the Lighter on the candles to reveal secret room behind case. Move case and get Shells in small room. Clip is also found in main room.

Now proceed back to short staircase and enter unlocked door. By exploring you will encounter a snake so

let him have it. Blast away and it will retreat. Examine the hole where it came and went to get final Moon Crest.

Shells are also in Attic. Proceed out - you will soon collapse from poisoning and awake in the Rebecca Room.

Get Two Crests and move to outside passage and place in final spots in Outside Passage. You should store everything but guns and ammo now.

Through the now open door and push stairs to shelf. Climb up and get Square Crank. There's a small key on the one of the barrels.

Move through double doors and be ready for three dogs. There is a Map of Garden on the wall next to useless elevator. Go through gate at other end of Courtyard.

Move around pool and use crank on square hole. Water will drain and reveal passage. Go across passage and run crazy for the elevator or the snakes will poison you.

Down the elevator and prepare for DOGS. Move through gates and look out for three more Dogs. Proceed to Guard House.

Push Statue down the hall and cover hole. Save Room is first door on right. Store the Square Crank.

Go into door across from Save Room and look out for 2 Zombies. Go into first door and drain the tub. Get Control Room Key from tub. Explore the bedroom to get Red Book and Small Key and Shells.

Store Red Book and then got to door in area where you moved statue. Move down hallway and go into first door you come to.

Move down passage to left by wasps' nest and grab Dormitory Key 002. Run and leave room. Continue down hall to Room 002. Discard key 002. There is herb hidden behind Statue. Enter Room 002.

Inside first door(bathroom) will be a Zombie and a Clip. Leave clip. You will be back. Proceed back into other room and get Dorm Map, Plant 42 Report, Leave Shells.

Push cabinets to reveal ladder down. Go down to Lower Passage.

Push the three boxes into water to create a walkway. The first box will have to be pushed backwards, at first, to get it away from the wall. Go through double doors at the end.

Run, Run, Run! Look out for the big fish! Move around to other side of room and into Control Room. Discard Control Room Key! Flip the Lever to drain rooms. Hit button next to door to open Weapon Storeroom next door.

Go to room next door.

Get the dormitory Key 003. Two Clips and Two boxes of Shells are here, but be sure to save one slot for a Small Key that is found in corner of room directly across from the one you are in. Go get the Small Key.

Load up on all that you can carry and head back up the ladder. Take a look at the sharks doin' the ole' crappy flop. Be sure to collect ammo that you left in Room 002.

Move back to Main Guard House Hall and enter Double Red doors. Have plenty of Shotgun Shells to take on the two Giant Spiders. You will most likely be poisoned and there is Blue Herb near the entrance to the Guard House.

Get Ribbon, Clip, and take a look a the pool table.

Get Red Book from Save Room and stock up the ammo for a big fight.

Navigate back to the Room with the Wasps' Hive and enter Door 003. Discard Key 003.

Enter bathroom and kill Zombie. Get Clip from the floor. Back into bedroom. Get Ink Ribbon from desk using Small Key. (It may be wise to save now if you haven't for a while.) Go to book case and replace V-Jolt Report with Red Book.

The other cabinet will move to reveal a door. Go in the door and be prepared to meet Plant 42. Stay to the side and run to avoid the falling acid. A trail of white will tip you off to when it will drop. You'll probably only get one or two shots off before you'll have to move. Get Helmet Key from fireplace.

Move out and encounter Wesker, load up the ammo and head back to the mansion.

Once you enter the mansion again you'll be introduced to the Hunters. Take the first one out and enter first door on the right using Helmet Key.

Go to the desk and turn on the light using switch. Get the Magnum Rounds on the Desk, Leave the

DOOM Book for later if you don't have the space.

Go to Grey Door that leads to the Storeroom. Look out for the Hunter. Read the note behind the stairwell and enter Storeroom. Store the Magnum Rounds.

Proceed back to hallway where first hunter was encountered and go through double doors. Slowly move down the hallway and you'll encounter another Hunter. Take 'em down! Continue to end of hallway and through wood door.

The next hallway has two spiders in it but they can be avoided by running to the entire hall. Make your way to the main entrance and go upstairs.

Now go to the room above the Dining Room where you'll be greeted by a couple Hunters. To conserve ammo take out the first one you see quickly and run that direction to avoid the other. Proceed to the far door and get ready for more of the same.

After disposing of the tough Hunters, move around staircase and enter first door on the left. Pick up Orders and Shells, leave the Magnum Rounds if it is the last slot. Hit switch next to door and look at the head above the fireplace. Push the stair in front and climb to get Red Jewel. Leave.

Head down the stairs and lend Rebecca a helping gun. Go to Rebecca Room and do use the Ink Ribbon.

Go to the end of the hall and toward the Tiger Statue Room. Two Nasty Hunters await you in this hall. Use the Red Jewel at the Tiger Room to get Colt Python. (Remember that there may be Health Herb in the Greenhouse.)

Move back the way you came and make your way back to the Storeroom (near outside passage). Grab the Colt and head upstairs. You should see a Hunter in the hallway. Let 'em have it.

Proceed to the end of the long hallway and into room with fireplace Two Zombies should be there. Save Ammo and go to next door. Unlock the door. The Helmet Key is now useless. GET READY!

The Snake Room is activated by touching the piano in the corner. It's will take numerous rounds to kill this nasty reptile, so have plenty of health and ammo. One you have taken care of the Snake, make sure you have the Shotgun before you drop into the hole.

Once you're down move to the gravestone and hit the switch to activate trap door. Go down the ladder. There will be 2 Zombies in this area, the

first is around the corner guarding a box of Shells. Get the Shells and proceed to the far door.

Two Zombies are feasting on another and behind them is 2 Green Herbs.

Move toward them and don't attack until they stand. (Take them on only if you're in dire need of health.) Move down to door that will take you into Kitchen.

In the Kitchen you'll find a Small Key on the counter. There's a dying Zombie lying near an elevator to the right of where you entered. It is probably the best to let him grab your ankle if you've got health to spare. The head stomp will save many rounds. Proceed up the Elevator.

When you get to the top a Zombie will be right there. Take him out and proceed in that direction if you're low on ammo. Go into closet that is directly ahead.

Two boxes of Shells and a Battery are here. Leave the Battery, but remember to save a slot for it.

Leave closet and quickly run back toward Elevator and look for a Zombie end of the hall directly ahead. There's also Green Herb in a small nook. Go into Blue double doors and get ready to shoot.

Once you've taken care of first Zombie there is a desk in the corner to the right. Use the Small Key and get the Magnum Rounds. Move to door in opposite corner and beware of the Zombie that's behind the bookcases.

You'll find a Scrapbook to file. Move through door and move straight ahead.

Moving straight ahead will run you into a statue. Push it just enough to get around it and then go to statue with Red Switch. Hit the Switch and it will light a small area. Push the statue over to lit area and Secret Office will open. Get the MO Disk. Leave.

Move to the other side of the room and push bookcase to the top of the screen, (away from blue doors.) Enter the Secret Observatory and get Ink Ribbon and Clip if you have the space. Look out window. Return to Closet to get Battery.

If you need the health and have some ammo to spare, continue down hall past the Closet. There's a Zombie right next to the closet door and another when you continue into the next door where there is also Green and Blue Herb. There are also 2 Zombies feeding down at the end of the passage and a door that cannot be unlocked.

Move back to Elevator and return down to Kitchen. Move to door and stairwell at the opposite end of the Kitchen. You be presented with a cut-scene and fresh Zombie to kill. Move to F1 via stairs.

Move around elevator and unlock double doors. You'll enter a familiar hallway and greeted by two hunters. Take CEm on if you dare or get out quick! Proceed to back Storeroom.

In the Storeroom consolidate inventory and be sure to have the Doom Book 1 stored. Take Square Crank, Battery, and any guns with Bullets. Proceed to Outside Passage.

In the Outside Passgag there is a Hunter in the middle of your path. If you're bold, take him out. With some quick movements it can be avoided.

Move through the Courtyard and across waterpath, past snakes, down elevator to Lower Courtyard. Use Battery on othe elevator and go up. Move back to large pool and Square Crank panel. Use the Square Crank to stop the water. It may be a good idea to go back and store the Crank because you'll no longer need it.

Move back down to Lower Courtyard and down ladder that was behind Waterfall. You should have Shotgun and other loaded guns. An Ink Ribbon would be useful, but only if it has one use left.

A Typewriter is directly ahead and around corner. Save if you have less than two slots open. Otherwise go into door directly at the bottom of the ladder.

There is a Flamethrower on the wall. (We left it alone, but it can be useful.) Proceed to the left and through the door.

In this large room there is F-Aid Spray and a box of Shells on the far side. Get those and move toward passage to Enricho Door.

Go to the end of the hall and see Enricho cut-scene. What did he mean by double-crosser? Enricho has a Clip but save room if it will fill last slot.

Move back to out and you'll immediately be attacked by two Hunters. Take these two down!. There is also a Crank ahead. Use F-Aid Spray if necessary. Move out and be ready for two more Hunters in this next area.

Move out either door and yet another Hunter will await. Replace Flamethrower (if necessary) and exit area. Move down to area next to type-writer.

Use Hex Crank on panel and move through door. Make sure to have one open slot.

Get Flamethrower and run down to trigger rock. Duck out at entrance. Now move to area where rock rolled and look for a Hunter there. It is possible to get more Flamethrower Fuel at the opposite end of passage, but it also triggers another Hunter. Proceed through double doors and Giant Spider.

Run around Spider and use small blast to kill him. Four or five rounds with the Colt should do the trick. Leave and reenter to dispose of Small Spiders. Use Flamethrower or Combat Knife on Web Door. Go out and to the room to the left.

In this save room there is Blue Herb, F-Aid Spray, and Ink Ribbon. Use the Blue Herb first if you're poisoned and then the F-Aid Spray. Save and take Hex Crank and Flamethrower with you.

Move out and to opposite end of hall, you'll need to run because of snakes on the ceiling. Replace Flamethrower to open door and go.

Move to the left (up) and down passage. Use Hex Crank three times (x3) on crank panel to access small passage. Run down and trigger boulder and duck into small passage. There is a Map and MO Disk in area where boulder was.

Move into secret room and move Statue down wall to line up with highlighted area. Use Hex Crank two times (x2) on panel to move statue away. Push statue to highlighted trigger and grab Doom Book 2.

Return to Store Room and stash Crank and pick up Doom Book 1. Have at least three slots. Proceed back to other end of passage and through door.

Move to the left (down) and go up elevator to Fountain Area. Check both of the Doom Books through the inventory menu. Turn the books¹ and use the action button to inspect all sides. The books will eventually open to reveal an Eagle and a Wolf Medal. Use these on the appropriate ends of the Fountain to reveal stairs. Before you go down acquire the Blue and Green Herbs. Mix Green-Blue if necessary.

Go down Fountain Passage via stairs and elevator. Once down, move around corner and down ladder.

There will be a Storage Box here so grab the pistol, and any other useful weapons with ammo. Proceed through door and be ready for 3 Zombies. If you have limited ammo run directly around to stairs and down. Otherwise take them out and get MO Disk from Desk in nook next to double doors. There's also Green Herb in this passage. Down.

Go directly through double door at the bottom of the stairs and then through the first door after that. Hit Red Switch to turn on lights. Get Researcher's Letter, read to get Login and Passwords. Push bookshelf

away and use blue switch to decipher code words on painting. Clip is in box next to sink. Green Herb is also here. JOHN ADA MOLE. Leave.

Move back out double doors and run straight ahead to door and into Small Lab. Use Computer and Passwords to unlock B2 and B3 Doors. Get Slides from floor. Move out and back up stairs.

At the top of the stairs move straight ahead to double doors. Enter Conference Room

Use Slides on Projector, acquire Security System File, and open panel and hit switch to activate secret panel. Get the Lab Key. Return down.

Run to door at opposite corner of stairs. Avoiding or taking on the slow but deadly naked Zombies. Use Lab Key on Lab Door that is marked with red emblem. Lab Key is now discarded.

A Zombie will be directly ahead. There is also one around each corner. Go directly ahead to Save/Storeroom. There is an Ink Ribbon, Magnum Rounds, and Herb in this room. Save and take Shotgun and Magnum and One (1) MO Disk with you. Leave and go back to Operating Room.

Get Shells and Red Herb. Move boxes and stairs to get to air duct. Go through and enter the Morgue. Use MO disk to get Passcode 2, get Magnum Rounds from shelf. Exit and be ready to blast if you haven't killed all the Zombies. Go back to save room and load up on herbs for next mission.

Power Maze - Bring MO Disk/Health(s) -

Review the area map and look for the doors - Run to terminal in corner opposite the door to activate power panel. Go to far door to enter next maze. Get Pass Code 03 from terminal that is straight ahead. Run through avoiding the ceiling hunters to main generator room. Activate the terminal on the left side. Run out. There are Two hunters in first room and three in second.

Now with MO Disk and some weaponry, head back toward the stairs and go through double doors and through door midway down the passage. 4 Zombies await.

It is possible to get more than one Zombie with the Shotgun at close range, (three is our record.) Get Fax File from wall and use MO Disk on output machine to get Pass Code 1. Leave and go to end of hall.

Use passcode machine to enter codes and proceed to cell to be reunited with Jill. The door is locked so return toward Save/Storeroom and move to Tyrant Elevator that is at the end of the hall. Rebecca should join you. *You should have at least six rounds of Magnum/ Shotgun or at least 15 or more Berretta.*

Up and encounter Wesker's evil plan and he'll introduce you to the Tyrant. Take him on and then use the

computer terminal to unlock the door. Go out and down elevator.

Now make your way back to Jill's cell and free her. Look out for the Ceiling Hunters!

Move upstairs and Zombies are everywhere! Run past those slow guys and to the ladder. Make sure to have at least one open slot.

Up ladder and through Emergency Door that is right next to you.

Down the passage and get the Battery. Use it on the elevator. Up.

Get flare from box right next to elevator - Use it in middle of Heliport. Await the return of Tyrant. Avoid him until Brad drops Rocket Launcher. KaBoom!!

Fine¹

Credits for this walkthrough go to:

--

Game Informer.....

"we're not #1, so we don't suck."

Game Informer Magazine - Sunrise Publications

<http://www.winternet.com/~gionline>

email - gionline@winternet.com

Walkthrough - Jill

The following is a basic walk through on how to get the rocket launcher with Jill. To get the rocket launcher, you need to win the game in under three hours. If done correctly, you will restart the game with Jill and a rocket launcher with unlimited ammo. Let's just say that this thing rocks! It totally nukes anyone and everything and makes the game better. Although the game is way too easy with it, but it does add for variation and a definite plus on the fun factor.

*NOTE: This walk through should make more sense if you've already won the game once. There are spoiler notes so be warned.... It's also helpful if you know the floor plan of the mansion and other areas beforehand. Many steps will leave out how to exactly get to the next room. I'll be assuming you'll know the most direct route to the next room I indicate.

Walk-through:

*NOTE: It's up to you if you want to just run past the zombies (or go ahead and kill them.) A good way to kill them is by one shot of the shotgun. Wait until they're up close to you and fire. The zombie's heads will literally explode.

1- Start the Jill storyline and with Barry run into the dining room. Get the emblem and go into the next room. Kill the zombie and get ammo.

2- Return to Barry and the to the main hall. Get lock-pick and head off to the right room. Don't bother with map and ink ribbon.

3- Enter hell hound room (where 2 hell hounds leap out of the window at you.) Either a-)kill them or b-)run past them and quickly grab the clip by moving the second cabinet.

4- Go through the door at the end of the hound room and pick up the plant. Go into the shotgun room and take it. Leave and the ceiling should come down on you. Barry will come and save you in the nick of time.

5- Go into the next hallway (door across the shotgun door) and run into the picture room (the room with the crows/ravens and paintings.) Flip the switches in order from new born baby, infant, young boy, young man, middle aged man to bold old looking man. Flip the last switch to get the medallion.

6- Leave room and run to the storage room. Pick up plant chemicals. Exchange items-- take only shotgun, beretta, and clips (herbs if you think you'll need them).

7- Leave storage area and go up stairs. Kill the right zombie. Run down the hall and through door. Run down hall into the main hall-upstairs. Barry will be there to give you acid rounds for the bazooka. Run over to the patio room to see dead Forest. Get bazooka.

8- Return to main hall upstairs. Go across to next room and enter upstairs dining room. Kill left zombie and push statue down. Exit through back door.

- 9- Kill zombies and go down stairs and go into second storage room. Feel free to save your game with the ink ribbon on the bed. Exchange items--take chemicals, wooden emblem and weapons you feel good with.

- 10- Run to nursery and poison the plant. Get key. While there, pick up red and green chemicals. Mix them to save room and have good healing items. SAVE atleast three spaces in inventory.

- 11- Go down hall into the caretaker's room. Pick up clip and go to desk. Kill zombie from closet (one good quick shotgun blast to head) and pick up ammo (don't need to pick up diary. Waste of time...) for the shotgun. MAKE SURE you still have atleast two spaces still.

- 12- Exit room and turn right, down to the door. Unlock door and you should be in the hallway where Kenneth's body is. Turn left into the Bar/Piano room. Get sheet music and play piano. Go in the secret room and exchange emblems.

- 13- Return to dining room. Place gold emblem over fireplace and get armor key. Run around table and pick up blue gem. (Inventory should be about full)

- 14- Return to hall (where Kenneth's body is) and turn right and take first door on left. This will take you back to the hall with the nursery and tiger statue. Go to tiger statue room and exchange blue gem for the medallion.

- 15- Go to the back door (the hall with the ammo room and storage) and enter the ammo room. (The room with the broken shotgun.) Pick up clip and shotgun ammo. Should be able to carry these because hopefully you already have these in inventory.

- 16- Return to storage room down the hall. Exchange items--take armor key, ammunition for beretta and shotgun. Run back to dining room (lower-level. NOT UPPER level.) Run into the main hall way (LOWER LEVEL).

- 17- Go across into the second door (the locked one that requires the armor key. Unlock and go in. Get clip on the desk and kill zombie. Get shotgun ammo in locked desk. Leave into main hall. Go up the main hall stairs and go right into the hallway. Run to the suit of armor room and get medallion. (Don't forget to move the statues over the poison gas holes.)

- 18- Leave and run to the attic door. Unlock and enter and see Richard (if you have space, pick up the green plants). Talk to him and run back to storage room and get serum. May want to save game here just in case. Exchange items--stock up on healing products, shotgun and

ammo (hopefully, your shotgun and ammo will be enough. If you're not that good at killing the snake, then take bazooka too.) TAKE SHIELD KEY also (the one behind the clock) with you. Don't need the armor key anymore. Run back to Richard.

19- Get the radio (who cares...) and enter the attic. If you want to, you can run next door to the candle room and get a clip. You won't be able to the shotgun shells because you don't have your lighter yet.

20- Kill the snake. Remember to heal yourself occasionally. Pick up medallion and shotgun shells.

21- Leave and assuming you've been poisoned, Barry will save you. If not, go to the next step (22). Wake up in bed, and run to storage box. Exchange items--take all four medallions and weapons. Run across to the dining room, out into the main hall.

22- Exit out the back door and go to the mantle/medallion placement door. (The place where you put the medallions.)

23- Place medallions and enter the garden room. Push the stairway and climb. Get the crank. Leave into courtyard. Pick up plants and mix red and green together. Kill hounds FIRST. Pick up blue ones on other side and mix also. Run across to opposite gate and use crank to open flood gate/dam. Go down ladder and up to other side. Run to the elevator. Here the radio will go off. Just ignore it because it takes up time and is not necessary for the story. Every minute counts....

24- Either kill or run past hounds below. Cross over to the opposite gate. Pick up and mix plants. Kill hounds. (Not necessarily in that order.)

25- Enter dormitory. Push statue over the hole (the one where the plant grabs you.) Enter storage area. Pick up ammo and health spray. Save game.

*NOTE: If you feel like saving the game more often, that's fine too. Just do it whenever you make a trip to the storage room.

26- Exchange items--Just take weapons and ammo.

27- Cross over to next dormitory room (001). Kill zombies and get Red book. Enter bathroom. Drain tub and get C-Room Key.

28- Cross over to the other hallway (past the statue over the plant hole) and enter the room with the key pad and wasp/hornet nest. Run past nest and get dorm key (002). Return into the previous hall and run to the end room using the dorm key. Discard key. Go into room and

push bookcases away to reveal ladder down. (Don't pick up item on bed, just waste of time. Plus, if you feel like you need ammo, run into the bathroom, kill zombie and pick up clip in sink.)

29- Go down ladder and push crates over the water space. Run down into the water and enter the shark room. Run directly to the Control Room and use the key. Discard key and enter room (before the shark has a chance to get to you.) Push lever and remove water from lower level. Push button to open next door.

30- Enter next door. Pick up two clips and two boxes of shotgun ammo. Pick up dorm room key (003) also. Run out and back up ladder to dorm room 002. If you have space along the way, pick up plants and fill inventory.

31- Run back to storage and stock up on weapons and healing medicines, take dorm key (003) and red book with you. Save game would be advised.

32- Run to dorm room 003 (the room next to the wasp nests and key pad.) Enter the room and go into the bathroom, killing zombie and picking up the flame rounds. Exchange books with the red book, revealing secret door.

33- Enter secret door and kill big plant. It will wither, but not be dead. It will then pick you up and then Barry will come and save you. Run to the fireplace and get key. Go to step 34. If you feel that you can't kill the plant the first time you'll need to return to step 31 and now follow along these ideas.

31a- If you don't think you can take on the plant, you'll need to make v-jolt. Exchange items--make sure you have four empty spaces! Take the red book and dorm room key 003. Pick up the flame rounds in the bathroom and exchange books. Walk through the door and exit the other door before you have to seriously fight the plant. Run to the chemical room and on the key pad punch in 3-4-5. This will unlock the door. Pick up empty bottles and mix together v-jolt.

32a- Run down to dorm room 002 and return into the shark room. Enter the room with the roots and put v-jolt on the roots. Return up to the storage room and stock up on weapons and medicine.

33a- Return to the plant via the double doors (not dorm room 003) and kill plant. Get key in fireplace.

34- Return to mansion. Kill the hunter that follows you after entering the mansion. Go into the room

on the left and get doom book 1. (No need to get ammo for the Colt Python.)

35- Go next door into the storage room and stock up on new ammo and items. Exchange items--take weapons and healing and helmet key. Going to fight the snake next, so may be wise to save your game.

36- Go upstairs and left to the fireplace room (the room where you used the lighter to get the map.) Go through the door to the right and go to the piano. Click on it and the snake will come out. Kill snake and look at hole while it's dying. Barry will come in and help you. Fall in and push switch on grave. Wait for Barry to return before going down. Get pass code then go back down hole. **MAKE SURE YOU'LL HAVE ROOM FOR THE ELEVATOR BATTERY AND EXPLOSIVE ROUNDS. IF NOT, RETURN TO THE STORAGE ROOM BEFORE GOING DOWN.** Go down the ladder under the grave.

37- Kill zombies and get shotgun ammo to the left. Run down hall to the door. Go down next hall and skip the zombies eating the person. They'll leave you pretty much alone.

38- Enter kitchen and go right to the elevator. Kill the zombie on the ground. Hopefully, you have two spaces still. Go up the elevator and kill zombie. Go into the closet and get the battery for the elevator and some explosive rounds.

39- Back track exactly the way you came from and return to the ladder and hole (the place where you killed the snake). Return to the storage room downstairs and exchange items--take battery, crank, and weapons, especially the bazooka (healing also would be nice since the spider's next. Have about two empty slots). And if you have an ink ribbon with one slot, go ahead and take it. Make sure there's one slot so it'll disappear when you use it.

40- Go out into the garden and cross over to the elevator on the other side of the pond. Go down elevator. Go to other elevator, install battery. Go up and over to the flood gate/dam. Use crank closing the gate and return to the newly powered elevator. Go down and enter the ladder down (the one behind the waterfall.)

41- Go into the door on the right and see Barry. When he asks to go with you, say yes, but have him lead. Follow him and enter. He'll kill a hunter guy and then follow you. Run into the back room and pick up ammo and health spray. **MAKE SURE YOU HAVE ATLEAST ONE SPACE FOR THE HEXAGONAL CRANK.** Go into the room where Enrico is and follow storyline. If you have room for a clip, pick up clip on Enrico's body, but **MAKE SURE YOU HAVE ONE SPACE FOR THE HEXAGONAL CRANK.** Run and pick up crank and run out. Just run past the new hunters, or kill them, but running past would be advised to save time and ammo.

42- Go to first hall way and run over to typewriter. Save game if you have a ribbon. Use crank on hole and turn hallway. Go down hall and past door. Turn right and run to the boulder. Then start running back. The boulder will follow, run to safety. Then run and get flame rounds. If you've been killing the hunters, then one won't open the door and follow you. But there will be one next to the crashed boulder. If you ran past them, one will open the door as you get to the flame round and attack you. Kill him or run past him to the door beyond the smashed wall boulder. There won't be a hunter in there.

43- Go beyond the door and kill the spider. It is possible to kill it with two blasts of the flame round as long as they hit it's body and not the legs. Pick up knife if you don't have one in inventory and swipe open the door. Hopefully you'll have a space for the knife in inventory (you probably used an herb fighting the spider.) If you don't have room for the knife, just get bitten a few times by the baby spiders that pour out and then use an herb. Go to the left and enter storage. Pick up healing products and save game or don't. Exchange items--take doom book 1 (eagle medallion if you already opened it), weapons and hexagonal crank. Run down hall and enter the second boulder stretch. You don't need to run from the boulder, just use the crank three times and enter the room where the second doom book is.

44- Get second doom book and open. Get medallion. Go up the elevator into the garden where the fountain is. Place medallions accordingly and pick up herbs. Go down fountain and enter elevator. Go further down the ladder and enter the room with the storage box. Exchange items, or don't. Run across into the room. Kill zombies and go downstairs. Go to the left into the computer room and login. Use JOHN for login and ADA for password. Unlock door on B2 with password MOLE. Return upstairs to the now unlocked room.

45- Run over to the panel and open it. Push the button and then get the Lab key. Run back down into the lab and go to the door to use the lab key on. Run across to the storage room and stock up on healing and save the game. Exchange items--weapons and healing. Run out door and down to the left to give power to the elevator.

46- Enter room. You don't have to kill the ceiling creatures. Just run to the right and use the terminal there to give power to the elevator. Run to the back of the boiler room and open door. Go down the corridor to the right and enter the room with the triggering computer and the circuit computer. Activate the elevator and run out of the boiler room.

47- Run over to the now operational elevator. Barry will join you and follow story line. Kill Tyrant. It's easy if you just shoot and run. Shoot and run. You'll probably never get hit, but try to kill him quick.

48- Barry and you will escape. After the elevator ride run to the emergency elevator, All you should have to kill along the way are two ceiling monsters and three zombies. Feel free to use bazooka and whatnot to kill them quickly. Run out the emergency door. Barry will be waiting

for you. On your way you'll cross the storage box. Exchange items-- all you need now is healing. **MAKE SURE YOU HAVE ONE SPACE EMPTY FOR THE SECOND ELEVATOR BATTERY.**

49- Run over the battery (the radio will go off automatically and you'll have to listen to it.) Pick up battery and place in elevator. Go up elevator. Leave elevator and pick up flare. Use flare. (You don't have to walk out a ways or anything. Just use it right away if you want.) Tyrant will come out, just avoid him and run around till the helicopter drops the rocket launcher. Kill Tyrant. 50- The End. Hopefully, this will take you less than three hours. (I did it with 2:09:10 and 11 saves.) Restart game with Rocket Launcher. Blow thy enemies to little pieces. Smile with a big grin.....

That's about it. Please make any necessary adjustments and such according to your style of play. If you feel you need to carry more weapons than healing that's fine, or vice versa. But it's definitely worth it to run around with the Rocket Launcher. It's kind of funny when you play it again with a Huge Rocket Launcher in your arms and when Barry gives you the acid rounds, you ask him what about him, and he says, "I have this!" and you're carrying this huge weapon 'o destruction. Or if/when you meet him on the balcony to see Forest and he says to you, "Take this (bazooka). You don't have a weapon Jill." And there you are carrying a Rocket Launcher in your arms. Anyways, good luck to everybody and enjoy.....

Ridge Racer

Game Shark

Black car	80080196 000C
Infinite time	80130C5C 06C5

(JAPANESE)

Select any car (inc Black)	80173300 000D
Select any course (all 8)	801E90A8 0008
Max speed	801D7F40 0688
Max 6th gear revs	801D7F48 4FFF

Codes

Extra Cars Shoot all the Galaxians during load-up to chose from eight additional cars. Start shooting immediately to get off a couple early shots.

Extra Tracks Finish all the tracks in first place to race track backwards.

--

Banner Effects Hold L1+R1 (L2+R2 will also work) then move the pad and - press the buttons to make the flag turn or get bigger and smaller.

The Start button will make it transparent.

Spinning Cars/Tracks During the car and level selects screens, hold down L1 or R1 to make them rotate.

Mirror Tracks At the start of a race, turn around right away and run into --- the wall behind the starting area at full speed.

Black Lambo To drive the Black Lambo, beat him in the Time Trial (TT) extra.

-

Play Your Own Music First load the game up to the title screen, then remove ---- the Ridge Racer CD with the power ON, then put in your own music CD.

Ridge Racer Revolution

Game Shark *(JAPANESE)*

Miniature cars

801DE490 0028

801E6508 0028

Freeze opponents (Note 1)

801DE470 0028

Note 1: With this code, all opponents will be frozen except 2 cars, the Pink Mappy and the Blue Solvalou, which drives like lightning.

Faq

Ridge Racer Revolution Mini-FAQ version 1.0

Patrick Roman Fabri (pfabri@hrz.uni-bielefeld.de)

LAZER-MODE

To get a homing-laser hold down L1, R1, SELECT and DOWN during Galaga '88.
Press TRIANGLE to fire.

EXTRA-CARS

Shoot down all ships on Galaga '88. You may use the LAZER-MODE cheat.

RALLY-X-MODE

Shoot down all ships on Galaga using the LAZER-MODE cheat.

DRIFT-CONTEST-MODE

Choose Time-Trial on any course. Position the cursor on the start button and press gas and brake simultaneously. During the game the message 'Spinning-Zone' appears on the screen. Try to do some nice 360s, 540s or even 720s. But always remember: STYLE is important. Your score will be shown in the Replay. Too bad that the DRIFT-CONTEST high-scores can't be saved. By the way - you can't combine the DRIFT-CONTEST-MODE and the RALLY-X-MODE. Sad but true.

TOGGLE REAR-VIEW MIRROR ON / OFF

Press START to pause the game. Hold down TRIANGLE and press L1 or R1 to toggle the mirror on or off.

ZOOM CAR IN / OUT (EXTERNAL VIEW ONLY)

Press START to pause the game. Hold down TRIANGLE and press L1 or R1 to zoom in or out. Pressing L1 and R1 together resets to default.

12 DIFFERENT ENDINGS

There are 12 different endings for Ridge Racer Revolution. The ending depends on the combination in which you have played the tracks. For example Advanced, Expert, Novice has a different ending than Novice, Expert ,Advanced.

CHANGE SIZE / MOVE SPOTLIGHT ON TITLE SCREEN

Use the L and R (shoulder) buttons to change the size of the spotlight / to move it on the title screen.

2-PLAYER-LINKUP WITH ONE CD

Load Ridge Racer Revolution on the first Playstation. Open the lid and replace the CD with a music CD. Load the game on the second Playstation. It should now display 2P-Link Option. Due to the fact that the game loads the first track into memory you can now have a linked game on the first track. The first PSX will play BGM from the music CD (The music CD isn't necessary. If you don't put a music CD into the drive you will hear only the sound-effects.). To play any other track you have to select *and load* (start a race, wait until the track is loaded, abort the race) the track on the first PSX before starting the game on the second PSX. I know that this isn't too comfortable but at least it works...

If anybody knows some more cheats / tricks for RRR please send me a short note. Especially if you know how to access the original Ridge Racer track in 1P-Mode. Ridge Racer Revolution Mini-FAQ version 1.0
Patrick Roman Fabri (pfabri@hrz.uni-bielefeld.de)

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12 DIFFERENT ENDINGS

There are 12 different endings for Ridge Racer Revolution. The ending depends on the combination in which you have played the tracks. For example Advanced, Expert, Novice has a different ending than Novice, Expert, Advanced.

CHANGE SIZE / MOVE SPOTLIGHT ON TITLE SCREEN

Use the L and R (shoulder) buttons to change the size of the spotlight / to move it on the title screen.

2-PLAYER-LINKUP WITH ONE CD

Load Ridge Racer Revolution on the first Playstation. Open the lid and replace the CD with a music CD. Load the game on the second Playstation. It should now display 2P-Link Option. Due to the fact that the game loads the first track into memory you can now have a linked game on the first track. The first PSX will play BGM from the music CD (The music CD isn't necessary. If you don't put a music CD into the drive you will hear only the sound-effects.). To play any other track you have to select *and load* (start a race, wait until the track is loaded, abort the race) the track on the first PSX before starting the game on the second PSX. I know that this isn't too comfortable but at least it works...

If anybody knows some more cheats / tricks for RRR please send me a short note. Especially if you know

how to access the original Ridge Racer track in 1P-Mode.

Rise of the Robots 2

Game Shark

Infinite health player 1

8007D3C6 0078

No health player 2

8007D462 0000

Infinite time

800672EC 0D00

Infinite health player 2

8007D462 0078

Road Rash

Game Shark
(JAPANESE)

Unlimited Turbo

800837EC

0000

Robo Pit

Game Shark
(JAPANESE)

Unlimited Power

800A5610 0096

Shanghai Triple Threat

Codes

Level passwords

Arcade / The Great Wall:

01:XXX 02:E44 03:F77 04:K0A 05:N3D 06:96G 07:T9J 08:W2M 09:Z5P 10:C8S
11:F1V 12:14Y 13:L7? 14:O01 15:R34 16:U67 17:X9A 18:A2D 19:D5G 20:G8J
21:J1M 22:M4P 23:P7S 24:S0V 25:V3Y 26:Y6? 27:B91 28:E24 29:H57 30:K8A

Arcade / Beijing:

01:XXX 02:F55 03:188 04:L1B 05:O4E 06:R7H 07:U0K 08:X3N 09:A6Q 10:D9T
11:g2w 12:J5Z 13:M8. 14:P12 15:S45 16:V78 17:Y0B 18:B3E 19:E6H 20:H9K
21:K2N 22:N5Q 23:Q8T 24:T1W 25:W4Z 26:Y2X 27:C02 28:F35 29:I68 30:L9B

Shell Shock

Codes

Shellshock cheat mode... (the first cheat is revealed)

DIRECT FROM THE CODER! (shroomz@nlights.demon.co.uk)

load up your SHELLSHOCK until it gets to the shellshock screen with(C) Core Design on it...

then hit:-

up,down,left,right,down,down,right,right and then TRIANGLE.

you will be taken to the test menus...

you can play the game with MAX firepower!

you can play ANY level!

you can view ALL the FMV!

you can SEE the credits!!

you can tie the game to 2 frames for lovely smoothness!

There are another few cheat modes that I will let you know in a month..!

email me (shroomz@nlights.demon.co.uk) if you like the game...

Shockwave

Walkthrough

Mission 1 - Egypt

3 Objectives:

1 - Valley of the Kings:

Destroy all aliens here in order to get your first objective done. You have 18 aliens to destroy there. (10 walker (tripods) and 8 flying aliens (Scout)). Be careful here because one tripod slowly tries to escape on the left of the path. If you are really slow, you may not be able to destroy it.

2 - Giza:

Destroy all aliens here in order to get your second objective done. You have 15 aliens to destroy there. (10 regular tripods + 2 strong tripods + 3 Scouts).

3 - Cairo:

Destroy all aliens here in order to get your third objective done. You have 20 aliens to destroy there + 1 Big Boss. (4 regular tripods + 8 stronger tripods + 8 Scouts + 1 fortress).. To destroy the Boss, use the missile you have. Avoid absolutely to be too close. Launch 1 or 2 missiles from far and then Make a U-Turn and redo the approach.

Hints:

* To accomplish this mission you don't have to destroy any other aliens than the ones present on these three sites. But, you may want to destroy the 3 tripods present on the refinery site in the middle of some fuel tanks. If you destroy these 3 tripods but destroy nothing from the refinery than you find later on the left of the path a bonus Refueler.

* You have in this mission 4 possible Refueler. The second is conditioned by your performance in the refinery and the fourth is there only if you made the 2 first objectives.

* Always check that the last Refueler you saw is not turning anymore before having it out of your path. You may sometime refuel twice. Basically, when you see a Refueler, do a first refueling, then destroy the aliens after this Refueler and then return to this Refueler.

* On an objective place, it's generally better to destroy the flying aliens and then the ground aliens. Try to keep your missile for the flying aliens.

* Except if you want to make a high score, don't waste your time and energy destroying all the aliens on your way. Stay focused on your objectives.

Mission 2 - Peru

2 Objectives:

You only have 2 objectives here in the Peru Mission. Destroy all the Aliens in the 2 towns and you will have achieved your objectives

Hints:

- * Shoot all the air alien forces then attack ground forces.
- * Use refueler in the Andes and fly directly to Lima to shoot your way to the end.
- * Very easy mission.

Mission 3 - Las Vegas -Los Angeles

5 Objectives:

Las Vegas:

Destroy all aliens here in order to get your first objective done. You have 20 aliens to destroy there. (3 Tripods - 5 Collectors - 7 Scouts - 5 Interceptors).

Riverside:

Destroy all aliens here in order to get your second objective done. You have 25 aliens to destroy there. (4 Tripods - 7 Collectors - 3 Scouts - 5 Interceptors - 3 MobileAA -1 HeatSeeker - 2 Swarms). You must also destroy the 4 powerCells but NOT the prison.

Pasadena:

Destroy all aliens here in order to get your third objective done. You have 19 aliens to destroy there. (3 Tripods - 3 strong Tripods - 2 Collectors - 3 Interceptors - 2 MobileAA -5 HeatSeekers - 1 Swarm). You must also destroy the 4 powerCells but NOT the prison.

BurBank:

Destroy all aliens here in order to get your fourth objective done. You have 20 aliens to destroy there. (6 strong Tripods - 3 Collectors - 3 Interceptors - 4 MobileAA - 3 HeatSeekers - 1 Scout). Be careful here because 2 MobileAA quickly try to escape on the left of the path. If you are not fast enough in the beginning of this objective, you may not be able to destroy them.

Los Angeles:

Destroy all aliens here in order to get your fifth objective done. You have 15 aliens to destroy there (5 Scouts - 4 strong Tripods - 6 Swarms). You also have to destroy a fast moving new craft called Cobras (their number depends on your performance on the first objectives). You have to destroy 12 PowerCells in order to free 3 prisons. Finally, you have to be careful with the satellite dishes. Don't destroy more than 1.

Hints:

- * On Las Vegas, if you don't destroy any civil building, then you get two bonuses:
 - o Your first Refueler is going to be full, else it's going to be partial. This first Refueler is not visible on your radar because a tripod is exactly at the same position.
 - o An extra Refueler in Riverside, far on the left of the path, invisible on the radar.
- * You need to protect the Atomic Power Plant from the Collectors walking towards it (else you're probably dead) and also save the 6 close towers from the tripods. If you save them, then you get an extra Refueler far on the left of the path in Los Angeles.
- * After Pasadena, in the Refinery region, you have a partial Refueler (invisible on your radar) on the right of the path. * To destroy a Swarm, just shoot the immobile one.

Mission 4 - England

4 Objectives:

- * Destroy all transport vehicles and aliens in the first section. ICE will tell you when you have completed this stage.
- * Destroy all transports in the next section. This means all alien ships and transport units.
- * This one is a little tricky. ICE tells you that you might be OK to just fly by this cluster of aliens. However, this is a mission objective so you must destroy everything in this region. The aliens also will leave the screen so you have to be very careful not to let anything get past you.
- * There is a construction sight that ICE tells you to destroy. It is a line of alien ground-to-air "directors" that can cause extreme damage to the shields of the craft.

Hints:

- * At the end of mission, there is a line of alien ground-to-air "Directors" that fire at you. Destroy the center one and use your thrusters to move past them. This will complete the objective.
- * When you are past the construction site you will come across a lot of aliens and a helicopter. The helicopter is used to pick up Howser, so if you accidentally blow up the helicopter, you have failed the mission.

Mission 5 Hawaii

Introduction:

Your main goal is to destroy the communication systems (Radar) and then to save the Kennedy.

5 Objectives:

1st Radar Site: (ground)

Find and destroy the first group of 5 Radar. (Listen to ICE). Prisoners Rescue Operation: (sea)

You have to free 2 groups of 2 barges of prisoners. For that, destroy the two leading alien boats without destroying the 4 barges and the Love Boat.

2nd Radar Site: (sea)

Find and destroy the second group of 7 Radar. (Listen to ICE).

3rd Radar Site: (sea)

Find and destroy the third group of 5 Radar. (Listen to ICE).

Kennedy Rescue Operation: (sea)

Destroy all the aliens surrounding the Kennedy and avoid the Kennedy to be destroyed. You will have to destroy 15 to 19 aliens (or less if you succeed in your first objectives). They are: 2 Skeeters, 5 Skimmers, 4 Submarines, 3 Scouts, 1 to 5 Cobras (depending on your previous performances).

To end this final objective, you have to destroy the final Boss, named "Morphing Tower". Don't get too close of it to avoid to start the morphing operation.

Hints:

* In the middle of the volcano, you have to destroy a 'Pumper' that provide the energy of the Energy fence located on the land between objective 4 and 5. If you destroy this pumper, the fence will be inactive, else the fence will be active and very dangerous.

* On the Prisoner rescue operation (Objective 2) you have to be very careful on what vessels you destroy. The lead vessels you have destroy are actually the last ones when you are flying towards them. They are going in the same direction as your flight path. There are two sets of ships so destroy them both. Be very careful on the second one because there is a ship right next to it. If you destroy the ship, you won't be able to pick up the prisoners and won't complete the objective.

* Between the objective 4 and 5, you'll find 3 giant alien boats. Destroy them and you'll get a bonus Refueler on the right of the Path after the Kennedy location.

* Between the objectives 3 and 4 (two radar location), you can find on the left of the path a extra Refueler not displayed on your radar.

* Avoid to get too close of the Kennedy, you may collide with it and with the "Special Force Shield" arming your aircraft, you may destroy the Kennedy already fragile.

Mission 6 - Utah

6 Objectives:

- * Destroy the three excavators just past the wall of AA's.
- * Destroy the four excavators past another wall of AA's
- * Destroy the first egg sight. It is guarded by a lot of alien units so once you have destroyed it, use your thrusters and get past them.
- * Destroy another four excavators. ICE will tell you once you've completed that there are no egg sights left.
- * Destroy another egg sight. Use the same tactical strategy as you did with destroying the first egg sight.
- * Destroy the giant alien in the city of Dubway.

Hints:

- * To destroy the excavators you need to hit them with two nuke missiles and some random laser fire.
- * There are two ways to destroy the egg sight:
 - o Destroy the egg itself by using your missiles and lasers on it.
 - o Destroy the surrounding alien units and the egg will automatically be destroyed.
- * When you confront the giant alien in Dubway don't worry about destroying the building because all you need to do is to destroy the alien to pass the objective.
- * There are a lot of aliens in this mission that you don't need to kill. Don't waste your time with them because all they do is drain your missiles and lasers. Use your thrusters and get past them.
- * There is a hidden fuel drone in the canyon that is not on the radar.

Mission 7 - Mexico

4 Objectives:

- * Destroy the two excavators and the first egg sight. Remember that they are both heavily guarded so you must be precise when attacking them.
- * Destroy the second egg sight. Use the same technique that you used in mission 6.
- * Destroy the third egg sight.
- * Destroy the robotic type aliens. There are three and they are heavily armored so you will have to use both missiles and lasers to destroy them.

Hints:

- * The two excavators in the first objective need to be hit with three missiles and some random laser fire to be destroyed.
- * Destroy the fortress and receive a better fuel drone later in the mission.
- * Destroy the four flying alien units "Hunters" or they will follow you throughout each section.

Mission 8 - Congo

4 Objectives:

- * Destroy the landing pads and everything inside the first two silos.
- * Destroy everything in the next two silos. It is very important that all the eggs are destroyed in order to complete the objective.
- * Destroy all the landing pads. ICE will tell you that this is very important!
- * Destroy the spider alien.

Hints:

- * The first fuel drone is guarded by mines. To disable the mines and create a clear path to the fuel drone you must take out the magnetic field underneath the fuel drone. Then take out the two radar stations just over the hill. There is also a tri-pod alien that must be destroyed.
- * There is a giant alien directly after a fuel drone near the end of objective one. You need to fly through really fast and fire your missiles immediately. The continuous fire from the missiles will destroy the alien. After completing this, fly slowly back through the fuel drone and regain the missiles you lost.
- * The third silo that you have to destroy is really tricky! After you have destroyed all the eggs you will have to maneuver your craft past a set of steel fangs. If your ship gets hit in any way by the steel fangs, you will be destroyed. You must use your thrusters time your exit out of that silo just right to go onto the next objective.
- * In the last objective, you will be confronted by a giant spider-type alien. You should destroy the magnetic field first then start using your missiles on the alien. Once you have depleted your ammo, there is a fuel drone directly to the west side of the screen that will enhance your shields and missiles.

Mission 9 - Paris (Clouds)

7 Objectives:

- * Destroy the first communication tower.
- * Destroy the second communication tower
- * Destroy the third communication tower
- * Destroy the fourth communication tower
- * Destroy the fifth and sixth communication towers
- * Destroy the giant snake alien. You might have to double back and hit it a few times with missiles lasers in order to destroy it.

Hints:

- * When destroying any of the communication towers, you want to destroy the big unit first. After it is destroyed, you can pick off the little communication devices that surround it. Make sure that you make good use out of your fuel drones because there are a lot of swarming alien units that guard these communication devices.
- * After you pick up the first two O2 generators you will be confronted by a giant snake like alien. Make sure that you don't get too close to it because the damage it gives out is deadly. Also make sure that you don't destroy the third O2 generator when trying to destroy the alien. If the third O2 generator is destroyed you will not be able to complete the mission.

Mission 10 - Moon(Mothership)

1 Objective:

- * Reach the mother brain and destroy it. It will take a while to reach it because it is located in the back of the mother ship.

Hints:

- * Use your thrusters a lot to bypass many of the aliens. Since there is only one objective, it would be wise not to waste much time on alien units firing at you.
- * When you reach the mother ship there will be a fuel drone directly above it. Don't use it, destroy it. It will start firing at you if you get too close to it.
- * Watch the surface of the moon for magnetic fields. They can be quite annoying if you are stuck in one.
- * Scattered throughout the mother ship are "Pumpers" . They don't fire at you, but take out as many as possible because it makes killing the mother brain easier.
- * When you approach the mother brain try to destroy the aliens surrounding it first instead of hitting it straight on.. This might make the final objective a little easier.

SideWinder

Game Shark *(JAPANESE)*

Unlimited Rockets Aim9

800AC398 0020

Unlimited Rockets A120

800AE39A 0010

Unlimited Gun

80074CF6 3165

800AE3A2 03E7

Unlimited Shield

80074CA6 000A

80139CAC 0A6E

Space Griffon

Game Shark

Infinite rocket launcher

801E0032 0190

801E0036 000C

Infinite energy

801E0058 1F40

Stahlfeder

Game Shark **(JAPANESE)**

Infinite Energy	80020414 0005
Infinite Bombs	8002041C 0004
Gun Power = X (1 to 5)	80020410 000X
Second Gun power = X (1 to 5)	800204DC 000X
Ship Type = X (1 to 4)	80020408 000X

Starblade Alpha

Game Shark
(JAPANESE)

Unlimited continues

8012CFFC 0003

Street Fighter Alpha

Game Shark

Player 1 Infinite Energy	8018710C 0090
Player 1 Power Level 1	8018717E 0030
Player 1 Power Level 3	8018717E 0090
Player 2 Infinite Energy	801873D4 0090
Player 2 Power Level 1	80187446 0030
Player 2 Power Level 3	80187446 0090

Codes

Author: Tyler Oswald

Date: February 7, 1996

Akuma's Raging Demon

This Super was changed for some reason. Do the Short and the Fierce almost at the same time, but not. You'll know what I mean when you get it to work.

Jab,Jab,F,Short,Fierce

Play as M.Bison:

Go to the random box and hold L2

Press out,out,down,down,out,down,down

Press square and triangle or O and X for the other color.

Save M.Bison in memory:

Beat the game on 8 stars, without changing characters, using someone whose end boss is Bison. When you defeat Bison he will appear below the random box by pressing down. Save it after you get it.

Play as Akuma:

Go to the random box and hold L2

Press out,out,out,down,down,down

Then press square and triangle or O and X.

Save Akuma in memory:

Beat Akuma by getting to him with the 10 super finishes method with the difficulty set on 5 stars or more.

Play as Dan:

Press and Hold L2

Go to the random box and press tri,square,X,O,tri or do it in the reverse motion for the other color.

Save Dan in memory:

Beat the CPU controlled Dan and the game on 6 stars for him to appear below the random box by pressing down. Save it after you get it.

Fight against Akuma (the quick way):

Go to the Character you want to use

Press and hold L2 + R2 + X until Akuma beats up your opponent

Fight against Akuma (the hard way):

With the difficulty set at 5 or more, get 10 Super Finishes against the CPU before getting to the boss.

Fight against Dan:

After winning the fifth, sixth, or seventh match hold Up + L2 + R2 until the winning words come up then release. Dan will be your next match.

Get the Team Mode (Ryu & Ken vs. Bison) to appear in the options screen

Beat the game on 5 stars without changing characters. Save it after you get it so it stays in permanently.

Faq

STREET FIGHTER ALPHA

Frequently Asked Questions ver 1.5

Written by Dan Wells (LaPlanta@aol.com)

Version 1.5 completed 7/24/95

Please send any corrections or comments to

LaPlanta@aol.com

INTRODUCTION

The wait is over, ladies and gentlemen! SFA has been released nationally. Expect all of your major arcades to receive this game shortly (if they haven't already).

Street Fighter Alpha is Capcom's latest installment in the Street Fighting series. For SFA the graphics style has been changed to a more anime-esque look, and each character in the game comes from another game from Capcom's past. There is Charlie, Guile's friend who was killed by M. Bison. You can play Guy from Final Fight or try your hand at Adon, the awesome Thai kickboxer from Street Fighter 1 who still retains his reverse Flash Kick move. Or go the alternate route and play Rose, a woman with magical hair and clothing who comes from Darkstalkers 2. SFA is truly a blast from the past which brings back the magic of the SF series all over again.

Tom Cannon was the original FAQ writer, but, due to the fact that he unfortunately was unable to update it, people still had many questions, and that I love this game to death, I decided to write Tom about composing an update to his FAQ. And so here we are. :)

Tom Cannon and =P (Mr. Cheung) deserve a lot of credit for finding a lot of the preliminary moves out. They were the first to have the game and were (and still are) much appreciated by those of us who weren't fortunate enough to have beta versions at the time.

As always, feel free to E-mail me with your comments, corrections, and complaints at Laplanta@aol.com

WHAT'S NEW IN THIS REVISION

A lot of people were very helpful in pointing out stuff that was unclear, inaccurate, or omitted. All of these people have been given credit at the end of the FAQ. I've also been shifting my focus to the less-popular characters like Birdie, Sodom, and Rose, trying to get better strategies for them. Thus, here is roughly what you can expect to find changed in version 1.5:

- * Explanations of the various operator-controlled options in SFA.
- * Better explanations of how to link SC's with chain combos.
- * Expanded uses of the Alpha Counter for specific characters.
- * Clarification of air-blocking multiple hits.
- * A Moves Legend added
- * Corrected/added moves for:
 - Ken
 - Shoryureppa SC corrected
 - Chun Li
 - Mega Kikoken SC corrected
 - Charlie
 - Standing ROUNDHOUSE kick clarified
 - Birdie
 - Chain Grab corrected
 - Leaping Chain Grab SC corrected
 - Overhead Hit added
 - Adon
 - Offensive crouching FORWARD kick added
 - Guy
 - Overhead Hit added
 - "re-dizzy" fully explained
 - Sodom
 - Sai Grab corrected
 - Sai Crawl added (explained)
 - Akuma
 - A couple moves corrected/updated
 - Downward Air Kick added
 - Dan
 - Total information added
- * Official Capcom names for moves added
- * Expanded and re-done character strategy sections.
- * Updated information on Super Combos, including # of hits and damage inflicted
- * Verbatum endings (some of them)
- * Information on the new hidden character, Dan.

- * My Top 10 Cheap Things in SFA List
- * An expanded Wish List of stuff that I want changed. :)

WHERE TO GET SFA RESOURCES

This FAQ has generously been put on a couple of FTP sites where you can always download the latest version.

- * [brawl.mindlink.net /pub/sfa/sfafaq10.txt](ftp://brawl.mindlink.net/pub/sfa/sfafaq10.txt)

Brawl is an FTP site with a large directory dedicated to fighting game FAQs, pictures, sounds, guides, etc. You can DL pictures of SFA digitized from the latest Gamest magazine at this location, and I may be uploading some .wav's of the BGM to SFA eventually. Thanks go to Shinkuu Hadoken for letting the FAQ on-line.

- * [ftp.netcom.com /pub/vi/vidgames/faqs/sfafaq10.txt](ftp://ftp.netcom.com/pub/vi/vidgames/faqs/sfafaq10.txt)

Maintained by Andy Eddy, Senior Editor of GamePro magazine, this site carries tons of FAQs regarding both arcade stand-ups and home entertainment system games. If there's a video game and there's a FAQ for it, it's here.

- * AOL Game Forum

If you are an AOL member, just go to the keyword GAMES and check the game FAQ section for this file.

For pictures of SFA digitized from various magazines like Gamest and DHGF, you can D/L these at [brawl.mindlink.net](ftp://brawl.mindlink.net) in the same directory listed above. I will also eventually be digitizing the BGM from SFA and making some .wav's out of it, and these will probably be U/L'd as well to the same site.

IS ALPHA STILL BETA-TESTING OR WHAT?

Alpha is completely done beta-testing. From all reports and indications that I've gotten, the versions of SFA released nationally are virtually identical to those beta-testing in Chicago, California, and elsewhere. The only difference may be in the computer AI difficulty.

Items such as Guy's "re-dizzy" and the Birdie Magic Throw bug (which I have yet to confirm myself) are in there for sure. Capcom will probably not release another version for a while, so these things are in the game for the long-run.

SFA ROM OPTIONS

There are 4 main options that your operator has control over in the SFA ROM Menu. I have seen some parts of the menu myself, while other bits of this info come from posters on the Net.

* Speed Select

The speed of the game can be set at 3 different speeds: Normal, Turbo 1, and Turbo 2. The operator also has the option of letting the players select their speed. Unfortunately, when this option is active, players can only choose between the 2 slower speed settings. Since the fastest speed is, by far, the nicest speed, I'd highly recommend to your arcade operator that he set it at the highest setting (Turbo 2).

* Auto-Blocking

Arcade operators have the option of turning Auto-blocking on or off, which determines whether players get the option of using it. I have yet to see an arcade with Auto-blocking active, so I really can't comment on how players react to it. There doesn't seem to be much harm in it, so go ahead and have your operator make it active.

* Damage Level

This is also configurable to several levels. If you recall in the last FAQ revision, I mentioned that Akuma took less damage at one arcade than the other. Well, I found out later that this was due to the operators fooling with this setting. If it is set at anything less than normal, the only difference I've noticed is that you get considerably more time-out victories, which isn't too good (IMHO).

* Computer AI Difficulty

There are at least 6 or so settings for this. I've played one of the harder ones, and the computer AI

pulls NASTY combos on you with ease, almost to the point where it gets like SSF2T was. It is still a fun challenge, but you really have to know what you are doing (as in: newbie's will be squashed!).

OLD/NEW SF STRATEGY

The first character you will pick when you first play SFA will probably be Ryu, Sagat, Ken, or Chun Li. Understandable indeed. One thing that needs to be stressed, however, is that while this game is essentially based on the SF2 engine, there are a LOT of little nuances and tricks, as well as some major alterations, which make SFA dramatically different from SSF2T. If you play SFA exactly like you play SSF2T, you're going to get your butt kicked once you run into someone who's learned to adapt to the new engine.

Don't make the mistake of assuming that Charlie is Guile, Ken is Ken, Ryu is Ryu, etc. and overlook the differences. Definitely experiment and fool around a bit. Figure out what everyone has lost, what they've gained, and what the new guys mean to the old SF2 strategies. The first time you play Ryu and get grabbed by Birdie's Super Combo, torn apart by a Guy player, or humiliated by Rose and her "magic scarf", you'll know what I mean.

LEGEND

Throughout this guide I will be using symbols and notations for moves that you may be unfamiliar with. Here is what everything means:

JOYSTICK POSITIONS

O O O	Backwards Jump	Vertical Jump	Forward Jump
\			
O --O-- O	Back	Center	Forward
/			
O O O	Defensive Crouch	Down	Offensive Crouch

BUTTONS

JAB	STRONG	FIERCE
○	○	○
○	○	○
SHORT	FORWARD	ROUNDHOUSE

C. JAB translates as Crouching JAB

S. FORWARD translates as Standing FORWARD

F. ROUNDHOUSE translates as Flying ROUNDHOUSE (a jump kick)

Some Abbreviations:

You should be able to figure out most abbreviations from the context, but just in case something stumps you, here are all of the potential abbreviations I might use (Although I don't even come close to using all of these).

SC.....Super Combo

DP.....Dragon Punch (usually referring to a DP-type motion)

RDP.....Dragon Punch motion done on the opposite side of the
opponent

AC.....Alpha Counter

JB.....JAB

ST.....STRONG

FR.....FIERCE

SH.....SHORT

FW.....FORWARD

RH.....ROUNDHOUSE

QCF.....Quarter Circle Forward

QCB.....Quarter Circle Back

HCF.....Half Circle Forward
HCB.....Half Circle Back
FB.....Fireball Motion (QCF)
HK.....Hurricane Kick
FK.....Flash Kick
TBK.....Thousand Burst Kick

BLOCKING ATTACKS AND AUTO-BLOCKING

One of the limitations of the old SF2 engine was that you could not walk backwards if someone threw a projectile at you. This has been changed in SFA so that your opponent or their projectile must be very close for you to block. The obvious advantage is that you can ack away from projectiles and some close-range attacks.

Auto-Blocking is now in SFA (provided your arcade operator has it turned on). Since all of the SFA machines in my local area appear to still be on loan from Capcom, nobody will change the settings for me to see Autoblocking. Reports indicate that Auto-blocking allows you to only store 1 Level of energy in your Super Meter. I believe that SFA also incorporates the NW system of Auto-blocking, which is where you get only a certain amount of times you can rely on the Auto-blocking before it stops working and you have to fend for yourself. Finally, you can supposedly perform your Super Combos by pushing just punch + kick, exactly like the motions in X-Men: COTA and NightWarriors.

CHAIN COMBOS

Like Darkstalkers, SFA now has chain combos. Not only do you have "normal" combos from SF2, but you now have certain combinations of normal moves that are specifically designed to work together in a "chain." The only way you can recognize these chain combos is by the way that they "flow" together.

These new combos open a whole new door to comboing. If a chain combo starts with a jab, you can do the jab 3-4 times and then do the chain combo. You can mix chain combos and Super Combos. Jump-in/projectile combos can now be widely varied. The whole system is pretty flexible now, allowing you to use which combo you need at the right time, whether you are comboing in a Super Combo, going for maximum damage, or trying to get a dizzy.

THE NEW SUPER COMBO SYSTEM

Every character has a Super Meter at the bottom of the screen that is divided into 3 Levels of power. You increase your Super Meter in 3 ways:

1) Damaging Your Opponent.

By far the quickest way of increasing your Super Meter.

2) Performing Special Moves.

Everytime you do any type of special move, whether it hits your opponent or not, your Meter goes up.

3) Getting Hit by Your Opponent.

Blocking and taking damage increase your Super Meter, but only by a very small amount.

Each character has two to four Super Combos which require energy (Chi) from their Super Meter. Each Super Combo can be performed at 3 levels of power, corresponding to the 3 levels of the Super Meter. To perform a Level 1 SC, simply do the proper joystick motion and hit a single punch or kick button (according to the SC). To perform a Level 2 SC, press any 2 of the punch or kick buttons. To perform a Level 3 SC, press all 3 punch or kick buttons.

When you actually execute the SC, the screen darkens, the game pauses for a bit less than 1/2 a second, and Chi swirls around your character, focusing on their fists or feet. The SC is then executed with blue trailing frames of animation. The whole SC thing looks much better than it did in SSF2T.

Since you gather energy relatively quickly while fighting, you almost always have a Level 1 SC at your disposal. For this reason most Level 1 SC's have somewhat mediocre priority, invulnerability, and damage potential. Level 2 and 3 SC's are much better, especially Level 3 SC's where you can often get up to 50% or more damage with all hits.

Thus, you now have the option of attacking with many weaker SC's or one big SC. Which approach you use is totally dependant on the character you are using, your opponent, and your individual style. However, there are 2 things to be careful of.

First, if you use a SC, make sure that you are in a position to get most or all of the hits. Using Ken's Level 1 Shinryuken against a jumper is stupid since you'll get a pitiful number of hits and damage. Don't

do Charlie's Level 3 Rushing Kick SC if your opponent is airborne since you will only get 2 hits of the SC. Don't use Ryu's Fireball SC just to get 3 hits of blocked damage. Pretty basic stuff.

Second, remember that you keep your Super Meter Chi between rounds, like DS2. Thus, you want to be careful about finishing off a weak opponent with a SC. That can be a big unnecessary waste of Chi. Similarly, you want to be really careful about trying to use a full Super Meter to catch-up to an opponent who is trashing you completely. If you miss, you'll lose both the round and all of your Chi for the next round.

If your opponent performs a SC while you are not blocking, you WILL NOT be able to block for a very split-second after the Chi gathering animation ends. Thus, if your opponent is close and catches you with a SC while not blocking, you simply cannot just block after the SC animation begins. This is very good, IMHO, since it doesn't allow the Chi animation to be a sort of "flag," giving an opponent all-day to block the oncoming SC. Note that you have to be pretty close for this property to affect you, so don't worry about people pegging you half way across the screen with SC's while you are not blocking.

When you perform a Super Combo, the game progresses your opponent's animation by one frame. One partial reason for this may be to show players who tap a button at the last second before a SC that they actually did indeed push a button.

In terms of gameplay, though, you can make use of this and other properties of the SFA engine in one particular instance. When your opponent jumps toward you, you can back off (since you can walk backwards while being attacked). This will cause your opponent's jump attack to miss. Then, just before your opponent lands, perform a Super Combo. The animation will progress so that your opponent will land exactly as the Super Combo is performed. Then, since your opponent technically isn't blocking as he automatically lands, he will not be able to block the Super Combo. Net result: properly timed, you can nail opponents jumping in with a ground-based Super Combo (i.e. Charlie's Rushing Kick SC). You can try using this method of attack instead of doing a standard anti-air move. The damage potential is very good, especially if you have a Level 2 or 3 SC ready.

ALPHA COUNTERS

There is now a guard-reversal system in SFA called Alpha Counters. To execute an Alpha Counter, you perform the following joystick motion early in your block-stun animation:

O- / | + punch/kick

O O

The button depends on your character. All individual buttons and the type of AC done is listed with the individual characters in their respective sections.

Basically, when you do this, the animation stops for a very brief second. Your character then does one of his moves over his opponent's move, knocking them out of it(theoretically). When you hit your opponent with an AC, they are knocked down spinning with blue energy swirling around them. This move requires 1 Level of Chi.

Unfortunately, Alpha Counters seem to be the most unpredictable moves of the entire game. Sometimes AC's will be blocked or will not hit. Some characters' AC's just plain suck and can't hit jumpers. To top it off, AC's don't do a whole lot of damage to your opponent. Why would you use one, then?

- * Getting out of the corner.

The corner is a BAD place to be in SFA, and you can sometimes use AC's to smack your way out of a corner/fireball trap.

- * Keeping an opponent in the corner.

The corner is a very powerful tool in defeating your opponent. It is often much more critical to keep your opponent in the corner than to preserve one Level of Chi for a Super Combo.

- * Smacking those annoying kicks!

For battling characters who use a lot of long-range kicks (i.e. Adon, Guy, Ken, Charlie, etc), you can break through their kicks and try to make your opponent a bit more weary by Alpha Countering.

- * Alpha Countering a Super Combo

Sometimes an opponent will try and use a SC to finish you off by making you eat tons of block-damage. You can _usually_ AC a Super Combo without any difficulty.

- * Getting Out of a Tick Attempt

When your opponent is mad and cheap and you can't deal with it, just Alpha Counter the jump-in or whatever other move is being used as a tick.

One skill you will have to learn is Alpha Countering from a crouching position. To do this, you simply need to quickly move the joystick out of the defensive crouch position and perform the Alpha Counter. You have to be very fast, but you will be able to do it with practice.

This ability really helps out when both you and your opponent have very little life left and both have enough Chi for an Alpha Counter. These situations can turn into huge turtle-fests with both opponents afraid to touch each other for fear of an Alpha Counter reprisal.

One tactic here is to try a lot of low attacks, since these are much harder to Alpha Counter. If you can reliably AC a low attack and your opponent cannot, that gives you a definite advantage that could very well win the round for you.

As a word of caution, be careful about using Alpha Counters against a Super Combo. Do it only if it is crucial to you staying alive. Sometimes, if your opponent is performing a Level 2 or 3 SC and your character's AC isn't fast enough, the Super Combo will knock you out of your Alpha Counter and you will end up getting plastered instead of your opponent. And that REALLY sucks when you try AC'ing a Level 3 Super Combo and eat the whole thing because your AC wasn't up to par. :(

AIR-BLOCKING

SFA now has air-blocking in its game engine. Here is the list of what can and cannot be air-blocked:

Moves that ABSOLUTELY CANNOT be air-blocked:

- * Super Combos, including SC projectiles (minus Charlie's)
- * All ground-based normal moves (i.e. uppercuts)

Moves that USUALLY CANNOT be air-blocked but very occasionally are:

- * Ken/Ryu/Sagat/Akuma's Dragon Punches
- * Chun Li's Vertical Kick
- * Adon's Jaguar Knee

Moves that USUALLY CAN be air-blocked

- * Charlie's Flash Kick
- * Charlie's Sonic Blade SC
- * Adon's Jaguar Kick
- * Adon's Jaguar Tooth
- * All normal projectiles
- * All normal air-based moves

Basicly, there are some weird cases (i.e. Ryu's HK), but these are the only exceptions you probably need to be concerned with. Don't worry about all the weird cases, just learn what usually can and cannot be air-blocked and don't be surprised when something else (like a DP) gets air-blocked occasionally.

One thing you will want to keep an eye out for is retaliating against your opponent after having a move air-blocked, like a jump kick. Although it typicly only happens near the corner, sometimes you will land close enough to an airborne opponent to hit them as they come down. Your airborne opponent will not be able to block whatever attack you throw at them, so use this opportunity to quickly land a hit instead of waiting for them to land (i.e. a fireball, DP, uppercut, etc.).

The reverse is also possible (the blockee landing first and countering) but is somewhat rarer.

ROLLING ON THE GROUND

After getting knocked in the air, by performing a Yoga Flame motion (half-circle) without pushing any buttons, you can hit the ground rolling, similar to Ken's rolling move. The direction you roll is determined by which way you do the Yoga Flame motion. You can use the roll for all types of landings, including air-block landings.

This move can be used to get out of corner traps, counter a fireball set-up, etc. It can also get you into trouble as you are not invulnerable while rolling and can be thrown if you end up too near to your opponent.

OVERHEAD HITS

Similar to Ryu's Rushing Punches of SSF2T, many characters have been given overhead hits that will hit a crouching defender. There usually is a delay to the move, so if you keep on your toes, you can spot them. One tactic is to jump-in and immediately perform an overhead hit. Since most people will block low after blocking a jump-in, you can nail people with the overhead hit.

THROWS/THROW SOFTENING/TICKS

Yes, those ultra-cheap throws are back! :)) Capcom has made some adjustments to the throwing part of the game engine to appeal to both throw and non-throw players.

* Throw softening is more difficult now. Your reaction time to the throw has to be much quicker than in SSF2T. You also can't soften throws "accidentally" like you almost always could in SSF2T.

* All non-special move throws can be softened now, which includes presses and air-throws.

* Throw ranges have been reduced. This makes ticking (throwing someone as they come out of a block stun) more difficult and easier to anticipate.

* Special move throws like Birdie and Sodom's grabs have shorter ranges than Zangief's piledriver and can be countered with a jab or other move pretty easily.

Ticking is much easier to anticipate now with the reduced throw ranges. It is very easy to chain combo someone out of a tick attempt. The exception is Birdie, who has a few monster ticks with his Chain Grab. However, this tick requires the slow, lathargic Birdie to move-in and get a close jump-in attack or other set-up move, something which isn't necessarily easy.

The bottom line is that ticking and throws are harder than before and play less of a role in the outcome of the game. They are no longer the nightmare that they could become in SF2.

JUMP-INS/NECK KICKS/MEATY ATTACKS

Just as in SF2, you can jump-in on an opponent who is getting up so that they must block or be hit. It is reasonably difficult to time, being somewhere between Turbo and Hyper Fighting (if I remember correctly). Of course, your opponent can try Alpha Countering, but that's the risk you take. If you do get the jump-in (meaning your opponent tried and failed to DP or something), there are a number of Super Combos and

chain combos that go well with a jump-in. These are described later on. If you try and jump-in, however, you must watch to make sure your opponent does not roll away and try to nail you as you come down.

There also exist a form of neck kicks in SFA. This is where you hit your opponent's "neck" with the back of your leg as you jump in. Because of the positioning, the fighter on the ground must block in the same direction he is facing.

This is much harder to do than in SF2 due to the difficult timing and positioning. The only character I personally can do it reasonably well with is Ken with his flying forward kick. The positioning is actually pretty deceiving since Ken hits on the very upper forward part of the opponent's forehead. Ken then "magically" skips to the other side to hit behind his opponent. This move sets up some really nice combo attempts.

Other characters may have similar attacks. I've seen a human Ryu do it a few times before as well as the CPU with several characters. But, because of the really difficult positioning and timing, don't expect it to be a huge part of the game by any means.

Contrary to the difficulty of jump-ins, meaty attacks are relatively easy. Meaty attacks are the ground-based equivalents of jump-ins. These are very easy to time. One strategy is to land early from a jump-in, faking your opponent into trying to throw or DP, and then throwing a meaty attack at the last second. All attacks can theoretically be used as meaty attacks. Try mixing in long-range kicks and close-in punches and jabs to provoke your opponent to try something.

As with jump-ins, meaty attacks are prone to the same risks with regard to Alpha Counters as jump-ins.

TAUNTS

Yes! The SF series has jumped on the humiliation bandwagon by putting character taunts in SFA. You can taunt only once per round by hitting the START button (yours, of course!). Taunts do not use up any Chi, do not hit your opponent (except for Chun Li), and prevent you from blocking for a brief moment. You cannot use a special move to get out of a taunt. You just have to sit there and let the animation run its course. Neat, eh? Perfect for using after a large SC, or try taunting after throwing a non-thower. Sodom is perfect for this as he just picks up his opponent and throws quickly without even bending down. Taunting right afterwards makes him bow down at his opponent in "respect." Gets people real mad! :))

THE CHARACTERS

RYU

"What's wrong? Why do you hold back?"

-Ryu, SFA

Ryu is in the tournament for the spirit of the fight.

Chains

S. JAB, S. STRONG, C. ROUNDHOUSE C. SHORT, C. ROUNDHOUSE
C. SHORT, C. FORWARD, C. ROUNDHOUSE

Combos

J. ROUNDHOUSE, C. STRONG, C. FORWARD, FIREBALL
J. ROUNDHOUSE, S. JAB, S. STRONG, FIREBALL
J. ROUNDHOUSE, C. FORWARD, SHINKUU HADOKEN SC

Alpha Counter

O-- /| + punch
O O

Ryu blocks the attack and does a fierce Dragon Punch.

Taunt

#1 Ryu stops to adjust his handguards.

#2 Ryu stops to adjust his headband.

Overhead Punch

--O + STRONG

Ryu raises his fist over his shoulder and then slams down for 2 hits. This is an overhead hit.

Spin Kick

--O + FORWARD

Ryu does one rotation of a Hurricane Kick. Ryu's foot hits the opponent as he comes down.

Fireball

| \ --O + punch
O O

The FIERCE fireball flickers red for a brief second after it comes out. If you hit your opponent with it while it is red, they will catch on fire and be knocked down.

Hurricane Kick

| / O-- + kick
O O

Now goes over fireballs and Charlie's Sonic Boom. Can be done in the air.

Dragon Punch

--O | \ + punch
O O

Invulnerable and almost impossible to air-block.

Super Combo #1

Shinkuu Hadoken

| \ --O | \ --O + punch
O O O O

Ryu sends out a massive fireball that goes through projectiles.
The fireball loses 1 hit for each projectile it passes through.

Level 1: 3 hits.

Level 2: 4 hits.

Level 3: 5 hits.

Super Combo #2

Shinkuu Tetsumakisenpukyaku

| / O-- | / O-- + kick
O O O O

Ryu does a Hurricane Kick in-place. Hits lots of times and does
KILLER block and normal damage.

Level 1: 4 hits.

Level 2: 8 hits.

Level 3: 12 hits.

KEN

"Now you understand the difference between us!"

-Ken, SFA

Ken is fighting for a re-match with his long-time friend and rival,
Ryu.

Chains

S. JAB, S. STRONG, C. ROUNDHOUSE

C. JAB, C. SHORT, C. ROUNDHOUSE

C. JAB, C. SHORT, C. FORWARD, C. ROUNDHOUSE

Combos

F. ROUNDHOUSE, C. STRONG, C. FORWARD, FIREBALL

F. ROUNDHOUSE, C. SHORT, S. FORWARD, HURRICANE KICK

F. ROUNDHOUSE, C. SHORT, S. FORWARD, CRAZY KICK

F. FORWARD, C. JAB, S. SHORT, S. FORWARD, HURRICANE KICK

F. ROUNDHOUSE, C. SHORT, C. FORWARD, SHORYUREPPA SC

F. ROUNDHOUSE, C. SHORT, S. FORWARD, SHINRYUKEN SC

Alpha Counter

O-- / | + punch

O O

Ken blocks the attack and does a fierce Dragon Punch.

Taunt

#1 Ken runs his fingers through his hair, looks at the players, smiles, does a thumbs-up, and says something in Japanese.

#2 Ken beckons his opponent closer with his fingers with a cocky look on his face.

Krazy Kick #1

--O + FORWARD

Ken lifts his leg straight up and slams it down on his opponent for 2 hits. This is an overhead hit.

Krazy Kick #2

S. ROUNDHOUSE

Ken does a spinning side kick that has good range.

Fireball

| \ --O + punch
O O

Standard fireball. The fireball delay is longer than Ryu's.

Hurricane Kick

| / O-- + kick
O O

Goes over fireballs and Charlie's Sonic Boom. Hits multiple times, much better than it did in SSF2T.

Dragon Punch

--O | \ + punch
O O

Invulnerable and difficult to air-block.

Ground Roll

| / O-- + punch
O O

Ken tucks into a ball and rolls forward. The length of the roll is determined by the button pressed.

Super Combo #1

Shoryureppa

| \ --O | \ --O + punch
O O O O

Ken does multiple Dragon Punches in a row. Same as his SSF2T SC.

Level 1: 4 hits.

Level 2: 6 hits.

Level 3: 8 hits.

Super Combo #2

Shinryuken

| \ --O | \ --O + kick
O O O O

Ken does a vertical Dragon Punch, spinning around as he goes.

Level 1: 6 hits.

Level 2: 7 hits.

Level 3: 8 hits.

SAGAT

"Accept your weakness. Never return here!"

-Sagat, SFA

Sagat seeks a rematch with Ryu, the young fighter who stripped him of his title and scarred his chest in the first Street Fighter tournament.

Chains

S. JAB, S. STRONG, S. ROUNDHOUSE

S. JAB, S. STRONG, C. ROUNDHOUSE

Combos

F. ROUNDHOUSE, S.(C.) STRONG, TIGER BLOW

F. ROUNDHOUSE, C. FORWARD, LOW TIGER SHOT

F. ROUNDHOUSE, S. JAB, S. STRONG, TIGER CRUSH

F. ROUNDHOUSE, C. FORWARD, TIGER GENOCIDE

Alpha Counter

O-- /| + kick

O O

Sagat does a standing forward kick. Good horizontal range.

Taunt

Sagat puts his chin in his palm and stands there, looking at his opponent, grinning.

Low Tiger Shot

| \ --O + kick
O O

High Tiger Shot

| \ --O + punch
O O

Tiger Blow

--O | \ + punch
O O

Hits up to 1, 3 and 7 times, depending on the button used.

Tiger Crush

--O | \ + kick
O O

Hits up to 2 times.

Super Combo #1

Tiger Genocide

| \ --O | \ --O + kick
O O O O

Sagat does a Tiger Knee followed by a Tiger Uppercut.
Goes through fireballs at all Levels.

Level 1: 5 hits.

Level 2: 9 hits.

Level 3: 13 hits.

Super Combo #2

Tiger Cannon

| \ --O | \ --O + punch
O O O O

Sagat does a High Tiger Shot that goes through projectiles.
Loses 1 hit for every projectile it goes through.

Level 1: 4 hits.

Level 2: 5 hits.

Level 3: 6 hits.

Super Combo #3

Tiger Raid

| / O-- | / O-- + kick
O O O O

Sagat does several standing kicks and ends with a flying straight
kick.

Level 1: 5 hits

Level 2: 7 hits

Level 3: 7 hits

CHUN LI

"I don't have time for amateurs!"

-Chun Li, SFA

Chun Li is on a mission for the government to arrest M. Bison for drug trafficking.

Chains

S. JAB, S. STRONG, S. FIERCE

S. JAB, S. STRONG, C. ROUNDHOUSE

Combos

F. ROUNDHOUSE, S.(C.) JAB, S.(C.) STRONG, C. ROUNDHOUSE

F. ROUNDHOUSE, S. JAB, S. STRONG, S. FIERCE

F. ROUNDHOUSE, S.(C.) JAB, S.(C.) STRONG, KIKOKEN

F. ROUNDHOUSE, S.(C.) JAB, S.(C.) STRONG, THOUSAND BURST KICK

(Corner) THOUSAND BURST KICK, POWER STORM, SPINNING SHADOW KICK

Alpha Counter

O-- /| + kick

O O

Chun Li does a crouching forward kick.

Taunt

Chun Li puts her hand up by her cheek and says, "Sorry!" in Japanese in a cutesy voice that makes it sound as if she's talking to a child. This is the only Taunt in the game that actually hits an opponent.

Knee Flip

\ + kick
O

Split Kick

--O \ | / O-- + kick
O O O

Chun Li does an upside-down split kick and lunges forward with it (like half of a SBK). Goes through fireballs if timed perfectly (which is hard) and is an overhead hit.

Lightning Kick

Tap kick repeatedly

Kikoken

Charge O-- --O + punch

Spinning Air Kick

Charge | O + kick
O |

Hits 1, 2, or 3 times, depending on button used.

Super Combo #1

Thousand Burst Kick

Charge O-- --O O-- --O + kick

Level 1: 5 hits.

Level 2: 7 hits.

Level 3: ? hits.

Super Combo #2

Spinning Shadow Kick

Charge / \ / O + kick
O O O |

Chun does a hyped-up version of her Vertical Split Kick.

Level 1: 5 hits

Level 2: 7 hits

Level 3: ? hits

Super Combo #3

Power Storm

| \ --O | \ --O + punch
O O O O

Chun Li summons a massive burst of energy in front of her that does excellent damage to jumpers.

Level 1: 5 hits.

Level 2: 7 hits.

Level 3: ? hits.

CHARLIE

"Be all you can be, scumbag!"

-Charlie, SFA

Charlie is on a mission for the military to bring down the notorious drug lord, M. Bison.

Chains

C. JAB, C. SHORT, S.(C.) STRONG, S. FIERCE

C. JAB, S.(C.) STRONG, S. FIERCE

Combos

F. ROUNDHOUSE, C. SHORT, S. STRONG, SONIC BOOM

F. ROUNDHOUSE, C. SHORT, C. STRONG, FLASH KICK

F. ROUNDHOUSE, C. SHORT, C. STRONG, SOMERSAULT JUSTICE

Alpha Counter

O-- / | + punch

O O

Charlie does a spinning backfist.

Taunt

Charlie takes out his list of victims and writes your name on it BEFORE he wins the match. :)

Jumping Spin Kick

O-- or --O, + FORWARD

Charlie takes a small leap forward and kicks in the air. This is an overhead hit.

Thrust Kick

O-- or --O, + ROUNDHOUSE

Charlie skips forward and does a mid-section thrust kick.

Sonic Boom

Charge O-- --O + punch

This is a bit higher than Guile's SB, so Guy, Rose, and Sodom can slide underneath all but the jab SB.

Flash Kick

O
Charge | | + kick
O

This can almost always be air-blocked, so use it with caution.
I recommend using the short FK, since your opponent can retaliate as you land from a blocked FIERCE FK.

Super Combo #1

Sonic Break

Charge O-- --O O-- --O + punch

Charlie lets out multiple Sonic Booms. The timing is so that you can let them out one right after the other or wait up to 3/4 of a second before releasing the next Boom.

Level 1: 2 hits.

Level 2: 3 hits.

Level 3: 4 hits.

Super Combo #2

Somersault Justice

 O
Charge / \ / | + kick
 O O O

Charlie does multiple Flash Kicks in a row. This CANNOT be air-blocked, unlike his normal Flash Kick.

Level 1: 5 hits.

Level 2: 7 hits.

Level 3: 9 hits.

Super Combo #3

Crossfire Blitz

Charge O-- --O O-- --O + kick

Charlie rushes forward with multiple kicks and punches. Level 1 does not go through fireballs, but Levels 2 and 3 do.

Level 1: 4 hits.

Level 2: 5 hits.

Level 3: 6 hits.

BIRDIE

"It's good to be back!"

-Birdie, SFA

Birdie is fighting in the tournament to prove himself worthy of entering Shadaloo.

Chains

Still haven't figured them out, but I probably wouldn't use them anyway. See strategy section for info.

Alpha Counter

O-- /| + punch
O O

Birdie does a jab Headbutt Rush.

Taunt

Birdie licks the chains around his arms. Tasty!

Headbutt Charge

Charge O-- --O + punch

Birdie rushes forward with a Headbutt. Distance is determined by the button used. Using a long-range HBC on a close opponent will cause a move stun, allowing the opponent to counter the move.

Turn-Around Headbutt

Hold any 2 punch/kick buttons and release

Similar to Balrog's TAP. Birdie is nearly invulnerable as he turns back before thrusting forward. Like the HBC, the buttons

held determine the length of the attack and the delay afterwards.

Chain Grab

 O
 /|\ --O/ + punch
O O O

Birdie wraps his chains around his opponent and slams them into the ground twice.

Super Combo #1

Leaping Chain Grab

 |\ --O |\ --O + button
O O O O

Birdie leaps **very** quickly into the air and performs a Chain Grab as he lands. The distance Birdie leaps is determined by the button pressed, JAB being the shortest and ROUNDHOUSE being the farthest.

Level 1: Birdie does one slam with the Chain Grab.

Level 2: Birdie does 2 slams with the Chain Grab.

Level 3: Birdie does 2 slams and a Headbutt Rush.

Super Combo #2

Mega Headbutt Rush

Charge O-- --O O-- --O + punch

Birdie does several Headbutt Rushes in a row. Level 1 does not go through fireballs, but Levels 2 and 3 do.

Level 1: 3 Headbutt Rushes.

Level 2: 4 Headbutt Rushes.

Level 3: Birdie does 3 Headbutts. If all 3 hit, then the opponent is automatically dizzied, and Birdie takes time-out to comb his hair. Birdie finishes with 3 more Headbutt Rushes.

ADON

"I am a Muay Thai master.

You are sucking gravel."

-Adon, SFA

Adon is a former student of Sagat and is set on winning the title of World Warrior for himself.

Chains

S. JAB, S. STRONG, S. ROUNDHOUSE

S. JAB, S. STRONG, C. ROUNDHOUSE

Alpha Counter

O-- / | + kick

O O

Adon does a Jaguar Knee. Decent horizontal range and great against jumpers.

Taunt

Adon gives his opponent the "thumbs-down" sign.

Upward Kick

\ + FORWARD
O

Adon crouches and does a vertical kick with excellent anti-air priority.

Jaguar Kick

O-- | / + kick
O O

Adon jumps in the air and quickly kicks downward, creating an arc of energy.

SHORT: Very quick, horizontal, short arc.

FORWARD: Forward arc with greater height and distance. Excellent for going over projectiles.

ROUNDHOUSE: High arc with little forward movement. Good for close-in attackers.

Jaguar Tooth

--O \ | / O-- + kick
O O O

Adon leaps up to the corner of the screen and comes down quickly with a flying kick. SHORT makes Adon land where he took off from. FORWARD and ROUNDHOUSE make him land further forward from his original position.

Jaguar Knee

 O
| \ --O / + kick
O O

Adon does a more "vertical" version of Sagat's Tiger Knee. Hits twice.

Super Combo #1

Jaguar Breed Assault

| \ --O | \ --O + punch
O O O O

Adon charges with multiple fist attacks. Goes through fireballs at all Levels.

Level 1: 4 hits.

Level 2: 6 hits.

Level 3: 6 hits.

Super Combo #2

Jaguar Revolver

| / O-- | / O-- + kick
O O O O

Adon does multiple Jaguar Kicks in a row.

Level 1: 3 hits.

Level 2: 4 hits.

Level 3: 6 hits.

GUY

"You are so outclassed."

-Guy, SFA

Guy fights in the tournament as a test of personal strength and to defeat M. Bison.

Chains

S. JAB, S. STRONG, S. FIERCE, S. ROUNDHOUSE

C. SHORT, C. FORWARD, C. ROUNDHOUSE

Alpha Counter

O-- / | + kick

O O

Guy does a crouching FORWARD kick.

Taunt

Guy turns his back to the opponent and the players, doing the two-fingered Japanese sign.

Overhead Slam

--O + punch

Guy cries out briefly, then slams his fist downward. This is an overhead hit.

Bushido Run

| \ --O + kick
O O

Guy starts running toward his opponent very quickly. The button you press determines what move you can end the run with.

SHORT: Guy stops without attacking.

FORWARD: Guy does a running slide kick.

ROUNDHOUSE: Guy does a short jump-kick that is an overhead attack.

To execute the move at the end of the run, simply push any kick button while running. Remember, the move you end the run with is determined by the first kick button pressed, not the second. If you do not push the second button, Guy will automatically stop once he reaches his opponent.

Bushido Leap

| \ --O + punch
O O

Guy tucks into a ball and jumps quickly forward. Pressing a punch button anytime during the flight will cause Guy to stop in mid-air and fall down with a dropping elbow attack. If Guy is right above his opponent, pushing punch will cause Guy to pick his opponent up, spin 360 degrees in the air, and perform a backbreaker as he lands. The button pushed determines the angle of Guy's jump.

Rising Spin Kick

| / O-- + kick
O O

Guy does a vertical Hurricane Kick that has Dragon Punch-like priority. Hits 1, 2, or 3 times, according to the button used.

Super Combo #1

Bushido Rage

| \ --O | \ --O + kick
O O O O

Guy runs forward and does multiple kicks. Good range. Goes through fireballs at all Levels.

Level 1: 4 hits.

Level 2: 6 hits.

Level 3: 7 hits.

Super Combo #2

Bushido Jump

| \ --O | \ --O + punch
O O O O

Guy does a series of jumping punches and kicks.

Level 1: 4 hits.

Level 2: 5 hits.

Level 3: 6 hits.

SODOM

"Guess I beat you pretty bad.

Nothing personal."

-Sodom, SFA

Sodom fights to avenge his defeat to Guy several years previous.

Chains

S. JAB, S. FORWARD, S. ROUNDHOUSE

S. JAB, S. STRONG, C. ROUNDHOUSE

Alpha Counter

O-- /| + punch

O O

Sodom does a short version of a Sai Slice. Good range.

Taunt

Sodom stands up straight with his arms at his sides and bows down in "respect."

Sai Slice

--O |\ + punch

O O

Sodom races forward with his sai outstretched. Good range and speed.

Power Bomb

O

|\ --O/ + punch

O O

Sodom takes a small hop forward, jabbing his sai downward. If they touch his opponent, Sodom carries them high into the air and slams them down on the ground. This move cannot be blocked.

Carpet Drop

O
|\ --O / + kick
O O

Sodom runs forward with his sai in front of him. If he hits his opponent, he pushes them down and drags them on the ground until they catch on fire. This move can be blocked.

Super Combo #1

Mega Sai Slice

|\ --O |\ --O + punch
O O O O

Sodom does multiple Sai Slices in a row. Goes through fireballs at Levels 2 and 3.

Level 1: 3 hits.

Level 2: 6 hits.

Level 3: 7 hits.

Super Combo #2

Mega Power Bomb

720 degree circle + punch

Sodom grabs his opponents with his Sai and takes them for a ride.

Sodom CAN be knocked out of the grabbing animation rather easily.

Level 1: 1 massive Power Bomb.

Level 2: 2 massive Power Bombs.

Level 3: 2 big Power Bombs and a Carpet Drop.

ROSE

"Are you finished?"

-Rose, SFA

Chains

C. JAB, C. SHORT, C. FORWARD, C. ROUNDHOUSE

Alpha Counter

O-- /| + punch

O O

Rose does a very mini-version of her Soul Catch, throwing her opponent down on the opposite side of her. The opponent is not harmed, but instead is stunned for a fraction of a second. This is a very small window of time to damage your opponent. You typically can get a RH sweep in, but not always. You can also try going for a _very_ quick SC, such as a Level 1 or 2 Aura Soul Spark SC.

Soul Spark

/|\ --O + punch
O O O

Rose whips out her scarf and launches a fireball. Her opponent can be hit by both the scarf and the fireball.

Soul Reflect

| /O-- + punch
O O

Rose snaps her scarf in front of her. Not only does this hit by itself, but it will reflect all normal projectiles back at her opponent. It will not work against Super Combo projectiles, though.

JAB: Absorb projectile into Rose's Super Meter.

STRONG: Reflect projectile horizontally.

FIERCE: Reflect projectile diagonally.

Soul Catch

--O |\ + punch
O O

Rose jumps up diagonally and air-throws her opponent.

Super Combo #1

Aura Soul Spark

| /O-- | /O-- + punch
O O O O

Rose shoots a Soul Spark that hits multiple times and goes through projectiles. Loses 1 hit for each projectile it passes through.

At higher Levels, Rose does a Soul Reflect and some kicks before throwing the Soul Spark.

Level 1: 3 hits.

Level 2: 6 hits.

Level 3: 4 hits.

Super Combo #2

Aura Soul Catch

| \ --O | \ --O + punch
O O O O

Rose does some uppercuts which knock her opponent into the air. She then does a Soul Catch, doing *major* damage.

Level 1: Rose simply does a more damaging Soul Catch. This Level DOES NOT hit opponents on the ground like Levels 2 and 3

Level 2: Rose does two uppercut to knock her opponent into the air and then does a Soul Catch.

Level 3: Rose does 3 uppercuts and performs a Soul Catch.

Super Combo #3

Soul Illusion

| \ --O | \ --O + kick
O O O O

This causes several "shadows" to follow Rose and mirror her motions. Any hit on her opponent will be multiplied by about 4 as the shadow trails tag their hits on as well. The higher the Level, the longer the shadows remain.

Level 1: Images last 5 seconds.

Level 2: Images last 6 seconds.

Level 3: Images last 9 seconds.

AKUMA

"Weaklings! Is there no one worth fighting?" -Akuma, SFA

Akuma "enters" the tournament for one reason only: to destroy all opponents.

Chains

S. JAB, S. STRONG, C. ROUNDHOUSE

C. SHORT, C. ROUNDHOUSE

C. SHORT, C. FORWARD, C. ROUNDHOUSE

Alpha Counter

O-- /| + kick

O O

Akuma does a crouching ROUNDHOUSE kick.

Taunt

Akuma slams his feet on the ground (shaking the screen) and shakes with adrenaline rage for a brief second.

Overhead Karate Chop

--O + STRONG

Identical to Ryu's Overhead Punch. This is an overhead hit.

Spin Kick

--O + FORWARD

Identical to Ryu's Spin Kick. Hits opponents on the way down.

Fireball

| \ --O + punch
O O

Standard fireball with *great* recovery time.

Red Fireball

O-- / | \ --O + punch
O O O

Akuma pauses for a decent delay and then throws a fireball that will set his opponent aflame and knock them down. Hits 1, 2, or 3 times, depending on button used.

Air Fireball

| \ --O + punch (in mid-air)
O O

Akuma throws a fireball diagonally downward.

Hurricane Kick

| / O-- + kick
O O

Goes over fireballs and Booms. Hits up to 3 times.

Dragon Punch

--O | \ + punch
O O

Invulnerable and almost impossible to air-block.

Forward Roll

| / O-- + punch
O O

Akuma takes a small hop forward and then rolls. Akuma is invulnerable to fireballs during the roll but not the hop.

Air Roll

O
| \ --O / + punch
O O

Akuma does a leap nearly identical to Guy's Bushido Leap. He can come down with a punch or a slide using punch or kick.

Teleport

--O | \ + all 3 punch/kick OR O-- | / + all 3 punch/kick
O O O O

Akuma warps across the screen, traveling through everything else and appearing at a location determined by the joystick method and buttons used. Kicks teleport you a short distance, punches a long distance. The direction you do the DP motion determines which way you teleport.

Super Combo #1

Double Shinkuu Hadoken

| / O-- | / O-- + punch
O O O O

Akuma crouches down and gathers Chi at both of his fists. He then launches the energy in one big fireball.

Level 1: 4 hits.

Level 2: 6 hits.

Level 3: 8 hits.

Super Combo #2

Shoryureppa

| \ --O | \ --O + punch
O O O O

Identical to Ken's Shoryureppa.

Level 1: 4 hits.

Level 2: 6 hits.

Level 3: 8 hits.

Super Combo #3

Air Shinkuu Hadoken

| \ --O | \ --O + punch
O O O O

Akuma launches an air fireball that acts identical to his ground Shinkuu Hadoken.

Level 1: 4 hits.

Level 2: 6 hits.

Level 3: 8 hits.

Super Combo #4

Raging Demon

JAB, JAB, --O, SHORT

Akuma teleports slowly toward his opponent. If he makes contact (this ove cannot be blocked) the screen flashes white and Akuma's opponent loses about 50% of his life.

Level 3: This SC can only be done at level 3. 15 hits.

M. BISON

"You were almost entertaining."

-M. Bison, SFA

M. bison is on a world-wide tour of domination and destruction.

Chains

I couldn't find any today for some reason...I'll figure it out tonight...

Alpha Counter

O-- /| + punch

O O

Bison does a standing STRONG punch.

Taunt

Bison stands up at attention, crosses his arms, and grins wickedly at his opponent.

Knee Press

Charge O-- --O + kick

Bison jumps horizontally with his legs outstretched. Hits 2 times.

Psycho Aura

Charge O-- --O + punch

Bison releases a violet energy ball.

Demon Stomp

O
Charge | | + kick
O

Bison flies in the air and quickly stomps on his opponent's head. He can then be controlled as he comes down and attacks a second time by pressing punch. Both attacks are overhead hits.

Demon Flight

O
Charge | | + punch
O

Bison fakes a Demon Stomp, flies over the opponent's head, and can then be controlled as he

DAN

"My father could beat you, and he's dead!"

-Dan, SFA

Dan fight to avenge his father's death at the hands of Sagat and to prove himself the <ahem> _best_ fighter in the world.

Chains

S. JAB, S. STRONG

C. JAB, C. STRONG

Alpha Counter

O-- /| + kick

O O

Dan does a crouching ROUNDHOUSE.

Taunt

Dan sticks his elbow out at his opponent as he clenches his fist beside his head. Dan can use his taunt infinitely during the round.

Fireball

| \ --O + punch

O O

This fireball only goes about 2 inches (seriously!).

Dragon Punch

--O | \ + punch
O O

Standard Dragon Punch, but not nearly as invulnerable.

Gale kick

| / O-- + kick
O O

Dan flies horizontally forward, performing multiple kicks. The button used determines the angle of flight.

Super Combo #1

Shinkuu Hadoken

| \ --O | \ --O + punch
O O O O

Dan lets a large fireball go that travels various distances, depending on the Level used.

Level 1: 3 hits.

Level 2: 4 hits.

Level 3: 5 hits.

Super Combo #2

Shoryureppa

| \ --O | \ --O + kick
O O O O

Dan does 2 vertical Dragon Punches that his multiple times.

Level 1: 4 hits.

Level 2: 5 hits.

Level 3: 6 hits.

Super Combo #3

Desperation

| / O-- | / O-- + kick
O O O O

Dan does Robert Garcia's desperation move (from Art of Fighting), but without the forward leap at the beginning.

Level 1: 4 hits.

Level 2: 7 hits.

Level 3: 12 hits.

ABOUT THE CHARACTERS

What follows is an in-depth coverage of each of the individual characters' moves and a general strategy outline for each character. This covers what combos are most often used, what each opponent's strengths are, and what to avoid or watch out for when playing with or against a certain character.

Of course, since SFA has only been testing a month or so, there are still many things left undiscovered. This section will undoubtedly be changed and appended later on, but this should give you a good general idea of how to start playing each character.

RYU

Alpha Counter

O-- /| + punch
O O

This will cause Ryu to do a FIERCE Dragon Punch. While not having as much range as other Super Combos, this AC has the advantage of hitting your opponent the instant it starts (no unnecessary animation like in Charlie's or Birdie's AC's). It does not hit as deep as a normal DP, so be very careful trying to AC sweeps and slides. The AC is pretty invulnerable, insuring that you can use it against all types of attacks and Super Combos without much fear of trading. Since Ryu performs a FIERCE Dragon Punch, make sure you connect with this move, or you will definitely be eating a combo on your way down.

Overhead Punch

--O + STRONG

This overhead hit is a decent move. It has more range than you might think, and you can sometimes nail your opponent with the last part of the hit from afar.

Spin Kick

--O + FORWARD

This move is very quick and will hit an opponent on the way down (this is not an overhead hit, your opponent can block it). This

lets Ryu skip in closer to his opponent without retaliation. You can use it to try to push your opponent back, tick with it, or skip over foot sweeps and other low attacks.

Since you can sometimes be hit afterwards if you try anything but blocking (depending on distance), your opponent may try and sweep you afterwards. Try using a Super Combo as you land if your opponent becomes predictable like this.

Fireball

| \ --O + punch
O O

Ryu still has a very short fireball delay. However, since many opponents have other means besides jumping to get around fireballs, you have to be very careful when and where you throw fireballs. Fireball corner traps don't work against a lot of characters, and using only fireballs to push an opponent back is risky as well. Use fireballs more in moderation with other attacks to keep your opponent guessing. To keep opponents away, combo fireballs in with footsweeps and other attacks, forcing them to block and be pushed back.

Whenever comboing-in a fireball, use the FIERCE version. If you are close, your opponent will be set on fire and be knocked down, giving you the positional advantage.

Hurricane Kick

| / O-- + kick
O O

If you are quick, this move can counter close-range fireballs easily. You have to do it slightly early to make it over the

fireball. Use the HK while jumping to gain superiority over most jumping attacks instead of air-blocking.

Dragon Punch

--O | \ + punch
O O

This move is totally invulnerable. Let loose with it.

Super Combo #1

Shinkuu Hadoken

| \ --O | \ --O + punch
O O O O

The Shinkuu Hadoken is an excellent attack in fireball wars and close-in fighting. For fireballers, you can react instantly to most opponents' projectiles and respond with a Shinkuu Hadoken. By having a charged SC, you can really take control and intimidate a fireballing opponent.

Close-in, ALWAYS be looking for openings where you can throw your SC, especially in the corner. Opponents will often throw a fireball that they expect you to have to block. However, even if their fireball is nearly in your face, you can still instantaneously launch the SC and nail your opponent. Always be doing the SC motions as you are pulling out of certain moves and watch for a projectile attempt from your opponent. Good situations include after a blocked sweep or uppercut, after an intentionally missed sweep (hit them as they run in to hit you), after the overhead punch as they try to retaliate, etc.

Using the Shinkuu Hadoken in normal combos requires a bit of fancy joystick work, but the results can be particularly damaging.

You have very little leeway in getting the motions for the SC done if you want the SC to hit. The optimum move for this is the crouching FORWARD kick. Basically, you need to insert the FORWARD kick into the first QCF motion of the SC. Then, after the first QCF, just buffer-in a normal fireball. If you do everything close enough together, you will get the Super Combo instead of a fireball, doing nice damage to your unfortunate opponent. It looks something like this:

```
| \ + FORWARD --O | \ --O + punch
O O                O O
```

Because you have so little time to buffer the SC motion into the C. FORWARD kick, you have to start the motion for the SC before you actually kick. Doing a C. FORWARD and then attempting to do the 2QCF motion will not work. You simply cannot physically do it fast enough. As described in the combo section, you can incorporate a variety of combos with the Shinkuu Hadoken like above.

As a final warning, be very careful when trying to use the Shinkuu Hadoken against an opponent with an anti-fireball SC like Adon or Birdie. These characters can buffer their SC's during the chi animation of your SC, thus being able to easily counter before your SC fireball even comes out.

Super Combo #2

Shinkuu Tetsumakisenpukyaku

```
| / O-- | / O-- + kick
O O     O O
```

This move really has no range, so you have to anticipate your opponent moving in or opening-up to get it to hit. It is best used close-in, especially when your opponent is cornered and desperately trying to escape. Try using it after the Spin Kick if you know that your opponent will try and retaliate. This move does very good damage, so don't totally discount it based solely on its limited range.

Do not use this move as an anti-air defense. If you have time to do the SC, do a Dragon Punch instead. If you do this against an airborne opponent, you will get a poor number of hits and damage.

Combos

J. ROUNDHOUSE, C. STRONG, C. FORWARD, FIREBALL

The old SF2 combo is still there. It isn't a chain combo, so you do have to time it differently than chain combos.

J. ROUNDHOUSE, C. SHORT, C. SHORT, C. FORWARD, FIREBALL

Similar to another old SF2 combo, you can now insert a couple C. SHORT kicks since they chain with the C. FORWARD.

J. ROUNDHOUSE, C. FORWARD, SHINKUU HADOKEN SC

The easiest combo to put the Shinkuu Hadoken SC into. As described before, practice putting the FORWARD kick in during the QCF motions.

J. ROUNDHOUSE, C. SHORT, C. SHORT, C. FORWARD, SHINKUU HADOKEN SC

* RYU'S TOUCH OF DEATH *

The ultimate Ryu combo, this will do *heavy* damage at Level 2 or 3. I recommend putting extra money in the machine and playing a standing-still opponent to get good at this combo. On the heavy-damage machine I've been playing on recently, this combo automatically kills your opponent at Level 3. On a normal damage machine, it might do something like 70% damage.

SIDE NOTE: It is possible for Ryu to trip-up an opponent with a ROUNDHOUSE sweep and hit them with a Shinkuu Hadoken on the way down. However, anytime you can get a RH sweep, you can usually FORWARD sweep instead and combo-in the SC on the ground, giving you full hits and damage. The Shinkuu Hadoken can only hit an airborne opponent twice, so its damage potential is limited.

Basically, Ryu has not changed much from SSF2T. With the ability to throw multiple Shinkuu Hadokens per round, Ryu can gain considerable ground superiority. However, there are many, MANY moves designed to avoid and retaliate against fireballs.

Anti-Fireball Moves:

- *Ryu- Shinkuu Hadoken SC
- *Ken- Ground Roll
- *Sagat- Tiger Cannon SC, Tiger Knee
- *Chun Li- Axe Kick, TBK SC
- *Charlie- none
- *Birdie- Chain Grab SC
- *Adon- Jaguar Kick/Jaguar Revolver SC/Jaguar SC
- *Guy- Bushido Leap
- *Sodom- Slide
- *Rose- Slide/Soul Reflect
- *Akuma- Take your pick...
- *M. Bison- Demon Stomp
- *Dan- none

When playing Ryu, keep these moves in mind for each character and try to minimize their threat. Remember that standard fireball traps will not work against many characters, so be very careful when trying to corner your opponent.

KEN

Alpha Counter

O-- / | + punch
O O

Ken blocks the attack and does a fierce Dragon Punch. Because it is a DP move, it has excellent priority and speed. It also will leave you wide open if you miss with it.

Krazy Kick #1

--O + FORWARD

This overhead hit has good recovery, but it is also one of the most predictable overhead hits in the game because of its strange animation.

Krazy Kick #2

S. ROUNDHOUSE

Ken's side kick is awesome.

This kick definitely helps him a lot by giving him quick, mid-range striking power.

Fireball

| \ --O + punch
O O

The fireball delay is still slower than Ryu's, so be careful.

Hurricane Kick

| / O-- + kick
O O

Although this move goes over projectiles, if you have time to hit your opponent with this when going over a fireball, do a roll instead. Use this move in combos to push your opponent back far. Also use it in the air for attack priority.

Dragon Punch

--O | \ + punch
O O

Totally invulnerable. FIERCE sets opponent on fire.

Ground Roll

| / O-- + punch
O O

This is the move that makes the new Ken so awesome to play. It is not invulnerable, but it allows Ken to:

A) Go under all projectiles (including Sagat's Low Tiger) You can react to fireballs from the correct range, even Ryu's fireballs. You can sweep or DP as you come out of the roll, or try a SC if you are close enough.

B) Roll under some rushing SC's Not particularly consistent, but it saves your butt sometimes.

C) Roll to the opposite side of your opponent quickly. One NASTY trick is to start a combo, insert the roll into the combo, and then perform a SC just as you reach the other side. It is very quick, and you can often catch your opponent just before they have time to switch their block.

Basically, make the roll an unexpected surprise when you have the opportunity, and make it count.

Super Combo #1

Shoryureppa

| \ --O | \ --O + punch
O O O O

This SC has excellent range on the ground. You can snag opponents from sweeping range, and it combos very well with a FORWARD kick. Not recommended against jumpers unless they are cornered.

Level 1: 4 hits.

Level 2: 6 hits.

Level 3: 8 hits.

Super Combo #2

Shinryuken

| \ --O | \ --O + kick
O O O O

This is a vertical Dragon Punch, meaning that you either have to combo it in or get close enough to ambush your opponent. It works pretty well against jumpers at Level 2 or 3, but you have to be sure to hit your opponent as low to the ground with it as possible to get sufficient hits and damage.

Level 1: 6 hits.

Level 2: 7 hits.

Level 3: 8 hits.

Combos

F. ROUNDHOUSE, C. STRONG, C. FORWARD, FIREBALL

Standard SF2 combo. It is not a chain combo, so the timing is more precise than other combos.

F. ROUNDHOUSE, C. SHORT, S. FORWARD, DRAGON PUNCH

Decent damage and easy to perform.

F. ROUNDHOUSE, S. STRONG, FIERCE DRAGON PUNCH

A nice, easy 5-hitter from SF2 that does excellent damage. Make sure you are close for this one.

F. FORWARD, S. JAB, S. SHORT, S. FORWARD, HURRICANE KICK

This is the combo seen in the intro to the game. Not something you use everyday, but it is interesting to pull-off.

F. ROUNDHOUSE, C. SHORT, C. FORWARD, HURRICANE KICK

Pushes your opponent back far.

F. ROUNDHOUSE, C. SHORT, S. FORWARD, GROUND ROLL, SHORYUREPPA

Not a combo, this series of moves is a good example of how you can incorporate the Ground Roll into your routine to screw your opponent up. You have to buffer the Ground Roll early-on in the S. FORWARD kick.

F. ROUNDHOUSE, C. STRONG, C. SHORT, C. FORWARD, SHORYUREPPA SC

This is easier to perform than Ryu's Shinkuu Hadoken SC because Ken's SC sucks the opponent in easier. Excellent damage.

Because Ken has a longer fireball delay, you can't be nearly as liberal with fireballs as Ryu. Mix-in fireballs with Ken's S. RH and other attacks. Be unpredictable. Push your opponent back. Use that nasty roll move to confuse and ambush your opponent. :)

Also, be aware that Ken's flying FORWARD kick can neck kick his opponent easily. Use this occasionally to throw your opponent off-balance. Make sure you have a SC charged-up so that you can take maximum advantage of the hit. A good combo in this situation would be F. FORWARD, C. JAB, C. SHORT, C. FORWARD, SHORYUREPPA SC.

SAGAT

Combos

F. ROUNDHOUSE, S.(C.) STRONG, TIGER BLOW

F. ROUNDHOUSE, C. FORWARD, LOW TIGER SHOT

F. ROUNDHOUSE, S. JAB, S. STRONG, TIGER CRUSH

F. ROUNDHOUSE, C. FORWARD, TIGER GENOCIDE

Alpha Counter

O-- /| + kick
O O

Sagat does a standing forward kick. A tiny bit slow, but it has good horizontal range. Use it to smack out of corner traps.

Low Tiger Shot

| \ --O + kick
O O

The Low Tiger Shot can be buffered with a crouching FORWARD kick.

High Tiger Shot

| \ --O + punch
O O

Sagat's arms stick out ANNOYINGLY far. This fact, combined with his increased height, allow most opponents to either jump over the Tiger Shot to hit him from afar or simply nail him on the ground after the Tiger Shot passes overhead. Use with extreme caution.

Tiger Blow

--O | \ + punch
O O

You basically have to accept the fact that the Tiger Blow (Uppercut) stinks; it has pathetic priority and damage. Use it in combos for good results, but in most other cases it is better to use a standing RH or Tiger Crush instead.

Tiger Crush

--O | \ + kick
O O

This move can be used as an anti-air defense if your opponent jumps in from afar, thinking that he will trade or knock you out of a Tiger Blow. The RH version also goes over fast projectiles. Do this from medium range to set your opponent up for a Tiger Raid or Genocide SC.

Super Combo #1

Tiger Genocide

| \ --O | \ --O + kick
O O O O

This SC goes through fireballs very well and has excellent reach. However, if you miss or get blocked, you are totally vulnerable coming down from the uppercut.

Super Combo #2

Tiger Cannon

| \ --O | \ --O + punch
O O O O

This is similar to Ryu's Shinkuu Hadoken. However, it travels much higher in the air than Ryu's SC fireball. Thus, the Tiger Cannon cannot hit crouchers, making it impossible to do all of the nifty ambush techniques that Ryu can do with his SC projectile. This SC is only good for using against fireballers.

Super Combo #3

Tiger Raid

| / O-- | / O-- + kick
O O O O

The advantage of this SC is that it has excellent recovery. The disadvantage is that it has less initial reach than the Tiger Genocide. In the corner, you can follow-up the Tiger Raid with a Tiger Blow for 12-14 hits.

Basically, Sagat has lost most or all of his corner-trap abilities. You have to play him very carefully, without

relying on the Tiger Blow. Use a standing RH or Tiger Crush instead of the Tiger Blow unless you are SURE that you can get a deep, close-in, clean hit with the Tiger Blow.

CHUN-LI

Alpha Counter

O-- /| + kick
O O

Because this AC hits so low, you have to time it perfectly if you want to hit jumpers with it. It takes some practice, but it's not too hard.

Taunt

This is the only taunt in the game that hits your opponent. It even takes off block-damage! Use this as an ultimate humiliation finish.

Axe Kick

--O \ | /O-- + kick
O O O

Chun's Axe Kick will go through medium and fast projectiles at the very beginning of the flipping animation. It is also an overhead hit. Because this move has excellent recovery, use it to move-in on your opponent and try to confuse them. Buffer it in with Chun's crouching and standing FORWARD kicks to make your opponent change their block often. Be careful about doing this vs characters with DP-type moves, however, as you can be DP'd during the flip animation right before you hit your opponent. The SHORT Axe Kick is a bit faster than the other 2 versions, so use that version when you are very close-in. Use the others for longer-range attacks.

If you connect with the kick, you unfortunately cannot combo any move afterwards. However, because of the good recovery of this move, Chun can pretty much start kicking again without her opponent being able to retaliate. Mix-in crouching FW's, consecutive Axe Kicks, fakes, and throws to keep your opponent really confused.

As a side note, the Axe Kick can go through SC projectiles. I've caught MANY a Ryu my surprise by walking right up to the SC projectile, Axe Kicking right through it, and smacking the dumbfounded Ryu in the face. Not something you can pull-off repeatedly, but it's pretty funny to watch. :)

Lightning Kick

The Lightning Kick doesn't do very much block-damage now, and it is pretty hard to put into combos. The RH version hits 4-5 times, but is nearly impossible to get started on the fly.

Kikoken

There is now a substantial delay in the opening frames of the Kikoken animation. Not only does this make it harder to catch opponents by surprise, it is a huge flag, allowing most opponents to jump the projectile and nail Chun easily. Use this move CAREFULLY.

Rising Spin Kick

This move has great air priority and is almost never air-blocked. It moves at about a 75 degree angle, so you cannot hit opponents who are almost directly overhead. This move goes very well with combos.

Super Combo #1

Thousand Burst Kick

This SC goes through fireball at all Levels, but the positioning for going through a projectile with the Level 1 TBK is very precise. You must be RIGHT up next to the projectile to go through it, and you may not be able to go through some JAB projectiles. The Level 2 and 3 TBK's have much more horizontal range and superior fireball invulnerability. This SC can be linked with other SC's in the corner, as described later on.

Unfortunately, Chun seems to have a problem with slides being able to knock her out of the TBK. Be careful when using it against Rose, Guy, and Sodom.

Super Combo #2

Spinning Shadow Kick

Charge / \ / O + kick
O O O |

A hyped-up Vertical Kick. Use in the same manner as you do the normal Vertical Kick.

Super Combo #3

Power Storm

| \ --O | \ --O + punch
O O O O

This move has great anti-air priority and does excellent damage for a Level 1 SC. Use it as an instantaneous anti-air defense. Be very careful about using it on the ground since Chun's feet are not invulnerable to attack.

Combos

F. ROUNDHOUSE, C. FORWARD, RISING SPIN KICK

This is probably the best jump-in combo Chun-Li has. It does good damage, and it knocks her opponent down, giving her the positional advantage. You can also use the C. FW, RSK part

(Corner) THOUSAND BURST KICK, POWER STORM, SPINNING SHADOW KICK

Although I have only gotten the first 2 hits of this combo, people on the Net have vouched for its complete existence. To get the Power Storm, you have to start the 2 X QCF motion during the TBK and end it just as you come out of the TBK.

What Chun-Li has lost in ground kick priority and power she makes up for with air priority. Her jumping kicks have priority against almost any move short of a Dragon Punch. Use this along with FW kicks and Axe Kicks to push your opponent back and corner them.

Chun Li has exceptionally good throw priority and range. **USE THIS TO YOUR ADVANTAGE!** Forget what your opponents might think about "cheap" Chun-Li. Chun's throws and ground speed are a major advantage. Make sure you use them; and, if your opponents start getting mad and try to tick you, it's as easy as pie to counter-throw.

CHARLIE

Alpha Counter

O-- /| + punch
O O

This AC is probably the slowest in the entire game. Don't expect to be able to hit jumpers with it. Instead, use it to gain position on your opponent. Its good range helps Charlie nail anyone trying to corner him or throw a fireball nearby.

Jumping Spin Kick

O-- or --O, + FORWARD

In the latest version it appears that Capcom improved the recovery of this move a bit. It is an overhead hit with good range, so use it occasionally to catch your opponent off-guard. You can keep a backwards charge while performing this move, so try ambushing your opponent by using a Crossfire Blitz after landing.

Thrust Kick

O-- or --O, + ROUNDHOUSE

This move has good horizontal range, and you can keep a charge while doing it. Very good for pushing opponents back.

Sonic Boom

Charge O-- --O + punch

If you are having trouble with opponents sliding underneath the Boom, try using the JAB version to catch them as they slide.

Flash Kick

○
Charge | | + kick
○

This can be air-blocked easily, so I recommend using a C. FIERCE or Backfist instead (unless you're sure your opponent is going to attack). If you get air-blocked, each character has a means of hitting you as you land, sometimes even when you use the SHORT version.

Super Combo #1

Sonic Break

Charge O-- --O O-- --O + punch

This SC is not particularly useful. You can try and catch fireballers close-in with it, but it does a really small amount of damage, especially at Level 1. In fact, you could probably get the same amount of damage against a close-in fireballer just by AC'ing, an that doesn't even need a charge.

I usually use the Sonic Break to get block-damage in the corner when my opponent is nearly dead. Keep in mind that the Sonic Break projectiles can be air-blocked.

Super Combo #2

Somersault Justice

○
Charge / \ / | + kick
○ ○ ○

This is a really useful SC, especially in the corner. It cannot be air-blocked, so you can catch many jumpers who think they are same jumping in on Charlie. At Level 3 this SC will suck an opponent in from a phenominal distance. Use this to counter close-in attacks or fireballs.

Super Combo #3

Crossfire Blitz

Charge O-- --O O-- --O + kick

Used mainly as a close-in ground attack. Since Level 1 does not go through projectiles, only use it to counter close-in ground attacks. To counter projectiles use the Sonic Break or an AC instead.

Combos

J. ROUNDHOUSE, C. SHORT, C. STRONG, SONIC BOOM

J. ROUNDHOUSE, C. SHORT, C. STRONG, FLASH KICK

These 2 combos are the most-used for Charlie. If you are in the corner, you can insert a C. JAB at the beginning of the ground part of the combo.

J. ROUNDHOUSE, C. SHORT, C. STRONG, SOMERSAULT JUSTICE

Your basic SC combo. Since Charlie has to charge for the SC, it basically has to be comboed with a jump-in. It's probably the only time you'll ever get to use it.

Charlie really has trouble dealing with quite a few of the characters in SFA. Because he has to charge his main weapon, the Sonic Boom, he doesn't play well to the rapid, back-and-forth, high-offense style of the game. Basically, charging the Boom makes him too predictable, especially with all of the anti-projectile attacks in SFA. Here's what characters can do to Charlie's Sonic Boom attempts:

Ryu: If Ryu has a Shinkuu Hadoken charged, forget trying to throw a Boom anywhere near Ryu. Since you have to charge the Boom, it is very predictable when you will be releasing it.

Ryu also has the HK to rely on, as that move now goes over the Sonic Boom easily.

Ken: He can roll under the Boom, but you will usually recover in time to not get hit.

Sagat: He can't do much except jump-in, but he can do so pretty safely because of his long, reaching legs. If Sagat has a SC charged, however, he can nail Charlie on reaction with a Tiger Cannon easily.

Chun: She can Axe Kick through your Booms. She can TBK right through them in the corner. Chun can also simply jump over them and kick, and there's little you can do to knock her out of these jump attacks. Thus, you can get cornered rather easily when fighting Chun-Li. Birdie: Birdie can Leaping Chain Grab any Sonic Boom easily. Adon: The Jaguar Kick and Jaguar Tooth both work well against a Boom attack.

Guy: Guy can slide underneath Booms close-up, or he can Bushido. Run slide underneath them from medium to far range. Sodom: Sodom can slide under Booms easily and recover instantly.

Rose: She can slide underneath Booms with great recovery, as well as reflect Booms back in your face.

As you can see, most characters have some method of dealing with Charlie's Booms rather well. All I can recommend is try as hard as possible to be unpredictable and attempt to corner your opponent if you can. If your opponent has an anti-fireball SC charged-up, try throwing a Sonic Boom just far enough so that you will recover before getting hit. You can do this to try and trick your opponent into wasting a SC.

BIRDIE

Alpha Counter

O-- /| + punch
O O

This AC has decent range, but it's relatively slow. Be VERY careful when trying to AC a Super Combo. I've gotten knocked out of the AC animation several times.

Headbutt Charge

Charge O-- --O + punch

Remember that you have to use the proper range Headbutt, or you will get a stun delay afterwards. Use this move to keep your opponent from getting anywhere close to you. It JAB version is *very* quick and good for this. There is a small area between the ranges of the JAB and STRONG Headbutts where your opponent can "safely" stand. A JAB Headbutt will miss them, and a STRONG Headbutt will produce a move stun. Be aware of this critical area and keep your opponent out of it.

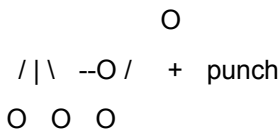
All of the Headbutts have excellent anti-air priority. When you are charging the Turn-Around Headbutt with the STRONG and FIERCE buttons, you can use the JAB Headbuut Charge as a good anti-air alternative to the standing FIERCE.

Turn-Around Headbutt

As Birdie turns around, he is invulnerable to all attack. A good strategy is to try and fight close-in and release the TAH right when you opponent attacks. The attack will sail right through Birdie's feet, and you will then turn around and nail your opponent. Your main objective with this move is to hit your opponent deep. Not just blocking the hit, but actually damaging them. Once you connect you can combo-in a Chain Grab for serious damage. You should try this every time you get a successful hit with the TAH.

Since you have to hit kinda deep to combo-in the Chain Grab, you should use either the STRONG and FIERCE buttons or the SHORT and FORWARD buttons to charge the TAH with. The latter is more uncomfortable for the hand, but it keeps your FIERCE button free for anti-air defense. If you use the 2 punch buttons for convenience, you can use a standing ROUNDHOUSE or a JAB Headbutt Charge as substitute anti-air attacks.

Chain Grab



This move does excellent damage. Your main strategy should revolve around getting opportunities to use this attack. You need to be UTTERLY, TOTALLY CHEAP with this move. That means getting jump-ins and ticking like _mad_ with this move. If you have your opponent in the corner, you will be able to get another jump-in after each successful Chain grab. You have to be a total, rampaging nightmare with this move. Because there are ways of escaping Chain Grab ticks, you need to vary how you tick with each jump-in. Since each tick requires different timing to counter, you can keep your opponent totally confused and petrified, not knowing how you will attack each time. There are 3 main jump-in ticks you can use:

1) J. ROUNDHOUSE, S. SHORT, CHAIN GRAB

This is the one I use most often. Properly timed, it is hard to counter.

2) J. ROUNDHOUSE, CHAIN GRAB

If your opponent starts countering the first tick, use the Chain Grab early by skipping the S. SHORT. This usually throws off your opponent's timing really well.

3) FAKE J. ROUNDHOUSE, C. JAB, C. SHORT, CHAIN GRAB

Actually, you can do all sorts of variations on this tick. The fake normally confuses people to no end, and you usually are safe doing it since opponents usually are petrified to even move against a jumping-in Birdie.

Super Combo #1

Leaping Chain Grab

| \ --O | \ --O + button
O O O O

This is the ultimate anti-fireball move. Use it as such. Squash any fireball attempt with this SC. If your opponent dares throw a SC projectile, simply buffer the motions for the SC during your opponent's SC animation. You will be able to perform your SC before your opponent's SC projectile even has a chance to start moving.

The button you use determines the distance Birdie leaps. The Leap is kind of self-guiding (especially for the long-range Leaps), so you don't have to memorize how far each button takes you. Use the JAB (or STRONG) Leap for extreme close-in attacks, the SHORT Leap for fireballers half-screen's length away and slightly under, and the ROUNDHOUSE Leap for anything half-screen and beyond. This covers 95% of all the times you will need to use the SC.

Another tactic is to use a Headbutt Charge or TAH. As you are recovering, if you feel that your opponent will try to fireball or sweep, perform the SC_right_ after you recover. Your opponent's attack will miss and you will grab them while they are in a move stun. This requires you hitting your opponent at exactly the right distance, so be careful when trying it.

You can also try using the JAB Leap against jumpers. Just back-off slightly and Leap. Any jump kicks will pass right through Birdie, and, if timed properly, Birdie will land to catch them just as they land.

Super Combo #2

Mega Headbutt Rush

Charge O-- --O O-- --O + punch

When fighting a non-projectile character, this SC is more useful than the Leaping Chain Grab. Use it against characters like Adon, Guy, and Rose since they like to try and poke 'n jab a lot.

Combos

C. FIERCE, HEADBUTT CHARGE

To play Birdie well is to play him cheap. Because of his extremely short and low jump, it is very hard to

get clear jump-ins on your opponent. You need to take full advantage of any ticking opportunity you get. The Chain Grab does 25%+ damage, do it's well worth pulling off. Don't be afraid of being called "cheap". This is definitely the way Birdie was designed to be played.

Birdie's anti-air defenses are excellent. The only character who has priority over his C. and S. FIERCE is Chun-Li. Otherwise, nobody can even dream of jumping-in on Birdie. Use this ability along with JAB Headbutt Charges and RH sweeps to push your opponent back into the corner. This is the main setup for repeated and deadly Chain Grab ticks which will win the game for Birdie.

ADON

Chains

S. JAB, S. STRONG, S. ROUNDHOUSE
S. JAB, S. STRONG, C. ROUNDHOUSE

Alpha Counter

O-- / | + kick
O O

Although this AC is angled more vertically than horizontally, it instantaneously hits with no lag time whatsoever.

Upward Kick

\ + FORWARD
O

This kick, although it looks rather pathetic, has incredible anti-air priority. Use it when you can't use a Jaguar Knee.

Jaguar Kick

O-- | / + kick
O O

This is Adon's main jabbing weapon. Use a combination of low attacks and SHORT Jaguar Kicks to push your opponent back into the corner. Use the FORWARD version to counter any close-to-mid-range fireball attack.

Jaguar Tooth

--O \ | / O-- + kick
O O O

This move is particularly good against characters without a solid DP move. Use it to react to fireballs if you are far away. You will be able to glide in quickly, knocking your opponent out of most any ground-based attack.

You can also try faking with this move. Try and make your opponent whiff an anti-air move, then retaliate with a chain combo or SC.

Jaguar Knee

O
| \ --O / + kick
O O

You have to be somewhat underneath your opponent not to get knocked out of this move, but it has good priority and damage.

Super Combo #1

Jaguar Breed Assault

| \ --O | \ --O + punch
O O O O

This SC has excellent ground speed and range, and it cuts through fireballs with ease. Use it both as an anti-fireball move and while fighting close-in.

Super Combo #2

Jaguar Revolver

| / O-- | / O-- + kick
O O O O

This move is good as both an anti-air defense (at high Levels) and as an anti-fireball move. If your opponent tries a SC projectile, you can buffer the motions for this SC and release it just as your opponent's SC starts.

Combos

J. ROUNDHOUSE, C. JAB, C. STRONG, C. ROUNDHOUSE

Adon's standard chain combo. Use it when you jump-in or when you can hit your opponent on the ground.

J. ROUNDHOUSE, C. JAB, C. STRONG, JAGUAR BREED ASSAULT

This is the only SC combo Adon really has, but it is effective and does nice damage at all Levels.

Adon is a very simple character to use. His strategy revolves around using his S. ROUNDHOUSE and Jaguar Kicks to push his opponent back, countering any jump-in or projectile that his opponent might use. Adon requires patience and a keen eye for making the most of any opportunity that arises. Adon is not a fancy character with a ton of cool combos or strategy. Instead, solid pressure and smart playing make him an effective character to play.

GUY

Alpha Counter

O-- /| + kick
O O

This AC hits very low, so you need to time it precisely for snagging jumpers with it.

Overhead Slam

--O + punch

This overhead hit has great range and recovery. Mix it in with lots of sweeps and standing FORWARDS.

Bushido Run

| \ --O + kick
O O

You have to be very careful when using this move. Although it is quick, each character has some type of move that can hit you out of the run if given the chance. You have to use it close-up and unexpectedly. You can end it in 1 of 3 ways:

ROUNDHOUSE: This will produce an overhead hitting jump kick. Not only does this kick have good recovery, but you can use it in combos easily. S. FIERCE, Bushido Run jump kick is a quick combo that will help dizzy an opponent very quickly. It is also part of Guy's corner re-dizzy combo, explained later on.

FORWARD: This makes Guy perform a running slide. This slide will go underneath Charlie's Sonic Boom and Rose's Soul Spark. The recovery is not as good as the jump kick, but if you

position it just right, you can recover before your opponent can hit you. This move can also be used in combos.

SHORT: Using the SHORT version will make Guy stop the second time you hit a kick button. Basically, you use this version to either make your opponent whiff a DP-type move or to run up to someone and throw.

NOTHING: Guy will automatically stop once he reaches his opponent, just like the SHORT version.

Bushido Leap

| \ --O + punch
O O

This sends Guy in an arc toward his opponent. The FIERCE version is the only really useful version as the other 2 are much too high to be effective. You can use this move to counter any mid-range fireball.

If your opponent is performing any kind of special move, your throw range will automatically be increased to swoop them out of whatever move they are performing. This includes moves such as Sagat's Tiger Blow, Chun's Rising Spin Kick, and Charlie's Flash Kick.

Another useful tactic is to tick with the Bushido leap by buffering it into another move. A good example would be C. JAB, C. FORWARD, Bushido Leap. This combo is explained in greater detail below.

If you cannot get close enough to air-throw your opponent, you can perform a dropping elbow by hitting punch anytime during your flight. This elbow move has excellent priority, and you can combo other ground moves into it if you connect with it. The elbow drop is an overhead hit.

Rising Spin Kick

| / O-- + kick
O O

This move has a DP-like priority to it. Use it as such. The SHORT version of the kick hits low to

the ground, making it good for countering close-in fireballers and deep jump attacks. The FORWARD and ROUNDHOUSE versions travel higher and hit more times, but they don't hit low to the ground, making them impossible to use in combos or for countering low attackers in the air or on the ground.

Super Combo #1

Bushido Rage

| \ --O | \ --O + kick
O O O O

This is one of the few rushing SC's that has good recovery if blocked. Use it in ambushes after a blocked Bushido move or after an overhead hit.

Super Combo #2

Bushido Jump

| \ --O | \ --O + punch
O O O O

This move is rather unpredictable. It usually requires your opponent to be far in front of you in the air, but it still is pretty hard to time and position correctly. Not a super-reliable anti-air defense.

Combos

S. FIERCE, BUSHIDO RUN JUMP KICK

This is a quick, 3-hit combo that is very easy to dizzy with.

GUY'S RE-DIZZY COMBO:

(Corner) J. ROUNDHOUSE, C. JAB, S. STRONG, S. FIERCE, BUSHIDO
RUN JUMP KICK

This combo is insanely hard to pull-off, but it re-dizzys almost every character except Ken and Ryu. Much practice is needed to pull this one off correctly. It may not seem difficult, but you'll see what I mean when you try it.

Guy's strength lies in his speed and jabbing moves. Guy also has excellent throw priority. Use all of this to your advantage. Keep constant pressure on your opponent, but don't become predictable. Use lots of throws. Fake throwing and use his 3 crouching kick chain combo to nail a conter-throw attempt. Just keep using that S. FORWARD kick with the occasional Bushido Run jump kick and overhead hit. Just be a total nightmare and try not to let your opponent get a move in edge-wise.

The biggest think you need to worry about is not being predictable. Guy's moves are good, but you will get plastered if your opponent sees them coming. While this is true for any character, it is especially true for Guy. If your opponent just keeps blocking in the corner, be patient and weed them out. Throw, tick, fake, etc. to keep your opponent moving. They will them open themselves up to your other attacks.

SODOM-

Sodom's strategy revolves both around his grabbing moves and his Sai Attacks. His crouching FIERCE and STRONG Sai Slice can take out all jumpers easily. His slide will go underneath STRONG and FIERCE fireballs, including Sagat's low Tiger Shot.

Sodom's Power Bomb has a very short range, and there is a delay as Sodom leaps forward with his Sai before he actually grabs his victim. On the up side, the move does almost 25% damage to a healthy opponent and can be used in combos effectively. The Capet Drop, although blockable, can be used in ANY combo Sodom has, regardless of how far away that opponent gets pushed by the normal part of the combo. The Carpet Drop will just suck them in with ease.

Sodom's Mega Sai Slice SC his jumpers particularly well and has excellent recovery afterwords. The Mega Power Bomb SC sucks due to the obnoxious motion and the fact that he can be hit out of it with a simple jab.

ROSE-

Definitely the strangest character of the bunch, Rose is one of the best as well. She has 3 main strengths: her FORWARD slide, her Shawl Reflect, and her Super Combos.

The FORWARD slide has absolutely phenomenal recovery, yet has a huge range of attack as well. Rose can trade equally with fireballers like Ryu using the slide due to how her legs stick out so far. Rose can even nab opponents with Super Combos or a Soul Spark with ease as they try and counter the slide. The only thing you have to be concerned with is not getting predictable with the slide and, as a result, eating a Super Combo or DP move.

The Shawl Reflect is a good move but can get you into trouble if used too much. You can reflect projectiles back into the face of an opponent, but most opponents will not throw a fireball as you stand there waiting for them to do so. If you mis-time the Shawl Reflect, your opponent can nail you with a fireball during the stun afterwards. A good strategy is use several slides and watch for your opponent getting frustrated and trying to fireball his way out of the pattern. Then use the Shawl Reflect and continue pushing that opponent back into the corner.

Rose's best Super Combo is, by far, her Uppercut and Punish SC. With all of this jabbing and sliding, your opponent is bound to get frustrated and try and jump. If you don't have time, just use Rose's crouching FIERCE to counter. But you should be watching for the jump and plan accordingly. A Level 3 UAP SC takes off over 50% of the opponent's energy, making it a deadly punishment for one mis-timed jump.

These 3 tools, along with whatever else you dish out in your style of play, make Rose a very formidable opponent if played carefully and systematically.

The 2 moves you have to be careful with are Rose's Soul Catch and her Soul Spark. The Soul Catch is not invulnerable, so you need to catch your opponent rather early or very, very late in their jump to not get knocked out of it. The Soul Spark has Rose extend her scarf outward, making her an easy target for jump-in attacks.

AKUMA-

Akuma retains all of the strengths of Ryu and gains an air fireball and a teleport. His 2 new moves (the roll and leaping moves) are pretty worthless, so don't bother with them. Just play a strong Ryu and incorporate the air fireball to win.

Be careful you don't accidentally do the Red Fireball when trying to do a normal fireball. The motions are *extremely* sensitive, and there is a huge delay on the Red Fireball that will get you killed

easily.

The one thing that Akuma has against him is a damage handicap. Akuma takes approximately 60% more damage per hit than normal characters do. That means that jump-in combos will do about 50% damage, and Super Combos basically kill you at high Levels. I had the CPU Ryu do his Level 3 HK Super Combo against my Akuma and take 80% of my life away, utterly destroying me.

[Right before I release this]: I just got back from another arcade where the damage Akuma took from opponents was less than what is described above. Chun-Li's Split Kick also had better priority there as well, so it seems that Capcom is still tweaking stuff around on us at different locations.

As a side note, Akuma's stage is Chun Li's Great Wall of China stage at sunrise. The BGM is a chaotic, guitarish theme that is difficult to make out. It may be a re-mixed version of the intro music to SSF2T.

M. BISON-

I haven't played him much (just got to try the code today), but he seems to be more of a normal character (unlike Akuma with all of the nasty air-fireball defenses he can put up). He's strong, but I'm not sure yet if he's one of the best or not.

At the arcade where I tried him out, he took normal damage from moves (unlike Akuma). I'll post more about him later and include it in a future revision of the FAQ.

ENDINGS

MAJOR SPOILERS!!!!

RYU- Fights Sagat

Basicly, we see Sagat lying on the ground, beaten and VERY upset. He tells Ryu that he will kill him, but Ryu shrugs Sagat off, complaining that he's too little of a challenge. He tells Sagat as he departs that true warriors fight not with hate but with skill.

KEN- Fights Ryu

At the beginning of the match, we get some cool dialogue between Ken and Ryu where Ryu puts down Ken as a "trainee" and Ken snidely remarks back that he can and will whoop Ryu's sorry butt in a fight.

After the fight, Ryu congratulates Ken on his new-found strength. Awesome pic of Ken and Ryu clasping hands together. Ryu asks what Ken will do next, and Ken replies that he already has another challenger waiting for him elsewhere.

Cut to a scene where Ken is walking away victorioius from this next fight. He is on what will become his SF2 background stage. A young, blond-haired girl names Eliza runs after him and asks him why he fights so fiercely. Ken replies that he must battle one man and make him pay for something. This guy Ken is referring to is probably Akuma, the man who trained with Ken and Ryu and ended up killing their teacher in Japan. This woman is obviously the girl who marries Ken at the end of SF2.

SAGAT- Fights Ryu

SAGAT: "You scarred me and sealed your fate."

"Now the scales will be balanced."

"You took my honor and now I'll destroy you!"

RYU: "You just don't get it, do you?"

SAGAT: "Shut up! I won't lose this time!"

After winning, Sagat sees Ryu look at him with pity. Sagat is empty. Did Ryu actually fight with all his strength, or did he hold back in honor? Before Sagat can consider this further, a jet lands in the background. M. Bison appears, telling Sagat to forget his foolish vendetta which he has already won. Now, if Sagat truly wants to be feared, he must learn "Psycho Power." We get to see 2 early mug shots of Vega and Balrog in the background.

CHUN LI- Fights Bison

Chun Li tells Bison that he is under arrest for drug trafficking. After she beats him, we get some brief "You're finished, Bison!" dialogue before Bison gets up off the ground and grasps Chun Li's midsection, blasting Psycho Power throughout her body.

Cut to a hospital scene where Chun is surrounded by a couple of government agents. The game then tells us Chun Li's true motive, which is to crush M. Bison for murdering her father.

CHARLIE- Fights Bison

Bison has no clue who Charlie is, but Charlie seems pretty bent on arresting Bison for something. Anyway, after Charlie wins, he calls in the troops with his radio. But what's this?! Bison crawls up behind Charlie, the screen flashes white, and....

NOOOOOO!!!!!!!!!!

The last scene we see is Bison tossing Charlie's dog tags over his shoulder, calling Charlie a fool for thinking he would ever let him live.

BIRDIE- Fights Bison

Birdie tells Bison that he wants to fight him as a test to enter Shadoloo. After beating Bison, Birdie gets to be Bison's right-hand man. We see Birdie picking up some scrawny guy in a suit in a bar somewhere. We then get this "oh-so-dramatic" text postulating whether or not Birdie will try and kill Bison to oust him and take his place. We never find out, and the ending cuts there.

ADON- Fights Sagat

Adon was Sagat's teacher, but now he touts to Sagat that he has surpassed his master's skill. Sagat tells him to get a life and prepare to be put back in his miserable place.

After winning, Adon is approached by M. Bison. Bison admires Adon's strength and proposes that Adon join Shadoloo (join or die, that is). After a few sinical comments about drugs and Bison, M. Bison becomes enraged and attacks Adon. We last see Adon cheerfully jumping up to meet the challenge.

GUY- Fights Bison

Guy stands over Bison's fallen body, clenching his fists. He says that he is ready and has reached his goal of ultimate strength. After jumping away, Bison looks up from the ground with a wicked smile on his face and says that Guy will pay dearly for the insult given today.

SODOM- Fights Guy

Sodom tells Guy how much he hates him. Guy makes a couple of comments dripping with sarcasm, and the fight proceeds.

Afterwards, we see Sodom re-assembling the Chain Gang crew (presumably from inal Fight). He rallies them, saying that this is the beginning of a new dawn for their organization. And, to make them feared throughout the world, the Chain Gang will now be known as...

AAAAAAAAAAAAARRRGH!

Sodom holds a Japanese scroll in his hands with the name on it. Since I can't *read* Japanese, I have no clue what it says. The CPU then says something akin to, "Gosh, that is a really stupid name!" Go figure this one out yourself...

ROSE- Fights Bison

Rose tells Bison that he has abused his power too much and must now pay. Bison obviously knows her and was even expecting her, but he doesn't reveal how they are connected, other than someone sent Rose to deal with Bison.

After the match, Rose uses all of her remaining Soul Power to drain Bison dry of energy. This leaves her near-death. Yet, we see Bison on the ground with smoke rising from his heart as Rose hears a heartbeat. The game then asks something like, "What it M. Bison?" referring to the heartbeat.

AKUMA- Fights Bison

Bison tells Akuma how much he admires his incredible strength. Puzzled, Bison then asks Akuma why he hesitates. We get some blurb about Akuma doubting his strength, and the match proceeds.

Afterwards, we see Akuma's portrait with 3 people scrolling by in the background.

The game tells us that, although Akuma has bested the greatest warriors of the world, his victory is empty. Akuma realizes that it is the path, not the goal, that matters.

M. BISON- Fights Rose

Rose confronts Bison, telling him that he has abused his power for too long. Bison remarks that some "group" sent Rose to defeat him, and then they fight.

After the battle, Bison stands over Rose's dead body, commenting that Soul Power is nothing compared to his awesome strength. "Will anyone be able to stop Bison from taking over the world?" is the last thought the game gives you.

DAN- Fights Sagat

Dan sounds rather upset as he revels in the fact that he has reached Sagat. Sagat appears confused, and Dan explains that his father was killed by Sagat. Sagat recalls this man as being the one who blinded Sagat's one eye.

After the fight we see Dan rolling around on the ground, making fists and looking generally happy. He starts gleefully cheering that he has beaten Sagat. M. Bison suddenly teleports onto the screen and offers to make Dan the greatest fighter in the world if he joins Shadoloo. Dan, in his new-found arrogance, tells Bison that he is too late, that he is already the greatest in the world. Bison scowls at him and teleports off the screen.

THOSE LITTLE SYMBOLS

When you win a round, you are given a marker by your Energy Bar to signify your win. Instead of a generic marker, in SFA you are given a marker that reflects what type of win you got. Here are some of the symbols you can get:

V

This stands for a normal move victory.

S

Special (complex-motion) move victory.

S*

Super Combo victory.

Cheeze S

Blocked special move victory.

Cheeze S*

Blocked Super Combo victory.

Lasso

Throw victory.

Hour Glass

Time-out victory.

P

Perfect (no damage taken) victory.

CHARACTER HISTORIES

Each character in SFA appears in another Capcom game from the past.

RYU-

The Ryu in SFA is from the original Street Fighter. He has the same red hair and boyish look that he had back in the 80's. Ryu won the first Street Fighter tournament and stripped Sagat of his title of World Warrior.

KEN-

Ken is also from Street Fighter 1. His skill was overshadowed by the victory of his friend and rival, Ryu. Ken looks much younger as well, having a long ponytail tied back with a ribbon and a much more cocky attitude to him than he did in SF2.

SAGAT-

The strongest fighter in the world, Sagat, was brought down by a mere boy of a fighter named Ryu in Street Fighter 1. Sagat's chest was scarred horribly by Ryu's winning Dragon Punch. Now, that scar fuels Sagat's hate each day as he trains for his rematch with Ryu.

CHUN LI-

This is Chun Li's first appearance in the SF timeline. She is originally from SF2 where she avenges the death of her father. In SFA she is working for some government agency.

CHARLIE-

Charlie is Guile's friend who is killed by M. Bison between SFA and SF2. This is the first game in which he has physically appeared.

BIRDIE-

This brawler from England was in the original Street Fighter tournament. Back then, his moves consisted of a couple overhead slams and a headbutt. Now, Birdie has been modernized and is ready for serious action.

ADON-

Adon is Sagat's student from Thailand in Street Fighter 1. He retains his awesome reverse Flash Kick and has a new, formidable arsenal of kicks as well.

GUY-

A player character from the smash hit Final Fight, Guy has been given a strange arsenal of moves new to the SF series and retains his rising spin kick from the original game.

SODOM-

Originally a boss character from Level 2 of Final Fight, Sodom now wields two 2-pronged sai instead of his Katanas and has a host of new rushing and grappling moves.

ROSE-

Rose is Anita from Night Warriors, another Capcom fighting game. In that game she appears as a small child with a teddy bear. All grown-up, she has been sent by someone to destroy M. Bison.

AKUMA-

Originally there was a fighter in Japan who developed the technique of the Shoryuken in Japan. This technique was handed down to the master's brightest pupil, who subsequently taught it to Akuma, Ken, and Ryu. The original Shoryuken was designed as a killing technique. However, the man who taught Shoryuken to Akuma, Ken, and Ryu removed the killing function of the technique before passing it on to them.

As Akuma learned and trained, he re-discovered the lethal potential of the Shoryuken. He went back and killed the 2 teachers in combat, and now roams the world in search of opponents worthy of his skill.

Akuma has appeared as a hidden character in both SSF2T and X-Men: COTA.

M. BISON-

We still don't know where Bison comes from exactly. His first appearance is obviously in SF2, but we still have no idea what his origins are or how he came to power. His ending provides little insight on his origins, other than that he is connected to Rose somehow.

DAN-

Dan is the only character who isn't tied to Capcom's past. In fact, he is a parody of Robert Garcia from Art of Fighting. All of his moves are pathetic imitations of Robert's normal self. :) It seems that this Dan character has been in some of Capcom's SF2 artwork before, but never has he appeared or even been mentioned in a Capcom game before this.

HIDDEN CHARACTERS- AKUMA, BISON, AND DAN

Capcom continues the newfound tradition of including hidden characters in their games. To-date, 3 have been found. There may be more, but no one knows for sure.

TO SELECT AKUMA OR M. BISON

Get to the Random Select box on your side of the machine. Now, press and hold START. Do the following motions:

PLAYER ONE

Akuma- down, down, down, left, left, left

Bison- down, down, left, left, down, left, left

PLAYER TWO

Akuma- down, down, down, right, right, right

Bison- down, down, right, right, down, right, right

After doing the joystick motion, press JAB and FIERCE together. You now have the hidden character you selected! To get the alternate color for the special characters, just use SHORT and ROUNDHOUSE instead.

Akuma has been given a few new moves, but remains basically the same as his SF2/X-Men counterparts. M. Bison is the same as the boss M. Bison you see in SFA.

TO SELECT DAN

Press START to initiate a one-player game or continue. HOLD START throughout the entire procedure.

Move the cursor to the random select box on your side of the screen. Press the following buttons very quickly:

For a Pink Dan:

JAB, SHORT, FORWARD, ROUNDHOUSE, FIERCE, STRONG

For a Green Dan:

FIERCE, ROUNDHOUSE, FORWARD, SHORT, JAB, STRONG

You now can play Dan, Capcom's parody of Robert Garcia from Art of Fighting. <yeah!> This code will work in either 1-player or 2-player mode.

SPECIAL ENDINGS AND HIDDEN CHARACTERS

If you play the computer and do not lose a match, you will get to see the credits for the game scroll by as each character stands in their background while doing their winning pose. At the end of the credits, the Super Combo finishing background (yellow starburst) appears with your character's portrait and the words, "Congratulations! You are XXXXXX master. Your skill has not gone unnoticed."

If you complete the game without losing a round, you get the same ending but with different words. Instead of the last sentence, you get, "A new opponent has entered the fight." This appears to be one of the requirements to fight against Dan, the newest hidden character. Dan will occasionally pop-up when you are fighting Adon during a one- player game. It is unknown what else makes Dan appear, but playing a perfect game and getting this message seems to be necessary to get him to come out on Adon's stage.

TOP TEN CHEAP THINGS IN SFA

Well, since I live in Chicagoland (MK-mecca), I've encountered many eople over the past weeks who don't like my particular style of playing. I've had practically everything I've done called cheap, but these are the most common (and unbelievable) complaints I've gotten. Some are semi-"reasonable," while others are just totally off the wall. Enjoy reading how stupid some people can be. :)

TOP TEN CHEAP THINGS IN STREET FIGHTER ALPHA

10) Throws

Ohhh yes, those nasty, evil throws are back in SFA! Sure, never mind that throw ranges have been reduced, do less damage, and can be softened. A simple throw, even when you can use a more damaging chain combo or Super Combo (i.e. after a missed DP or something), is a total breach of etiquette and sure to send your opponent into a raging fit of spazmatic convulsions.

9) Air-blocking Charlie's Flash Kick

Air-blocking the FK is considered cheap and lame around here since you can hit Charlie on the way down from the FK. The thing is, however, that you can only hit Charlie after a blocked FORWARD or ROUNDHOUSE FK, but not the SHORT one. Still, for some reason, people around here A) Do not use Charlie's crouching FIERCE instead, and B) Insist on using the ROUNDHOUSE version of the FK **every* *single* *time**! It is quite sad when I can reliably just jump-in, knowing that they will do a RH FK and I can throw them as they land.

8) M. Bison's Uppercut

I actually had a good Ryu player complain about M. Bison having a crouching FIERCE that can hit opponents out of the air. A *****RYU***** player complaining about Bison having an uppercut! To top it off, M. Bison's crouching FIERCE is one of the worst in the game since there is a delay before it actually comes out.

7) Alpha Counters

Yes, people inevitably complain about AC's all the time, usually when I use them to keep my opponents in the corner <shrug>. Not much to say here, other than, "Deal with it!"

6) Rose's Chain Combo

Since Rose only has one Chain Combo, it's pretty natural that you'd use it a lot, right? Well, I had one guy get all upset the other night because I was only using one combo over and over again with Rose. <whap! whap! whap!> He might have stopped to think for a second and realized that it was the players' faults for giving me the opportunity to use the combo, rather than me using the same combo over and over again.

5) Rose's Soul Catch

What's wrong with this, you ask? How can this move be cheap when it is relatively vulnerable and requires good skill, timing, and positioning to use effectively? IT'S A THROW, DUMMY! And throws are cheap, are they not?

Yes, I actually had one guy get all upset over the fact that I was using Rose's Soul Catch (the normal one, not the SC), which he classified as a THROW. <sigh...>

4) Rose's Slide

Ohhhh....people HATE this move. Wanna get someone really upset? Use Rose's Soul Illusion SC

and repeatedly slide in the corner. :) I've had up to 12-hit/50% damage combos in the corner with this move on a machine set for low damage. :) :) This is the kind of thing that makes people walk away from playing you.

3) Birdie's Chain Grab

This is a BEAUTIFUL move. Can be used in ticks similar to Zangief's SPD ticks in SSF2. Virtually uncounterable. What's best is that the CG will leave a cornered opponent in the corner, a sitting duck for another CG attempt. :)

2) Birdie's Leaping Chain Grab SC

Yes, this is probably the most complained-about move in the entire game. But the people who complain are so STUPID! They will jump to the opposite side of the screen and THEN throw a fireball. I've had instances where I keep rolling the joystick from across the screen, "faking" the SC. What do they do? They throw a fireball. I'll let them repeatedly throw fireballs, about 4 or 5 of them, and let myself get hit repeatedly. Then, after all this warning, I'll do the SC. They then roll their heads, make some kind of clucking sound, or start swearing rather viciously. I still want a taunt where Birdie jumps at his opponent and kisses them instead of throwing them. :)

AND THE #1 CHEAP THING ABOUT SFA IS.....

THE INTERNET!

Yes, I had a guy complaining to me repeatedly the other night. He and his friends were getting wholoped, and he said that I wasn't good, that I just got all of my moves from the Internet and that, in actuality, just plained sucked! This was at Super Just Games this last Friday night, so, if you are reading this, Mr. Johnson, PLEASE, oh PLEASE E-mail me or post or something! I'd just *love* to get into a conversation with you about SFA and its incredible "cheapness." :) :) :) :)

THE WISH LIST

For now, I'm in the process of re-doing this section since I'm having my first look at a national release version. It'll be re-done when I get the next revision out, which should be in a week (for sure, I promise!). :)

CREDITS AND THANKS

Well, that's about it. A big "Thank you!" goes out to:

Tom Cannon..... for mucho info and the basis for this FAQ.

=P (Mr. Cheung)..... for info on the characters during beta testing.

Shinkuu Hadoken..... for the Akuma/Bison code.

alt.games.sf2..... for all of the discussion about SFA over the past
month and plenty of info.

Have fun...SFA is a GREAT game. Like I said, any comments, suggestions, gripes, etc. can be sent via
E-mail to

LaPlanta@aol.com

I will probably post this FAQ in alt.games.sf2 every couple of weeks as the game gets released. You can
always get the latest revision at the following FTP sites:

brawl.mindlink.net /pub/sfa

ftp.netcom.com /pub/vi/vidgames/faqs

Street Fighter Zero

Game Shark *(JAPANESE)*

Player 1 invulnerable	8018720C 0090
Player 2 invulnerable	801874D4 0090
Player 1 power level 1	8018727E 0030
Player 1 power level 3	8018727E 0090
Player 2 power level 1	80187546 0030
Player 2 power level 3	80187546 0090

Faq

Akuma or Gouki:

- 1) Move to '?'
- 2) Press and Hold L2
- 3) Left, Left, Left, Down, Down, Down
- 4) Square + Triangle

M.Bison or Vega

- 1) Move to '?'
- 2) Press and Hold L2
- 3) Left, Left, Down, Down, Left, Down, Down
- 4) Square + Triangle

Once you have accessed them, you can reselect them by pressing DOWN in the '?', no need to enter the above code anymore.

Go to '?', hold L2, R2, and select. Press Triangle, Square, X,O,Triangle.

Extra Fighters

Dan: Hold L2 or R2, Triangle, Square, X, Circle, Triangle

Gouki: Hold L2 or R2, Out, out , out, down, down, down, square+triangle

Vega: Hould L2 or R2, Out, out, down, down, out, down, down, square+triangle

To get a different color for Dan reverse the order of his code.

(Triangle, circle, eX, square, triangle whil L2 or R2 is held)

For Gouki just press eX and circle instead of square and triangle.

Moves

QCT - Quarter Circle Toward

QCB - Quarter Circle Back

HCT - Half Circle Toward

HCB - Half Circle Back

FP - Fierce Punch

MP - Medium Punch

JP - Jab Punch

FK - Fierce Kick

MK - Medium Kick

SK - Short Kick

--++==>Ryu<==++--

Alpha Counter - B, DB, D + any punch

Hadoken - QCT + any punch

Dragon Punch - T, D, DT + any punch

Hurricane Kick - QCB + any kick

Overhead Smash - T + MP

Spin Kick - T + MK

Super Moves:

Super Hadoken - QCT, QCT + any punch

Super Dragon Punch - T, D, DT, T, D, DT + any punch

Super Hurricane Kick - QCB, QCB + any kick<P>

--++==>>Chun-Li<==++--

Alpha Counter - B, DB, D + any kick

Flip Kick - DT + FK

Split Kick - HCB + any kick

Lightning Kick - tap any kick

Hadoken - Charge B (2 seconds) then T + any punch

Spin Kick - Charge D (2 seconds) then U + any kick

Heel Attack - (in air) D + MK

Super Moves:

Super Cotton Fireball - QCT, QCT + any punch

Millions of Kicks - Charge B (2 seconds), then T, B, T + any
kick

Shadow Kick - Charge DB (2 seconds), DT, DB, U + any kick<P>

--++==>>Charlie<==++--

Alpha Counter - B, DB, D + any punch

E><tended Punch - T + FP

Sliding Kick - Tap B or T + FK

Back Kick - Tap B or T + MK

Sonic Boom - Charge B (2 seconds) then tap T + any punch

Flash Kick - Charge D (2 seconds) then tap U + any kick

Super Moves:

Sonic Blade - Charge B (2 seconds) then tap T, B, T + any
punch

Somersault Hurricane - Charge DB (2 seconds) then tap DT,
DB, U + any kick

Mega Blitz - Charge B (2 seconds) then tap T, B, T + any
kick<P>

--++==>>Ken<==++--

Alpha Counter - B, DB, D + any punch

Hadoken - QCT + any punch

Spin Kick - T + MK

Roll - QCB + any punch

Hurricane Kick - QCB + any kick

Dragon Punch - D, T, DT + any punch

Super Moves:

Super Dragon Punch - QCT, QCT + any kick

Master Combo - QCT, QCT + any punch<P>

--++==>>Guy<==++--

Elbow Crush - T + MP

Hurricane Kick - QCB + any kick

Somersault Elbow Smash - QCT + any punch then while in air
any punch

Dash - QCT + any kick

Flip Kick - DT + FK

Super Moves:

Flying Fury - QCT, QCT + any punch

Master Combo - QCT, QCT + any kick<P>

--++==>>Birdie<==++--

Alpha Counter - B, DB, D + any punch

Head Butt Rush - Charge B (2 seconds), T + any punch

Turn Around Head Butt - Hold any 2 punch or kick buttons and
release

Chain Attack - DB, D, DT, T, UT + any punch

Super Moves:

Chain Grab - QCT, QCT + any button

Mega Burst - Charge B (2 Seconds), T, B, T + any punch<P>

--++==>>Sodom<==++--

Blade Attack -D, T, DT + any punch

Tengu Walk - B, DB, D + any kick (From Ground)

Power Bomb - D, DT, T, UT + any punch

Carpet Bomb - D, DT, T, UT + any kick

Super Moves:

Super Blade Attack - QCT, QCT + any punch

Power Slap - 720 Clockwise (Starting with B) + any punch<P>

--++==>>Adon<==++--

Front Kick - DT + MK

Jackal Flip Kick - B, D, DB + any kick

Stabbing Jackal Kick - QCB + any kick

Jackal Knee - D, DT, T, UT + any kick

Super Moves:

Jackal Assault - QCT, QCT + any punch

Jackal Revolver - D, B, DB, D, B, DB + any kick<P>

--++==>>Rose<==++--

Slide Kick - DT + MK

Scarf Slash - QCB + any punch

Fire Scarf - HCT + any punch

Alpha Counter - B, DB, D + any punch

Rising Upercut - D, T, DT + any punch

Super Moves:

Amazing Scarf Spark - QCB, QCB + and any punch

Glow -N-Show - QCT, QCT + any kick

Super Rising Upercut - D, T, DT, D, T, DT + any punch<P>

--++==>>Sagat<==++--

Tiger Crush - D, T, DT + any kick

High Tiger Shot - QCT + any punch

Low Tiger Shot - QCT + any Kick

Tiger Blow - D, T, DT + any punch

Sagat Special - B, DB, D + any punch

Super Moves:

Tiger Combo - D, T, DT, D, T, DT + any kick

Tiger Cannon - QCT, QCT + any punch

Rising Kick Combo - QCB, QCB + any kick<P>

Tekken

Game Shark

Infinite health player 1	801232DE 0080
No health player 2	80124312 0000
Select all extra players	801273D0 FFFF 801273D2 00FF
Unlimited time	80125180 090E
Infinite health player 2	80124312 0080

Faq

Swap Trick

Method

The "Swaptricks"

- by Joe Chan.

WARNING!!

This text is for information only. The author will NOT be held responsible for damaged machines!!

Many of you ,who own a PlayStation, want to play import games, right? The PAL games are often inferior compared to their NTSC counterparts. They are slower and have those ugly black borders at the top and the bottom of the screen. The NTSC games are released much earlier too. People like me who own a Japanese PSX also suffer from this problem. Many great games in USA will never get released in Japan.

As you know, the PlayStation doesn't allow you to play import games, but there are some ways to defeat the geographical lockout problem. There are generally 4 ways of doing this which let you play any games on any PlayStation (Japanese games on a European machine etc.). You'll find 3 of the methods in this FAQ. The 4th method is called the Double Swap Method and it works with all PSX-models, including the newest PSXs. Take a look at the swaptrick FAQ by John Muir for information about the 4th method.

Method 1:

- 1.Power on your PlayStation as usual.
- 2.Go to CD-music menu.
- 3.Open the lid.
- 4.Insert an original PSX game (a Japanese game if you own a japanese PSX) without closing the door.
- 5.Search for the lid sensor (a round button) which is located at the topright corner. Found it?
- 6.Press this button and hold it down with something (a toothpick works fine).
- 7.The original CD will spin for 2-3 sec and then stop.

8. Replace it with your import CD.
9. Exit the CD-music menu.
10. Play your import CD happily.

Note:

1. The boot CD must have at least as many tracks as the import CD, or you won't get all the music. The game might even not work at all. Tekken, Ace Combat and Rayman are good boot discs.

2. The music won't be 100% correct. This is because the music information is read from the original disc.

However, if your import CD doesn't use normal audio tracks as BGM (the CD will only consist of one track), then everything will work perfectly.

3. If you want to play PAL games on a NTSC machine or vice versa, you'll need a RGB scart cable. If you don't, you'll get a black and white picture.

4. You must have a TV which can display 60Hz if you want to play NTSC games.

5. I use a spring to keep the lid sensor down, so I can close the lid. If you can't come up with something, you'll most likely have to play with the lid open.

6. Sony has fixed the newer models, so this trick won't work. This trick will only work on the first batch of the

Japanese SCPH-1000, and the first batch of the American and European PlayStations. None of the Japanese

SCPH-3000 machines allow this method. Some of the newer machines work with Method 2, though.

Method 2:

1. Insert your original CD in your PSX without closing the door.
2. Hold down the CD sensor.
3. Power up your PSX.
4. Your original CD will start to boot.
5. Wait until you see the PlayStation logo (not the sony one).
6. Snatch the CD out while it is still spinning and replace it with the import CD.
7. Play your import CD happily.

Note:

1.The problems with method 1 apply here as well (except problem nr.6), so see the notes for method 1.

2.This method should not be used if method 1 works since these two methods got the same problems and method 1 is less risky.

3.The trick should work with some of the later batch of Japanese SCPH-1000 and the oldest versions of SCPH-3000. SCPH-3000 machines with ROM v2.1 or higher forbids this method. I have no idea how to check what ROM version your PSX other than trying method 2.

4.This method is obviously not good for your CD-drive, but if you get used to it, the damage will be minimum. You must try to snatch the CD out as quickly as possible. Some people say that you should try to slow down the CD first, but I don't agree since slowing down the CD will block the CD-drive and then cause it a lot of strain.

5.You will notice that the CD is spinning real fast. But it will slow down a few seconds while it boots up, so snatch it out then in order to cause as less damage to the CD-drive as possible.

6.NEVER try to pull the CD out by pulling two edges together. The best way is to pull the CD out by only pulling one edge while holding the other. You will see what I mean if you just try to pull out a CD from the drive using the two ways described above (you don't have to turn on the PSX to try that). You will find out that the latter way is much easier.

Method 3:

- 1.Power up your Playstation and go to the CD-music menu.
- 2.Insert an original CD, hold down the lid sensor with something and leave the lid open.
- 3.The CD will start to spin.
- 4.After about 1,5 second, snatch the CD out while it is still spinning.
- 5.Quickly insert the import CD.
- 6.The CD will spin for a very short time and then stop.
- 7.Exit the CD menu.
- 8.Play your import CD happily.

Note:

1.The purpose with this method is to let the PSX read the protection from the original CD and the music information from the import CD.

2.This method will let you play your game with all the music.

3.The timing is tricky, but with a little practise, it won't be that hard anymore.

4.An easy way to find out if the music information was read correct is to play the tracks in the music menu. If it was correct, the PSX will play the tracks at once. If it wasn't, there will be some weird noises and a noticeable delay trying to find the tracks before playing them. You can also see if the number of tracks and the total length are correct.

5.If you go out of the music menu, and nothing happens, you have pulled out the original CD too quickly.

6.Different PSXs have slightly different loading time. Try to adjust to your PSXs loading time.

7.Some people say that it doesn't matter what boot CD you use, but that is not true. I used to start with Total Eclipse, which has only one track, and using this trick was almost impossible. The reason is that it takes very short time to read the CD if it only has a few tracks. Now I use Tekken, which has around 27 tracks, and I get it right EVERY time. So, try to get a CD with many tracks, like Ace Combat and MK3.

8.If you own a newer version of the PlayStation, you must combine this method with method 2. Before you go out of the music menu in method 3, you must swap the import CD again with the boot CD (with lid sensor down). When you get to the PSX-logo screen, swap the CDs again. It should be working then.

9.This method is my favourite, since I get all the music, and the PSX doesn't need to work so hard to find the tracks.

10.Method 3 can also be done without going into the music menu. You can swap the CD right away when you turn on the PSX, but I think the method I have described above is better, since you get to know if the trick has worked or not.

If you have any questions or if you find the information above hard to understand, mail me.

Joe Chan

Tekken 2

Game Shark **(JAPANESE)**

Select all 26 characters (Note 1)

800A2A18 FFFF

800A2A1A 00FF

Infinite health player 1

800CF6B6 006E

No health player 2

800D08BE 0000

Infinite health player 2

800D08BE 006E

Note 1: USE PUNCH/KICK SELECTING Devil/Angel Roger/Alex

Codes

To get KAZUYA:

Get all sub-bosses (not including Roger/Alex).

Choose any sub-bosses and finish the game.

Kazuya will become selectable.

To get DEVIL/ANGEL:

Finish the game with Kazuya.

Devil will become selectable.

Choose Angel by pressing kick buttons on Devil.

To get ROGER/ALEX:

Get all sub-bosses (including Kazuya, Devil/Angel).

In stage 3 in Arcade Mode, beat your opponent in the last round with 2-3% energy left.

If you hear the sound GREAT!, your next opponent will be Roger or Alex (stage 4). Beat Roger or Alex to get them both.

SD mode 1:

Get all sub-bosses (including Kazuya, Devil/Angel, Roger/Alex).

Choose your character in any mode.

After choosing your character, hold down the Select button.

Do not release until the match begins.

When the match begins, you will be controlling a SD1 character.

SD mode 2:

Do the SD mode 1 first.

After you beat down your next opponent, hold down the Select button.

Do not release until the match begins.

When the match begins, you will be controlling a SD2 character.

Wire frame mode:

Get all sub-bosses (including Kazuya, Devil/Angel, Roger/Alex).

In the character selection screen, hold down L1+L2.

Select your character (still holding L1+L2).

Do not release L1+L2 until the match begins.

When the match begins, you will be playing in wire frame mode.

Faq

MODIFIED TEKKEN 2 FAQ V 1.75

by LORD ZOR (lordzor@clark.net)

ORIGINAL FAQ by K W Amico (lukejedi@ix.netcom.com)

This is a modified version of the abstract version released by LukeJedi. It has many of the errors corrected and the correct order in which to do many of the multipart throws. I also added sections for Kazuya and

Devil and Angel. Full credit has to go to K W Amico for finding most of this information. I just modified it as I feel that the net is in need of a COMPLETE text FAQ for TEKKEN 2. Enjoy.

* CHARACTER CODES *

---CODE CONVENTIONS:

\$\$ - Put in your quarters

start - Tap the "START" button *once*

START - Press and *hold* start until you see [START] in the instructions

[START] - Release the "START" button you were holding.

move - Move the character selection cursor to the designated fighter

d - Tap the stick down once

u - Tap the stick up once

l - Tap the stick left once

r - Tap the stick right once

LP - Hold Left Punch until you see [LP] in the instructions

RP - Hold Right Punch until you see [RP] in the instructions

LK - Hold Left Kick until you see [LK] in the instructions

RK - Hold Right Kick until you see [RK] in the instructions

[LP] - Release Left Punch

[RP] - Release Right Punch

[LK] - Release Left Kick

[RK] - Release Right Kick

For the purpose of standardization, all the code instructions are given with the assumption that no one is playing on the machine and there are no credits in there. When a code is executed properly, you will see the secret fighter's

picture in the portrait box. These codes can be executed from either player's side.

---CODE TO PLAY ALEX [the lizard]

\$\$, RK, start, u, u

---CODE TO PLAY ARMOR KING (King's Boss)

\$\$, start, move to King, l, START, l, r, [START], r

---CODE TO PLAY BRUCE IRVIN (Lei Wulong's Boss)

\$\$, start, move to Lei Wulong, start, start, start, start, r

---CODE TO PLAY GANRYU (Michelle Chang's Boss)

\$\$, start, move to Michelle Chang, START, d, u

---CODE TO PLAY KUMA (Paul Phoenix's Boss)

\$\$, RP, start, move to Paul Phoenix, d, start, d

---CODE TO PLAY KUNIMITSU (Yoshimitsu's Boss)

\$\$, RP, move to Yoshimitsu, r, start

---CODE TO PLAY PROTOTYPE JACK (Jack-2's Boss)

\$\$, start, move to Jack-2, d, d, START, u, u

---CODE TO PLAY ROGER [the kangaroo]

\$\$, LK, start, u, u

---CODE TO PLAY WANG JINREY [Baek/Jun's Boss]

\$\$, start, move to Baek/Jun (whichever is the default), start, d, r, u, l

---CODE TO PLAY KAZUYA [The Main Boss]

\$\$, start, move to Heihachi, d, u, U, start, start, [U], u

=====>END SECRET CODES<=====

* CONVENTIONS * (Explanation of the abbreviations used in this document)

Herafter, the document will utilize simplified terms to describe control methodology. The purpose of this is to make economical use of the page's limited width. I am fairly sure that it will become intuitive for you in time. If this does not happen after a while and you are still having problems understanding the technique entries, please feel free to send Electronic Mail to the address at the beginning of the FAQ. I am always open to suggestions regarding the FAQ's format and content.

* d,u,f,b (*tap* stick down, up, toward opponent, away from opponent)

* D,U,F,B (*HOLD* stick down, up, toward opponent, away from opponent)

* d/f,d/b,u/f, etc (tap stick diagonally)

* D/F,D/B,U/F, etc (HOLD stick diagonally)

* N (return stick to Neutral position)

* QCT Quarter-Circle Towards (circle stick from down to forward)

* HCT Half-Circle Towards (circle stick from back to down to forward)

* 1,2,3,4 (tap a button. They are arranged on most machines

like so: L.PUNCH R.PUNCH

1 2

3 4

L.KICK R.KICK

* A plus sign (+) indicates that the things on either side of it must be done together. 1+3 would mean press L.PUNCH and L.KICK at the same time.

* A comma (,) indicates that the things on either side are of it must be done one after the other. f,f would mean tap the joystick right two times.

* (WC), While Crouching, basically means tapping the joystick down. (WC)+1 would mean tap the joystick down and press L.PUNCH at the same time. This is important, because the act of crouching is not instantaneous. A move executed during the crouching process is almost always different from what happens when you wait until you are fully crouched to hit the button(s).

* (WS), While Standing, means return the stick to neutral while you are in a crouch and press the button after the plus (+) sign.

* A tilde (~) between two buttons means to press the second one IMMEDIATELY after the first. It is almost like pressing the buttons together.

* Brackets ([]) surrounding an item indicate an optional input.

* A pound sign (#) after a joystick direction means that the direction indicated before it is to be held for a little while before the button is pressed. You will often see this after a "D" in a D (something) move, meaning that you have to wait until your fighter is in a full crouch before doing the next controller input.

* An underscore (_) between items means "or".

* Common Moves for Each Character * Moves may have other effects if noted

***** under character moves

d/f+1Left uppercut (Does'nt knock down)

d/f+2Right uppercut (Sends opponent airborne)

d/f+3Side Kick

d/f+4Front Kick

u or u/f of u/bHop

<+any attack> Hopping attacks

U or U/F or U/BHigh Jump

<+any attack> Jumping attacks

<before landing 3> landing sweep
<before landing 4> landing sidekick

After Being Knocked Down (Some big characters like Jack 2 cannot do all
-----of these rising moves.)

d+1 roll over
3 get up with sweep
4 get up with sidekick
tap B roll backwards
tap 4 roll forwards
<while rolling F+1+2> dive at opponent
1 roll sideways
B#,F+3+4 rising double leg kick

<all of these moves can be linked together for some rising attack combos>
<ex. 1,tap B,3 causes you to roll sideways than backwards then get up>
<with a sweep>

* ALEX/ROGER * [CODE OR TIME RELEASE ONLY]

---CODE TO PLAY ALEX

\$\$, RK, start, u, u

---CODE TO PLAY ROGER

\$\$, LK, start, u, u

GRAPPLING TECHNIQUES

1+3 Animal Head Butt

2+4 Powerbomb

d,d/f,F+1 Jaguar Driver

d/b,d/b+1+2DDT

d/b,f+1+2 Tombstone Piledriver

f,HCT+1 Giant Swing

<behind> 1+3 or 2+4 Back Drop

SPECIAL TECHNIQUES

1,2,1 1-2,Uppercut

d/f+1 Short Hammer Strike (often stuns on guard)

d/f+2 Short Gut Punch

D+1~(N+2) Low jab, Uppercut

(WC)+3+4,4,4,4,4 Ali Kick(s)

f,f+2 Middle Smash

f,f+1+2 Flying Cross Chop

f,f+4 Jail Kick

f,f+3+4 Drop Kick

3+4Delayed Drop Kick

f,f,F+3+4 Satellite Drop Kick

D#,d/f+2Dynamite Uppercut

(u/f)_ (F)+1+2 Knuckle Bomb

f,f,N+2 Stomach Smash (stuns on counterhit)

U/B or U or U/F +2+4 Elbow Drop

U/F+3+4 Double Knee Drop

d/f+3+4 Frankensteiner (often a throw, depending on usage)

f,N,d,D/F+1 Animal Uppercut

d/b+3 Tail Cutter (hits ground only)

d/b+4,3,4,3,4Animal Kick Rush (B rolls back during)

d/b+4,1,3,4,3,4 Animal Kick, Rolling Animal, Animal Kick Rush

b+3+4,3,4,3,4Falling Kick, Animal Kick Rush

f,F+1,2,1,2,1Animal Punch Rush, Rolling Punch

f,N+1 Rolling Punch

B+1Animal Gigaton Punch (unblockable)

Roger and Alex do not have any known Tenstrings :(

* ANNA WILLIAMS * [CODE OR TIME RELEASE ONLY]

---CODE TO PLAY ANNA

unknown at this time

GRAPPLING TECHNIQUES

1+3Arm Turn

2+4Lifting Toss

F+1+3 Neck Throw

d/f,d/f+1 Embracing Elbow Strike

<behind> 1+3 or 2+4 three limb break

MULTIPARTS

QCT+(1+2 or pause,1+2) Palm Grab

<during palm grab> 3,4,3,1+2 Reaping Arm Bar

<during palm grab> 1,3,2,1Standing Reverse Arm Lock

<during SRAL> 3,1,4,1+2,1+2 Rear Gatelatch Falcon-Wing Squeeze

<during SRAL> 2,1,3,4,1+2 Falling Reverse Arm Lock

<during SRAL> 2,3,1+2,3+4,1+2 Gatelatch Throw

<during palm grab> 1+3,4,1+2 Arm Sprain, Standing Cross Lock

<during SCL> 1+2,4,3,1+2,1+2,1+2 Arm Break, Rear Cross Lock

SPECIAL TECHNIQUES

f,f+1+2 Double-Palm

1,2,f+1+22 Punches, Double-Palm

f,f+4 Kneeling Kick

D#,D/F+2 Cold Blade

D#,f+1 Cat Thrust

D#,f+2 Right Hand Stab
f,f,(f or F)+3 Bone Cutter
B+1,1,1 Cross Cut Saw
1,2,3 or 4 Triple Smash
D#,(u/b_u_u/f)+4 Flip Kick Low
D#,(U/B_U_U/F)+4 Flip Kick High
(WC)+1~N+4 or (D#+1)~N+4 Rib Kick Combo (mix-up)
4,3,2 High Kick, Lowkick, Uppercut
2,3 P-K Combo
2,4 Double Smash
(2,d+3) or (1,4) P-lowkick combos
(WC)+3,2 Low Kick, Uppercut
(WC)+4,1 Lock Kick, Back Spinning Chop
d or D+3,2 Lowkick, Uppercut
1 or d/f+1,2,1,4 3 punches, sweep
1 or d/f+1,2,u/f+3 2 punches, Jumping Kick
d/f+1,2,d+3,2 Two punches, lowkick, uppercut
1 or d/f+1,2,4 Uppercut+Punch, Kick
3,4 Head Ringer
1,4 Reverse PDK combo
d/f+3,1,2 Flash Combo
d/f+3,3,3,(4 or 1,2) Rapid Kick Combos
d/f+3,2,(3 or d+3 or 4 or 1) Swan Combos
d/f+3,3 creek attack and high kick
u/f+4,3,4 Hunting Kicks

(WC)+1+2 Bloody Scissors (unblockable)
d/b+1+2 [u,u to cancel] Hunting Swan (unblockable)

b+1+4 or b+2+3 Attack Reversal

(1 or d/f+1),2,1,2,3,3,2,1,2,4 Tenstring

* ARMOR KING * [CODE OR TIME RELEASE ONLY]

---CODE TO PLAY ARMOR KING

\$\$, start, move to King, l, START, l, r, [START], r

GRAPPLING TECHNIQUES

1+3 Coconut Crush

2+4 Backfall Suplex

2+4,d,d,D+1+2 Steiner Screwdriver

d/b,d/b+1+2DDT

d/b,f+1+2 Tombstone Piledriver

HCT+1 Jaguar Driver

f,HCT+1 Giant Swing

<behind> (1+3 or 2+4) Reverse DDT

SPECIAL TECHNIQUES

1,2,1 1-2,Uppercut

2,1Right Straight, Left Uppercut

(WC)+3+4,4,4,4,4 Ali Kick(s)

d+3+4,2 Ali Kick[s],Smash Uppercut

f,f+2Middle Smash

f,f+1+2 Flying Cross Chop

f,f+4 Jail Kick

f,f+3+4 Drop Kick

3+4Delayed Drop Kick

f,f,F+3+4 Satellite Drop Kick

D,D/F+2 Dynamite Uppercut

u/f+1+2 Knuckle Bomb

u or u/f,N+1+2 Jump-In Knuckle Bomb

(WC)+1+2Short Elbow Drop

D+1~(N+2) Low jab, Uppercut

f,f,N+2 Stomach Smash (stuns on counterhit)

u/f or u,N+3+4,4,4Jumping Ali-Kick(s)

U/B or U or U/F +2+4 Elbow Drop

U/F+3+4 Double Knee Drop

d/f+3+4 Frankensteiner (often a throw, depending on usage)

f,N,d,d/f+2 Black Smash

f,N,d,d/f+1 Dark Smash

(WC)+1,N+2 LowPunch-Uppercut

b+1+4 Straight Arrow

f+1+4 Black Shoulder

u/f+1+2,D Super Knuckle Bomb (unblockable)

u/f or u,N+1+2,D Jump-In Super Knuckle Bomb (unblockable)

u/f or u,N+1+4 Jump-In Moon Drop (unblockable)

1,2,1,1,2,4,4,4,1,3 Tenstring

***can be started from the second attack by holding the
stick forward and pressing 2***

ex: F+2,1,1,2,4,4,4,1,3 Ninestring

* BAEK DOO SAN * [CODE OR TIME RELEASE ONLY ON SOME SYSTEMS]

---CODE TO PLAY BAEK

unknown at this time

GRAPPLING TECHNIQUES

1+3 Hammerhead Throw

2+4 Blue Shark Claw

f,f+2 Cobra Bite

d/b+1+3Swordfish Throw

<behind> 1+2 or 3+4 Starfish Throw

SPECIAL TECHNIQUES

f+2 Backfist

1,2 Jab and Straight
2,f+2 Right Punch and Backfist
f,N,d,d/f+3 Wing Blade
3,4,3 Break Blade
3,3,3,(4 or d+4) Butterfly Combos
3,3,4,4,3 Black Widow Combo
3,3,4,4,4,3 Mantis Combo
(WC)+4,3,3,(3 or d+3) Baek's Rush Combos
(WS)+4,4,4,3Flaming Hawk
(WS)+4,4,3 Albatross Combo
(WC)+3,3,(3 or d+3) Snake Combos
(WS)+3,3,4 Wave Needle
(WS)+3,4,4,3Heat Distraction
(WS)+3,4,4,4,3 Hurricane Distraction
f+4,3 Knife Heel
f+4,4,3Triple Threat
f,f+3 Axe Kick
f,F+4 Hammer Heel (hits ground level)
f,f,(f_F)+3 Killing Blade
u/f+3,4,3 Hunting Hawk
u/f+3,d+4,3 Starlight Blade
F+4,4,3Triple Threat
b,b+3,NFlamingo
<flamingo>,B or F Flamingo Movement
<flamingo>,3 Cutting Heel
<flamingo>,B+3Hunting Heel
<flamingo>,d+3Flamingo low kick
<flamingo>,3,3,4 Flamingo Wave
<flamingo>,3,4,4,3 Flamingo Distraction
<flamingo>,3,4,4,4,3 Flamingo Hurricane

d/b+3+4Heel Explosion (unblockable)

4,3,3,4,3,3,3,4,3,3 Tenstring
4,3,4,3,3,3,3,3,4,3 Tenstring

* BRUCE IRVIN * [CODE OR TIME RELEASE ONLY]

---CODE TO PLAY BRUCE IRVIN

\$\$, start, move to Lei Wulong, start, start, start, start, r

GRAPPLING TECHNIQUES

1+3 Knee Bash

2+4 Ribcrusher

<behind> 1+3 or 2+4 Backward Fling

MULTIPARTS

f,d,D/F+1+2+4 Embracing right knee

<embracing> 1+2,1+2,1+2 Tumbweed

<embracing> 3,1+2+3 Left Knee

<embracing> 4,1+2+3 Left Knee

<left knee> 1,3,1+2+4Turning Knee

<turning> 2,4,1,1+2+3Jumping Knee Kick

SPECIAL TECHNIQUES

f,F+4 Bazooka Leg

f,f+3 Slice Knee

f+1+2 Slice Elbow

1+2 Sledgehammer

b,b,N+3+4,[4] Handspring Escape, [Bazooka Leg]

d/f+3,1Cyclone Edge, Tornado Uppercut

f,f,f+3Sniper Slash

d/f+3+4Step-In Middle Kick

d/f+1,2Double Facebreaker

f+4,3,4Triple Kick Combo

1,2,1,24-punch combo

3,3 Quick Kicks

(WC)+3+4,3 Side Low & Side High Kick

F+1,2,1 Triple Sock Combo

1,2,(N or d or f)+4 1-2 punch, (middle or low or high) Kick

1,2,d+4,3 1-2 punch, low kick, crescent kick

b+4,3,4 Triple Knee

b+4,3,d+4 Double Knee, Low Kick

3,2,1,4 Gatling Combo

b+3 Stopping Kick

b+3,4 Stopping Kick, Knee

b+3,2 Stopping Kick, Feint Straight

1,4,3 Southern Cross Combo

1,2,3 Northern Lights Combo

B+2+3 Sidewinder (Unblockable)

***** [CODE OR TIME RELEASE ONLY]

DEVIL OR ANGEL KAZUYA (to pick angel just select devil with a kick button)

---CODE TO PICK DEVIL/ANGEL

unknown at this time

GRAPPLING TECHNIQUES

2+4 shoulder throw

1+3 bitch kick

f,f+1+2 headbutt

<behind> 1+3 or 2+4 atomic drop

SPECIAL MOVES

1,2 one two punches

u/f+4,4 jumpkick, sweep
f,N,d,D/F+1 dragon punch
f,N,d,D/F+2 power uppercut
f,N,d,D/F+4,4 hell sweeps
f,f,f+3 jumping side kick
f,f+3 left axe kick
f+4 right axe kick
4,3 flipkick
(WS),4,4 double axe kick
d/f+1,2 double uppercuts
1,2,2 backfist combo
1,1,2 punch combo

1+2 ground laser (unblockable)

3+4 air laser (unblockable)

f,F+2,1,2,2,3,4,4,1,2,1 tenstring

* GANRYU * [CODE OR TIME RELEASE ONLY]

---CODE TO PLAY GANRYU

\$\$, start, move to Michelle Chang, START, d, u

GRAPPLING TECHNIQUES

1+3 Jizo Hug

2+4 Body Drop

F+2+4 Lifting Toss

f,F+2+3Jaw Breaker

<behind> 1+3 or 2+4 Upside-Down Drop

SPECIAL TECHNIQUES

<lying> D+1+2 Spring Hammer Punch

(WC)+4 Thigh Quake
1,1,1 Ganryu's Combo
1+2,1+2 Double Uppercut, Hammer
(WS)+1+2,1+2 Double Uppercut, Hammer
D/F#+(1,2,1 or 2,1,2) Nodowa Combo
b,d/b,d,D/F+2 Megaton Palm
b,d/b,d,D/F+1 Megaton Float
(f,f or F)+1+2Scissors
u/f+3+4 Hip Press
D#,d/f+1,2,1,1Wild Swing, Backfist
(WC)+2,2,2,2.... Kabuki Palm (infinite)
d/f+2+3 Thunder Palm
D#+1+2 Palm Lift
D#+1,1,1,2,(F or D/F or D)+1 Sumo Rush (middle or low ending)
F+2,1 punch, elbow
F+1,2,1,2,1,2,1,2 Devil Thrusts
2,1,2,1,2,1,2,1 Devil Thrusts
d/f+2,1,1,1 Uppercut, Devil Thrusts

B+1+2 Giant Tackle (unblockable)

Ganryu has no known tenstrings. He didn't have any in Tekken 1 either.

* HEIHACHI MISHIMA *

GRAPPLING TECHNIQUES

1+3Neck Breaker

2+4Powerbomb

f,f+1+2 Super Head Butt

<behind> 1+2 or 3+4 Atomic Drop

SPECIAL TECHNIQUES

1,1,2 Shining Fists
1,2,2 Devil Fists
f+2 Backfist
2,2 Punch, Backfist
d/f+1,2 Double Uppercut
f,N,d,d/f+1 Thunder Godfist
f,N,d,d/f+2 Wind Godfist
f,N,d,D/F+4,4,4,N+4,4 Hell Sweeps - Axe Kick
f,f+3 Left Axe Kick
f,f,F+3 Sky Foot Slice
u/f+3,4 Screw Blade Leg Attack
u/f+4,4 High-Low Jumping Spin Kicks
f+4 Right Axe Kick
4~3 Crushing Kick
(WS)+4,4 High Kick, Axe Kick
U/F+2+4 Corpse Splitter
QCT+2 Death Fist
(WC)+1 Tile Splitter
(WC)+1,2 Tile Splitter, Death Fist
f,f+2 Demon Godfist
f,N,d,d/f+3,N Slice Kick
f,N,d,D/F+3 Low Slice Kick
b,b,N+3+4 Shadow Foot
(WC)+4 Demon Stomp (opponent must be lying down)

(WC)+1+4 Demon Tile Splitter (unblockable)

f,F#+2,1,2,2,3,4,4,1,2,1 Tenstring (the pause=1 second)
d/f+3,2,2,4,4,1,4,1,2,(1_4) Tenstring
d/f+3,2,2,4,4,1,2,1,2,1 Tenstring

* JACK-2 *

GRAPPLING TECHNIQUES

1+3,1+2 Hell Press, Face Basher

2+4 Gorilla Press

d/b,f+1+2 Piledriver

QCB+2 Backbreaker

QCT+1 Pyramid Driver

d/f+2+4 Catapult

d/f,d/f+1+2 Modified Catapult (*allows you to combo airborne opp*)

<behind> 1+3 or 2+4 Death Shot

SPECIAL TECHNIQUES

1,1,1 Hammer Combo

2,1,2 Punch,Elbow,Uppercut

b,b+1,1 Gigaton

b,d/b,d/D/F+1 Megaton Sweep

b,d/b,d,D/F+2 Megaton Knuckle

d/f+1+2 Hammer Knuckle

D+1+2 Bravo Knuckle

f,f+1+2 or F+1+2 Power Scissors

(WS)+1+2,1+2 Double Uppercut, Double Hammer

1+2,1+2 Double Hammer, Double Uppercut

D#+1+2 Meltdown

f+1+2,1+2 Scissors, Meltdown

f+1+2,d/f+2 Scissors, Megaton Punch

D#,D/F+(1,2,1 or 2,1,2) Hammer Rush (stick D_D/F_F to change end attack level)

D#+1,1,1,2,(D_D/F_F)+1 Hammer Rush (Low or Medium or High ending)

d/b+1,1,1,1,d/f+2 Machine-gun Knuckle

D+1,2 Megaton Strike

u/f+3+4 Hip Press

(WC)+3+4 Sit Down

<sit down> U Quick Jump

(WC)+3+4,3+4 Sit Down, Hop Forward, Sit Down

<sitting> 1,2,1,2 or 2,1,2,1 Blood Fan
(WS)+1 Violent Uppercut
d/b+3,4,3,4,3,4 Cossack Kicks
D#,d/f+1,2,1,1 Wild Swing, Backfist
<lying down> D+1+2Spring Hammer Punch
d/f+(1,2,1,2)_(2,1,2,1) Uppercut Rush

HCF(1-5 times)+1 Gigaton Punch (unblockable after 3-5 windups)

D+2,1,1,1,2,1,2,1,1+2,1+2 Tenstring
D+2,1,1,1,2,1,2,1,d+1+2,1+2 Tenstring
u/f+1,1,4,3,4,1,2,1,1+2,1+2 Tenstring
u/f+1,1,4,3,4,1,2,1,d+1+2,1+2 Tenstring

* JUN KAZAMA * [CODE OR TIME RELEASE ONLY ON SOME SYSTEMS]

---CODE TO PLAY JUN
unknown at this time

GRAPPLING TECHNIQUES

1+3 Arm Bar
2+4 Serpent Twist
d/f+2+3 Striking Oshi Taoshi (striking push down)
<behind> 1+3 or 2+4 German Suplex

SPECIAL TECHNIQUES

1,1 Punch, Middle Screw Punch
1,3 Punch-Kick Combo
1,2 Punches
F+2 Charging Strike
(WC)+3+4 Can-Can :)

1,4,4,4Punch, 3 sweeps

1,1,4 Punch, Middle Screw Punch, Can-Can

1,1,3 Punch, Middle Screw Punch, front Kick

(this can be repeated for an infinite string)

F+1,4 Middle Screw Punch, Can-Can (hits low)

F+1,3 Middle Screw Punch, Front Kick (hits medium)

N+3+4 Cartwheel Kick

F+4 Lightning Crescent

B+3 Backflip Kick

B+3,4,4,4,3 Backflip Kick,Sweeps,Cartwheel Kick

B+3,2 Backflip Kick, Charging Strike

(d/b+4)_(3~4),4,4Leg Sweeps

(d/b+4)_(3~4),4,4,3 Leg Sweeps, Cartwheel Kick

F+3,3 Spinning Roundhouse

Leg Sweeps can be interrupted at any time by a White Heron Combo

This allows many options for creating infinite strings

1+4 White Heron (a low kick and high punch combined)

1+4,2,1,1,4 +Punches, Can-Can

1+4,2,4 +Punch, Lightning Crescent

1+4,2,D+4 +Punch, Crescent Low

1+4,2,1,4,4,4,3 +Punches, Leg Sweeps, Cartwheel Kick

1+4,2,1,1,3 +Punches, Front Kick

1+4,2,1,3 +Punches, lowkick

1+4,2,1,2 +punches, uppercut

B+(1+3 or 2+4) Attack Reversal

(F+3)#,4,4,4 Spinning Heel Drop (unblockable)

(WS)+2,1,1,1,2,1,4,3,3+4 Tenstring

(WS)+2,1,1,1,2,1+4,1,3+4 Tenstring

(WS)+2,1,1,3Fourstring

KAZUYA MISHIMA [CODE OR TIME RELEASE ONLY]

--CODE TO PLAY KAZUYA:

\$\$, start, move to Heihachi, d, u, U, start, start, [U], u

GRAPPLING TECHNIQUES

2+4 Shoulder Throw

1+3 Bitch Kick

f,f,1+2 Headbutt

(d or D/B)1+2 Ultimate Tackle{2+4} to escape being tackled

<tackle> 2,1,2,1,2 Mounted Punches

<behind> 1+3 or 2+4 neck throw

Special Moves

1,2 One Two punches

u/f+4,4 Jumpkick, sweep

f,N,d,D/F+2 power uppercut

f,f,f+3 flying kick

f+4 right axe kick

(WS)+4,4 double axe kick

d/f+4,4 standing double axe kick

1,1,2 rushing punch combo

4~3 flipkick

f,N,d,D/F+1 dragon punch

1,2,2 backfist combo

d/f+1,2 double uppercuts

f,N,d,D/F+4,4 hell sweeps

f,f+3 left axe kick

f,N,D/F+2 Alternate Power Uppercut{The alternate moves are actually no different

f,N,D/F+1 Alternate Dragon Punch than the normal ones. This is just a slightly

f,N,D/F+4,4 Alternate Hell Sweeps easier motion to do them}

f,N,d,D/F+1,3 dragon punch, side kick

f,N,d,D/F+1,4 dragon punch, sweep

u/f+4,4,4,4 jumpkick, two sweeps, sidekick

(WS)+2 gut punch (stuns)

f sidestep

b+1+4spinning dragon punch (unblockable)

B+1+4long spinning dragon punch (unblockable)

f,F+2,1,2,2,3,4,4,1,2,1 tenstring

f, F+2,1,2, 2,3,4,4,3,2,1 tenstring

f, F+2,1,4,4,2,4,3,2,1ninestring

* KING *

---Counters for MultiParts are listed in enclosures {}---

GRAPPLING TECHNIQUES

1+3 Coconut Crush

2+4 Backfall Suplex

d/b,d/b+1+2DDT

f,HCT+1 Giant Swing

d/b+1+2 Figure-4{3+4}

d/b,f+1+2 Tombstone Piledriver

<behind> 1+3 Half-Crab

<behind> 2+4 Cobra Twist

MULTIPARTS (Pauses for multipart are just until you see King start to crouch)

HCT+1Jaguar Driver

<jaguar driver> 1+2 Flying Press

<jaguar driver> 1+2,3,4,1+2 Boston Crab <after apex of driver>

D/F#+(1+3 or 2+4) Reverse Arm Clutch [1+3] or [2+4] USED:

<reverse arm clutch> 2,1,1+2 Backdrop {1+2} or {2+4}

<backdrop> 3+4,1+2 German Suplex {3+4} or {1+3}

<german suplex> 1,2,3+4 Powerbomb

<powerbomb> 2,1,3,4 Giant Swing {2+4} or {1+2}

D/F#+2+3 Standing Achilles Hold (was Ankle Lock)

<achilles> 1,2,3,1,1+2STF {1+3}

<achilles> 1+2,3,1,1+3Scorpion Death Lock {2+4}

<achilles> 1+2,1,3,1+2+4 Indian Death Lock{1+2}

<indian> 1+2,3,4,1+2,ALL Romero's Special

SPECIAL TECHNIQUES

1,2,1 1-2,Uppercut

2,1Punch, Uppercut

(WC)+3+4,4,4,4,4 Ali Kick(s) (see notes for Octopus Special)

(WC)+3+4,2 Ali Kick, Middle Smash

D#,D/F+4,2 Ali Kick, Middle Smash

f,f+2Smash Uppercut

f,f+1+2 Flying Cross Chop

f,f+4 Jail Kick

f,f+3+4 Drop Kick

3+4Delayed Drop Kick

f,f,F+3+4 Satellite Drop Kick

D#,D/F+2Dynamite Uppercut

u/f+1+2 Knuckle Bomb

(WC)+1+2Short Elbow Drop

D+1~(N+2) Low jab, Uppercut (mix-up)

f,f,N+2 Stomach Smash (stuns on counterhit)

<stomach smash stun> 1+2 Backbreaker

<stomach smash stun> N+1+2,u,d+3+4 Powerbomb

U/B or U or U/F +2+4 Elbow Drop

(WC)+1+2Elbow Sting

U/F+3+4 Double Knee Drop

d/f+3+4 Frankensteiner (often a throw, depending on usage)

F+1+2 Jaguar Impact (unblockable)

F+1+4 Moon Press (unblockable)

Octopus Special: Press (4,2,1,3) very quickly between the third and fourth

Ali Kick hit. The button presses go: (WC)+3+4,4,4,4,4,2,1,3

1,2,1,1,2,4,4,4,1,(1 or 3)Tenstring

1,2,1,1,3,3,4,4,1,(1 or 3)Tenstring

1,2,1,1,3,3,4,3,2,1+2Tenstring (ends with a powerbomb)

***These can be started from the second attack by holding the

stick forward and pressing 2

ex: F+2,1,1,2,4,4,4,1,(1 or 3) Ninestring

* KUMA * [Bear-CODE OR Bear-TIME RELEASE ONLY]

---Bear-CODE TO PLAY KUMA

\$\$, RP, start, move to Paul Phoenix, d, start, d

GRAPPLING Bear-TECHNIQUES

1+3Hell Press

2+4Bear Hug

F+2+4 Bear Bites

<behind> 1+3 or 2+4 Bear Shot

SPECIAL Bear-TECHNIQUES

f+1,1,1 Bear Heaven Cannon

<lying> d+1+2 Spring Hammer Punch

2,1,2 Elbow, Uppercut

1,1,1 Bear Punch Combo

1+2 Bear Knuckle

(WS)+1+2,1+2 Double Uppercut, Hammer

D/F#+(1,2,1 or 2,1,2) Bear Swing

d/f+(1,2,1,2 or 2,1,2,1) Uppercut Rush

b,d/b,d,D/F+2 Megaton Claw

(f,f or F)+1+2 Bear Scissors

u/f+3+4 Hip Press

D#,d/f+1,2,1,1 Wild Swing

D#,D/F 2, (F or D/F or D)+1 Short Bear Rush (H, M or L ending)

D#,D/F 1,2,(F or D/F or D)+1 Medium Bear Rush (H, M or L ending)

D#+1,1,1,2,(F or D/F or D)+1 Long Bear Rush (H, M or L ending)

3+4 Sit Down

<sitting> (1,2,1,2) Bloody Claws

b,f+2+3 Salmon Hunter

B+1+2 Terrible Claw (unblockable ... can be cancelled with
f,d/f,d,d/b,b,u/b,u,U/F on stick for Rolling Bear)

D+2,1,1,1,2,1,2,1,1+2,1+2 Bear-Tenstring

* KUNIMITSU * [CODE OR TIME RELEASE ONLY]

---CODE TO PLAY KUNIMITSU

\$\$, LP, start, move to Yoshimitsu, r, start

GRAPPLING TECHNIQUES

1+3 Flying Press

d/b+1+3 Hip Lock (Hip Sweep)

2+4 Jawcrusher

<behind> 1+3 or 2+4 Back Drop

SPECIAL TECHNIQUES

f,f+3+4,1+2Spiral Launch, Spiral Dive

F+2 Backfist (turns opponent around)

B+1 (6 times) Spinning Hilt Strikes

D/B+3 (5 times) Spinning Leg Sweeps

<spinning leg> f+4 Falling Tree Kick

4,4,4 High Kicks

u/f+3+4 Flipping Stomp

f,f+4 Jumping Knee

3,4 Lightning Kick[s]

D#,d/f+3 Spinning Sweep

2,(3 or D+3) Punch (high kick or low kick)

d/b+2 Kunai Stab (unblockable)

b+2 Kunai Murder (unblockable)

f,f,N+2 Kunai Advance (unblockable)

1,2,1,4,4,4,1,2,3,2 Tenstring

1,2,1,1,2,4,4 Sevenstring

* LEE CHAOLAN * [CODE OR TIME RELEASE ONLY]

GRAPPLING TECHNIQUES

1+3Neck Fracture

2+4Chastisement Punch

f,f+3+4 Knee Bash

<behind> 1+3 or 2+4 Bulldog

SPECIAL TECHNIQUES

2,2 Double Knuckle

1,2 1-2 Punch

d/f+3 Step-In Middle Kick

d,d/b+4 Blazing Kick

D#,(U/B_U_U/F)+4 High Flipkick

D#,(u/b_u_u/f)+4 Low Flipkick

D#,(u/b_u_u/f)Feint Kickflip

4,3,4 Spinning Kick Combo

1,1,1,1,1Left Fist Flurry

F+2,2,2 Dragon Knuckle Combo

D#,(U/B_U_U/F)+3+4 Flip Drop

(WC)+3 Shin Kick

3,3,3 3 High Kicks (F stick to switch to middle kick)

D#,d/f,d/f+3 Dragon Slide

(N+4)~(u+3) High Kick, Flip Kick

f,f,N+3+4Dropping Slide Kick

D+4,N+4 Lowkick, High Kick

(WC)+4,4,4,4Razor Edge Combo

f,f+3 Heel Drop

b,b,N+3+4Back Handspring

f,f,N+3,4,[4] Shredder Combo (ends high)

.,[(f_d/f)+4] - (ends middle)

.,[(d_d/b)+4] - (ends low)

(WS)+3,3,D+3,3.... Infinite Kick Combo

Punctuating the combo with up stick
yields an occasional heel drop. Down
stick will give you occasional low kicks.

(WC)+3+4 Silver Cyclone (unblockable)

d/b+1+2 Silver Fang (u,u cancels;unblockable)

d/f+1,2,2,1,3,3,3,4,3,4 Tenstring

* LEI WULONG *

GRAPPLING TECHNIQUES

1+3 Jumping Bird (Drawing Legs)

2+4 Sleeper (Neck Breaker)

f,f+1+2Tai Trip

<behind> 1+3 or 2+4 bulldog

SPECIAL TECHNIQUES

1,2 Punch, Turning Fist

1+2 Spinning Punches

3,3 High Crescent, Turning Heel Sweep

4~3 Flying Wheel Kick, Quick Drop

<FWK to drop> 4~3 another Flying Wheel kick

<FWK to drop> 3~4 Sweep to Quick Drop

f+3,4Crescent Kick Low

3~4 Crescent Kick

3~4,UJumping Crescent(s) [as many as three]

(WS)+4 Front Kick

f,f,F+3 High hook Kick

b+3+4Quick Turn

<tumed> 2Turning Uppercut

<tumed> 1Backfist

<tumed> D+1 Sweeping Backfist

<tumed> 3+4,3+4,3+4Back Handspring Kicks

<tumed> D+4,4 Turning Foot Sweep, Jumping Hook Kick

d+3+4Quick Drop (lies you on your back initially)

<back> 1 Turn over (so that you're lying on face)

<face> D+1Turn over (so that you're lying on back)

<face> 4~3Slide (only after you have rolled over from back)
<lying> 3+4 _ Kangaroo Kick (if opponent is at your head)
|__> Quick Rise (if opponent is at your feet)
<lying> 3,4 Footsweep, Jumping Hook (if opponent is at your head)
f,N+4,1,2,3,4 or d+4Step-In Crescent,2 punches,kicks
F+4,1,2,3 or 4 Step-In Crescent,2 punches,low/mid kick
d/b,4,4 Foot Sweep, Jumping Hook Kick
4~4,3,3 Dropping Ankle Kick, Rolling Kicks
F,N+2,1,2,1 Guard Melting Punches
f,N+1,2,1,2,3 or 4 Running Punches, low kick or snap kick
f,N+3,4 or d+4 Charging Crescent, Front kick (or sweep)

B+1+4,4 or 3,3,3,3,3Phoenix Kick (unblockable) or Hopping Sidekicks
Phoenix kick can be initiated by pressing 4 during hopping sidekicks

1,2,1,3+4,2,1,4,1,2,3 Tenstring
1,2,1,3+4,2,1,4,1,4,4 Tenstring
1,2,1,3+4,3+4,3+4,1,1,1 Ninestring

* MARSHALL LAW *

GRAPPLING TECHNIQUES

1+3 Dragon Dive

2+4 Chastisement Punch

<chastisement> 1,2,1+2 Dragon Fall (Bulldog)

f,f+3+4Dragon Knee

<behind> 1+3 or 2+4 Bulldog

SPECIAL TECHNIQUES

2,2Double Knuckle

1,21-2 punch

1,1,1,1,1 Left Fist Flurry

F+2,2,2 Dragon Knuckle Combo

d/f+3 Step-In Middle Kick

3,3,3 3 high kicks

3[,3],F+3 High kick[s], Middle Kick

(WC)+3 Shin Kick

(WC)+3,3[,3],F+3 Shin Kick, High kicks, Middle kick

f,f,(f_F)+3 Dragon Slash

D#, (U_U/B_U/F)+4 High Flip Kick

D#, (u_u/b_u/f)+4 Low Flip Kick

D#, (u_u/b_u/f)+3+4 Flip Drop

(WC)+4,3 Low Kick, Flip Kick

d+4,3 Low Kick-Flip Kick

3+4,3 Double Flip Kicks

4,u+3 High Kick, Flip Kick

(WS)+4,3 Front Kick, Flip Kick

(WS)+3,4 Side Kick, Flip Kick

3,4 High Kick, Flip Kick

D#, d/b+3,4 Low Spin Kick, Flip Kick

3+4 after lowkick Lowkick, Flipkick

(WC)+2,3 or D#+2,3 Lowpunch, Flipkick

d/b+4 Dragon's Tail

u+3,4 Jumpkick, Flip Kick

d+3,3,[3],[3_F+3],4 Shinkick, Highkick(s), Middle Kick, Flipkick

4,3,4 Spinning Kick Combo

D#, d/f, d/f+3 Dragon Slide

d/b+1+2 [u,u cancels] Dragon Fang (unblockable)

d/f+1,2,2,1,3,3,3,4,3,4 Tenstring

d/f+1,2,2,1,3,D+3,3,(3_4),4,4 Tenstring

d/f+1,3,2,2,3,D+3,3,(3_4),4,4 Tenstring

d/f+1,3,2,2,3,3,3,4,3,4 Tenstring

* MICHELLE CHANG *

GRAPPLING TECHNIQUES

1+3 Front Suplex

2+4 Fisherman Suplex

d/f+1+2 Nelson Suplex

(while going behind) 1+2 German Suplex

<behind> 1+3 or 2+4 German Suplex

SPECIAL TECHNIQUES

f+1 Rushing Uppercut

(1~1,1) or (d/f+1,1) Catapult Combo

D#,d/f+4 Back Leg Sweep

D#,d/f+4,3 +Penetrating Bow Leg

3+4,4,d+4 Side Spin, High Kick, Leg Sweep

d/f+1,12-punch Combo

d/f+3 Punt Kick

d/f+2,1 (1st must connect) Death Push, Big Punch

d/f+2,3 Death Push, Axe Kick

1+2 Double Strike

d/f+2,3 or 4 Death Push, lowkick or high kick

(WC)+4 Front Leg Sweep

(WC)+4,1+Uppercut

(WC)+4,N+4 +High Kick

(WC)+4,D+4 +Fan Kick

1,1,4,3 Catapult, Sweep, Bow Leg

4,4,N+4 Kick, Leg Sweep, High Kick

4,4,D+4 Kick, Leg Sweep, Fan Kick

4,4,1 Kick, Leg Sweep, Uppercut

d/f+1,4,3 overhead chop, back sweep, fan leg

f,f+1 Dashing Left Elbow

D#,D/F+1 Dashing Punch
D#,d/f+2 Dashing Right Elbow
1~2,1 Dashing Punch, Heaven Cannon
1~2,3 Dashing Punch, High Kick
1~2,4 Dashing Punch, Low Kick
f,f+1,4Dashing Elbow, Kick
1+4,3 Club Fist, Sweep, Bow Leg
2+3,1 Death Push, Punt Kick, Uppercut
3~2 Instant (WS)+2

can be used to start her (WS)+2 combos

(WS)+2,2 Slice Uppercut, Elbow
(WS)+2,1,1 Slice Uppercut, Catapult Combo
(WS)+2,4,N+4Slice Uppercut, Sweep, High Kick
(WS)+2,4,D+4Slice Uppercut, Sweep, Fan Kick
(WS)+2,4,1 Slice Uppercut, Sweep, Uppercut
(WS)+2,1,4,3Slice Uppercut, Club Fist, Sweep, Bow Leg
(WS)+4 Blue Sky Cannon
1,1,4,3Punches, Sweep-Bow Leg
U/F+3+4Earthquake Stomp
2,b,1+2hit,rear sneak,German Suplex (can be ducked)
f+2,1,1+2 hit,rear sneak,German Suplex (can be ducked)
f,f,f or while running +3 Jumping kick

F+1+4 Heaven Cannon (unblockable)

2,1,1,2,3,3,3,4,4,1 Tenstring
2,1,1,2,3,3,2,3,2,1 Tenstring
2,1,1,2,3,3,2,1,4,3 Tenstring

* NINA WILLIAMS *

---Counters for MultiParts are listed in enclosures {}---

GRAPPLING TECHNIQUES

1+3 Arm Turn

F+1+3 Neck Throw

d/f,d/f+1 Embracing Elbow Strike

<behind> 1+3 or 2+4 Three Limb Break

MULTIPARTS

2+4 Lifting Toss

<lifting toss> 1,2,1 Falling Elbow

<falling elbow> 2,1,3 Arm Lock

QCT+(1+2 or pause,1+2) Palm Grab

<palm grab> 3,4,3,1+2 Neck Cutter, Arm Bar {1+2}

<palm grab> 1,3,2,1 Standing Reverse Arm Lock {1+3}

<SRAL> 3,1,4,1+2,1+2 Rear Gate latch Falconwing Squeeze {1+2}

<SRAL> 2,1,3,4,1+2 Falling Reverse Arm Lock

<palm grab> 2,3,4,2,2 Knee Bash-Neck Snap {2+4}

<knee bash> 1,3+4,1,2,1+2 Falling Neck Snap

QCT+(3+4 or pause,3+4) Crab Claw

<scissorleg> 3+4,3,4,1+2 Arm Bar

<scissorleg> 3+4,4,2,1+2 Achilles Tendon Lock

<achilles> 3,1,4,2+4 Knee Cross Lock

<achilles> 1,3,2+4,3+4,1+2 Rolling Achilles Tendon Lock

NOTE: the throws after the Achilles tendon lock can also be done after the bone cutter (f,f,F+3) when it connects as a counter hit

SPECIAL TECHNIQUES

f,f+1+2 Double-Palm

1,2,f+1+2 PUNCHES, Double-Palm

1,2,1,2,f+1+2 4 punches, double-palm

f,f+4 Kneeling Kick
f,f,(f_F)+3 Bone Cutter (is a throw on a counterhit)
B+1 Downward Chop
B+2 Forearm Chop (stuns)
1,2,3 or 4 Triple Smash
(WS)+4 Rib Kick
(WS)+1,4 Rave Kick
4,3,2 High Kick, Lowkick, Uppercut
4,3,4 Jamming Combo
4,3,D+4 Jamming Combo Low
3,4 Two High Kicks
d/b+3 Lifting Back Kick (juggles)
d/b+4,[3]Falling Ankle Kick, [Back kick]
2,3 P-K Combo
2,d+3 P-lowkick combo
2,4 Double Smash
3,3,2 Spike Combo and right Uppercut
3,3,(4_D+4) Spike Combo and Right Kick (high or Low)
d or D+4,1 Lowkick, Spinning chop
d or D+2,4 Frozen Kick
d or D+3,2 Lowkick, Uppercut
d or D+3,N+4 Lowkick,Highkick
d or D+3,4 Sweep, Lowkick
1 or d/f+1,2,u/f+3 2 punches, Jumping Kick

all combos starting with d/f+1 can be started with just 1

d/f+1,2,d+3,2_4 Two punches, lowkick, uppercut or highkick
d/f+1,2 Uppercut+Punch
d/f+1,2,4Triple Smash
d/f+1,2,1,4 Spark Combo
d/f+3,4 Head Ringer
d/f+3,1,2Flash Combo
d/f+3,1,2,f+1+2 Assult Combo
d/f+3,3,3,(3 or 4 or 1 or 2) Rapid Kick Combo
d/f+3,3,3,1,2,f+1+2Rapid Combo,Two Punches,Double Palm

d/f+3,2,(3 or d+3 or 4 or 1) Swan Combo 1

d/f+3,2,1,4 Swan Combo 2

d/f+3,2,d+3,(1_4) Alternating Swan Combo

d/f+3,2,u+3 Winds Edge Combo

u/f+4,3,4Hunting Kicks

d/b+1,2 [u,u to cancel;unblockable] Hunting Swan

b+1+4 or b+2+3Attack Reversal

(1 or d/f+1),2,1,2,3,3,2,1,2,4 Tenstring

(1 or d/f+1),2,1,2,3,3,2,1,4,3 Tenstring

(1 or d/f+1),2,1,2,4,3,4,2,4,3 Tenstring

* PAUL PHOENIX *

GRAPPLING TECHNIQUES

1+3 Shoulder Throw

2+4 Shoulder Popper

1+3+BStomach Throw

f,f+1+2 Shoulder Ram

d/f+1+2 Striking Shiho-Nage

d/b+1+2 Ultimate Tackle {2+4} to remain standing when it hits

<tackle> 1,2,1,2,1 Mounted Punches

<tackle> D+2,1,1,N+4,1,1+2 Ultimate Punishment

<behind> 1+3 or 2+4 neck throw

<when tackled> 1+2 Ultimate Escape (when opponent is trying to punch you)

SPECIAL TECHNIQUES

1,2 1-2 Punches

2-3 P-K Combo

2,D+3 P-lowkick Combo

1,D+3 Reverse Punch/Lowkick Combo

u/f+3,4 Double Jumpkick

f,f+4 Somersault Kick

f,f+3,4, (4) <--- TRIPLE

(f or d/f + 4) <--- KICK

(d or d/b + 4) <--- STRINGS

QCT+2 Death Fist

(WC)+1 Tile Splitter

(WC)+1,f+2 Tile Splitter, Death Fist

(WC)+4,2 Falling Leaf Combo

D,f+2 Elbow Strike

(WC)+2 Stone Splitter (Enemy on Ground)

(WC)+1,4,2 Tile-Splitter, Falling Leaf Combo

f,f+2 Flash Elbow

QCT Ducking Dash

D,d/f+2,1 Elbow Strike, Death Fist

D,D/F+2,2 Elbow Strike, Lifting Leg Punch

b+1+2 Super Death Fist (unblockable)

b+1+3 or b+2+4 Attack Reversal

1,2,3,2,1,2,1,4,2,1 Tenstring

1,2,3,1,4,2,1,4,2,1 Tenstring

1,2,3,1,2 Fivestring

* PROTOTYPE JACK * [CODE OR TIME RELEASE ONLY]

---CODE TO PLAY PROTOTYPE JACK

\$\$, start, move to Jack-2, d, d, START, u, u

GRAPPLING TECHNIQUES

1+3 Hell Press

2+4 Punishment Drop

<punishment> b,d/b,d,D/F+2 Gigaton Punch

D/B+2+3 Slap Down

<behind> 1+3 or 2+4 Reverse Slam

SPECIAL TECHNIQUES

<lying> 1+2 Spring Hammer Punch

2,1,2 Straight Punch, Elbow, Uppercut

1,1,1 Hammer Combo

d/b+1,1,1,2 Machine Gun Knuckle

1+2 Hammer Knuckle

(WS)+1+2,1+2 Double Uppercut, Hammer

D#,D/F+(1,2,1 or 2,1,2) Knuckle Swings

b,d/b,d,D/F+2 Megaton Punch

(f,f)_F+1+2 Power Scissors

D#,d/f+1,2,1,1 Wild Swing

u/f+3+4 Hip Press

D+3+4 Sit Down

<sitting> (1,2,1,2)_(2,1,2,1) Blade Fan (may be done after a Hip Press also)

b,d/b,d,D/F+1 Exploder

(WC)+1,2 Blast Combo (tile-splitter, death fist)

D#,D/F 2, (F or D/F or D)+1 Short Hammer Rush (H, M or L ending)

D#,D/F 1,2,(F or D/F or D)+1 Medium Hammer Rush (H, M or L ending)

D#+1,1,1,2,(F or D/F or D)+1 Long Hammer Rush (H, M or L ending)

d/f+(1,2,1,2)_(2,1,2,1) Uppercut Rush

(f_F)+3+4 Head Slide

HCF (1-5 times) + 1 Gigaton Punch (unblockable after 3 spins)

3+4 Dive Bomber (unblockable)

f+4,1 Dark Cutter (unblockable)

D+2,1,1,1,2,1,2,1,1+2,1+2 tenstring

* WANG JINREY * [CODE OR TIME RELEASE ONLY]

---CODE TO PLAY WANG JINREY [Baek/Jun's Boss]

\$\$, start, move to Baek/Jun (whichever is the default), start, d, r, u, l

GRAPPLING TECHNIQUES

1+3 Neck Throw

2+4 Reaping Throw

D/F+1+3+4 Whirlwind Throw

throw occurs when Wang makes contact with standing opponent

d/f,D/F+2+4 Waning Moon (renders opponent helplessly backwards)

<behind> 1+3 or 2+4 Back Drop

SPECIAL TECHNIQUES

QCT+2 Death Fist

1,1,1 or d/f+1,1 Catapult Combo

(WC)+4 Front Leg Sweep

(WC)+4,1+Uppercut

(WC)+4,N+4 +High Kick

(WC)+4,D+4 +Fan Kick

(WS)+4 Sky Cannon

U/F+3+4Earthquake Stomp

(WS)+2,1,1 Slice Uppercut, Catapult Combo

f,f_F+1+2 or 1+2 Double Strike

d/f+2,1 (1st must connect) Death Push, Big Punch

d/f+3 Punt Kick

2,b,1+2hit,rear sneak,German Suplex (can be ducked)

D#,d/f+4 Back Leg Sweep

D#,d/f+4,3 +Penetrating Bow Leg

d/f+1+2Lunging Double Fist

f+2 Right Front Strike

4,4,N+4Kick, Leg Sweep, High Kick

4,4,D+4Kick, Leg Sweep, Fan Kick

4,4,1 Kick, Leg Sweep, Uppercut

b,B+1 Heaven Cannon (unblockable)

B+1+2 Indigo Punch (unblockable)

B+(1+3)_(2+4) Attack Reversal

2,1,1,2,3,3,3,4,4,1 Tenstring

* YOSHIMITSU *

GRAPPLING TECHNIQUES

2+4 Jawcrusher

1+3 Flying Press

QCB+1+2 Missile Press

<behind> 1+3 or 2+4 Spinning Missile Press

SPECIAL TECHNIQUES

2,3 Punch-Kick Combo

2,D+3 P-lowkick Combo

3,[4] Lightning Kick[s]

f,f+4 Jumping Knee

u/f+3+4 Flipping Stomp

f,f+3+4 Spiral Launch

1+2 (during Spiral Launch)Spiral Dive
3+4 (during Spiral Dive) Kangaroo Kick
B+1 (1-6 times) Spinning Hilt Strikes
D/B+3 (1-5 times) Spinning Leg Sweeps
f+4 after (during leg strikes 1-4) Falling Tree Kick
D/B+2 Spinning Fist Strikes
D#,d/f+3 Spinning Sweep
B+3+4 (1-6 times) Teleport (takes off life)
(WC)+3+4 Sit Down, F or B to teleport (N to heal)
4~3 Kangaroo Kick
4,4,4 High Kicks
F+2Backfist (turns them around)
f,F+1+4,N Fake Suicide

f,F+1+4 Turning Suicide [unblockable]
(WC)+1+4 Standing Suicide [unblockable]
D#,d/b,b+1 Samurai Cutter [unblockable]
U/F+1+2,D Helicopter Stomp [unblockable]
d/b+1 Shoulder Cut [unblockable]
d/b+1,N,D/B,1 Charging Shoulder Cut [unblockable]
b,B+1 Sword Thrust [unblockable]
b,B+1,N+1 Saw Blade [unblockable]

1,2,1,4,4,4,1,1,1,1 Tenstring
1,2,1,4,2,2,2,4,1,1 Tenstring
4,4,2,2,1 Fivestring
4,4,2,2,4,4,1,1,1,1 Tenstring
1,2,1,4,4,4,1,3+4Eightstring
4,4,2,2,4,4,1,3+4Eightstring

* CHARACTER RANKINGS *

Here are the observations I have made on the respective powers of the

characters in the game. I have divided them into three tiers which are

explained below.

Keep in mind that the skill of the player plays a huge part in whether or not he/she will win.

Tier 1 : The Winners (These are the characters that are the most powerful in the game. A master of one of these characters Jack 2 can more or less walk over a user of a tier 2 or 3 Paul character)

Lei

King

Bruce

Nina

Jun

Tier 2 : Playable (These are the average characters. An expert in one of these characters is still a formidable foe but not as Baek much as a master of a tier 1 character)

Alex/Roger

Armor King

Law

Wang

P-Jack

Devil/Angel

Yoshimitsu

Michelle

Heihachi

Kazyua

Kuma

Lee

Tier 3: The Losers (These characters are lacking strongly in some way. Even

----- an expert will be hard pressed to win with these

Anna characters)

Kunimitsu

Ganryu

* ACKNOWLEDGEMENTS *

K W Amico for putting alot of time and effort into finding out the incredible amount of moves in this game and getting them into written format

Tilt at Annapolis Mall in MD for having a Tekken 2 set to 3 rounds and lots of competition so I did not have to drain my entire bank account on the game

GOOSE for maintaing the Tekken 2 WWW site that I frequent. The source of most of my info.

alex@physics.stanford.edu (Alex Linde) for Bruce's 1,2,d+4,3 combo

Vctr113062@aol.com for several moves and corrections and much E-mail input about the FAQ

Namco for making this game so great

OTHER PLACES YOU CAN FIND THIS FAQ AND OTHER TEKKEN 2 INFO:

<http://www.access.digex.net/~goose/tekken.html>

The Difintive TEKKEN 2 site

<http://www.hawcc.hawaii.edu/rhys/tekken2/INDEX.HTM>

<http://mitsuko.jaist.ac.jp/tekken/>

a good Japanese Tekken 2 page. Apparently they read Gamest too ;)

<http://marylin.is.s.u-tokyo.ac.jp/members/cocoa/tekken2/>
an English translation of the above Japanese site

<ftp://ftp.netcom.com/pub/vi/vidgames>
Andy Eddy's video game archive

<http://rat.org/vidgames/>
An HTML echo of Andy Eddy's archive

<ftp://ftp.netcom.com/pub/lu/lukejedi>
The site of the original FAQ writer

High Kick

(WC)+4,D+4 +Fan Kick

(WS)+4 Sky Cannon

U/F+3+4Earthquake

Theme Park

Game Shark

Infinite money

801AF850 7840

801AF852 017D

Codes

Money Code:

Enter as your nickname BOVINE and press O + S + X during game.

(Can be done more than once).

Tokimeki Memorial

Codes

Hidden Karaoke Songs It must be the 3rd of March in order to work. On that day, go out on a date with a girl (any girl) & take her out to the Karaoke bar. Before you go in the bar, QUICKLY PRESS: Up, Up, Dn, Dn, Left, Right, Left, Right, X, O Then proceed inside & at the screen where it shows the karaoke pieces to choose from, QUICKLY PRESS AGAIN: Up, Up, Dn, Dn, Left, Right, Left, Right, X, O

Friendly (Nakayoshi) Mode Start a new game. At the screen where you enter your name, nickname, etc., ENTER:

* Myoji----> MINNA (everyone) (write it in Hiragana) (MI-NN-NA)

* Namae----> NAKAYOSHI (friendly) (write it in Kanji) (NA-KA-YO-SHI)

* Adana----> KONAMIMAN (write it in Hiragana) (KO-NA-MI-MA-NN)

-For the birth dates, blood type, etc., put anything in. -If done correctly, all your character's stats will be BOOSTED up to 573 (yes, all your stats), & ALL THE FEMALE CHARACTERS will start out in love with your character. (except Ray). Yes, Ray IS a female. She/he/(whatever you want to call) is a female & you can find out, if you call her/him CONSTANTLY on sundays, holidays, etc. Eventually he will fall in love with your character.

Total Eclipse Turbo

Game Shark

Infinite shield

80079048 FB50

Infinite lives

800766A0 0005

Infinite plasma bombs

80078DD4 0003

Total NBA 96

Codes

TO PLAY ALLSTAR TEAMS

At exhibition screen - R1, L1, R1, L1, R2, L2, R2, L2

Thunderstrike 2

Game Shark

Invincible	80074D04 00DF
Infinite missiles	80074E7C 000C
Infinite rockets	80074E7E 0014
Infinite RCS	80074E7A 0010

Codes

Level passwords

South America

Level 1 - oNHV0V6VEBDU55Q	Level 2 - 2NH70V9VEFDQ592
Level 3 - 7RH30V7AEFD64BI	Level 4 - 8NH30V8EEJD24PI

Gulf 2 - Oil Dispute

Level 1 - VNHR0V0E6JDE53I	Level 2 - 0RHV0Uo66NDA53A
Level 3 - IFHD0UoU6RDM5P2	Level 4 - NJHP0UKE6VDI5BI

Stealth

Level 1 - o7HP0UoQAUDE45A	Level 2 - U7HL0UNIAUDA5RA
Level 3 - AFHP0UKUA2DM4HI	

Central America

Level 1 - FJHL0UGII2CE4KI	Level 2 - G7HH0U72I2CA5R2
Level 3 - 2BHP0URQI6CM58A	

South China Sea

Level 1 - KRG50URQ26GE4J2

Level 2 - 0RGL0UTI3AGA5UI

Level 3 - FRG9S1CM3EGM52I

Panama

Level 1 - 93G5SD9UNGGE4oA

Level 2 - VVG5SHUENGGGA4SQ

Level 3 - JNGH4CPUNKGM5TI

Eastern Europe

Level 1 - L3GG4406VoEE5R1

Level 2 - F7GK5S2QV0EA41A

Level 3 - 27GK50UMV4EM58Q

Gulf 1 - Canyon

Level 1 - 7FGK48T6R8ME4NI

Level 2 - 8JGK48VUR8MA5JQ

End - T7GK28U2SCMM4ol

Twin Bee

Codes

Stage Select lanzer@mindlink.net came across a file called "KAIHATU.DOC" in -- the YAHHO directory. Viewed with a JIS Japanese reader, there are author notes and this easter egg:

"After making a highscore of 573,000 wait until you're at the demo screen with princess Merora, then hold R1, L1, and you can use the arrow keys to select the stages. If you score 1,000,000 or higher, you can repeat this trick twice. You can have fun and do it at the easiest setting with 9 stocks, then save your game."

Twisted Metal

Game Shark

Invulnerable	801A1914 0080
Infinite fire missiles	801A1C00 0002
Infinite freeze missiles	801A1C02 0002
Infinite homing missiles	801A1C04 0002
Infinite power missiles	801A1C06 0002
Infinite tag missiles	801A1C08 0002
Infinite rear missiles	801A1C0A 0002
Infinite catapults	801A1C0C 0002
Infinite rear flame	801A1C0E 0002
Infinite mines	801A1C10 0002
Infinite oil	801A1C12 0002
Infinite tire spikes	801A1C14 0002
Infinite specials	801A1C16 0014

Codes

Level Passwords	Warehouses	() ^ [] () ()
Freeways	>< [] [] () ^	
	River	>< ^ [] () []
	Suburbs	>< [] ^ ^ ^
	Rooftops	[] ^ >< () ><

Hotel Find a pyramid on the rooftops and blast away at it for awhile -- when it is destroyed you will drop down and drive around a hotel.

Codes Enter these as level passwords:

Invulnerability	[] ^ >< ()	[Yes, with a space]
Infinite Weapons	^ [] () ()	
Unknown	^ >< ^ ^ ()	
* Helicopter	() () ^ ><	[Yes, only four]
** Fight For Your Life	[] ^ () [] []	
*** Fight Minion	^ >< () [] ^	

* Arena level, but with an added view from the ceiling. Does not carry over to the following levels.

** Arena level, but now with five cars against you!

*** And everyone else on rooftop at once.

Unlimited Turbo TXTTO (Turbo starts at twenty, resets at 29, goes back down to 20, and repeatedly resets back to 29.)

Supposedly there is a bonus level only accessible if you win the game all the way through in hard mode -- perhaps without losing a life.

License plates	Sweet Tooth	ISKREEM	Ice Cream
----	Warthog	UESUVA	U. S. of A.
	Outlaw	DOWNTS	Donuts
	Darkside	STNSPWN	Satan(s) Spawn
	Hammerhead	KILRGRN	Killer Green

Yellow Jacket	DRTOLMN	Dirty Old Man
Road Kill	TYMTRPR	Time Trouper
Specter	DHEDGIE	Dead Guy
Mr Grimm	SOLTAKR	Soul Taker
Crimson Fury	TRSTNOI	Trust No One
Pit Viper	GN4HYR	Gun for Hire
Thumper	DRYVBY	Drive By

Faq

Endings This is the text printed after winning the game for each -- vehicle.

All endings begin the same, a page of text which reads:

CONGRATULATIONS! You have won the 10th Twisted Metal Competition! Prepare to meet Calypso and receive your prize...

This is followed by a picture of Calypso, over which the victory message scrolls. Toward the end of the message, a background animation of your car driving away down a freeway is shown (except for Outlaw and Road Kill).

The victory text always begins (except for Darkside):

You are the winner of the competition and are granted an audience with Calypso, the creator of the Twisted Metal contest.

As you speed into his underground garage, you spot him, surrounded by bodyguards and seated on a throne of broken car parts. His face is burnt beyond recognition. His smile is hideous. He speaks:

The rest of the victory text for each character follows:

Sweet Tooth/Needles Kane

"As you know, I shall now grant any prize you request. But I am confused.

You are only asking for THIS?!?"

Calypso holds a crumpled up paper bag in his hands.

"I can offer you ANYTHING, Sweet Tooth! Money, fame, even power... you dare INSULT ME!?"
Calypso screams.

But your mind is made up. Ever since you escaped from the mental ward 5 years ago, you have been searching for this bag. Because, in your own twisted mind, this bag is much more than just a bag. Oh yes! It is...a friend! YES! The bag is CRAZY HAROLD THE WACKY LUNCH SACK!!! And he has come home!

Plunging one hand into the bag, placing the other hand on the wheel, you speed off into the LA night searching for new victims... and looking for a new life where you and your bag can be happy at last!

Yellow Jacket/Charlie Kane

"As you know, I shall now grant any prize you request."

You smile nervously and say: "I just wanted some information. I want to know if my son is still alive. He disappeared twenty years ago and I haven't seen him since..."

Calypso frowns, then gives you your prize. It is not good news.

It turns out that you saw your son this very night... He was the driver of the Ice Cream Truck. For the last five years, he has been using the name SWEET TOOTH, traveling the country, looking for victims. Up until tonight, he was one of the country's most wanted serial killers. Now he is dead, compliments of you.

As you speed off into the LA night, you are filled with a sense of anguish and regret you never thought possible. Perhaps you'll compete in the next Twisted Metal contest and ask Calypso to take away your suffering...

Darkside/Mr. Ash

["He speaks:" is replaced by "When he recognizes you, his face goes pale:"]

"NO!" screams Calypso. "He's mine! HE IS MINE!"

"He's not yours," you tell him. "He's one of my most powerful demons and you stole him, USED him to gather up your prizes for this competition of yours. Let's go BLACK, it's time to come home."

And with that, a shadowy figure on the back wall of the garage flies out of the darkness and INTO

your head, disappearing into your body! Calypso screams in agony! You simply smile.

"He's coming back home with me," you say. Your contest, your 'vision,' is over for good. See you in Hell Calypso... I'll be waiting."

You speed off into the LA night, searching for the expressway back to Hell. You hear it is located somewhere near Hollywood...

Outlaw/Sgt. Carl Roberts

"As you know, I shall now grant any prize you request."

"I'm here for my prize," you say. "You know what I want."

You have requested that the Twisted Metal contest never be held again. You want the streets to be safe, you want the children to feel secure. This is your wish... this is your prize.

Calypso shrugs, then smiles at you. "While I disagree of course, I am bound to respect your decision. Drive out of this garage officer, and enter a world free of the pain and suffering you claim I cause... a world free of Twisted Metal! You have my word..."

You tell Calypso if he's lying you'll be back. He says he highly doubts it. Then, you race out of the garage only to discover...

[an animation of your police car tumbling weightless through the void is the background for the rest of the text]

...that Calypso has tricked you. You have entered a world free of the Twisted Metal contest... and of everything else! Just as Calypso has promised! You float in space for all eternity!

Thumper/Bruce

"As you know, I shall now grant any prize you request."

"You know what I want," you tell him. "I signed your contract."

For the last 10 years you have searched for a way to turn your South Central neighborhood into a place where people could feel safe. But nothing ever worked. Every night is still the same: gang fights, drive-by shootings, robberies. Tonight, all of this will change... IF Calypso will grant your wish.

He does. He promises to stop the fights, to stop the violence. You say you don't believe him. Calypso tells you to go home and see for yourself.

As you speed off into the LA night, your heart is pounding with excitement. Could Calypso be telling the truth?!? Is your neighborhood safe? Was the battle tonight worth it? All of the blood you spilled, in the end, will it be justified? You drive at top speed, racing home only to find... Calypso was not lying.

Crimson Fury/Agent Stone

"As you know, I shall now grant any prize you request. And here is your heart's desire..."

Calypso tosses you a heavy, iron box. It is a flight recorder box from a downed airliner. "You're a lucky man, agent. The Commander in the Army vehicle died tonight trying to keep you from getting that box."

You smile and in your thick British accent say, "Well, that's the US government for you. Always trying to keep their people in the dark. Thanks Calypso..."

You speed off, racing into the LA night. One hand is on the wheel, the other on the flight box. As you listen to the voice on the flight recorder, you hear the sounds of an alien craft shooting down the passenger plane. You have the evidence! You feel good that, soon, the people of the world will know the truth... that we are NOT alone!!!

Pit Viper/Angela Fortin

"As you know, I shall now grant any prize you request. It says on your contract you are asking for one million dollars in cash. That I can easily grant!"

You simply smile as he reaches for a briefcase filled with money. As he does, you open fire, taking out the bodyguards, and then Calypso himself. During the battle, you notice a black, shadow-like figure sneaking away during the fight, but you let it go. You've gotten your man.

It turns out your real name is NOT Angela Fortin, but Agent Amanda X, a freelance assassin who has been hired by the people of LA to take out Calypso and end his brutal contest.

You speed off into the night, satisfied by a job well done. Oh yeah, you take the million dollars with you. Hey, a girl's gotta eat.

Warthog/Commander Mason

"As you know, I shall now grant any prize you request."

"I won your contest," you shout in a gruff voice. "Now give me my prize! Give me the box!"

Calypso smiles and tosses you a heavy iron box. It is a flight recorder box from a downed aircraft. Listening to the recording on the box, you now know why the government sent you to get it. It contains evidence that an otherworldly craft shot down the airliner... evidence that we are NOT alone!

As you speed off into the LA night, you are content... happy that the government will get what is rightfully theirs. You also feel good knowing that the people of the USA can sleep tight tonight, kept in the dark about things they are not yet ready to know about.

Mr. Grimm/???

"As you know, I shall now grant any prize you request."

"I am the winner," you say. "And YOU are my prize!"

You point your hand towards Calypso, revealing that the arm under your leather jacket is nothing more than dirty white bone. In an instant, Calypso recognizes you.

"NO! NO! It's not time!" he screams.

But it is time, and you know it. Finally, after 100 years of trying, you are able to capture the one soul that has eluded you since you took the position as the Grim Reaper.

As you speed off into the LA night, you feel as good as a collector of souls can feel. But the feeling is short lived. There is work to be done... always more work.

Spectre/Scott Campbell

"As you know, I shall now grant any prize you request."

"Please, sir," you say. "I just want to... to be alive again."

For the last five years you have been a spirit, a ghost, a dead guy. Stabbed by a maniac serial killer at a local circus, you were killed instantly. Since then, your soul has been wandering the Earth in search of a way to come back to life. Now you have your chance. As winner of Twisted Metal, Calypso must grant you ANY wish you ask for. And he does.

In a flash of bright, white light, you are alive again.

You race off into the LA night, heading home to be with your wife and little girl who was born three days after you died. Your heart is racing and tears are streaming down your face. It feels great to be alive... again!!!

Hammerhead/Dave & Mike

"As you know, I shall now grant any prize you request. But I am confused. It says here you are asking for a new set of treads. Exactly what is that?"

"You know man, tires," you reply.

Calypso is dumbfounded: "But you could have asked for anything! are you sure that's all you want?"

"Hey dude, treads ain't cheap for a rig like this."

"Ah well," says Calypso, "It's your choice."

In a flash of light your monster truck is refitted with a brand new set of metal crushing tires. You slam your truck into reverse and speed out of the garage.

As you race off down an LA freeway, heading into what has been the most outrageous night of your life, you vow to enter Twisted Metal again. Although, at the moment, you are having a hard time thinking of a better prize than this...

Road Kill/Capt. Spears

"As you know, I shall now grant any prize you request."

"I was a captain in the Jungle Wars of South America," you tell him. "I lost my entire platoon. I sent them straight into an enemy trap."

"And now as your prize you want me to send you back in time so you can save them. I don't recommend it, Captain." Calypso tries to warn you about the dangers of such a request, but you refuse to heed his advice. Realizing your mind is made up, Calypso simply shrugs and agrees to grant your wish.

You should have listened to the guy. You are sent back in time, dropped into the middle of a raging South American war. Before you have time to save your platoon, you are shot at point blank range by an enemy soldier. You die instantly.

[an animation of your car driving away down a dirt road is the background for the rest of the text]

The next day, back in 2005, two high school kids find your car sitting in the middle of a dirt field. They steal it, speed off, and vow to enter next year's contest using your vehicle!

Two Tenkaku

Game Shark (JAPANESE)

Infinite credits	800E6C78 0004
Player 1 infinite lives	801BDE8C 0500
Player 1 power up	801BDE8A 0203
Player 1 invulnerable	801BDE80 00FF
Player 1 infinite blue smarts	801BDE92 0101 801BDE94 0101 801BDE96 0101
Player 1 infinite red smarts	801BDE92 0202 801BDE94 0202 801BDE96 0202
Player 2 infinite lives	801BDEF4 0500
Player 2 power up	801BDEF2 0203
Player 2 invulnerable	801BDEE8 00ff
Player 2 infinite blue smarts	801BDEFA 0101 801BDEFB 0101 801BDEFD 0101
Player 2 infinite red smarts	801BDEFA 0202

801BDEFC 0202

801BDEFE 0202

Ultimate Battle 27

Version:0.7 10/22/95

--

Compiled by the Kame House Staff

Written by Otaku Black

Any questions or coments can be sent to:

Gogeta@wizard.com

Note: This is a Preliminery version of the FAQ. Please Note that this Faq contains many examples of "Japanese-English",so some things just won't make any sence.

Future updates will contain translations of the names of Special Moves.

Information on the Build-Up ,Build -up Battle, memory card use.

Table Of Contents

Part 1: DBZ Ultimate Battle 27 extra character code

Part 2: Different animation sequences in versus fight

Part 3: The Controls

Part 4: Complete move list

Part 5: (Future)

Part 6: (Future)

Part 1 - DBZ UB 27 code:

At the DBZ UB 22 opening screen do the following with controller #1

Up, Triangle, Down, X , Left, L1, Right, R1

If done right, you will get a new opening animation sequence with

Son Gokuh (child)

Kame-Sennin

Mister Satan

Super Saiyajin 3 Son Gokuh

Gogeta

Part 2 - Story Animation:

You will get a different opening animation sequence at the beginning of a versus fight (1P VS 2P, or 1P VS COM) with the following character fights

#1 - Son Gokuh VS Vegeta

#2 - Son Gokuh VS Cell

#3 - Son Gohan VS Cell

#4 - Young Son Gokuh VS Ten Shin Han

#5 - Gotenks VS Super Buu

#6 - Son Gokuh VS Freeza

#7 - Majin Buu VS Vegeta

#8 - Super Saiyajin 3 Gokuh VS Majin Buu

#9 - Super Saiyajin 3 Gokuh VS Vegeta

Note: If you play Son Gokuh (child) VS. Son Gokuh (child) The loser will turn into Oolong and the end of the fight.

Part 3 - Controls:

THE CONTROLS:

L1 = Dash Left R1 = Dash Right

L2 = Not Used R2 = Not Used

U /- \ \ /- \ \ \ [] = Punch

QC = Quater Circle

(Hold down SQ or X or SQ+X to charge up your KI level)

--

Basic Blocks:

Moves for everybody

QCB + 0(hold 0) Blocks all KI attacks but costs energy

Tap B,B Dodges all KI attacks

SQ + X Knock away normal blasts
(can also be used as an attack)

--

Part 4: Move List

Listed here is the complete move listing for all 27 characters with attack names, meteo attacks and mini-combos/throws.

(Note: mini-combos and throws must be done next to opponent)

Super Saiyajin Son Gokuh

Mini Combo:

B + SQ

Dash Elbow:

QCF + SQ

KameSen Ryu Kakato Otoshi:

F,B,F + X

Shiryu Retsu-Kyaku:

HCF + X

Jumping Knee Lift:

DB,UF + X

Renzoku Energy Attack:

QCF + 0

Ki-Oi-Hou:

B(hold),F +0

Kame Hame Ha:

HCF + 0

Chou Kame Hame Ha:

QCB,F + 0

Super Meteo Smash:

HCB,F + SQ (close)

Shiyunkanitou Kame Hame Ha:

QCB,HCF + 0

Tai-Yo Ken:

D,U + 0

Son Gohan (child)

Mini Combo:

F + SQ

Jet Upper:

QCF + SQ

Buku-Kyaku:

Jump,F,D + X

Dash Slider:

B,DB,D + X

Fly High Shot:

QCF + X

Renzoku Energy Attack:

QCF +0

Son Goten

Mini Combo 1:

B + SQ (punches)

Mini Combo 2:

F + SQ (kicks)

Goten Attack:

D,U + SQ

Kai-Ten Kick:

B + X

Jump High Kick:

DB,UF + X

Dash Oshi-Barai:

B,DB,D + X

Trunks (child)

Mini Combo:

Ki-Oi-Hou:

B(hold),F + 0

Ma-Sen-Kou:

HCF + 0

Kame Hame Ha:

QCB,F + 0

Chou-Bakurestu Rush:

F,B,D,U + X (close)

Motion Cancell Chou Kame Hame Ha:

QCF,B + 0

Renzoku Energy Attack:

QCF + 0

Ki-Oi-Hou:

B(hold),F + 0

Kame Hame Ha:

HCF + 0

Chou Kame Hame Ha:

QCB,F + 0

Responce Rush:

HCB,HCF + SQ (close)

Super Goten Attack:

D(hold),U + 0

Sky Energy Ball:

F + SQ	Jump,F,D + 0
Dash Elbow:	Ki-Kou Ha:
QCF + SQ	HCF + 0
Rolling Savate:	Ki-Oi-Hou:
B + X	QCB,F + 0
One Step Kick:	Sprit Rush:
QCF + X	F,B,D,U + X (close)
Flash Kick Attack:	Dai-Kou Dan
B(hold),F + X	QCF,HCF + 0
Renzoku Energy Attack:	
QCF + 0	

Gotenks

Mini Combo:	Seigi No Shinikami Triple Den:
F + 0	QCF + 0
Ultimate Wild Boar Attack:	Shouri No Final Kame Hame Ha:
Jump,F,D, + SQ	HCF + 0
Super Miricale Punch:	Renzoku Shine-Shine Missile:
B(hold),F + SQ	QCB,F + 0
Shin Damo Touzen Kick:	Gekitotsu Ultra Renzoku Shine-Shine
QCB + X	Super Missile: HCB,HCF + SQ
Great Kick Special:	Super Ghost Kamikaze Attack:
DB,UF + X	HCB,HCF + 0

Future Trunks

Throw:	Energy Zen:
F + SQ	B,DB,D + 0
Baku-Ken Ha:	Burning Attack:
B(hold),F + SQ	HCF + 0
Super Sliding Kick:	Finish Buster:
B,DB,D + X	QCB,F + 0

Down The Heal:

HCB + X

Rushing Kick:

F,B,F + X

Renzoku Energy Attack:

QCF + 0

Piccolo

Throw:

B + SQ

Mistic (Throw):

B(hold),F + Sq

Baku-Kyuku:

Jump,F,D + X

Sonic Kick:

F,B,F + X

Knee Upper:

DB,UF + X

Renzoku Energy Attack:

QCF + 0

Kulilin

Mini Combo:

F + SQ

Sen-Kuu Ken:

QCF + SQ

Reppu-Kyaku:

F,B,F + X

Ga-Ryuu Kyaku:

B,DB,D + X

Raku-Ka Shuu

Burning Hells Slash:

F,B,D,U + SQ (close)

Energy Rush:

HCF,HCF + 0

Energy Flame:

F.B.F + 0

Ki-Kou-Ha:

DB,UF + 0

Masenkou-Sappou:

HCF + 0

Kekiretsu-Koudan:

QCB,F + 0

Namek Ryu-Bukuretsu Ken:

F,B,D,U + SQ

Makuu-Houi Dan:

HCB,HCB + 0

Kyaku Kame Hame Attack:

B,DB,D + 0

Tai-Yo Ken:

D,U + 0

Kame Hame Ha:

HCF + 0

Kien-Zan:

QCB,F + 0

Kamesen Ryu GekiShuuran Bu:

Jump,F,D + X

Renzoku Energy Attack:

QCF + 0

Tenshinhan

Mini Combo (head butt):

F + SQ

Gaku-Ryu Ken:

Tap SQ rapidly

Cross Chop:

F,B,F + SQ

Dash Knee Upper:

QCF + X

Rezoku Energy Attack:

QCF + 0

Kai-Kou Ken:

DB,UF + 0

Great Saiyaman

Mini Combo:

F + SQ

Winning Upper:

QCF + SQ

Super Hero Punch:

F,B,F + SQ

Baku-Kyaku:

Jump,F,D + X

Double Kick Of Justice:

QCF + X

Straight Energy Attack:

QCF + 0

HCB,F + SQ (close)

Kien-Retsu-Zan:

HCF,HCF + 0

Tai-Yo Ken:

D,U + 0

Suru-Sen Ryu Combanation:

HCF + SQ (durring Tai-You-Ken)

Do-Don Pa:

HCF + 0

Ki-Ko-Hou:

QCB,F + 0

Suru-Sen Ryu Combanation Attack:

HCB,F + SQ (close)

Shin Ki-Ko-Hou:

HCB,HCF + 0

Great Saiya Cannon:

B(hold),F + 0

Kame Hame Ha:

HCF + 0

Chou Kame Hame Ha:

QCB,F + 0

Great Dancing Attack of Justice:

HCB,F + X (close)

Great Kame Hame Ha:

HCB,F + 0

Kai-Oh Shin

Throw:

F + SQ

Kien-Jin:

F,B,F + SQ

Crazy Rush:

B(hold),F + SQ

Shiren-Jinou Kyaku:

HCF + X

Renzoku Energy Attack:

QCF + 0

Ugoki-Fuuji:

B(hold),F + 0 (blocking move)

Wave Shock:

B,DB,D + 0

Energy Thrust:

HCF + 0

Gekiretsu-Shinou Ho:

QCB,F + 0

Gekishin-Ou Ken:

F,B,D,U + 0 (close)

Shin-Ouhoden Kien-Jin:

HCB,HCF + 0

Vegeta

Throw:

F + SQ

Dash Elbow:

QCF + SQ

Vegeta Sledge Hammer:

F,B,F + SQ

Slash Down Kick:

Jump,F,D + X

Slash Arrow Kick:

DB,UF + X

Baku-Hatsu Ha:

D,U + 0

Astro Fire Cannon:

QCF,B + 0

Big Bang Attack:

HCF + 0

Final Flash:

QCB,F + 0

Galic Vegeta Cannon:

HCB,F + X (close)

Big Bang Attach (penetrating)

QCB,HCF + 0

Vegeta Final Blast Bomb:

Jump,F,B,UB,U,UF,F + 0

Zarbon

Mini Combo:

F + SQ

Violent Circle:

D,U + X (also while jumping)

Shooting Star Combanation:

Jump,F,D + X

Super Sliding Kick:

B,DB,D + X

Cosmo Energy Flash:

QCF + 0

Roses Eye Web:

B,DB,D + 0

Stardust Blitz:

HCF, + 0

Chrusher Ball:

QCB,F + 0

Air Assult Terror Crush:

HCB,HCF + SQ (close)

Spread Balls:

QCF,HCF + 0

Recom

Throw:

F + SQ

Recom Death Driver:

HCB + SQ

Recom Crush Down:

HCF + SQ

Recom Sky Kick:

DB,UF + X

Recom Kick:

QCF + X

Recom Press Kick:

Jump,F,D + X

Recom Fighting Bomber Attack:

HCF + 0

Recom Lazer Gun:

QCB.F + 0

Recom Fire Guillotine Gun:

HCF,HCB + SQ (close)

Ultra Fighting Bomber:

HCB,HCF + 0

Ginew

Mini Combo:

F + SQ

Dynamite Punch:

QCB,F + SQ

Dash Tackle:

HCF + SQ

Grand Energy Attack:

B,DB,D + 0

Terror Smash:

HCF + 0

Ginew Dynamite Attack:

QCB,F + 0

Bycicle Kick:

F,B,F + X

Ginew Throw Tackle:

F,DF,D + SQ

Renzoku Energy Attack:

QCF + 0

Freeza

Throw:

F + SQ

Mini Combo:

B + SQ

Freeza Crash Head:

F,B,F + SQ

Hell Down Attack:

Jump,F,D + SQ

Freeza Tail Attack:

QCB + X

Dangerous Cannon:

QCF + 0

Artificial Human No.18

Throw: (punch)

F + SQ

Flying Head Attack:

F,B,F + SQ

Spinning Shot:

B,DB,D + X

Double Rose Bud:

F,B,F + X

Pretty Kick:

Ginew Great Attack:

QCB,F,DF,D + X (close)

Body Change:

F,B,HCF + 0

Damage Body Change:

B,F,HCB + 0

Ki-Oi-Ho:

B(hold),F + 0

Ki-Baku Ha:

B,DB,D + 0

Freeza Death Ball:

HCF + 0

Freeza Mega Buster:

QCB,F + 0

Freeza Death Psycho Kenesis:

F,B,D,U + 0 (close)

Freeza Psycho Kenesis:

HCB,F + 0

Energy Zan:

B,DB,D + 0

Energy Ball:

HCF + 0

Energy Wave:

QCB,F + 0

Pretty Drive Attack:

HCB,F + X (close)

Flash Beam Press:

QCF,B + X

HCB + 0 (close)

Renzoku Energy Attack:

QCF + 0

Artificial Human No.16

Throw 1: (head butt)

F + SQ

Throw 2:

B + SQ

Power Shot:

QCB,F + SQ

Tackle Destroyer Crush:

B,DB,D + SQ

Rocket Punch:

QCF + SQ

Renzoku Energy Attack:

QCF + 0

Eye Beam:

DB,UF + 0

Hyper Cannon:

B(hold),F + 0

Mega Energy Bomb:

HCF + 0

Hells Flash:

QCB,F + 0

Hells Flash Combonation Attack:

QCB,HCF + SQ (close)

Thunder Rocket Attack:

QCF,HCF + 0

Cell

Throw:

F + SQ

Head Attack:

F,B,F + SQ

Ground Slider:

F,B,F + X

Rushing Attack:

DB,UF + X

Renzoku Energy Attack:

QCF + 0

Ki-Oi-Hou:

B(hold),F + 0

Energy Shot:

B,F + 0

Super Energy Wave:

HCF + 0

Kame Hame Ha:

QCB,F + 0

Perfect Cell Smash:

F,B,D,U + SQ

Chou Kame Hame Ha:

HCB,F + 0

Doubler

Throw 1: (lightning)

F + SQ

Throw 2: (fire)

B + SQ

Slasher Sword:

QCF + SQ

Jumping Sword Attack:

HC B + SQ

Double Sword Attack:

QCF + X

Saliva Shot:

B(hold),F + 0

Devil Lance:

B,F + 0

Energy Shot:

HC B, + 0

Shot Flame:

HCF + 0

Death Fire:

HC B,F + 0

Death Barage lance:

B,F,D,U + SQ (close)

Death Flame:

HC B,HCF + 0

Majin Buu

Botton Press:

F(or B) + SQ (close)

Buu Head Butt:

DB,UF + SQ

Buu Zutsu-ki Special:

F,B,F + SQ

Buu Fly Kick:

Jump,F,D + X

Buu Drop Kick:

B,DB,D + X

Bra-Bra Energy Attack:

QCF, + 0

Energy Shot:

B(hold),F + 0

Oyatsu-Kousen:

HCF + 0

Buu Breath:

QCB,F + 0

Buu Barage Attack:

B,F,D,U + SQ (close)

Buu Bomb:

HC B,F + 0

Super Buu

Throw:	Super Oyatsu-Kousen:
F + SQ	HCF + 0
Shotsu-kaku no Hashi:	Super Buu Breath:
B,F + SQ	QCB,F + 0
Crazy Elbow:	Dangerous Liquid Bomb:
QCF + SQ	HCB,HCF + SQ
Buu Combonation:	Chou Kaku-San Renzoku Energy Attack:
QCB,F + X	HCF,HCF + 0
Broken Energy:	
QCF + 0	

Son Gokuh (child)

Throw:	Jan-Ken Pa:
F + SQ	B,F + 0
Hastu-Shu Ken:	Kuchu Kame Hame Ha:
HCF + SQ	Jump,F,D + 0
Niyo-Ibou Attack:	Kame Hame Ha:
B(hold),F + SQ	HCF + 0
Jan-Ken Ku:	Giant Ape Trasformation:
B,F + SQ	HCF,HCB + SQ
Jan-Ken Chogi	Yudou Kame Hame Ha:
B,F + X	HCB,F + 0

Kame-Sennin

Throw:	Kyo-Sui Ken:
F + SQ	QCF + 0
Nidan Hizake-ri:	Ge-Dan Kiyō-Sui Ken:
F,B,F + X	F,DF,D + 0
Kame-Sen Ryu Ken-Fu Shu:	Zan-Zou Ken:

QCB,F X	F,B,F + SQ
Tai-Ken Kame Punch:	Kame Hame Ha:
QCF + SQ	HCF + 0
Tai-Ken Kame Kick:	MAX Kame Hame Ha:
QCF + X	QCB,F + 0
Ge-Dan Tai-Ken Kame Punch:	Ma-Fuu Ba:
F,DF,D + SQ	HCB,HCF + 0
Ge-Dan Tai-Ken Kame Kick:	Bankoku Bitsu Kuri-Shou:
F,DF,D + X	HCB + 0

Mr.Satan

Throw:	Dynamite Kick:
F + SQ	QCF + X
Base Ball Bat:	Satan Tokusei Bazooka Hau:
SQ + X	HCF + 0
Rolling Attack:	Tokusei Ultra Dai-Baku Dan:
B,DB,D + SQ	QCB,F + 0
Vulcan Jab:	Tokusei Ultra Dai-Baku Dan Shitsu-Bai:
QCB + SQ	QCB,HCF + 0
Very Very Punch:	Champion no Ka-Rei Na Mai:
QCF + SQ	HCB,HCF + SQ
Metta Uchi-Eiyuran Bu:	4 Renzo Baku-Retsu Missile Lancher:
HCB,F + SQ	HCB,F + 0

Super Saiyan 3

Mini Combo:	Thousand Combonation:
B + SQ	HCF + X
Dash Punch:	Ki-Oi-Hou:
QCF + SQ	B(hold),F + 0
Saiyan 3 Attack:	Kame Hame Ha:
HCB + SQ (close)	HCF + 0

Slash Leg Down:

Jump,F,D + X

Gail Shot:

QCB,F + X

Gail Shot Reverse:

QCF,B + X

Gogeta

Throw:

B + SQ

Metro Attack:

HCF + SQ

Gogeta Hari-Tobashi:

QCB + X (close)

Screw Drop-Kick:

F,B,F + X

Slash Down Kick:

Jump,F,D + X

Shun-Kan Itou Slider:

R1(or R2) + SQ

Shun-Kan Itou Slash Down:

R1(or R2) + 0

Chou Kame Hame Ha:

QCB,F + 0

Shun-Kan Itou Meteo Crash:

B,F,D,U + SQ

Super Quick Kame Hame Ha:

HCB,F + 0

Shun-Kan Itou Screw Drop:

R1(or R2) + X

Ki-Oi-Hou:

B(hold),F + 0

Ultra Super Dounuts:

HCF + 0

Final Kame Hame Ha:

QCB,F + 0

Gogeta Genki-Dama:

D(hold),U + 0

Gogeta Meteo Attack:

HCF,HCB + SQ (close)

Quick Ultra Ball:

QCB,HCB + 0

ViewPoint

Game Shark

MASTER CODE

D00564E0 01E0

Infinite shield in easy mode

801C1FAE 0003

Infinite lives

801C2922 0006

Infinite continue credits

801FFFA8 0006

Always have side guns

801C243C 0001

801C243E 0001

801C2560 0001

801C2562 0001

801C24A2 0180

801C24A4 0180

801C25C6 0180

801C25C8 0180

Codes

End movie To skip to the end of the level movie (TR1 = trigger right one):

---- Square, Circle, Triangle, Right, Left Down, TR1, TL2, TR2, TR1

Invincible Sq, Sq, Cir, Cir, Tri, X, Sq, U, U, D, D, TL1, TR1, Select

Level Passwords

	Level 4: Area 1 - KGG
Level 1: Area 2 - CLL	Level 4: Area 2 - KLD
Level 1: Area 3 - CRR	Level 4: Area 3 - KRJ
Level 2: Area 1 - FGD	Level 5: Area 1 - MGJ
Level 2: Area 2 - FLJ	Level 5: Area 2 - MLD
Level 2: Area 3 - FRN	
Level 3: Area 1 - HGD	Level 6: Area 1 - PGL
Level 3: Area 2 - HLG	Level 6: Area 2 - PLG
Level 3: Area 3 - HRL	Level 6: Area 3 - PRD

Password Translation The first letter of each code is as follows:

1	2	3	4	5	6								
--													
C	d	e	F	g	H	i	j	K	I	M	n	o	P

If you notice, there is a consonant skipped between each level/letter.
It seems that this game (and Rayman) ignores vowels.

The 2nd letter and 3rd letter of each code are different every time but they are from a pool of the following:

0	1	2	3	0	1	2	3	0	1	2	3	<---	continues
-													
C	D	F	G	H	J	K	L	M	N	P	R		

V Tennis

Codes

Secret Characters MR. TONKIN: When use normal mode, move the cursor to any player, then press L2, L2, R1, R1, R1, D, \wedge x 4, ().

MRS. TONKIN: Hold L1, R2, U, [], then press ().

Warhawk

Game Shark

Unlimited lock-on missiles	801B8A44 0008
Unlimited rockets	801B8A42 0064
Unlimited swarm missiles	801B8A46 0012
Unlimited plasma cannons	801B8A48 2003

Codes

= Space T = Triangle S = Square X = X O = O

Codes OOO XTXX = Warhawk A-La Mode (Infinite Weapons, Invincible)
 TTOTSTTX = Infinite Weapons (Non-Invincible)
 SOSSTXTT = Thor Mode (9999 Flash-Bombs)
 XOOSXTOT = Kali Mode (Super Swarms, Ultra-Lockons)
 SS OSXST = Preview Epilog Text
 S OSTXXS = Check Special Upgrades Text
 TX OOXTS = Preview Movies

Passwords TSXTXXSS = Desert Level
---- TSXTOSOX = Pyramid Has Risen
 TOXTOOXS = Desert All But Done
 OTTXOOSO = Canyon Level
 OSOSXOOT = In Canyon with Amber
 OTXSOOTT = In Canyon with Belle

OSTSTTTS = In Canyon with Crystal
OOOSTTST = Approaching Uma
XTXSSTST = Airship Level
XOTTOOX = Post Transformation Airship
XSTOXTSS = Airship Rear Hanger Open
STXXXTOS = Volcano Level
SSXOTOST = Volcano Boss is Active
TOTOTXSS = Gauntlet Level
TOXTOXTS = East Gauntlet Boss
TOOSTOOX = West Gauntlet Boss
TOOTTXST = In with the Gatekeeper
TXTSOXOO = Stormland
TXXSOSOX = Above 1st Force Field
TXTTXXOT = Above 2nd Force Field
TXSOTXTS = Above 3rd Force Field
TXSTOSXX = Kreel's Door is Open
TXTSSSXT = Face to Face with Kreel

Williams Arcade Classics

Game Shark

Sinistar

Infinite Sinibombs

801BA012 0900

Winning 11

Codes

Extra Teams When selecting teams, go to the right most teams. If you press - L1, L2, R1 and R2 at the same time and press right, you'll have another team to choose from. Works with both right-most teams.

Wipeout

Game Shark

Enable rapier mode

D01F701A 0001
801F701A 0101

Enable rapier levels (Note 1)

D01F701A 0101
801F7046 0101

Unlimited race re-starts (Note 2)

D01F7014 0802
801F7014 0803

Unlimited turbo level 1 (Note 2)

C013C5BA FF00
8013C5BA FF09

Unlimited turbo level 2 (Note 2)

C0123B0E FF00
80123B0E FF09

Unlimited turbo level 3 (Note 2)

C011E7B2 FF00
8011E7B2 FF09

Unlimited turbo level 4 (Note 2)

C01F7014 FF00
801F7014 FF09

Codes

Playstation Picks Demo CD:

Continuous Play Play the track as normal, when you almost get to the end, slow down and stop, don't touch any of the buttons, after about 5-10 sec the computer takes over. You'll see the the ship from different angles. Just hit a button to play the level again.

Full Version:

Bonus Track To access the secret track called Firestar, highlight the one - player option on the menu screen, press and hold the following buttons: R1, L1 R ST () [] Once these are all held down, press ><

Rapier Class The Rapier class can be accessed by holding down:

-- R2 L2 L ST SL Then press ><

Walkthrough

Think of this game as Stun Runner (a game released in the late 80's from Atari in which you drove a sled on a track shooting enemies with a top mounted cannon, while hitting as many boost pads as possible for top speed).

Run each course through in time-trial mode without hitting any boost-pads, so as to get the layout down on each track. Remember, you can take all the time you want in "Time Trial" mode, and the game does allow you drive backwards if you miss your turn.

Give yourself a big lead-in to all turns... in fact, the faster you are going, the more lead-in you should give.

As soon as you've learned to lead-in to your, turns, forget that your airbreaks ever existed. You will never get a top time by using airbreaks (one exception may be track Silverstar, which I'll discuss later in this document).

Up and down are crucial in gaining you that extra time. Nose up off of ramps for extra distance, as well as stability when you land. Nose down cresting a hill, so that you can hug the track and maintain top speed. --> It is not always advantageous to hit *every single* boost pad. Some of the are situated as hazards, so be aware!

Some boost pads need to be crossed at an angle. In a few cases you will find you need to be moving across a boost pad almost sideways to make a turn at maximum speed.

In order to trigger a boost pad, you only need to get some part of the central body to pass over any part of the pad. This allows you to clip a pads corner and still get the effect.

For a medium turbo start on any track: Start the race with your thrust fluctuating between boxes six and seven for quick acceleration from the starting line.

For a full turbo start on any track: You need to have the thrust bar touching the bar between (counting from the right) box three and four the moment the race starts to start the game as if you had activated a boost power-up. A slightly easier way to time this trick is to push thrust at the very moment the announcer ends the word "ONE", but not before the sound of his voice trails off. Timing is crucial on this trick, so you will probably have to practice it a good bit to get it down correct (this seems to work with all of the cars).

2) General Combat/Power-Up Strategy

In WipeOut you will encounter six different power-ups. You gain power-ups by driving over large color-strobing "X"s which you will find liberally scattered about each track. Power-up pads seem to distribute items in a seemingly random manor. Although I've noticed, if you hit a pad at, say, a particular shade of yellow, you will always get mines, a different shade of yellow will always seem to give you the missile. since detecting these very slight shading variances within colors is not practical while racing, it might as well be random. The power-ups you will encounter are:

Homing | a pink disk with a single-lined Missile | arrow pointing up to a small circle at it's tip. Active target will be highlighted by an opaque diamond. A ship hit by a missile will come to a near dead stop and be shaken violently for a moment.

a red disk with three lines merging Rocket | into a single line which continues up to form an arrow. This weapon fires in a straight line from your ship. A ship hit by a missile will come to a near dead stop and be shaken violently for a moment.

(Homing)| a blue disk with a jagged line moving Shock- | down into an arrow point. A second Wave | bar parallels the top segment. Active target will be highlighted by an opaque diamond. A ship hit by a Shock-Wave weapon will loose stability for a few seconds and veer sharply if it attempts to turn.

a green disk with five bars radiating Mine | up and right in a half arc from the center. There are also two dots down and left from the central point. This item disperses a group of floating mines from the rear of the vehicle, which vanish after a brief time.

Shield | a white disk with slash going across from bottom left to top right and a semi-circle to either side of the line. When activated, the vehicle is enclosed in a protective shell which is impervious to all weapons. The shield only lasts for a few moments.

Turbo | an orange disk with a small circle Boost | at its top and three lines radiating downwards from the circle. There is also a dot to the left and right of the circle. When activated, the vehicle is launched forward with as much speed - if not more - than if it had crossed over a boost pad.

Altima VII

- Location | Canada

Length | 5.5 Km

Max Height | 359 m

Surface | R3600 racing std

Power-Ups | 17

Boost Pads | 25

When you first start playing for rank, skip the first two pads on this track. At the top of the hill, hit the pad on the left and the next two pads that follow it. The track will now jog left and right. Go ahead and skip the pads on the outside of the turns here. Now hit the next three pads as you climb up this hill, and when you hit the crest of the hill push down hard. If you don't have a power-up at this point, go ahead and hit the pad along your right.

Then when you hit the bottom of this hill, pull up through the caution striped area. If you have a Boost power-up, use it immediately as you pull out of the caution striped area, and be sure to hit the two boost pads here, first on your left, then to your right.

The course will continue for a stretch after the pads and then you will ramp off into empty space. Keep your car steady and pull up on the nose so you don't wobble when you land. You should be going pretty quick at this point, so be sure to take the next two turns with a lot of lead-in, while trying to ignore the two boost pads here. Skip the next three boost pads as you cruise through the arc, as well as the boost pad at the bottom of the hill. Bank left here and hit the three boost pads the come up on your left.

Now, you'll stretch into a long curve to your right. I recommend you ignore the two pads you encounter here. One is far along the turn on your left, and the next is near the end of the turn on your right. When you are first starting, these pads will usually only help you in losing control of your craft. Also, you want as little extra speed as possible for the tunnel that's coming up.

The last boost pad I recommend you grab on this lap should be the first pad inside the tunnel on your right. Avoid the two that follow it. Once you have mastered this course, you should be able to hit all of the boost pads successfully for best times.

Harbonis V

- Location | Japan

Length | 3.4 Km

Max Height | 107 m

Surface | Reclaimed Titanium

Power-Ups | 13

Boost Pads | 13

Strategy |

When you first race this course I suggest you skip the first pad you see on your left, but make sure you hit

the next three pads (two on your left, then one on your right). Then go up through the tunnel and as you near the exit, go wide to your right and then aim towards the left corner of the exit to the tunnel. Immediately as you leave the tunnel, push down while nudging your craft to the left. Initially, stay to your right as you decent the track, and skip the boost pad here, then veer left and give yourself plenty of lead-in through the next few three turns. Also, skip the double boost pad here since it will normally ram you into the wall trying to get it at first.

If your up to it, as you come out of the third turn, hit the boost pad on your right. Navigate the next "S" turn (it's not as sharp as the one you just went through) and you will end up on a straight-away. Use your Boost power-up here if you have it, and make sure you hit the boost pad on your left after the first jump. You'll have another jump, then you need to bank left.

Start your turn early and go wide missing the next boost pad on your left (in fact, don't hit any more boost pads for the rest of your lap, all of them are pretty much hazards to the first time player). After another straight away here, you will hit the toughest part of the track. All I can do is remind you to start your turns early, and don't worry about speed.

The track swerves left, right, left, right, hard left, hard right, then straightens out onto the finish/start line. This strategy should get you at least third, once you get the hang of the track.

Once you have mastered this course, you should be able to hit all of the boost pads successfully for best times.

Terramax - Location | Germany

Length | 4.1 Km

Max Height | 121 m

Surface | F3600 racing std

Power-Ups | 13

Boost Pads | 20

Strategy |

At this point, you should be getting better on your turns, so go ahead and hit the first two pads on this track

(right and left respectively). Take the upcoming hill to the right, and after you crest the top, stay right so as to miss the double boost pad here on your left.

There is a tight turn right at the bottom of the hill, so take it with plenty of lead in. Now you're getting into tough part of this course... beginners will want to avoid the next four boost pads (two on your left before the entrance to the tunnel, and a double boost pad on the left hand side of a right turn in the tunnel). Trust me, you'll have enough fun initially getting these turns down without the extra speed. As you leave the tunnel, you will be forced to cross over one of a pair of side-by-side boost pads... these are actually ok since you probably just bounced off a wall and need a little pick-me-up.

Now, you'll start out over a bridge, skip the boost pad on your left as you turn to the right and head for the ramp (in fact, I would suggest skipping this pad always since more times than not it will cause you to hit the wall).

Make your jump and again, skip the pad immediately on your right, as you bank left. Then move near the left wall and get ready for a long easy curve to your right, being sure to hit the triple boost pad while nudging into the turn. This turn will take you into a straight-away (use your Boost power-up here if you have it) where you should hit the two boost pads on your left. Then the course will start to climb and curve to the right. Be sure to hit the boost pad on the right side of the track here. Now, as you crest the hill, point your nose down and nudge your craft to the right.

There will be another side-by-side set of pads to hit, then a ramp... and you've finished the lap.

Once you have mastered this course, you should be able to hit nearly all of the boost pads successfully for best times.

Horodera - Location | Russia

Length | 5.4 Km

Max Height | 210 m

Surface | Carbonic Iron

Power-Ups | 24

Boost Pads | 43

Strategy |

This track is probably my favorite of the bunch, and just a warning, if you haven't at least gotten a handle on turns yet, you're going to be in trouble from now on in the game. Right off the starting line, you have a medium "S" turn, going right then left. You want to try and grab the first boost pad after the "S" (on your left).

The track is now going to climb a bit and bend to your left. Take the corner close and you should be fine. Coming down the hill, you'll see another slight left turn with a boost pad, which you should hit. Climb up the next rise, and take the left corner easy at the top. Don't bother with the next pad on your right at the bottom of the hill. Now, you're going to hit a right turn before another hill... there are side-by-side boost pads here so you have to hit them. But, as soon as you crest the hill, point down and start steering towards the left fork in the road (get in the habit of taking the left split here since when you need to start doing this for speed, this is the fastest and optimum path). When you get to the ramp, be sure to stay near the right wall before you jump, and whatever you do, be sure to avoid the four boost pads here until you have really gotten a grasp at high speed swerving (initially, these pads will usually cause you to bounce wildly off of the walls here).

Ok, now that you're past that, you'll come to a left turn... skip the pad on your left and as you climb the hill, hit the pad on your right. Crest the hill and be prepared for a sharp left turn with a dip and two boost pads you should avoid at first (don't worry, you'll probably always hit the far wall here when first playing this track. Just straighten out and use the double boost pad to get back up to speed). After the crest of the next hill, avoid the pad immediately on your left, and take the right turn sharp, hitting the pad on your right. Also, hit the three pads that follow it on your way up the next hill. At the top of this hill, the course will bend left and drop sharply into the most difficult turn on this course. At the bottom of the hill you need to make a

very sharp 90 degree right turn.

Start this turn wide from the left and bank hard right about four inches before the corner so that you just clear it as you turn right. Now, straighten out and use your Boost power-up here if you have it, also hit all of the boost pads ahead (first to your right, second on your left and third is a side-by-side boost pad in the tunnel). Now you will come to a ramp.

The first times through the course, be sure to nose your craft down here so that you can quickly locate where the track picks up below and land without crashing (as you get better, you can hold your nose up and land past the small left bend in the road with no bobbing or great loss in speed). Try and hit this next boost pad square on so that you can use the speed to get you up the next hill without hitting the boost pad located at its

base. As you climb the hill, stay to your left and skip the boost pad that's near the top on the right, and as you crest the hill, nose down and veer to your left while drifting towards the right wall. Hit the boost pad there on the right as your going down and give yourself a good lead-in to the turn at the bottom. Right after the corner there is a triple set of boost pads on your left, and then a triple set of boost pads on your right. Use your best judgment on these at first as to how much speed you want for this straight-away.

Now you will come to a wide right turn with four pads in it (pads alternating, left, right, left, right). Initially try to avoid them some of these pads since they will most likely leave you slammed into the far left wall of the turn. I suggest leaning hard into the turn and hitting the second pad, the drift left to go between pad 3 and 4, then straighten out as you enter the tunnel.

From now until the end of the race you will pass over three sets of side-by-side boost pads, so be ready to take the last swerving turns at a decent speed. Once you have mastered this course, you should be able to hit nearly all of the boost pads in your path here successfully for best times.

Arridos IV - Location | USA

Length | 6.04 Km

Max Height | 245 m

Surface | Blasted Sandstone

Power-Ups | 30

Boost Pads | 27

Strategy |

This track is a close second for favorite... probably because, while it is just as challenging as Horodera, it is not any more difficult to master since all of the maneuvering hazards are essentially the same. Right off from the start, you have to pass through a segment of track that weaves back and forth, and the pavement is ridged, which will many times make your ship bob along the track.

I suggest you just pick a straight line through and don't worry about power-ups here (in fact, power-ups should be a secondary concern on this track). After this segment you will hit a tunnel. Inside the course will turn right and climb, hard left and drop, hard right and level out, the hard left before you leave and hit the ramp.

While you are in this tunnel, I strongly recommend you avoid all four boost pads since they make the

turns pretty much impossible the first few times you play the track (boost pads are located at the first right turn along the left wall, just before the next turn left along the right wall, immediately after the crest of the hill in that left turn on the way down along the right wall, and then along the left wall right before the second left turn).

Also, don't worry if you bounce around in this tunnel the first few times through. After you come off of the ramp at the end of the tunnel, and land back on the track, you'll go directly into a left turn. Go ahead and hit the boost pad here on your left, as well as the next boost pad following that on your left as you climb the hill then drift to the right side of the track when you are near the top. When you crest the hill, begin to nose down.

There is a boost pad immediately over the top on the right side of the track, then veer to your left so that you can hit the next boost pad (along the left wall) on the way down. When you get to the fork in the road, be sure to go left (this lines you up for the next fork, and gives you a great place to fire off a Boost power-up). As you climb the hill path, stay near the left wall, and after you crest the hill, aim your nose down the path and along the track into the right fork further down the road (it's pretty clear when you see it). Here is where you want to use your Boost power-up if you have it. Now, after you have gone right at the next fork, you'll have three boost pads to hit, a side-by-side right after the split, and two more along the left side of the road.

This segment is an easy hill where the road makes an easy curve to the left (this is great for taking at a really high speed). The road then enters a tunnel where you need to make a sharp turn left. Hit the boost pad on your left as you exit the tunnel, then get ready for another sharp turn left. Go ahead and try and hit the pad on your left here as well as you climb the hill, then when you get to the top, hang by the left edge and pull hard left for a second while nosing down (aim for the right wall initially so you can miss the boost pad just over the hill on your left.

As you get better, you can try and hit this pad). You'll now hit a sharp right turn at the base of this hill and at your option, hit the triple boost pad along the right wall after the corner. Now, you'll go through a stretch that cuts left, right, right and right again. Next, hit the two boost pads on your left before the course veers right and straightens out. Then hit the next two boost pads here (first on your right, then on your left). Skip the next boost pad along the left wall that points into the right turn, and you only have a side-by-side of boost pads and a jump between you and the finish/start line.

Once you have mastered this course, you should be able to hit nearly all of the boost pads in your path successfully for best times.

Silverstream - Location | Greenland

Length | 6.4 Km

Max Height | 232 m

Surface | Artificial Crystal

Power-Ups | 34

Boost Pads | 65

Strategy |

Of all the open-initial courses, this is the hardest and most challenging. Additionally, this course has quite a few boost pads in it that should be avoided at all times, even for the skilled player. If you've made it this far, you've obviously managed to grasp the many skills of driving in this game. Therefore, rather than nursemaid you through this final course, I'll leave you with a few important tips:

- 1) In my experience, you will need to use either an AG Systems or Feisar team vehicle since they are the only ones capable of sharp turns using no breaks. I recommend Feisar team with Paul Jackson as the driver (white on red and blue colored vehicle). I personally feel this vehicle has the tightest handling, hands down.
- 2) This track is very slippery, and using airbrakes on the course normally will cause you to slide straight into a wall so I don't recommend using them in general for this track. Although, I've found the need to actually use airbrakes on one of the turns (the hard left at the end of the third split).
- 3) The optimum path through the course is: go left at the first fork, go right at the second fork, and go left at the third fork. This path through the course is shorter with less switchbacks, and what there is of them can be taken at reasonable speeds so you don't have to rush yourself.
- 4) Skills you will need to have mastered in order to solve this track include; passing over boost pads at hard angles and banking turns at high speeds (which involves leading into a turn quite a bit ahead of time).

Firestar - Location | Mars

(Secret Length | 6.3 Km

Track) Max Height | 198 m

Surface | Unknown

Power-Ups | 31

Boost Pads | 72

Strategy | At this point, since it is a hidden + track, I'm not going to give a strategy for it (other than right, left, executed flawlessly!). But if there is enough interest, I'll do up a strategy in a re-issue of this file.

Once you've gotten to a point where you are blazing through these tracks (for a top time), you should normally be in no less than third place by the beginning of your second lap, and in first by the beginning of your third lap.

Also, when you get to the point where you are in first for half of the race, you might want to try dumping all of the power-ups as you pick them up, in hopes of getting a few Boost power-ups. If you're luck enough to get a couple of these in your last lap on a course, you can bring your lap time and race time down considerably.

As for the Rapier class tracks, the courses are the same except that day tracks are now night tracks and

visa-versa for the most part. Also some of the boost pads on the tracks have been resituated. If there is demand for tips on these tracks I'll do re-issue of this file covering them.

WWF Wrestlemania

Game Shark

Infinite energy

8006E860 00A0

Faq

For refilling your combo meter (starts full and refills seconds after emptying), at character select screen: hold L1 & L2, then press [], X, O, Λ.

Moves FF = Tap forward twice DF = Down/Forward diagonal
 BB = Tap back twice DB = Down/Back diagonal

Power Throw- Press Λ+(). Only a few characters possess this, they are Bam Bam Bigelow, Yokozuna, and Lex Luger. It is non reversible if you connect with it.

Hip Toss- BB []. An excellent move. Learn it and love it.

Shove- L1+[]. Good move to use when fighting multiple characters. It basically free's some space for you.

Reverse Throw- Either FF [] or DD (). In my opinion this is the most important thing to learn. When grabbed press in the motions listed (careful, they differ with every character). You will then reverse there attack and look really cool.

Power Up- Do two 360's away from the opponent. By doing this you will enable a power up that will last for 5 seconds. All moves will then do 4x damage, except for super combos.

Speed Up- Do two 360's toward the opponent. By doing this you will enable turbo spped for around 5 seconds.

Throw- B+[]. This will throw your opponent when they are runnug at you.

=====

DOINK

Moves: The clapper B D F []. Press [] repeatedly to get four hits.
Joybuzzer Hold [] for three seconds then release it.
Happy Hammer FF (). Press X repeatedly to get up to four hits.
Boxing Glove [] rapidly.
Grabs: Head Slam FF Λ.
Face Smash DD (). Press X repeatedly for up to four hits.
Backbreaker DD ().
Slam FF Λ.
Combos: Links - (grab) F+[].
Initiators - Λ,().
Mini Combo FF [], hold F and tap [] 4 times, then hit Λ.
18 Hit FF Λ, (), X, [], Λ, ().
16 Hit FF Λ, (), [], X.
16 Hit FF (), Λ, X, [].
16 Hit FF (), Λ, X, [], Λ.

RAZOR RAMON

-

Moves: Quick Slice D DF F [].
Dashing Slice Hold [] for three seconds then release it.
Quad Slam FF X. Tap X up to 4 times. You dont have to grab.
Grabs: Razors Edge FF Λ.
Slam DD ().
Uppercut DD Λ.
Quad Slam same as above.
Combos Links - (grab)U+[] or (grab) D+[].
Initiators - Λ,X.
Mini Combo Hold D and press [] 5 times, then press Λ.
24 Hit FF Λ, [], X, (), Λ.

UNDERTAKER

Moves: Neck Choke D DF F [].

 Neck Breaker Hold [] for three seconds then release it.

 Shadow Neckbreaker Hold [], run at opponent & release Λ when near.

 Dark Ghosts D DF F X.

 Light Ghosts D DF F X.

 Tombstone Smash FF (). Press X repeatedly to get up to four hits.

Grabs: Uppercut DD Λ.

 Mystic Glove DD ().

 Neck Twist FF Λ.

 Shadow Slam DD X. Press [] repeatedly for up to four hits.

 Fiery Mystic Glove (neck choke) then press D+().

Combos: Links - (grab)F+[].

 Initiators - X,().

 Mini Combo Hold F and tap [] 5 times then press D+().

 21 Hit FF (), X, [], Λ,().

YOKOZUNA

Moves: Quick Jabs D DF F [].

 Salt Throw Hold [] for three seconds then release.

 Belly Rush FF [].

 Head Knocker [] (when close)

 Body Slam FF () (when close)

Grabs: Power Grab Λ+().

 Leg Spin Throw (power grab) D+().

 Body Slam FF Λ.

 Piledriver DD ().

 Salt Throw D DF F [].

Combos: Links - ???

 Initiators - [],Λ.

 Mini Combo Hold F and tap [].

 14 Hit FF Λ, [], (), X, [],Λ.

 13 Hit FF [], Λ,(),X,[],Λ.

SHAWN MICHAELS

Moves: Flying Snap Kick BB ().
Back Suplex Hold [] for three seconds then release.
Flying Drop Kick Charge () for three seconds then release.
Frankensteiner FF ().
Sliding Kick Toss FF X.
Sunset Flip FF ^.
Quad Speed Kick Press B D F X. Press X repeatedly for four hits.
Quad Stomp Run, and press X repeatedly next to opponant.

Grabs: Face Smash FF (). Press () repeatedly for up to four hits.
Arm Breaker FF [].
Back Suplex DD ().
Slam FF ^.
Kick Toss FF X.

Combos: Links - (grab) F+() or (grab) F+X.
Initiators - [],X.
Mini Combo (grab) Hold F, press ^ 5 times.
20 Hit FF X, (), ^, [], L1.
17 Hit FF [], ^, (), X, L1.

BAM BAM BIGELOW

Moves: Fiery Fists Hold [] for three seconds then release.
Throw Hold ^ for three seconds then release.
Fire Throw Hold ^, run at opponent and release ^.
Flying Kick BB ().

Grabs: Power Grab ^+().
Piledriver DD (). Press ^ repeatedly for up to four hits.
Backbreaker (power grab) then press D+().

Combo: Links - (grab) F+().
Initiator - [],^.
Mini Combo Hold F, and tap () 4 times then tap ^ once, then press DD ().

19 Hit	FF [], Λ, (), X. [].
20 Hit	FF Λ, [], X, (), Λ.
22 Hit	FF [], Λ, X, (), Λ.

BRETT HART

Moves: Rolling Uppercut	D DF F Λ.
Eye Raker	D DF F [].
SharpShooter	Hit Λ next to fallen opponents feet.
Dashing Uppercut	DD [].
Lunging Kick	BB ().
DDT	Run and press Λ.
Grabs: Face Slam	B D F []. Press [] repeatedly for up to 4 hits.
Backbreaker	DD ().
Slam	FF Λ.
Combos: Links -	(grab) F+[] or (grab) F+X.
Initiators -	[],().
Mini Combo	(grab) hold F and tap [] 5 times, then press ().
16 Hit	FF (), Λ, [], X, ().
13 Hit	FF [], Λ, [], X, ().

LEX LUGER

Moves: Fist Smash	Hold [] for three seconds then release it.
Fun Flail	FF (). Press X repeatedly for up to four hits.
Elbow Girder	FF [].
Grabs: Power Grab	Λ,().
Suplex	FF Λ.
Throw	DD ().
Backbreaker	(power grab) then press U+().
Combos Links -	???
Initiators -	(),X.
Mini Combo	(grab) hold F, () x 4 times, then press Λ once.
17 Hit	FF X, (), Λ, [], ().
19 Hit	FF (), X, [], Λ, (), L1.

XCOM UFO Defense

Game Shark

Infinite cash

D000E110 2000
800CEE36 0FFF

Infinite shots first soldier

D00074C8 3170
800146CC 0014

Infinite time units first soldier

D00074C8 3170
80019A12 2240

Infinite stamina first soldier

D00074C8 3170
80019A14 4000

Zeitgeist

Game Shark (JAPANESE)

Unlimited shield

800BB450 0062

800BB894 0062

Codes

Top View Press start to pause the game, then press the start button again - and hold for ten seconds, press L1 and start at the same time, it will then change to the top view.

Side View If you want to change to side view, it is more or less the same, - repeat the steps above for the top view (Pause, then hold start for 10 seconds) but after holding the start button, press L2 and start instead.

Zero Divide

Game Shark

MASTER CODE	D00CA7D4 2400
Player 1 invulnerable	80110B3C 00D0
Player 2 invulnerable	801118C0 00D0
Freeze timer at 59 seconds	800E8968 0700

(JAPANESE)

Unlimited energy player 1	80110764 00D0
Pal mode	800C44A4 0001

Faq

Complete Moves List and Tip Sheet, VERSION 4.0
Compiled by John Ricciardi - Last update January 31, 1996
Additional help from:
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CONTENTS:

- What's New in VERSION 4.0
- Legend
- The Controller
- Special Controller Commands
- Complete Moves Listing
- The Secret Tricks

- Copyright Information (AOL Losers READ)

WHAT'S NEW IN VERSION 4.0:

- VERSION 4.0 is the ultimate version of this FAQ, and most likely the final one.

Every single move for every single character is now included, and all of the errors and/or tricks from the last version have been corrected.

- The storyline and character information have been removed, as this is now strictly a hard-core moves list. Besides, my translations were less than perfect, anyhow (although I did as well as, if not a better job than they did in the U.S. version's instruction manual!)

The Options Screen information was removed as well, for the same reason as the character information: this is a moves list, not an instruction manual. The instruction manual explains all of that anyway.

LEGEND:

U = Up

D = Down

F = Forward

B = Back

P = Punch

K = Kick

G = Guard

UF = Diagonal Up/Forward

DF = Diagonal Down/Forward

UB = Diagonal Up/Back DB = Diagonal Down/Back

+ = "and"

(Hold) = Hold the key (do not release immediately)

(High, Mid, Low) = Area of your opponent where the particular moves
will hit.

THE CONTROLLER:

D-Pad: Used to MOVE the characters.

TRIANGLE, SQUARE buttons: Used to GUARD.

X button: The PUNCH button.

CIRCLE button: The KICK button.

START button: The PAUSE button.

(Access EXIT screen as well)

L1, L2, R1, R2, SELECT: Not used.

SPECIAL CONTROLLER COMMANDS:

-Press GUARD + PUNCH together to execute a throw.

-Tap FORWARD, FORWARD to leap forward, or BACK, BACK to leap backwards.

-Tap FORWARD, FORWARD (and hold) to dash toward your opponent.

-Tap DOWN, DOWN, or UP, UP and then GUARD to dodge by leaping into the foreground or background (side-step).

-When hanging off of the edge:

Press UP to jump attack back into the ring.

Press DOWN to climb back in without jumping.

-When you are down:

Press BACK to get up by rolling away from your opponent.

Press DOWN + GUARD to roll to the side.

Press UP + KICK to do a mid kick as you get up.

Press DOWN + KICK to do a low kick as you get up.

-In the middle of a back roll or side roll, press KICK to turn it into an attack.

COMPLETE MOVES LISTING:

ZERO

Type: Fighter

Main: Combination

Sub: Throw

Programmer: Alex

Regular Attack Techniques:

Quick Body Heat P, Hold U, P

Interrupter P, Hold D, P

Double Spin Kick K, K

Double Spin Kick EX K, K, B, F, K

Raid Sole Butt F+P+K

Raid Knee Kick F+K

Rising Palm F+P (when getting up)

Middle Kick K (when getting up)

Back Kick B+K (when getting up)

Toe Cutter UB+K

Hammer Kick B, F, K

Raid Elbow F, F, P

Raid Slice Kick F, F, K

EXE Breaker D, F, P

Cancel EXE Breaker D, F, P

Throwing/Grappling Techniques:

One Hand Throw G+P

Brain Buster B, F, F, G+P

Reverse Neck Breaker G+P (when behind an opponent)

Techniques for a Attacking a Fallen Opponent:

Heel Press D+K
Body Press U+P
Megaton Body Press Hold U+P

Combination Attacks:

Rising Palm P, P, P, F+P
Basic Pattern P, P, K
Spin Kick P, P, P, P+K
Body Heat P, P, D+P, F+P
2-Hit P, K
Basic Pattern EX P, P, K, D, F, P
Rising Palm EX P, P, P, F+P, D, F, P
Body Heat EX P, P, D+P, F+P, D, F, P
Raid 2-Hit F, F, P, F+K

TAU

Type: Creature

Main: Neil

Sub: Tail Needle

Programmer: Thor

Regular Attack Techniques:

Straight Claw F+P
Side Claw DF+P
Tail Upper B, DF+K
Four Feet Kick F, F, P
Side Slide Chop D, D, F+K
One Side Kick F, F, K
Buggy Roll F, D, B, K

Throwing/Grappling Techniques:

Needle Throw G+P

T Swing B, DB, D, DF, F, P+K

Techniques for a Attacking a Fallen Opponent:

Four Feet Press D+K

Screw Press (Light) U+P

Screw Press (Great) Hold U+P

Combination Attacks:

Shredder P, P, F+P, F+P

X-Snap P, P, F+P, K

Y-Snap P, K

Mantis A K, B, K, D+P, P

Mantis B K, B+K, D+P, K

Mantis C K, B+K, F+K, F+K

Upper Smash A B, DF+K, F+P

Upper Smash B B, DF+K, F, F, K

Buggy Drift F, D, B, K, D, D, F+K

WILD3

Type: Soldier

Main: Knife

Sub: Shot Gun

Programmer: EXE

Regular Attack Techniques:

Spin Punch F+P

Jack Knife DF+P

Middle Gun F, F, P

Break Gun P+K

Drop Kick D, F, K

High Shot D, F, P

Low Shot B, D, P

Swing Gun B, F, P

Low Kick DF+K

Knee Kick	F+K
Tackle	B, B, F+P
Elbow	F, B+P

Throwing/Grappling Techniques:

W Impact	G+P
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Techniques for a Attacking a Fallen Opponent:

Head Crusher	D, Hold D, P+K
Finishing Shot	D+K
Hip Dive (Light)	U+P
Hip Dive (Great)	Hold U+P

Guard Disablers:

Unlock Push	B, G+P (defeats high guard)
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Combination Attacks:

Wild A	P, P, K, K
Wild B	F+P, P, P
Wild 2-Hit	P, K
Spin Jack	F+P, DF+P
Spin Knee Kick	F+P, F+K
Jack Smash	DF+P, F, F, P
Jack Knee Kick	DF+P, F+K

IO

Type: Bizarre

Main: Neil

Sub: Heel

Programmer: Alex

Regular Attack Techniques:

Piston Kick	DF+K, K
Killer Chop	D, F, P

Nail Smash	F, F, P
Place Kick	F, F, K
Heel Kick	P+K
High Kick	DF+K
Rewind Kick	B+K
Nail Straight	F+P
Replacer	UF+G
Knee Kick	F+K
Middle Kick	K (when getting up)
Heel Cutter	B, F+K
Cross Nail	B, D, F+P

Throwing/Grappling Techniques:

Escort Throw	G+P
Place Strangler	F, F, G+K
Bloody Back	G+P (when behind an opponent)

Techniques for a Attacking a Fallen Opponent:

Nail Chop	D+P
Heel Press (Light)	U+P
Heel Press (Great)	Hold U+P

Reversal Techniques:

Kick Compiler	B+G
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Combination Attacks:

Spin Kick	P, P, K, K
Spin Cut	P, P, P+K, P+K
Slide Cut	F, F, P, P, K
Kindo Smash	F+P, K, K
2-Hit	P, K
Place Fake	F, F, P, F, F, K
Wind Up	F, F, K, B+K
Place Sword Cut	F, F, K, DF+K, K

EOS

Type: Judo

Main: Karate

Sub: Throw

Programmer: Leonard

Regular Attack Techniques:

Tatamigaeri	B+P, F, P
Tatamiotoshi	F+P, D+P
Tataminui	F, F, F, P, P
Tatamibarashi	D, F, K, DF+P
Rikidou	F, F, P
Oogama	F, F, K
Tatamisukui	D, DF, P
Ashizuri	DF+K
Tataminui	F, F, F, P
Tatamikuzushi	F, F, P+K
Uwa Uradatami	F+P
Naka Uradatami	B+P
Shita Uradatami	DF+P
Tatamigaeshi	B+P, F+P
Uchinata	D, F, K

Throwing/Grappling Techniques:

Seoinage	G+P
Tomoenage	B+G+K
Sunearai	F, F, DF+K
Kumagoroshi	G+P (when behind an opponent)
Onigoroshi	D+P+K (when opponent is crouching)

Techniques for a Attacking a Fallen Opponent:

Acho	D+P
Kawarawari	U+P
Ookawarawari	Hold U+P

Guard Disablers:

Morotebari D, DF, G+P (defeats low guard)
Karatebari B, G+P (defeats high guard)

Reversal Techniques:

Kawaragatame B+G (reverses high punches)

Combination Attacks:

Nimai Datami P, K

CYGNUS

Type: Ninja

Main: Lightblade

Sub: Ninpo

Programmer: Leonard

Regular Attack Techniques:

Zatougiri P, P, P
Zatougiri + F, F, P, P, P
Uwahayate K, K
Nimaishitahayate DF, K, K
Ninpo Oodokei D, D, D, P+K, (P+K x9)
Zatoumawashi B+P, DF+P
Zatoushitahayate B+P, DF+K, K
Ninpo Tokeikuzushi A D, D, D, P+K, P+K, B+P
Ninpo Tokeikuzushi B D, D, D, P+K, (P+K x2), B+P
Ninpo Tokeikuzushi C D, D, D, P+K, (P+K x9), B+P
Ninpo Tokeibarai A D, D, D, P+K, P+K, DF+P
Ninpo Tokeibarai B D, D, D, P+K, (P+K x2), DF+P
Ninpo Tokeibarai C D, D, D, P+K, (P+K x9), DF+P
Ninpo Tokeihayate A D, D, D, P+K, P+K, DF+K, K
Ninpo Tokeihayate B D, D, D, P+K, (P+K x2), DF+K, K
Ninpo Tokeihayate C D, D, D, P+K, (P+K x9), DF+K, K

laigiri	B+P
laizuki	F, F, P
Shitaoozatou	DF, P
Shitahayate	DF+K
Nakahayate	F+K
Ganseki	B, B, K
Nagarezuki	P (while dashing)
Tobizatou	U+P
Ninpo Yashichi	UF+G
Seibai	B, F, P+K
Shinkuugiri	D, B, P+K
Ninpo Tokeimawari	D, D, D, P+K

Throwing/Grappling Techniques:

Ninpo Ookanazuchi	G+P
Ninpo Taruotoshi	G+P (when behind an opponent)

Techniques for a Attacking a Fallen Opponent:

Joubutsu	D+P
Hayanie (Light)	U+P
Hayanie (Great)	Hold U+P

Guard Disablers:

Ninpo Gozagaeshi	D, DF, G+P (defeats high and low guards)
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Combination Attacks:

Nimaiba	P, K
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DRACO

Type: Dragon

Main: Tail

Sub: Breath

Programmer: Thor

Regular Attack Techniques:

Head Butt	F+P
Tail Back	F, F, K
Middle Kick	F+K
Low Kick	DF+K
Tail Dive	U+K
High Blaze	F, F, P
Upper Blaze	U+P
Low Blaze	B, DF+P
Mongolian Punch	B, F+P
Shoulder Tail	B, D, F, K

Throwing/Grappling Techniques:

Dragon Nip	G+P
Hyper Head Butt	DF+P
Barbecue	B, F, G+P+K

Techniques for a Attacking a Fallen Opponent:

Chain Tail	D+K, K, K, K, K
Tail Bomb	D+P+K

Combination Attacks:

Rapid Nail	P, F, P, P, P, D, K
Three Down	F+P, K, P
2-Hit	P, K
Tail Back	F, F, K, K

NEREID

Type: Monster

Main: Neil

Sub: Drill

Programmer: Thor

Regular Attack Techniques:

Guard Crushed Punch	P+K+G, F+P
Guard Crushed Kick	P+K+G, B+K
Drill King Smash	F, F, P, F+P
Low Stab Slide	DF+P, P+K
Killer Nail Slide	F+P, P+K
Low Stab	DF, P
Killer Nail	F+P
Drill King	F, F, P
Fool Kick	B+K
Heel Hammer	D+K
Bloody Chop	F+P+K
Bad Slide	P+K
Gaddem Drill	F, D, P+K
Cool Kick	B, DF+K
Dirty Upper	P (when getting up)
Unfair Punch	B+P
Step Back Step	Hold G, B, B (when opponent is behind you)

Throwing/Grappling Techniques:

Crazy Drill	G+P
Super Bad Throw	G+P (when opponent is behind you)

Techniques for a Attacking a Fallen Opponent:

Drill Press	D+K
Hell Press (Light)	U+P
Hell Press (Great)	Hold U+P

Guard Disablers:

Guard Crusher	P+K+G (defeats high guard)
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Combination Attacks:

Happy Nail	P, P, F, P, P
Rash Odor	P, P, F+P, B+P
Crazy Machine	F+P, B+P, P, P
2-Hit	P, K

Stupid B+K, F+K, P, P

ZULU

Type: Demon

Main: Unknown

Sub: Unknown

Programmer: Unknown

Regular Attack Techniques:

Zulu Chop	F+P
Zulu Stomach Breaker	F, F, F, P
Zulu Center Kick	F+K
Zulu Raid Elbow	F, F, P
Zulu Ankle Breaker	F, F, K
Zulu EXE Breaker	D, F, P
Zulu Rib Breaker	B+P
Zulu Hammer Shot	F, F, P+K
Zulu Rewind Kick	B+K
Zulu High Kick	D+K
Zulu Turn Fake Kick	UF+K
Zulu Knee Breaker	DF+K
Zulu Axis Changer	UF+G

Throwing/Grappling Techniques:

Zulu One Hand Throw	G+P
Zulu Brain Buster	B, F, F, G+P
Zulu Reverse N. B.	G+P (when behind an opponent)

Techniques for a Attacking a Fallen Opponent:

Zulu Knuckle Press	D+P
Zulu Dive (Light)	U+P
Zulu Dive (Great)	Hold U+P

Guard Disablers:

Zulu Guard Breaker D, DF, G+P (defeats high or low guard)
Zulu Palm Breaker B, G+P (defeats high guard)

Combination Attacks:

Zulu Rush P, P, F+P, F+P
Zulu Break F, F, F, P, P
Zulu 2-Hit K, K
Zulu High Kick D+K, K
Zulu Kindo Kick DB+K, K
Zulu Leg Breaker DF+K, K

XTAL

Type: God

Main: God Hand

Sub: Secret...

Programmer: Unknown

Regular Attack Techniques:

God Send F, F, P
God Sky High D, D, U+P
God Low Punch DF+P
God Upper F+P
God Rolling Punch D+P
God W Spin Punch B, B, DF, P
God Dash Punch P (while dashing)
God Axis Changer UF+G

Throwing/Grappling Techniques:

Psycho! G+P

Techniques for a Attacking a Fallen Opponent:

God Press D+P
God Dive (Light) U+P
God Dive (Great) Hold U+P

Combination Attacks:

God Smash	UF+G, P+K
God Hammer	B, B, DF, P, P+K+G
God Dance	P, P, F+P, F+P, P+K

NECO

Type: NECO

Main: DANCE

Sub: LOVE&PEACE

Programmer: Unknown

Regular Attack Techniques:

Neco Atk A	F, F, P
Neco Atk B	F+P
Neco Atk C	DF+K
Neco Atk D	B+K
Neco Atk E	D+K
Neco Atk F	F, F, K
Neco Atk G	K (when getting up)

Throwing/Grappling Techniques:

Neco Dance	G+P
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Techniques for a Attacking a Fallen Opponent:

Neco Down Atk A	D+K
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Neco Down Atk B (Light) U+P

Neco Down Atk B (Great) Hold U+P

Combination Attacks:

Neco Combo A	P, P, P
Neco Combo B	P, P, P, K

Neco Combo C

P, P, P, F, F, K

THE SECRET TRICKS

MANUAL MEMORY SAVE - Rather than keep the Replay Save option on all the time, just press the 'SELECT' button after a round to bring up the option to save the current fight to a memory card.

TO FIGHT XTAL - To fight XTAL, play through the entire game on 'NORMAL' level or higher without continuing.

FIGHT AS ZULU - To fight as ZULU, you must play through the entire game and defeat him with each character. Difficulty setting and/or # of continues used is not a factor.

FIGHT AS XTAL - To fight as XTAL, you must play through the entire game with any character at the 'NORMAL' or 'HARD' difficulty setting WITHOUT continuing.

FIGHT AS NECO - To fight as NECO, you must play through the entire game with both ZULU and XTAL. Difficulty setting and/or # of continues used is not a factor.

AREA SELECT - Play in 2P VS. PLAY mode with ZULU and with XTAL. Win a round with a lap time of less than 5 seconds (05"00) with both of them, and from then on you will be able to choose your area of battle when playing in VS. PLAY.

Area 00 - TAU

Area 01 - NEREID

Area 02 - ZERO

Area 03 - IO

Area 04 - CYGNUS

Area 05 - DRACO

Area 06 - EOS

Area 07 - WILD3

Area 08 - ZULU

Area 09 - XTAL/NECO

COLOR SELECT - After beating the game, you can choose from among 16 different color schemes for the character you select. To choose a different color, hold 'SELECT' and press any one of the eight attack buttons. Player 1 and Player 2 each have their own set of 8 color palettes each.

SPECIAL CONGRATULATIONS SCENE - Play until your total playing time exceeds 200 hours. You'll get a special congratulations screen with cool artwork of the characters.

DIGITAL COMIC - So far, nobody (including myself) has been able to confirm whether or not the digital comic (starring ZERO and NECO) from the Japanese version of the game is hidden away in the U.S.A. version. If anyone finds it, we'll just have to make a version 4.01 of the FAQ.

HIDDEN GAME - To play the hidden game, TINY PHALANX, turn off your machine, hold 'SELECT' and 'START' on the second controller, and boot up the machine. Continue to hold the buttons down until after the Zoom logo appears, and the hidden game will load up. Get the high score and beat the game and you should be eligible to fight NECO.

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(C) 1995-1996 John Ricciardi - Enjoy!

May be freely distributed anywhere on the net

OTHER THAN AMERICA ONLINE (AOL)

Essential Info

The official Monster home page:

<http://www.webcom.com/autownet/monster.html>

Send corrections/code additions to:

"David Smith" <saturn@airmail.net>

I need help

When you find new codes, please give them to me. Credit will be given to you.

I don't have time to hunt down each code as it arrives, but I do have the time

for entering them in. Your name will be listed under the CREDITS section.

What is this?

Playstation Monster Secrets is the largest collection of Playstation game information that I could come up with, formatted into helpful, easy to use Windows 3.x help format.

Many times, I would be playing a game, and didn't want to dial into the Internet and go to a page just to find a Twisted Metal code. And my apartment is messy enough without having little sheets of paper (the codes) strown all over the fucking place.

So, in an effort to create the ultimate Playstation cheat guide, I have crapped this out.

I compiled it with DOC2HELP, and it requires over 1 HOUR to compile the fucking thing from a document state.

If you don't like the format, I don't care.

If you want this on a web page instead of help file, I don't care

If you don't like the font, I don't care

If I made some typo's, then I REALLY don't care

And if your favorite PAL versions of these games aren't listed, I don't care

I **do** care about:

Wrong codes

Bad information

It's your code, and I didn't give you proper credit

Credits

The official Monster home page:

<http://www.webcom.com/autonet/monster.html>

Playstation Monster Secrets was invented, created, and lots of cheats were dumped here by David Smith.

Headaches from doing this were relieved by: Advil and Orudus KT

Send corrections/code additions to:

"David Smith" <saturn@airmail.net>

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