



Dreamcast™

The Big Book of Codes

By Everyone Who Loves the Dreamcast Both Gamers and Developers

Compiled by: St@tik

Sources: Literaly hundreds 3 years in the making, credit is not mine, I am just sharing the collection.

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18 Wheeler : American Pro Trucker

Cheat mode :

Hold **L** and press **A, Y, X, B, Left, Start** at the main menu to unlock all trucks, all tracks, and disable the timer.

Ice cream trailer :

Hold **L + R + X + A + B + Y + Start** at the trailer selection screen.

Full pause screen :

Press **Start** to pause game play, then press **A + X + B + Y**.

Bonus parking levels :

Successfully complete each of the four parking levels to unlock an additional parking level. Successfully complete the bonus parking level to unlock a sixth parking level.

Nippon Maru :

Successfully complete arcade mode with all four characters.

Lizard Tail :

Successfully complete the game with all five trucks (Asphalt Cowboy, Stream Line, Long Horn, Highway Cat, and Nippon Maru).

Bonus trailers :

Successfully complete arcade mode with all four characters to unlock two bonus trailers in score attack mode, versus mode, and arcade mode (if the Nippon Maru is selected).

Hint : Bonus parts :

Go to arcade mode and select any truck. Get to your destination ahead of your rival, and then complete the bonus parking mini-game to win bonus parts. *Note* : This works on any destination.

Hint : Shifting :

For Highway Cat and Stream Line, shift up when at about 50 mph.

Hint : Slip stream :

When you are behind a truck, your size you will get a slip stream. This will allow you to get a small boost to get in front of the truck.

102 Dalmatians : Puppies to the Rescue

Hint : Trap Jasper :

When Jasper starts chasing you, run -- do not bark or fumble. Run to the beehive that Fidget showed you. If you do this, Jasper will get buzzed.

Hint : Defeating Cruella 1 :

Shoot Pineapples and hit her five times to win. *Note* : Power-ups such as the steak will be all around.

Hint : Finding Lucky :

Go behind the chair in the house and push on the wall.

Hint : Finding Rolly :

Enter the kitchen and look inside the cupboard.

Hint : Level 1 : Get all the bones :

Chase the pigeon to the pigeon statue to get the rest of the bones.

Hint : Level 1 : Six crates :

In Regents Park, the six crates are in easy places. One of them is by the clapping monkey closest to the waterfall. Another one is in the little tunnel under the waterfall. There are two jack-in-the-boxes where the one under the waterfall is found. Another one is on the big stones close to the hill with the two Cruella cars. There is one jack-in-the-box and two clapping monkeys. Watch out for Jasper. The last two are near the 102. One is in the gate which you open by defeating the Cruella car there. The last one is directly in front of the 102.

Hint : Level 1 : Finding the nut :

In level 1, Regents Park, you must find Fidget's nut to get all the bones. First, you must get Jasper. Then, talk to Fidget and she will ask you to find her nut. Her nut is in the gate that you open by defeating the car toy.

Hint : Level 2 : Finding a bone :

Go to the cash register in the toy store level and open it to find a bone.

Hint : Level 2 : Getting the puppy :

In level 2, the toy store, go into the second room and down a slide. You will see Tibs by the water gun. Squirt ten bubbles to get a crate. Squirt the balloon to get the puppy on the ground.

Hint : Level 3 : Trap Horace :

Find Horace near the blue steps in level 3, Piccadilly. Open the manhole then let the dog do all the work to trap Horace.

Hint : Level 15 : Trapping Lepelt :

In level 15, Spooky Forest, go to a place where you see a log. Make sure you talk to Crystal first. After you talk to Crystal, try to leave that area by going past the tree farthest away from the log. Lepelt will see you. Then, run back to the log. Then, the puppy will do the work.

Hint : Level 17 : Television screen :

Go to the television in the living room in level 17, De Ville Manor. Bark or run into the television to see a hidden screen.

Hint : Parrot ride :

If you get 100 bones on each level, Waddlesworth the parrot will give you a ride. When you have your bones, find a blue mark on the floor. He will ask if you want a ride. Answer "Yes".

4 Wheel Thunder

Full pause screen :

Pause game play, then press **X + Y**.

Extra tracks in championship mode :

Successfully complete championship mode to unlock the Atlas Sandstorm, Corsica Rain, Far West Night, Iceland Snow, Scandinavia Storm, and Norway Night tracks.

Extra tracks in outdoor arcade mode :

Successfully complete outdoor arcade mode to unlock the Scandinavia, Jordan, Greece Sunset, Norway, Iceland, Atlas, Alps, and Canada Rain tracks.

Extra tracks in indoor arcade mode :

Successfully complete indoor arcade mode to unlock the Indoor Scandinavia, Indoor Far West, Indoor Iceland, Indoor Atlas, and Greece Daylight tracks.

Two player tracks in one player mode :

Successfully complete any of the two player indoor or outdoor track series, then save the game. Enter one player mode to access all of the series that were unlocked in two player mode.

Extra monster trucks :

Successfully complete championship mode to unlock three hidden monster trucks.

Hint : Fast start :

Press **R + A** (using the default controller setting) when "Go" appears during the countdown at the start of the race. If done correctly, you will get a four second boost and also start the race faster.

Hint : Retry jackpot bonus :

Complete a race in championship mode, then save your game. If you are awarded the jackpot bonus, but lose, simply reload your saved game to try again.

Hint : Toy cars :

When you get a jackpot and do not win anything, a box pops up that reads "You win a toy car!" In two player bonus games mode, you can get these toy cars and drive them for the games.

4X4 Evolution

\$1 million :

Note : A Dreamcast keyboard is required for this code. Use the keyboard in port D. Type **goldfinger** during game play. A sound will confirm this portion of the code. Then, type **givememoneyordie**. A sound will confirm correct code entry. Exit the race and you will have \$1 million. Repeating the code will set your current amount to \$1 million -- you cannot get more than that amount.

Arctic Wasteland : Hidden money :

Go through checkpoint 2, but continue straight instead of following the track. Pass between two hangars and continue straight across a small lake. Ahead of you will be an American flag. At the base of this is another hangar. A money box is next to the hangar.

Arizona : Hidden money :

Go to checkpoint 6 -- it is easiest to do a 180 at the start line. Go straight out over the tracks over the mountains and find the little town that is out a bit.

Bayou Flats : Hidden money :

Go through the checkpoint 2. Just before the checkpoint 3 is a canoe. Go in the water by the canoe to find \$1110.

Black Gold : Hidden money :

Immediately after you go through checkpoint 6, keep following the trail. You will see a bridge once you go down the hill. Go over the bridge. To the right is a fenced in area with an oil tanker truck in front of the entrance. This is immediately before you go through checkpoint 7. The cash box is over to the right side of the fenced in area.

Crazy 2000 : Hidden money :

In the last turn before finish line run, go straight into water. A box of money containing \$1495 is under water by the back edge of the pond.

Farm Road : Hidden money :

Go under the train trestle in the middle of the pond to find \$1500. **Note :** This works only one time.

Final Destination : Hidden money :

Go through checkpoint 1 and go left around the airplane. Drive straight until you see a pack of airplanes. The money chest is next to the far-left. It contains about \$1,345.

Laguna Del Ray : Hidden money :

Off on the right is a small island just offshore. On top the island is a chest.

MotorCross : Hidden money :

Look inside a Porta-Pot up on a hill on left between gates 5 and 6, next to the tents to get \$653.

MotoCross : Hidden track :

When you get to checkpoint 11, drive straight over the hill in front of it. Once over it, you will find a small circle track.

Off the start, turn around and drive on the track. If you go fast enough, you will be able to stay on the course but be going backwards on it.

Restricted Area : Hidden money :

Go straight when you pass through checkpoint 5. After a little driving you will reach an aircraft hanger with a jet inside. In the corner of the hanger is a box of cash.

Salvage Wasteland : Hidden money :

After checkpoint 2, make the jump. Instead of making the right turn to checkpoint 3, turn left. You will enter another fenced in area with dirt mounds. A box containing \$2242 is in this area besides a mound of dirt.

Savage Wasteland : Hidden track :

Select the Salvage Wasteland track on quick race mode. Once the race starts, go through the starting line, but stop immediately after it. Turn around and face the part of the wall that looks different than the sheet metal. Drive through this section of wall, and follow the power line poles until you reach a hidden track. The track is shaped like a big rectangle. On one section of pavement, there is a set of ramps.

Silverton Pass : Hidden money :

Just before you reach checkpoint 7, stop in the water. Turn left and stay in water. Keep to the left at the fork. After this, there is a small rock jetty to your left. In the small pool beside it is a box of money with a little over \$1400.

Treasure Bay : Hidden money :

When starting, go over to the beached tanker boat to the right, and drive around on the water side. You can find another chest in the side hull, with \$666.

Truck Stop 101 : Hidden money :

From the starting line, turn left off the track and drive straight until you reach a highway. Turn right, stay off the road about 40 yards, but just below the hill that runs along the highway. There should be a big dip next to the road within a few hundred yards. Down in the lowest part of the dip is a box with \$907. If you are just flying down the side of the road you will miss the box.

Hint : Hidden money amounts :

All hidden money amounts vary depending on how much the race is worth.

Hint : \$32,000 :

Complete the city series for \$32,000. It is quick and the weather is clear on every race.

Hint : \$1 million :

Complete the endurance races for \$1,000,000. *Note* : These races are 20 laps but they are all midday except for the pitch black race at Black Gold.

Hint : Recommended trucks :

The Chevrolet Silverado (4WD) is a good truck to use in the game.

Use the Chevy Trailblazer Race Truck; give it a turbocharger, and convert it to 4x4, It will go to 140mph in 6 seconds.

The Dodge Dakota Club Cab (4WD) is a good truck to use in the game.

Use the Ford F-150 Race Truck equipped with sport fly wheel, turbo charger, dyno tune levels 1-4, forced induction exhaust and a high capacity fuel pump.

If you like to off-road, get the Ford Excursion. The F-250 has the same amount of power but the rear wheels spin a lot.

Use the Ford F-250 Supercab 4x4 with race fly wheel, race clutch, race gear box, race ignition system, dyno tune 1, race exhaust, and race headers. It will do 0 to 120 in six seconds and is an excellent jumper.

Hint : Voices :

If you drive long enough, you will start hearing voices saying phrases such as "I have a dream" or "You go faster in reverse".

Glitch : Jump :

Select the Laguna Del Sol track, no CPU drivers, and a rookie or intermediate Dodge Durango. If you selected the rookie Durango, go under the large boat after checkpoint 1. When you are under it, turn right and go out under the boat in the space that is just big enough. If done correctly, you should take a hop. If you selected the intermediate Durango, go in front of that large boat after checkpoint 1. Line up with the pole on the boat Drive straight for it, keep accelerating for a couple of seconds, then reverse quickly. If done correctly, you should jump up. *Note* : This will also work with the rookie Durango, but instead of lining up straight with the pole, line up a little to the left of the pole. Accelerate and when you hit it keep accelerating, turn to the right, keep pushing on the boat, then reverse and you should jump.

90 Minutes

European All-Stars :

Win the European Club Cup.

World All-Stars :

Win the World Championship Cup.

U.K. Legends :

Win the English league.

European Club Cup :

Finish in at least second place in any domestic league.

World Champions Cup :

Win the finals in European Club Cup.

Chao Adventure (VMU)

Note : This game is also titled A-Life.

Chao Puzzle :

It does not matter if a Chao file is available. Insert the VMS into socket one of a controller. Plug the controller into port D. A Chao Puzzle will appear on the VMS screen after selecting a file.

Level skip :

Obtain a Chao from *Sonic Adventure*. You will be asked for the next area when your Chao reaches the end of the current level. Select the desired location, then immediately press **Mode**. Then, press **Mode** (2) to return to the Chao Adventure screen. Allow the Chao to start walking and it will allow you to select the next area. This may be repeated as needed.

Hint : Battle two of your own Chao :

When battling two of your own chao, it's not fatal. Choose battle and the game will load the two Chao onto the VMUs. Then, disconnect so you will only fight a clone of your Chaos.

Hint : Change shape and color :

If you give a Chao a lot of the same types of animal it will evolve. For example, animals with a yellow background will result in a water chao. Give the evolved Chao a different set of animals (for example, red, purple, or green) and it will eventually change shape and color again.

Hint : Many Golden Chao Eggs :

Note : This trick requires two VMUs. Get the golden Chao egg from Station Square. After that, start a new game and get another golden Chao egg. Then evolve them both in the Chao Garden. After that, feed one of the Chao and play with it until it starts growing flowers. When this happens, save both Chaos onto the two VMUs. After this, go to the cards on the VMUs and start *Chao Adventures*. Go to "Mating" and wait until all the hearts appear on the screen. Then, put the VMUs into the controller and put the two eggs into the Chao Garden. Repeat this until the gardens are full or until you made as many Chao as needed, but with the same Chao.

Advanced Daisenryaku : Europe no Arashi - Doitsu Dengeki Sakusen

War zone map :

Place the game disc in a PC compatible CD-ROM drive and view the "omake.bmp" file.

Aerowings

Note : This game is also titled Aero Dancing : Featuring Blue Impulse.

Cheat mode :

Hold **L + R** and press **Start** when "Press Start" appears at the opening screen. The phrase "Okay, good" will be spoken to confirm correct code entry. All missions, exhibition mode, planes, and bonuses (Dolphin and Buggy) will be unlocked.

Alternately, enter **IRA** as a name, and "Male" as a gender to unlock all planes, bonuses (dolphin and car), and mark training mode completed with 100/100.

Exhibition mode :

Successfully complete all twenty Blue Impulse missions. Exhibition mode includes new maneuvers which were previously unavailable.

Bonus options :

Enter **TASCAS** as a name. Select the "Special" choice on the options menu to access "HUD", "Cockpit", and "Player Assist" options.

Bonus mission :

Successfully complete Sky Mission Attack 1 through 7. Sky Mission Attack 8 will be unlocked.

Fly a dolphin :

Successfully complete Sky Mission Attack 8 to unlock a dolphin that can be flown in free-flight and sky mission attack modes.

Fly a car :

Successfully complete Sky Mission Attack 1 through 8 with the dolphin.

Five or six jet formation :

Successfully complete Sky Mission Attack 1 through 8. An option to fly a five or six jet formation in free flight mode will be unlocked.

Full pause screen :

Pause game play and press **X + Y**.

Bonus fighters :

Successfully complete the indicated mission to unlock the corresponding aircraft.

Fighter**Mission**

Blue Impulse T-4	Blue Impulse 10
T-2	Blue Impulse 15
F-86F	Blue Impulse 20
F-4EJ	Sky Mission Attack 1
F-1	Sky Mission Attack 2
F-15DJ	Sky Mission Attack 3
Gray F-4EJ	Sky Mission Attack 4
F-2 (F-16)	Sky Mission Attack 5
Dolphin	Sky Mission Attack 8

Aero Dancing : Torodoki Taichou no Himitsu Disc

Note : This game is also titled Aero Dancing : Secret Mission Disc.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Fly the dolphin or car :

Successfully complete all nine Sky Mission Attack levels.

Full pause screen :

Pause game play and press **X + Y**.

AeroWings 2 : Airstrike

Note : This game is also titled Aero Dancing F.

Cheat mode :

Hold **L** and press **X + Y** when "Press Start" appears at the opening screen. A sound will confirm correct code entry.

Bonus options :

Enter **TASCAS** as a name. Select the "Special" choice on the options menu to access "HUD", "Cockpit", and "Player Assist" options.

Bonus fighters :

Successfully complete the indicated mission to unlock the corresponding aircraft.

Fighter	Mission
T-4	Fighter Pilot 5
T-2	Fighter Pilot 13
Silver F-4EJ	Fighter Pilot 20
F-15DJ	Fighter Pilot 26
F-15J	Fighter Pilot 30
F-104J	Tactical Challenge 5
F-4J	Tactical Challenge 6
F-1	Tactical Challenge 7
Gray F-4EJ	Tactical Challenge 8

F-15DJ Aggressor 2 fighter :

Get over 50 kills during game play.

T-3 fighter :

Get over 100 kills during game play.

F-18 Aggressor fighter :

Successfully land more than nine carrier landings in either carrier free flight mission.

Black F-14A Testbed :

Successfully complete all Fighter Pilot missions with a score of 90 or above.

Green T3 :

Successfully complete fighter pilot training missions 1 through 5 with 100% for each score.

Free flight missions 20 and 21 :

Successfully complete all fighter missions and tactical challenges.

Aero Dancing F : Todoroki Tsubasa no Hatsu Hikou

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Aerowings

Note : This game is also titled Aero Dancing : Featuring Blue Impulse.

Cheat mode :

Hold **L + R** and press **Start** when "Press Start" appears at the opening screen. The phrase "Okay, good" will be spoken to confirm correct code entry. All missions, exhibition mode, planes, and bonuses (Dolphin and Buggy) will be unlocked.

Alternately, enter **IRA** as a name, and "Male" as a gender to unlock all planes, bonuses (dolphin and car), and mark training mode completed with 100/100.

Exhibition mode :

Successfully complete all twenty Blue Impulse missions. Exhibition mode includes new maneuvers which were previously unavailable.

Bonus options :

Enter **TASCAS** as a name. Select the "Special" choice on the options menu to access "HUD", "Cockpit", and "Player Assist" options.

Bonus mission :

Successfully complete Sky Mission Attack 1 through 7. Sky Mission Attack 8 will be unlocked.

Fly a dolphin :

Successfully complete Sky Mission Attack 8 to unlock a dolphin that can be flown in free-flight and sky mission attack modes.

Fly a car :

Successfully complete Sky Mission Attack 1 through 8 with the dolphin.

Five or six jet formation :

Successfully complete Sky Mission Attack 1 through 8. An option to fly a five or six jet formation in free flight mode will be unlocked.

Full pause screen :

Pause game play and press **X + Y**.

Bonus fighters :

Successfully complete the indicated mission to unlock the corresponding aircraft.

Fighter**Mission**

Blue Impulse T-4	Blue Impulse 10
T-2	Blue Impulse 15
F-86F	Blue Impulse 20
F-4EJ	Sky Mission Attack 1
F-1	Sky Mission Attack 2
F-15DJ	Sky Mission Attack 3
Gray F-4EJ	Sky Mission Attack 4
F-2 (F-16)	Sky Mission Attack 5
Dolphin	Sky Mission Attack 8

Air Force Delta

Special options :

Successfully complete all twenty missions under the normal difficulty setting to unlock a "Special" selection on the options menu. The new options allow unlimited missiles and the HUD display to be removed.

Bonus fighters :

Successfully complete all twenty missions to unlock the following fighters : Sea Harrier, AV-8B Harrier II, F/A-18C Hornet, F-15E Strike Eagle, Su-27B Flanker, and Su-34 Platypus. Successfully complete the game under the hard difficulty setting to unlock the EE Lighting. Successfully complete the game under the normal difficulty setting to unlock the MiG-1.44 MFI. Successfully complete the game under the easy difficulty setting to unlock the S-37 Berkut.

Successfully complete the following missions to unlock the corresponding fighter.

A-10 Thunderbolt II : Mission 7

EF2000 Typhoon : Mission 12

F-117A Nighthawk (Stealth) : Mission 9

F-14D Tomcat : Mission 8

F-15S/MT Active : Mission 9

F-16 Fighting Falcon : Mission 4

F-20 Tigershark : Mission 3

F-22 Raptor (Stealth) : Mission 15

F-4E Phantom II : Mission 2

F/A-18E Super Hornet : Mission 5

JAS 39 Gripen : Mission 10

JSF X-32 (Stealth) : Mission 16

Kfir C.7 : Mission 1

MiG-21 Fishbed : Mission 1

MiG-29 Fulcrum : Mission 4

MiG-31 Foxhound : Mission 3

Mirage 2000 : Mission 2

Rafale : Mission 11

Su-37 Flanker : Mission 13

Tornado F3 : Mission 6

YF-23 Blackwidow (Stealth) : Mission 14

Bonus money :

Use guns instead of missiles to shoot down an airborne target to double the reward money.

Full replay screen :

Hold **X + Y** during a replay to remove the text from the screen.

Pass through objects :

Pause game play before your plane hits an object. Press **B + Y** to change camera angles. Resume game play to have your plane pass through the object.

Alien Front Online

Level select :

Enter **%l2I?l** as a password. *Note* : **l** is a lower-case "L" and **I** is an upper-case "i".

Fog mode :

Start a new game and enter **FOGFOGFOG** as a room name.

Poison Flag mode :

Start a new game and enter **POISON FLAG** as a room name. Your energy will decrease as you hold the flag.

Hint : Completing Burn, Baby, Burn level (as humans) :

Get the medium tank, and then destroy one alien. Go to the green lines and recharge. Repeat until all the aliens are gone. Then burn everything. Do not look at the map; just destroy everything to complete the level. You should only have one dot remaining when the level is completed.

Hint : Completing the Tokyo Must Go level :

Select the walker, destroy all humans with the upgrade at the redlines, and destroy all the buildings.

Alone In the Dark : The New Nightmare

Skip FMV sequences :

Hold **L + R** and press **A**.

Skip events :

Repeatedly press **Action** to skip past events during game play.

Hint : Missing one armed man :

In the beginning. Go to the left. After awhile, you will see a building. Enter it, and a man with one arm missing will be sitting inside. Talk to him and get the key from him. Go back out and keep going. After you start walking a short distance, you will hear gunshots. Turn around and go back in the building. The man will be missing.

Armada

In-game reset :

Press **A + B + X + Y + Start** during game play.

Unlimited lives :

Hold **Start** on controller C and press **A, B, A, B, Up, Down** on controller D at the title screen.

Continue game play :

Press **Start** on controller two as immediately after your last ship explodes to continue game play. Then, have player two quit the game and player one will be able to continue.

Hint : Easy credits :

When you finish escorting a ship to its destination, stay with it after you are paid. The ship and the others will destroy enemies for you, leaving credits behind. At times, you can receive 200 to 300 credits before returning home.

First, get about 500 to 600 credits, then go to the space station near the "Home" planet. It is located at -300, 710. Enter the space station, and then select "Enter Shop". Buy as many "Food Mix" or "Construction Materials" as possible, then exit the station. When leaving the station, look on your radar. There is another station to the top left. You had to deliver the "Construction Materials" there in one of the missions. Go to that station. It is located at, -3420, 2100. Enter the shop and sell all of the "Food Mix" or "Construction Materials". When you sell them, you will get a 5 credit profit. It is not much, but adds up. You can also do this with a few friends in multi-player mode. Have everyone to buy the maximum amount of "Food Mix" or "Construction Materials", go to the station, sell your load, exit, then let one of your friends "Give" you all their "Food Mix" or "Construction Materials".

Hint : Easy experience :

Begin game play in an established game, and then use the "In-game reset" feature to return to the main menu. Create a new name and race. Your new character will have the same experience as the last character after one Armada ship for each level is destroyed. **Note** : You will not have the Ultra Techs or credits from the previous character.

Hint : Unlimited Power Pods :

Once you reach level 48, you will have unlimited power pods.

Hint : Coordinates to all missions :

The following are the coordinates to all 31 missions, in X, Y format.

The Guardian : -1400, 2010
 Terran Starbase : -3400, 2400
 Drakken Starbase : 12420, 7470
 Eldred Threat : 9010, -4430
 Broodhome : 9223, 7634
 The Sentinel : -9366, 3212
 The Life World : -9400, 6390
 Deathwing : -15640, -5070
 Vorgan Starbase : -12970, -6020
 Rock Hammer : -21022, -6233
 Scarab Starbase : -120, -9820
 Clawlord : -13226, -4998
 Death Master : -22998, -5327
 Anomaly : -326, -359
 Wormhole : -22405, -9641
 Marauder Commander : -144, -9723
 Marauder General : -98, -4512
 Ice World : -14721, -20311
 Eldred Starbase : 13652, -5886
 Armada Brain : 256, -9328
 New Armada Threat : 7455, -14332
 Eldred Threat(2) : 5442, -11002
 Drakken Gas Mine Threat : 22522, 7334
 Tentacle Evolution : 22954, -2886
 The Dead Planet : 8655, -17822
 The Gas Planet : 27421, 3284
 The Volcanic Planet : 22421, 24511
 Armada Master : -20034, 31022
 Armada Overlord : -25032, 29878
 The Infested Planet : -31250, 34280
 Armada Emergency Beacon : -34123, 36544

Hint : Easy experience :

From the home planet. Go up or down until the gray smoke turns dark red. Go farther up or down and there will be a large number of big armada, ranging from 60 to 75 exp. **Note** : Do not go there unless you are level 12.

Glitch : Stay "Bright" :

The color you become when you get hit or shoot is brighter than usual. To stay this way temporarily, get hit or shoot,

pause game play while bright, and then select "Return Home". If done correctly, you will remain the brighter color until you either shoot or get shot. You can enter or exit any structures or planets and still retain the brightness.

Army Men : Sarge's Heroes

Unlimited health and all weapons :

Enter **JHNNBRZ** as a password.

All weapons :

Enter **RMSRPLS** as a password.

Maxim ammunition :

Enter **BNGBNGBNG** as a password.

All characters :

Enter **BTTLN** as a password.

Play as Sarge :

Enter **MRCNHR** as a password.

Play as Hoover :

Enter **NMMNS** as a password.

Play as Riff :

Enter **TNKKLLR** as a password.

Play as Shrap :

Enter **NCMNG** as a password.

Play as Thick :

Enter **BGGRNMN** as a password.

Play as Scorch :

Enter **FRDCHCKN** as a password.

Play as Grimm :

Enter **GRMMRPR** as a password.

Play as Vikki :

Enter **GRLPWR** as a password.

Play as Plastro :

Enter **TNVLLN** as a password.

Play as enemy soldier :

Enter **MDTRPR** as a password.

Play as friendly soldier :

Enter **HPPCMPR** as a password.

Play as a pink bunny :

Enter **PNKBNN** as a password.

Play as a super hero :

Enter **SPRHR** as a password.

Play as a skeleton :

Enter **SKLL** as a password.

Play as a little lass :

Enter **LTLLSS** as a password.

Play as a dinosaur :

Enter **DNSR** as a password.

Stealth mode :

Enter **STLTHMD** as a password.

Fat head mode :

Enter **FTHD** as a password.

Headless mode :

Enter **SLPHELLW** as a password.

Peanut head mode :

Enter **PNTHD** as a password.

Evil spirit mode :

Enter **VLSPRT** as a password.

Big foot mode :

Enter **BGFTLVVS** as a password.

Disco mode :

Enter **DSCMDNSS** as a password.

Low gravity :

Enter **LNRGRVT** as a password.

Super speed :

Enter **RBNML** as a password.

Mini mode :

Enter **DRVLLVSMM** as a password.

Living large mode :

Enter **LVNGLRG** as a password.

Making of game sequence :

Enter **SFFRMV** as a password.

Test information :

Enter **THDTST** as a password.

Attack intermission sequence :

Enter **CLNLGRMM** as a password.

Level 1 intermission sequence :

Enter **CNN** as a password.

Level 2-1 intermission sequence :

Enter **CNTWN** as a password.

Level 2-2 intermission sequence :

Enter **CNTWTW** as a password.

Level 2-3 intermission sequence :

Enter **CNTWTHR** as a password.

Level 2-4 intermission sequence :

Enter **CNTWFR** as a password.

Level 3 intermission sequences :

Enter **CNTHR** as a password.

Level 2-2 intermission sequence :

Enter **CNFR** as a password.

John Ren's face on textures :

Enter **FCFJHNRN** as a password.

Hal's face on textures :

Enter **FCFHL** as a password.

Bryan's face on textures :

Enter **FCFBRN** as a password.

Johnny's face on textures :

Enter **FCFJHNN** as a password.

Mike's face on textures :

Enter **FCFMK** as a password.

Richard's face on textures :

Enter **FCFRCHR** as a password.

Steve's face on textures :

Enter **FCFSTV** as a password.

Brent's face on textures :

Enter **FCFBRNT** as a password.

Robyn's face on textures :

Enter **FCFRBN** as a password.

Stewart's face on textures :

Enter **FCFSTWRT** as a password.

Todd's face on textures :

Enter **FCFTDD** as a password.

Jun's face on textures :

Enter **FCFJN** as a password.

Kathy's face on textures :

Enter **FCFKTH** as a password.

Jeremy's face on textures :

Enter **FCFJRM** as a password.

Danny's face on textures :

Enter **FCFDNN** as a password.

Brad's face on textures :

Enter **FCFBRD** as a password.

Dustin's face on textures :

Enter **FCFDSTN** as a password.

Carrie Renstrom's face on textures :

Enter **FCFCRRRNSTRM** as a password.

Ryan Nix's face on textures :

Enter **FCFRNNX** as a password.

Tyler Renstrom's face on textures :

Enter **FCFTLRRNSTRM** as a password.

Megan Renstrom's face on textures :

Enter **FCFMGNRNSTRM** as a password.

Nikki Pino's face on textures :

Enter **FCFNKKPN** as a password.

Alexis Pino's face on textures :

Enter **FCFLXSPN** as a password.

Chad Robertson's face on textures :

Enter **FCFCHDRBRTSN** as a password.

Brien Atangan's face on textures :

Enter **FCFBRNTNGN** as a password.

Virgil Abad's face on textures :

Enter **FCFVRGLBD** as a password.

Midway Testing on textures :

Enter **MDWTSTNG** as a password.

Level	Password
Attack	LNLGRMM
Spy Blue	TRGHTR
Bathroom	TDBWL
Riff Mission	MSTRMN
Forest	TLLTRS
Hoover Mission	SCRDCT
Thick Mission	STPDMN
Snow Mission	BLZZRD
Shrap Mission	SRFPNK
Fort Plastro	GNRLMN
Scorch Mission	HTTTRT
Showdown	ZBTSRL
Sandbox	HTKTTN
Kitchen	PTSPNS
Living Room	HXMSTR
The Way Home ¹	VRCLN

Atari Anniversary Edition

Hint : Centipede : Scorpions :

In levels 4 and higher, scorpions start appearing. Eliminate them quickly or they will poison the mushrooms. When the centipede touches them, it will start to dive down to the ground -- get out of the way.

Atsumare! GuruGuru Onsen

Level	Password
2	ajKluq23d8KLM3e
3	74Hlk2mJ4O9AaQ

Last Blade 2

Note : This game is also titled Bakumatsu Roman Daini Tobari : Gekka no Kenshi Final Edition.

Fight as Kaede (before awakening) :

Highlight Kaede at the character selection screen, then press **X**(14). As soon as you hear his voice to confirm correct code entry, press **A** or **Y** to select him. *Note* : In the Japanese version, highlight Kaede at the character selection screen, then quickly press **X**(9), **B**, **X**. As soon as you hear his voice, press **A** or **Y**.

Fight as Kohryu :

Highlight Yuki at the character selection screen, then press **X**(19). As soon as you hear his voice to confirm correct code entry, press **A** or **Y** to select him. Hint : In the Japanese version, highlight Kaede at the character selection screen, then quickly press **X**(10), **B**(5), **X**(4). As soon as you hear his voice, press **A** or **Y**.

Fight as Kotetsu (Shigen's daughter) :

Highlight Shigen at the character selection screen, then press **X**(17). As soon as you hear her voice to confirm correct code entry, press **A** or **Y** to select her. This gives Shigen a special introduction -- you do not actually play as Kotetsu. *Note* : In the Japanese version, highlight Shigen at the character selection screen, then quickly press **X**(5), **B**(10), **X**(2). As soon as you hear her voice, press **A** or **Y**.

Fight as Hagure (Akari's paper doll) :

Highlight Akari at the character selection screen, then press **X**(17), wait one second, then press **X** again. As soon as you hear her voice to confirm correct code entry, press **A** or **Y** to select her. Hagure will change into a clone of its opponent, right down to the sword-type. *Note* : In the Japanese version of the game, highlight Akari at the character selection screen, quickly press **X**(8), **B**(9), then repeatedly press **Kick** until Akari speaks to confirm correct code entry.

Ex mode :

Select Speed (Blue) at the mode selection screen, then press **X**(6), **Left**, **B**(3), **Right**, **X**(4).

Alternate costumes :

Press **Y** when selecting power, speed, or EX modes.

Portrait gallery :

Successfully complete the game with any fighter to unlock the gallery option at the main menu. Gallery entries for each character will be unlocked after the game is completed as that fighter.

Memorial movies :

Successfully complete the Hanafuda Card mini-game with various characters to unlock memorial movies (the ending sequences from the original *Last Blade*).

Hanafuda Card mini-game (Japanese version) :

Successfully complete story mode under any difficulty setting and any number of continues. A selection for the card game will appear below "Options" at the main menu.

Bangai-O

Note : This game is also titled Bakuretsu Muteki Bangaioh.

Cheat mode :

Enter 3 Groundhogs (found towards the end of the name entry list of characters) as a name to unlock an extra "Secret Garden" menu at the options screen. This also happens after 44 levels. The extra options are :

Riki's shot trail thickness : Normal (thin), Thick

Mami's shot trails : Normal (thin), Thick, Large Missile and Thick (Nintendo 64 style)

Explosion Fragments : Normal, None, Heavy

Background : Normal, None, ?

Invincibility : Off

Bang! Gunship Elite

Cheat mode :

Enter one of the following case-sensitive names to unlock the corresponding cheat option. Press **Start** to pause game play to enter the cheat menu. The cheats can be activated from that menu. *Note* : The unlimited ammunition cheats can be typed in after the "String Input" cheat option is active.

Effect

God mode option on cheat menu

Unlimited shield control

Enemy shot control

Unlimited boost control

String Input on cheat menu

Unlimited Flux Beam ammunition

Unlimited Phase Shift Cannon ammunition

Unlimited Hellfire ammunition

Unlimited Titans Hammer ammunition

Unlimited Magma Cannon ammunition

Unlimited Electronic Laser ammunition

Unlimited Stasis Cannon ammunition

Unlimited Sonic Cannon ammunition

Unlimited Plasma Cannon ammunition

Unlimited ammunition for all weapons enabled

Code

dogmode

stoneskin

pianist

boooost

kinput

reflux

greens

firecrackers

nails

volcano

lightning

staystill

listener

bloody

stormfire

Unlimited ammunition for all weapons disabled

getridof

Level select :

Enter one of the following case-sensitive names at the new game menu to advance to the corresponding level.

Level	Name
2	mayday
3	victory
4	challenger
5	azimuth
6	revealed
7	stoneage
8	warfare
9	oxygen
10	skyhigh
11	sunshine
12	blowup
13	neuftrois
14	baracuda
15	giveaway
16	waterfall
17	seventeen
18	neartheend
19	y2k

Sword of The Berserk : Guts' Rage

Note : This game is also titled Berserk.

Puck the Elf mini-game :

Successfully complete the game under the easy difficulty setting.

Battle arena mode :

Successfully complete the game under the normal difficulty setting.

No limit mode :

Successfully complete the game under the very hard difficulty setting.

Easy hard mode prizes :

Use the following trick when obtaining the hard mode prizes. Set the difficulty to easy and proceed to the final stage save point (before fighting Balzac's first form). Quit and save the game. Set the difficulty back to hard and continue the game.

Even though you completed most of the game under the easy difficulty setting, you will still get the prizes for hard mode. You still have to complete the final stage in hard mode, but some tough sections (such as the battle with Zed) are a lot easier.

Front and rear attack :

Fire the hand cannon while your sword is drawn. As you are firing, keep pressing **X** (main sword attack). After the cannon blast fires and knocks Guts back, he will spin and slash his sword behind him, defeating enemies to the rear.

Hint : Completing the game under the easy and medium difficulty quickly :

Unlock the "No Limit mode" option, and then select the final Boss stage. This will make it easier to complete the game under the easy and medium difficulty settings.

Resident Evil 2

Note : This game is also titled Biohazard 2.

Unlimited ammunition :

Press **Up(2), Down(2), Left, Right, Left, Right, R** at the item selection screen. *Note* : Press **Up (2), Down (2), Left, Right, R** at the item selection screen in the Japanese version of the game.

Extreme battle mode :

Complete both of either character's scenarios, then go to the "Special" option. A new "Extreme battle mode" selection will be unlocked.

Shotgun or crossbow :

When playing as Leon goes to the gun shop with the man. He will almost shoot you. After he dies because of the zombies, kill them. Then go up to the dead man and press **Action**. You should get a shotgun. If playing as Claire you will get the crossbow.

Resident Evil : Code Veronica

Note : This game is also titled Biohazard : Code Veronica.

Battle mode :

Successfully complete the game. The game will automatically save to the VMU after the credits have completed. A battle mode option will be unlocked at the main menu.

Battle mode in first person view :

Collect the sniper rifle at the end of Disc 1 that Alexia drops *Note* : Collect the sniper rifle that Alfred Ashford drops in Disc 2 in the Japanese version of the game.

Play as Steve Burnside in battle mode :

Get the gold Luger replica from the basement office in Disc 2. The correct drawer sequence is red, green, blue, and bottom. You can also unlock Steve Burnside by performing well in battle mode as Chris.

Steve Burnside cross-fire with sub machine guns :

While playing in battle mode, kill all but one zombie in any room. While equipped with sub machine guns, walk up to the zombie and press **X**, and Steve will cross his sub machine guns. For best results, play in third person so you can see the cross-fire. If there is more than one zombie, Steve might aim at two zombies rather than cross-firing at one.

Black/Matrix AD

Zero :

Rotate the **Analog-stick** in two clockwise circles followed by **Start** when the Japanese text "Goshujin-sama wo erande kudasai" appears. Zero will appear on the character selection screen. Alternately, press **X, Y, A, B, Start** when the Japanese text "Goshujinsama wo erande kudasai" appears.

Blue Stinger

All weapons :

Hold **R + L** (in order) and press **Y, B, Left, Right, B, Y** at the options screen. Alternately, successfully complete the game in less than five hours and save the game. Start a new game with the saved game file to begin with all weapons with nine rounds of ammunition. **Note** : Only Elliot has all the weapons.

Unlimited secret remote bombs (Japanese version) :

Press **X, Y, A, R, Start, L, Start** at the Blue Stinger title screen.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find more .BMP images from the game in the "omake" directory. **Note** : Two short voice samples in .WAV format are also in this directory.

Near-invincibility :

Successfully complete and save the game. Start a new game with the saved game file to have 200 Hassy Drinks (100 small and 100 large) in the inventory. This should allow the game to be played with near-invincibility, and the additional bonus of not having to buy any other health items. Additionally, any money left from the last game will also be available in the new game.

Heat-seeking ray gun :

Successfully complete the game twice to receive a heat-seeking ray gun, which is not available in any shop or vending-machine. It fires four heat-seeking lasers.

Mad mode :

Successfully complete the game three times and save the game. Start a new game with the saved game file. The phrase "Mad Mode" will appear next to the health bar. In this mode 200 Hassy Drinks, all weapons (including the ray gun), and full ammunition will be available.

Swimmer mode :

Successfully complete the game twice and save the cleared game to a VMU. On the third time through the game, do not save the elevator worker or Devlin, do not win the girl big gailey in the arcade, and do not talk to the doctor in the labs. Have Elliot drink at least five cups of the "free water" in the labs, then complete the game and save it. The character's normal clothes will be replaced by swimsuits.

Big eyes mode :

Successfully complete the game under the hard difficulty setting.

Protecting Janine :

Before climbing the tower at the end of the game, make sure that you have the gatling gun with at least three rounds of ammo. When the chrome monsters appear, change to dogs. Stand close to Janine and center yourself on the screen. Dogs will automatically aim, so shoot short bursts whenever you see a monster. The Gatling gun does not take time to reload

so this should occupy the four minutes.

Lab card password :

Enter **0513** as the password.

Bank card passwords :

Enter one of the following passwords for the indicated bank card at the Bank of Kimra (across the street from Rat's Place) to receive the corresponding funds.

Bank card	Money	Password
Eliot	\$20	3532
Kimra	\$4000	1008
Yucatan	\$5700	1861
Bermuda	\$6000	1394

Hint : Free small Hassy drink :

To get a small Hassy drink almost as soon as you start the game, move toward the first door until Dogs appears behind Eliot. When the intermission sequence ends, return to the starting point. There will be a small Hassy drink sitting where Dogs was standing.

Hint : Free Metal Bat :

In order to get a Metal Bat at the start of the game, go to the area where Shuttle A is docked. Directly across is a humanoid and two birds on crates. Take the three out and climb onto the boxes. Climb down, and you will get a Metal Bat and Hassy Long.

Bomberman Online

Display opponents :

Press **R** during online game play to display names above all characters head. Press **R** again to turn off the display.

TNN Motorsports HardCore Heat

Note : This game is also titled Buggy Heat.

LE-2001 truck :

Press **Y, X, Right, Left, Right, Left, Down, Down, Up, Up** at the mode selection screen. Alternately, successfully complete expert mode in first place using the Coyote.

T4 fighter jet :

Press **Left, Right, Down, X(4)** at the mode selection screen. Alternately, achieve 100% on the level checker when building your car.

Additional colors :

Press **Down, Left, Up, Right, X, Y, L, R** at the mode selection screen to unlock a fourth color set. Alternately, successfully complete expert mode.

Random weather in time attack mode :

Press **R, X (7), Y (7)** at the mode selection screen.

Super expert mode :

Press **Left, Left, Right, Right, Left, Right, X, Y(8)** at the mode selection screen. Alternately, successfully complete expert mode under the championship difficulty using the Beelzebub Buggy.

Beelzebub Buggy :

Successfully complete expert mode in first place.

Quick start :

Accelerate as soon as "Go" is announced during the pre-race countdown.

Super reverse cyclone :

Unlock the fighter jet, and then go into the practice area. Go off course, and then go in reverse. If done correctly, the game should start going in one direction by itself. Press **Analog-stick Down/Right** and eventually you will begin doing a super reverse cyclone.

Bust-A-Move 4

Another world :

Press **X, Left, Right, Left, X** at the title screen. The sound of a cheer or moan will confirm correct code entry.

All characters :

Press **Right (2), X, Left (2)** at the title screen. The sound of a cheer or moan will confirm correct code entry.

Tarot reading :

Press **Up, X, Down, X, Up** at the title screen. The sound of a cheer or moan will confirm correct code entry.

Talk demo :

Enable the "All characters" and "Tarot reading" codes. Then, press **X, Up, Left, Down, Right, Up, X, Down, Left, Up, Right, Down + X** at the title screen. The sound of a cheer or moan will confirm correct code entry.

Hint : Quick retry :

To quickly quit and retry a level, press **Start** to pause game play, and then press **Y**.

Cannon Spike

Alternate costumes :

Highlight Cammy and press **Up** or **Down** at the character selection screen.

Bonus levels :

Select difficulty setting four or higher and successfully complete the game without losing any lives. Another set of levels with a higher difficulty will be unlocked.

Gallery Art option :

Successfully complete the game under any difficulty setting as various characters to unlock the entries in the gallery option.

Mega Man and B.B Hood :

Successfully complete the game as any character under any difficulty setting. Press **Left** or **Right** at the character selection screen until Mega Man and B.B Hood appear.

Capcom vs. SNK : Millennium Fight 2000

Unlock all secrets (Japanese version) :

Select "Network" from the main menu. Then, choose "Homepage". Once you have entered the official Japanese home page for the game you have to click on "Download". However, the word is written in Japanese. You have to move the pointer on the symbols and check the respective link, on the bottom of the screen. After finding the correct link, you have to download the patch on the VMU that also contains your save game file for the game. Restart the game and all 77 secrets will be unlocked. The patch will disappear and will not affect your high scores.

Fight as "Evil" Ryu and "Evil" Iori :

Successfully complete both the Capcom and SNK Grooves in arcade mode with "Normal" Ryu and "Normal" Iori. Secrets 34 ("Evil" Ryu) and 49 ("Evil" Iori) will now be available for purchase in the Secret Shop. They will cost 7,000 vs. points each. *Note* : The other character unlock secrets (costing 2,000, 3,000, or 4,000) only unlock the "EX" (Extra) form of that particular character. The "EX" form is the exact same character with new, different, or slightly altered moves. To use a characters "EX" form (after purchasing it in the Secret Shop) go to the character selection screen. When choosing your characters, hold **Start** to switch from the "normal" to the "EX" character. While still holding **Start** choose that character as done normally.

Fight as Morrigan :

Defeat Morrigan in arcade mode and purchase all the Capcom EX characters.

Fight as Nakoruru :

Defeat Nakoruru in arcade mode and purchase all the SNK EX characters.

Fight against Morrigan and Nakoruru :

To fight Morrigan and Nakoruru in arcade and pair match mode, unlock and buy their "shadows" in secret mode. Morrigan's "shadow" is secret 63 and Nakoruru's is secret 64. They will cost 700 vs. points each. To get them to appear you must have GPS : 60 (groove points) by the end of the third match (the third team you face). You also cannot continue. To fight Morrigan, choose the Capcom groove. To fight Nakoruru, choose the SNK groove. *Note* : The easiest way to fight them is to go to the game options and set the difficulty to the lowest (easiest) setting, time to infinite, damage to the lowest (minimum) setting, and change gauge to max.

Fight against Gouki :

Unlock and purchase Gouki's "shadow" (secret 62). It will cost 500 vs. points. After having bought the "shadow", Gouki will now be available as an opponent in arcade and pair match mode. You must have at least GPS : 85,000 (groove points) to get him to appear before the start of the final match.

Fight as Gouki :

Defeat Gouki in arcade or pair match mode and buy Morrigan and Nakoruru.

Morrigan's stage :

To unlock Morrigan's stage (secret 67) just defeat her in arcade mode. Her stage will now be available for purchase in

the Secret Shop for 1,200 vs. points.

Nakoruru's stage :

To unlock Nakoruru's stage (secret 68) just defeat her in arcade mode. Her stage will now be available for purchase in the Secret Shop for 1,200 vs. points.

Gouki's Stage :

To unlock Gouki's stage (secret 69), defeat Gouki in arcade mode on the SNK groove. It will cost 1,500 vs. points.

Pair match mode :

To unlock pair match mode (secret 71), defeat Morrigan and Nakoruru in arcade mode. After both of them have been defeated, pair match mode will be available for purchase in the Secret Shop for 1,800 vs. points.

Run And Dash option :

To unlock the run and dash option (secret 77), successfully complete Pair Match Mode with Morrigan and Nakoruru.

Adjustable Ratios in vs. mode :

To unlock Adjustable Ratios in vs. mode (secret 72) defeat Gouki in arcade mode on the Capcom groove. It will cost 1,500 vs. points.

Original Themes :

Successfully complete pair match mode to unlock original themes. This allows you to change the music during a match.

Hint : Free vs. points :

To get free vs. points for the Secret Shop, enter training mode. Select a couple of characters, get to the battle screen, and do nothing -- just let the characters stand there for approximately 2 to 2.5 hours. After that time you will have earned about 999 vs. points. **Note** : 999 is the maximum number of vs. points that can be earned in one training match. To earn more points, simply exit training mode, enter again and repeat the process.

On training and versus modes, you will get 10 vs. points for every minute of game time. This does not include being on character selection or pause screens.

Hint : Easy groove points :

Use the "Defeating Geese" trick on everyone and finish them off with a Hyper Combo. You should get anywhere from 40 to 60 groove points if you do not get hit.

Select one of your fighters as EX Benimaru. do the Benimaru Corridor Crunch as much as possible. Every time you use it you will get at least 10 groove points.

Use Yamazaki's Taunt and Counter as a finishing move. You should get anywhere from 30 to 75 groove points.

Use Vice in SNK Groove. When your life bar flashes red, use the Withering Surface super attack. When your opponent flies away, charge up and do a level 3 version. This can add up to 30 groove points to your final score.

Hint : Easy Hyper Combos :

Some fighters such as Yamazaki have hard to do supers like the Drill that requires a full 360 and then one of the **Punch** buttons to be pressed. Roll (**X + A**) and do the 360 motion while in the roll. As soon as you get up, press a **Punch** button. This makes hard to do Hyper Combos easy.

Hint : Get an S from the enemy :

If your opponent uses a move that would normally get an S, cancel it out with your attack to get an S, even if your move

would not normally score an S.

Hint : Defeating Geese :

Choose Dhalsim as one of your characters (groove does not matter). Only use **HP** and **HK**. Every time Geese tries to jump into the air use **HK** and when he is on the ground use **HP**. If he becomes dizzy, use a Yoga Stream Hyper Combo.

Hint : Defeating M. Bison :

Choose Terry as one of your characters (groove does not matter). Whenever M. Bison jumps, use a Hard Kick Crack Shot. He should be hit almost every time.

Hint : Scoring high GPS (groove points) :

Block your opponent's attack at the last instant.
 Knock your opponent out of their attack.
 Projectile attacks score fairly well when they connect.
 Finish your opponent with a super special (the attacks that drain your power meter).

Hint : More vs. points :

Go to training mode and leave the game on for a long period of time (preferably overnight.)

Hint : Different encounters :

If two fighters know each other, or match characteristics, they might do a different encounter. Some include :

Ryu vs. Ryo : They jump away from each other.
 Kyo vs. Iori : Their flames appear and they talk for a few seconds.
 Sakura vs. Yuri : Sakura is startled by Yuri and...apologizes?.
 Benimaru vs. any girl : He blows the girl a kiss.
 Rugal vs. Vice : Another girl is next to Vice.
 Geese vs. Bison : Geese uses a Double Wind Slash on Bison.
 Bison vs. Iori : Iori uses a Dark Thrust on Bison but misses.
 Bison vs. Rugal : Rugal's panther growls at Bison.
 Ryu vs. Ken : They hit their fists together.
 Ken vs. Terry : Ken tosses Terry his hat.
 Ryu vs. Kyo : Kyo shoots fire at Ryu to get his attention.
 Chun Li vs. Mai : Mai is dressed as Chun Li.
 Geese vs. Terry : Geese taunts Terry.
 Terry vs. Yamazaki : Terry smashes a knife Yamazaki throws to him, then they flex their muscles.
 Zangief vs. Raiden : They are in a hold, then they jump back,

Capcom vs. SNK 2 : Millionaire Fighting 2001

Hidden Bosses :

Hidden Bosses can be used once they have been defeated. The conditions of the Bosses to appear are to fulfill two out of the following three conditions. If you play with a Capcom groove you will get God Rugal, and if you play with a SNK groove you will get Shin Gouki.

Achieve over 1500 GPS by the end of the game.
 Defeat the Middle Boss (Geese or Bison/Vega).
 Achieve at least one Finest KO.

Custom Grooves :

The Custom Groove option appears once a normal Boss has been defeated (normal Gouki or Rugal). Normal Bosses appear by fulfilling two of the four following conditions.

Achieve over 1000 GPS by the end of the game.

Achieve four or more special KOs.

Middle Boss has appeared.

Achieve two or more LV3 super combo KOs.

Random Groove :

Press **Start** at the Groove selection screen.

Boss challenge mode :

Boss challenge mode becomes available under the following two conditions. Both hidden Bosses (God Rugal, Shin Gouki) must already be defeated and unlocked. Hold **X + Y** while selecting arcade mode.

One on three tag team mode :

Highlighter any fighter at the character selection screen and press a button. Allow time to run out and the game will start in one on three tag team mode. **Note** : Do not select one on one battle mode.

Extra options :

Clear Boss challenge mode with no continues. The "Extra Option" becomes available in the game.

Extra color edit mode options :

Press **Start** while editing the colors for your character to display more options on the left side of the screen.

Infinite custom groove :

Defeat all characters straight in survival mode. The custom groove option settings will become infinite.

Middle Boss conditions :

The middle Boss appears when the following conditions are all fulfilled :

No time over has occurred.

The CPU has not made over six "first attacks".

The CPU has not made three or more Special KOs.

Victory quotes :

Hold **Start + FP** after winning a stage to make your character say an opponent specific quote. Hold **Start + FK** to make the character talk with a team member.

Hint : Kim : Extra attack :

Unlock the "Extra options" and change the Groove Gauge to "Infinite". Choose Kim as one of your fighters. When in battle, use his Phoenix Kick super move. When you hit the opponent, he or she cannot maintain themselves in the air after the hit. At the correct moment, you can hit them again with the same attack. If timed correctly, you can do a 3-hit combo/knockout with Kim's Phoenix Kick.

Hint : Kyosuke : Extra hit :

Execute any groove level Double Shadow Cut Kick (**Down/Forward, Down/Forward**, then **LK, MK, or HK**). **HK** or **FK** is recommended. As soon as Kyosuke executes his wave, do another Shadow Cut Kick (**Down/Forward** followed by **LK, MK, or HK**) and it will count as an extra hit. This move can also be executed in Rival Schools as where it was

originally shown.

Hint : Mai : Chun-Li like appearance :

First, choose either Mai or Chun-Li. Then, choose the opposite character. Mai will now look like Chun-Li.

Hint : Yun : Extra attack :

You can add an extra attack to his 3-hit super upper punch attack. When you use the move, after you launch your opponent in the air with the upper punch, wait for about half a second and execute his push and stomp attack. You will immediately launch your opponent to the other side of the screen, and the attack calculator on the side will mark it as a 4-hit combo.

Hint : Easy survival mode :

After unlocking the EX Options, go to the "Extra Option" and set "Life Gauge" to "No Damage" and "Groove Gauge" to "Infinity". You will be able to blast through all 46 characters in no time.

There is an easy way to win when playing in "All Survival" mode. Go to the options menu and set the difficulty to the minimum. Next, set the damage level to maximum. Exit the menu and select the "All Survival" mode. Choose the S Groove and continue to the character selection screen. Then, choose Zangief. Keep getting your opponent in the corner and grab him/her endlessly. Notice that this move does more damage than before. The best damaging move is the Russian Aerial Spin when done at its highest level. Your enemy should go down quickly. It is possible to complete the game in seventeen minutes by doing this. **Note** : You will fight Shin Akuma and Ultimate Rugal at the end. After accomplishing this, you will unlock the infinite edit Groove points.

Hint : Easy Boss challenge mode :

Choose a good fighter such as Ken or Ryu. When you are facing the last Boss, if you are losing by one round and there is not a lot of power remaining, press **Start** on controller two and repeat until you win.

Hint : Unlocking Shin Akuma and Ultimate Rugal easily :

Use the character shown on the groove selection screen (in arcade mode) on the left. For example, Ryu for C-groove, Terry for N-groove, etc. The other character(s) can be anyone desired. Doing this takes you to Ultimate Rugal if you picked one of the Capcom grooves and characters, and to Shin Akuma if you picked a SNK groove and character.

Hint : Infinite combo :

If you have Ex 1 or Ex 2 groove with infinite groove points, you can create an endless chain of level 2 super combos. If Ex 1 or Ex 2 groove is like the C groove, you can use almost any level 2 super combo if you have unlimited super combo gauge. If you start with a level 2 super combo, you can keep hitting your opponent until you want to stop. You just have to keep hitting the buttons for the super combo. You can finish by doing any level 3 super combo. This works well for Ken's Shoryu Reppa or just about any level 2 super combo, then finish with a level three or one combo. This is useful for eliminating Bosses such as Ultimate Rugal or Shin Akuma.

Hint : Easy points :

Set the levels on the easiest level and increase the damage. Fight the first person. He or she is very easy. Do good damage and make sure you end the first round with the Super Combo. Play the second round. Beat them up, then press **Start** on controller two to enter a versus fight. The points you have accumulated just before the second player joins will be the same when you return to fight the first person again. You will also have to defeat them twice. You can keep repeating this process until you have accumulated the desired amount of points.

Hint : 99 hit combo :

Once everything is unlocked, set your Super Bar to "Infinite" in extra options mode. Select Rock in any mode and choose the P Groove (Custom Combo Groove). When you fight, press **HP** + **HK** for Custom Combo, trap your opponent in the corner, and do the Rising Tackle. When your move is being executed hold **Down**. When you touch the ground, press **Up** + **HP** to execute another Rising Tackle. Repeat this until you get a 99 hit combo or your opponent loses. **Note** : This can also be done with Terry.

Hint : Getting a Finest KO :

Beat up your opponent until his/her life is low enough to finish them off with a special KO. Stand near your opponent and wait for them to taunt you. Then, do the special move and you will get a finest KO. You also have to either beat the mini-Boss, or receive 1500 GPS before you finish the final round in Osaka to get to God Rugal.

Hint : Character interactions before fight :

Pair these characters together to have an interaction with each other before the fight :

Ryu and Ken
 Terry and Ken
 Ryu and Kyo
 Yun and Chun-li
 Maki and Yamazaki
 Terry and Yamazaki
 Iori and Kyo
 Iori and Bison
 Bison and Geese
 Rock and Geese
 Rock and Terry
 Riadan and Zangeif
 Zangeif and Eagle
 Geese and Terry
 Mai and Joe
 Joe and Dan
 Ryo and Yuri
 Yuri and Skura
 Kim and Chang
 Hibiki and Haohmaru
 Chun-li and Yamazaki
 Sagat and Joe
 Sagat and King
 Sagat and Ryu
 Rolento and Hibiki
 Haomaru and Akuma
 Kyo and Benimaru
 Kyosuke and Benimaru
 Chang and Eagle

Hint : Kim : Extra attack :

Unlock the "Extra options" and change the Groove Gauge to "Infinite". Choose Kim as one of your fighters. When in battle, use his Phoenix Kick super move. When you hit the opponent, he or she cannot maintain themselves in the air after the hit. At the correct moment, you can hit them again with the same attack. If timed correctly, you can do a 3-hit

combo/knockout with Kim's Phoenix Kick.

Hint : Yun : Extra attack :

You can add an extra attack to his 3-hit super upper punch attack. When you use the move, after you launch your opponent in the air with the upper punch, wait for about half a second and execute his push and stomp attack. You will immediately launch your opponent to the other side of the screen, and the attack calculator on the side will mark it as a 4-hit combo.

Hint : Street Fighter 3 reference :

Behind the truck on the Nairobi stage (with the car) which Falcon (from *Power Stone*) stands on, you can see Alex from *Street Fighter 3* from a distance.

Card Captor Sakura

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find hidden artwork in the "omake 1" folder.

Hidden audio :

Place the game disc in a PC compatible CD-ROM drive to find hidden sound files in the "omake 2" folder.

Carrier

Unlimited T-7 bombs :

Most of the boxes of T-7 bombs that can be found throughout the game will replace the bomb that they contain after you collect it. Simply open the box, collect the bomb, close the box, then open the box again and repeat. **Note** : A maximum of twenty T-7 bombs can be carried at one time.

Centipede

Cheat mode :

Hold **A + B + X + Y + L + R** and rotate the **Analog-stick** in either direction during game play in any level. The message "Get a life" (for extra lives) or "All levels" (for level select) will appear to confirm correct code entry.

Championship Surfer

Ice surfer :

Successfully complete the game under the pro difficulty setting to unlock the Ice surfer.

Extra points :

Go to the top of a good wave and press **A** to launch off. While in the air, press **L, Down, Left**. If done correctly, you will be awarded a lot of points for the move.

Chao Adventure (VMU)

Note : This game is also titled *A-Life*.

Chao Puzzle :

It does not matter if a Chao file is available. Insert the VMS into socket one of a controller. Plug the controller into port D. A Chao Puzzle will appear on the VMS screen after selecting a file.

Level skip :

Obtain a Chao from *Sonic Adventure*. You will be asked for the next area when your Chao reaches the end of the current level. Select the desired location, then immediately press **Mode**. Then, press **Mode**(2) to return to the Chao Adventure screen. Allow the Chao to start walking and it will allow you to select the next area. This may be repeated as needed.

Hint : Battle two of your own Chao :

When battling two of your own chao, its not fatal. Choose battle and the game will load the two Chao onto the VMUs. Then, disconnect so you will only fight a clone of your Chaos.

Hint : Change shape and color :

If you give a Chao a lot of the same types of animal it will evolve. For example, animals with a yellow background will result in a water chao. Give the evolved Chao a different set of animals(for example, red, purple, or green) and it will eventually change shape and color again.

Hint : Many Golden Chao Eggs :

Note : This trick requires two VMUs. Get the golden Chao egg from Station Square. After that, start a new game and get another golden Chao egg. Then evolve them both in the Chao Garden. After that, feed one of the Chao and play with it until it starts growing flowers. When this happens, save both Chaos onto the two VMUs. After this, go to the cards on the VMUs and start *Chao Adventures*. Go to "Mating" and wait until all the hearts appear on the screen. Then, put the VMUs into the controller and put the two eggs into the Chao Garden. Repeat this until the gardens are full or until you made as many Chao as needed, but with the same Chao.

Charge 'n Blast

Easy mode :

Press [**X, B, Y, A**] four times at the title screen. The phrase "Easy game" will be spoken to confirm correct code entry. Your weapons will charge faster than normal. In the Japanese version, press **X, B, Y, A, X, B, Y, A, X, B, Y, A, X, B, Y** at the title screen.

Unlimited time and health :

Press **X, Y, A, B, X, Y, A, B, X, Y, A, B** at the title screen until the phrase "Hey need a hand?" is spoken to confirm correct code entry.

Spread Rocket :

Successfully complete the game under the easy difficulty setting. A man with a Spread Rocket special weapon will be unlocked.

Hyper Laser :

Successfully complete the game under the normal difficulty setting. A woman with a Hyper Laser special weapon will be unlocked.

Chicken Run

Bonus ending :

Successfully collect all the bonus pictures and get a gold medal in all the mini-games. The "Bonus Ending" option will now be unlocked in Hut 1.

Chu Chu Rocket!

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find artwork in the "extras" folder.

Dreamkey web browser :

This trick requires a Dreamcast keyboard, and can be used as a replacement for the standard Planetweb browser. Go to the Homepage in the main menu. Once the Chu Chu Rocket title appears, press **[Ctrl] + O** on the keyboard. The URL bar will appear, which allows you to type in any Internet address. This is same browser that the Europeans and Japanese Dreamcast owners have access to.

Some advantages of the Dreamkey Browser include

Better list interface and has arrow bars, which makes it appear closer to a computer web browser.

Supports Flash 3.

Better Javascript than the Planetweb browser.

Ability to send and receive email with VMU files attached.

Higher on-screen color count than Planetweb browser.

Can Save Midi or Wav files to the VMU.

Pages appear to load faster.

Supports cookies.

Keyboard shortcuts

URL bar : **[Ctrl] + O**

Reload page : **[Ctrl] + R**

Bookmarks : **[Ctrl] + B**

Mail : **[Ctrl] + M**

History : **[Ctrl] + H**

Save pictures from the web :

You can save pictures onto your VMU while using Chu Chu's Dreamkey browser. Place the cursor over the desired picture and press **X + A** on the controller.

Sonic Adventure Chaos :

Successfully complete each of the twenty-five challenge mode levels to transform the mice into Chaos from *Sonic Adventure*.

NiGHTS angels :

Successfully complete each of the twenty-five mania mode levels to transform the mice into angels from *NiGHTS*.

Hard mode puzzles :

Successfully complete all puzzles in normal mode.

Special mode puzzles :

Successfully complete all puzzles in hard mode.

Mania mode puzzles :

Successfully complete all puzzles in special mode.

Taunt opponents :

Press **L** or **R** during the battle games to taunt your opponent. Hold **L** or **R** to choose which taunt to use. You can also taunt even after you have won at the congratulations screen.

Hint : Arrow placement :

Remember that letters run across the top and numbers run across the side.

Normal mode

Up on B-2

Down on H-1

Right on K-2

Down on H-2 Left on H-3

Up on F-9

Left on D-2

Up on C-9

Left on B-9

Left on E-2 Left on I-2

Up on J-8

Right on F-9 Left on G-1

Up on E-9

Left on L-2 Down on I-1

Up on H-9

Down on I-1

Left on F-2 Left on G-7

Left on L-4

Left on C-6 Left on G-2

Up on G-5

Down on D-1 Right on F-6

Down on G-4 Up on K-3

Up on C-7 Left on C-6

Down on B-1

Down on B-1 Down on I-2

Down on E-5

Right on I-4 Up on G-5

Up on F-5 Right on J-8

Hard mode

Right on D-8 Right on F-8

Right on G-8

Down on I-8

Right on C-5

Right on A-7 Right on C-7

Right on A-9

Up on B-6

Down on E-5 Right on G-6

Up on F-8

Down on K-3 Up on K-6

Down on A-2 Right on A-5
 Left on L-5
 Up on K-9

Up on G-5
 Down on K-1
 Right on D-3 Left on K-8

Up on C-5 Up on J-5

Right on A-3 Down on K-1

Up on F-6
 Down on G-4 Left on B-2

Down on H-1 Left on L-7
 Right on A-4

Up on I-5 Down on D-5

Down on D-3 Right on A-8

Up on A-9 Right on B-9

Down on E-2 Up on F-9

Right on G-3 Left on L-5

Left on C-3 Up on C-5

Left on F-1

Left on F-7

Down on I-7

Down on K-1

Up on D-6 Down on I-4

Left on L-5 Down on K-1

Up on D-6 Down on I-4

Hint : Move control display :

Go to "Puzzle Edit" and complete a puzzle. Then, go to "File" and press **Y**. The control display at the bottom of the screen can be moved left or right with the **D-pad**.

Time Stalkers

Note : This game is also titled Climax Landers.

Play as Lady :

Successfully complete the Downtown dungeon.

Play as Lady's Cook :

Successfully complete the game to unlock Lady's Cook.

Play as Marion :

Get the Marion Doll when it appears in the Doll's House dungeon. Then, go to Noiman's house. Noiman will take the doll. After leaving the next dungeon, return to Noiman's house. After an intermission sequence, Marion will be unlocked.

Play as Nigel :

Successfully complete the Phantom Zone dungeon.

Play as Pyra :

Successfully complete the Shrine dungeon.

Play as Rao :

Successfully complete the King's Tomb dungeon.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find various art from the game in the "BMP" directory in .BMP format.

Float in air :

Press **A + B + X + Y**.

Unlimited tokens :

Download the mini-game "Stuff" to your VMU. Then, save your game. Sell everything you have and go to the Monster House. Buy as many tokens as you can. Put the tokens in your VMU. Reset the game and load your game file. You will have the money, items, and tokens. Next, sell the tokens and save. Go back to the Monster House and buy even more tokens. Repeat this trick as needed.

Cooks :

Successfully complete all of the dungeons and save the game. After completing the last dungeon, get Lady, save the game, then close the book. Wait for the credits to complete and a FMV sequence will begin. Save the game when prompted after the sequence. Exit, then load that game. Enter your monster house, go to encapsulate monster, and "Cooks" will appear. Take him out, and he will be one of your monsters.

Hint : Duplicate monsters :

Go to the town area with the "Moon Lighter" or "Moon Lighter S" item. Save the game at Sword's House and go to the VMU machine in the Monster House. Download the "Moon Lighter" or "Moon Lighter S" mini-game to the VMU. Download the monster to be duplicated to the VMU. After downloading, exit the Monster House, then turn off the Dreamcast without saving again. Start the game again and select the destination save file. Go to the Monster House and load the monster from the VMU into the game. If done correctly, both save files will now have a copy of the same monster.

Hint : Use mini-games more than once :

Download the game to the VMU. Turn off the Dreamcast without saving the game. If done correctly, the mini-game will be on the VMU and still will be in the game without having to re-purchase it. **Note** : To save money, do **Note** save the game after buying the mini-game item.

Hint : Escalator stairs :

Take character that you can be and go halfway up a stair case, and stop. You will slide down it like it is an escalator. **Note** : You can only do this on staircases like the one in Sword's house, and you can only slide down.

Hint : Unlock items in the Exchange :

Go into the Monster House, then go to the VMU machine. You must already have enough money to purchase tokens (or use the "Unlimited tokens" trick). Purchase many tokens until you get to 2000, then go to exchange. There will be a number of items unlocked from you buying all those tokens. If you see "??????", then you must get more coins to unlock that particular item. Keep buying as many coins as possible. Your tokens will be used when you buy in Exchange. Items that you may buy in the Exchange include the Truth Ring, Heal Ring, Rune Ring, Rune Boots, Mastery Ring, Escape Fruit, etc. **Note** : There will be some items that you may get in Dungeons but may not be in the Exchange, such as the Demon Ring and other items.

Hint : Heal monster free :

Note : The Moonlighter VMU game is required for this trick(obtained at the supermarket in Fujima town). First, go to Swords house and save the game. Then, take the monster you want to heal to the church. Heal the monster (spend some

money, or take out a loan). Next, go to the Monster house and put the monster into your VMU. Reset the game. Everything will be the same as it was before; you will have the same amount of money. Go back to the Monster house and take the monster out of the VMU. This can be done as many times as needed.

Coaster Works

Bonus park :

Successfully complete the first five parks to unlock Dream Coaster Land. This park has no G-Force limits.

Confidential Mission

Unlock all modes :

Hold **L + R + A + Y + Start + Left** before demo mode begins. After demo mode ends, release **Start** at the title screen then press **Start** again.

Alternately, and hold **Start + L + R + A + B + Y + Right + Analog-stick Left** on controller B during demo. After demo mode ends, release **Start** at the title screen, then press **Start** again.

Level select :

Successfully complete the game under the easy difficulty setting with the good ending.

Another World option :

Successfully complete all training mode sections. *Note* : This also allows your characters to appear with Dreamcast lightguns in the regular missions.

Display Off option :

Accumulate over three hours of game play in Mission or Another World modes.

Additional training levels :

Successfully complete Another World mode to unlock more training levels in Agent Academy mode.

Gold guns :

Successfully complete Agent Academy missions one through eighteen.

Conflict Zone

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Hint : Mission 4 : Releasing Hooper from prison :

Get one of your commandos into the prison. The prison will explode, and your commander will still be standing there. Take him to the northeast village and avoid the GHOST troops.

When you want to save Hooper from prison, take two Commandos, one Tank, one Mobile Artillery, and two Bazookas. Send the rest to the outpost by the right slope to get on top of the hill. Wait until they start blowing it up. Then, take the remaining men you held and go to the base. Blow up the prison with Commandos. There will be no men or machine gun bunkers. Then, send him to the flag at the northeast village. Do not worry -- there will be one or two men, but Hooper is strong and will make it without fighting.

Hint : Attack faster :

Build structures that make units (Barracks, V. Factories, etc.), then have each of them to make units. For example, if you made two Barracks and told one to make fifteen soldiers and the other to make fifteen soldiers, both barracks will make

them. This works for both IPC and GHOST. This trick will allow you to make soldiers and attack a lot faster.

Hint : Skirmish mode :

The best map is Sardines as you can build more on there. A good trick is to build all the newest things that comes out. However this will require a lot of money, and some of the new things you unlock are useless. For example, the planes, spies, commandos, subs, boats, advanced things, doctors, civilian helicopters, and grenadiers.

Rippin' Riders

Note : This game is also titled Cool Boarders Burrn (Japan) and Snow Surfers (Europe).

Full pause screen :

Pause game play, then press **X + Y**.

Alternate clothing :

Successfully complete the game with any character to unlock an additional set of clothing for that character.

All tracks :

Select two player mode and begin game play. Quit the game, select free ride mode, complete the first course, then quit the game. Return to two player mode and begin game play. The "Next Course" option will be available after each race including access to the special track after the credit track.

Cool Boarders 2 practice track :

Successfully complete all five standard tracks (Mountain Review, Emerald Forest, Urban Striker, Cave Slider, and Dancing Devils).

Secret Force track :

Successfully complete all five standard tracks with the high score.

Longer super pipe :

Break various records in the super pipe.

Play as Snowman :

Successfully complete the Cool Boarders 2 practice track with the high score.

Play as Gray :

Successfully complete the Secret Force track.

Play as Jimmy :

Go down to the two question marks at the character selection screen and move all the way to the left, "Solomon" or any of the other brand boards are displayed. Select it and you should have Jimmy. He has versatile and wide boards.

Hidden snowboards :

Get the top score for each track to unlock new snowboards. There are a total of over forty snowboards in the game.

Cool Cool Toon

All characters :

Successfully complete story mode with Amp and Spica to unlock the twenty seven normal characters. Complete Single Flitz with each of the twenty seven characters to unlock the three bonus characters.

All costumes and bonus song :

Successfully complete Single Flitz with all thirty characters.

Crazy Taxi

Secret Push Bike :

Quickly press **L + R**, **L + R**, **L + R** at the character selection screen, then choose a driver. Alternately, quickly press **L**, **R**, **L**, **R**, **L**, **R** or **L + R**, **L + R**, **A** at the character selection screen. To unlock the bike normally, successfully complete all sixteen Crazy Box levels to unlock the Secret Push Bike for each character which is usable on crazy box, arcade, or original modes. To select the bike in arcade or original mode, hold **L + R** and press **Up** or **Down** on any character at the character selection screen. To select the bike in crazy box mode, highlight Gus and press **Right** at the character selection screen.

Go to character selection screen. Press **L + R**, **L + R**, **L + R**, **L + R**, **L + R**, before selecting your character. Then, press **L + R**, **L + R**, **L + R** during the commentary after character selection.

Use the following steps to unlock the Push Bike for Crazy Box mode. Successfully complete all the Crazy Box mini-games (1-1 through 3-3) to unlock more challenging games (S-1 through S-3). Successfully complete all of them to unlock a very tough mini-game (S-S), which requires you to circle around the arcade mode once, in under four minutes. To complete this slam into as little cars as possible. Rapidly tapping the Crazy Burst combo will actually slow you down -- press it only when necessary. In other words, do not press it while driving. Also, you must get a speedy (green) at every checkpoint. It is very difficult to accomplish, as it is nearly impossible to complete the level if you get even a normal. You might as well restart, unless you are at the home stretch. Upon completion of the final Crazy Box mini-game, the message "You're Unbelievable" will scroll across the screen. The push bike will now be unlocked in Crazy Box mode.

Expert mode :

Hold **L + R + Start** as the character selection screen appears. The word "Expert" will appear in the lower left corner to confirm correct code entry. No destination or arrow indicators will appear in this mode.

Disable arrow indicators :

Hold **R + Start** as the character selection screen appears. The message "No Arrows" will appear in the lower left corner to confirm correct code entry.

Disable destination indicator :

Hold **L + Start** as the character selection screen appears. The message "No Destination Mark" will appear in the lower left corner to confirm correct code entry.

Another Day mode :

Hold **R** at the character selection screen and keep that button held while choosing a driver. The message "Another Day" will appear in the lower left corner to confirm correct code entry. This mode modifies various positions in the game.

Alternate display :

Begin game play in arcade or original mode. Press **Start** on controller C during game play. Press **B** on controller C to switch the display to a first person perspective. Press **Y** on controller C to change to a replay angle. Press **X(5)** on controller C to view a speedometer. Press **A** on controller C to reset the display. **Note** : Once the speedometer is active, press **X** on controller C to toggle it on and off.

Alternately, press **X** on controller C to display a speedometer. Press **A** on controller C for the driver's (first person perspective) view. Press **Y** for normal view. Press **B** for the camera view.

Crazy Dash :

Press **B + R** when in drive in original, arcade, or crazy box modes for an extra boost at any time. **Note** : Press **R + [Plus]** when using a race controller.

Use the following trick to get even more speed than a Crazy Dash. You can do this at any time, but only if you are riding and did a Crazy Dash. When riding, release **R** to stop accelerating. Then put your taxi in reverse, and immediately after that press **B + R** to do a Crazy Dash. This should result in extra speed. You can do this as many times as needed for even more speed.

Crazy Stop :

Press **L + A** during game play for a Crazy Stop. *Note* : Press **L + [Minus]** when using a race controller.

Crazy Drift :

Hold **Left** or **Right** then quickly press **A, B** at high speed to shift into "Reverse" then back into "Drive". *Note* : Hold **Left** or **Right** then quickly press **[Minus], [Plus]** when using a race controller. *Note* : This move can also be used as a combo when immediately followed by a Crazy Stop.

Hint : Jump :

When driving down a straight road, build speed, then press **R** (Gas) + **L** (Brake). Your car will jump up as if has hydraulics.

Hint : Easy drive off :

When you are dropping off someone, press **Right + Brake** to drive off easy.

Hint : Use the horn :

Press **Y** to beep the horn.

Hint : Awesome license :

Start a game in arcade mode and get more than \$10,000 with a rank 1. If done correctly, at the end of the game your license will be "Awesome" (in place of S, A, B, C, D, E, No License). The announcer will also say something different. *Note* : This also increases the difficulty level of the game.

Hint : Crazy license :

Start a game in arcade mode and get more than \$20,000. If done correctly, at the end of the game your license will be "Crazy". The announcer will also say something different.

Hint : Flip over trucks and buses :

Go to the highway in arcade mode and drive on the high lane. Then, knock a truck that says "wow" off the high lane onto the low lane into a truck or bus.

Hint : More money :

Your passenger will get excited and give you more money when you pass other drivers on the road.

When taking people on the freeway, weave in and out of buses, trucks, and cars. Your passenger will get excited and give you tips. Be careful not to crash.

Sometimes when you have a customer, you can go against a wall or a solid straight side and ram side by side against it. If done correctly, you can get a Crazy Drift combo even if you did not do one. You can get up to an 8-combo. This works well by KFC with Gus or B.D Joe.

Pick up customers, and then drive close to the traffic and without crashing.

Use the following trick to get \$1,000 dollars from one person. Select arcade mode then choose any taxi. Pick up the first person in front of you then drop her off at the trolley station. Next, choose anyone as long as you do not pass the ramp that leads to the second floor parking lot. After you drop he/she off, go to the back wall, then turn right and go straight to the end slowly. Go off the end very slowly and a female passenger will be there on the roof. Pick her up and she will give more than a \$1,000 if you get her to her destination.

Go to the girl that is waiting at the car store. Pick her up and ride through between the car aisles. She will scream "Yeah!" and cash symbols will begin to surround you car.

Go to the used car shop with a customer and drive through the middle of the two lines of cars to get a lot of tips.

To get a lot of money, just drive in the exact center of the road with a passenger. All of the cars on the other side of the road will pass you, and you will get more money.

Hint : Get to first place :

Start the game with your fastest character and shift into reverse gear. Reverse all the way until you reach a passenger. When you have collected her, stay to the center of the road (so that you get more combos for Crazy Through). When you get to the rail car station at the top of the hill, go anyway you want (preferably straight down the middle). Try to stay to the center of the road. Go as fast as you can without crashing into any of the other vehicles. When you get to the bottom of the hill, drop off the passenger. After that, pick up any Red, Orange or (if desired) the Yellow. This will allow you to increase your time, passengers, and money.

Hint : Crazy Box mode :

To complete the 30 times level, drive down the middle of the road at a relatively slow speed.

Hint : Crazy Box : Crazy Jump :

In the Crazy Jump, start off with a Crazy Dash. When you get to the middle of the ramp perform a Crazy Dash again and once again before leaving the ramp. This result in over three hundred and high two hundreds.

Hint : Crazy Box : Crazy Pole :

In Crazy Pole, do a Crazy Drift to hit the pole. This will allow you to stop in both destination points of each person.

Hint : Crazy Balloons :

Use the following trick for popping the balloons in the mini-game 1-3, Crazy Balloons. Drive starting off fast, going around the outer part of the ring and pop all of the outer balloons. Keep popping the outer-most balloons making your way to the middle. Decrease your speed slightly every time you get closer to the middle of the ring. You should never turn around or stop. Never go right through the middle. That will spread the balloons out too much. Doing this trick should give you a record time. Use the following guide.

```

_____
/_____\ <- Start here fast!
// ___ \ Go around the circle
||/ _ \| popping the balloons.
|\\_/ /| Slow down every time
\ \_/ / you get closer to the
 \___/ middle of the circle.

```

Hint : Crazy Flag :

Put your car into reverse and just drive backwards until you hit the flag.

Hint : Crazy Pins :

Drive slowly down the middle of the lane of pins. At the end, use a Crazy Dash drive and accelerate.

When "Go" appears, put your car in reverse and do the Crazy Dash. When you reach the pins, use the back of your car to knock down all the pins and get a strike.

Hint : Extra time :

Select arcade mode and ten minutes for the time limit. Pick up a customer, then go under the water and remain there for two minutes. You will get ten extra minutes.

Hint : Extra bikes :

Complete the nine original mini-games to unlock six new mini-games. Complete those as well. There will be one final mini-game. Once you complete that, you can select a bike for any of the characters by pressing **Up** or **Down** at the character selection screen.

Hint : Hidden customers :

Drive off the freeway (with the high and low lanes) and go past the police station. Take the first right, then take the first left. On the next right there is a ramp. Drive up it and to get on the roof of a building with a customer.

Enable the "Another day mode" code, then begin the game in original mode. There is a hidden customer in the water by the pier.

There is a subway station downtown. Get in by driving down the stairs to find a customer that wants to be taken to another subway station. Just follow the railroad to the next station (the destination may vary) to get some extra cash. Try not to crash, because it will take a lot of time to get back on your way.

In arcade mode, pick up one of the first passengers on the right and go to the cable car stop, after dropping then off. Pick up the yellow passenger on the right of the street going down. She will want to go to Seaside Market. Take her down the hill and go there. Go directly across the street from Seaside Market and drive into the water. There are four snorklers on rocks that you can pick up. Also, after passing Pizza Hut and heading to KFC, you will see a parking garage halfway there. Go up into it, take a right, and drive off the edge. If you done correctly, you will land on a roof with a green passenger.

Hint : Killer Whale :

Go to the water to where the beach is located. Drive into the water and you will see people waiting for your taxi underwater. Pick up one person, then wait for a Killer Whale to appear. Drive around underwater and the whale will follow you. **Note** : This cannot be done in another day mode.

Hint : Find the highway easily :

Follow the big blue bus to get to the highway.

Hint : Shortcut to the baseball stadium :

Just when you suppose to go around the hill, cut through the small hill and go through the parking lot with buses.

Hint : License system :

The licenses on Crazy Taxi are awarded using the following system :

No License : \$0.00
 Class E License : \$0.01 to \$99,999.99
 Class D License : \$1000.00 to \$1999.99
 Class C License : \$2000.00 to \$2999.99
 Class B License : \$3000.00 to \$3999.99
 Class A License : \$4000.00 to \$4999.99
 Class S License : \$5000.00 to \$9,999.99
 Awesome! License : \$10,000.00 to \$10,999.99
 Crazy! License : \$20,000.00 and over

Hint : Bonus levels in Crazy Box mode (Japanese version) :

Get an S license with all four characters in arcade mode to unlock the "Crazy Party" level in Crazy Box mode. Other new levels can be unlocked after successfully completing the regular Crazy Box levels.

Glitch : Lots of combos :

While driving fast, do a Crazy Drift Stop into any wall. The car will shake rapidly and you can even get up to 80 combos. This glitch works well with B.D.Joe.

Crazy Taxi 2

No arrows :

Hold **Start** and press **A** as the character selection screen appears. The phrase "No Arrows" will appear to confirm correct code entry.

No destination mark :

Hold **Y** and press **A** as the character selection screen appears. The phrase "No Destination Mark" will appear to confirm correct code entry.

No arrows or destination marks :

Hold **Y + Start** and press **A** as the character selection screen appears. The word "Expert" will appear to confirm correct code entry.

Alternate view :

Press **B** on controller C during game play for a first person view. Press **Y** on controller C during game play for an alternate angle. Press **X** on controller C during game play to display the speedometer. Press **A** on controller C during game play to return to the default view.

Crazy Taxi drivers :

Successfully complete Crazy Pyramid mini-games S-S (row 6) to unlock Axel, Gena, B.D. Joe, and Gus from the original *Crazy Taxi*.

Baby stroller :

Successfully complete Crazy Pyramid mini-games 2-1 and 2-2 (row 4), then press **L + R** at the character selection screen.

Push bike :

Successfully complete Crazy Pyramid mini-games 3-1 through 3-3 (row 3), then press **L + R** at the character selection screen.

Small Apple level :

Successfully complete Crazy Pyramid mini-games 4-1 through 4-4 (row 2).

Around Apple level :

Successfully complete Crazy Pyramid mini-games 5-1 through 5-5 (row 1).

Change arrow color :

Press **L** on controller C. When you change the color of the arrow, it stops directing you to the location by turning when you get to a turn. It always points directly to the target location, thus making it harder to know how to get there. This makes it much easier to find shortcuts, because the arrow will not only be pointing down streets.

Hint : Underwater passengers :

In Small Apple, there are underwater passengers in the lake near the boathouse and in the river near the heliport and boat dock.

All the underwater people have snorkels. If you go to the boathouse and fall in the water there will be four disco guys.

Hint : Shortcut :

There is a shortcut between the Depot and the Supermarket. Follow the road to the left of the Supermarket. Go down that road a short distance and fall off onto the Depot. The same applies for going from the Depot to the Supermarket, but in reverse.

Hint : Golf level :

Use the bike for a better distance result.

Hint : Round The Apple : More time :

Instead of going straight at the start to pick up the two cheerleaders, turn around and pick up the two black men. You will more time for going to the same places.

Hint : Jump longer :

Hold **Y** to jump slightly farther.

Hint : Speed up while driving :

Press **R + A** several times to speed up while driving.

Hint : Turn sharply :

Press **B + A** twice quickly to turn sharply.

Hint : Quick stop :

Press **L + A** when driving.

Hint : Crazy Pyramid : Shortcut :

On the second to last challenge of Crazy Pyramid, get the customer going to the hotel. After reaching the hotel you will get another customer. Drive to the left as soon as you can. There will be a shortcut there.

Glitch : Semi goes through road :

Push a semi back-end first off the road. The back will go through the road as if it was not there.

Culdcept Second

Play against Goligan :

Successfully complete story mode to play against Goligan in battle mode.

D2

Note : This game is also titled D no Shokutaku 2.

Control logo :

Press the **Analog-stick** or **D-pad** at the title screen to rotate the game's logo.

Millennium countdown :

Successfully complete the game and allow the credits to end. Press **A** to display a black screen with a countdown to the year 2000. *Note* : The countdown still progresses even after the year 2000 has passed.

Unlimited grenades, shotgun shells, and first aid sprays :

When you leave the last cabin on Disc 4 you will find two grenades, shotgun shells, and various first aid sprays in the snow. Pick these up, then re-enter the cabin. Go back outside and all the items will be there again. *Note* : This also works by saving than restarting your file in any place on the last path.

Glitch : Using weapons :

If you are using a weapon and use almost all your strength and some of it is magic, take away a Charm Of Strength or some other item. It will still work.

Dance Dance Revolution 2nd Remix

All songs :

Select arcade mode, then highlight "Hard" at the difficulty selection screen. Press **Right**(3), select the "Hard" option, and begin game play.

Character and arrow selection :

Select arcade mode, then press the **Analog-stick** in any direction at the difficulty selection screen.

Additional game options :

Hold **B** while selecting the arcade mode option at the title screen to unlock options for "Vs.", "Single Play", "Couple", and "Double".

Hidden mode option :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection screen, then press **Up, Down, Up, Down, Up, Down, Up, Down**.

Mirror mode option :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection screen, then press **Left, Right, Left, Right, Left, Right, Left, Right**.

Little mode option :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection

screen, then press **Left, Down, Right, Down, Left, Down, Right, Down, Up**.

Left mode :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection screen, then press **Left(8)**

Right mode :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection screen, then press **Right(8)**.

Shuffle mode :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection screen, then press **Up, Down, Left, Right, Down, Up, Right, Left**.

Bonus track :

Enter the options menu and set "Ending" to "Dreamcast". Then, get an "SS" rank on the bonus ending song to unlock the Bonus track.

SSR Bonus track :

Complete all songs on the Bonus track on Basic or Another mode.

Dance Dance Revolution Club Version

Hidden mode option :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection screen, then press **Up, Down, Up, Down, Up, Down, Up, Down**.

Mirror mode option :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection screen, then press **Left, Right, Left, Right, Left, Right, Left, Right**.

Little mode option :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection screen, then press **Left, Down, Right, Down, Left, Down, Right, Down, Up**.

Left mode :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection screen, then press **Left(8)**

Right mode :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection screen, then press **Right(8)**.

Shuffle mode :

Select arcade mode, then choose any difficulty setting. Press the **Analog-stick** in any direction at the song selection screen, then press **Up, Down, Left, Right, Down, Up, Right, Left**.

Collection mode :

Highlight the "Hard Mode" option at the main menu, then press **Right(4)** to unlock the collection mode. This mode allows you to replay all the songs that you have passed.

Dave Mirra Freestyle BMX

Slim Jim :

Press **Down(2), Left, Right, Up(2), Y** at the rider selection screen in ProQuest mode. Alternately successfully complete

the game with any rider to unlock a bonus bike and Slim Jim. **Note** : The effect of this code will be disabled if a new bike is selected.

Amish Boy :

Successfully complete the game as the game as Troy Murray, Mike Laird, Chad Kagy, Tim Mirra, Kenan Harkin, Shaun Butler, Leigh Ramsdell, Joey Garcia, Ryan Nyquist, and Dave Mirra.

All bikes :

Press **Up, Left, Up, Down, Up, Right, Left, Right, Y** at the bike selection screen in ProQuest mode. **Note** : The effect of this code will be disabled if a new bike is selected.

All styles :

Press **Left, Up, Right, Down, Left, Down, Right, Up, Left, Y** at the style selection screen in ProQuest mode to unlock all styles. **Note** : The effect of this code will be disabled if a new bike is selected.

All levels :

Press **Up(2), Down(2), Left, Right, Left, Y** at the level selection screen in ProQuest mode. **Note** : The effect of this code will be disabled if a new bike is selected.

Exorcist mode :

Successfully complete the game as Troy Murray to unlock the exorcist option at the cheat screen.

First person view :

Successfully complete the game as Mike Laird to unlock the first person view option at the cheat screen.

Bike suspension mode :

Successfully complete the game as Chad Kagy to unlock the bike suspension option at the cheat screen.

Silly grunts :

Successfully complete the game as Tim Mirra to unlock the silly grunt option at the cheat screen.

Sticky crash :

Successfully complete the game as Kenan Harkin to unlock the sticky crash option at the cheat screen.

Night vision :

Successfully complete the game as Shaun Butler to unlock the night vision option at the cheat screen.

Big crashes :

Successfully complete the game as Leigh Ramsdell to unlock the big crash option at the cheat screen.

Ghost rider :

Successfully complete the game as Joey Garcia to unlock the ghost rider option at the cheat screen.

Dave Mirra FMV sequence :

Successfully complete the game as Dave Mirra.

Ryan Nyquist FMV sequence :

Successfully complete the game as Ryan Nyquist.

Game contest FMV sequence :

Successfully complete the game as Slim Jim.

Development team FMV sequence :

Successfully complete the game as Amish Boy.

Extra points :

Stall on something and keep your balance. The points will continue to accumulate. Before the two minutes is over, jump off. An easy way to do this is to enable the "Slim Jim" code and select the bonus bike that it also unlocks. Execute a Double Peg Stall and keep balanced to keep accumulating points.

Go to the competition level with the fenced in halfpipe. That brick wall has a glitch that can be exploited. Wall Tap it and hold the move. Try to get your rider so he halfway into the brick wall. If done correctly, you will get stuck and not have to balance your bike. Allow the game to idle and you will keep accumulating points for as long as desired.

Hint : Bail :

When you get any air, even from a Bunnyhop, hold **L + R** and press **Y** to bail off your bike.

Hint : Longer grinds :

When you reach the end of a rail or coping in the game, jump off and land in a manual. Ride the manual all the way to the next rail and grind. This all counts as one trick because of the manual -- you can pull off some long grinds.

Hint : Special moves :

Nyquist : Press **Right(2), Up, Right, Down(3), Right**

Mirra : Press **Right, Up, Right, Right, Down(3)**

Murray : Press **Down(2), Left(2), Right(2), Down**

Garcia : Press **Left, Down, Right**

Kagy : Press **Up, Right, Down(2), Up, Right, Left**

Harkin : Press **Right, Left, Up, Right, Left, Down**

Tim Mirra : Press **Down, Up, Down, Up, Down, Up**

Slim Jim : Press **Right, Up, Left(2), Down, Right**

Slim Jim : Press **Left, Down, Right, X**

Hint : Completing hardcore goals :

Once you accomplish the amateur and pro goals for each level, get first in all the competitions. if you accomplish this you will receive the secret bike. Use the secret bike to easily accomplish the hardcore goals. It will make it easier to grind the 180 ft. grind in the first level.

Hint : Soundtrack :

Turn on your Dreamcast without a disc. Go to the system settings and turn off auto play. Insert the game disc into the console. Go to "Music". You can now play the soundtrack for the game.

Hint : Sleepy rider :

Choose any rider and level. Stop and allow the game to idle for five to fifteen minutes. Zs will appear above the head of your rider.

Glitch : Ride on the ceiling :

Go to any vert ramp with some sort of a ceiling over it that could get in the way of your jumps. Get enough air to reach the ceiling and do a backflip. Press **A** while your player is upside down doing the backflip and you should be able to ride on the ceiling. When you want to correct yourself, just press **A** again.

Daytona USA

Mirrored tracks :

Hold **Start** and choose a circuit at the selection screen.

Quick start :

Hold the RPM gauge in the yellow during the countdown. Hold the brake when the countdown reaches "2". Immediately release the brakes and accelerate when "1" disappears and "Go" appears.

Javelin net-battle car :

Accumulate 100 hours of game play.

Pywackett Barchetta :

Complete the 3-7 Speedway in single race mode in any place with the Hornet, Grasshopper, Lightning, and Falcon.

Super Pywackett Barcheta :

Select the Pywackett Barcheta and select any track. Plain tracks such as 3-7 Speedway or Circuit Pixie work the best. Change the number of laps to two. Turn around at the start of the race and drive the wrong direction for the entire race.

Red Cat :

Win any online race.

Rule Of 9th :

Break the track record in eight mirrored reversed tracks in single race mode.

Unicorn :

Finish in first place in points on the King of Daytona championship stage.

Sunset race :

Select any race and options. Hold **Gas + Brake** at the "Start Your Engines" screen until it fades away.

Hint : Easy money :

Win a race and save the game to the VMU. Copy the file to another VMU, then sell from one and keep the other.

Dead Or Alive 2

Full pause screen :

Pause game play, then press **R**, or **Y + B**, or **X + Y**.

Control victory pose view :

When your character is doing their victory pose, hold **X** and press the **D-pad** or **Analog-stick** to move the camera. Hold **B** to zoom in at your character, then press the **D-pad** or **Analog-stick** to move the camera. When your character is doing their victory pose, hold **A + X** to zoom in at your character, then press the **D-pad** or **Analog-stick** to move the camera. Hold **X + Y** to zoom out then press the **D-pad** or **Analog-stick** to move the camera.

Choose victory pose :

Hold **X**, **Y**, **B** or no buttons after winning a match to choose your pose.

Taunt opponent :

Use the following combos to taunt your opponent.

Press **Left, Right, Left, R**.

Press **Right, Left, Right, R**.

Press **Down(2), R**.

Press **Back(2), R**.

Note : You can also substitute **A + X + Y** in place of **R** in the taunts.

Special moves :

Press **X + Y** to perform your character's special move.

Reverse replay :

Press **A + Y** during the "KO", then press **X** during the replay.

Control replays :

Hold **A + B + X** after winning a match. When the replay starts, press **Y** to slow it down or go back.

Original opening :

Set your age to at least 21 in the game options. Then, get a ranking in survival or time attack modes. Enter your name as **REALDEMO**. Then, watch the opening movie. The naked clone of Kasumi will replace the end Boss (Tengu), spinning upside down. **Note** : You do not have to save the game to see this. This is a permanent code if you do save the game.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find several images of the girls from the game in bikinis in the "bonus" directory.

3D character preview :

Enter the vs. mode option screen and disable "Quick Selector" This will allow you to preview the fighters in 3D at the character selection screen and see their costumes.

Hidden Ayane FMV sequence :

Select Ayane and play through story mode until you fight Kasumi in the White Storm level. Knock her off the ledge into the ice cave. When you are in the cave, finish the fight. When you KO her you have to knock her at least ten feet away. The FMV sequence shows you shooting a blue smoke object at her instead of the normal sequence of you saying, "You Runaway Shiobi". **Note** : Some practice may be required to get the correct ending to the fight.

Alternate costumes (Japanese version) :

Highlight any fighter at the character selection screen in any mode. You can view how many costumes your character can have to the side. If your character is in the first row, press **Analog-stick Up** to select the costume. For the second row, press **Analog-stick Down** . Some characters may have two, three, or four costumes. The costumes can be enabled in any mode .

There is a large number of secret costumes available for the characters in the game. The following is a list of how many costumes each character has. The only way to get the 4th and up costume is to complete story mode using less than two continues under a normal or greater difficulty setting.

Kasumi : 7

Gen-Fu : 6

Tina : 6

Zack : 5

Jann-Lee : 5

Ayane : 7

Hayabusa : 5

Helena : 6

Bass : 4

Leon : 4

Lei-Fang : 6

Ein : 5

Hidden costumes (Japanese version) :

Complete any game with any character. You can only lose one time.

Fight as Bayman (Limited Edition) :

Successfully complete story mode with all default characters.

Fight as Tengu (Limited Edition) :

Accumulate at least six hours of game play.

Kasumi's extra costume :

Select story mode and select Kasumi in her third (pink) costume. Play through the game until you face against yourself. The normally pink costume that CPU player appears in will now be black. *Note* : You can not play in the black costume - it is only available for the CPU Kasumi.

Increased juggling :

Go to the options menu, and choose the game setting that allows you to set your age between 13 and 99. Increase your age to see more juggling.

Fight in the nighttime Aerial Garden level :

Enable level select for versus mode. Highlight The Aerial Garden at the level selection screen, then press **Y** or **R**.

Crumbling floor in White Storm level :

Head over to the cliff where you can be thrown into the cave. There will be a slight dip in the ground .If you do a move that hits the ground very hard, it will crumble and drop you the ice cave.

Death Crimson 2

Auto-reload :

Press **A + B** when shooting to automatically reload.

Death Crimson OX

Free play mode :

Press **X + Y**, then press **Start** at the title screen.

Demolition Racer : No Exit

All modes :

Press **X, R, Y, R, L, R(3)** at the "Press Start" screen.

Bonus cars :

Press **X, Y, R(4), X, Y** at the "Press Start" screen.

All bonuses :

Press **L, R, X, L, X, R, X, Y** at the "Press Start" screen.

Dino Crisis

Alternate costumes :

Successfully complete the game to unlock the Army and Battle costumes for Regina. Successfully complete the game a second time to unlock the Ancient (caveman) costume.

Grenade gun :

Successfully complete the game three times and unlock all three endings. Regina can start a game with the grenade gun with unlimited ammunition.

Operation : Wipe Out mode :

Successfully complete the game with a time under 5 :00 :00.

Hint : Design Disc code :

When at the part of the game where this sound is heard after pushing the shelf, enter "367204" as a code.

Hint : Shutters :

Since the dinos can not pass through a shutter, use them to your advantage. Close each shutter after you pass them. This way, if a dino appears in that particular area, you can not be attacked (unless, of course, you are on the same side as the dino).

Hint : Save ammo :

There are some areas that you will only pass through once or twice in the entire game. Killing the dinos in these areas is pointless; more importantly, it is a waste of ammo. Use the weakest tranquilizer dart on it/them, and move on. This way, the bullets/shells/slugs/grenades are available when you need them. Once you get unlimited grenades (by completing the game three times under the normal difficulty setting), you can kill those dinos, without wasting ammo.

Hint : Puzzle preview :

When at a puzzle, before changing it, around push the button. Nothing will happen, but if you watch the colored lights they will turn on in the order needed to solve the puzzle.

Hint : Get the third Energy Key Card early :

Before leaving the jungle, you can retrieve the card from the shallow stream. This way you will not have to make a return trip after finding out that it is needed.

Hint : View Ending 3 without agreeing with Rick :

It is possible to get Ending 3 after agreeing with Gail. When the game prompts you to agree with Rick or Gail at the end of the game, choose Gail's decision to go after Dr Kirk. After the intermission sequence, go out the main door of the room. Go across the room to the double doors that lead to the Central Stairway. Once in the Central Stairway, if you have the infinite grenade gun, kill the two dinos in the room. If you are low on ammo and do not have the infinite grenade gun, try to run around them and not get hit. Go all the way to the end of the hallway to the Security Level A door. Go through that door, which leads to the Port Transport Passageway. Get on the slider and go across to the other side. When you get there, get off of the slider and go through the large sliding door to the Heliport Transport Passageway. Get onto the new slider and go across to the other side of this area. When you arrive, you should see a large door in the middle of the wall in front of you and a small Security Level A door to the right of it. That door leads to the Underground Heliport. Enter the Underground Heliport through the Security Level A door as the Large one will not open. Walk forward until you see a sequence that shows the helicopter. When you regain control of Regina, exit the Underground Heliport. Go back across the slider closest to the Underground Heliport. When you arrive back at the other side, do not go through the large sliding door to your right. Go through the large door in front of you. The room you enter is the Transport Passageway, not the Port Transport Passageway. Be careful, as a dino will attack you. Kill the dino, then walk forward until you reach the Security Level A door that is on the right of the screen. Enter through that door, which leads to the Special Weapons Storage. You will find Gail and Dr.Kirk. The intermission sequence will take you back to the Underground Heliport. When it completes, go back out the door to the Heliport Transport Passageway. After that intermission sequence, kill the T-Rex. When he is defeated, Ending 3 will play and you have successfully viewed it without agreeing with Rick.

Hint : Defeating the T-Rex :

To easily kill the T-Rex without the rocket launcher, during the final fight take out your shotgun. Arm the custom parts

to it. Once done, blast away at his head. He should be defeated in about five to ten shots.

Hint : Ending 4 :

When you have to decide between Gail's way or Rick's way for the final time, choose Rick's way. Then, use the scanner to find dr. Kirk. Go after him. This leads to the fourth and final ending. Everyone will still be alive except Cooper and you do not have the third energy data disc.

Dinosaur

Hint : Keeping Up To The Herd : Life Crystals :

Go to the main center then go up until you get to a slope. Go up the slope then go left and up diagonally until you see four meat-eaters. In there will be five Life Crystals. *Note* : They are difficult to kill. Try use using Aladar if he is very strong or the monkey to throw rocks at them.

Donald Duck : Goin' Quackers

Special move :

Quickly collect five cogs to get one letter from the word "SPECIAL" in any level. Keep collecting cogs until the entire word is spelled out. Complete the level to learn a special move.

Defeating Merlock :

When one part of the floor shakes, go to the other part of the floor and dodge the fireballs. The pin-like things being shot from the front are harmless. When he splits up into four forms, hit the one whose pendant glows and repeat. Use caution because the less energy Merlock has, the more floor tiles fall into the lava.

Bonus screen :

Complete 100% of the game (all tasks completed in each level, all costumes unlocked, all special moves unlocked) to view a screen featuring the characters in the game.

Bonus level :

Collect all the kid toys then go to the warp pad that the kids were standing on.

Alternate costumes :

For each 10 Golden Threads collected, a new costume for Donald will be unlocked.

Draconus : Cult Of The Wyrms

Note : This game is also titled *Dragon's Blood*.

Cheat mode :

Press **X**, **Y(2)**, **X(2)**, **Y(2)**, **Start** at the title screen to enable cheat mode. The starting menu will appear instead of the opening FMV sequence to confirm correct code entry.

Full health :

Enable cheat mode. Then, pause game play, hold **L + R** and press **Right**.

God mode :

Enable cheat mode. Then, pause game play, hold **L + R** and press **Left** to enable invincibility and 50,000 point attacks.

Level skip :

Enable cheat mode. Then, pause game play, hold **L + R** and press **Down**.

Increased strength :

Enable cheat mode. Then, pause game play, hold **L + R** and press **X**, **Y(2)**, **X(2)**, **Y(2)**.

Full pause screen :

Press **Start** to pause game play, then hold **X + Y**.

DreamOn Volume 2

Glitch : Buggy Heat FMV sequence :

The non-English European version of the disc will not play the Buggy Heat FMV sequence under the default hardware settings. To see the sequence, first set the Dreamcast language option to "English", then load the disc.

Dreamcast (hardware)

In-game reset :

Press **B + Y + X + A + Start** during most games to reset the system.

Delete internal memory settings :

Alternatively, hold **B + X** on controller B and turn on the Dreamcast. Release the buttons after the date/time prompt appears. **Note** : This will not affect your VMU memory and will only reset internal information, such as date, time, and Dreamcast Network settings.

CD-R discs :

You can play CD-R as well as other games from other regions on the Dreamcast without a modification chip.

Alternate settings screen :

Have a saved game from *Puyo Puyo Fever* to place characters from that game in the background graphics of the settings screen.

Japanese disc art :

To view the original Japanese disk art, start your Dreamcast with the disc lid open. Put it in to the CD player mode, then put in a Dreamcast game that was originally released in Japan and wait for it to load. Instead of the red and white disc, the disc will be the Japanese disk cover. **Note** : This works on most but not all games (for example, *Shenmue* and *Marvel vs. Capcom 2*).

Use your own music in games :

Buy an AV plug with a speaker link at the end. Take out one of the audio cords on your console that connects to the VCR or monitor. Plug in one of the AV cords into your VCR. Connect the end of the AV link to a portable CD player into the headphone jack with your music of choice, while making sure that the console still connects to the VCR in the same place. Turn on the Portable CD player. Turn on the video game console. Start a game, and turn the sound effects volume up while turning the music volume all the way down. **Note** : Some games do not have this sound option. Pick a track and play it on your portable CD player. In the game, you should hear the sound effects perfectly while the CD player's music is being played. **Note** : You can use tape players and radios in place of the CD player if they have headphone jacks.

Trouble-Shooting -- if this does not work :

Check if the CD player and console are both plugged in.

Check if the CD player or console is on.

Check if you can turn down the in-game music volume.

Check the reasons in your console's manual why it is not working.

Check the reasons in your CD player pamphlet why the CD is not working.

Check to see if either of the CD's are scratched.

Dreamcast VMU

Change settings :

Press **Sleep** to turn on the VMU. Press **Mode** until the clock icon flashes, then press **A**. Hold **Left + A** at the time display screen to start the process of entering a new date and time. **Note** : The time is entered in 24 hour military format. Press **Up** or **Down** to change the animated display when prompted.

Ducati World Racing

Unlock everything in quick race mode :

Enter **ITSALLOVER** as a name.

Unlock Dunny mode, check licenses :

Enter **BADDRIVER** as a name.

Todd 900 Superlite in quick race mode :

Enter **TODDMCARTOR** as a name.

View development team :

Enter **TEAM** as a name.

Extra money :

Enter **GREEDYGIT** as a name.

Fogarty bike in quick race mode :

Enter **THEDOGSNADS** as a name.

Dynamite Cop

Note : This game is also titled *Dynamite Deka 2*.

Unlimited ammunition (Japanese version) :

Pause the game and press **L + A + B + Y**.

Tranquilizer gun mini-game :

Successfully complete the game one time.

Bonus missions :

Successfully complete missions 1, 2, and 3 without using all continues to unlock three additional missions. **Note** : This also allows unlimited credits for the tranquilizer gun mini-game. Mission 4 is based on mission 1 with a single life, double damage weapons, and no continues. Mission 5 is based on mission 2 with a time limit in each room and no continues. Mission 6 is based on mission 3, with very little health, few health power-ups, no other power-ups, and no continues.

Play as the Monkey :

Successfully complete missions 4, 5, and 6 to unlock the Monkey. The Monkey fights similarly to Bruno.

Play as original Bruno :

Collect all illustrations in the game to unlock the original Bruno from *Die Hard Arcade*.

Extras :

Note : This trick requires the *Dreamcast Web Browser*. Load the web browser and enter the Sega's Dreamcast Network site. Enter the Games/Downloads/Game Extras area. Download the "Dynamite Cop Detonator Pack" on a VMU that contains a saved file from the game. Start the game CD and enter the option menu. Select the "Detonator Pack" and choose to combine the Detonator Pack with your existing saved game file. The following extras will now be unlocked. A bonus stun gun weapon will appear randomly during the game. Extra graphics will appear in Caribbean Pirates mode. Highlight Ivy at the character selection screen, then hold **Start**. Cindy from *Die Hard Arcade* will be unlocked.

Hint : Arresting enemies :

You cannot arrest someone important such as the big "crab" guys or a baker. The only people that can be arrested are most of the regular people. In order to arrest a person, you must have a pistol (and not a machine gun). The person must be weaponless. Get behind them and press **X**. That should make the cop say "Freeze". Immediately press **X** again to avoid getting kicked. If done correctly the person should be crawling on their knees with their hands behind their backs.

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Ecco The Dolphin : Defender Of The Future

Level select :

Select the "New Game" at the VMU menu, then enter **GYU** as a name but do not select "End". Enter **GYU** as a name for that game again, but do not select "END". Then, enter any letter three times as a name and press **X**. If done correctly, you will be returned to the VMU menu. You can now create a new game as usual or resume a saved game. The next time you save the game, all levels will be unlocked. Additionally, a choice for the soccer mini-game will appear at the bottom of the level selection screen.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Active map :

Hold **X** (sonar) during game play for a long time. Press **X** again to return to normal.

Dolphin Soccer :

Go to the Powers Of Levitation level and find your way to the room where the clan General (the dolphin that has the inspection) is located. Swim through the side of the wall that moves like Jello. On the floor near one of the orange lights is a soccer ball. Get it, then go to the level selection screen. An option for the Dolphin Soccer mini-game will appear at the bottom of the list.

Vitalits :*Aquamarine Bay*

- 1 : Win the Find The Fish challenge. After talking to the coach, a Vitalit will appear above the ocean surface.
- 2 : In front of the waterfall above the surface.
- 3 : Floating under the stone archway.
- 4 : Atop a huge rock near the whales. Gather a lot of speed and charge at the surface, shooting over the rock. (very difficult)
- 5 : Hanging near the branches of the palm tree, on the opposite side of the floating logs.

Perils Of The Coral Reef

- 1 : Win the race with the two dolphins, and they will make a Vitalit appear above the surface of the pool.
- 2 : Find the dolphin who is searching for his brother. It is stashed in the lower right corner of this area.
- 3 : In the Great White Pool near some coral, between two caves.
- 4 : After you defeat the Great White, a Vitalit will appear above the surface near the waterfall.
- 5 : From the Great White pool, take the dark tunnel (using Glow Fish to light the way) to discover the last Vitalit.

Trial Without Error

- 1 : Near where you find the baby dolphin in the dark cave.
- 2 : When you save all of the baby dolphins the mother will make another Vitalit appear.
- 3 : Just before the pool of sharks, you will find the Vitalit just past the tunnel exit.
- 4 : Near the power of Vigor.
- 5 : Near the Octopus in his subterranean cave.

Four Ways Of Mystery

- 1 : In the dead end to the left of the White Crystal.
- 2 : Floating above the pool with the recluse dolphin who teaches you the Song of the Ray.
- 3 : In the pool with the Giant Manta Ray (without the dolphin).
- 4 : In the blue crystal path, take a right at the crystal, then follow the path to a crossroads. Head right again here to get the Vitalit.
- 5 : Once you learn Power Of Sonar, use it on the big rock on the roof of the main pool to get the final Vitalit.

Up And Down

- 1 : One of the alcoves of the main chamber contains a Vitalit.
- 2-4 : Three Vitalits are to be collected as you follow the flow of the geyser up.
- 5 : Floating above the waterfall.

Roaring Forces

- 1 : In the start chamber, leap over the floating boards.
- 2 : Stashed in the rocks near the waterfall.
- 3 : Once you pass the dolphin puzzle, swim through the rocks and look up to find the third Vitalit.
- 4 : Just before the entrance to the Morphing pool, you will find a Vitalit between the walls.
- 5 : Next to the exit.

Atlantis Lost

- 1 : Leap into the air from the starting point.
- 2 : Nestled in the reeds on the left side of the pool.
- 3 : On the far end of the pool next to the Sonar Power-up is a pile of rocks. Blast it with Sonar.
- 4 : Facing the main temple from the accelerator rings, the building just ahead and to the right contains a Vitalit.
- 5 : The main temple houses a Vitalit near its domed ceiling.

Shrine Of Controversy

- 1 : In the Circle Shrine.
- 2 : Near the Wheel Of Pain you will see an archway. The Vitalit is hanging in the water under its arch.
- 3 : Inside the well of the Crimson Shrine.
- 4 : Near the Mover Shrine.
- 5 : In the path that Pilot takes you through to the Prime Mover, veer left to a dead end.

Master Of Forgotten Skills

- 1 : On the conveyor machine.
- 2 : Inside a tunnel near the perimeter.
- 3 : Inside a pipe of the conveyor machine.
- 4 : Behind a column at the bottom of the pool.
- 5 : Also inside the conveyor machine.

Process That Never Ends

- 1 : Floating near the ceiling at the beginning of the conveyor tube.
- 2 : In the fourth of five switch chambers to the left of the conveyor tube.
- 3 : In the fifth chamber.
- 4 : In a circular room at the end of the conveyor belt, hanging near the ceiling.
- 5 : In the same room, tucked below under the glass and rocks.

Blades In Motion

- 1 : Head through the floor from the starting point, then look up. The Vitalit is on the ceiling of this room.
- 2 : In the wheel chamber before you get to the spinning blades. Follow the spinning room around to find it.
- 3 : Once you are through the blades and break through the glass into the room surrounding the heated tunnels, you will find a Vitalit in the same room as the Endurance power-up and air supply.
- 4 : Once in the confusing tunnels, you will discover one Vitalit at a dead end. Go up at the end of the upper tunnels to find it.
- 5 : On your way down from the upper tunnels in a vertical tube.

Perpetual Fluidity

- 1 : Near the floor by the pipes in the first shark room.
- 2 : In the green switch room near the floor.
- 3 : In the piranha room, near some pipes at the bottom of the pool.
- 4 : Once the water level is fully raised, head to the room past the piranha room (a dead end) to discover the Vitalit near the top of the tank.
- 5 : Head all the way back through the piranha room, through the room with the Air power-up, across the hub room with multiple exits and to a dead end pool to find the Vitalit hanging near the top of the water.

Obscure Ways To Terminus

- 1-5 : Each Vitalit hangs above the dividing rooms in the current chambers (labeled with stars). Leap over the barriers in the appropriate places to collect them.

Sleeping Forces Of Doom

- 1 : Once you break the shield, a tunnel will open, giving you access to a single Vitalit.

Anguish Of Dearth

- 1 : On the coral shelf near the top of the water.
- 2 : On the floor of the starting pool, just below the first.

- 3 : In a cove off of the main pool, directly across the pool from the starting point.
- 4 : On the way to the tunnel that takes you to the big fish pool, you can get a Vitalit near the surface of the water.
- 5 : Near the end of the tunnel, resting near the ocean floor.

Entrapment

- 1 : Near the starting point.
- 2 : Against the huge wall that bars entrance to the detention facility pool (to the left of the door).
- 3 : Once you enter the detention pool, you will find a Vitalit above one of the spires of the detention facility.
- 4 : Another Vitalit will be found on the opposite spire.
- 5 : Search the wide tunnel off of the detention pool for the last Vitalit. It is near the end.

Caverns Of Hope

- 1 : Above the surface of the water, you will find the first Vitalit at a dead end to the right after the first left turn.
- 2 : Near the rock floor in the second long hallway with explosive pods.
- 3 : In the Globe pool, search the pods to the right.
- 4 : Hidden in a pod near the Globe itself.
- 5 : Near the end of the second leg of escorting your dolphin friend through the caverns.

Lair Of Evil

- 1 : Head directly ahead from the starting point, ignoring the right path. In the middle of the circular pathway at the end of this tunnel is the first Vitalit.
- 2 : Follow the right path from the starting point until you reach a hole that leads down. Swim inside to get the Vitalit.
- 3 : After the laser tunnel, you will find a room with a bossy Clan Officer. Search this chamber for the third Vitalit.
- 4 : In the largest room where there is a Clan Officer (the one that leads you to the control center), far behind him there is a huge image of the clan mark. The Vitalit is behind it.
- 5 : In the large pool where you exit from.

Powers Of Levitation

- 1 : Near the sand tube where the clan General leads you.
- 2 : Outside the main generator building.
- 3 : Inside the hidden room, where you go to play soccer.
- 4 : Inside the central generator room.
- 5 : Near the entrance to a fan tube (where you go to get the last few couplings).

Hanging Waters

- 1 : Find the Vitalit in the first ball of water to your right, just as you start. It is in the bottom seaweed.
- 2 : After you plunge into the rock pool, the next Vitalit can be found in the tube as you exit the other side.
- 3 : Near the floor of the first pool (after Ice and Fire).
- 4 : The pool below Abyss if Inferno.
- 5 : In the pool immediately before the Mutaclone Boss.

Ice And Fire

- 1 : Hanging above the air hole.

Abyss Of Inferno

- 1 : Search under the wall.

Mutaclone

- 1 : Inside the largest yellow rock. Break it open.

Chance Of Reckoning

- 1 : As you exit the long tunnel, to the right you will see a clump of seaweed. You will discover the first Vitalit here.
- 2 : To the right of the first whirlpool, atop some rocks.
- 3 : Suspended above the surface of the pool over the third whirlpool (seal it before trying for the Vitalit).
- 4 : Leap over the Queen's head.
- 5 : Near the waterfall. Make sure you raise the water level (by clogging all three whirlpools) before trying for this one.

The Hatchery

- 1 : Just past the left switch near the alien shark, you will see a Vitalit floating near the floor.
- 2 : Get inside the air/food force shield to collect the second Vitalit.
- 3 : Search the eggs near the machine arm. The left-most egg in the right row contains a Vitalit.
- 4 : Follow the discarded eggs down the disposal.
- 5 : Directly across from the starting point, near the ceiling.

Seeds Of Poison

- 1-3 : Three Vitalits are in alcoves off of the main cave.
- 4-5 : On the way up the egg chute, you will discover a pair of Vitalits.

Transfiguration

- 1 : Above the surface of the air pool.
- 2 : Near the ceiling of the chamber, near the central column.
- 3-5 : Use your Power Of Sonar on the rocks near the Power of Morph to get the final three Vitalits.

Heart Of The Foe

- 1-5 : Each Vitalit is hovering behind a membrane at the top of the heart chamber. Charge up to get each one.

Hint : Gallery : Mystery area :

Go to the "Gallery" and head to the "Man's Nightmare" area (mechanical area). Look around the room to find two wheels. If you use your sonar on them, they will move. Quickly use your Sonar on both. If done correctly, the large metal circular object in the middle of the room will pop up slowly and reveal a secret passage. It leads under the Gallery to a room underneath the "Domain of the Enemy" area (alien area). The purpose of this new area is unknown, but may have something to do with the ugly thing hanging from the ceiling of the alien area.

Glitch : Swim outside the game world :

Encounter the Boss in the "Blades..." level. It is a large room with a Boss that resembles a large dragonfly larvae. Go to the bottom of the room where you can refill you air supply with the bubbles coming out of the ground. Next to the bubbles on the floor near the wall is a small hole. Go through it and get outside the game world.

ECW Anarchy Rulz

Alternate costumes :

Each wrestler has four costumes. One way to view those costumes is to do a 4-Way match with the same wrestler and use a different costume for each one. Also, you can enter the bio room, choose a wrestler, and press **Up** or **Down** when the person appears.

Random wrestler :

Press **R** at the character selection screen.

Big feet mode :

Win the Heavyweight Belt Tournament under the hard difficulty setting as "Little" Spike Dudley.

Big hands mode :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Super Crazy.

Big head mode :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Simon Diamond.

Headless mode :

Win the Heavyweight Belt Tournament under the hard difficulty setting as New Jack.

Little head mode :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Amish Roadkill.

Random head mode :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Nova.

Ego mode :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Jerry Lynn.

Fat man mode :

Win the Heavyweight Belt Tournament under the hard difficulty setting as "Big" Sal E. Graziano.

Big damage mode :

Win the Toughman Belt Tournament under the hard difficulty setting and with the no blocking option enabled.

Hangman mode :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Kid Kash.

Custom stuff :

Successfully complete single player career mode under the hard difficulty setting with a created wrestler.

Stable stuff :

Successfully complete single player career mode as Stable or a featured or custom wrestler.

Easy Reversals :

Hold the belts with all the Featured Jobber Wrestlers.

Super Tie-Up :

Win the Toughman Belt Tournament.

Bill Alfonso :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Tony Devito.

Booger :

Win the Heavyweight Belt Tournament under the hard difficulty setting as The Prodigy.

Candy Girl :

Win the Heavyweight Belt Tournament under the hard difficulty setting as C.W. Anderson.

Cyrus The Virus :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Rhino.

Doug Gentry :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Masato Tanaka.

Esophicus :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Yoshiro Tajiri.

Helia Monster :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Jason.

Jan E. Regan :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Little Guido.

Jester :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Francine.

Jim Molineax :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Rhino.

Joel Gertner :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Mikey Whipwreck.

Joey Styles :

Win the Heavyweight Belt Tournament under the hard difficulty setting as The Sandman.

John Finegan :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Angel.

Judge Jeff Jones :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Jack Victory.

Gabe S :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Lance Storm.

Kid :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Steve Corino.

Lance Storm :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Trainer

Lou E. Dangerously :

Win the Heavyweight Belt Tournament under the hard difficulty setting as "Beautiful" Billy Wiles.

Mad Goat :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Electra.

Martian Boy :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Tommy Dreamer.

Paul Heyman :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Dusty Rhodes.

Rob Feinstein :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Danny Doring.

Sally M :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Dawn Marie.

Shaman :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Chris Chetti.

The D I :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Justin Credible.

Valkyrie :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Jazz.

William F :

Win the Heavyweight Belt Tournament under the hard difficulty setting as Balls Mahoney.

Alternate chants :

Press **Start** after the fans are cheering, and they will change their chant

Hint : Opening belt tours :

You have to play in a career mode to open the belt tours.

TV Belt Tour : Play a single career mode and win the TV title.

Heavyweight Belt Tour : Play a single career mode and win the Heavyweight title.

Tag Team Belt Tour : Play a tag team career (one or two players) and win the Tag Team belts.

Fourth belt in career mode : Toughman Belt

Hint : 3-On-1 match :

When in a 3-On-1 match in career mode, just keep doing moves to your opponents and try to get in as many as possible. When the time limit expires it will give the win to you if you did more damage to them than vice versa.

Hint : Table match powerbomb :

Make sure your wrestler has the Straight Jacket Powerbomb, which is under the tie up moves. When you are next to a table, make sure your opponent's back is facing the table and that you are in front of him and close to the table. Then, do the Straight Jacket Powerbomb. It will look like a real powerbomb through a table.

Hint : Special matches :

When you win a belt in career mode you will have to defend it five times. Most of those five times will be in special matches such as a Dumpster match or Table match.

Hint : Replacement moves in creation mode :

The following moves can be used as replacements in creation mode.

The WhipperSnapper can be used as the Stunner.

2x Arm FaceBuster can be used as HHH's Pedigree.

The One Arm Slam can be used as The Rock's Rock Bottom.

That's Incredible can be used as Undertakers and Kane's Tombstone.

The Kick To Groin in the corner can be used as Goldust's Shattered Dreams.

The Bronco Buster in the corner can be used as Xpac's Bronco Buster.

The Pinning DDT can be used as Raven's Evenflow DDT.

The Rocker Dropper can be used as Billy gunns Fameasser.

The Sicillian Drop can be used as Christian's Impaler.

The Novacaine can be used as Edge's Downward Spiral.

The 5 Star Frog Splash can be used as D'lo Brown's Low Down.

The Twitching elbow when runnin and there on the ground can be used as the Rock's Peoples Elbow.

The Wrap Around DDT can be used as The Rock's Miavia Hurricane.

The Death Valley Driver can be used as The Godfather's Pimp Drop.

The Double Arm DDT can be used as Mankind's TradeMark Move.

The Implant DDT can be used as Gangrel's DDT.

The Jazz Stinger can be used as Xpac's X Factor.

The Pump Kick can be used as Steve Blackman's Pump Kick.

The Santoro Slam can be used as Kurrigan's BearHug Slam.

The Katahma Jamia Can Be Used as Tazz's TazzMission.

The Katahma Jamia Plex can be used as Tazz's TazMission Plex.

The Elevated Crab can be used as Chris Jericho's Walls of Jericho.

The Bada Bing can be used as Rikishi's Corner Move.

The Blockbuster can be used as Buff's Blockbuster.

The Top Rope Arm Wrench can be used as Undertaker's Arm Wrench off the Top.

The Celestial Splash can be used as Vader's Vader Bomb.

The Somersault Leg Drop can be used as Sabu's Arabian Face Buster.

The Chicken Choker (in a tie-up) can be used as Mankinds Mandible Claw finisher.

The Low Blow can be used as Chyna's Low Blow move.

The Five Star Frog Splash can be used as Eddy Guerro's Frog Splash move.

The Turnaround Moonsault can be used as Lita's Moonsault.

The Death Lock move can be used as Sting's Scorpion Death Lock.

The Reverse DDT can be used as Sting's Scorpion Death Drop.

The Rack move can be used as Lex Luger's Toture Rack.

The Leg Drop Move can be used as Hogan's Leg drop.

The Twitching Knee Drop by the side can be used as Road Dogg's Crazy Legs Knee Drop

The Axe Kick can be used as Booker T's Axe Kick

The Front Face Gutwrench can be used as Faarooq's Dominator

The Crossface can be used as Benoit's Crippler Crossface.

The Dreamer Driver can be used as the Rikishi Driver.

The Butt Drop can be used as Rikishi's Rump Shaker.

The Crucifix Powerbomb can be used as Undertaker's Last Ride.
 The Twitchin Splash can be used as Porn Star Val Venis's Money Shot.
 The Acapulco Plunge can be used as Right To Censor Val Venis's Powerbomb.
 The Time Bomb can be used as Big Bossman's Bossman Slam.
 The Deep Impact Move can be used as Tiger Ali's Dropping Facebuster.
 The x2 Arm Facebuster can be used as War XO's Minesweeper.
 The Super Kick can be used as Shawn Michael's Sweet Chin Music.
 The Super Kick can also be used as Steven Richards Steven Kick.
 The Gem Cutter can be used as the Buh Buh Cutter.
 The Reverse Brainbuster can be used as D'von Dudley's finisher.
 The Pearl Necklace can be used as Matt Hardy's Twist of Fate.
 The Front Flip Senton can be used as Jeff Hardy's Swanton Bomb.
 The Rollin Thunder can be used as Scotty 2 Hotty's Worm move.
 The Bytch Slap can be used as Stephanie Mahon's move.
 The Flying Elbow Drop can be used as Shane Mahon's move,
 Also it can be used as Test's Move and Macho Man Randy Savage.
 The Night Driver can be used as K-Kwik's Facebuster Suplex.
 The 450 can be used as K-Kwik's 720 Splash.
 The Krytonite Krunch can be used as Edge's Edge O Matic.
 The Fallen Angel can be used as Marc Mero's TKO Move.
 The Turnaround Moonsault can be used as the Mero Sault.
 The Implant DDT can be used as Gangrel's move.
 The One Arm Slam can be used as Booker T's Book End.
 The Tennessee Jam can be used as Grandmaster Sexay's Hip Hop Drop.
 The One Handed Chokeslam can be used as Big Show's Showstopper.
 The Triple Powerbomb can be used as Jericho's Multi Powerbomb.
 The Moonsault at the side can be used as Jericho's Lionsault.
 The Dreamer DDT can be used as Chyna's DDT move.
 The Sleeping Neckbreaker can be used as Chyna's Rear Naked Choke Drop.
 The Painkiller can be used as Perry Saturn's Ring's of Saturn.
 The Front Brainbuster can be used used as Hardcore Holly's Hollycaust.

Hint : Taunt replacements in the creation mode :

The "A Little Shake" taunt can be used as Al Snow's Taunt (Hold imaginary object up in the air with your hands, and shake it back and forth.)
 "Are You Ready" taunt. (The wrestler crosses their arms up in the air.)
 "Arm Up Lean" taunt (Hold one arm up while leaning to the opposite side.)
 "Arms Down" taunt (Lean Backwards, and pull both of your arms backwards at your sides.)
 "Arms Out Flex" taunt (Holdy your arms out for a typical muscle flex.) Can be used as Lex Luger, Scott Steiner, and Hogan's taunt.
 "Arms Up Eh" taunt (Hold one arm up and spin around 360 degrees.) Can be used as D-Von Dudley's taunt.
 "As You Wish" taunt (Bend forward halfway so that you're bowing down to the opponent.)
 "Bang" taunt (Put your hands in a gun shape, and make a shooting motion off to the side.) Can be used as Cactus Jack's taunt.
 "Belly Slaps" taunt (Pound on your belly with your hands)
 "Big V" taunt (Raise both your arms up to make a V shape with your arms and body.) Jack Victory's taunt.
 "Blowing You Off" taunt (Hold one hand out and point to the opponent, motioning him away from you.)

"Body Rub" taunt (Rub your body all over.)

"Boxer" taunt (Move your hands around each other in a circular motion, like a boxer warming up)

"Bring It To Me" taunt (Lean backwards, and motion with both hands to the opponent to come towards you.) Can be used for The Rock's taunt.

"C'Mere Punk" taunt (Hold one hand out, and motion to the opponent to come forward with the other hand.)

"Check Me Out" taunt (Point with one hand to yourself while twisting and looking at the crowd.) Can be used as a Kurt Angle taunt.

"Chicken Choke" taunt (Make a motion like your choking a chicken's neck.) Roadkill's taunt.

"Come Get Some" taunt (Kneel forward, and motion with your hands for the opponent to come forward.) Can be used as a Rock taunt.

"Come to Angel" taunt (Use both hands to motion the opponent to come forward.) Angel's taunt.

"Count on Two" taunt (Get down onto your knees to make a fast two count and stop on the third one.) Can be used as Shane Mahon's taunt.

"Crazy Up" taunt (Hold both hands in the air, and grab one hand by cupping it from behind with the other hand.) Super Crazy's taunt.

"Cut it Out" taunt (Bend forward, put one hand on your hip, and motion up and down with your other hand.)

"Double Flexxy" taunt (Do a typical muscle flex above your shoulders, followed by another muscle flex at shoulder level.)

"Down Here" taunt (DX style crotch chop.) DX's taunt.

"Down the Middle" taunt (Hold one hand in front of you, and split the air down the middle with the other hand.)

"ECW" taunt (Hold both your arms out to opposite sides, making a T shape with your body.) Tommy Dreamer's taunt. Can be used as Scott Hall's taunt.

"Egging You On" taunt (Bend forward, put one hand on your hip, and point up and down towards the opponent)

"Excuse Me" taunt (Put both of your hands on your hips and hold them there.)

"FBI" taunt (Curl both of your hands backwards underneath your chin, and push your hands back and forth.) FBI's taunt

"FBI Dance" taunt (Shake your hips up and down, then raise one hand up in the air.)

"FBI Kick" taunt (Do the infamous FBI taunt, and a normal kick at the same time.)

"Feed Me" taunt (Lean backwards, and cup both of your hands over your mouth in an eating fashion.) Can be used as a Gangrel taunt.

"Flap Flap" taunt (Hold both arms up, and wave them up and down.)

"Female Butt Rub" taunt (Turn Around, and shake your butt while rubbing it.)

"Gangsta X" taunt (Hold both hands up in the air, and cross them to make an X.) This is not the DX taunt.

"Get Ready" taunt (Move one of your legs out to the side in a bending pose, followed by a DX crotch chop.) Alternate DX taunt.

"Get Some" taunt (Hold one arm behind your back, and motion towards the opponent with your other arm.)

"Get Through Me First" taunt (Cross your arms across chest and hold it there.) Can be used as Ahmed Johnson, Kronik, The Right to Censor's taunt.

"Go Homeboy" taunt (Do the dance where you swing both arms from left to right in a circular motion while swinging your hips too.)

"Goin Down" taunt (Put one hand at your hip, and point downward with your other hand.)

"Hands On Hips" taunt (Bend forward, and put both your hands on your hips, while shaking your head.)

"Hello Hello" taunt (Put your hands behind your head and shake your hips around.) Val Venis's taunt.

"Here's to Spike" taunt (Hold your arms at chest level, then wave to the crowd.) Spike Dudley's taunt.

"Here I Am" taunt (Hold both of your arms out wide above your head, and twist around a little bit.)

"Hey Hey" taunt (Put one hand on your hip, and wave with the other hand.)

"I Said So" taunt (Point at the opponent with one hand, while shaking your head and trash talking at the same time to him.) Can be used as a Steve Austin Taunt.

Hint : Suggested creation moves :

When in career mode, make sure your wrestler has the Pinning DDT as a move. When that move is used in tag team matches, the other wrestler will not be able to break up the pin unless he has a weapon.

Make sure to include one submission move with a created wrestler. You cannot win I Quit Matches if you do not have any submission moves.

Hint : Throwing into the corner :

When you throw your opponent into the corner they have to be stunned immediately when you threw them in or they will not stay in the corner and will fall down.

Hint : High category ready moves :

Your opponent has to be stunned for you to do ready moves that are under the high category.

Hint : Evenflow DDT advantage :

Besides being nearly impossible to break up the pin (except with a weapon), the Evenflow DDT has a second advantage. Hit your opponent with the Evenflow DDT. If they are in the light green close to yellow zone, you will score a three count on them.

Hint : Avoid boos :

Do not keep doing the same moves or the fans will boo you.

ECW Hardcore Revolution

Beulah McGillicutty :

Win the ECW Tag Team belt in career mode.

Bill Alfonso :

Win single player tournament mode as R.V.D.

Cyrus The Virus :

Win the ECW World TV belt in career mode.

Joey Styles :

Win the Acclaim belt in career mode.

Joel Gertner :

Win the Acclaim belt in career mode.

Judge Jeff Jones :

Win single player tournament mode as Mike Awesome.

Louie Spicolli :

Win ECW World Heavyweight belt in career mode.

The Sheik :

Win the ECW Tag Team belt in career mode

Taz :

Win ECW World Heavyweight belt in career mode.

Tommy Rich :

Win the ECW World TV belt in career mode.

All Jobbers :

Successfully defend the ECW World Heavyweight belt five times in career mode.

Random head mode :

Win single player tournament mode as Louie Spicolli.

Additional custom wrestler items :

Win single player tournament mode as Tommy Dreamer. Alternately, win the Living Dangerously tournament.

Headless mode :

Win single player tournament mode as Taz.

Little head mode :

Win single player tournament mode as Roadkill.

Big head mode :

Win single player tournament mode as Rhino.

Ego mode :

Win single player tournament mode as Chris Chetti.

Big hands mode :

Win single player tournament mode as Jason.

Big feet mode :

Win single player tournament mode as Balls Mahoney.

Fat man mode :

Win single player tournament mode as Spike Dudley.

Hangman mode :

Win single player tournament mode as Big Sal Graziano.

New chant :

Press **Start** to pause game play after a chant starts. The crowd will be doing a different chant after the game is resumed.

Hint : Easier career mode :

Start career mode with Raven. His finishing maneuver (Even Flow DDT) is almost a guaranteed win. Raven's finisher helps when the odds are against you, such as in 2 vs.1, 3 vs. 1, or even Tag Team. When you try to pin your opponent, their partner interferes and breaks the pin. However, the Even Flow DDT is immune to most types of interference, but can be broken up with a weapon.

Hint : Quick moves :

Press a move combo while your opponent is getting up. As soon as he is fully standing, the move will automatically be executed before your opponent has a chance to do anything.

Glitch : Referee counts without a pin :

Play a Finisher Only Elimination style match. Every time you do a finisher the referee will count 1 2 3 before the wrestler leaves the ring. The referee will still count even though the wrestler is not pinned.

Elemental Gimmick Gear

Enemy list :

Locate the two computers near the first save location at the beginning of the game. Use the "Talk" command at this location to view a list of enemies and extra graphics from the game.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find more images from the game, including a comic strip.

Regain health :

Wait until your character has less than eleven hit points. Then, stand on stairs and allow an opponent to hit your character to regain up to eleven hit points.

Eco-spinner :

This is the best item in the game. Find Luckie and beat him 100 times in a row to get it. **Note** : Try to do this as early in the game as possible as Luckie becomes difficult to defeat as the game progresses.

Hint : Odd creature :

Do the following after getting the fire elemental, but before getting the ice elemental. When you get the fire elemental, you can burn away the log at the south end of the map guarded by the hedgehog thing. Go through and you will see three hedgehogs and a computer. Examine the area and the computer, then leave. Make sure you have at least 1,000 gabaros and pay the donation (all your money) to the kid. This opens up Luckie's Leisure Land inside the pipe in town. Spin yourself in there. Go into the second room inside and examine the container by the wall. Then, go about your business at the north side and get the ice elemental. Return south to where you burned away the log and enter the area. You will leave your EGG to investigate the creature on the ground, and pick him up. Return to Luckie's World, and deposit the creature into the container by the wall. Feed it fire elemental crystals until it is full. Go get more and do it again. Visit it a third time and a creature will emerge from the container. Press **Action** and he will spit up about three items. It is random, and may result in a defense or an attack capsule. **Note** : He will steal health points, gabaros, and elemental crystals in the process.

There is a creature in the room in the cave up north, where you get the attack crystal after you freeze the water and get the flower to spit you across. The creature is in the room below where you fought the centipede Boss. It is in the room you entered to open the Boss' room.

The third "odd creature" is in the hidden staircase room that is found on the right side of the first room of the south half of Fogna 1F.

The fourth "odd creature" is found in the cave near Fog Tower that has the Nova Trap guarding an energy tank.

Industrial Spy : Operation Espionage

Note : This game is also titled Espion-Age-Nts.

Replay game :

Successfully complete and save the game. Load that saved game to begin again with the same AP and agents (except Mondstein) present at the end of the first game.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find images from the game in the "Presents" folder.

ESPN International Track And Field

Pole vault :

Enter **L.a.** as a case-sensitive name in championship mode to unlock the pole vault. *Note* : This also unlocks a chrome metallic player in trial mode.

Extra events :

Enter **Montreal** as a case-sensitive name in championship mode to unlock secret events such as the pole vault and weight lifting. A sound will confirm correct code entry.

Gold mode :

Enter **Helsinki** as a case-sensitive name in trial mode. A sound will confirm correct code entry.

Orange metallic player :

Enter **Moscow** as a case-sensitive name in trial mode. A sound will confirm correct code entry.

Silver metallic player :

Enter **Munich** as a case-sensitive name in trial mode. A sound will confirm correct code entry.

Bronze metallic player :

Enter **Roma** as a case-sensitive name in trial mode. A sound will confirm correct code entry.

Silver metallic player :

Enter **Sydney** as a case-sensitive name in trial mode. A sound will confirm correct code entry.

Green metallic player :

Enter **Mexico** as a case-sensitive name in trial mode. A sound will confirm correct code entry.

Red metallic player :

Enter **Tokyo** as a case-sensitive name in trial mode. A sound will confirm correct code entry.

Gray metallic player :

Enter **Athens** as a case-sensitive name in trial mode. A sound will confirm correct code entry.

Yellow/Orange metallic player :

Enter **Atlanta** as a case-sensitive name in trial mode. A sound will confirm correct code entry.

Silver with purple and blue metallic player :

Enter **Seoul** as a case-sensitive name in trial mode. A sound will confirm correct code entry.

Hint : Hammer throw :

The hammer throw is one of the more inconsistent events in the game. Use your favorite technique to do fast, clockwise circles. **Note** : Your power here does not necessarily have to be glowing red; orange-red will do. Stop the power meter at the farthest left side of the throwing area as possible. The red ball can be hanging about one third over the line to still constitute a legal throw. Set your angle at either 43 or 45 degrees for the best possible throw. The game will only let you stop on 43, 45 or 48 degrees usually, and 48 is too high. This technique should land 101+ meter throws and set some great records.

The best way to get long distances is to build up power fast enough so that you can release the hammer when it is directly in the middle of the two lines. If you do this and get the angle at either 43 or 45 degrees, you should consistently get gold medals.

Hint : Javelin throw :

The sun gets in the lens at one point during this event. If you are having trouble with the fouls in this event, try to set your angle before you get the sun in your lens.

Hint : 100 meter dash and 100 meter freestyle swimming :

While button pushing, all you need is consistency. In both events, you need to develop a system that will help you jump "out of the blocks" before the rest of the field. Try counting down 3...2...1...after the word "Set" disappears on the 100 meter dash. In the 100 meter freestyle, use that same system once your swimmer's hands have come to a complete rest on the stand. In each event you should then button press as fast as possible to build a lead, then maintain a very even and moderately fast button pressing system. This allow you to break records consistently. **Note** : It is possible to get less than 9.45 seconds in the 100 meter dash. The game obviously locks you in at certain times and distances throughout the events.

Hint : Pole vault :

To unlock this event, get a gold medal in the first eight events and at least a silver medal in High Jump and Triple Jump. In the pole vault event, it is impossible to vault 7.00 meters. However you can vault 6.99 meters quite easily. Vault 5.50 on your first attempt, then when successfully cleared, attempt 6.00 meters, which is still an easy vault and puts you in first place. Finally, after you have successfully completed that, attempt 6.99 meters. You should be able to clear it rather easily if you are good. However, at 7.00 meters once you advance, the game will always stop your recovery bar at the same two spots around the stop arrow - a fraction of an inch before or slightly farther after the stop arrow.

Hint : Trap Shooting :

Get a gold in all the events (Including High Jump, Triple Jump, and Vault) to unlock this event.

Hint : High Jump :

Get a medal in all eight events in trial mode to unlock the High Jump. This event is almost identical to the Pole Vault. In this event, anything lower than a 43 degree angle will make your athlete jump with too much forward force, making him hit his head on the bar. Always start your jump before the middle of the jump zone and go for a 45 or 48 degree angle jump. It is fairly easy to get your power to glowing red in this event, so build it up.

Hint : Triple Jump :

Get a medal in all eight events in trial mode to unlock the Triple Jump. This is one of the hardest events in the game. You must be able to tap the **X** and **B** buttons with a lot of speed (as in the 100m Dash), have excellent reflexes (as in the Horizontal Bar Gymnastics), and a good eye for a line (as in the High Jump and Long Jump). Get your power up to the orange-yellow color so you have good jump length. Make sure you tap the **L** very close to the white line for that extra little amount of length in your jump, and try to get a "Good" rating in the timing meter. If you are lucky, a "Great" might

surprise you. However, you should not try to get that rating, because you will most likely foul.

Hint : Weightlifting :

This is an event that requires some patience. You should not try the Clean or Jerk portion until your power is at least halfway inside the "OK" zone. Then, it is just timing. Do not overdo it on the hold for 3 part. If you try to get too fast in your button pressing, you are bound to press the same button twice and make your meter slip. If this happens when you are already into the "OK" zone, you might slip out of it when you are still being counted off. The maximum weight may be impossible because the "OK" meter is very small in size, making it impossible to get the bar to lock inside it. **Note** : It is possible to get 280.0 kg, but it is very difficult.

Hint : Blimp :

Finish the 100 meter dash with a time that has the same number in the last and second to last place.

Hint : Mole :

Finish the long jump with a distance that has the same number in all three places.

Skies Of Arcadia

Note : This game is also titled *Eternal Arcadia*.

Hidden artwork :

Place either game disc in a PC compatible CD-ROM drive and open the "master01.bmp" file.

Hidden audio :

While the game was in development, the game programmers wanted to implement speech. However in the final version, the speech was not included. The speech was only in the battle system. Use the following steps to hear the voices that they were going to use. Turn on the Dreamcast with no disc. When the system screen shows up, go to CD player. You will see there is no CD when you go in the CD player. While at the screen with the CD Player controls, insert either game disc. When the disc is loaded in the CD player, the Skies of Arcadia CD will appear. Select "Play" to hear the hidden audio.

Hint : Finding Gordo's bar :

Go to map square E4.

Hint : Finding Glacia :

To find Glacia easier, look at the lands of ice. Most of the ice is white, but within the white ice is one light blue area. It is over the mountain when you discover the lights in the sky -- go to the other side of where you are now (over the mountain). In that side alone, look for a light blue area in the ground containing a city frozen in ice. **Note** : This is very hard to find because none of the tips of the buildings in the city emerge from the ground.

Hint : Getting items from Ilchymis :

After finding Ilchymis, you can have her on your ship. Return to Crescent Isle, so that you can give her some money. She will build a boutique for you. The next time you return to Crescent Isle you will be able to buy items from her. From now on, buy all the items she has and give them to your party members and to Vyse. After the first session of buying things for your party, go outside then return back in again. You can now buy the same items. Once again, load up your party then get out. Repeat this as many times as needed. Check the menu to see if you have 99-9999 of items on your party members. Go into a ship battle or ordinary battle with these skills. If the enemies will shoot a magic spell on your team, the points will be 0 and you cannot take much damage.

Hint : Secret Aika FMV sequence :

When you begin the game and pass the part with Alfonso's ship, return to your island. Get out of the underground base of

Pirate Isle. Aika will say that she needs to freshen up a bit. Go to her house, then face towards the door. Go all the way to the left left until you see a clothesline. In that one corner you will see, pasted on the wall of that house corner, a handkerchief. Inspect the handkerchief and you will see a hidden FMV sequence of how Aika looks with her hair down.

Hint : Secret specials :

You need the Delpinus and at least 5 crew members to get these specials. Get your SP (spirit points) in battle to full and a crew SP icon will appear next to the item. This enables all of your active crew members to attack. Repeat these steps to get another special. You need all 4 people alive for this. This one combines the strength of all 4 people, and is the strongest special in the game.

When Vyse has his own ship, he is able to look for 22 crew members but you need at least 5 to do this. When you get 48 spirit points in battle (not ship battle), you can choose to use the Crew Special. It is the strongest in the game, depending what crew you have active -- they can heal you as well as attack the opponent.

Hint : Specials :

Get Fina's regeneration special as soon as you can. It will help you when fighting tough Bosses. Also get Vyse's Skull Shield and Aika's Magic Shield specials, as most of the times the enemies will try to attack you or use magic on you. Keep in mind that some attacks cannot be blocked.

Hint : Easy ship battles :

When you get the Valuan battleship and can get crew members, return to Nasrad to get the rich obese merchant to find special items.

Hint : Easy level up :

After you go through the Dark Rift you will be able to go back. After you finish off all the tasks and you have to go around the world, go back to the Dark Rift and go to the exit. You will see a large black Eloopper which is stronger than Ramirez. Get into battle with it and automatically use Vyse's Skull Shield, Aika's Blocking Magic special, Drachma's Spirit Charge, and have Fina Focus. Repeat until you get the Prophecy crew special and use it. Keep doing this until it dies to get 7000 experience points.

Hint : Semi-invincibility :

If you have Vyse's Skull Shield, Aika's Blocking magic and Fina's Petrifying special, use them during battle. Most of the time you will not get hurt, and if you are lucky and Petrify your enemies, it will give you time to focus and hit them with your best attacks.

Hint : Easy item collection :

Use a VMU to play the Pinta's Quest mini-game to collect rare items and find Moonberries sometimes. Try using this method as soon as you talk to Pinta. It is also recommended that you do not trade with the boats in the mini-game, because you will not know what you traded (and it could be a rare item).

Hint : Velorium location :

You may have heard Ryu-Kan talking about something called Velorium. This is used to forge Vyse's best weapon. It is found in the Vortex (the place you found Fina's ship) after Soltis rises. Use the radar until you hit something, then look around. This may take some time due to the battles. When you find a piece (there are two down there, but you only need one. Bring it to Ryu-Kan and he will forge Vyse's best weapon.

Hint : Pirate Isle : Extra money :

Face Vyce's house, and to the left is a tombstone. Observe it closely to notice that it looks strange at the center. Press **A** next to it and the tombstone will open. You will be on the underground base in a special area. There is a treasure chest that contains some money there.

Hint : Cham locations :

1. Pirate's Isle : Go to the underground area. It is near the crane at the topmost area.
2. Shrine Island : It is on the third level down from the entrance.
3. Maramba : It is on the balcony of the inn.
4. Temple of Prynn : In the second hall with a falling boulder. It is in the center of the hall against the left wall.
5. Horteka : Just before the entrance to the airship area.
6. King's Hideout : Near the open silver pot.
7. Moon Stone Mountain : At the very first fork, turn left and search.
8. Moon Stone Mountain : In the first room that you can see below, cross to the other side via the left path, then get on the middle path and search near the trap panel.
9. Rixis Entrance : It is to the left of the statue where you placed the Golden Man's Eye (the left statue).
10. Rixis : In the area with several floating platforms, after crossing on the first, go up the broken stairs and search. It is at the top.
11. Defeat Gordo in the North Ocean.
12. Nasr : Automatic when you receive the paycheck at the tavern.
13. Daccat's Island : It is near the entrance when you go there with Aika and Fina.
14. Daccat's Island : In the room with several bridges on Aika's side, go to the treasure chest and cross the two bridges straight in front of you, then search.
15. Search at the top of the Sailor's Island lighthouse.
16. Nasrad in Ruins : Search below the fountain in the center of town.
17. Search the deck of the Delphinus.
18. Esperanza : Go down the ladder near the entrance of the main town area and search.
19. Yafutoma : You will find this cham on the right side of the city near the ferry dock.
20. Mt. Kazai : After the drop from the room with four passages, go down the passage until you reach a fork. Go South and search immediately for the cham.
21. Exile Island : Follow the path until you pass under a "roof". Then, go to the next circular area and search for a cham.
22. Crescent Isle : Search behind the building with the large cannon in it, underground.
23. Crescent Isle : Look near the flagpole in the upper part of the village.
24. Gordo's Bistro : Search near the barrels, Gordo's Bistro can be found in North Ocean near the top of the sky.
25. At the entrance of the Ruins of Ice.
26. Glacia : From the final save point in the dungeon, go south past an intersection and search at the end of the path.
27. Ilchymis' Island : Look down the stairs near one of the machines.

28. Hamachou Island : Download the second file from the Skies of Arcadia homepage via the Dreamacast Internet link. This island is located high in the sky above Dark Rift. Search around near the partying Chou to find the Cham.
29. Shrine Island - Part of Soltis : Once inside the area with many ring rooms, go to the last large room before the next area and go down one room. It is located here.
30. Soltis : Once in the area with all the teleporters, search each level for the final cham. It is there.

Hint : Abirik Cham locations :

1. Catch 10 Sky Sardis fish and give them to the merchant flying next to Horteka.
2. Go to Nasr once it has been destroyed. Talk to the old merchant who gave you the passport into Valua. He is in the weapon shop.
3. Keep going to the Kabal lady in Maramba and the tavern keeper in Esparanza until you have to find Gentum, Khale and Kabal to make some Kabal skewers. The Kabal can be found by going to Gordo's Bistro and talking to Gordo; the Gentum by going to the item shop in Nasr and buying it for 300 gold pieces; and the Khale is found on an invisible island called Spice Island, south-west of Yufatoma. It is also a Discovery -- watch your compass. Once you have got all these, keep going back and forth again until the tavern keeper gives you the final Abirik Cham.

Debug mode (Official Dreamcast Magazine demo version) :

Highlight "Skies Of Arcadia" at the main demo menu. Hold **L + R** and press **Start**. Keep **L + R** held while the game loads. While **L + R** are held, press **Start, A(3)** at the epilepsy warning screen. Release **L + R**. The message "CESA ROM Aug 8, 2000 10 :13 :12" will appear to confirm correct code entry. The debug menu will be in Japanese. Select the top option to access the scene selection screen. Change the default scene "103a" by pressing **L, R**, and the **D-pad**. Enter one of the following values to play the corresponding scene.

- 002x** : Beginning of mini-quest
- 002y** : Underground pirate hideout
- 002z** : First battle of consecutive four battle sequence
- 090a** : Game over screen
- 103x** : Final (Boss) island sequence
- 103y** : Sequence before mini-quest Boss
- 199a** : End screen for "Laws Of The Air Pirates"
- 199b** : End screen for consecutive four battle sequence
- 199c** : End of mini-quest screen, no subquests done
- 199d** : End of mini-quest screen, all subquests done
- 199e** : Game over screen (Vyse down)
- 199f** : Game over screen (Ship crashing)
- 199g** : End of airship battle screen
- 199h** : Ship and big fiery bird screen
- 202z** : Sunset FMV sequence from start of mini-quest
- 399a** : Ship battle sequence (first fight)
- 400x** : Start screen for "laws Of The Air Pirates"
- 401x** : Part four of "Laws Of The Air Pirates"
- 403x** : Part five of "Laws Of The Air Pirates"
- 404x** : Part three of "Laws Of The Air Pirates"
- 405x** : Part two of "Laws Of The Air Pirates"
- 406x** : Part six of "Laws Of The Air Pirates"
- 500a** : Ship battle sequence (first fight)
- 518a** : Ship battle sequence (second fight)

Evil Dead : Hail To The King

Hint : Ash comments :

Load the game and allow the opening sequence to complete. Leave the game at the "Push Start" screen and Ash will eventually start to make comments.

Hint : More mushrooms :

When mushrooms appear, collect them, leave the screen, then return to collect them again. Repeat this until they no longer appear.

Hint : Finding mushrooms :

When you are mixing mushrooms in your inventory, you will hear a sound. When you are wandering around the same sound will indicated that a mushroom has appeared. You can also wait for the sound to play again to get another mushroom. *Note* : Listen for that sound when fighting the last Boss.

Hint : Defeating the last Boss :

Use the following trick to avoid attacks and make your health kits last a little longer when fighting the last Boss. Walk up as close to the posts as possible after hitting them, run a very, very tiny bit to the center of the ring towards the demon, then run back out. The demon will try to bite at you instead of blowing gas at you. Most times, he will bite and miss. Be careful, because after you do this a few times, he will move slightly towards the corner and be able to bite you right through the center of the post -- keep your distance while hitting that post.

Hint : Large med-kit :

When fighting a Deadite or Hellbilly, turn on your chain saw and slash at them. After a few hits Ash should jam the chainsaw into them and keep it there. Then, use the ax and hit the Deadite while your chain saw is still in them. When they die, they will usually leave behind a Large med-kit. You can also use the other weapons instead of the ax, but it just wastes ammunition.

Hint : Wolverine Troop leader's identity :

After getting the *Note* from the boys parents inside one of the tents in the Wolverine Troop's campground (the large one), you will see that the leader whom you fight later is named Mr. Nugent. After fighting the troop leader and reach Father Allard with all five Necronomicon pages, you will need to place something in the offering plate of a person named "Ted". Once you get the offering, you will see it says that it belonged to the troop leader. You now know that the leader is named after rock star Ted Nugent.

Evil Twin

Unlimited lives :

Press [Jump] [Action] [First Person View] [Jump] [Shoot].

Visor :

Press [Shoot] [Shoot] [Jump] [First Person View] [Action].

Sniper :

Press [Action] [Shoot] [Jump] [First Person View] [Shoot].

Super shot :

Press [Shoot] [First Person View] [First Person View] [Action] [Jump].

Quick shot :

Press [Action] [First Person View] [Jump] [First Person View] [Shoot].

Bounce shot :

Press [Shoot] [Action] [Shoot] [First Person View] [Jump].

Screensaver :

Pause game play and allow the game to idle until the view zooms in and out.

Evolution : The World Of Sacred Device

Bypass dialogue :

Press **B** before a move is made during a battle.

Alternate costumes :

Press **X** at the character selection screen.

Double attack :

Attack a monster from behind to give your characters two attacks in a row.

Extra money :

Successfully complete the game and save it. Load the saved game to start with more money.

Save money :

To save money when you have another character and you get to the final floor, switch to Gre and defeat the Boss. Also, Gre has the power to make the Boss wait longer.

Unlimited Naolin Gold :

On the carrier where you fight Eugene is a room with a soldier lying on the bed. The window on the door has a red cross on it. Approach the shelf towards the back of the room and you will get a Naolin Gold each time that you talk to it.

Hint : Spray parts :

Go to the Shade Ruins to get the spray parts.

Hint : Hammer parts :

Go to the Sheol Ruins to get the hammer parts.

Hint : Easiest cave :

The easiest cave to go to is the Shadow Ruins.

Hint : Defeating Eugene's second form :

On Eugene's ship, near the end of the game, you will have to face Eugene's tank form. Bring Pepper Box and Gre Nade along in your party, equip Pepper's "Bullet parts", have at least four Green Mosses or Cosmo Fruits, and be at least level 75 for each character. Use Pepper Box as the main attacker in the battle, with her "Pepper Flash" attack, Mag as the main healer attacker with his "Recovery and Hand parts", and use Gre Nade to give Pepper Box the Green Mosses or Cosmo Fruits after she uses "Pepper Flash". If Eugene is still alive and you run out of FP for Pepper and you have no more Green Mosses or Cosmo Fruits, use Mag to attack with "Magna Rave" attack and the battle should be over soon.

Use Mag as the main healer with Gre as the attacker with Lightning Spirit. Before doing that, use Mags Spray Parts to reduce the amount of FP for the attack. Also use Chain to attack. First, power him up with battle parts.

Have Mag, Pepper, and Gre. You must be at level 50 and Pepper must know Flat Shot. Have Mag and Gre attack while Pepper uses Flat Shot at least four times to lower damage and attack. Also have Mag be the healer most of the time, and

have him use his strongest attacks.

Hint : Rock Cyframe :

There is a Cyframe part that is the best part for Mag. It is called The Rock Cryframe. You can find it in Ruin in the south, all the way in the south.

Evolution 2 : Far Off Promise

Bypass dialogue :

Press **B** before a move is made during a battle.

Super attack :

Hold **A** when your character pulls back a weapon when attacking. Release **A** after the attack does damage.

Alternate ending sequence :

Successfully complete the game twice to display a congratulations screen.

Hint : Unlimited Naolin Gold :

On the 15th floor of the Society Dungeon is a room with three pillars that you can knock down with Mag's hand. Near the wall is a box that contains Naolin Gold every time you enter the dungeon.

Hint : Wake up from Sleep spell :

Repeatedly press **A** if you are under the Sleep spell to wake up quicker.

Hint : Evolution reference :

Successfully complete the original *Evolution* game and have a save file from it on the same VMU as your *Evolution 2* save file. When you get your first assignment from SOCIETY, the man you get it from will tell you Mag's level that he is currently at in the original *Evolution*, and the girl will say that Mag is in huge debt from the first game (\$200,000).

Exodus Guilty Neos

View FMV sequences :

Press **A, B, R, L, Start** at the Abel logo. Press **Start** during a FMV sequence to advance to the next one.

Expendable

God mode :

Press **Up, Down, Left, Right, L, R, Left, Right, Start** during game play.

Additional lives :

Press **A, B, X, Y, L, R, Up, Down, Left, Right** during game play.

Additional credits :

Press **A, B, Left, A, B, Right, B, A, Down, R** during game play.

Level select :

Press **Up, Down, Up, Down, Up, Down, Left, Right(2), Y** during game play.

Level skip :

Press **Y(2), X(2), L, R, Down(2), Up(2)** during game play.

Grenades :

Press **Down(5), Up(4), R** during game play.

Instant victory :

Press **L, R, L, R, Left, Right, Left, Right, Y, X** during game play.

Shields :

Press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y** during game play.

First person view :

Press **L, Left, R, Right, X(2), Down(2), R, L** during game play.

View ending sequence :

Press **L, R, L, R, Left, Right, Left, Right, Y, X** during game play.

Xtreme Sports

Note : This game is also titled Extreme Sports.

Hidden course :

Select the Himalaya track under the easy difficulty setting. Enter the "skeleton" tunnel, and turn to follow the alternate route to the left. Collect the medallion to unlock a hidden ATV course.

Hard difficulty setting :

Win first place under the easy difficulty setting.

Expert difficulty setting :

Win first place under the hard difficulty setting.

Hint : Bonus trick medallion :

Under the easy difficulty setting, choose Maui. Towards the end of the race (snowboarding), go to the left on the last grind rail.

F355 Challenge

More courses :

Hold **X + Y** at the options screen. Select the "Password" option that will appear. Enter one of the following case-sensitive passwords to unlock an additional course :

Enter **CinqueValvole** to unlock the Fiorano course.

Enter **LiebeFrauMilch** to unlock the Nurburgring course.

Enter **Stars&Stripes** to unlock the Laguna-Seca course.

Enter **KualaLumpur** to unlock the Sepang course.

Enter **DaysofThunder** to unlock the Atlanta course.

Enter **FaqotaDondlata** or **RietiaNovelto** to unlock two additional courses.

Link mode :

Hold **X + Y** on a standard controller or **L + R** on a driving wheel controller at the main menu.

Full pause screen :

Press **Start** to pause game play, then hold **X + Y**.

Fighting Force 2

Level select :

Press **Left, Up, X, Up, Right, Y** when "Press Start" appears on the opening screen. The screen will flash to confirm correct code entry. The level selection screen will appear when a new game is started.

Unlimited health :

Press **L + R + Y + A + Analog-stick Left** when "Press Start" appears on the opening screen. The screen will flash to

confirm correct code entry.

All weapons :

Press **A, B, Y, X, Y, B, A** at the options screen.

Fireworks :

Successfully complete the game, then return to the screen with the "Start Game", "Load Game" and "Options" selections to see fireworks.

Fighting Vipers 2

Alternate costumes :

Highlight a fighter and press **Up** or **Down** at the character selection screen.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Bonus stage :

Defeat Mahler in arcade mode faster than 5 :50, and either have more than half your energy or finish your opponent with a Super K.O.

Fight as B.M. :

Defeat B.M. in arcade or random mode with a Super K.O.

Fight as Del Sol :

Successfully complete the game after defeating Del Sol in random mode.

Fight as Kuhn :

Defeat Kuhn in the bonus stage in arcade mode.

Fight against armorless B.M. :

Defeat Kuhn in the bonus stage in arcade mode. B.M.'s armor will fall off before your match with him.

Alternate Honey costumes :

Successfully complete arcade or random mode with a total of six or more Super KO finishes. Hold **R** or **Z** when selecting Honey at the character selection screen for a pink or blue costume.

Alternate ending :

Defeat B.M. in the final match with a Super K.O. to view alternate character art during the ending sequence.

Hint : Super punch :

Hold **Back** and press **X**.

Hint : Super kick :

Hold **Back** and press **Y**.

Hint : Charlie : Bike :

Press **Down(2)** when fighting as Charlie.

FirePro Wrestling D

All hidden characters :

Press **R + L + Y** to unlock all hidden characters and get 300 points for the create a wrestler mode. A sound will confirm correct code entry.

Hint : Victory Road :

As soon as the match starts, go outside the ring, grab a weapon, get on the apron, go in, and when he/she comes toward you, hit them. Go back on the apron, wait until they go to the middle of the ring, and go back in and repeat until they start falling down from the shots. You will most likely be able to make them tap out with a submission. If not, beat them up a little more.

Hint : Bonus wrestlers :

Win the championship in each federation to unlock more wrestlers.

Flag To Flag

Note : This game is also titled Super Speed Racing.

Super Speed mode :

Complete championship mode once. The game will remove mirrors in the cockpit view and twenty cars to increase the frame rate to 60 fps.

Bonus pace cars :

Complete championship mode four times to unlock the Acura NSX, BMW M3, Toyota Celica, and Toyota T100 pace cars.

Bonus camera angle :

Complete championship mode once and finish in first place in each race to unlock a far top view camera angle that resembles the game *Micro Machines*.

Drive as S. Hattori :

Complete championship mode once to unlock a bonus Japanese driver that is not ranked in the CART-Season or with a Team.

Rainy weather :

Hold **L + R + Down** immediately after selecting a track in arcade mode. Continue to hold the buttons until the track completes loading.

Weather never changes :

Hold **L + R + Up** immediately after selecting a track in arcade mode. Continue to hold the buttons until the track completes loading.

Floigan Brothers

Hint : Easy tag win :

When playing tag with Moigle, there will be a trash can in front of the place where the mail box area is located. Just run circles around that trash can while still keeping Moigle behind you for an easy win.

When Moigle asks you to play a game, run to the stepladder near the mailbox. Do not climb it. Press **Y** and ask Moigle to play tag. When Moigle accepts it, quickly climb up to the top of the stepladder and do not move. Moigle will not be able to poke you, allowing you to win easily.

Hint : Easy hide-and-peek win :

Hold your mask when telling Moigle you want to play hide-and-peek. If he agrees, wear your mask when the timer starts.

Hoigle will face in the direction that Moigle is hiding. *Note* : Do not do this if "Not now" appears at the bottom of the screen or Moigle will cancel the game.

Frame Gride

Hint : Defeating Zyblanel :

Collect Squires and use the Bazooka Projectile. Shoot Zyblanel when he stops moving.

Frogger 2 : Swampy's Revenge

Level select :

Pause game play, then hold **X** and press **Up, Down, Left, Right(3), Down, Left**.

Level skip :

Pause game play, then hold **X** and press **Right, Left, Up(3), Right, Left(2)**.

Unlimited lives :

Pause game play, then hold **X** and press **Down(2), Up, Down, Right, Down, Up(2)**.

All characters unlocked :

Pause game play, then hold **X** and press **Left, Right, Left(3), Up, Left(2)**.

Extras and bonus levels unlocked :

Pause game play, then hold **X** and press **Right, Up(2), Down, Right, Down, Right**.

Temporary invincibility :

Pause game play, then hold **X** and press **Left(2), Up, Left, Down, Right(3)**.

Turn coins into Mad Garibs :

Pause game play, then hold **X** and press **Right, Left, Right, Left, Up(2), Left, Right**.

Hint : Level secret :

Collect all the gold coins on a level to unlock a secret for that level.

Hint : Killing snakes :

You can kill the snakes by stepping on their backs. However, do not hit their heads.

Hint : The Ant's Nest : Extra lives :

At the part where the ants are going in a straight line, go in the part where the ants go in. Be careful inside, as there are little ants. You should find six lives. *Note* : Having the Feeding Frenzy power-up activated is recommended.

Fur Fighters

Mini-games :

Defeat the indicated Boss to unlock the corresponding mini-game :

Boss

Mini-game

Claude

Balloon Lift

Esmerelda	Bear Attack
Gwynth	Block Puzzle
Juanita	Snake Classic
Viggo	Bomber Bear
Winnie and Mai	Super Snake

Boss bonuses :

Defeat the indicated Boss a second time to unlock the corresponding bonus :

Boss	Bonus
Claude	Ammo Boost
Esmerelda	3D Mode
Gwynth	Auto Aim
Juanita	Health to 100%
Viggo	Invincibility
Winnie and Mai	Bears 2x Tough

Mini-game bonuses :

Successfully complete the indicated mini-game under the listed goal to unlock the corresponding bonus :

Mini-game	Goal	Bonus
Balloon Lift	10,000 points	Small character
Bear Attack	10,000 points	Alternate voices
Block Puzzle	Less than 60 seconds	Rotation camera ¹
Bomber Bear	30,000 points	Big head mode
Snake Classic	5,000 points	Rocket camera
Super Snake	10,000 points	Fish-eye lens

¹ Press **Y** on controller **B** to move the camera around your camera

Thin mode :

Complete the Maze in Temple of Gloom to get very thin characters.

High scores :

Collect all 100 tokens in any level. Re-enter the level and collect the large stopwatch, then race to the finish. If you are quick enough, you will be allowed to make an entry on the high score screen.

Fight as Walter :

Successfully complete the Bear Attack mini-game to unlock Walter.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find graphics of the game's stages and characters in the "omake" directory that can be used as desktop wallpaper.

Gaia Master Kessen! : Seikiou Densetsu

Dark :

Successfully complete the game in story mode to unlock Dark as a playable character.

Variel :

Defeat Variel during game play in story mode to unlock her as a playable character.

Easy weapon points :

Set the difficulty to easy and play the game in story mode. Save the game just before ending a level and change the difficulty to hard. Complete the level to get the weapon points for the hard difficulty setting. Change the difficulty back to easy when starting the next level.

GameShark CDX

Play imports :

The Dreamcast GameShark CDX can play most import games. Start the GameShark CDX, select "Play without codes", choose "OK", then insert your game disc. You can also enter codes for the import if available before switching discs.

Message from Gav :

Press **L + R + X** at the main menu. A message will appear on the bar at the bottom of the screen.

Garou : Mark Of The Wolves

Fight as Grant :

Highlight Rock at the character selection screen, then press **Left**.

Fight as Kain :

Highlight Terry at the character selection screen, then press **Right**.

Fight against Shadow Grant :

Enable the "Fight as Grant" code, then choose Grant as your character. By the time you make it to Grant (your enemy), it will instead be Shadow Grant.

Fight Shadow Kain :

Enable the "Fight as Kain" code, then choose Kain as your character. By the time you make it to Kain (your enemy), it will instead be Shadow Kain.

Random fighter selection :

Hold **Start** at the character selection screen.

Bonus FMV sequence :

Successfully complete survival mode without continuing.

Gallery art :

Successfully complete survival mode with any fighter with no continues.

Alternate winning pose :

Press **Taunt** immediately after defeating your opponent. An alternate winning pose will appear after your taunt is complete.

Gauntlet Legends

Full pause screen :

Pause game play, then press **X + Y**.

Screen saver :

Leave the game idle for a long time and a screen saver will appear.

Hidden characters :

Unlocking the four hidden characters; Falconess, Minotaur, Tigress, Jackal, is a fairly easy process. Just get to level 25 with each of the four original characters. Load your level 25 character and start a new one through character management. Hold **Turbo** and you will notice your character has turned into its counterpart. For example, Barbarian becomes Minotaur and Wizard becomes Jackal. They can be selected with any color.

Hint : Pojo the chicken :

You will find an egg in a chest in one of the towers in the castle courtyard level. Collect the egg and you will become Pojo the chicken.

Hint : Using two-player bridges :

You can use the two-player bridges in single player mode in two ways :

Step on the switch, and if you are very lucky, you will make it.

With an enemy on the other end of where the bridge would be, step on the switch, lure it onto the bridge, then cross.

Hint : Maximum levels :

Note : A controller with an auto-fire feature is useful for this trick. Begin game play in the first level in the mountain world. Go to the second set of stairs. Stand in front of the stairs and keep holding **Fire**. Unlimited green trolls will keep coming at you. Leave the game in this position for as long as needed to maximize your levels.

Begin game play in the fourth mountain level, the volcanic cavern. This trick allows you to gain up to three levels each time that you visit it, and works well when at a high level that requires a lot of time to gain more levels. Open the first death treasure chest and kill all the monsters up until the first switch for the rotating platform. Be sure not to step on the switch. Return to the first chest containing the Anti-Death Halo. Kill the first Death and if you are fast enough, get the other two Deaths in the stage. One is located in the area with the three normal barrels, in the middle one. The other Death is in a chest before it, but only at certain times depending on what time you open it. A lot of money can also be accumulated, because of the number times used to visit the stage to acquire the levels.

Use the following trick to get a lot of health as well as gold and experience. Go to level 2 in the Volcano. Play through the level and you will receive approximately 2,300 gold each time. The monsters are also weak, and instead of having the food make up for lost life, you will earn about 600 life. Each time you play the level you will earn close to or a little over 5,000 experience even at higher levels. Play through this level three times, saving all gold and power-ups to sell, and you will earn over 20,000 gold.

Hint : Fighting the dragon :

Every time the dragon shoots fire, run behind a rock. You will get the timing correct if you practice. Soon you will know exactly when to run. When it shoots a fire ball (not a fire flame or anything else) and if you have successfully got behind a rock, it will hit the rock which will turn red. Do it again and the rock will break. One of the rocks has 3-way shot inside. Take it and fire the 3-way shot at the dragon to kill it quickly.

Instead of allowing the dragon to destroy the rock, simply run behind the first middle rock to get the 3-way shot. Keeping the rock intact makes it a good place for hiding to avoid the shockwave created when dragon smacks the ground.

Hint : Food from Death :

If you know where Death is in the level, get a potion. Instead of opening the chest or barrel and killing him, use the magic while he is in the chest or barrel. After he screams, the chest or barrel will shake. Open it to find some food.

Hint : Death as a level upgrade :

Death is easy to kill. Typically when you find it, you can use the "Magic Potion" and you gain marginal experience points. When you find the "Halo", do not use your magic. It will void out the "Halo power". Just walk next to Death and let the "Halo" do its task. It will upgrade you to the next experience level.

Hint : Easy health build :

Going through the various warps are quite cumbersome. Your health is typically running low after the Boss matches and the "Blue, Yellow, Green" levels. If you need to recharge your health, go to the very first warp you encountered in the game and you should average around 400 to 500 health points. Do that about three to four times and you should be ready to take on the next warp --it does not take that long.

After you defeat the last Skorne, you will get permanent Anti-Death. When you look at the items stats, you will see that you have one of them. Defeat the last Skorne to get a second Anti-Death, which will give you more health than when you had only one. Keep doing this. You can gain even more health from the Deaths before you go to the first Skorne then when you grab health from them at the first world.

Hint : Defeating Bosses :

Purchase a Five-Way Shot for use in Boss battles.

Use power-ups such as Rapid Fire, Three- or Five- Way Shot, Player Growth, The Phoenix, and some type of Amulet. Make sure you turn them on before you enter the battle, or the Boss will be hitting you while you are switching between power-ups.

To kill the Dragon, get a 5-way shot. To kill the Yeti, use the fire amulet and 3- or 5-way shot. To kill the Plague, use the electric amulet and the 3- or 5-way shot. To defeat Skorne use the light amulet and the 3- or 5-way shot.

When fighting a Boss, play as the Wizard. Use his yellow turbo attack (therock shower) and it will shave up to one-fifth of the Boss' life. All you have to do is get close.

Hint. Defeating Golems :

Get Shrink Enemies and Limited Growth.

Hint : Defeating Skorne :

Get a Five-Way Shot and an Electric Amulet. Keep on shooting until he has been defeated. It also helps to turn a potion into a shield if you are low on health.

When fighting Skorne the second time, get all the health you can. Then, run up to Skorne and use the gloves that you get along with growth and attack his stomach. When he is halfway dead, use the special. It is best done with Summoner. If done correctly, he will die within five minutes. **Note** : Do not use magic or any amulets.

Hint : Defeating the Red Dragon :

When playing as the wizard, use your Rock Shower when close to the Red Dragon, which will almost kill it.

If playing as the wizard with your strength is over 840, use Rock Shower in front of the dragon to kill it in one hit.

When playing as characters other than the wizard, buy two Super Shots, one Timestop, and a Grow. Turn them all on except for Timestop. Use Super Shot when you get a little close. While you have Growth on, it should make Super Shot bigger and do more damage to the dragon.

Hint : Defeating enemies :

Buy two Growths and two Speed. Turn them both on, then get Special. Do not use it while you have Growth and Speed on. With Special, use Turbo Run to make your enemies fly back. This is best done on big enemies, such as Golems.

Hint : Easy experience :

Go to a generator in any level. Stay there and keep shooting at the monsters. You will gain a lot of experience. Eventually, the generator will stop producing the monsters. **Note** : If you shoot the generator, it will get smaller and you will not get as much experience.

Use locations with never ending enemies to your advantage. For instance, since your character can throw their weapons, use a strategic method to reach a point in your surroundings in which the monsters cannot reach you, but you can reach them. Just keep killing them from that spot. Since the enemies are never ending use that unfair advantage to your advantage. In the long run this will allow you to prevail in gaining experience. Once you are satisfied with your skill level and experience, then you can return to completing the game.

Hint : Head and basketball hoop :

In the third level of the battlefield (The Infernal Fortress) is a basketball hoop with a head nearby. Walk up to this hoop to hear a sound clip on how that head came to be there.

Hint : Garm's corpse :

Turn up the "Music Control" option and go to the first big room during your trip to the desecrated temple, just before you reach the elevated platform maze. Walk to the left side of the room near the organ. Search along the golden fence. You should find what looks like the skeletal corpse of Garm, the wizard Sumner's evil brother, hanging upon it. Go to the left side of the room and you will also hear what sounds like Garm's spirit moaning, "Argh, save me. Help!"

Generator Volume 1

Second level (House Of The Dead 2) :

Successfully complete the training mission to unlock a second level in the demo.

Rainy weather (Flag To Flag) :

Highlight "Automatic" or "Manual" at the transmission selection screen. Then, hold **L + R + Down** and press **A**. Continue to hold **L + R + Down** until the track completes loading.

Cloudy day (Flag To Flag) :

Highlight "Automatic" or "Manual" at the transmission selection screen. Then, hold **L + R + Up** and press **A**. Continue

to hold **L + R + Up** until the track completes loading.

Quick restart (Bass Fishing) :

Normally, the game will return to the Generator main menu after the "Game Over" screen. To prevent this, and allow another Bass Fishing game to start faster, quickly hold **A + B + X + Y** and press **Start** at the "Game Over" screen.

Quick restart (PowerStone) :

Hold **A + B + X + Y** and press **Start** at the victory screen after a match to restart the game without going back to the Generator main menu.

Extra arena (PowerStone) :

The following trick allows the arena that you can play in one-player mode to be used in two-player mode. Begin game play in two-player mode then hold **A + B + X + Y** and press **Start** at the end of the match. Select two-player mode again and have either player select Gunrock as a fighter. Immediately press **A** at the stage selection screen to select the extra arena.

Rumble gloves (Ready 2 Rumble Boxing) :

Hit your opponent frequently until the word "RUMBLE" is spelled out at the bottom of the screen. Then, press **L + R** on controller two. Your gloves will turn white and gray and the referee yell out "Rumble!".

Chao Puzzle VMU game (Sonic Adventure) :

Note : This trick requires two controllers, one into port A and the other into port D. Insert a VMU into controller D and load *Sonic Adventure*. Press **Start** controller D and "Chao Puzzle" should appear on the VMU. Press **Start** on controller A to pause the game before playing Chao Puzzle. **Note** : Allowing the game to continue while playing the Chao Puzzle will cause it to freeze.

Soundtrack :

Start the Dreamcast without a disc to access the audio CD player. Insert the game disc and play tracks two and above to hear music from the game.

Sega Bass Fishing

Note : This game is also titled *Get Bass*.

Unlimited time :

Pause game play then press **A, B, Y, X, Y, A, B, Left, Right, Y, X, A, B, A, Y, X, Y**. The word "Fish" will be spoken to confirm correct code entry.

Change lure color :

Press **Up** or **Down** in original mode to choose a alternate lure color.

Sonic lure :

Successfully complete all five professional tournaments in original mode.

Female character :

Press **A + B** at the arcade mode level selection screen.

Alternate clothes and boat color :

Reach the final tournament in original mode for new clothes and boat color.

Secret practice levels :

Successfully complete the game once in arcade mode. Three new levels will be unlocked under practice mode. Successfully complete Lake Paradise in original mode to unlock the Palace level in practice mode. Successfully complete Lake Crystal in original mode to unlock the Falls level in practice mode.

Hint : Keeping low line tension :

After your tension gets up very high in red, sweep the **Analog-stick** in clockwise full circles. If done correctly, the tension will go down extremely low, allowing you to reel in big fish. Keep sweeping the **Analog-stick** to cause the fish to become tired.

When you have a large fish on your line, or a fish that has a lot of energy, tap your **Reel** button at a slow rate. While doing this, it gives the line just enough time to keep the line easy, and enough time to hold on to the fish without it snapping your line. This should work for any fish of any size, no matter what type of challenge. If the line gets very tense, release it and let it go into the yellow zone for about a second. Then, keep tapping it at a slow rate.

Hint : Knock armored head off in Palace level :

Use the Deep Crank or Sonic bait and cast it to the left of the palace's front door. Reel it all the way in until it sinks to the point where it is directly behind that armored body's head. Keep reeling it in, and if your bait hits the back of the armored head, it will fall off.

Hint : Guessing a fish's weight :

Watch as you are reeling in a fish. If it does not take long to reel it in, and it comes in very easy without any line tension, it will be a small one. If the tension bar remains at yellow for a long period of time it will be an average size fish. For a huge fish, if the tension bar goes red do not reel it in immediately. Make circular motions with the **Analog-stick** and the fish will tire as you reel it in.

Giant Gram : All Japan Pro Wrestling 2 In Nippon Budokan

Play as Diablo, Grace, and Tiger :

Successfully complete tournament mode to face one of the hidden wrestlers in a match. Defeat that wrestler to unlock that character as selectable. Save the game and repeat tournament mode to face the next hidden wrestler.

Play as Hyper :

Successfully complete tournament mode as all fifteen normal and three hidden wrestlers.

Alternate Virtua Fighter costumes :

Highlight Wolf, Jeffry, or Kage at the character selection screen. Then hold **R** and press **A** to enable their Virtua Fighter 3tb two player mode costumes.

Taunts :

Press **L** or **R** during a match.

Alternate camera views :

Press **L** or **R** while in watch mode to choose new camera angles.

Full pause screen :

Pause game play, then press **Y** + **X**.

Wrestler weaknesses :

The following wrestlers have weaknesses that result 20-35% damage on the first hit of their weak body parts. All these weaknesses can be seen on the wrestler's image on the VMU display, as can any normal damage that is done throughout the game.

Giant Gram 2000 : All-Japan Pro Wrestling 3

Full pause screen :

Press **X + Y** after pausing the game.

Unmask Vader, Tiger, or The Master :

Simply press **X + Y** during game play when your spirit level is on MAX to unmask Vader, Tiger, or The Master.

CPU auto-control in training mode :

Hold **L** then hold **A** when selecting your instructor in create a wrestler mode. Release both buttons when the blue loading screen appears. IF done correctly, the CPU will control your character and opponent during the training match. Your moves will still increase in level, and you can also learn new moves. **Note** : Set the CPU difficulty to hard if your wrestler is at a high level to avoid having too short of a training match.

Play as Cyclops (Chono Masahiro) :

Win match 18 (Misawa/Kobashi vs. Kawada/Taue, reverse stage) in historic match mode.

Play as Diablo (Super Brodie) :

Win match 2 (Baba/Tsuruta vs. Hansen/Brodie) in historic match mode.

Play as Divine Grace :

Win match 9 (Akiyama vs. Omori) in historic match mode.

Play as Giant Crusher :

Win arcade single mode as The Crusher.

Play as Hyper :

Win match 12 (Kobashi vs. Vader) in historic match mode.

Play as Mangler (Hashimoto Shinya) :

Win match 13 (Baba/Tsuruta vs. Hansen/Brodie, reverse stage) in historic match mode.

Play as Ogami Kongo (Shinzaki Jinsei) :

Win arcade tag mode as Misawa/Ogawa, Kawada/Taue, and Kobashi/Akiyama.

Play as Sky High Edge (Hayabusa) :

Unlock Ogami Kongo, then win arcade tag mode as "No Fear" (Omori/Takayama), and Vader/Williams.

Play as Spel Tigre Dozmir (Tiger Mask) :

Win arcade single mode as Misawa, Kawada, Taue, Kobashi and Akiyama.

Play as The Crusher :

Win arcade single mode as any created wrestler.

Play as The Killer (Antonio Inoki) :

Win all matches in historic match mode.

Play as The Master (Keiji Mutoh/The Great Muta) :

Win match 23 (Akiyama vs. Misawa, reverse stage) in historic match mode.

Play as Tiger :

Win match 8 (Misawa vs. Vader) in historic match mode.

Play as Young Giant Baba :

Win arcade single mode as original Giant Baba.

Giga Wing

All gallery images and secret options :

At main menu, select "Gallery" then press **Up, X, Y, X, Down, Y, X, Y(2)**. If done correctly, all of them will appear.

Play as Stranger :

Enter the Gallery section and press **B, X, Y, B(2), Y, X, B** at the first screen. A sound will confirm correct code entry. Alternately, successfully complete the game under any difficulty setting without using any continues.

Invincibility for player two :

Select two player mode, and have player one select a jet. Then, press **Start + A** on controller two when selecting a jet for player two.

Alternate jet colors :

Highlight a player and press **X + A** or **Y + A** at the character selection screen.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Giga Wing 2

Cheat mode :

Enter the gallery and quickly press **Up, X, Y, X, Down, Y, X, Y(2)** on the first screen. All planes, gallery entries, and two bonus options will be unlocked.

Bonus levels :

Successfully complete the game in arcade mode to unlock more levels in score attack mode.

Bonus planes :

To unlock all five of the original planes from *Giga Wing*, successfully complete the game under any difficulty setting with each character without continuing. The character you complete the game with will determine the plane that is unlocked. Complete it with Kart to unlock the Raijin, Romi to unlock the Purchka, Ralugo to unlock the Widerstand, Limi to unlock the Stranger, and Chery to unlock the Carmine.

Godzilla Generations

Play as original Godzilla :

Hold **L + R** and press any button at the monster selection screen. Alternatively, successfully complete the game once.

Play as Mecha Godzilla :

Hold **L + R** and press any two buttons simultaneously at the monster selection screen.

Play as Beta Godzilla :

Hold **L + R** and press any three buttons simultaneously at the monster selection screen.

Play as American Godzilla :

Hold **L + R** and press any button four times at the monster selection screen. Alternatively, successfully complete the game as the original Godzilla.

Play as Minilla :

Successfully complete the game as American Godzilla.

Play as Dr. Serizawa :

Successfully complete the game as Minilla.

All VMU monsters :

Enter the "VS Battle" menu and select the bottom option on that screen. On the next screen, hold **X + Y** and press **Down + L + R** to unlock up to forty-four monsters. *Note* : Only less than ten monsters will appear in the VMU.

Movie trailers :

To unlock the rest of the movie trailers, successfully complete the game once.

Hint : Regain energy :

Press **Y** when in a safe location as Mecha Godzilla to regain a small amount of energy.

Godzilla Generations Maximum Impact

Viewer option :

Successfully complete the game to unlock a "Viewer" option at the main menu. This mode allows the 3D monster models to be explored.

Godzilla (VMU)

Keep VMU monster from death :

In versus battle mode, if you know your monster is about to die, turn the game off before the monster is pronounced dead. When you start again, your monster will be alive again. You can use this trick to increase your monster's strength by always assuring a victory.

Grand Theft Auto 2

Start with \$500,000 :

Enter **MUCHCASH** as a name and start a new game.

\$9,999,999 :

Enter **ULTIMATE** as a name and start a new game.

99 lives :

Enter **BIGCATS** as a name and start a new game.

All weapons :

Enter **BIGGUNS** as a name and start a new game.

All levels :

Enter **SESAME** as a name and start a new game.

Unlimited energy :

Enter **INFINITY** as a name and start a new game.

No police :

Enter **LAWLESS** as a name and start a new game.

Flying car :

Enter **MADAIR** as a name and start a new game.

Maximum respect for all gangs :

Enter **ALLFRIEND** as a name and start a new game.

Maximum Wanted level :

Enter **BADBOYZ** as a name and start a new game.

5X multiplier :

Enter **BOYAKASH** as a name and start a new game.

Unlimited double damage power-up :

Enter **DBLWAMMY** as a name and start a new game.

Unlimited invisibility power-up :

Enter **SCOOBYDO** as a name and start a new game.

Unlimited Electro Gun :

Enter **BIGFRIES** as a name and start a new game.

Unlimited Flame Thrower :

Enter **TOASTIES** as a name and start a new game.

Have same weapons after losing life :

Enter **LOSTTOYS** as a name and start a new game.

Gore mode :

Enter **WOUNDED** as a name and start a new game.

Elvis pedestrians :

Enter **ERRHUH** as a name and start a new game.

Everyone likes you :

Enter **WASSUP** as a name and start a new game. Everyone, including cops, will like you.

Hint : Getting rid of cops :

Go to the territory of what ever gang you are working for and they will shoot them for you.

If you only have one bouncy cop head on the top of the screen and want to get rid of it, just hide somewhere. In a few minutes they will be gone.

If you have two or more cops on you, go to a car crusher, but make sure the cops are right behind you. When you jump out, the cops should leave their cars. If they do, run around in wide circles until they are far behind. Steal a cop car and put it under the crane. The crusher will activate and place the wreck on a conveyer belt. Follow the belt until you see a ramp leading up on one side and another going down on the other side. Wait there until you see a green dollar sign power-up appear from the building. When you collect it, a cop bribe message will appear and the cops will forget about you. **Note** : This will work even if you have four cops and the SWAT team after you.

If you are being chased by the police and in a car, find a car painting place. Paint your car and the cops will stop chasing you.

Regardless of how many cops heads are shown, this will get rid of them in the first level. Proceed to the church where the level begins. Walk to the tutorial phone and make sure that you activate the tutorial (and the man begins to speak to you). Immediately proceed to the west side of the building (left of the screen). Walk through the opening on the west side wall that leads up to the roof. The cop heads should be gone.

Hint : Money for being chased by the feds :

When there are four bobbing cop heads at the top of the screen, you will slowly be earning money. If you get the tank and just start running over other vehicles, four cops will appear quickly. If you are working for the Zaibatsu, try to make it to the car crusher in their territory with the tank. If you make it, and four cops are chasing you, just pull in and jump from the tank. The cops most likely will not follow if they were not close in their pursuit. Go to the back of the area, and wait.

Hint : No army on the first level :

The army is not available on the first level. No matter how much you kill and destroy your neighborhood, they will not show up until you reach level 2. The same is true for the CIA, however regular city police and SWAT appear.

Hint : Destroy the train and tank :

On the first level, steal the tank by the crane crusher. Drive it to the nearest train station -- you will have to drive up some stairs, which is difficult. Get into head-on collision with an oncoming train. When you see it coming, the track will fill with electricity, drive at fastest possible speed and fire at it head on. The impact will destroy both of you, but you can return to see it.

Hint : Using the tank :

To fire the cannon while riding in an army tank, just press **Shoot**. You can also run cars over in a tank; however each car that you run over will cause a small amount of damage to the tank.

In the Zaibatsu area, you can see a tank parked in a small lot. In order to get it, get a fast car (cop car, etc.) and go the street north of the lot. Drive to your right, then up on the very first intersection. Go up until you reach a turn. Go left and you will see a ramp. Go off the ramp and land on a fence roof. Go down the stairs to get the tank. **Note** : The tank is a kill frenzy.

Hint : Get a fire truck :

Blow up a car using the bazooka. Wait until a fire truck appears, then car jack it.

When you are in the fire truck, hold **Horn** and steer to aim.

Hint : Flamethrowing fire truck :

In level 2, go to the Zaibatsu Village to the green phones and answer the bottom one. Do the job up to the part where you have to steal a fire truck. Take it back to the village. A man will get in and the weapon will change from the water cannon to a flamethrower. Whether you finish the job or not, the truck is yours unless it explodes. If you fail you can do it over to get another flamethrowing fire truck.

Hint : Shoot water cannon while in fire truck :

To use the water cannon while riding in a fire truck, just press **Shoot**. The water cannon will not only push cops back, it will kill them if exposed for a total of five seconds.

Hint : Get a police car :

Repeatedly press the button used to enter cars to get into a police while the cops are still in it.

Hint : Get a police uniform :

In level 2, go to where the Z gang are found and answer one of the green phones with the mission called "Flame It". It will tell you to steal a cop car. Once you steal it, get out and you will be in a cop uniform. To stay in the cop uniform, do not finish the mission.

Hint : Taxi job :

Get a taxi, then park on the side of the road and wait. Sooner or later someone will enter the taxi and you will earn money.

Hint : News van :

The news van has a dish that always points towards the church.

Hint : Finding tanks :

There is a tank in area 1. It is located in the area around the Crane/Crusher in Altamont. Enter the area and turn left. When you see a small alleyway next to the water, go down it to find a tank. Enter it and a kill frenzy will begin. After the timer runs out, you can use the tank for whatever you desire. *Note* : Do not exit the tank unless you have to -- you will not be able to get back into it.

To get another tank in area 2, go to the garage across from the building with the staircase nearby to where you found the first tank. Drive up until you reach one-way traffic, then back to two-way traffic. Starting at that red light, turn on the next street. Drive just briefly and the tank should be just off the road. To get to the tank you will have to get out of the car. Run on the beginning of the gray part on the side of the road.

In area 2, there are two tanks. To get to the first one, go to the left from the beginning. You will be on a four lane highway. Go left on the road. Turn right on the first road to the car's right. You should be driving north (up) on a two lane road. When you get to the end of the road, turn right. You should immediately see a road to the car's left (north of you) running parallel to the road that you are on. Turn left on that road and you will be on a bridge. At the end of the bridge, you will see a tank in the alley to the car's right. To get to it, turn right on the first road and you will immediately see a large alley to the right. Follow the alley and to get to the tank. The second one is slightly more confusing to reach. As in the first tank, go to the left from the beginning and go left down the four lane road. Then, turn left on the third road, then turn right on the first road, then left on the first road. If you are on the correct street, you will be driving south and end up on a large ramp. Go on the ramp and you will fly into another ramp. Turn onto the second road to your left. That road turns left. Where it does, you will see a tank on the roof of a building. Keep going down the same street and turn on the first road to your left. When you reach an intersection, you will see a set of stairs leading to the roof. Go down into narrow passageway and follow the rooftops to get to the tank.

To get a tank in area 3, go to the Zaibatsu Power Core. As you drive along the street, look at the top of the screen. You should just about see a tank through the metal grid at the top. The entrance may be at the top of the compound but is very hard to get to.

As you start on area 3, go to the first main road one screen left of your starting position. You are now in Tedium. Follow that road north until you reach Mad Island. Rednecks from the second island will be shooting at you constantly. Follow the road around to the left until you can no longer go north. There is a path that leads to the tank. You will have to make some building jumps and kill more rednecks to get over there. Once you do so, you can just drive the tank up over the ramp it is next to.

Hint : Using tanks :

When you are in the tank, hold **Horn** and steer to aim.

Hint : Explosive present :

Steal a truck cab and attach a trailer to it. Take the combined vehicles into a bomb garage to rig the trailer. Select the newly bought car bomb and press **Fire**. This will detach the trailer and set the explosive, leaving the trailer behind ready to blow. This can be useful when you are being chased.

Hint : Big rig trucker fun :

When in a truck cab in any city, look for a flatbed with a car on it, or a normal box rig like a Ryder truck. Reverse into its frontside and it will attach onto the cab. After you are driving and want to get rid of the flatbed, press **L** and it will detach.

Hint : Temporary invincibility :

In the Residential Sector , steal a B-Type and bring in to the Scrapyard to be crushed. A few seconds later, an icon will appear on the conveyer belt . Get it and you will be invincible for awhile.

Hint : Bad civilians :

Watch out for people wearing red shirts. They will try to steal your and other people's money. They will not try to steal the money if you or they are in a vehicle. Also, lawman and gang members will shoot to kill them. Watch out for people wearing green shirts. They will try to steal vehicles even if you are in them. They also drive recklessly and will run over you or anyone that gets in their way. The person that was in that vehicle previously will yell at the person in the green shirt and tell them to get out -- he will do so. Lawman and gang members will also shoot to kill them.

Hint : Easy money :

Get a high multiplier and get a tank. Use the tank to wreak havoc and do not get busted by the cops. The army will make this a lot harder on level 2 and 3. The tank will blow up by taking four powerful hits.

Hint : Quick wanted level 2 :

Steal a car, rig it with a bomb, then create a huge traffic jam in a two lane road. As soon as at least four or five cars are blocked up, arm the bomb and get out of the area. In about five seconds the bomb will explode, destroying all the cars around you.

Hint : Ride a train :

For a fast way to get around the cities, go to a train station. When a train stops press **Car Jack** to hop in the train.

Hint : Avoid getting shocked on tracks :

Keep jumping as fast as possible while on the train tracks to avoid getting shocked.

Hint : Wanted levels :*Wanted level 1 (One cop head)*

One cop will go after you at a time. The cops will not run as fast as you will. The cops will have about one heart of health.

Wanted level 2 (Two cop heads)

Two cops will go after you at a time. The cops will not run as fast as you will. The cops will have about two hearts of health. The cops appear more often.

Wanted level 3 (Three cop heads)

About three cops will go after you at a time. The cops will run as fast as you will. The cops will have about three hearts of health. The cops will set up roadblocks. The cops appear even more often.

Wanted level 4 (Four cop heads)

About four or five cops will go after you at a time. The cops will run as fast as you can. The cops will have about four

hearts of health. The cops will set up roadblocks. The SWAT team will go after you. The SWAT team will seem to have bullet-proof armor on, as they a lot of hits to kill. The SWAT team will use pistols to kill you. The cops will come after you about every time you go in the street.

Wanted level 5 (Five cop heads)

Special Agents will go after you. Special Agents will run as fast as you can. Special Agents have about four or five hearts of health. Special Agents will set up roadblocks. Special Agents will use silenced S-Uzi machine guns and shotguns to kill you. Special Agents will come after you almost every time you go in the street. **Note** : You cannot reach this Wanted level in Downtown District (level 1).

Wanted level 6 (Six cop heads)

This the most dangerous wanted level : The Army will go after you. Soldiers will be everywhere. Soldiers will run as fast as you can. The Army will set up tank roadblocks. You will only find Military vehicles. Soldiers around the city will have one heart of health and soldiers that comes out of jeeps will have about five hearts of health The Army will use S-Uzi machine guns to kill you. **Note** : You cannot reach this Wanted level in Downtown District (level 1).

Note : If you die or get arrested, your wanted level will go back down to zero.

Hint : Weapon summary :

Pistol

Power : (2) Weak

Speed : (2) Slow

Special : None

Best use : If you have no other weapons

S-Uzi machine gun

Power : (1) Very Weak

Speed : (4) Very Fast

Special : None

Best use : Killing light-arm people

Flame-thrower

Power : (3) Medium

Speed : (5) Constant

Special : Fire : Lights people on fire

Best use : At close range, touching someone lights them on fire and kills them

Rocket launcher

Power : (5) Very Powerful

Speed : (1) Very Slow

Special : Explosive weapon

Best use : Blowing up vehicles

Silenced S-Uzi machine gun

Power : (1) Very Weak

Speed : (4) Very Fast

Special : Silenced : Will not make any noise

Best use : Shooting without making any noise

Dual pistol

Power : (3) Medium

Speed : (3) Fast

Special : Double Shot : Shoots two bullets at once
 Best use : At close range so both bullets hits the target

Shotgun

Power : (3) Medium
 Speed : (2) Slow
 Special : Spread Effect : Can hit multiple targets with one shot
 Best use : At close range for the most damage -- (4) Powerful

Molotov cocktails

Power : (5) Very Powerful
 Speed : (Skill) (As fast as you can press the attack/fire button)
 Special : Explosive weapon
 Best use : Blowing up people and vehicles quickly

Grenades

Power : (5) Very Powerful
 Speed : (Skill) (As fast as you can press the attack/fire button)
 Special : Explosive weapon
 Best use : If you have no Molotov cocktails left

Electric Gun

Power : (3) Medium
 Speed : (5) Constant
 Special : Homing ability : Electric will hit anything in close range
 Best use : Using on multiple targets

Hint : Gangs :

There is a cool gang, weird gang, and Zaibatsu gang in all three levels :

Level	Cool Gang	Weird Gang	Zaibatsu
1	Yakuza	Loonies	Zaibatsu
2	SRS	Rednecks	Zaibatsu
3	Russians	Krishnas	Zaibatsu

Grandia 2

Alternate game :

Successfully complete the game once, then play again. New items will appear in various locations.

Hint : Book Of War :

To get the Book Of War, win the Walnut game six times. When you return from the game, they will give you the Book Of War.

Hint : Great items :

When you get to Roan's hometown, go to the sailor's house. When you play arm wrestling and win, he will give you information. Then with Millenia, play again and he will have great items. Win to get them.

Hint : Special stage :

To get to the special stage, when you get Roan (King Roan) to be part of your team, exit the Palace. When you get out,

there are two places to go to, Raul Hills and the King Roan's palace place in the south. Go to Raul Hills. When you arrive, "Special Stage" will appear. You can train yourself until you are ready to leave.

Hint : Double SC earned, EXP earned, and get Fairy Egg :

After you get Roan for the second time, leave Cyrum Kingdom and go to Raul Hills and it will be a special stage. Go through there and get to the ruins in Raul Hills 1. When you get to the ruins you will encounter Devils. They are extremely hard to fight. Ice will work best but make sure you have items that refill SP and MP because there are no recovery spots, and if you go back the enemies will reappear. Inside the ruins are items including armor, an item that doubles SP earned, one that doubles EXP earned, and one that gives you 1000 Magic Coins. The Fairy Egg can be found on top the highest pillar.

Hint : Fairy Mana Egg :

After you get back from the moon and get Roan again, leave the castle. Go to Rual Hills (special stage), then go to Rual Hill 2. There will be a castle. Make your way by the devils and climb up the little tower to find the Fairy Mana Egg. The Egg helps heal, defend, and lower the defense of enemies.

Hint : Defeating Melfice :

When facing Melfice the first time, equip the Pirates Ring from the first book and get to five stars. Go to Raul Hills and fight the green lizard enemies. If you are lucky, you will get a Power Seed. Get 50 or more and use them on Ryudo. Fight Melfice and put up your strength. You will be able to hurt him. Once you kill him, he will die but the game will still continue to the next screen where it looks like you lost. It is a good challenge.

Hint : Defeating Valmar Zera :

To defeat Valmar Zera (the Butterfly) at the end of the game, master Millenia's Spellbinding Eye and use it as soon as possible. Have Millenia and Ryudo attack with Purple Lightning and Grudging Claws while Elena uses the spells Speedy and WOW! on both Ryudo and Millenia. You may have to use Spellbinding Eye twice if you do not kill him fast enough.

Hint : Defeating Bosses :

Power up your special move that you have had since the beginning of the game. For example, Ryudo's Tenseiken Slash. Power it up to the maximum and you will have a better chance of winning.

When Millenia has absorbed The Eye of Valmar, raise the special move "Spellbinding eye" to the maximum. When you encounter a Boss, use that move. The boss will be paralyzed and will be harmless. You can now hit it with your best spells and special moves. *Note* : The special move has a time limit.

Hint : Defeating spiders in Garmia Tower :

When you encounter a spider in Garmia Tower, first, use Critical Hit and cancel his move. Then, use the combo attack to finish it off.

Hint : Rual Hills 1 ruins :

When entering Raul Hills 1 ruins special stage with the devils, make sure you have saved the game. Also, equip some Revival Gems to all of your characters so that if one of the devils does the "BA-BOOM" move, your party will take about 4,500 damage. The items you can find here are Sonic Belt (+40 ACT), Fairy Egg (no attack spells), Blackquartz Helm, Soul of A Hero (carrying it doubles experience earned), and another item that doubles SP earned.

Hint : Quicker fights :

Level up your beginning moves, such as Ryudo's Tensaiken Slash, Elena's Impact Bomb, etc. By doing so, using your fully leveled up moves should put you at the Act point on your IP gauge, causing you to surpass your enemies turn. You should also be able to push your enemies back to the beginning of the IP gauge with your move. If done correctly, you can prevent your enemy from attacking and continuously surpass your enemies turn.

The Grinch

Spin 'n' Win mini-game :

Destroy 750 gifts, then go to the upper level of Mount Crumpit to access the Spin 'n' Win mini-game.

Pankamania mini-game :

Destroy 1,500 gifts, then go to the upper level of Mount Crumpit to access the Pankamania mini-game.

Copter Race Contest mini-game :

Destroy 2,500 gifts, then go to the upper level of Mount Crumpit to access the Copter Race Contest mini-game.

Bike Race mini-game :

Destroy 3,000 gifts and complete 100% of the game. Look behind the bookcase in the workshop with the sleigh to access the Bike Race mini-game.

Hint : Reaching high places :

If you are having trouble getting to high places, look for a bar and press **A**. When you are swinging with **Y**, press **A** button to make The Grinch jump off the bar.

Hint : Extra presents :

Use the egg launcher to shoot the kids to make them drop their presents.

Slime the security guards to get a present.

Hint : Hidden presents :

Look on top of the town's Christmas tree to find a hidden present.

Look for walls of ice in downtown Whoville. Shoot them with the rotten egg launcher. There are secret presents behind them.

Hint : Getting the presents the kids are guarding :

In Whoville, there are little kids who are guarding presents that give you 10 points. They are dancing to the music that the little horn thing beside them is making. If you shoot the kid with the Rotten Egg Launcher, the kid will go away. You cannot get the present while the music is playing. Slime the horn with the Slime Gun, then you will be able to get the present.

Hint : Getting the sleigh part in Downtown Whoville :

This is the most difficult sleigh part to collect. Throughout Downtown Whoville, there are some sort of snowplows driving over the snow. Get behind one of them, then wait for the door at the back to open and shoot it with your Rotten Egg Launcher. This will make it explode, revealing the part.

Hint : Entering Town Hall :

Use the egg launcher to shoot the clock to get inside Town Hall.

Hint : Entering the Clock Tower :

To enter the Clock Tower, get all the blueprints for the Jet Spring. Then, equip it, stand on the "lift", and shoot upwards towards the closed hatch. The Grinch will automatically grab the hatch's lever and open it.

Hint : Finding the blueprints :

Go to the bottom level of Town Hall and find the three rugs on the wall that appear differently than the others. Pull out the rugs to find the blueprints.

Hint : Sculpting Tools :

To get the Sculpting Tools in Whoville, enter the Town Hall. Then, go to the room across where the statue is located to find see a rug or cabinet type thing on the wall in the back of the room. Approach it and press **Action**. It will hold on to the cabinet. Move it to the side. Press **Action** to pull out the safety. Jump, do a pancake on it, and the tools will pop out.

Guilty Gear X

Fight as Dizzy or Testament :

Press **Down, Right(2), Up, Start** at the "Press Start Button" screen. A Japanese phrase will be spoken at the main menu to confirm correct code entry. Dizzy and Testament will be unlocked as playable characters in any mode.

Testament :

Get to level 20 in survival mode and Testament will appear and challenge you. Defeat Testament to unlock him as a selectable character.

Dizzy :

Get to level 30 in survival mode and Dizzy will appear and challenge you. Defeat Dizzy to unlock her as a selectable character.

Guilty Gear mode :

Get to level 100 in survival mode or successfully complete the game using every character.

Alternate costumes :

Highlight a fighter at the character selection screen. Press **Start, Select**, or **A + X**, or **B + Y** for more costume colors.

Stage select :

Highlight any fighter at the character selection screen, then press **L**.

Ending sequences :

Successfully complete arcade mode to unlock the corresponding character's ending sequence.

Soundtrack :

Place the small bonus disc in an audio CD player that features a tray capable of playing a CD single disc. Play track two and above to hear music from the game.

Hidden artwork :

Place the small bonus disc in a PC compatible CD-ROM that features a tray capable of playing a CD single disc. Two images from the game can be found in the "extra" folder.

Gunbird 2

Debug mode :

Power on the Dreamcast, then hold **Start** at the Sega logo. Keep **Start** held until the debug menu appears. **Note** : If memory manager screen, appears, press **Start** and the debug menu will appear after it.

Morrigan :

Highlight the question mark option on the character selection screen, then press **Up**.

Ain :

Highlight the question mark option on the character selection screen, then press **Down**.

All gallery images (Japanese version) :

Press **Down(3), Up, (3), Up, Down(2), Up(2), Down, Up, Right** at the mode selection screen.

Gundam : Renpou vs. Zeon

Char Aznable :

Enter **Kyasubaru** as a pilot name.

Sayla Mass :

Enter **Aruteishia** as a pilot name.

Bonus Mobile Suits :

Successfully complete the game as either Federation or Zeon. Play the game again to access Earth and Zeon Mobile Suits in Earth and space.

Gundam Side Story 0079 : Rise From The Ashes

Extra options :

Press **A + B + X + Y + Start** at the main menu. Alternately, successfully complete the game under any difficulty setting. The extra options contains battle records of your levels and power up items. The power up items are as follows : Beam Spray-Gun, Hi-Power Generator, Photo 1, Proto Beam Rifle, Photo 2, Lunar Titanium, Photo 3, and a Beam Rifle. The photos appear pinned up inside your Gundam or mobile suit.

Hint : Level 8 : Break into heavily protected enemy base :

Have you ever noticed how Oasis will come up with four enemies in the middle of the top main base if you do a Special Search, but your sensors cannot find anything? Go around to the left side of the base until you see a steel wall. Keep blasting at the wall until it catches fire and collapses. Go in, and a conveyor belt will take you down to four power generators which you can destroy.

Half-Life

Note : This game was never released commercially and is only available as a beta version.

Cheat mode :

Choose three words and form the indicated phrase to activate the corresponding cheat function.

Effect

Xen gravity on earth

No target mode (nothing attacks you)

God mode

Unlimited ammunition

All guns available

View ending sequence

Code

Xen teaches Black Mesa

Soldiers ignore Gordon

Otis loves Dreamcast

Dreamcast gives firepower

Gordon Ignore Explosives

Answers Begat Questions

Slow motion mode

Action ignore silence

Hanagumi Taisen Columns 2

Director's chair mode :

Go against one of the hidden characters as a final opponent two times in Shonen Red mode. The same character will be unlocked in Director's chair mode.

Puzzle art review option :

Successfully complete Shonen Red vs. Benitokage mode as Shinguuji Sakura. Successfully complete Shonen Red and Director's Chair modes to unlock the corresponding character's puzzle art. Select "Review", then "Puzzle" to view the art.

Event art review option :

Successfully complete Shonen Red vs. Benitokage mode as Kanzaki Sumire. Successfully complete story mode to unlock the corresponding character's event art. Select "Review", then "Event" to view the art.

Sound review option :

Successfully complete Shonen Red vs. Benitokage mode as Orihime Soletta. Select "Review", then "Sound" to hear the game music.

Hard difficulty setting :

Successfully complete Shonen Red vs. Benitokage mode as Maria Tachibana.

Strongest difficulty setting :

Successfully complete Shonen Red vs. Benitokage mode as Yoneda Ikki.

Free battle mode :

Successfully complete Shonen Red vs. Benitokage mode as Li Kohran.

Panic mode :

Successfully complete Shonen Red vs. Benitokage mode as Kirishima Kanna.

Jean-Paul gems :

Successfully complete Shonen Red vs. Benitokage mode as Iris Chateaubriand.

Koubu gems :

Successfully complete Shonen Red vs. Benitokage mode as Fujieda Kaeda.

Teigeki Marker gems :

Successfully complete Shonen Red vs. Benitokage mode as Reni Milchstrasse.

Lightning battle mode :

Successfully complete Shonen Red vs. Benitokage mode as Sannin Musume.

Shadow battle mode :

Successfully complete Shonen Red vs. Benitokage mode as Kayama Yuuichi.

Headhunter

Headhunter V2 mode :

Successfully complete the game.

Hint : Opening the Star Locker :

To open the Star Locker, break Hank Redwood's records in Leila mode, then complete the game once. The Star Locker contains all weapons with unlimited ammunition. **Note** : You may not be able to complete the game normally if the Star Locker is used.

Hint : Door password :

To unlock the room on the third floor of the bikers' hideout, enter "1993" as a password.

Hint : Defeating Gladiator :

You can only use the handgun you cannot use Health Packs or Adrenaline. There are five circular plates on the floor. Stand on one and a lighting bolt will hit it. It can cause damage to you. However, if timed correctly, you can lure Gladiator towards you and jump out of the way, allowing the bolt to hit him instead.

Hint : Ramirez's spiders and door :

When you battle Ramirez's spiders, shoot them once then stand over them. Press **Action**, then guide the spiders towards the door. Press **Action** again to make the spiders jump at the door. Eventually they will melt the mechanism with their acid blood and you can enter.

Note : It is important that you jump at a certain point. If you jump too soon or too late, it will not do any damage to the door.

Hint : Defeating Ramirez :

To defeat Ramirez the second time, you must get up and shoot out the lights. He will then only throw grenades. Next, get up close and shoot him to kill him.

Shoot out the lights first, but since Ramirez has a powerful gun, run behind one of the containers. If you have a good view, you will see him point his gun away from you. This is your chance to attack. Give him everything you have for a moment, then duck back.

Hint : Adam vs. Angela :

Adam's attack are very powerful -- stay away from him. First, turn the gas pipes on by looking for a console that has a diagram of them. Look around the room to find a smaller A & B console. Look carefully and you will see the gas pipes. Shoot Adam five times rapidly and he will stop. Then, shoot the pipe. After you hit him, run as fast as possible because he will run after you very quickly. You will get damage no matter what, but you will have to repeat the whole thing again to kill him.

Hint : Adam vs. Jack :

This battle is different than when Angela fought Adam. He will now stand in the center of the room and shoot lasers at you. The red ones are easy -- hide behind a wall. For the blue ones, you have to guess where it is going and get out of there.

Hint : Equipment and ranks :

Automatic : C
 Scorpion NerveoStunner : C
 Stimulator Automatic + : B
 Simulator Shotgun Rank : B
 Action Belt : B
 Sub Machine Gun : A
 CodeBreaker : A
 Missile Launcher : AAA
 Goggles : AAA

Glitch : Walk through walls :

Find a location with an elevator with a gate-like door. Hold **L** to crouch, then press **A** to open the elevator door. You can now walk through any wall on the current level.

Heavy Metal : Geo Matrix

Alternate costumes :

Press **X** or **Y** while selecting a character.

Hidden And Dangerous

Cheat mode :

Enter **RVL** at the name entry screen and keep the "L" highlighted for the next letter. If done correctly, your name will appear as **RVLL** with the second "L" still flashing. Press **Start** to delete your name and press **B** to return to the main screen. "All missions" and more options will now be available. Press **Start** to pause game play during a mission to display a menu with a variety of cheat options.

Alternately enter **IWILLCHEAT** as a name or at any menu screen (with a Dreamcast Keyboard) during the start of the game to enable cheat mode. The following codes using the Dreamcast Keyboard may now be enabled.

All items :

Pause game play and type **ALLLOOT** on a Dreamcast Keyboard. You will not see any text being entered on screen. All weapons, uniforms, keys, and items will be added to the inventory.

Instantly kill all enemies :

Pause game play and type **KILLTHEMALL** on a Dreamcast Keyboard. You will not see any text being entered on screen. **Note** : This also will kill hostages, and may cause mission failure.

Invincibility :

Pause game play and type **CANTDIE** on a Dreamcast Keyboard. You will not see any text being entered on screen. **Note** : Explosions are still harmful.

Full health :

Pause game play and type **GOODHEALTH** on a Dreamcast Keyboard. You will not see any text being entered on screen. All of your teammates; health will be restored.

Resurrect dead teammates :

Pause game play and type **RESURRECTION** on a Dreamcast Keyboard. You will not see any text being entered on screen.

Mission skip :

Pause game play and type **MISSIONOVER** on a Dreamcast Keyboard. You will not see any text being entered on screen.

Mission failure :

Pause game play and type **GAMEFAIL** on a Dreamcast Keyboard. You will not see any text being entered on screen.

Open all doors in current mission :

Pause game play and type **OPENALLDOOR** on a Dreamcast Keyboard. You will not see any text being entered on screen.

Enemy behind view :

Pause game play and type **ENEMYB** on a Dreamcast Keyboard. You will not see any text being entered on screen. The camera will shift behind various enemies and reveal what they can see. Enter the code again to switch between the various enemies. **Note** : Press the camera change button to switch back to the default view.

Enemy front view :

Pause game play and type **ENEMYF** on a Dreamcast Keyboard. You will not see any text being entered on screen. This camera will shift to a frontal view of one of the enemies. Enter the code again to switch between the various enemies.

Note : Press the camera change button to switch back to the default view.

Big head mode :

Pause game play and type **FUNNYHEAD** on a Dreamcast Keyboard. You will not see any text being entered on screen.

Note : Enabling this code may crash the game at times.

Alternate uniforms, including dressing as Lara Croft :

Pause game play and type **LARACROFT** on a Dreamcast Keyboard. You will not see any text being entered on screen.

Wireframe graphics :

Pause game play and type **DEBUGDRAWWIRE** on a Dreamcast Keyboard. You will not see any text being entered on screen.

View ending sequence :

Pause game play and type **SHOWTHEEND** on a Dreamcast Keyboard. You will not see any text being entered on screen. The game will immediately load the ending sequence. **Note** : This will end your current game -- save prior to enabling this code.

Display player's coordinates :

Pause game play and type **PLAYERCOORDS** on a Dreamcast Keyboard. You will not see any text being entered on screen.

Uncensor German version :

Pause game play and type **BLUESTARS** on a Dreamcast Keyboard. You will not see any text being entered on screen.

The House Of The Dead 2

Easy reload :

Press **A + B** to shoot at an enemy to automatically reload.

Score display :

Press **Left(2), Right(3), Left, Right, Left, Right** at the title screen. A "0" score will appear at the top of the screen to confirm correct code entry.

In the Japanese version of the game, press **Left(2), Right(3), Left, Right, Start** on a standard controller or light gun **D-pad** at the title screen.

Red blood :

Successfully complete the game in original mode. A selection for blood color will appear on the options screen.

Goldman costume :

Successfully complete the game in original mode. The Goldman costume will appear in the trunk of the car in the next original mode game.

Goldman zombie :

Enable the "Infinite credits" bonus. Play through the game and shoot every hostage and try to get the lowest score possible. Towards the end of the game, when the last door is opened, Goldman will appear like a zombie.

Rogan costume :

Begin game play in original mode and select the 2.0 Bullets and the Double Score items from the trunk. Rescue all civilians except for the second person on level 4. Complete the game and enter the bonus room at the end. A Rogan Costume and an Infinite Credits item will be in the room.

Bruno costume :

Accumulate over 70,000 points and play on the "Sin" level in original mode. You can get the Bruno costume when a maid comes out of a secret room, hands it to you, and wishes you good luck. *Note* : It is a good idea to have the Double power-up when you are attempting to get the costume.

Bonus room :

Successfully complete the game in original mode without losing any civilians and with a score of at least 1000,000 points to reach a bonus room full of items at the end of the game.

Extra options in Boss mode :

Successfully defeat and obtain a high score ranking for all bosses in boss mode. "Emperor" and "Fight All Bosses" options will now be unlocked.

Unlimited death bullets :

Successfully complete training mode with five red stars in each sections. This will unlock the unlimited chamber item in the trunk in original mode that kills with one hit.

Unlimited continues in original mode :

Successfully complete training mode and boss mode with five red stars in each section. Finally, get at least two stars in the fight all section. A continue infinity item will appear in the trunk in original mode. *Note* : In the Japanese version of the game, successfully complete the game in training and boss modes.

Go to the fifth chapter in original mode to the section with the second battle the Boss that has the heart that opens and closes. Immediately following that segment, you will drive up to two vans with four zombies. Shoot the back door of the van on the left, then kill the zombies. Then the van on the right will open. Kill those zombies. When you turn back towards the van on the left again, shoot the coin with the infinity symbol to get unlimited continues. The coin will only appear if you have over 100,000 points. Using a double score bonus while playing is recommended.

You can also get the unlimited continues coin in the Sin level in original mode. If you have over 100,000 points by the time you get to the Emperor, a secret room will open and a infinite credit item will be inside.

Play as Gary :

Use a controller in port B to play as Gary instead of James in single player mode.

Extra \$ point credits :

For more points added to your score when you complete a level, simply shoot various other items during game play. Shoot lamp post lights, lanterns, stacks of books, jars, tires on boats, windows on cars, chairs, and other furniture. Shooting barrels and drums, however, will not give you extra points, but may reveal items.

1/4 Life item :

Successfully complete Boss mode with five red stars on all the Bosses. In the trunk of the car in original mode, you will have an item called 1/4 Life. This makes the zombies easier to kill.

Hint : Darkness : Different pathway civilian :

During the level, a man will be attacked by an Ebitan on his boat. If you shoot the Ebitan down, the man will reward you by opening the water gate. Let the Ebitan overcome the man, and you will continue on your current course.

Hint : Darkness : Easy shotguns and grenades :

There will be a man on a boat with a zombie in this chapter. Save the man and Amy will get a call. You will then look at the bottom of the boat. Depending on your current score, you will get a powerful item. Alternately, do the step described

previously after selecting either a shotgun or grenade when starting the game. Where the zombies jump down, kill them then wait for the last pair. When they land, there is a door behind the one on the left. Shoot the door and the woman will say "Good luck" and hand you either a shotgun or grenade launcher.

Hint : Despair : Different pathway civilian :

During the level, a man will get pulled down by a Kageo. Shoot the Kageo, and you will continue through the level from your current area. Let the Kageo pull him down, and you will go down after him, taking you to a lower level in the area.

Hint : Darkness : Rotten Meat :

In Darkness level in original mode, make sure you fight the Tower in the sand. When you get to the fourth level, save the man that is going to be pulled down by a zombie. After you do, you will look back up and in front of you will be a small square metal gate. Shoot it open and inside will be either Rotten Meat item or other items. Rotten Meat makes all of the zombies heads big. so it is easy to get a head shot.

Hint : Muddy : Advance to Magician :

Play to the point in the "Muddy" level in original mode where the key is laying next to the dead man. Shoot the key, and get to the point where the boy asks you to save his father. Do not open the lock to proceed through the other door on the opposite side. Shoot the black phone on the couch to advance directly to the Magician.

Hint : Muddy : items :

Begin game play in the "Muddy" level in original mode. Save the fat man that is under attack that comes into view right after turning a corner. He will give you a +10 credit. *Note* : This is same the man that says "What is this city coming to?" when the game is played in arcade mode.

Begin game play in the "Muddy" level in original mode. After you shoot the owl there are two Mickeys that throw knives at you. After you kill them, *Note* the crates that are directly behind them. Shoot the crates to get the diamond that is hidden in one of them.

Start a game in original mode with 1.2 bullets and play to point the "Muddy" level where zombies climbing the blue van are encountered. After walking up the stairs, a zombie jumps down from atop the buildings. Then, two other zombies that throw knives will appear. There is a door directly behind them. Shoot it until it opens. A man will give you a many different items each time that it is opened.

In the beginning of the Muddy chapter, there is a David on a red car. Shoot the David off and you will see a blue car, Shoot it open. The man will say something and then you will be able to see into the blue car. There will be something in there to shoot.

Hint : Muddy : Different pathway civilian :

In the beginning of the level, a man is driving a car and has a David on the windshield. Shoot the David off, and you will go up some stairs. Leave the David, and the man will crash into a building. You will then go into the building and continue the level from there.

Hint : Original Sin : Items :

Begin game play in the "Sin" level in original mode with over 70,000 points. Start aiming for the lower right corner just before entering the elevator. There is a bullet power-up or a death bullet power-up at that location. The bullets kill any zombie with one hit anywhere on the body.

In original mode, after you go up the elevator and pass the first two doors, kill the zombie that has the laser swords. Just when you are about to turn to the next door, there will be a crate. Shoot it and inside will either be a Custom Air Gun or a Chamber Infinite. Also, directly next to the door will be another crate with an extra life inside.

Hint : Prelude : Items :

Get to the point in the first level in original mode, where the boy runs out the door with the Johnnys chasing him. After that, there are Davids that jump down from the bridge. Use a grenade (only) to blow open the door behind the David to the left. A grandmother will come out and give you a Bullet Blow, Grenade and other items (depending on how many times original mode has been completed).

In the beginning of the game after the woman tells you to save the man, there will be a bucket behind him. Shoot the bucket and a Credit +2 will be sitting in the well.

Hint : Prelude : Different pathway civilian :

The first woman civilian you see is being chased by a zombie. Save her, and she will tell you to save the man civilian, who will get attacked by three zombies. If you succeed, he will lead you in a different direction -- not a significantly different pathway, but it cuts through another pathway where a Max zombie will appear. If you take the different path, he will not appear.

Hint : Hidden items :

When you save a hostage and they do not give you anything, there will be something in a nearby box.

Hint : Defeating Kuarl :

When the big monster (Kuarl) is in the center, aim for the hanging sign to the right and keep shooting it until the other monster flies into it. You will hit him about 90% of the time and kill him faster.

Hint : Defeating Magician :

When you drop Magician's life a lot, he will be up and charge lots of fireballs to you. The ones that are in the center are the ones that you need to take care of, as they give you damage. Just shoot the center ones, and ignore those from left and right.

All items in original mode (Japanese version) :

Successfully complete all training mode sections with five red stars to receive all items in original mode. *Note* : This may also be done by successfully completing boss mode with five red stars in each section.

Training mode and boss mode (Japanese version) :

Successfully complete the game in original mode to unlock training and boss modes.

Hydro Thunder

All boats and tracks :

Get one of the top five times in any track and enter **?DL** as a name. *Note* : Enter **?PB** as a name in the European version of the game.

Fishing boat :

Enable all hidden tracks. Highlight the Thresher at the boat selection screen. Then, hold **L + R** and press **Y(2)**. Select the Chumdinger to race in a fishing boat.

Tinytanic boat :

The Tinytanic boat can be unlocked by completing the Catacomb level. All bonus boats are unlocked by getting first place in each bonus track.

No timer :

Press **X + Y + B + Start** at the main menu.

Quick start :

Note : This trick assumes the game is under the default controller setting. Hold **L** before the race begins. When the number "3" appears release **L** and hold **R**. When the number "2" appears, release **R** and hold **L** again. When the number "1" appears, release **L** and hold **R**. This should result in a start with a four second boost. Adjust your timing to when the numbers begin fading before switching buttons if you do not get the boosted start.

Boosted jump :

Collect boost power-ups, then hold **L** and press **A** to jump without a ramp.

Full pause screen :

Pause game play and press **X + Y** to remove the text from the screen.

Medium difficulty tracks and boats :

Successfully complete all three easy difficulty tracks in first, second, or third place.

Hard difficulty tracks and boats :

Successfully complete all medium difficulty tracks in first or second place.

Bonus tracks and boats :

Successfully complete all medium difficulty tracks in first place to unlock the Nile Adventure bonus track. Successfully complete this track in first place to unlock the next bonus track. A total of four bonus tracks can be unlocked by finishing in first place. All four bonus boats (Fishing Boat, Armed Response, Blowfish, and Tinytanic) will be available after all four bonus tracks are unlocked.

Select two player mode and on the first three tracks medium boats and tracks will appear : Race on the three tracks and hard boats and tracks will appear. Race on all three tracks and the Nile track will appear. Race on the Nile and three other bonus tracks and all boats, including the fishing and tour boats will be unlocked. Keep playing in two player mode to always finish in first place.

Hint : Arctic Circle : Shortcut :

Near the beginning of the level are some houses. There is a house where you can only see the roof. Jump off the roof and you should jump up about three or four places ahead.

Hint : Arctic Circle : Secret area :

When you reach the area with the big oil tanker and penguins, jump over into a secret area with a red boost.

Hint : Catacomb : 9 second boost :

At beginning of the race there are two columns. Go between them and you will get a 9 second boost.

Hint : Far East : Shortcut :

When you are about half way through the level you will reach a place where the water will drop three times. Just when your on the third one, immediately do your booster jump when you get on the edge. When your boat jumps in the air, hold **Boost**. If done correctly, you should land on top of a place above the tunnel ahead. This will make it much faster than having to go in a big "L". **Note :** This requires some practice.

Hint : Far East : Boost :

When you pass the first dragon shortly before the finish line, make sure you have some boost remaining for the little island holding the second dragon. If you boost/jump through the lanterns on the island, you will get extra boost. You can get an eight second boost if you hit both lanterns precisely.

Hint : Lake Powell : Shortcut :

Near the end of the level there are two gaps and a cement ramp-like wall separating them. Use your booster and go up the ramp. You should land on the train tracks and get a 9 second boost.

Hint : Lost Island : Shortcut :

Go through the waterfall at the beginning of the level. You will get a red and blue boost, fall out a small fall, and immediately find a small village. At the end of the village, before the slight turn, go towards the left side. You will find a cave. Go through it and get the red boost, then a blue. You will exit the cave and be above the track. You will get another blue boost and a final red boost.

This level has three shortcuts. At the start, go through the waterfall then turn to the left. Before you go through the tunnel, do a Hydrojump. This will take you to a secret area. If you miss it, you can also go up the other waterfall but you will take damage. You can then go through the volcano, but use a turbo off of the ramp to get an invisible 9 second boost.

Hint : New York Disaster : Shortcut :

Near the beginning is a silver revolving door that appears to be solid. Go through it and you will find a blue boost and a red boost. To get the red boost you have to use a Hydro Jump (hold **Brake** and use **Boost**).

Just after the start when you enter the first tunnel, you will see a checkered pattern on the left wall (just before exiting the tunnel). This is a shortcut that will bring you to where the revolving door would, and will take you five or so places further into the pack.

Hint : New York Disaster : Boost

In NY Disaster, when you are racing through the left side of the subway tunnel with the Rescue boat cutting you off and bumping into you, instead of jumping for the nine second red boost in the center to the right, bash into the Rescue boat. Your boost level will remain where it was for the remainder of the race.

Hint : Recommended boats :

The following is a list of the best boats to use on the easy and medium tracks.

Thunder Park track : Damn the Torpedoes

Lost Island track : Midway

Arctic Circle track : Damn the Torpedoes

Greek Isles track : Midway

Lake Powell track : Thresher

The Far East track : Thresher or Midway

Idol Suzumeshi o Tsukucchaou

Making mode :

Hold **L + R + X + Y + Right** and press **Start** at the "Press Start" screen. Making mode and all the costumes under that mode will be unlocked.

Ikaruga

Additional credits :

Accumulate at least three or four hours of total game play to get additional credits. By the time you have accumulated six hours, you should have about nine credits from the start, but it is not unlimited.

Gallery 1 option :

Successfully complete trial mode without using any continues to unlock the "Gallery 1" option at the "Appendix" menu. Alternately, accumulate at least five hours of total game play.

Gallery 2 option :

Successfully complete the game under any difficulty setting to unlock the "Gallery 2" option at the "Appendix" menu. Alternately, accumulate at least ten hours of total game play.

Sound test option :

Successfully complete the game under the easy difficulty setting without using any continues to unlock the "Sound Test" option at the "Appendix" menu. Alternately, accumulate at least fifteen hours of total game play.

Game mode option :

Successfully complete the game under the normal difficulty setting without using any continues to unlock the "Game Mode" option at the "Appendix" menu. Alternately, accumulate at least twenty hours of total game play.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find BMP images from the game.

Illbleed

Mini-game :

Successfully complete the game. Then, highlight the "Options" select at the main menu and press **X + A + Start**.

Hint : Best ending :

Successfully complete the game after saving all your friends.

Hint : Worst ending :

Successfully complete the game after saving none your friends.

Hint : Eriko wearing just her underwear :

Successfully complete the game, then play through again. Do not rescue anyone while playing the game. Eriko will lose a piece clothing with each friend that is lost. Eriko will be in her underwear by level 6.

Hint : Easier time rescuing Michel on level 2 :

Get the Flamethrower first, the defeat the Worm Boss. Next, run to the garage and use it against the three Monkillers.

Hint : Hidden Boss battle :

Successfully complete the game, then play through again. Do not save any of your friends during the second game to eventually fight Michael Reynolds.

Incoming

Cheat mode :

Press **Start** after loading the game to display the main menu. Then, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y** to display cheat options that include level select, unlimited lives, unlimited shields, and more.

Hint : Arctic level : Man on toilet :

In the second mission (Arctic level) first phase where you start with the hovertank, turn right slightly until you see a pad/chopper. Go to it. When you get in front of it, turn right slightly until you see a light bulb-shaped radar. Destroy it. Go to where it used to be, then turn right slightly to see two port-a-potties. Shoot them to see a man on the toilet, reading a newspaper.

Industrial Spy : Operation Espionage

Note : This game is also titled Espion-Age-Nts.

Replay game :

Successfully complete and save the game. Load that saved game to begin again with the same AP and agents (except Mondstein) present at the end of the first game.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find images from the game in the "Presents" folder.

Jeremy McGrath Supercross 2000

Extra freestyle :

Finish in first place in every freestyle course.

Hint : Moves :

Cliffhanger : Press **Up + Gas + Stunt + Front Brake**.

Fender Grabber : Press **Up + Rear Brake + Stunt**.

Nac-Nac : Press **Stunt + Shift**.

No Hander : Press **Down + Shift + Stunt**.

No Hands No Feet : Press **Down + Stunt + Shift + Gas**.

One Foot Can Can : Press **Rear Brake + Stunt**.

Recliner : Press **Down + Gas + Stunt**.

Rodeo : Press **Stunt + Front Brake**.

Scorpion : Press **Up + Gas + Stunt**.

Side Prone : Press **Up + Shift + Stunt**.

Supermac : Press **Left + Gas + Stunt + Shift**.

Toe Clip : Press **Up + Rear Brake + Stunt + Front Brake**.

Two Foot Can Can : Press **Gas + Stunt**.

Jet Grind Radio

Note : This game is also titled Jet Set Radio.

Love Shockers gang :

Successfully complete all Shibuya-cho levels with a Jet rank.

Noise Tank gang :

Successfully complete all Benten-cho levels with a Jet rank.

Poison Jam gang :

Successfully complete all Kogane-cho levels with a Jet rank.

Goji Rokkaku :

Successfully complete all the Grind City levels with a Jet rank.

Alternately, complete both the story levels of Grind City in Jet.

Garam :

Successfully complete all of Garam's challenges.

Gum :

Successfully complete all of Gum's challenges at the start of the game.

Mew :

Successfully complete all the Benten-Cho levels. Mew will then challenge you. Win all three of her challenges.

Pots (the Dog) :

First, unlock all the bonus characters (Noise Tanks, Poison Jam, Love Shockers, and Goji). After completing the game, play the "Monster of Kogane" level before "Benten Boogie". After completing those levels, a Noise Tank will challenge you after Chapter 2. Defeat the Noise Tank Challenge and you can play as Pots.

Skate backward :

Press **Down, Up** while skating.

Select characters faster :

Hold **R** at the character selection screen to cycle through the players faster.

Hint : Plague of frogs :

Start a new game. Complete Shibuya GG with a Jet ranking. Then, complete Love Trap with a Jet ranking. Finally, defeat the Love Attack with a Jet ranking. You should not be able to complete any more Love Shockers levels. After this, complete Benten Boogie with a Jet ranking. If done correctly, you should have a plague of frogs in your garage.

Hint : Jet Technique trial :

Stay skating in the zone you start in. For example, in Shabuyo-Cho you start at the bus terminal. The zone you start in is usually the easiest one to get the most points.

Instead of just messing around, find a way you can make a circle that you can just skate around in, getting points. For example, at the bus terminal, grind along the railings, board slide on the billboards, and jump to each obstacle until you get back where you started without falling. From there, go around and around repeatedly until you fall off. You will get hundreds of points.

If you are in range of a graffiti location and you have at least one can, spray away. You will get 500 points just for that.

Do not stop skating. You only have a limited amount of time.

Hint : Jet Graffiti trial :

Spray every single space, even the green arrows.

Use a character with a high graffiti gauge (Gum, Parana, or Yo-Yo). It will be harder, but you will get more points.

Hint : Jet Crush trial :

Do not bump into your rival. You will get hurt and slow down. Get out of your rival's way -- if they slam into you, you will be the one that will get hurt.

Find ways of getting by your rival without getting hurt. You can jump or dash (both maneuvers if executed correctly can help you out more than you would suspect).

Find shortcuts. Some are obvious and some take a little more experimentation. For example : In Shabuya-cho while racing Beat, before jumping of the bridge into the half pipe, get ahead by grabbing onto a bus.

Do not stop. One second could be the difference between a nitro and a jet. Timing is everything. Fail on one thing and you can get very far behind.

Hint : Street Race : Beat :

As you begin to challenge him, race to the center rail and grind. Use **X** repeatedly and jump when needed. If you are an expert, you will be able to jump on the left side rail. For the rest of the race, just jump the cliffs and use boosts.

Hint : Taggers Tag : Poison Jam :

After the small race of following, the group will separate thinking they will trick you. The first member will jump as the rest keeps going. He will keep running around the bottom of the ground. This goes for all the members. Just run into them and use graffiti. You can dash in front of them to do major damage.

Hint : Flag : Rapid 99 :

Go for the first flag and head towards the dragon tower. After the first flag, Rapid 99 will go after the second one. As soon as they get the flag, they will take about a minute to return, giving you enough time to get the third flag (where you entered the level), fourth flag (under the tower), and last flag (on top where you first saw Rapid 99).

Hint : Street Race : Cube :

The first time you grind, you will see two poles (red and blue). The blue pole is easy and the red pole is twisted. The red is better, because you will go faster and will not jump. Cube will be stupid enough to go on the blue pole and fall. Do the grind red technique the rest of the race and humiliate Cube to join you.

Hint : Street Race : Future Site Of Rokaku Expo :

All the races seem easy. However, your opponent will be faster than you. Grind as in the Beat race and you will get extreme points and speed. This will work for the first shot at the ball.

Hint : Panties :

Select Gum or Mew, and then choose Jet Technique or Graffiti (preferable) Technique. Select one of the three Tokyo-to streets. The ones with greater chances of this trick working are Shibuya and Benten. Head to the half pipe area of whichever one you selected. Have the camera generally stay in one area, instead of following you, as you go back and forth (as if watching from inside the half pipe). Gain enough momentum so that you can roll past and above the camera without hitting the top. If done correctly (and with some luck) you will be able to see Gum or Mew's panties.

Hint : Crash helicopters :

Crash helicopters by grinding on objects that go close to them and spraying the windshield. You might a the green arrow near the windshield.

Jimmy White's 2 : Cueball

Cheat mode :

Enter the snooker room and use explore mode to look at the stool. This should take you into a mouse hole. Look around to see the "Cheat Mode Activated" message. You can now play against all characters.

Hint : Defeating Jimmy :

Just before Jimmy takes a shot, change the shot speed to the lowest setting and he will miss, giving you control of the game.

Jojo's Bizzare Adventure : Heritage For The Future

Note : This game is also titled *Jojo no Kimyouna Bouken : Miraihe no Isan*.

Kid mode (*Jojo's Bizzare Adventure*) :

Defeat more than fifteen characters in survival mode to unlock kid mode, which allows the characters to appear as kids.

Fight as Dio (*Jojo's Bizzare Adventure*) :

Successfully complete arcade mode with Jotaro.

Fight as Evil Dio (*Heritage For The Future*) :

Successfully complete challenge mode with Dio.

Fight as Evil Dio (*Jojo's Bizzare Adventure*) :

Successfully complete arcade mode with Dio.

Fight as Hol Horse and Voing (*Heritage For The Future*) :

Successfully complete challenge mode with Hol Horse.

Fight as Kan (*Heritage For The Future*) :

Successfully complete challenge mode with Black Polnareff.

Fight as New Kakyoin (*Heritage For The Future*) :

Successfully complete challenge mode with Kakyoin.

Fight as Robber Soul (*Heritage For The Future*) :

Successfully complete challenge mode with Kujo Jotaro

Fight as Young Joseph (*Heritage For The Future*) :

Successfully complete challenge mode with Joseph.

Fight as Young Joseph (*Jojo's Bizzare Adventure*) :

Successfully complete arcade mode as Joseph.

Kanon

In-game reset :

Press **A + B + X + Y + Start** during game play to return to the title screen.

Sound test :

Successfully complete the game with a good ending.

CG and music test :

Successfully complete the game to unlock CG mode and music mode options.

Kao The Kangaroo

Level select :

Pause game play and display the map. Then, hold **L + R** and press **Up, Down, Right, Left, Up, X**.

Level skip :

Pause game play and display the map. Then, hold **L + R** and press **Up(2), Left, Down, X**.

Unlimited lives :

Pause game play and display the map. Then, hold **L + R** and press **Down, Left, B, Left, B(2)**.

Extra life :

Pause game play and display the map. Then, hold **L + R** and press **Down, A, Up, Left, A**.

Unlimited energy :

Pause game play and display the map. Then, hold **L + R** and press **Down, B(2), A, Up, Left, Right**.

Unlimited gloves :

Pause game play and display the map. Then, hold **L + R** and press **Down, Right, Up, Right, Left, B**.

Extra glove :

Pause game play and display the map. Then, hold **L + R** and press **Down, Right, Left, Down, A**.

Unlimited checkpoints :

Pause game play and display the map. Then, hold **L + R** and press **Up, Right, Down, Right, Left, A**.

Extra checkpoint :

Pause game play and display the map. Then hold **L + R** and press **Up, Right, Down, Left, A**.

Unknown :

Pause game play and display the map. Then hold **L + R** and press **Up, Right, Down, Right, Left, B**.

Snowboarding bonus level :

Collect all coins in the game.

King Of Fighters Dream Match '99

Fight as Boss Rugal :

Highlight Rugal at the character selection screen, then hold **Start** and press **X**.

Fight as "CC Iron" Terry Bogard :

Highlight Terry Bogard at the character selection screen, then hold **Start** and press **X**.

Fight as Crazy Joe :

Highlight Joe Higashi at the character selection screen, then hold **Start** and press **X**.

Fight as Dark Robert :

Highlight Robert Garcia at the character selection screen, then hold **Start** and press **X**.

Fight as Evil Ryo :

Highlight Ryo Sakazaki at the character selection screen, then hold **Start** and press **X**.

Fight as Old Andy :

Highlight Andy Bogard at the character selection screen, then hold **Start** and press **X**.

Fight as Orochi Team :

Highlight Chris at the character selection screen, then press **Start**.

Fight as Classic Kyo :

Highlight Kyo Kusanagi at the character selection screen, then hold **Start** and press **X**.

Fight as Orochi Chris :

Highlight Chris at the character selection screen, then hold **Start** and press **X**.

Fight as Orochi Yashiro :

Highlight Yashiro Nanakase at the character selection screen, then hold **Start** and press **X**.

Fight as Orochi Shermie :

Highlight Shermie at the character selection screen, then hold **Start** and press **X**.

Fight as Riot Billy Kane :

Highlight Billy Kane at the character selection screen, then hold **Start** and press **X**.

Fight as X Shiranui Mai :

Highlight Mai Shiranui at the character selection screen, then hold **Start** and press **X**.

Fight as Yuri (C-Type) :

Highlight Yuri Sakazaki at the character selection screen, then hold **Start** and press **X**.

Full pause screen :

Pause game play and press **X + Y**.

Alternate costumes :

Highlight one of the following fighters at the character selection screen, then hold **Start** and press **X** : Andy, Billy, Chris, Joe, Kyo, Mai, Robert, Ryo, Shermie, Terry, Yashiro, Yuri.

Alternate costume colors :

Select a fighter at the character select screen with one of the following actions.

Normal color : **A**

Second color : **A + X**

Third color : **A + Y**

Fourth color : **A + X + Y**

Alternate survival mode :

Successfully complete survival mode once. Then, highlight the "Survival Mode" option, hold **Start** and press **A** to fight individual characters instead of team battles.

Alternate versus mode stages :

Hold **Start** while selecting a stage in versus mode

Teammate assistance :

Hold **B** when selecting the fighter order before a match. *Note* if any of the characters are neutral or friendly. If your fighter is stunned during the match, hold **X + Y + A** to have your teammates enter the fight.

King Of Fighters Evolution

Syo and Gai strikers :

At the practice mode character selection screen, highlight Kyo (original) and quickly press **Y(30)**, then Press **Up, Right(3), Up, Left(3), Up(2), Right(3), Up(2), Left(3), Up, Right(3), Up(2)**. The pointer will be over the "Extra Striker" selection. Press **A**. Syo and Gai will appear in lower left corner of the screen. *Note* : This code was done with

Alfred and Fio unlocked.

Full pause screen :

Pause game play and press **X + Y**.

Omake data :

Place the game disc in a PC compatible CD-ROM drive to find more graphics and HTML web pages for the game in the "omake" directory.

Hint : Boss team :

At the main menu, select either "Team Play" or "Team Vs". mode. Then, at the character selection screen, choose Krizalio, Ryo, and Iori as your players. Next, choose Takuma, Billy Kane, Yamazaki, or Alfred as your striker. **Note** : When you select Takuma as a striker, he will be Mr. Karate. In order to use Billy Kane, Yamazaki, or Alfred as your striker, you must unlock them first.

Hint : Easy points to buy extra strikers :

Play game in single or team battle mode. Select four fighters for team battle or two fighters for the single battle game.

For team battle, choose the order of fighters, then play the first team. After last CPU fighter loses, points will be awarded to the player. Choose the order of fighters again for the second team. Play the second team and intentionally lose. Lose with all three fighters and wait for continue screen. Do not continue and wait for countdown to complete. Points will be awarded to overall points to buy strikers.

For single battle, choose a fighter and striker to play with. Play against first CPU fighter/team. After defeating the CPU fighter/team, points will be awarded. Play against the second team and lose. Wait for the continue screen to appear. Do not continue and allow the timer to count down. Points will be awarded to overall points to buy extra strikers.

If your continue at the continue screen, the player will play the team over again. The player has chance of lowering overall awarded points after playing the last fighter of the second team, and so on with other teams.

Hint : Point prices to buy/unlock extra strikers :

The Justice version and Dark version of each extra striker is different. To unlock the Dark versions, buy all the Justice versions of the extra strikers. The Dark versions can then be purchased with points.

Justice version extra strikers

Fio : 2000 points

Kyo : 800 points

Goro : 800 points

Chizuru : 800 points

Athena : 800 points

B. Kane : 800 points

Yamazaki : 800 points

Alfred : 2000 points

Dark version extra strikers

Fio : 2200 points

Kyo : 1000 points

Goro : 1000 points

Chizuru : 1000 points

Athena : 1000 points

B. Kane : 1000 points

Yamazaki : 1000 points

Alfred : 2200 points

Hint : Syo and Gai :

Two bonus strikers, Syo and Gai, will be unlocked at the Extra Strikers menu after fifty hours of game play are accumulated.

Hint : Cheap Strikers :

The two cheapest (most effective) Strikers available are Dark Billy Kane and Dark Yamazaki. These two Strikers jump straight to your opponent, attacking in the air, then post them up in the air to attack. Billy Kane will post the enemy higher than Yamazaki, but may do more damage. Yamazaki will not only post the character up, but will toss him in the air slightly when he is through. With either type, have your character pull off some devastating Super Moves.

King Of Fighters 2000

Fight as Kula Diamond :

Highlight Whip at the character selection screen and press **Start**. Highlight Vanessa and press **Start**. Highlight Seth and press **Start**. Highlight Maxima and press **Start**. Highlight K' and press **Start**. Highlight the "?" icon and press **Start**. Then, press **Up, Down**. Kula Diamond will appear below the "?" icon.

Maniac Strikers :

Select Chang, Choi, Iori, Kula, Ryo, Ramon, Kasumi, or Kyo as a character. Highlight the "Another Striker" option at the Striker selection screen, then press **Up, Left(3), Right(3), Down**. "Another Striker" will change to "Maniac Striker" to confirm correct code entry.

Select victory pose :

Press a **Punch** or **Kick** button immediately after your opponent is defeated.

Alternate costume :

Highlight Benimaru, K', Kyo, Iori, Whip, Ryo, Choi, Terry, Blue Mary, Mai, or Kensou at the character selection screen then press **X + Y**.

Fight as Zero in practice mode :

Select any two fighters in practice mode for yourself and the CPU. Hold **Up** and press **HP** when selecting the first fighter in your team order. A sound will confirm correct code entry. The second fighter will be automatically be selected. When the match begins, you will be controlling Zero.

Special Puzzles :

Successfully complete single or team modes under any difficulty setting.

King Of Fighters 2001

Puzzle mode :

Successfully complete Single mode as any fighter.

Survival mode :

Successfully complete Team mode as any team.

Puzzle mode gallery :

Successfully complete Puzzle mode.

Fight as Zero :

Defeat Zero in Survival mode. Then, highlight the random option at the character selection screen and press **Right**.

Fight as Ignis :

Defeat Ignis in Survival mode. Then, highlight the random option at the character selection screen and press **Right(2)**.

Gallery art :

Successfully complete Team mode to unlock gallery art for the team that was used. Complete Team mode with all teams to unlock the final set of art.

King Of Fighters 2002

Fight as King :

Successfully complete mission 40 in time attack mode. Alternately, play time attack mode 150 times.

Fight as Kusanagi :

Successfully complete mission 20 in time attack mode. Then, hold **Start** when choosing Kyo at the character selection screen. Alternately, play team attack mode 50 times.

Fight as Rugal :

Defeat Rugal in team attack mode to unlock him as a selectable character. Alternately, play team attack mode 20 times.

Fight as Shingo :

Successfully complete single attack mode. Alternately, play single attack 20 times.

Orochi Team :

Hold **Start** and choose Yashiro, Shermie, and Chris at the character selection screen.

Team Attack mode :

Successfully complete the game in team mode to unlock the team attack mode option.

Single Attack mode :

Successfully complete the game in single mode to unlock the single attack mode option.

Gallery pictures :

Defeat a character in single attack mode to unlock his or her picture in the gallery.

Kiss : Psycho Circus - The Nightmare Child

Soundtrack :

Play track two and above of the game disc in an audio CD player to hear music from the game.

Kiss pinball game :

Insert the game disc in a PC compatible CD-ROM drive. Double-click on the icon with the face of one of the band members.

Kita e. Photo Memories

Bonus gallery pictures :

Successfully complete the mini-adventure to unlock pictures in the "Photo Memories" section of the "Nocchi Gallery" option.

Kita E. White Illumination

Hint : UFO Catcher mini-game :

Repeatedly press **A** after grabbing a prize with the mechanical claw to avoid losing it.

Langrisser Millennium

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Last Blade 2

Note : This game is also titled Bakumatsu Roman Daini Tobari : Gekka no Kenshi Final Edition.

Fight as Kaede (before awakening) :

Highlight Kaede at the character selection screen, then press **X**(14). As soon as you hear his voice to confirm correct code entry, press **A** or **Y** to select him. *Note* : In the Japanese version, highlight Kaede at the character selection screen, then quickly press **X**(9), **B**, **X**. As soon as you hear his voice, press **A** or **Y**.

Fight as Kohryu :

Highlight Yuki at the character selection screen, then press **X**(19). As soon as you hear his voice to confirm correct code entry, press **A** or **Y** to select him. Hint : In the Japanese version, highlight Kaede at the character selection screen, then quickly press **X**(10), **B**(5), **X**(4). As soon as you hear his voice, press **A** or **Y**.

Fight as Kotetsu (Shigen's daughter) :

Highlight Shigen at the character selection screen, then press **X**(17). As soon as you hear her voice to confirm correct code entry, press **A** or **Y** to select her. This gives Shigen a special introduction -- you do not actually play as Kotetsu. *Note* : In the Japanese version, highlight Shingen at the character selection screen, then quickly press **X**(5), **B**(10), **X**(2). As soon as you hear her voice, press **A** or **Y**.

Fight as Hagure (Akari's paper doll) :

Highlight Akari at the character selection screen, then press **X**(17), wait one second, then press **X** again. As soon as you hear her voice to confirm correct code entry, press **A** or **Y** to select her. Hagure will change into a clone of its opponent, right down to the sword-type. *Note* : In the Japanese version of the game, highlight Akari at the character selection screen, quickly press **X**(8), **B**(9), then repeatedly press **Kick** until Akari speaks to confirm correct code entry.

Ex mode :

Select Speed (Blue) at the mode selection screen, then press **X**(6), **Left**, **B**(3), **Right**, **X**(4).

Alternate costumes :

Press **Y** when selecting power, speed, or EX modes.

Portrait gallery :

Successfully complete the game with any fighter to unlock the gallery option at the main menu. Gallery entries for each character will be unlocked after the game is completed as that fighter.

Memorial movies :

Successfully complete the Hanafuda Card mini-game with various characters to unlock memorial movies (the ending sequences from the original *Last Blade*).

Hanafuda Card mini-game (Japanese version) :

Successfully complete story mode under any difficulty setting and any number of continues. A selection for the card game will appear below "Options" at the main menu.

Legacy Of Kain : Soul Reaver

Fire Glyph :

Pause game play, then hold **L** or **R** and press **Up(2), Right, Up, Y, X, Right**. A sound will confirm correct code entry.

Soul Reaver :

Pause game play, then hold **L** or **R** and press **Down, Y, X, Right(2), Down(2), Left, Y, Down, Right**. A sound will confirm correct code entry.

All abilities :

Pause game play, then hold **L** or **R** and press **Up(2), Down, Right(2), Left, B, Right, Left, Down**. Resume game play to get the ability to phase through gates, climb walls, fire force projectiles, swim, and have the Soul Reaver.

Upgrade health to next level :

Pause game play, then hold **L** or **R** and press **Right, A, Left, Y, Up, Down**. A sound will confirm correct code entry.

Refill health :

Pause game play, then hold **L** or **R** and press **Down, B, Up, Left, Up, Left**. A sound will confirm correct code entry.

Maximum health :

Pause game play, then hold **L** or **R** and press **Right, B, Down, Up, Down, Up**. A sound will confirm correct code entry.

Refill health and magic :

Enter the glyph menu, then pause game play without leaving the glyph menu. Hold **L** or **R** and press **Down, B, Up, Left, Up, Left**. If you pause the game and enter the code, it refills health; if you enter the glyph menu and enter the code, it refills magic; if you enter the glyph menu, pause, then enter the code it it refills both magic and health.

Hurt Raziel :

Pause game play, then hold **L** or **R** and press **Left, B, Up(2), Down**. A sound will confirm correct code entry.

Refill magic :

Pause game play, then hold **L** or **R** and press **Right(2), Left, Y, Right, Down**. A sound will confirm correct code entry.

Maximum magic :

Pause game play, then hold **L** or **R** and press **Y, Right, Down, Right, Up, Y, Left**. A sound will confirm correct code entry.

Pass through barriers :

Pause game play, then hold **L** or **R** and press **Down, B(2), Left, Right, Y, Up**. A sound will confirm correct code entry.

Force :

Pause game play, then hold **L** or **R** and press **Left, Right, B, Left, Right, Left**. A sound will confirm correct code entry.

Constrict :

Pause game play, then hold **L** or **R** and press **Down, Up, Right(2), B, Up(2), Down**. A sound will confirm correct code entry.

Wall climbing :

Pause game play, then hold **L** or **R** and press **Y, Down, X, Right, Up, Down**. A sound will confirm correct code entry.

Fire Reaver :

Pause game play, then hold **L** or **R** and press **Down, Up, Right, Up, Down, Left, B, Right, Down**. A sound will confirm correct code entry.

Make Fire Reaver :

Pause game play, then hold **L** or **R** and press **Y, Right, Down, B, Up**. A sound will confirm correct code entry.

Aerial Reaver :

Pause game play, then hold **L** or **R** and press **A, Right, Up(2), Y, Left(2), Right, Up**. A sound will confirm correct code entry.

Kain Reaver :

Pause game play, then hold **L** or **R** and press **A, B, Right, Y, Left(2), Right, Up**. A sound will confirm correct code entry.

Force Glyph :

Pause game play, then hold **L** or **R** and press **Down, Left, Y, Down, Up**. A sound will confirm correct code entry.

Stone Glyph :

Pause game play, then hold **L** or **R** and press **Down, B, Up, Left, Down, Right(2)**. A sound will confirm correct code entry.

Sound Glyph :

Pause game play, then hold **L** or **R** and press **Right(2), Down, B, Up(2), Down**. A sound will confirm correct code entry.

Water Glyph :

Pause game play, then hold **L** or **R** and press **Down, B, Up, Down, Right**. A sound will confirm correct code entry.

Sunlight Glyph :

Pause game play, then hold **L** or **R** and press **Left, B, Left, Right, Right, Up(2), Left**. A sound will confirm correct code entry.

Shift at any time :

Pause game play, then hold **L** or **R** and press **Up(2), Down, Right(2), Left, B, Right, Left, Down**. A sound will confirm correct code entry.

Hint : Do not attack humans :

You will encounter your first human in Malchia's domain. He is a vampire hunter garbed in silver armor, shoots silver

stakes from a bow, and will be hostile. Leave him alone and continue on to fight the zombie-like vampire. Leave after killing it, and do not go back to the human. The next human you encounter, located in the gear room, should fall to his knees and hold out his arms. The humans now consider you an avenging angel. Do not attack them, or they will turn on you. Warning : Vampire Worshipers are garbed in red and gold. They wield throwing knives and staffs and will always attack. You may kill them as they are evil. Be sure to check your human targets. You will now be able to peacefully roam through the human stronghold.

Hint : Getting health from humans :

Do not immediately kill humans for their soul. Instead, walk up to them. When they cringe, get close to them and press **B** to reave their souls. Hold **B** until they die. You will get more health this way instead of killing them and then reaving their souls. Hit vampire slayers once with a weapon or your claws, then use the previous steps to gain more health.

Hint : Fun with humans :

For those of you who feel the need to unleash your wrath upon your unsuspecting human friends, go ahead and kill them with glyphs. The other humans will not acknowledge that you are responsible. Try the force, stone, and fire glyphs. You can do fun things like sailing a worshipping human against the wall, killing him, and watching as he proceeds to slide into the water only to die again.

Do not attack the humans. When they fall to their knees use the button to suck in souls near the human. You will pick him up, take his soul, and he will die.

Hint : Defeating Malchia :

To defeat the Malchia, lure him under one of the two spike gates and release them right when he is slithering under it. Repeat this on the other side of the room. After that, lure him into the center cage, quickly jump out, run to where Malchia started from, and roll the lever. This will cause the large spikes on the ceiling to come grinding down on top of him.

Hint : Defeating Dumah :

Pull the three stakes out of him to bring him back to life. Lure him into the furnace room very slowly -- if you move too fast, he will return to his room and you will have to begin again. Turn on the gas and hit the switch after he is in the furnace room to fry him.

Hint : Defeating Zephon :

Bring a torch with you to the fight with Zephon. Run up to his belly, and swipe the torch at the hole for a bit of damage. He will attack with his leg, and get it stuck in his belly. Strike the leg. He will be heavily damaged. Strike the egg hole to cause more damage. Any time he gets a leg stuck in the ground, hit it with the torch, then hit his egg sack to quickly kill him. This is easier than the "correct" method. After defeating him, you will gain the ability to scale walls.

After the intermission sequence, run towards Zephon and get him to stab at you with his legs. When they are stuck, attack them. They will shatter and the battle will be easier. Hit him in the sack to get him to spit out an egg. Pick it up and run over to the half-man with the flamethrower. Light the egg on fire. The egg will begin to make a creaking sound. The faster the sound, the closer the egg is to exploding. Time the throw so that the egg explodes just as it hits him. Repeat this until Zephon is defeated.

Hint : Defeating Rahab :

You must enter the chamber in the spectral realm. Go to the top pillar where the portal is located and materialize. After a brief exchange of words, your only task is to shoot out the windows lining the room to let in the sunlight. Use the force blast-- you do not need Soul Reaver, so do not worry about taking hits. After he dies, you will acquire the swimming ability.

Hint : Defeating Kain (first time) :

Simply wait for him to materialize and hit him. He will appear behind you 90% of the time. You will acquire Soul Reaver after he is defeated.

Hint : Defeating Kain (final time) :

Wait for him to materialize and hit him. You need soul reaver to do damage. The spirit forge in the center of the arena always automatically fills your health. Simply run over to it to accomplish this. When you strike him the first time, he appears on the second tier, again usually behind you. Finally, when you hit him on the second tier, he will materialize on the third and highest tier, again usually behind you. Quickly hit him a third time to defeat him.

Hint : The Last Lieutenant :

The Soul Reaver developers claimed that they did not have enough time to implement every section of the game. Apparently Raziel's last brother, Turel, was left out of the game.

Hint : Use of the Constrict ability :

First, you must have a circular area around the target. For example : Assume that the target is a Dumahim vampire (the most common in Nosgoth). Now, without using autoface, run a complete circle around the vampire until Raziel is followed by a trace of blue energy. This energy, once fully invoked, will "constrict" the vampire, causing it to be momentarily stunned -- and allowing ample time for you to finish the it off. The Constrict ability has odd effects on humans. They are as follows :

1. Certain humans, once you begin the Constrict ability, will act as though they plummeted into water. If you do not finish the ability, they will "drown".
2. The human will get stunned when Constrict is half finished, allowing you to stop and feed on their soul.
3. The most common and normal result is that the human will instantaneously die.

The Constrict ability is required to complete the puzzle in the Chrono-chamber. Also, make sure to return to areas of Nosgoth you have already visited prior to gaining that ability. You will find that Constrict can be used on many things, and may open up useful secrets (such as Eldritch artifacts, Glyphs, and life force pieces). Constrict does not work on Kain and will not work underwater.

Hint : Force Glyph :

Once you reach Melchia's clan area you can acquire your first Glyph Once you have made it through the cemetery you will reach a small cave with a block in it. Move the block and put it against the short wall. **Note** : Use first person view to find it. Jump on the block, then onto the ledge. Continue through the passage to reach another cemetery. Move through this at top speed and do not bother with the Melchahim Vampires to reach a fortress. Go up any of the ramps to and follow the short passageway. You will then be in a large room in which you will see two Skinners. You can either kill them or leave them alone. In this room, look for a metal gate. Once found, go through it. Go down the spiral staircase to a warp room. Save the game at this point if desired. Once you have activated the Teleporter, run to the other end of the warp room and exit through the door. Then, run forward toward the lake and stop near it. Look around to find a wall that you can soon climb. After noting the location of the scaleable wall, shift to spectral and jump down into the lake. Kill or avoid the enemies down here, then look around again to find two passageways. Look for a passageway that has a strange blue glow emanating from it. Go into this passageway and follow the path. Kill the loner ahead, then continue down the path. You will now be in a large room with two or three of the Soul Reaver's undead friends inside. Kill them, then look for a large gate. There are actually two of them. Once you have found the correct gate, phase through it using Melchia's skill then proceed up the passageway. Follow it, and it will lead you to a large room with three thin pillar-like statues. Go behind each of them and push it. Once you have pushed all three of them down, an intermission sequence will show Raziel absorbing the Glyph and The Elder God giving him information about Glyphs. **Note** : Once you run out of Glyph power, retrace your steps to any Glyph shrine you have found then run into the glowing energy mist to recharge. You can also return to the Pillars of Nosgoth and recharge there or from the scattered Glyph energy refills around Nosgoth.

Hint : Glyph enhancement :

Once you have Dumah's Constrict ability, go to Raziel's former clan. Once there, go through the wooden door to your left, and follow the passage. Do not go into the water. Once you have followed the passage all the way, you will reach a silo-like building. Climb up to the top of the building using the stairs. You will see a small gold object sticking out the ground. Run around this counter-clockwise twice. Stop once you see that the gold object has turned. You should notice the ramp you lowered earlier in the game has risen up again. Go to the switch on the wall and flip it. Another ramp will

now lower. Go up this ramp, killing the Dumahim Vampire as you go along. Eventually, you will see a Glyph refill. Go back out to the gold object in the ground and again run around counter-clockwise. Stop once you see it turn. Once again, return to the switch on the wall and flip it again. A new ramp will now be lowered. Proceed up this ramp, again slaying the vampire as you proceed. You will now be in a large room, with another block puzzle. Stack all three blocks on top of each other and jump onto the high crevice ahead. Once you have finished the puzzle, you can collect the Glyph enhancement. You can also collect another item. To get it, return to the gold object and run around it counter-clockwise then flip the switch. Run up the ramp, kill the Dumahim Vampire, then proceed in the room to collect the item.

After killing Morlock and Rahab, go to Morlock's chamber where you fought him. Go through the small hole in the wall that was made earlier with your new skill. Retrace your steps to where the large ghost ship is located, just before entering the Flooded Abbey. Jump onto the boat and run up to the top north part of the ship. Look where the large, pointy object is pointing. Dive into the water, being cautious of the Rahabim Vampires, and swim in that direction. Eventually, you should see a tunnel under the water. Swim through it and follow the passage. Dodge the miffed vampires as move. You will now be in a large room. Be extremely careful in here. Swim to the other end of the room, then to the top. You should see the Glyph enhancement. Collect it, then leave the room through the passageway you swam through. Then, jump back on the boat. You may have also seen another cave in the water (towards the south of the ship); collect this if desired.

Hint : Easy health refill :

Enter the spectral realm and gather up souls. If there are no souls, then fight slaugh and wraiths. Once filled, use a portal to re-enter the material realm and you will find that you now have full health. Also, if Soul Reaver has already been obtained, you will have it back as well.

Looney Tunes : Space Race

Master code :

Select the "Cheats" option and enter **CHEESFISH** as a code to unlock all racers, tracks, and other cheat features. A sound will confirm correct code entry.

All racers :

Select the "Cheats" option and enter **CHAR** as a code. A sound will confirm correct code entry.

Porky Pig :

Select the "Cheats" option and enter **YAVARMINT** as a code. A sound will confirm correct code entry.

Marvin Martian :

Select the "Cheats" option and enter **REDWAGON** as a code. A sound will confirm correct code entry.

All tracks :

Select the "Cheats" option and enter **TRACK** as a code. A sound will confirm correct code entry.

AE 2 track :

Select the "Cheats" option and enter **MAROON** as a code. A sound will confirm correct code entry.

Galactorama 1 track :

Select the "Cheats" option and enter **YOIKS** as a code. A sound will confirm correct code entry.

Galactorama 2 track :

Select the "Cheats" option and enter **DODGPARRY** as a code. A sound will confirm correct code entry.

Mars 2 track :

Select the "Cheats" option and enter **SCWEWBALL** as a code. A sound will confirm correct code entry.

Nebula track :

Select the "Cheats" option and enter **MRFUZZY** as a code. A sound will confirm correct code entry.

Off World 1 track :

Select the "Cheats" option and enter **DURNIDGIT** as a code. A sound will confirm correct code entry.

Off World 2 track :

Select the "Cheats" option and enter **PALOOKA** as a code. A sound will confirm correct code entry.

Wild West 1 track :

Select the "Cheats" option and enter **HOGGRAVY** as a code. A sound will confirm correct code entry.

Wild West 2 track :

Select the "Cheats" option and enter **MACKEREL** as a code. A sound will confirm correct code entry.

Mirrored tracks :

Select the "Cheats" option and enter **SAMRALPH** as a code. A sound will confirm correct code entry.

All AE events :

Select the "Cheats" option and enter **3LILBOPS** as a code. A sound will confirm correct code entry.

All challenges :

Select the "Cheats" option and enter **MOIDALIZE** as a code. A sound will confirm correct code entry.

Unlimited turbo :

Select the "Cheats" option and enter **DUCKAMUCK** as a code. A sound will confirm correct code entry.

No gags :

Select the "Cheats" option and enter **SUCCOTASH** as a code. A sound will confirm correct code entry.

All gallery items :

Select the "Cheats" option and enter **MICHIGANJ** as a code. A sound will confirm correct code entry.

Control credits :

Hold **A** to advance quickly through the credits or hold **B** to move back.

Macross M3

Free mission mode :

Successfully complete the game to unlock the levels in free mission mode.

YF-19 :

Select the "Internet" option, then choose "Passwords". Enter **68134581** to unlock the YF-19 in free mission mode.

YF-21 :

Select the "Internet" option, then choose "Passwords". Enter **25193621** to unlock the YF-21 in free mission mode.

Mag Force Racing

All tracks and Tripods :

Highlight the "Tripod Select" option at the main menu. Then, hold **X + Y** and press **Up, Left, Down, Right(2), Up, Down, Right**.

All power-ups are triple missiles :

Enter **MISSI** as a code.

All power-ups are turbo rams :

Enter **TURBO** as a code.

Turbo ram auto-pilot :

Enter **AUTOM** as a code.

Invisible Tripods :

Enter **GHOST** as a code.

CPU controlled bonus Tripods :

Enter **HUND** as a code.

Alternate sound effects :

Enter **RETRO** as a code.

Debug mode :

Enter **JOHNM** as a code. All items and weapons will be named "Malkovich", but will still function correctly.

Magic : The Gathering

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive and open the "sample.bmp" file to view the world map.

Maken X

All weapons :

Pause game play, then press **Up, Right, Left, Down, B, L, R, A, Right, X, B, Left, R, Y, Up**.

Invincibility :

Pause game play, then press **Down, Left, Up, Right, L, A, X, Left, R, B, Y, Up, L, A, Down**.

Full pause screen :

Pause game play, then press **X + Y**.

Mars Matrix

Easy money :

Buy Score Attack 3 in a shop, then go to arrange mode A and select Score Attack 3. Choose the Mosquito 02 (the blue jet) because it is much faster than Mosquito 01. You will die in the game will have unlimited lives. No matter what happens, keep pressing **R** and collect as much money as possible. At the end, return to the shop and check how much money was collected. If not enough, play it again until you get enough.

Try to buy the Speed Option and Score Attack 4 in the shop. Then make it fast for your jet, by going to Special Option. Go to Score Attack and choose "Arrange" mode. Then select Mosquito 02 (the blue jet) so you can move fast. Kill everything in sight pressing or holding **R** to get even more money. Do not worry about dying because you will have unlimited lives while playing.

Buy Score Challenge Stage 3 and then play it under Elite Mode A. Go through the level, collecting as much money as you can. Only use your Piercing Cannon (press **R**) because you get more money. Do not worry about dying, because you have unlimited lives. When you get to the Boss, position yourself over his center and use your Piercing Cannon. The gold will come pouring out.

Marvel vs. Capcom

Fight as Lilith :

Highlight Zangief at the character selection screen. Then, press **Left(2), Down(2), Right(2), Up(2), Down(4), Left(2), Up(4), Right, Left, Down(4), Right(2), Up(4), Left(2), Down(4), Right, Down**. Lilith will appear below War Machine. Alternately, finish three opponents with super moves and use all helpers for at least two rounds.

To fight as Lilith without a code you have to finish two rounds with a super variable cross-over; finish seven opponents with a hyper combo; never lose a character, At the beginning of round 7 the "Here comes a new challenger" message will appear and you will fight Lilith and her partner. If you defeat her, you can save her on to the VMU and will now have her without having to enter a code each time.

Fight as Roll :

Highlight Zangief at the character selection screen. Then, press **Left(2), Down(2), Right(2), Down(2), Left(2), Up, Right, Up(2), Right(2)**. Roll will appear to the right of Mega Man. Alternately, finish five opponents with super moves (two with Dual Team), and use all helpers for at least four rounds

To fight as Roll without a code you have to use all of your helpers every round (Cyclops, Psylocke, etc.); Finish two rounds with a super variable cross-over; Finish three opponents with a hyper combo; Never lose a character. At the beginning of round 7 the "Here comes a new challenger" message will appear and you will fight Roll and her partner. If you defeat her, you can save her to the VMU and will now have her without having to enter the code.

Fight as Shadow Lady (Super Chun-Li) :

Highlight Morrigan at the character selection screen. Then, press **Up, Right(2), Down(4), Left(2), Up(4), Right(2), Left(2), Down(2), Right(2), Down(2), Left(2), Up(2), Right(2), Up(2), Left(2), Down(5)**. Shadow Lady will appear below Gambit. Alternately, get first attack for all rounds, use all helpers in all rounds, finish all opponents with supers (four of them with the Dual Team).

Fight as Red Venom :

Highlight Chun-Li at the character selection screen. Then, press **Right, Down(4), Left, Up(4), Right(2), Down(2), Left(2), Down(2), Right(2), Up(4), Left(2), Up**. Red Venom will appear above Chun-Li. Alternately, get first attack for all rounds, finish all opponents with super combos (four of them in Dual Team).

To play as Red Venom (Carnage) without a code you have to get the first attack every match; finish four rounds with a super variable cross-over combo; finish two opponents with a hyper combo; never lose a character. At the beginning of round 7 the "Here comes a new challenger" message will appear and you will fight Red Venom and his partner. If you defeat him, you can save him to the VMU and will now have him without having to enter the code each time.

Fight as Orange Hulk :

Highlight Chun-Li at the character selection screen. Then, press **Right(2), Down(2), Left(2), Right(2), Down(2), Left(2), Up(4), Down(2), Right(2), Up(2), Down(4), Up(4), Left, Up**. Orange Hulk will appear above Ryu. Alternately, get three Super Combo finishes.

To fight as Orange Hulk without a code you have to finish three rounds with a super variable cross-over; never lose a character. At the beginning of Round 7 the "Here comes a new challenger" message will appear and you will fight Orange Hulk and his partner. If you defeat him, you can save him on the VMU and have him forever instead of entering a code each time.

Fight as Gold War Machine :

Highlight Zangief at the character selection screen. Then, press **Left(2), Down(2), Right(2), Down(2), Left(2), Up(4), Right(2), Left(2), Down(4), Right(2), Up(2), Left(2), Down(2), Right(2), Up(5)**. Gold Super War Machine will appear above Zangief. Alternately, get five Super Combo finishes, with two of them when controlling both characters (Dual Team attack).

To play as Gold War Machine you have to finish five opponents with a hyper combo; finish two rounds with a super variable cross over combo; never lose a character. At the beginning of round 7 the "Here comes a new challenger" message will appear and you will fight Gold War Machine and his partner. If you defeat him, you can save him to the VMU and will now have him without having to enter the code each time.

Fight as Super War Machine :

Highlight Zangief at the character selection screen. Then, press **Left(2), Down(2), Right(2), Down(2), Left(2), Up(4), Right(2), Left(2), Down(4), Right(2), Up(2), Left(2), Down(2), Right(2), Up(4), Right(2), Left(2), Down(4), Right(2), Up(2), Left(2), Down(2), Right(2), Up(5)**

Fight as Onslaught :

Highlight Zangief at the character select screen. Hold **Start** and sweep the **D-pad** counterclockwise twenty times. If done correctly, Zangief will be highlighted again. Press **HP + HK** at the same time and Onslaught should be on the left side of the screen. Keep **Start** held until the match starts.

Unlock all the hidden character quick selects. The "Onslaught" option will now appear in the game menu.

Fight as Mega-Zangief :

Select Zangief and at level 1, press **Back, Down, Down/Back + LK**. Repeat the move to change back to normal Zangief. Mega Zangief cannot block, but has permanent super armor. His jumps are lower and he is slower. He is, however, much stronger than Zangief. He has one new super, but loses his level 3 super. He can breathe fire instead of Zangief's blue fist punch. His ending is the same.

Fight as Evil Ryu :

Press **Down, Down/Back, Back, Fierce Punch**. *Note* : You must have at least level 1 on you hyper combo bar, and can be done in easy mode.

Fight as Red Ryu (Ken) :

Press **Down, Down/Back, Back, Medium Punch**. *Note* : You must have at least level 1 on you hyper combo bar, and can be done in easy mode.

Change back to normal Ryu :

Press **Down, Down/Back, Back, Quick Punch**. *Note* : You must have at least level 1 on you hyper combo bar, and can be done in easy mode.

Full pause screen :

Press **Start** to pause game play, then hold **Y** and press **X**.

Alternate costumes :

Highlight a fighter, then press **A** or **Y** at the character select screen.

Selecting special partners :

Note : The following codes must be entered while holding **Start** before the special partner selection screen appears.

Unknown soldier : Hold **Weak Punch**

Lou : Hold **Medium Punch**

Arthur : Hold **Weak Punch + Medium Punch**
 Saki : Hold **High Punch**
 Ton-Pooh : Hold **Weak Punch + High Punch**
 Devilot : Hold **Medium Punch**
 Anita : Hold **Weak Punch + Medium Punch + High Punch**
 Pure and Fur : **Weak Kick**
 Michelle Heart : Hold **Weak Punch + Weak Kick**
 Mighty Thor : Hold **Weak Kick + Medium Punch**
 Cyclops : Hold **Weak Punch + Weak Kick + Medium Punch**
 Magneto : Hold **Weak Kick + High Punch**
 Storm : Hold **Weak Punch + Weak Kick + High Punch**
 Jubilee : Hold **Weak Kick + Medium Punch + High Punch**
 Rogue : Hold **Weak Punch + Weak Kick + Medium Punch + High Punch**
 Psylocke : Hold **Medium Kick**
 Juggernaut : Hold **Weak Punch + Medium Kick**
 Iceman : Hold **Medium Punch + Medium Kick**
 Colossus : Hold **Weak Punch + Medium Punch + Medium Kick**
 US Agent : Hold **High Punch + Medium Kick**
 Shadow : Hold **Weak Punch + Medium Kick + High Punch**
 Sentinel : Hold **Medium Punch + Medium Kick + High Punch**
 Pure and Fur : Hold **Weak Kick**
 Thor : Hold **Medium Punch + Light Kick**

Secret character quick select :

There are certain tasks that when completed will unlock the secret characters in arcade mode, without entry of a cheat code. The tasks are listed in the FAQ. If these characters are challenged and defeated, they may be selected by moving the cursor to where they would appear when their cheat code is entered. For example, for Roll go to Megaman and press **Right**. This quick select method may be saved to the VMU.

Name changes :

Enter **---** as a name to have the game change it to "SIN". Enter **AAA** as a name to have the game change it to "CAP". Enter **MMM** as a name to have the game change it to "MOT".

Switch starting character :

Hold **Weak Punch + Medium Punch + High Punch** at the versus screen to switch the character that first starts the match with the second character selected.

Both characters fight at the same time :

You must have a maximum level on the hyper combo bar to do this trick, but it will only last for a short time. Press **Down, Down/Back, Back, Weak Punch + Medium Punch + High Punch + Weak Kick + Medium Kick + High Kick** to bring out your resting character to help you fight. . This can defeat your enemies twice as fast. *Note* : This is a very difficult trick to accomplish.

Gain three Hyper Gauges then press **Down, Back, Switch**.

Dual Team attack on Level 3 :

Press **Down, Down/Back, Back + High Punch + High Kick**. Both characters can be controlled at the same time for about ten seconds.

Double team special :

Gain two Hyper Gauges then press **Down, Forward, Switch**.

Continue attacking :

Press **Start** immediately after winning the match to move almost everywhere and have the ability to continue hitting the defeated character, even with super moves. *Note* : You can not team counter, switch characters, or perform team supers or dual team attacks. You can only hit your opponent with the character you won with. *Note* : If you happen to win with both characters (dual team, team super) you will not be able to move.

Hint : Onslaught : Moves :

Sentinel attack (small form) : Any **Attack**.

Dashing attack (small form) : **Down, Down/Forward, Forward** + any **Kick**.

Magnetic Tempest (small form) : **Down, Down/Forward, Forward** + any **Punch**.

Unblockable Prison (small form) : **Forward, Down, Down/Forward** + any **Punch**.

Teleport (small form) : **Down, Down/Back, Back** + any **Kick**.

Magnetic Shockwave (small form) : **Down, Down/Forward, Forward** + 2 **Kicks**.

Mega Optic Blast (small form) : **Down, Down/Forward, Forward** + 2 **Punches**.

Hand crush (large form) : Any **Punch**.

Sentinel attack (large form) : Any **Kick**.

Hand Drill (large form) : **Down, Down/Forward, Forward** + any **Kick** (when on the ground).

Laser (large form) : **Down, Down/Forward, Forward** + any **Punch**.

Unblockable Prison (large form) : **Forward, Down, Down/Forward** + any **Punch**.

Move (large form) : Rather than going forward and back like in his small form, he now can go up and down in the air.

Laser beam (large form) : **Down, Down/Forward, Forward** + 2 **Punches** (same as the ordinary laser, but he fires five of them).

Psionic Puppet. **Right, Down, Left, 2 Kicks**.

Hint : Level 3 supers :

Zangief : 360 degree motion + 2 **Kicks** when close. This enables a special version of the Final Atomic Buster and does more damage.

Morrigan : **LP, MK, Back, MP, HK**. Morrigan sends a heart to her opponent. If it hits, a curtain closes and Morrigan and her opponent get quite intimate.

Shadow Lady : Hold **Back** for three seconds or more, **Forward, Back, Forward** + 2 **Kicks** (quickly). Shadow Lady dashes forward and kicks her opponent in the air, the screen turns white and hits are seen. The opponent comes crashing down with an explosion.

Ryu : Change into Evil Ryu (**Forward** to **Backwards** + **HP**), then do the Raging Demon by quickly pressing **LP, LP, Forward, LK, HP**. Ryu dashes to his opponent, the screen turns white, and hits are seen. Ryu stands there with his opponent laying down. This is unblockable, but has limited range.

Hint : Mega Man : Magnetic Shockwave move :

Successfully complete the game with Mega Man. A message stating that the "Magnetic Shockwave" was obtained will appear. This will allow Mega Man to use Onslaught's Shockwave super move.

The Magnetic Shockwave move is obtained by defeating Onslaught. To execute the move, press **Down, Down/Back, Back** and two **Punches**.

Hint : Ryu : Hyper combo :

Press **Forward, Down, Down/Forward** and 2 **Punches**. Ryu will hit your opponent with three hard punches sending them flying.

Hint : Strategy against Onslaught :

Small form : Use small characters to duck under his Mega-Optic Blast. Characters such as Mega Man and Wolverine should do fine. An easier way is to use Chun-Li or Ryu. Duck and press **MP** followed by **HK**. This will stun him. Repeat until he is defeated. As for partners, use the ones that use dashing attacks and lasers which hit three times or more.

Larger form : Aim for the head , try to get two hits maximum. This will probably stun him. Ryu's Air Hadoken super works well, as well as Wolverine's Fatal Claw super and Mega Man's Hyper Mega-Man super (or his jumping HP). Chun-Li 's Kikou-Shou works best when you are at level 3. Use three of those supers to hit him hard . You must position yourself below his head, though.

Hint : Blow up Tyrant :

Note : You must have a level two super bar and Jill must be out for this trick. Use her Tyrant Super. Right before Tyrant leaves use her Rocket Launcher Super. If timed correctly you will blow up Tyrant in a very humorous fashion. **Note** : Blowing up Tyrant gives no extra bonuses, damage, or points.

Hint : Secret character's partners :

The secret characters always have the same partners, as follows.

Shadow Lady/Jin

Hyper Venom/Spider-Man

Roll/Mega-Man

Gold War Machine/Captain America

Lilith/Morrigan

Orange Hulk/Wolverine

Hint : Recommended teams :

Beginners : Hulk and Morrigan, Captain Commando and Zangief.

Advanced players : Gambit and Captain Commando, Venom and Spidey

Pro players : Carnage and Orange Hulk, War Machine and Ryu, Golden War Machine and War Machine, Gambit and Wolverine, War Machine and Wolverine, Carnage and Golden War Machine.

Glitch : White screen :

Go to training mode and select any character. Set your opponent's difficulty to zero so that he cannot move, then put him into the right corner. Stand opposite him when you change characters. Your partner will come from the side and hit the opponent, Pause the game when your opponent appears and the screen will turn white.

Glitch : Frozen opponent :

Select Spider Man and Venom as your characters. Then, build up the super meter until it reaches two or max. When the super meter reaches two or max, perform the super where two fighters come up at the same time. Once the timer is activated for the super, have Venom grab the opponent (**Forward + HP**). The opponent should be covered in the web. Then, have Spider Man do a web ball (**Down, Down/Forward, Forward + Punch**) before the opponent breaks free. If done correctly, the opponent should not move at all. You can build up your super meter, taunt, or do whatever until time runs out. They will stay frozen until they get hit. **Note** : If you are player one and you did this to player two, player two will not be able to move until you hit him.

Marvel vs. Capcom 2 : New Age Of Heroes

Switch characters during match :

Use the following to switch between characters in the middle of the game. For example if you choose Cable, Ryu, then Ken, but later in the second stage you want Ryu to appear first -- Hold **L** for the second character and **R** for the third character at the versus screen.

Change fighter order :

Selecting your three fighters. Then, hold **X + Y + L** at the versus screen to change their order.

Change team order :

The order of your fighters will appear before a versus match, with "1", "2", or "3". You can select the first and second fighters of your team, and thus change the entire team order. To select the first fighter, press **LP + LK** for the character marked "1", **MP + MK** for the character marked "2", or **HP + HK** for the character marked "3". Then, press the same button combos to select the second fighter. Press **Start** to continue.

Alternate costumes :

Highlight a fighter, then press **X, Y, Z, A, B** or **C** at the character selection screen. Press **X + Y + Z** or **L** to select a seventh color set or **A + B + C** or **R** to select an eighth color set.

Evil Sakura and Zhangfei :

Press **Down, Down/Left, Left, Back, LK**. They will have the same moves plus extra. For example, if you do Sakura's first special, instead of her doing her combo she will do a special beam like Ryu.

Dark/Evil Ryu :

To play as Evil/Dark Ryu, unlock his alternate color in the secret factor. Then at the character selection screen, highlight Ryu and press **R**. This will toggle a different costume. When you begin game play, he will look like Dark Hadou Ryu (Evil Ryu).

Multiple character selection :

Unlock every costume and character to chose multiple people. For example, player one could chose three Charlie's and the other player could also chose three Charlie's.

Cheaper hidden fighters :

Exit and enter the shop screen until the price of the hidden fighters are lower.

Defeating Abyss :

Select Cable. For Abyss' first form, just block his attacks and then press **Y** to shoot. Repeat this until he dies. For his second form, distance yourself far as possible and press **Y** to shoot. Repeat until he dies. For his third form, just use Cables Hyper Viper. It takes off 90-95% of his life in one blast and will be a 115-130 hit combo. Then, just hit him once or twice with any attack to defeat him.

To defeat Abyss in his second form, choose Cable. Keep shooting Abyss with the pistol (**Y**) and keep shooting till you have level 1 on the gauge. Execute Cable's Hyper Viper Combo. This should kill him -- if not keep repeating this pattern. The works if you are fast enough to kill him while he performs his short range attacks.

Choose Megaman, Cable, and Cyclops. Play under the easy or medium difficulty setting. At Abyss, use Megaman then jump behind him and shoot. During his second form, use Megaman and continue shooting at him. You should have a

level three power bar by now. At Abyss' third form, wait. He always dives down before attacking. When he reappears, do a Triple Hyper combo. If the game is set on very easy and high damage, Abyss should die in one hit.

Change clock in background :

To change the time of the clock in the background of the clock level, simply change the Dreamcast's system time.

Continue attacking :

Press **Start** immediately after winning the match to move almost everywhere and have the ability to continue hitting the defeated character.

Hint : Akuma : Demon Rage :

When at level 3, press **LP(2), Right, LK, HP**. This is a technical move.

Hint : Cable : Defeating Son Son :

Select Cable. When Son Son does her super into a big monkey, quickly do Cable's Hyper Viper on her. It will do 50% to 75% damage.

Hint : Cable : Taunt :

Keep pressing **Taunt** when you are Cable. He will practically keep spinning his pistol as long as he is not attacked.

Hint : Dan : Super Taunt :

Note : This takes one level of your HC Gauge. While holding **LK**, perform two quarter circles **Forward**, then press **Start**. It does no damage, but is funny to watch. It is basically two and a quarter circles and the **Taunt** button.

Hint : Dan : Otoko-Michi :

If you have at least three or more gauges, press **HP, LK, Back, LP, LP**. He will then imitate Akuma's Shungokusatsu. If successful, all your life will be depleted, leaving you with a one hitter.

Hint : Dhalsim : Control Yoga Flame :

Choose Dhalsim and any other two characters. Get the H.C. meter gauge higher than level 1, then do Dhalsim's Yoga Flame. You can change direction of the flame by pressing **Up** or **Down**.

Hint : Hayato : Profile :

Hayato's plasma combo variations make him a strong combo player, but most special moves lack quick recovery time and leave him wide open for an opponent to counter. Hayato's sword gives him decent reach, but only an above-average to expert player should select him up for assist type -- use his expansion type.

Hint : Hayato : Combos :

Thirteen-Hit Plasma -Sword Combo : Get your hyper gauge to level one. Jump in deep, press **LP**, while still in the air press **LK,LP, LK, HP, Down, Down/Right, HP, Down, Down/Right [LP, HP]** for seven hits.

Dark Knight : Get your special bar up to three, then press **LP, HP, Back, LK, HK** quickly. Do this when no more than half a screen away from your opponent. This special can take up to one half life alone.

Hayato has three basic combo skills that can be used in the game. No combo gauges will be used when the skills are used. Either press **Left, LP, LP, LP, LP**; or **Left, LP, LP, LP, HK, LP, LP**; or **Left, HP, LP, HP, HP, HP**.

Hint : Ryu : Shinku-Shoryu-ken :

Play as Ryu on his recommended support type and get up to three hyper combo gauges. Then, press **Quarter Circle Forward** twice and **R** (or two **Punch** buttons). Ryu should perform an extremely powerful electrical element Sho-Ryu-Ken, cutting life down to about a quarter of health remaining under the normal damage settings. **Note** : The range for this attack must be very close up. It does not have as much forward momentum as a normal Sho-Ryu-Ken, but goes twice as high. It is not wise to use this move on its own. It is highly recommended that this move be used in a combo or when you are positive it will make contact.

Hint : San San : One hit kill on Spider-Man :

Use San San's Eating special and have the damage on high. Spider-Man can be defeated with one special.

Hint : Tyrant : Blow him up :

Send out the Tyrant. After he is done with his combo and starts yelling, press the combo for her rocket launcher and he will explode.

Hint : Wolverine : Longer Berserker Claw :

When playing as Wolverine and you are about to use Berserker Claw, execute it with **HP** and tap it repeatedly. **Note** : The attack will not work every time you execute a Berserker Claw in fight. After doing a Berserker Claw, wait awhile, then do it again. It will not work two times in a row.

Hint : Unlocking characters :

Note : This trick requires two VMUs. If you want a player (for example, Blackheart), but you do not have enough points, use your other VMU then transfer him to your main VMU for someone who is in the middle (cheaper) bracket. You will need to play the game on both of these VMUs. This gives you more time for getting every character.

Hint : Over 80-hit combo :

Select Cable, B.B.Hood, and War Machine. Use all their specials at once and it may do 80 to 184 hits.

Hint : Over 86-hit combo :

Choose Tronne Bonne, Servbot, and Guile. Have level a 3 meter and have Guile in play. Press **L + R** to do a combo doing 86 to 160 hits.

Hint : Over 100-hit combo :

You need four Hyper Combo gauges for this trick. Have Strider, Iron Man and Spiral on your team, in that order. Have Spiral with her ground type assist. Jump in with Strider, hitting for two in the air, then go for his standing four as you call in Spiral for her assist. She should come in and bust face long enough for you to activate Oroborous. Run in and hit standing **LP, LK, LP, LK**, then quickly keep tapping **LP** so the Oroborous continues hitting. Then hit for standing **LP, LK, LP, LK** and once again rapidly tap **LP**. At this point your Oroborous should be winding down to its last fifth of a bar. Call in the Team Hyper combo. It is not 100% (sometimes Spiral's combo knocks it all out, but opponents can almost never retaliate this team combo), but if timed correctly you will always hit for at least 100 hits. Also, if you get them into a corner, you can then low **LP**, low **HP** to air combo them with Strider's midair Excalibur.

Hint : 110-hit combo :

At the character selection screen, choose Cable, Gambit, and B.B Hood. You will have to unlock B.B Hood and Gambit by buying them in the Secret Factor. During arcade mode, get up to at least to level 3 or higher. Do their Hyper Combo specials. This combo will do at least 110 hits and a lot of damage. It works better when you are close to your opponent.

Hint : 114-hit combo :

Select Gambit, Iron Man, and War Machine, then get a level 3 hyper combo gauge and do all their hyper combos (**L +**

R). It should do a 114-hit combo. If not, try starting the Hyper Combo with another person.

Hint : 115-hit combo :

Select Cable, T. Bonne, and Chalsm (in that order), then get the level gauge up to at least 3. Do a hyper combo and it will unleash a powerful blow. *Note* : Try to keep the enemy on the ground. Also, this will not work every time. It will happen about half of the time.

Hint : 126-hit combo :

Select War Machine, Iron Man, and B.B. Hood, then get at least a level 3 gauge. Press **L + R** to do a hyper combo and will unleash a powerful blast. Also, try to keep the enemy on the ground. The combo should do at least 126 and sometimes up to 140 hits.

Hint : 200-hit combo :

Choose Cable, Iron Man, and B.B. Hood and get your level 3 hyper combo (usually with punches in the air). Wait until your opponent gets a striker out, then use the hyper combo. The combo should do at least 150-220 hits.

Hint : 407-hit combo :

This trick only works if you are using three Iron Men and the opponents bust out a level 3 Hyper Combo and it misses; and all three characters are in the same location. Have at least three levels on your super combo. Get close and press **LP(2)** then activate your level 3 super. This combo under these circumstances will hit for a minimum of 405 hits, and more for larger characters.

Hint : 3 team hyper combo variations :

When you select a person's support type, you also change the type of hyper combo they use. For example, if you select Ryu's recommended support type (projectile) and Akuma's recommended support type (anti-air) and Megaman's type (projectile), when you use your 3 man hyper combo, Ryu will shoot his Shinku-Hadou-Ken, Megaman will use his Hyper Megaman, but Akuma will use his Metsatsu-Tetsumaki-Sennpu-Ryu-Ken (electrified hurricane kick). However if you change it to projectile type, Ryu will do his Hadou Ken, Megaman will do his Hyper Megaman, and Akuma will instead use his Metsatsu-Go-Hadou, thus making an all projectile hyper combo. Experiment with each mode to see which ones work best. A good way to get the most out of a projectile hyper combo is to have Captain Commando with his recommended support type. Because most beam attacks can easily be avoided by jumping, Captain Commando's "Captain Sword" will cover the entire playing field, effectively pushing your opponent down into your beam attacks, even if blocking. By using this strategy you can do as much damage as possible, even if the opponent dodges the brunt of the attack.

Hint : Unlimited chain supers :

Note : This trick only works in training mode. Set the combo gauge to infinity in the training menu. Then, start a super and start another one. This can be done an unlimited amount of times. This works best with characters who have beam supers.

Hint : Easy special :

When your special meter is at 3 or higher, press **L + R** to do any character's special.

Hint : Easy perfects :

Go to any mode and use the Gambit glitch by doing a Snap-Back (**Quarter Circle Forward + R**), then a Cajun Strike to the left about a second or two after the Snap-Back (hold **Up/Left + High Kick**). timing is not that important. This is best done in arcade mode as it is easy and you start with a super gauge. To make it quicker, set the time to 30 seconds.

Hint : Easy points :

You can get ten points a minute if you go to training mode, choose a character and opponent, then leave the game on for about five hours. **Note** : Do not pause the game.

Plug in a second controller, go to options, change the time to 30 seconds, and turn up the damage. Go to versus mode, turn the handicap down on controller two, and fight. You will get 100 points for each match.

Note : Two auto-fire controllers are required for this trick. Enter the game options, lower the time to 30 seconds, and max out the damage. Next, enter versus mode and lower player one's handicap to zero and max out the player two's handicap. Set player one's controller's auto-fire to **A** and player two's controller to **Y**. Sit back and watch. You will get 100 points per match. Exit after awhile and look at your points.

To get easy points in arcade mode, fight up to Abyss in any difficulty on high damage. Your best difficulty setting is recommended. Once at Abyss, intentionally die on purpose multiple times. Continue, then die again. You will get 100 points every time a continue is used. When you finally choose to defeat Abyss, you will also get 50 points times the difficulty setting.

Go to training mode and choose your players. When the match begins, press **Start** and go to the training menu. Go down to "Dummy" and press **A**. Then, scroll down to "CPU" and press **A**. You will return to the character selection screen. Choose your players and when the match starts press **Start**. Enter the training menu, choose the training options, and change the difficulty to the highest, H. C. Gauge to on, Delayed H. C. to 00, damage to the highest, speed to Turbo2, and attack data to on. Return to the match and leave it running overnight. When you are ready to resume, exit out of training. You will get 3,000 to 9,999 points, depending on how long the game was running on its own.

Enter the options screen. Select "Game Option" and set your difficulty bar high, choose the Turbo 2 speed, and have unlimited time. Put the damage bar on high. Go to arcade mode and choose any character with Cable (for example, War Machine, B.B. Hood, and Cable). When you begin at the first stage, make sure Cable's out first. Keep shooting with the pistol until your third opponent's life bar is half full. At this time your level gauge should be past 3. Use it at the correct moment and you will see more than 80 hit(s), plus the Perfect. You now have more than 300,000,000 points. Repeat this for the rest of the game. When you get to Abyss, be sure not to have him defeat one of your characters. Just keep shooting Cable's pistol until you get to his last form. On his final form, when Abyss shows up again, make sure your level gauge is at 3 or more to blast away.

Start an arcade mode game with the damage on very high. Have player two interrupt your game. Defeat the second player. This should take about eighteen seconds. Keep interrupting. Every time you get interrupted and win, it is just as if you had the match for that stage, and you will get that many points. For example, if you get ten wins and quit, you should get about 2,500 points. If you get ten wins and complete the game, you should get about 6,000 points. Continue this until you have as many points as desired.

Choose Cable, War Machine, and Iron Man (in that order). When your point bar gets to the maximum, press **L + R** to make them use their combo. This combo defeats your opponent in almost one move.

Hint : Easy win :

Go to the options screen, then change the difficulty to "1" and change the damage meter to all the way up. This works very well on the last stage.

Hint : 90% damage :

Choose Iron Man, War Machine, and Cable as your team, and make sure you choose projectile as their ability. Charge

your super meter higher than 3, and press **L + R** (default for partner A and B actions). The result should be all three of your team members will use their projectile super move, which will take care of the opposition provided they do not block. **Note** : An advanced part of this trick is to wait until your opponent uses his partner in battle, then use the attack. The result is devastating.

Choose Juggernaut, Hulk, and Colossus to fight. Get to level 3 or maximum. When you use the hyper combo for all three at once (**L + R**), Juggernaut should push your opponent's character to the corner. Then Colossus and The Hulk should come down from the sky to finish the job. Sometimes this may fully kill your opponent.

Hint : 95% damage :

Depending on the damage level, the following trick may also result in a one hit kill. If set on 3 or maximum, it will result in a one hit kill. If set on 2, it will be a 95% damage attack. Choose Spiral, Hayato, and Silver Samurai. Get to level 3 or more to use the hyper combo for all of them (**L + R**). Have Spiral out first, then get 3 or maximum level. Use the hyper combo and they all should come out and do their moves. Hayato should do the attack where he hits the ground and energy beams appear. Spiral should do the attack where she changes into every character and hits the opponent. Then, Silver Samurai should appear and slash at the opponent.

Hint : One hit kill :

Choose Juggernaut, Iron Man, and BB Hood (in that order). Put them all on their recommended assist types. Get 3 Hyper Combo bars and link them all together (**L + R**). It should kill the opponent in one hit. This move was tested on Cable, a medium damage taker.

Choose Juggernaut, Incredible Hulk, and Zangeif. When at level 3, let Juggernaut be your active character, get very close, and press **L + R** to make them all do their hyper combos. This will instantly kill your opponent's character. **Note** : This attack best works when your opponent is in a corner.

Hint : Breaking the house in the clock tower stage :

In the clock tower stage, use Spider-Man's special of flying kicks and punches when the opponent has low life so when he dies he can break the house. **Note** : You have to make sure that Spider-Man pushes him to the right.

You can also break the house in the clock tower stage with Juggernaut using his Juggernaut Punch. You must push your enemy to the right when the enemy has little life remaining.

Hint : Defeating blocking opponents :

Select Cable as your first character with Dr. Doom with Anti-Air Assist as your partner. Keep using Cable's Pistol and Dr. Doom's Assist move at the same time. Your opponent's life gauge will decrease.

Hint : Unlockable characters :

The unlockable characters in the game are Felicia, Megaman, Captain Commando, Wolverine (metal claws), Shuma Gorath, Thanos, Dan, War Machine, Ken, B.B. Hood, Silver Samurai, Sabretooth, Charlie, Akuma, Gambit, Blackheart, Dhalsim, Jin, Juggernaut, Spiral, M.Bison, Morrigan, Magento, Colossus, Cammy, Iron Man, Servbot, Roll, Chun Li, Omega Red, Storm, and the Sentinel.

Glitch : Misspelling :

When you get in third place, at the top of the screen when you enter your initials "3th" instead of "3rd" will appear.

Glitch : Gambit : Sent up wall :

Select Gambit and any other two characters. Enter a match and keep fighting until you are sure that you have more life than the opponent. Then, do a Snapback With Assist 2 (**QCF + R**) with Gambit. Then have Gambit do his Cajun Strike towards the left wall (Hold **Down** then press **Up/Left + HK**. Gambit will go flying to the left wall and then go straight up it. You cannot get Gambit down -- if you try to teleport with Spiral she will get hurt.

Glitch : Venom and B.B. Hood :

Have player one select Venom, B.B. Hood, and a character of their choice. Player two can be any character. Have player one perform Venom's web super (**QCF, PP**). While the opponent is still in the "web", cancel into B.B. Hood's **HCF KK** super.

Mat Hoffman's Pro BMX

10x multiplier :

Pause game play, then hold **L** and press **X, B(2), Up, Down(2)**. The screen will shake to confirm correct code entry. Repeat the code to return to normal.

10x divider :

Pause game play, then hold **L** and press **Up, Down, Up, B(2), X**. The screen will shake to confirm correct code entry. Repeat the code to return to normal.

Perfect balance :

Pause game play, then hold **L** and press **X, Left, Up, Right**. The screen will shake to confirm correct code entry. Repeat the code to return to normal.

Display balance status :

Pause game play, then hold **L** and press **Left, B, X, Y, X, B, A**. The screen will shake to confirm correct code entry. Repeat the code to return to normal.

Special always available :

Pause game play, then hold **L** and press **Left, Down, Y, B, Up, Left, Y, X**. The screen will shake to confirm correct code entry. Repeat the code to return to normal.

Time moves slowly :

Pause game play, then hold **L** and press **X, Y, B, A**. The screen will shake to confirm correct code entry. Repeat the code to return to normal.

Higher jumps :

Pause game play, then hold **L** and press **Up(4)**. The screen will shake to confirm correct code entry. Repeat the code to return to normal.

Extra course time :

Pause game play, then hold **L** and press **X, Up, B, A**. The screen will shake to confirm correct code entry. Repeat the code to return to normal.

Big tires :

Pause game play, then hold **L** and press **Down, B(2), Down**. The screen will shake to confirm correct code entry. Repeat the code to return to normal.

Alternate colors :

Pause game play, then hold **L** and press **Down(4)**. The screen will shake to confirm correct code entry. Repeat the code to return to normal.

Play as Granny :

Pause game play, then hold **L** and press **Up, X, A(2), Down, B**. The screen will shake to confirm correct code entry. Alternately, retry a level in career mode ten times.

To unlock Granny easily, start game in career mode and choose any level. Then, press **Start** and go to retry. Do this ten times. On the final time a message stating that Granny is now available will appear.

Play as Tony Hawk :

Finish the game a 100% completion with any character.

Exorcist mode :

Enable the "Big tires" code, then get over 10,000 point to have your rider's head spin on their shoulders.

Burnside level from *Tony Hawk's Pro Skater* :

Get all thirty covers and two gold medals in career mode with all characters.

Warehouse level from *Tony Hawk's Pro Skater* :

Score a 200,000 combo. A message will confirm that the level has been unlocked.

To unlock this level easily, make your own level with the level editor filled with 5,000 point gaps. 10x multipliers are not valid to get the level. Try making a series of low sloping rails placed this way : \\\\\\\\\\\|. Make gaps of 5000 points between each until you run out of gaps. Ride parallel, this way : \\\ <-. Jump up and grind. You should skip on the tops of each one, getting massive points. Eventually you will begin to slow down and grind backwards. If this happens and you do not already have the points, jump up to other rails until you get the points. If you get the points in a park editor test ride, it will not work. Make sure it is saved and that you do this in a single session.

View rider's ending sequence :

Win any type of medal in both competition levels with any rider to view the corresponding FMV sequence.

Grandma FMV sequence :

Win any type of medal in both competition levels as Grandma.

Neversoft Bails FMV sequence :

Win any type of medal in both competition levels as Tony Hawk.

Full pause screen :

Press **Start** to pause game play, then hold **L** and press **X + Y + A + B**.

Best bike :

Win gold medals in both competition levels to unlock your rider's best bike.

Specials :

Use the following moves when the special bar is flashing.

Cory Nastazio

Backflip Tabletop : Press **Up, Down, B**.

Front Flip : Press **Down, Up, B**.

Double Tailwhip : Press **Down, Right, B**.

Superman Seatgrab : Press **Down(2), B**.

Dennis McCoy

Backflip One Footer : Press **Up, Down, B**.

Decade Air : Press **Left, Right, X**.

Double Tailwhip : Press **Down, Right, B**.

Superman Tailwhip : Press **Down(2), B**.

Granny

Front Bodyflip : Press **Down, Up, B**.

Gum Grab : Press **Up(2), X**.

Superman Seatgrab : Press **Up(2), B**.

Joe "Butcher" Kowalski

Half Barspin Tailwhip : Press **Down, Right, B**
 Superman Backpeg Barspin : Press **Down(2), B**
 No-Footed Candybar One Hander : Press **Up(2), B.**
 Tabletop Backflip : Press **Up, Down, B.**

Kevin Robinson

Barhop : Press **Right(2), X.**
 No handed flip : Press **Up, Down, B.**
 One Handed Swing Grab : Press **Right, Down, X.**
 Superman Tube Grab : Press **Down(2), B.**

Matt Hoffman

Backflip Tailwhip : Press **Up, Down, B.**
 Barhop : Press **Left(2), X.**
 Peacock : Press **Left, Right, X.**
 Superman One-Hander : Press **Down(2), B.**
 Triple Tailwhip : Press **Down, Right, B.**

Mike Escamilla

Backflip One-Footer : Press **Up, Down, B.**
 Front Flip : Press **Down, Up, B.**
 Body Varial : Press **Left, Right, X.**
 Superman Seatgrab Bar Spin : Press **Down(2), B.**

Rick Thorne

Backflip No Footer : Press **Up, Down, B.**
 Decade Air : Press **Left, Right, B.**
 Double Seatgrab Superman : Press **Down(2), B.**
 Front Bodyflip : Press **Down, Right, B.**

Simon Tabron

Double Seatgrab Superman : Press **Down(2), B.**
 Superman Seatgrab : Press **Up(2), B.**
 One-Handed Swing Leg : Press **Left(2), X.**
 No-Footed Candybar One Hander : Press **Left, Right, X.**
 One Footed Backflip : Press **Up, Down, B.**

Tony Hawk

Body Varial : Press **Left, Right, X.**
 Decade Air : Press **Left, Right, B.**
 Front Body Flip : Press **Down, Up, B.**
 Superman Tailwhip : Press **Down(2), B.**

Hint : Sprocket Stall :

There is only one place where this can be done, and it is the only rail in the level. Go there and grind on it where your bike is completely crooked by the wheels are the opposite way of the rail. You should stall if done correctly.

Hint : Ride a wheelie :

Do a Bunnyhop and press **Up, Down** and your character will ride a wheelie. If you do a bunny hop and press **Down, Up**, your character will ride on the front wheel only.

Hint : Dirt track :

Go to the half pipe where it goes to the small place right next to it. Go over that long pipe (over the whole track) and grind it. The garage door will open, revealing a dirt track on the other side.

Hint : Easy win :

When you are in the level that you have to get medals, do a special trick. Then, end heat and you will get a in the 90s in points and an automatic win, if you do not wreck.

Hint : Stretched arms :

Unlock Granny and play a session with her. During the session, do an X-Up. Granny's arms will reach out far in front of her.

Hint : Construction Yard : Secret Cover :

Go straight and jump off to the left. While in the air do any desired trick. Hold **Back + Left** to turn around very quickly. Go straight up the beam which is on the side of the hill. Jump off at the top. Go straight toward the gray ramp (make sure you do some non-high air tricks such as a No Hander, or No Footer). Jump, and while in the air, do a Back Flip. Make sure you plant on the far middle bar in order to slide toward the far outward beam. Then, grind toward the Secret Cover. This is the most difficult Secret Cover to get.

Hint : Hoffman Bike Factory : Secret Cover :

Go straight and do any high air trick. Then, go back up the ramp you came down from. Jump to your left into the pool-type area. Turn left and grind on the rail until after you hit the switch. Then, jump straight off the rail and turn left. Go out the back door, and do some Back Flips to build up speed. Then, on the back wall, do a Tail Whip (any trick works, but the Tail Whip is the best to build up speed). Turn to look up at the glass window. Do any trick on the three jumps (if you do Back Flips you will only hit two of the three ramps, which is better than hitting all three). On the last jump, do any trick then jump and grind on the pipe. The pipe is off the screen but near the roof, which is why you have to jump as soon as you hit the window. Grind on the pipe and stay on it pipe until you reach the end to get the Secret Cover for Hoffman's Bike Factory.

Hint : LA Harbor California : Secret Cover :

Go down the ramp. On the first ramp you see, do a light air trick. Then, turn left and go towards the rail which leads upward. Turn right and jump over the parked car in the parking lot then turn left. You will see a small ramp in front of you that heads towards the building which resembles a house. Line yourself up on the ramp so your going towards the fireplace. Jump and do a Back Flip once you are in the air. At the top of the roof, do a Back Flip over the fireplace in order to get the Secret Cover.

Hint : LA Harbor : Extra points :

Turn around from your starting position and go into the first green half-pipe. To the right of the pipe will be the fence that the "R" is on. If you go to the part of the pipe nearest the fence you can trick on to it. Grind trick out to come out with about a fifth of the score. This also includes two gaps, but may not appear every time. Add specials into the mix to get up to 100,000 points.

Hint : London Underground : Secret Cover :

Bunny Hop on the rail and grind it toward the bonus points. Jump off the rail once you get to them and do a No Footer. Then, go straight and do some high air tricks (Back Flip recommended). Then, do another high air trick on the next ramp. Next, turn right and jump on the rail. Jumping and grinding on the rail will get you straightened up for this next big jump. Do not jump off -- just let it run out of rail. Then, jump upward onto the pipe near the roof. Just before it ends, jump off. Jump on the next pipe and you should get the Secret Cover if you grind on it for awhile.

Hint : New York City Park : Secret Cover :

Turn around, then turn right past the stand. Turn right again towards the tree. Do a Back Flip in between the two branches and immediately grab the branch that is sticking out. Grind on the branch until you see the Secret Cover, then jump and do a Tail Whip.

Hint : Treatment Plant : Secret Cover :

Go down the ramp that you are on. When you see the two smaller ramps in front of you, do some light air tricks (No Footer and No Hander recommended to get speed). Turn right after the last small ramp then jump and grind on the left rail near the barrels. Grind it until you are at the top of the ramp, then jump and grind on that rail. Jump and either grind on the side of the building (which is more difficult) or jump onto the building and go straight at the curving beam and the

far right end of the building. Jump and grind on the beam until you get across it. Then, turn right and jump and plant on that beam. Grind on the beam until you get to the end and do a Back Flip to get the Secret Cover.

Max Steel

Cheat mode :

Hold **Start** and press **Y, A, B(2), Y, A, X, B, X, B** at the title screen.

Level select :

Enable cheat mode, then press **X** at the title screen.

Level skip :

Enable cheat mode, then press **L + Start + Y** during game play.

All items and weapons; full health and ammunition :

Enable cheat mode, then press **L + Start + A** during game play.

Invincibility :

Enable cheat mode, then press **L + Start + X** during game play.

MDK 2

Slow motion :

Begin game play as Max, then hold **R** and press **Up(4)**.

Kurt in boxer shorts :

Hold **L + R** and press **X(2), Y, X** at the main menu.

Mixed character :

Pause game play, then hold **L + R** and press **Up, Down, Right, Left, A, Y, B, X, X + Start** to play as a character that is part Kurt, Max, and Doctor Hawkins.

Panning camera :

Pause game play, then hold **L + R** and press **B, A, B, A**.

Crazy camera views :

Pause game play, then hold **L + R** and press **A, B, A, B**.

Detached camera view :

Pause game play, then press **Left + Y**.

Fart sounds from Doctor Hawkins :

Begin game play as Doctor Hawkins, then press **L + R + Left + A**.

Full pause screen :

Pause game play, then press **X + Y**.

Hidden artwork and sounds :

Place the game disc in a PC compatible CD-ROM drive to find .JPG images, .WAV sounds, and .MP3 blooper tracks from the game in the "mdk2" directory.

Soundtrack :

Start the Dreamcast without a disc to access the audio CD player. Insert the game disc and play tracks two and above to

hear 31 techno music tracks from the game.

Hint : Level 7 : Easy items :

When you are about to get on the ramp to fight the Boss turn left to see something that resembles a sunken ship. Fly to it to get lots of items. Run to the top and fly to the top of the building above the ramp for another item from Izz.

Memories Off Complete

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find images from the game.

Metropolis Street Racer

All tracks :

Hold **Start** during the introduction sequence.

Bonus cars :

Press **A, B, A, Up, Down, Y, Left, X** during the introduction sequence to unlock the Humvee and Ambulance.

In-game reset :

Press **A + B + X + Y + Start** during game play to return to the title screen.

Alfa Romeo 156 :

Successfully complete Chapter 9.

Alfa Romeo GTV :

Successfully complete Chapter 11.

Alfa Romeo Spider :

Successfully complete Chapter 3.

Audi S3 :

Successfully complete Chapter 10.

Audi TT Coupe :

Successfully complete Chapter 12.

Fiat Coupe :

Successfully complete Chapter 14.

Honda S2000 (Japanese version) :

Successfully complete the game once in quest mode.

Mazda RX7 :

Successfully complete Chapter 23.

Mercedes-Benz SLK 230 :

Successfully complete Chapter 8.

Mitsubishi 3000 GT/GTO :

Successfully complete Chapter 18.

Mitsubishi Eclipse Coupe/Spyder :

Successfully complete Chapter 16.

Mitsubishi FTO :

Successfully complete Chapter 15.

Mitsubishi Lancer Evolution VI :

Successfully complete Chapter 24.

Nissan Fairlady Z Coupe/Convertible/300ZX :

Successfully complete Chapter 20.

Nissan Skyline GTR :

Successfully complete Chapter 25.

Nissan Sylvia/Sylvia Varietta :

Successfully complete Chapter 21.

Opel Astra :

Successfully complete Chapter 1.

Opel Speedster/Vauxhall VX220 :

Successfully complete Chapter 17.

Peugeot 206 :

Successfully complete Chapter 4.

Peugeot 306 :

Successfully complete Chapter 7.

Peugeot 406 Coupe :

Successfully complete Chapter 5.

Porsche 911 (Japanese version) :

Successfully complete the game twice in quest mode.

Renault Clio 24V :

Successfully complete Chapter 22.

Renault Megane :

Successfully complete Chapter 2.

Toyota Celica'99 :

Successfully complete Chapter 13.

Toyota MR2 :

Successfully complete Chapter 6.

Toyota Supra :

Successfully complete Chapter 19.

Hint : Easy win in challenge mode :

To easily complete chapters in challenge mode, just pull handbrake turns (press **A** + **Left** or **Right**) when going into a corner. If done correctly, the words "Way Hay" should appear. Keep doing this on most corners. but remember to complete the objective as well. When the race is done you will stack up the points.

Hint : Easy Kudos in street race mode :

To achieve lots of Kudos in just one race do the following. Go to a Hotlap round, a round in which you only need to beat a lap time, not one of the average time, and start the race. On the first lap, get the time. You now have passed the stage, but do not end the second lap. Find a good, straight portion of road. You get kudos for turning with the handbrake. Go to one side of the road as fast as you can. As you are approaching, do a 180° turn using the handbrake, If done correctly, "Wey Hey" should appear on the screen. Next, drive the way you are facing to the other side and do the same. When moving the wrong way, you need to spin 180° in order to get the kudos. Just keep repeating this, then race normally and finish the race. For every five minutes that you do this, you will get approximately 1000 Kudos. There is no time limit. The best city for doing this is San Francisco, as it has wide roads. Play jokers to get more points -- if you do this for 20 minutes with a joker, you can get more than 8000 Kudos in just one race.

Hint : Other vehicles in street race mode :

In some of the specials, you could win a new car, cheat mode, circuit or garage slot. However, you can also win the one of the three buses, taxis and even a lawnmower. They are all easy to challenge for, once you win them. The best is the red London bus. Once you win it. you will notice that you cannot go back into street race mode. Go to your garage and pick a car (not a bus, taxi, or the lawnmower). You should now be able to enter street race mode. Go to the level you are stuck on and enter the certain task (hotlap, timed run, one on one, etc.). Go to "Change Car" and choose the red London bus. You can now drive it in street race mode.

Moho

Level select :

Hold **L** and press **A, B, A, X, A, Y, A(2), B, A, X(2), A, Y, A** at the prison selection screen.

Bonus level :

Hold **L** and press **A(3), B, A, X(3), B, A, X(2), Y** at the prison selection screen.

Doctor :

Hold **L** and press **A(2), B, Y, X, B, Y, A, X, B(2), X** at the character selection screen in single player mode.

Display version number :

Hold **L** and press **A(3), B, Y, A(3), Y, X** at the main menu.

Monaco Grand Prix

Note : This game is titled Monaco Grand Prix Racing Simulation 2 in Japan.

Launch into the air :

Enter the pit, reverse into the dugout wall. Accelerate just before you touch the wall to launch into the air.

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Mortal Kombat Gold

Cheat menu :

Press **Up**(2), **Down**(2), **Left**(2), **Right**(2) when "Press Start Button" appears at the title screen. A laugh and the word "Outstanding" will be heard to confirm correct code entry. Press **Start** to display the main menu, highlight "Options", then hold **BLK** + **RUN** (default is **L** + **R**) to display a cheat menu with the following selections.

Easy Endings : Fight one round to see the character's ending.

Fatal 1 (HP) : Press **HP** at the "Finish Him" screen to perform fatality 1.

Fatal 2 (LP) : Press **LP** at the "Finish Him" screen to perform fatality 2.

Pit Fatal (D + HP) : Press **Down** + **HP** at the "Finish Him" screen to perform the Pit fatality.

Danger : Sets life bars to one hit deaths.

Kombat Kode : (1-30) : Allows the following various cheats in two player mode :

0 : Default

1 : Big Head Mode

2 : Disable Throws

3 : Disable Maximum Damage

4 : Disable Maximum Damage & Throws

5 : Unlimited Run

6 : Free Weapon

7 : Random Weapons

8 : Armed & Dangerous

9 : Many Weapons

10 : Silent Kombat

11 : Explosive Kombat

12 : No Power / Danger

13 : Default Kombat

14 : Weapon Kombat

15 : Noob Saibot Mode

16 : Red Rain

17 : Goro's Lair

18 : The Well

19 : Elder Gods

20 : Tomb

21 : Wind World

22 : Reptile's Lair

23 : Shaolin Temple

24 : Living Forrest
25 : Prison
26 : Ice Pit
27 : Church
28 : Netherealm
29 : Soul Chamber
30 : Ladder

Fight as Goro :

Enable the "Cheat menu" code. Highlight "Hidden" at the bottom of the character selection screen, then hold **L + R** and press **Up, Left, A**.

Fight as Sektor :

Enable the "Cheat menu" code. Highlight "Hidden" at the bottom of the character selection screen, then hold **L + R** and press **Up(4), Left(4), A**.

Fight as Noob Saibot :

Enable the "Cheat menu" code. Highlight "Hidden" at the bottom of the character selection screen, then hold **L + R** and press **Up(2), Left(4), A**.

Fight as alternate Scorpion :

Highlight Scorpion at the character selection screen, then hold **Start**, press **Y(8)**, release **Start**, and press **Y**. Scorpion will have a silver costume and no face.

Fight as alternate Sub-Zero :

Highlight Sub-Zero at the character selection screen, then hold **Start**, press **Y(5)**, release **Start**, and press **Y**. Sub-Zero's body will be half ice.

View character biographies :

Enter the "Kombat Theater". Highlight a character and press **L + R** to view that person's bio. Highlighting the opening sequence will display Goro's bio. *Note* : You do not have to have the character's ending unlocked to view his or her bio.

Alternate costumes :

Highlight a fighter then hold **Start** and press any button at the character selection screen.

Skip credits :

Press **A + B + X + Y + Start + Left + R** at the credits screen to return to the "Press Start" screen.

Goro : Fatalities :

After you have defeated your opponent, stand close to your enemy and press **B, B + HP**. Goro will do either Reiko's Thrust Kick fatality or Johnny Cage's Head Pop fatality.

Noob Saibot : Death costume :

Highlight Noob Saibot at the character selection screen, then hold **Start** and press **X(3)**. When the match begins, he should be wearing a winter coat with a white hood. Enable the "Big head mode" code for an even better effect.

Reptile : Ninja costume :

Hold **Start** and press **Y(3)** at the character selection screen. Release **Start** and press **Y** again.

Change arcade mode opponent order :

Select arcade mode and any fighter. Choose a destiny, but do not press **A**. Press **Start** to rotate the tower and change opponents.

Character information :

Highlight a character sequence at the Kombat Theater menu, then hold **L + R**.

Glitch : Goro's head goes through ground :

Play against a friend in Group Mode. Have the other player play as Goro. Defeat your opponent and he should be falling down the pit. When he hits the ground, his head will go through the cement.

Mr. Driller

Voice control :

Use the microphone from *Seaman* in the controller. Say "Drill" to drill the blocks.

Hint : Egypt : Easier level :

Stay to the left side of the level whenever possible to have an easier time.

Ms. Pac-Man Maze Madness

Sound test :

Attain at least 14 positions on the high score screen. Pause game play to access the "Sound Test" option.

Music player :

Collect at least 9 gold clocks. The "Music Player" option can now be accessed at the stage entrance screen.

Movie player :

Collect at least 70 gold stars. The "Movie Player" option can now be accessed at the stage entrance screen. *Note* : This also unlocks the "Sound test" and "Music player" options.

Extra multi-player map :

Reach the Pier Pressure bonus round (after Year Of The Pac) and get a score of 50,000 or more. A message at the results screen will confirm that a new map has been unlocked. Save the game, quit the game and go to "Multiplayer" option on the main menu. You should have a new place to battle a friend.

MTV Skateboarding

Cheat mode :

Enter **PASWRD** as a name at the lifestyle screen to unlock all boards, parks, costumes, and skaters.

Jimmy Sweetlove and Lunar level :

Successfully complete lifestyle mode with any character to unlock Jimmy Sweetlove and the Lunar level.

Chucky Mulgrave and Hades level :

Successfully complete stunt mode to unlock Chucky Mulgrave and the Hades level

Mad Mike Hoolign :

Successfully complete MTV hunt mode to unlock Mad Mike Hooligan.

Ted "E" Bear :

Successfully find all the skateboard icons in MTV Hunt mode to unlock Ted "E" Bear.

Alternate costumes and bonus skateboards :

Successfully complete any level to unlock an additional costume and another skateboard.

Napple Tale : Arisia In Daydream

Diary option :

Successfully complete the game, then save. A diary option will be unlocked.

NBA 2K

Bonus teams :

Choose the "Codes" selection on the options screen. Enter **DEVDUDES** as a case-sensitive code to unlock the NBA 2K, Sega Sports, and Sega teams.

Large players :

Choose the "Codes" selection on the options screen. Enter **MONSTER** as a case-sensitive code.

Small players :

Choose the "Codes" selection on the options screen. Enter **LITTLEGUY** as a case-sensitive code.

Fat players :

Choose the "Codes" selection on the options screen. Enter **DOUGHBOY** as a case-sensitive code.

2D players :

Choose the "Codes" selection on the options screen. Enter **SQUISHY** as a case-sensitive code.

Big heads :

Choose the "Codes" selection on the options screen. Enter **FATHEAD** as a case-sensitive code.

Big feet :

Choose the "Codes" selection on the options screen. Enter **BIGFOOT** as a case-sensitive code.

Big basketball :

Choose the "Codes" selection on the options screen. Enter **BEACHBOYS** as a case-sensitive code.

Coaches in pain :

Choose the "Codes" selection on the options screen. Enter **COACHOUCH** as a case-sensitive code.

Hidden message :

Choose the "Codes" selection on the options screen. Enter **HIMOM** as a case-sensitive code to see a "Hi Mom, love your child" message.

Outdoor court :

Enable the "Bonus teams" code. Select one of the three Insomiacs teams as the home team to play in an outdoor court.

Hint : Automatic foul shot :

Pause game play when shooting a foul shot then change teams. Allow the CPU to take the shots, then switch back to your original team.

Hint : Stuck at free throw line :

Repeatedly tap **Start** when an opponent is at the free throw line in two-player mode. The pointer will not remain aimed, keeping that player at the free throw line long enough to get a penalty.

Hint : Alley-oop :

Press **Right**, then press **R** (turbo) to throw the ball to another player on your team to get a basket. *Note* : You need a player in the key to do this.

Hint : Easy steal :

When the other team throws the ball in, go to the PG and press **L**. He will pass it to the C, SF, or PF -- just run to him and tip it.

When on defense, pause game play and go into controls. Select NBA rules and turn off pushing. Resume the game, and depending on your controls, press **L** while next to your opponent. He should stumble and drop the ball. Then, go get the ball.

When the CPU or the person that you are playing is passing the ball, (can be inbounds or just a random pass) stand in front of the person that is about to pass it and use the blocking technique (**X**). The ball will bounce off your hands. Then, get the ball when it goes down court.

Hint : Restore energy :

Do any of the following to restore a player's energy. Change to arcade instead of simulation mode. During the middle of a game, turn off "Energy" in the options menu. Take two players out and reverse their positions. For example, a PG becomes PF, and PF becomes PG.

Hint : Make as many created players as desired :

Create a team and put any players on it. Then, create a player at any position (for example, PG, PF, SG, SF, C). Put that player on your created team by replacing him with a player with the same position. Once you have your created player on your created team, return to the create a player screen and select the created player you just created. Create him differently, as if you were making a different player. Once created differently, put your newly created player on your created team by replacing him with someone with the same position. Your created players will stay on the team even though you recreated them. Repeat the process as many times as needed.

Hint : Created player with a 100 rating :

Use the following steps to create a player with a rating of 100 without any extra creation points. Put all the points in the following order for each position. Height has a lot to do with the rating.

Attribute	SF	PG	SG	PF	C
Ball Handling	5.0	10.0	10.0	10.0	5.0
Passing	5.0	10.0	10.0	5.0	5.0
Free Throws	1.0	1.0	10.0	2.0	4.0

Shooting	10.0	10.0	10.0	10.0	10.0
3 Point Shooting	10.0	8.0	10.0	5.0	1.0
Dunking	4.0	5.0	1.0	2.0	5.0
Low Post	5.0	1.0	4.0	10.0	10.0
Off. Rebound	10.0	5.0	5.0	10.0	10.0
Def. Rebound	10.0	5.0	5.0	10.0	10.0
Shot Blocking	10.0	10.0	5.0	10.0	10.0
Steals	10.0	10.0	10.0	10.0	10.0
Strength	5.0	10.0	5.0	6.0	5.0
Speed	10.0	10.0	10.0	10.0	10.0
Stamina	5.0	5.0	5.0	5.0	5.0
Height	6'4-6'6	6'10-7'0	6'8-6'11	6'6-6'8	7'2-7'4

Hint : 10.0 for all stats :

Set all stats to 0.5, then play one game and score only 5 points. Return to the creation screen, select the player that was created, then set all stats to 10.0.

Glitch : Dunk a freethrow :

When shooting a second freethrow, switch control to the center and jump at the hoop. If the center catches the ball, he can dunk it for two points instead of just allowing the freethrow to score for one point.

NBA 2K1

Hidden teams :

Enter **vc** as a case-sensitive code to unlock the MoCap, Sega Sports, and Team Sega Net teams.

Big heads :

Enter **heliumbrain** as a case sensitive code.

Monster players :

Enter **alienbrain** as a case sensitive code.

Alternate commentary :

Enter **whatamisaying** as a case sensitive code.

Ball camera :

Enter **betheball** as a case sensitive code.

Cool looks :

Enter **radical** as a case sensitive code.

Hip clothes :

Enter **the70slive** as a case sensitive code.

Taunt after scoring :

Enter **sohappy** as a case sensitive code.

Sigh mode :

Enter **Not so happy** as a case sensitive code.

Infected players :

Enter **tvirus** as a case sensitive code for players that tire faster.

"The Cure!" :

Enter **The cure!** as a case sensitive code.

"We're screwed" player :

Enable the "Hidden teams" code, then enter **Marrinson** as a case sensitive code to unlock another Sega Sports player.

"Yo" player :

Enable the "Hidden teams" code, then enter **Stricker** as a case sensitive code to unlock another Sega Sports player.

"The Doctor is in!" player :

Enable the "Hidden teams" code, then enter **Dobson** as a case sensitive code to unlock another Sega Sports player.

"I am Seaman" player :

Enable the "Hidden teams" code, then enter **Aynaga** as a case sensitive code to unlock another Sega Sports player.

"It's a library thing" player :

Enable the "Hidden teams" code, then enter **Arnold** as a case sensitive code to unlock another Mo Caps player.

Reset cheats :

Enter **Sartorial** as a case sensitive code.

Random team selection :

Choose exhibition mode, highlight a team name, then press **L + R + A**.

Additional stat view :

Press **Start** to pause game play, then select the "Substitution" option. Press **X** at the substitution screen to view a player's 3 point shooting rating, and rebound rating.

Jay-Z :

Win a season with Mo-Caps to unlock Jay-Z.

Tyrese Toy :

Win a season with the Wizards. To do this, put your best players on the Wizards.

Unlimited energy with fatigue on :

During the game play when you do not want to sub in a player, and you have fatigue on, go to options, turn fatigue off, and go back to the game. Then go back to options and set fatigue back on. All your players will have 100% energy.

Hint : Distract free throws :

When playing as the home team, repeatedly press **X** when the visiting team is shooting free throws. The crowd will start make noise and flash white balloons and throw the shooter's concentration off.

When playing as the visiting team, repeatedly press **X** when the home team is shooting free throws. Your players will trash talk the shooter.

Hint : Free throws :

When you get fouled, press **Start**. Select "Controls" and move your controller to the middle. Resume the game and the CPU will make the free throws for you. **Note** : This may not always work if you are the away team.

Hint : Free throw dunk :

Choose any player that has a dunk rating of 7.0 or higher and go to the practice screen. Press **Turbo** while running the whole court until you reach the middle of the semicircle before the free-throw line. Press **X** to shoot and the player will put his foot on the free throw line and dunk the ball into the basket.

Hint : Easy dunks :

Run in to the defender and do the spin move to get free. **Note** : If you are close to the defender you have to back up, then hold **Turbo + Up + B**. If the lane is free, go for a dunk.

Hint : Blocking :

If you are going up to block a shot, you can hold the button, then release it when you want to block the ball.

Hint : Free turnover :

When an opponent dribbles near the side lines, sometimes he just stands there dribbling. When you are guarding him, run into him and he will move. Push him closer to the sidelines and he will dribble out of bounds and turn the ball over. **Note** : Be careful -- if you miss him, he will have a big hole to the basket.

Hint : Better Ally Oop :

Instead of going up, stopping and doing the ally oop, keep going and just press the **Analog-stick**, then whenever you are ready, press **R**. This makes the move more realistic.

On Street Ball 2 On 2, when you have the ball and want to do an easier ally oop, go over to the opponent's teammate and walk in front of him. You may have to do this a few times. He should start guarding you. Your teammate will then go to the hoop and raise his hand. Press **D-pad + R** and he will do an ally oop.

Hint : Always steal the ball in Street Ball :

While playing against the CPU, press **D-pad + R** to have your CPU-controlled teammate to intentionally foul the other team. Your teammate will shove your opponent and steal the ball without being called for a foul, because you are playing by street ball rules. If done correctly, your opponent will never get a shot off.

Hint : Nickname announcements :

Create a player and do not enter a first or last name. Select a nickname and begin the game. The commentator will refer to the player by his nickname.

Hint : Real name announcements :

Create a player and enter a first and last name combination from real players (such as Johnny Taylor) The announcer will say his name.

Hint : Make referee run away :

When you are playing 2-on-2 Street Ball and your opponent has the ball, find the referee at your opponent's hoop The player that you are controlling will be able to run out of bounds and chase the referee.

Hint : Easy 3's in All-Star mode :

When playing in All-Star mode, switch over to the other team. Go to the coach's screen then go to orders. Change the defensive assignment to loose and never double team on your best 3 point shooter. Once this is done, the CPU will give you at least 4 to 5 feet of extra room to shoot.

Hint : Play as the rapper Redman :

Enable the "Hidden teams" code to unlock the Mo Cap team. Redman will be on their reserves.

Hint : Cheaper franchise mode players :

If the player you want to sign wants two to five year deal, just get him seven years and reduce his points.

Hint : Better franchise mode players :

Enter franchise mode. You can improve your team by trading. No matter what, you can always get the better player. Just trade one of your players for someone that is one to four points better. The CPU will always accept these trades.

Hint : Legendary players on any team :

Enter the customize screen, then go to "Team". Enter the sign screen and sign a few players to the team you want a player off of. Go back and waive the player you want, then just sign them to any team.

Hint : Sliding on floor :

Repeatedly tap **Turbo** to make it appear as if your player is sliding on the floor.

Hint : Created player wearing gloves :

At the main menu, select "Customize", go to "Players", and choose "Create Player". If you want to wear a glove on your right hand, select an elbow pad for "Left Armband" and a rubber band for "Right Armband". Do the same for a left-handed glove by reversing the steps. You can also wear a glove on both hands by putting an elbow pad and a rubber band on both arms. Exit "Create Player" and go to "Practice". Your player should be wearing gloves.

Hint : Create 100 rated SG :

Ball Handling : 10

Pass : 10

Free Throws : 1

Shooting : 10

3 PT Shooting : 10

Dunking : 10

Low Post : 0.5
 Off. Reb : 9
 Def. Reb : 9
 Blocking : 0.5
 Steals : 10
 Speed : 10
 Stamina : 10

Hint : Create 100 rated PG :

Ball Handling : 10
 Pass : 10
 Free Throws : 8.5
 Shooting : 10
 3 Pt Shooting : 10
 Dunking : 0.5
 Low Post : 0.5
 Off. Reb : 10
 Def. Reb : 10
 Blocking : 0.5
 Steals : 10
 Speed : 10
 Stamina : 10

Alternately, use the following settings.

Ballhandling : 10
 Passing : 10
 Free Throws : 0.5
 Shooting : 10
 3 point shooting : 10
 Dunking : 5
 Low Post : 0.5
 Offensive Rebounds : 10
 Defensive Rebounds : 10
 Shot Blocking : 4
 Steals : 10
 Speed : 10
 Stamina : 10

Hint : Create 100 rated C :

Ball Handling : 0.5
 Pass : 8
 Free Throws : 8
 Shooting : 9.5
 3 Pt Shooting : 9.5
 Dunking : 9.5
 Low Post : 9
 Off. Reb : 10
 Def. Reb : 10
 Blocking : 10

Steals : 0.5
 Speed : 8
 Stamina : 7.5

Hint : Create 100 rated F :

Ball Handling : 6
 Pass : 8
 Free Throws : 0.5
 Shooting : 10
 3 Pt Shooting : 10
 Dunking : 7.5
 Low Post : 10
 Off. Reb : 10
 Def. Reb : 10
 Blocking : 10
 Steals : 0.5
 Speed : 8.5
 Stamina : 9

Hint : Eminem created player :

Last name : Marshall (so his real first name will be announced)
 Height : 5' 11
 Skin : 6
 Face : 11
 Body Type : Skinny
 Muscle Tone : Ripped
 Left Tattoo 9
 Hair Style 5
 Hair Color : Blonde
 Sideburns : 1
 Facial Hair Color : Blonde
 Ears : +1
 Mouth : -3
 Chin : -2
 Shape : +2
 Left Armband : Rubber band
 Left Armband Color : Black
 Right Armband : Rubber band
 Right Armband Color : Black
 Left Fingertape : White
 Right Fingertape : White
 Shorts Length : Long
 Socks : Long
 Sock Color : White
 Shoe : 15

Hint : Ludacris created player :

Last name : Ludacris
 Height : 6'1" (178 lbs.)

Skin Color : 3
Face : 2
Body Type : Skinny
Muscle Tone : normal
Left Tattoo : 9
Right Tattoo : 10
Hair Style : 12
Hair Color : Black
Sideburns : 3
Mustache : 1
Facial Hair Color : black
Nose : -1
Mouth : +5
Chin : +2
Head Shape : +3
Neck : +2
Left Elbow : Black sleeve
Right Elbow : Black sleeve
Left (and Right) Armband : Rubber Band
Whit Finger Tape on Both Hands
Shorts Length : Long
Socks : Medium
Socks Color : White
Sneakers : 10
Note : The attributes can be set to anything desired.

Michael Jackson :

First name : Michael
Last name : Jackson
Nickname : K.O.P.
Position : PG
Team : Free Agency
Graduated : 1984
Years Pro : 15
Height : 5'10" (158 lbs)
Best Hand : Left
Jersey Number : 1
Skin color : 5
Face : Face 7
Body Type : Regular
Muscle Tone : Normal
Left Tattoo : None
Right Tattoo : None
Hair : 7
Hair color : Black
Side Burns : Sideburns 1
Mustache : none
Beard : none
Ears : -1
Nose : -2

Mouth : -3
 Chin : -2
 Head shape : -1
 Right elbow : White pad
 Right Finger Tape : White
 Left knee : White pad
 Right Knee : white pad
 Shorts length : Long
 Socks : medium
 Socks color : white
 Sneaker type : 6

Note : The attributes of the player can be configured as desired. But the rating can be maximized using the 100 rated PG stats.

Hint : Michael Jordan created player :

Name : Michael Jordan (his last name will be announced)
 Position : SG
 Team : Bulls
 Graduated : 1984
 Years Pro : 15
 Height : 6'6" (212 Lb)
 Number : 23
 Skin Color : 2
 Face : 12
 Body Type : Regular
 Head and Body tweaks are not to be changed
 Left Arm Band : Elbow
 Color : Red (Team Color 1)
 Left Knee : Black Brace
 Socks : Short
 Shoe : 10
 Attributes :
 Pure Shooter : If done right, rating will be 100
 Ball Handling : 10
 Pass : 10
 Free Throws : 1
 Shooting : 10
 3 Pt Shooting : 10
 Dunking : 10
 Low Post : 0.5
 Off. Reb : 9
 Def. Reb : 9
 Blocking : 0.5
 Steals : 10
 Speed : 10
 Stamina : 10

Hint : Snoop Dogg created player :

First Name : Snoop
Last Name Dogg
Nickname :Dogg
Height : 6'4
Best Hand : right
Skin Color :4
Face : 1
Body Type : Trim
Muscle : Buff
Left Tatoo : 10
Right Tatoo : 9
Hair Style : 10
Hair Color : Black
Mustache : 2
Beard : 2
Facial Hair color : black
Ears : -2
Nose : -2
Mouth : -2
Left Elbow : Black Pad
Right Armband : Rubberband
Right Finger Tape : White
Left Knee : White Pad
Right Knee : White Pad
Shorts Length : Long
Socks : Medium
Sock Color : Black
Shoes : 10
Ball Handling : 4.5
Passing : 4.5
Free Throws : 4.5
Shooting : 10
3 Shooting : 10
Dunking : 10
Low Post : 6
Off. Rebound : 10
Def. Rebound : 10
Shot Blocking : 10
Steals : 10
Speed : 10
Stamina : 0.5
Note : If done correctly, hist stats should all be at 100.

Hint : Steve Austin created player :

Height : 6'2"
Best Hand : Left
Skin Color : 6
Face : 3
Body Type : Regular
Muscle Tone : Ripped

Hair Style : 1
Mustache : 1
Beard : 5
Facial Hair Color : Brown
Head Shape : Negate by one
Neck : Maximum Size
No other body tweaks adjusted
Left Elbow : Black pad
Right Elbow : Black pad
Left Armband : Wrist
Left Armband Color : Black
Right Armband : Wrist
Right Armband Color : Black
Left Finger Tape : White
Right Finger Tape : White
Left Knee : Black pad
Right Knee : Black pad
Short Length : Long
Socks : Short
Socks Color : Black
Sneaker : 10

Glitch : Created player arms :

Go to create a player and give him tattoo #2 on one arm and tattoo #7 on the other. Go to exhibition or practice and his arms should be glitched.

NBA 2K2

Hidden teams :

Enter **vc** as a case-sensitive code to unlock the Mo Cap, Sega Sports, and Sega Net teams.

Big heads :

Enter **heliumbrain** as a case sensitive code.

Monster players :

Enter **alienbrain** as a case sensitive code.

Alternate commentary :

Enter **whatamisaying** as a case sensitive code.

Ball camera :

Enter **betheball** as a case sensitive code.

Cool looks :

Enter **radical** as a case sensitive code.

Hip clothes :

Enter **the70slive** as a case sensitive code.

Taunt after scoring :

Enter **sohappy** as a case sensitive code.

Sigh mode :

Enter **Not so happy** as a case sensitive code.

Infected players :

Enter **tvirus** as a case sensitive code for players that tire faster.

"The Cure!" :

Enter **The cure!** as a case sensitive code.

"We're screwed" player :

Enable the "Hidden teams" code, then enter **Marrinson** as a case sensitive code to unlock another Sega Sports player.

"Yo" player :

Enable the "Hidden teams" code, then enter **Stricker** as a case sensitive code to unlock another Sega Sports player.

"The Doctor is in!" player :

Enable the "Hidden teams" code, then enter **Dobson** as a case sensitive code to unlock another Sega Sports player.

"I am Seaman" player :

Enable the "Hidden teams" code, then enter **Aynaga** as a case sensitive code to unlock another Sega Sports player.

"It's a library thing" player :

Enable the "Hidden teams" code, then enter **Arnold** as a case sensitive code to unlock another Mo Caps player.

Reset cheats :

Enter **Sartorial** as a case sensitive code.

Hint : Super player :

Use the trick to get a 100 point player. Make him a small forward, as tall as possible, and 267 pounds. Your player will be able to cross them over or shoot over them without getting packed.

Hint : 100 rated created player :

To get a 100 rated created player (any position), enter the following stats.

Ballhandling : 9.0

Passing : 8.0

Freethrows : 0.5

Shooting : 9.0

3 pt. shooting :10.0

Dunking : 8.0

Low post : 1.5

Offensive reb. : 10.0

Defensive reb. : 10.0

Blocking : 8.0

Steals : 7.0
 Speed :10.0
 Stamina : 9.0

Hint : Easy three pointers :

Choose Allen Iverson and go to the left side of the court near the corner. If a defender is checking you, upfake. When he flies away trying to block your shot, shoot the three pointer. The release must be excellent. After shooting two or three of them, he will become hot.

Get R. Miller (Pacers), Iverson (Sixers), Vince Carter or Glen Rice (NY) on your team. Three pointers should go in 95% of the time.

Choose N. Howard for your team. He is a free agent that is great three point shooter, especially from the center of the arc.

Some of the best three point shooters are free agents such as N. Howard, Q. Wood, and G. Grant. Some of the lowest rated players can shoot better than the highest.

Hint : Easy two points :

Select Allen Iverson as your starting point guard for the Philadelphia 76ers. Go to the top of the key, just below the 3-point line and above the free-throw line half circle. Make one crossover (no turbo) and shoot. It will always go n if you have perfect release.

Hint : Easy win :

Turn off fouling in the NBA rules section of the options menu. Use the intentional foul to make the other team drop the ball, pick it up, score, and repeat as needed.

Set the difficulty to rookie then steal the ball and keep shooting three pointers.

Hint : Easy dunk :

To do the Vince Carter dunk (under the legs) on a break away, control Stackhouse, Bryant, Carter, Macgrady, or any other good player. Hold **Turbo** and go up for a dunk. You will make it most of the time.

Hint : Half or full court shot :

Have one player stand behind a basket, then take the ball and go farther than half court. Pass the ball to the player behind the basket and it will usually go in.

Hint : Recommended team :

In season mode, customize your team to any team (such as the Vipers) and choose Jason Kidd (NJ), Allen Iverson (PHI), Jamal Anderson, Kobe Bryant (LAL), Kerry Kittles (NJ), Shaq (LAL), Todd MacCulloh (NJ),Vice Carter (TOR), Kenyon Martin (NJ), Paul Pierce (BOS), Mike Bibby (SAC), Kieth Van Horn (NJ) or Barry (DET).

Alternately, put the following players on your custom team : Vince Carter, Shaquel O'neal, Jason Kidd, Kevin Garnett, Paul Pierce, Tim Duncan, and Gary Paton.

Alternately, put the following players on your custom team : Kidd, Iverson, MacGrady, Stackhouse, Pierce, O'Neal, Webber, Duncan, Bryant, A. Miller, and Garnett.

Hint : LeBron James created player :

Height : 6'7" (219 lbs.)
 Jersey Number : 23

Skin Color : 3
 Face : 1
 Body Type : Trim
 Hair Style : 4
 Hair Color : Black
 Headband : White
 Ears : -1
 Mouth : +2
 Chin : +2
 Neck : +1
 Left Elbow : White Sleeve
 Left Armband : Rubber Band
 Right Armband : Ddl Upper arm
 Color : White
 Shorts Length : Long
 Socks : Short
 Color : White
 Shoes : 1, White

8
 8.5
 8
 9.5
 9
 10
 2
 6.5
 6.5
 7.5
 4.5
 10
 10

Hint : Yao Ming created player :

Height : 7'5"
 Jersey : 5
 Skin Color : 5
 Face : 10
 Body Type : Trim
 Muscle Tone : Regular
 Hair Style : 6
 Hair Color : Black
 Sideburns : 1
 Facial Hair Color : black
 Nose : -3
 Chin : -3
 Head Shape : +1
 Neck : +1
 Shorts Length : Long
 Socks : Short

Socks Color : Black
Sneakers : All Black

Ratings

5.5
5
8
6.5
3.5
8
8
8
8
7
2
7.5
9.0

Hint : Frank Williams created player :

Height : 6'3"
Right Hand
Jersey : 18
Skin : 1
Face : 1
Trim
Buff
Hair : 1
Mustache : 1
Ears : +1
Mouth : -2
Chin : +1
Head : +1
Neck : +1
Right Armband : Elbow, White
Long Shorts

Ratings

8
8.5
8
7.5
4.5
4.0
5.0
5.5
2.5
6.5
8.5
8.5

Glitch : Old uniform :

If Larry Johnson is still on your Knicks roster, play as him in a exhibition, season, playoff, franchise, or tournament mode game. He is wearing last year's uniform.

NBA Hoopz

Cheat mode :

Press **Turbo (X)**, **Shoot (A)**, and **Pass (B)** to change the icons on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the **D-pad** in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry. For example, to enter 1-2-3 Left, press **Turbo, Shoot(2), Pass(3), Left**.

Effect	Code
Show shot %	0-1-1 Down
Home uniform	0-1-4 Right
Beach court	0-2-3 Left
Away uniform	0-2-4 Right
Show hotspot	1-1-0 Down
ABA ball	1-1-1 Right
Granny shots	1-2-1 Left
No fouls	2-2-2 Right
Big heads	3-0-0 Right
No hotspots	3-0-1 Up
Infinite turbo	3-1-2 Up
Street court	3-2-0 Left
Tiny heads	3-3-0 Left
No goaltending	4-4-4 Left
Tiny players	5-4-3 Left
Play as Dr. Atomic	5-4-4 Left

Taunt opponent :

Press **B, A, Y, X, L**, or **R** while your opponent is at the free throw line in a regular game or at the 3-point line in a game of 21.

NBA Showtime : NBA On NBC

Play as team mascot :

Enter one of the following initials and PIN numbers to unlock the corresponding team mascot.

Mascot	Initials	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Hornets	HORNET	1105
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228

Create-a-player characters :

Enter one of the following initials and PIN numbers to unlock the corresponding hidden player.

Player	Initials	PIN
Clown	CRISPY	2084
Kerri in Alternate Uniform	KERRI	1111
Kerri the Female Player	KERRI	0220
Large Alien	BIGGY	0958
Lia in Alternate Uniform	LIA	1111
Lia the Female Player	LIA	0712
Nikko the Devil Dog	NIKKO	6666
Old Man	OLDMAN	2001
Pinto Horse	PINTO	1966
Pumpkin	JACKO	1031
Referee	THEREF	7777
Retro Rob	RETRO	1970

Dennis Rodman	RODMAN	9676
Small Alien	SMALLS	0856
White Horse	HORSE	1966
Wizard	THEWIZ	1136

Midway staff :

Enter one of the following initials and PIN numbers to unlock the corresponding Midway staff member.

Staff member	Position	Initials	PIN
Jennifer Hedrick	Alternate Uniform	JENIFR	1111
Eugene Geer	Midway Artist	E GEER	1105
Jennifer Hedrick	Midway Artist	JENIFR	3333
Jim Gentile	Midway Artist	GENTIL	1228
John Root	Midway Artist	ROOT	6000
Matt Gilmore	Midway Artist	MATT G	1006
Tim Bryant	Midway Artist	TIMMYB	3314
Beth Smukowski	Midway Creative Media	BETHAN	1111
Chris Skrundz	Midway Creative Media	SVID	0000
Dave Grossman	Midway Creative Media	DAVE	1104
Jim Tianis	Midway Creative Media	DIMI	0619
Larry Wotman	Midway Creative Media	STRAT	2112
Tim Moran	Midway Creative Media	TIMCRP	6666
Alex Gilliam	Midway Game Tester	LEX	0014
Brian LeBaron	Midway Game Tester	GRINCH	0222
Paulo Garcia	Midway Game Tester	PAULO	0517
Sal DiVita	Midway Lead Artist	SAL	0201
Mark Turmell	Midway Lead Programmer	TURMEL	0322
Paul Martin	Midway PC Support	STENTR	0269
Dan Thompson	Midway Programmer	DANIEL	0604
Jason Skiles	Midway Programmer	JASON	3141
Jeff Johson	Midway Programmer	JAPPLE	6660
Mark Guidarelli	Midway Programmer	GUIDO	6765

Rob Gatson	Midway Programmer	GATSON	1111
Jon Hey	Midway Sound and Music	JONHEY	8823
Andy Eloff	Midway System Hardware	ELOFF	2181
Mike Lynch	Midway System Hardware	LYNCH	3333

Miscellaneous players :

Enter one of the following initials and PIN numbers to unlock the corresponding player.

Person	Position	Initials	PIN
Shawn Liptak	Programming Consultant	LIPTAK	0114
Isiah Thomas	NBC Sports Announcer	THOMAS	1111
Tim Kitzrow	Midway Sports Announcer	TIMK	7785
Willy Morris	Motion Capture Actor	WIL	0101
Greg Cutler	Motion Capture Actor	CUTLER	1111
Chad Edmunds	Motion Capture Actor	CHAD	0628

Cheat mode (match-up screen) :

Press **Turbo**, **Shoot**, and **Pass** at the "Tonight's Match-Up" screen to enable the corresponding code :. The numbers in the following list indicate the number of times each button is pressed. After pressing the buttons, press the **D-pad** in the indicated direction to enable the code. Example, to enter 1-2-3 Left, press **Turbo**, **Shoot**(2), **Pass**(3), **Left**.

Effect	Code
Show shot %	0-0-1 Down
Show Hotspot	1-0-0 Down
Tournament mode (no power-ups)	1-1-1 Down
Snow on ²	1-2-1 Left
Thick fog on ²	1-2-3 Down
Night fog on ²	1-2-3 Left
Swamp fog on ²	1-2-3 Right
Fog on ²	1-2-3 Up
Blizzard on ²	1-3-1 Left
Rain on ²	1-4-1 Left
Big head mode	2-0-0 Right

No Hotspots ¹	2-0-1 Up
No fouls in versus mode	2-2-2 Left
No fouls	2-2-2 Right
ABA ball	2-3-2-Right
No replays	3-3-1 Left
Team uniform ¹	4-0-0 Right
Midway uniform	4-0-1 Right
Home uniform	4-1-0 Right
Unlimited turbo	4-1-1 Up
Away uniform	4-2-0 Right
Alternate uniform	4-3-0 Right
No tip off	4-4-4 Up
No goal tending	5-5-5 Left

¹ Both teams must agree

² Only on outdoor courts

Bonus courts :

Hold one of the following buttons combinations immediately after selecting players at the "Choose Team" screen.

Court	Code
Team 1 (Left)	Hold Up + Turbo
Team 2 (Right)	Hold Down + Turbo
Street Court	Hold Left + Turbo
Island Court	Hold Right + Turbo
Midway Court	Hold Up + Shoot + Pass
NBC Court	Hold Down + Shoot + Pass

Place any player on a team :

Enter the initials and PIN entry screen. Enter the first three letters of the team the player is normally on as initials, then enter his jersey number as a PIN. For example, to get Scottie Pippen, enter **HOU** as initials and **33** as a PIN.

Random team selection :

Press **Turbo** + **Left** at the team selection screen.

Alternate costumes :

Press **Up** or **Down** when creating a custom player for alternate costumes.

Secret character attributes :

Play as a secret character with a VMU in the controller. The character's attributes will be displayed on the VMU.

Any player's head in creation mode :

Use the following steps to have any head in create a player mode. When you enter create a player and it asks for a name and PIN, enter the first initials of the team for the player you want, then enter his jersey number as the PIN. For example, if you want Allen Iverson's head, enter **PHI** as the name then **3** as the pin. If you done correctly, the message "Reserve Name Found, Enter New Name/PIN" will appear. Then, enter the name and PIN of your choice. You will have the head of any player in the game. This can be done with every player in the game, including the Midway All Stars.

Trivia answers :

Q : Are Harvey and Horace Grant brothers?

A : True

Q : Who was the last Philadelphia 76er to play in the All-Star game?

A : Dana Barros

Hint : Cruel push :

If you are playing the CPU or a human player, you can push them down when they do a super dunk. For example, when your opponent jumps very high to do a dunk, wait for him to come down about near the rim, then push them. If done correctly, you will push him down and he will cough up the ball. The CPU will play harder after this is done. If your opponent tries this on you, just do lay-ups instead of super dunks. When you create a player set your dunk attributes to at least 5 so you will do basic dunks and not risk getting pushed. For greater effect, enable the "No fouls" code.

NCAA College Football 2K2

Defensive play recommendation :

Move the pointer to the center of the defense play selection screen and press **A**. The CPU will move the pointer to the recommended play.

Hint : Detect fake extra point :

If the field goal net is not up while your opponent is trying for an extra point, it is a fake.

Hint : Easy sacks :

When you are on defense, get your fastest linebacker, go up to the line, and move next to your linemen (be careful not to be on or over it). Use the crowd pump up (**X**) and while he is waving his arms in the air, hold **Down** and tap **A** for a speed burst. When the quarterback hikes the ball, he will instantly move in and you can sack him. Make sure you leave enough time for the quarterback to hike or it will be offsides.

At a punt, get a fast defender. Line up on the line of scrimmage. When he hikes the ball, press **Turbo** and run towards the punter. When he goes to kick it, hit him. If you are lucky, the hit will flip him.

Hint : 99 rated Running Back :

Power RB

Speed : 100

Agility : 100

Ball Handler : Finesse (and the other one 100 and 100)
 Catch : 100
 Break Tackle : 100
 Pass Blocking : 32
 Run Blocking : 31

Hint : 100 rated Wide Receiver :

Height : 7 feet
 Weight : 250 pounds
 Arm scale 100%
 Leg scale 100%

You can customize everything else, then change the screen with all of the points. Make everything zero. Then, make everything 100 except for Upper Body Strength and Lower Body Strength; make each of those areas 27.

NFL 2K

Turbo speed setting :

Choose the "Codes" selection on the options screen. Enter **TURBO** as a case-sensitive code to unlock the "Turbo" setting under "Game Speed".

Slowmo speed setting :

Choose the "Codes" selection on the options screen. Enter **DEDMAN** as a case-sensitive code to unlock the "Slowmo" setting under "Game Speed".

All-Star Sega team :

Choose the "Codes" selection on the options screen. Enter **SUPERSTARS** as a case-sensitive code.

Alternate text :

Choose the "Codes" selection on the options screen. Enter **SCRAWL** as a case-sensitive code.

High pitched commentary :

Choose the "Codes" selection on the options screen. Enter **SQUEEKY** as a case-sensitive code.

Fat players :

Choose the "Codes" selection on the options screen. Enter **LARD** as a case-sensitive code.

Auto-defense play selection :

Press **A(2)** when on defense to have the CPU pick the best play to stop your opponent.

When on the 4th down, do not press **A(2)**, because the CPU will not select a punt return, or field goal defensive play.

Auto-offense play selection :

Press **A(2)** after your opponent picks their defensive play to have the CPU choose the most effective play.

Auto-kicks :

Press **B** after the team gets ready to kick an extra point, field goal, kickoff, or punt to select any player besides the kicker. The CPU will control the kicker and will automatically complete the kick.

Quieter crowd :

Press **X** while on offense before hiking the ball.

Louder crowd :

Select an offensive linebacker and press **X** before the ball snapped.

Extra player creation points :

Bring the creation points all the way down to zero, then move them back up. You should receive one extra creation point for every area, which can result in ten to eleven extra points overall.

Create a 100 rated DT :

Use the following stats to create a DT that has a 100% ability rating.

Speed : 100

Agility : 76

Jumping : 0

Remaining attributes : 100

Create a 100 rated WR :

Use the following stats to create a Wide Receiver that has a 100% ability rating.

Preset : Balanced WR

Speed : 90 or 96

Agility : 90

Jumping : 90

Break tackle : 53 or 47

Hold onto ball : 100

Upper body strength : 80 or 77

Lower body strength : 50

Catch : 100

Get open on run route : 100

Alternately, use the following stats :

Any type (aggressive, speed, balanced)

Lower body strength : 27

Upper body strength : 27

Remaining attributes : 100

Create a 99 rated DE :

Use the following stats to create a Defensive End that has a 99% ability rating.

Preset : Balanced DE

Speed : 100

Agility : 100

Jumping : 100

Aggressiveness : 2

Upper body strength : 100

Lower body strength : 76

Tackle : 100

Def. Rush Supp : 100
 Def. Pass Rush : 100

Use the following stats to create a Defensive End that has a 100% ability rating.

Aggressive type

All settings at 100 except Aggression (56) and Lower Body Strength (all that is left).

Create a 96 rated RB :

Run blocking : 31
 Pass blocking : 31
 Remaining attributes : 100

Create a 100 rated TE :

Lower body strength : 2
 Break tackle : 88
 Hold : 81
 Upper body strength : 88
 Catch : 81
 Get open : 85
 Pass block : 87
 Remaining attributes : 100

Create a 80 rated LB :

Aggressiveness : 30
 Blck ball : 20
 Remaining attributes : 100

Lose creation points :

Do not hold **A** when creating a play. If you do, sometimes the game will not read correctly and will take a point away. Slow down when in the 90s and tap **A** until reaching 100.

Fake play selection :

Use the following trick to select a play without revealing it another player. Hold **A** to select a play. Continue to hold that button and search for a fake play. To get a different formation, continue to hold **A** and press **B**. You may also release **A** and change formations.

Time out in versus mode :

Use the following steps to call a time out in versus mode for anyone other than player one. Pause game play, then press the **Analog-stick** on controllers two, three, or four to highlight the time out option, then press **A**.

Hint : Blocking punts :

On the fourth down and over 5 yards (if not, the CPU will take the offsides penalty), jump offsides just before the quarterback hikes the ball. If you do not do this in time, the ref will call you offsides before the play. If done correctly, you will be offsides but still trying to block the punt. If you do block the punt, then the CPU will most likely decline the offsides penalty and you will get the ball wherever it was blocked.

Hint : Easy onside kicks :

When kicking off the ball, select a normal kick off. Point the arrow very low and down the middle. Kick it as far as possible. If done correctly, the ball will hit the ground and bounce back to your team for an easy onside kick.

Hint : Easy sacks :

Turn off onsides, then after you choose a play make your player go very near the QB. When he hikes the ball, tackle him and get a sack.

Hint : Easy touchdowns :

Choose the onside kick then run straight. Your men will block the other team. Run left to the sideline, then run straight up the field to get a touchdown.

Hint : More time outs :

Go to the controller options and change to the other team. Use their time out, then switch back to your original team.

Hint : Get 15 or more yards with the Titans :

Run the Shotgun And Inside Corner play, wait for about two or three seconds and press **X** (F. Wycheck). He will always be open to catch the ball.

Hint : Recommended players :

Use the following players when creating a team :

S. Young : QB
 B. Favre : QB
 J. Elam : K
 G. Anderson : K
 C. Hentrich : P
 B. Maynard : P
 R. Moss : WR
 K. Johnson : WR
 C. Carter : WR
 A. Freeman : WR
 J. Galloway : WR
 H. Moore : WR
 T. Law : DB
 R. Buchanan : DB
 T. Buckley : DB
 A. Williams : DB
 D. Carter : DB
 S. Springs : DB
 D. Washington : DB
 J. Hitchcock : DB
 J. Anderson : RB
 T. Davis : RB
 B. Sanders : RB
 E. George : RB
 M. Faulk : RB
 S. Sharp : TE
 B. Coats : TE

W. Walls : TE
 R. Lewis : LB
 Z. Thomas : LB
 J. Seau : LB
 K. Hardy : LB
 D. Brooks : LB
 P. Boulware : LB
 D. Dawson : C
 J. Christy : C
 T. Mayberry : C
 R. McDaniel : G
 L. Allen : G
 R. Brown : G
 M. Schlereth : G
 T. Steussie : T
 W. Roaf : T
 T. Boselli : T
 J. Ogden : T
 Z. Moss : T
 R. Webb : T
 D. Russell : DT
 J. Randle : DT
 L. Glover : DT
 W. Sapp : DT
 M. Strahan : DE
 M. McCrary : DE
 K. Carter : DE

Glitch : Player creation :

Create a wide receiver with full arm scale and leg scale. Press **Start** to display the attributes page. Under "Receiver Type", select "Speed Receiver" and set the following to get a strange object at the top :

100
 80
 90
 78
 72
 72
 90
 90

Glitch : Menu select :

Hold the **Analog-stick** to highlight the menu buttons to be selected. The **D-pad** will highlight the buttons, but not allow the option to be executed.

Glitch : Commentary :

When you have possession of the ball, run straight backwards until you run out of bounds. This will cause the commentator's to say that you had scored two points, but the scoreboard will record that the opposing team had scored. This will place the commentary out of sync with the real score throughout the entire game.

After scoring over 200 points the commentary will omit your score and just announce the part of the score that is under 200 points.

Glitch : Get the ball back after every kickoff :

Choose "Kickoff" but point the arrow down and to the left. When you kickoff, your power bar should be at the lowest possible setting. Try to set it to 0. Then, as the ball is kicked, it will either go out of bounds or a defender may receive it. As the ball is in the air, switch to the closest defender and press **A** to set his power to full. If he receives the ball, hit the defender to cause him to fumble, which should happen most of the time. If he does not receive it, the ball may go out of bounds. Before it does, hit the defender in the back. This will cause a clipping penalty. Although the the penalty will be called, you will get the ball back (1st and 25). *Note* : This trick requires some practice, but can be done,

Glitch : 15 yards with fair catch :

Turn on the fair catch interference option. Press **Y** to signal for a fair catch while receiving a punt, then intentionally bump into a defensive player. The game will place the ball 15 yards from the location of the foul.

Glitch : Receive field goal as touchdown :

When the other team is kicking a long field goal that it appears they cannot make, choose the punt return play. If it falls short, catch it and run it for a touchdown. The offensive line will not come after you because they think that they are on offense.

NFL 2K1

Auto-defense play selection :

Press **A(2)** when on defense to have the CPU pick the best play to stop your opponent. When on the 4th down, do not press **A(2)**, because the CPU will not select a punt return, or field goal defensive play.

Auto-offense play selection :

Press **A(2)** after your opponent picks their defensive play to have the CPU choose the most effective play.

Hide play :

When you are going to pick your play, move over it and hold **A**. Then, find another play and release the button.

Win coin toss :

Repeatedly press **B** at the coin toss, after the side has been called (heads/tails).

Touchdown celebration :

When scoring a touchdown, dive into the endzone. While your player is getting up, hold **Y + A** and he will hump the air.

Player names announced :

The game will announce real player names under some conditions. For example, when playing as the Redskins, use "A. Redskins LB #56" in a tackle or sack (if possible to intercept a pass). The stadium announcer will say sack, tackle, or interception by Lavar Arrington. Go to options, then "Presentation", and turn up the stadium announcer volume to hear it better. *Note* : Players identified with A. (position) and a number may be the only ones that this may be done on.

Endzone dances :

Dirty Bird : Press **Y** in the endzone.

Street Sweeper : Press **X** in the endzone.

? : Press **X + Y** in the endzone.

Hint : Block field goals and punts :

This trick works especially well in a network game - but you can use it on your friends at home as well. It works best in a

network game because your opponent will not see the "Select audible" box that appears when you press **Y**. Quickly and repeatedly press **Y + B** before the snap. This causes your players to dance around a bit (trying to line up for the audible that you are calling). At the snap your men can get past the offensive line very fast. Once past the line, press **B** to highlight the closest man, then press **Y** to block the ball.

When your opponent chooses to punt, go for a field goal, or for an extra point, quickly press **Y + B** repeatedly and your defense will block them.

Hint : Block field goals :

Line up to the right side of the offensive line. Immediately after the snap there should be a space between two players blocking on the right side. Press **Y** while arrowing towards the kicker a split-second after the ball is snapped. The game has a glitch that causes the defender to do super speed burst when you press **Y** while on defense. Instead of jumping, it often makes you sprint faster than the players should be able to. This will always work if you angle correctly.

Hint : Block punts :

When other team punting, line up on the left side of the screen just off the line of scrimmage. As soon as you see the arrow and the power go up, run and get the punter for an easy sack.

When on fourth down and your opponent is about to punt, move your fastest player to the end of the line. Press **X** and hold **Down**. Make sure you time it correctly, and that you are doing it while the arrow is powering up. When the ball is snapped, press **A** to burst more speed. Try to get in front of the punter without tackling him. If done correctly, he will kick the ball at you and it will count as a blocked punt. This is easier than trying to jump and block it.

Hint : Block punt for a touchdown :

You must be on defense and at least five yards away from the line of scrimmage (blue line). You should also be near your cornerback on the far outside toward the side line. When the kicking meter fills up, run go towards the kicker. Do not hit the kicker and do not jump to block the ball. Just run straight across his leg. Get close to him when you run, but do not hit him. If done correctly, the ball should hit your man then fly forward in front of you. Your man should automatically pick up the ball. Run it for a touchdown.

Hint : Stopping a big defensive rush or blitz :

Pressing the **R** button before the ball is snapped will show where your receivers are. However, use this trick that may get your opponent to jump offsides. Quickly tap **R** to zoom out and in very fast, making it seem like you snapped the ball. The defense will either get an encroachment or offsides penalty. If they do not encroach (hit one of your players) snap when they are over the line to call them for offsides.

Hint : Easy sacks :

Place your line backer about two yards outside of the last offensive lineman. When the offensive linemen get set, press **X**. Your line backer will pump his arms up and down. At the same time, repeatedly tap **A** and hold the **Analog-stick** towards the quarterback. When the quarterback calls "hike", your man will fire off the ball and you will be in the quarterback's face in no time. **Note** : You can hold **A** and charge up your energy then jump at him from a few yards away.

When on defense, if one or more of your linebackers are blitzing and you are playing the CPU, bring your left tackle outside past the left offensive tackle. The linebackers will start to run in just before the ball is snapped. Start to run as the linebacker approaches the line of scrimmage. This will give you a jump on the offensive lineman, result in a better chance of a sack.

When you are on defense, get your fastest linebacker, go up to the line, and move next to your linemen (be careful not to be on or over it). Use the crowd pump up (**X**) and while he is waving his arms in the air, hold **Down** and tap **A** for a speed burst. When the quarterback hikes the ball, he will instantly move in and you can sack him. Make sure you leave enough time for the quarterback to hike or it will be offsides.

Hint : Opponent never get yards :

Press **Start** during game play, go to options, then select "Penalties" and turn every thing off. Return to game, get right in front of the QB and when he hikes the ball press **X**.

Hint : Passing the ball :

Every team has a trick play that you can use repeatedly against the CPU, no matter what the skill level. For example, play as the Denver Broncos and when you are going to choose a play go to "I Twins". Pick the exact middle play that resembles a post pattern. When you hike the ball pass it to "Ed Macaffery" (should be **X**). The pass play is a ten yard gain or more every time.

Hint : Longer kick offs :

Anytime you kick off the ball, press **A + B** just as soon you release **B** from selecting the type of kick you will use. If done correctly, the kick will go all the way to the end zone.

Hint : Faster kick returns :

If you want to make your kick return runner to go faster, step back from the target and speed burst forward to the ball when its coming down. You will have a faster runner, better momentum, and get farther.

Hint : Linemen speed burst :

Choose a lineman, and make sure that he is in his correct location. When the ball is hiked, immediately press **Y** and he will speed up instead of jumping, and may be able to get to the ball carrier. If you press **Y** again, he will jump.

Hint : Easier runbacks on kick returns :

When you get the ball on a kick or punt return, swerve form left to right and you will probably fake out the defenders (especially the big linemen). Then, as you get downfield and the last DB before the kicker approaches, spin right as you get about one yard away from the defender. When you reach the kicker just run past him -- he is very slow. There you go; you just took the ball back on the kick return. *Note* : This works easier under the rookie difficulty setting, but can also be done on the pro and all-pro settings.

Hint : Pin opponent on the 1 yard line on a kick off :

When kicking off, move the arrow to the left so the it is on the far left of the team logo on the 50 yard line (on most logos). Vertical-wise, put it in the middle, and kick it a little less than full power. If done correctly, the ball will land near the endzone pylon, the receiver will catch it on a run, and the momentum will force him to run out of bounds at the 1 or 2 yard line.

Hint : Magical spin :

This trick can help gain an extra five to ten yards, or even a touchdown. When you have the ball, give it to a wide out or your running back. When a defender gets close, spin. If done correctly, the defender will bounce off, especially if he dived. This does not work well in a crowd -- it is most effective in two on one situations. It also does not work if the defender makes a tackle by running into you, rather than diving. This helpswhen breaking away and the defender does a last ditch effort at full power-diving at you. You can bounce them off very quickly, and go in for the score.

Hint : Get through offense :

When on defense, repeatedly tap **A** to go straight through the offensive lineman.

Hint : Field goal/extra point touchdowns :

When you are on offense, go to "Special" and select "Field Goal". When you are at the point of aiming, aim at the end of your linemen. Kick it as hard as possible. If the ball hits your linemen, you can pick it up and run for the two point conversion or the touchdown. **Note** : This is easier if you try to hit the side of the line that your directional arrow is pulling towards.

Hint : Field goal defense :

When on defense, select a Field Goal Block defense. This will rush the QB so he will make a bad pass or an interception, get sacked, or force a fumble.

Hint : Extra plays :

During a play, press **Y**, **X** to switch to plays that have an extra play added to it

Hint : Old jerseys :

Note : The following trick only will work with real and not created teams. Select exhibition mode, then press **Up** while the cursor is on the team. If done correctly, the jerseys will switch to an older version. Try this with the Tennessee Titans to play as the Houston Oilers.

Hint : Old jerseys and playbooks :

When selecting a team, highlight either the "Home Options" or "Visitor Options" and select between the "old" jerseys or the new jerseys as well as your play book, which includes the old playbook from NFL2K.

Hint : Old helmets :

Win the season on the "All Pro" difficulty setting with any team with an undefeated record to unlock leather helmets.

Hint : Create 24 players or more :

Create a new team of your choice, then enter the "Create Player" option. After creating a player, assign him to your new team. Once your new player is assigned, return to where you previously created your new player (create player file only) and delete him from the menu. You will notice that your player is still assigned to your created team. Do not delete him from the team.

Hint : Barry Sanders, Steve Young, and Dan Marino :

Select "Custom", "Players", "Sign players", and those three players will be among the choices.

Hint : Phil Riggins :

Start a season with the Redskins under the All-Pro difficulty setting. Go undefeated throughout the season and playoffs. After you win the Super Bowl, you will have the Redskins old running back Phil Riggins #44.

Hint : No penalties :

Go to start and select "Game Options". Highlight "Penalties". Press **A** for the on or off choice. Press **X** for the red bar.

Hint : Very fast running back :

To create an extremely fast running back, use the shortest height possible and the heaviest weight possible. You also may

turn off stamina when using your hefty fast RB. Follow this rule to have the fastest player ever. You also may want to make agility and speed 100, sacrificing points from catching and some strength.

Hint : Unlimited creation points for punters :

Create a punter and edit his stats. Subtract at least one point from Punt Accuracy and Punt Power (**X**). Now, you will have an unlimited amount of points under the following categories : Fake Punt Pass and Fake Punt Run.

Hint : Better created players in Franchise :

To make your created players better keep putting them in Franchise so their ratings will increase. Do this as much as needed.

Hint : 100 rated RB :

Preset : Speed RB
 Speed : 100
 Agility : 100
 Break Tackle : 100
 Upper Body : 60
 Lower Body : 60
 Catch : 70
 Run Block : 60
 Pass Block : 70

Preset : Speed RB
 Speed : 100
 Agility : 100
 Break Tackle : 100
 Power : 100
 Finesse : 99
 Catch : 100
 Run Blocking : (Optional)
 Pass Blocking : (Optional)

Preset : Power RB
 Speed : 100
 Agility : 100
 Break Tackle : 100
 Upper Body : 100
 Lower Body : 100
 Finesse Moves : 100
 Power Moves : 100
 Catch : 100
 Run Blocking : 32
 Pass Blocking : 35

Hint : 100 Rated DE :

Preset Aggressive
 Speed : 99

Agility : 80
 Jumping : 80
 Aggressiveness : 98
 Upper Body Strength : 86
 Lower Body Strength : 86
 Defense Run Support : 70
 Defense Pass Rush : 95
 Tackle : 81

Hint : 88 Rated DB :

Preset Coverage
 Speed : 100
 Agility : 100
 Jumping : 100
 Aggressiveness : 71
 Upper Body Strength : 68
 Lower Body Strength : 68
 Tackle : 68
 Block Thrown Ball : 100
 Coverage : 100

Note : Do not let the rating fool you, he is the best even though he is only an 88.

Hint : 96 rated DB :

Enter the following values in order on the creation screen.

100
 100
 82
 99
 49
 78
 100
 67
 100

Hint : 100 rated DT :

Speed : 100
 Aggressiveness : 100
 Tackle : 100
 Pass Rush : 100
 Upper Strength : 100
 Lower Strength : 100
 Run Support : 100
 Set the other two attributes to the high 70s

Hint : 96 rated LB :

Enter the following values in order on the creation screen.

100
 99

92
100
90
100
36
43
99
91
100

Hint : 97 rated WR :

Enter the following values in order on the creation screen.

100
100
60
99
99
45
51
100
100

Hint : 97 rated WR :

Take all the upper body strength and the lower body strength down to 0. Then, put everything else up to 100. Use any creation points remaining equally on lower and upper body strength.

Hint : 100 rated WR :

Enter the following values in order on the creation screen.

100
60
100
95
95
50
50
100
100

Hint : 100 rated OG :

Bring his speed down to 0 and everything else up to 100.

Hint : Created player on Franchise team for almost no money :

The following trick will allow you to sign a created player onto your Franchise team for only \$250,000. It is best to do this either on a new memory file or before you start Franchise mode. First, make all the created characters you want to sign onto your Franchise team. When it is time to adjust their stats, drop most or all their stats down to about 30. Select "Fantasy", "4 Teams", and press **A**. *Note* : You will lose the season or franchise you are in. Select on "4 Teams" and press **Start** at the team selection screen. Press **Start** on the "Setup Names" option and answer "Yes". Press **Start** on the "CPU complete Draft" option and answer "Yes". Select "Quit" and enter Franchise mode. Answer "Yes" and set up your franchise. Leave Fantasy draft off, press **Start** , select "Management", and go to "Signings" If done correctly, your

created player will be there. Cut a player from your team and pick him up. Go to the depth chart and start him. You will notice that when you offer a contract to your created players, their ratings will be near zero and they will only ask for the smallest possible paychecks. Sign them for the lowered salaries and exit Franchise mode. Re-enter create-a-player mode and boost the five most important stats (those are the stats which are under the player's picture when they are highlighted in the Depth Chart) for each player up to 100, using the remaining points as desired. When you re-enter Franchise mode and check your team's roster, you should have a rating 100 player working for the same wage they signed as a weakling. A created quarterback's rating will be 77, however, because Clutch and Attentiveness are the 4th and 5th most important factors of a quarterback and your character can only gain those from experience. **Note** : When you save your Franchise, turn off the game, and turn it back on, your created characters are working for \$0 and for 0 years. Created players made in this way still gain some experience from games. After the first year of playing with the created players, when the re-signing period comes around the players will disappear off the roster but are still on the created player menu.

Note : The reason a player disappears of the roster is because their contracts are long expired. If you sign the created players to new contracts, then finish the year and start a new season before you turn off the game, then the players will stay on your team.

Hint : Early draft picks :

To pick first in the franchise, be the Buccaneers and you could get Brett Farve, Sam Madison, Eddie George, Eddrigne James, Steve Breuline, Mark Brunlle and other good players. Or, be the Eagles to pick second.

Hint : 7 yard gains :

Under the All-pro difficulty setting, pick any out play and throw it immediately before he makes the cut. **Note** : This will not work on Charles Woodson (Raiders) or Chris McCallister (Ravens).

Hint : More time outs :

Go to the controller options and change to the other team. Use their time out, then switch back to your original team.

Hint : Beat the CPU :

Pause game play, go to options and go to penalties. Take them all off. Whenever the CPU tires to snap the ball, go off sides to be there to stop it.

Hint : Recommended custom play :

Go to make a play. Use any formation with both receivers split out wide on opposite sides. Have one wide out do a flag out and the other a post out (towards the side lines). All linemen should pass block. The TE should do a slant and up over the middle. One back set -- back blocks weak-side LB. Third WR pass block or short out. Two back set FB block weak-side LB. RB either blocks strong side-LB or release out into flat. QB does medium drop. When the play runs, The TE will draw the attention of the MLB and two safeties. This leaves you man on man on the outside. Attack the less talented CB. Just before the outside WR make Cut - toss it. If the WR you pass to is "Y", tap it again after the catch. This also works on two player and all pro mode.

Hint : Bengals : Trick plays :

Trey Gun

Out, pass to "Y" (Dugans)

Curl, to "Y" (Dugans)

Flood Post, to "Y" (Dugans)

Split Gun

Out, pass to "X" (Dugans)
 Comeback, to "X" (Dugans)
 Slant, to "Y" (Warrick)

Right Double Gun Slot

In, pass to "X" (dugan)
 Out, to "X" (dugan)

Empty Gun

Curl, pass to "X" (Dugans)
 Wheel, to "X" (Dugans)

Hint : Browns : Trick plays :*I Queens*

Screen, pass to "X" (Chiaverin)
 Under, to "X" (Chiaverin)

Doubles

In pass to "Y" (Northcutt)

Trey

Inside to "B" (Dawson)

I

Curls to "Y" (Dawson)

Left Double Gun

Inside Out to "Y" (Johnson)

Hint : Jets : Trick plays :

Pick the first formation on the left and the first play on the left. Throw to "Y" (Green) or "B" (Chrebet). They should be open every time for a 8 to 10 yard pickup. On that same play, Martin will run up to block. If you throw it to him he should miss it and your quarterback will recover very quickly. All the defensive players will run in. Then, throw deep to "X" (Coles) who will be wide open for a touchdown.

Hint : Patriots :Trick plays :*Double Right Slot*

Corner, pass to "Y" (Simmons)
 Deep Curl, to "Y" (Simmons)
 Post, to "Y" (Simmons)
 Get Away, to "L" (Glenn)

Empty Gun

Motion Under, pass to "X" (Simmons)
 Motion Post, to "X" (Simmons)
 Curls, to "X" (Simmons)
 Vertical, to "X" (Simmons)
 Under, to "A" (Glenn)

Hint : Raiders : Trick plays :

Split

Shovel Pass to "Y" (Brown)

Doubles I

Get Away to "X" (Jett)

Doubles Tight

Smash to "X" (Brown)

In to "B" (Jett)

Underneath to "X" (Brown)

Trey

Cross to "X" (Jett)

Hint : Vikings : Trick plays :*Vikings I*

Curl pass to "Y" (Carter)

Pilliger to "Y" (Carter)

PA Out to "Y" or "L" (Carter or Moss)

PA Post to "X" (McWilliams)

Split Queens

Inside Out pass to "X" (Carter)

Slant to "X" (Carter)

Trips Gun

Inside Out pass to "X" (Carter)

Drag to "X" (Carter)

I Queens

Motion Vertical pass to "Y" (Hachette)

Ace

Hitch pass to "B" (Carter)

Trey

Curls pass to "B" (Hachette)

Hint : Titans : Trick plays :*Strong I Twins*

Motion PA Boot Out pass to "X" (Pickens)

Weak I

Shift PA Boot Vertical pass to "X" (Whycheck)

Trey Gun

Out pass to "B" (Thigpen)

Double Right Slot

Deep Curls pass to "L" (Dyson)

Hint : Ravens : Trick plays :*Trey Gun*

Ravens Out pass to "Y" (Lewis)

Corner to "L" (Ismail)
 Slant to "Y" (Lewis)

Double Right Slot

Motion Out pass to "X" (Taylor)

Ace

Out pass to anyone
 Motion Post to "Y" (Sharpe)

Twins I

PA Out pass to "X" (Taylor) or "L" (Ismail)

Trey

In pass to "Y" (Ismail)
 PA Boot Corner to "Y" (Ismail)
 Out to "X" (Sharpe)

Ravens I

Cross pass to "L" (Ismail) or "Y" (Taylor)
 Out to "L" (Ismail)
 Outs to "L" (Ismail) or "Y" (Taylor)

Hint : Saints : Trick plays :

Split Screens

Motion Slant pass to "X" (Horn)
 Underneath to "X" (Horn)

Trey

Flat pass to "L" (Reed)

Double Left Slot

Motion Out pass to "B" (Poole)
 Deep Curls to "Y" (Horn)
 Outs to "Y" (Horn) or "X" (Glover)

Hint : Dolphins : Trick plays :

Split Gun

Lure Out pass to "X" (Martin)

Trips Gun

Get Away pass to "Y" (Emanuel)
 Out to "Y" (Emanuel)
 Slant to "Y" (Emanuel) or "X" (Gadsden)
 Curl to "L" (Martin)

Strong I

Twins Out pass to "Y" (Gadsden) or "L" (Martin)

Double Right Slot

Wheel pass to "X" (Gadsden) or "L" (Macduffie)
 Slant to "X" (Gadsden)
 Slants to "X" (Gadsden)

Doubles

Motion Screen pass to "B" (Macduffie) or "Y" (Martin)
 Post to "X" (Gadsden)

Empty Gun

Motion In pass to "X" (Gadsden) or "A" (Martin)
 Motion Fade to "X" (Gadsden)
 Curl to "A" (Martin)
 TE Out to "X" (86) or "Y" (83)
 Groove Out to "X" (86) or "A" (Martin)

I

PA X Post pass to "X" (Goodwin)

Hint : Panthers : Trick plays :

Trey

Cross pass to "Y" (Jeffers)

Quads

Out pass to "L" (Muhummand) or "B" (Jeffers)
 Sprint Out to "Y" (Walls)

Ace

Outs pass to "L" (Jeffers) or "B" (Muhummand)

I

Curl pass to "L" (Jeffers)
 PA SEAM pass to "L" (Jeffers) or "Y" (Muhummand)

EMPTY

Crosses pass to "X" (Biakabutuka)
 Slot Out to "X" (Biakabutuka) or "A" (Hayes)
 Slants to "X" (Biakabutuka) or "Y" (Walls)
 Out to "Y" (Walls)

Split

Under pass to "Y" (Jeffers)

Double Right Slot

PA Boot Out pass to "X" (Hayes)
 Vertical to "Y" (walls) or "L" (Muhummand)
 Mirror Out to "L" (Muhummand) or "B" (Jeffers)
 Sprint Corner to "L" (MUHUMMAND)
 PA Under to "X" (Hayes)

Hint : Steelers : Trick plays :

Quad Gun

Out (Pass to anyone)
 Slot Post pass to "X" (Blackwal)

I Queen

Flat pass to "X" (Ward)
 Slant to "X" (Ward)
 Escape Out to "X" (Ward)

Double Right Slot

Out pass to "B" (Burress)

Midrange Out to "B" (Burress)

Trey Gun

Motion Fade pass to "Y" (Bruner)

Middle Strike to "Y" (Bruner)

Hint : Buccaneers : Trick plays :*I Twins*

PA Getaway pass to "X" (Johnson)

I

PA Out pass to "X" (MOORE)

Trey Gun

Post pass to "X" (Whalen)

Quad Gun

Fade pass to "Y" (Hastings)

Split Gun

PA Slot Getaway pass to "X" (Johnson)

Double Right Slot

Motion Verticals pass to "L" (Green) or "Y" (Anthony)

Motion Slant to "L" (Green)

Hint : Colts : Trick plays :*Trey*

Indy 100 pass to "X" (Dilger)

Double Right Slot

Horsehoe Out pass to "B" (Wilkins)

Flat to "X" (Pathon)

Blue Flare to "X" (Pathon)

Fade to "X" (Pathon)

PA Out to "L" (Harrison)

Streak to "L" (Harrison)

RDBL Gun Slot

Leak Out pass to "L" (Harrison)

Indy Out to "X" (Pathon)

Ace

Swing pass to "X" (Pollard)

Screen to "L" (Harrison) or "B" (Wilkins)

X In to "X" (Pollard)

Split Gun

Motion Vertical to "Y" (Pathon)

Motion Post to "Y" (Pathon)

Trips

Colts Out pass to "Y" (Dilger)

Under to "B" (Wilkins)

Hint : Eagles : Trick plays :*Split Twins*

Slot Out pass to "X" (Small)

Split Queens

Flare pass to "Y" (Johnson)

Eagle Comeback to "L" (Pinkston)

Leak Out to "L" (Pinkston)

Doubles

Out pass to "X" (Brown)

Exchange to "B" (Johnson)

Double Left Slot

CROSS OUT pass to "Y" (Small)

TE FIAT to "Y" (Small)

SLANT to "B" (Johnson)

Trey

BROADWAY pass to "Y" (Thomason)

I Twins

PA Vertical pass to "X" (Small)

PA Out to "Y" (Johnson)

Hint : Lions : Trick plays :*Pair Right*

Slant pass to "Y" (Morton)

Slot Out to "Y" (Morton)

Vertical to "B" (Crowell) or "X" (Sloan)

Stair Step Outs to "X" (Sloan) "Y" (Morton) or "B" (Crowell)

Double Left Slot

Shovel Pass to "Y" (Morton) or "X" (Sloan)

Stop to "B" (Crowell)

Courage to "B" (Crowell) or "X" (Sloan)

Split Queens

Out pass to "X" (Morton)

Comeback to "X" (Morton)

I

PA Out pass to "L" (Moore)

PA X Out to "Y" (Crowell)

Ferocious Vertical to "Y" (Crowell)

Trey

Inside Out pass to "Y" (Sloan)

Hint : Cowboys : Trick plays :*Spread Gun*

Deep Out pass to "B" (Ismail)

Stretch 2 to "X" (Galloway)

Double Left Slot

Deep Curl pass to "X" (McKnight)

Ace

Flare pass to "L" (Galloway)

Hint : Redskins : Trick plays :

Ace

Crosses pass to "L" (Connell) or "B" (Westbrook)

PA Vertical to "X" (Alexander) or "Y" (Jenkins)

Screen to "L" (Connell) or "B" (Westbrook)

Trey Tight

PA Strong Flood pass to "X" (Westbrook)

I

Mirror Quick Outs to "L" (Westbrook) or "Y" (Connell)

PA Swarm to "X" (Alexander)

Hint : Chiefs : Trick plays :

Strong I Twins

Comeback pass to "Y" (Gonzalez)

Ace

Motion Curl pass to "L" (Alexander)

Screen to "X" (Drayton) or "Y" (Gonzalez)

Chiefs Right

Motion Flat to "X" (Morris)

Hint : Best players in franchise mode :

QB Tim Couch- Browns

QB Shaun King - Buccaneers

QB Donevon McNabb - Eagles

QB Charlie Batch - Lions

RB Rickey Williams - Saints

RB Jamal Lewis - Ravens

RB Shaun Alexander - Seahawks

RB Eddgerin James - Colts

RB Freddy Taylor - Jaguars

RB Rob Dayne - Giants

WR Randy Moss - Vikings

WR P. Buress - Steelers

WR Germain Crowell - Lions

WR Peter Warick - Bengals

WR Marcus Robinson - Bears

WR Jacquez Green - Buccaneers

TE Rickey Dudley - Raiders

TE Peter Hape - Buccaneers

TE C. Cleevland - Saints

G Cosey Coleman - Buccaneers

DB Cris McCalister - Ravens
 DB Charles Woodson - Raiders
 DB Champ Bailey - Redskins
 DB Fernando Bryant - Jaguars
 DB Sammari Rolle - Titans
 DB Shawn Springs - Seahawks
 DB Antuan Edwards - Packers
 LB Brian Urlacher - Bears
 LB A.Redskins LB #56 - Redskins
 LB Dwayne Rudd - Vikings
 LB Kevin Hardy - Jaguars
 LB Chris Clairborne - Lions
 DT Corey Simon - Eagles
 DE J. Kearsse - Titans
 DE Shaun Ellis - Jets
 DE Courteny Brown - Browns

Glitch : Deleted player remains :

Create a player and put him on a team. Go back and delete the player. Return to the team that you put him with and he will still be there.

Glitch : Wrong announcements :

Turn off all the penalties, and on fourth down go to the punter. When he gets the ball, sack him. The announcer will say "Great return by...." followed by the name of whoever you used to hit the punter. **Note** : You must do this quickly. Also, the announcer will not say a college name that you drafted.

NFL 2K2

Big football :

Enter **BCHBLL** as a code.

Music during game :

Enter **PLAY4ME** as a code. You can select "Digital Tech" or "Horror 1" soundtracks to replace the announcers.

Super dive :

Press **X(2)** to do a super dive. **Note** : It is better if you use speed with the dive.

Winning the coin toss :

Press **A** repeatedly when you are the visiting team to win the coin toss.

Hint : 100 rated players :

To create a 100 rated RB, set the upper and lower body strength low enough to put all the other stats at 100. Then, fill up the rest on your upper or lower body strength. The same can be done for a QB, TE, WR, DB, LB, DT, DE. However, for the LB, DT, DE, make sure they are big. For a DT or DE set the weight to 400 lbs. and height about 6' 0". For the LB, set the weight at about 260 lbs. and make him 6' 4".

Hint : Better defense :

Create two players with a height of 7'0", weight 220 lbs., and stats at 30 for upper and lower body. Set everything else to 100 except jumping and block. Thrown ball should be 95 and intelligence 50.

Hint : Better offense :

Create three WR with a height of 7'0", weight 220 lbs., and stats at 0 for upper and lower body. Set everything else to 100.

Hint : Confuse your opponent :

Use the following trick to prevent your opponent from seeing your play. When selecting your play, place the pointer over your desired play, then hold **A**. Move the pointer to your fake play, then release **A**. If you are quick enough, your first play will go unnoticed and your opponent will set their defense for the fake play. **Note** : This works best if you choose a pass play first, then run or a run play first, then pass.

Hint : More stamina :

Score a touchdown three times with the same player. Your team will have their stamina will rise dramatically.

Hint : More time outs :

Go to the controller options and change to the other team. Use their time out, then switch back to your original team.

Hint : Always receive :

During the coin toss, pause game play and go to controllers. Switch to the other team. If the team that you switched to wins the toss, pick receive. If the team you were originally playing wins the toss, they will automatically choose to receive. Then, switch back and receive the kick.

Hint : Easy sacks :

When on defense go to 3-4 and select "Base". When on the field, select your outside linebacker and move him close to the line without crossing the line of scrimmage. Once the QB snaps the ball, use speed burst to run around and sack him. This will work almost every time unless there is a TE were your LB is located.

When on defense, press **Start** to pause game play. Go to the options screen, choose "Penalties" and set everything to "0" except for fair catch interference. Resume the game and go directly in front of the quarterback. When he snaps the ball press **Down** + **Tackle** to sack him 99.9% of the time, unless he runs out of the pocket.

When on defense, press **Start** to pause game play. Go to the options screen, choose "Penalties" and turn off offsides and encroachment. Select anyone and go across the line next to the QB. When he snaps the ball, run up to him and tackle him.

Take a line backer (preferably a outside one) and move him next to your defensive line. After the quarterback huts the ball, run around the offensive line and run in for a easy sack.

Pause game play, go to "Settings", "Game Play", and disable of encroachment and offsides. Line up behind the QB and it will be easy to get a sack.

Hint : Easy on-side kick :

After scoring a touchdown, you have the option to do an on-side kick or kick-off. If you choose on-side kick, the opposite team lines up to your left. If you place the directional arrow towards the right and up, it will reach the endzone and they will automatically be on the 20 yard line. Sometimes if you kick it off to tea right, all the way up and very low power, your own team will catch it and you will have the ball again. **Note** : This does not happen very often.

Aim the ball to the far right and kick it at the lowest power. Let the bar go all the way up, then wait for it to come back down. Make sure you have a player that has close to 100 Speed to get the ball. He will beat the other team to it every

time. An easy way to do this is to create a player, and make him a linebacker.

Hint : Easy punts :

On punts, get the corner back left or right. Let the CPU punt the ball off. While the CPU is punting, repeatedly press **Y**. The CPU will think you are going for a fake punt. If done correctly, this will get your corner back down the field faster and his hands should lift up in the air. You can also use a your tight end left or right, and your running back.

Hint : Bullet pass :

When you pass to a receiver, hold down the button rather than pressing it. The quarterback will throw a bullet pass directly to him. This pass works better than a regular pass.

Hint : Good running play :

As the Vikings, run the Vikings I Tight, then choose the Sandbagger play. Run the play, then immediately press **Y**. Continue to do this until they appear to be in a Goal Line Defense. You should then, depending on the team, be able to gain 10 to 20 yards usually (or more if they have a bad defense).

Hint : Pin your opposition deep :

Go to the substitution for the onside kick defence. Put in the fastest DBs and WRs. When it is time to kick off, pick the onside kick. Allow the power meter go just beyond three quarters full. The ball will bounce on about the 5 or 10 yard line and your players will be there to tackle and/or recover the onside kick deep in the opposition's part of the field. Sometimes you will even get a safety.

Hint : Taunt while scoring :

When you are on a break away and no one is around you, when you make it within the 10 yard line release the **Analog-stick**. Your player will still run it in, but he will add a little attitude to his walk. When you release the **Analog-stick** determines what way he will come in. Be careful -- if someone is nearby they can tackle you and you will have a higher chance of fumbling.

Before scoring a touchdown, make sure there are no defenders close to you. When you get between the 10 yard line and the endzone, release the **Analog-stick**. Your player will celebrate into the endzone. Also make sure you are not too close to the sidelines as your player may step out of bounds. If there are defenders nearby your player can fumble the ball if he gets hit, especially if he has low ball handling skills. Enter practice mode, Offense Only, and try it.

Hint : Higher dive :

If someone is laying down or is on their hands and knees in front of you, press **Dive**. This works best near the goalline for getting a touchdown.

Hint : Checking injuries :

To check the injuries before the girl tells you, pause game play when "Injury" appears in yellow under the score. Then, go to "Stats", then "Injury" to learn that information. **Note** : All of this happens in the pause menu.

Hint : Funny commentary :

Put a defensive back (for example, a cornerback) at wide receiver. If he fumbles the ball or drops a pass, then the announcer will say "Wow! He's better at deflecting the ball than catching it!"

Hint : Perfect team :

When you create a player, the game will let you assign that player to as many positions as desired. To take advantage of this, create a player, and take out every player that fills a certain position. For example, take out all the wide receivers.

Select your player repeatedly to play that position, and you will have copies of that player. For example, you can have ten wide receivers named John Doe with the same stats, jersey number and everything else. Also make sure that the attribute points are correctly assigned for his position so they will do better. **Note** : Do not assign one player to every position, do not make him a running back, and a wide receiver, and a quarterback. Different position require different stats. Make one player for each position.

Hint : 100 Rated Cornerback :

Note : This works for all types of cornerbacks (Aggressive CB, Coverage CB, or Balanced CB). Also, fatigue must be disabled for best effect.

Speed : 99
 Agility : 99
 Upper Body Strength : 23
 Lower Body Strength : 22
 Tackle : 99
 Coverage : 99
 Pursuit : 99
 Intelligence : 0

Hint 100 Rated Free Safety :

Note : Fatigue must be disabled for best effect.

Speed : 99
 Agility : 99
 Upper Body Strength : 23
 Lower Body Strength : 22
 Tackle : 99
 Coverage : 99
 Pursuit : 99
 Intelligence : 0

Hint : 100 Rated Inside Line Backer :

Note : Fatigue must be disabled.

Speed : 99
 Agility : 0
 Upper Body Strength : 76
 Lower Body Strength : 70
 Tackle : 99
 Coverage : 99
 Pass Rush : 99
 Pursuit : 99
 Intelligence : 0

Hint : 100 Rated Outside Line Backer :

Note : Fatigue must be disabled.

Speed : 99
 Agility : 0
 Upper Body Strength : 76
 Lower Body Strength : 70
 Tackle : 99
 Coverage : 99
 Pass Rush : 99

Pursuit : 99
Intelligence : 0

Hint : 100 Rated Wide Receiver :

Note : Fatigue must be disabled.

Power WR Setting

Speed : 99
Agility : 99
Break Tackle : 0
Catch : 99
Run Route : 99
Run Blocking : 44
Pass Blocking : 0
Stamina : 0

Hint : 100 Rated Quarterback :

Power QB Setting

Speed : 99
Agility : 99
Pass Accuracy : 99
Pass Arm Strength : 99
Pass Read Coverage : 99
Break Tackle : 5
Hold On To Ball : 68
Composure : 0
Intelligence : 70
Leadership : 80
Scramble : 0

Hint : 100 Rated Running Back :

Speed : 100
Agility : 100
Break Tackle : 100
Power Moves : 100
Finesse Moves : 99
Catch : 100
Run Block : 53
Pass Block : 53
Intelligence : 12

Hint : Super deformed players :

Create a custom player and make him as heavy and short as possible and have skin number 6. You will be able to have created players up to 15 feet tall or as short as 3 feet tall. They can also be as heavy as 700,100 lb. and as light as 10lb. They can also have rainbow skin.

Hint : Unlimited created players :

To create unlimited players when you run out of slots, create a team. Post all of your created players on that team, then delete them. If done correctly, you should have all of your created players on the created team.

Hint : Trading for higher rated players :

To get between an 85 and 90 rated player in franchise mode, keep trading a player from that position up about a point or

two. For example, if you want to get a 85 rated running back and you have a 74 rated running back, trade on up from a 74 for 75, a 75 for a 76, a 76 for a 77, a 77 for a 78, and so on. This should work up into the 85 to 90 range.

Hint : Super team :

Select any team and choose the following players and others (if desired) to create an unbeatable team. Your offensive rating will be 100, defensive will be 100, special teams will be 97, and overall rating will be 100.

Name	Position	Number
T. Gonzalez	TE	88
W. Sapp	DT	99
R. Lewis	LB	52
P. Boulware	LB	58
M. Vanderjagt	K	13
L. Glover	DT	97
R. Moss	WR	84
B. Marion	DB	31
M. Faulk	RB	28
L. Milloy	DB	36
M. Harrison	WR	88
J. Odgen	T	75
D. Brooks	LB	55
P. Manning	QB	18
J. Kears	D	98
R. Woodson	DB	26
B. Farve	QB	4
O. Pace	T	76
E. James	RB	32
W. Roaf	T	77
M. McCrary	DE	99
L. Allen	G	73
M. Gramatica	K	7
T. Bosseli	T	71
W. Shieldes	G	86

J. Elam	K	1
K. Warner	QB	13
S. Madison	DB	29
J. Christy	C	62
D. Bennet	P	95
I. Bruce	WR	80
E. George	RB	27
T. Nalen	C	66
M. Berger	P	17
C. Carter	WR	80

NFL Blitz 2000

Cheat mode :

Press **Turbo (L or R)**, **Jump (X or Y)**, and **Pass (A or B)** to change the icons below the helmets on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the **D-pad** in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry. Example, to enter 1-2-3 Left, press **Turbo**, **Jump(2)**, **Pass(3)**, **Left**.

Effect	Code
Show field goal %	0-0-1 Down
Punt hang time meter	0-0-1 Right
No CPU assistance ¹	0-1-2 Down
Show more field ¹	0-2-1 Right
Fast turbo running	0-3-2 Left
Huge head	0-4-0 Up
Super blitzing	0-4-5 Up
Big football	0-5-0 Right
Arizona Cardinals playbook	1-0-1 Left
Atlanta Falcons playbook	1-0-2 Left
Hide receiver name	1-0-2 Right
Baltimore Ravens playbook	1-0-3 Left
Buffalo Bills playbook	1-0-4 Left
Carolina Panthers playbook	1-0-5 Left
Chicago Bears playbook	1-1-0 Left

Tournament Mode ²	1-1-1 Down
Cincinnati Bengals playbook	1-1-2 Left
Cleveland Browns playbook	1-1-3 Left
Dallas Cowboys playbook	1-1-4 Left
No play selection ¹	1-1-5 Left
Denver Broncos playbook	1-1-5 Right
Detroit Lions playbook	1-2-1 Left
Green Bay Packers playbook	1-2-2 Left
Indianapolis Colts playbook	1-2-3 Up
Super field goals	1-2-3 Left
Headless team	1-2-3 Right
Jacksonville Jaguars playbook	1-2-4 Left
Kansas City Chiefs playbook	1-2-5 Left
Miami Dolphins playbook	1-3-1 Left
Minnesota Vikings playbook	1-3-2 Left
New England Patriots playbook	1-3-3 Left
New Orleans Saints playbook	1-3-4 Left
New York Giants playbook	1-3-5 Left
New York Jets playbook	1-4-1 Left
Big players team	1-4-1 Right
Oakland Raiders playbook	1-4-2 Left
Philadelphia Eagles playbook	1-4-3 Left
Pittsburgh Steelers playbook	1-4-4 Left
San Diego Chargers playbook	1-4-5 Left
No punting	1-5-1 Up
San Francisco 49ers playbook	1-5-1 Left
Seattle Seahawks playbook	1-5-2 Left
St. Louis Rams playbook	1-5-3 Left
Tampa Bay Buccaneers playbook	1-5-4 Left
Tennessee Titans playbook	1-5-5 Left
Big head	2-0-0 Right

Washington Redskins playbook	2-0-1 Left
Big head team	2-0-3 Right
No first downs	2-1-0 Up
Allow stepping out-of-bounds	2-1-1 Left
Deranged blitz mode ¹	2-1-2 Down
Weather : clear	2-1-2 Left
Always QB (2P/4P on same team)	2-2-2 Left
Always receiver (2P/4P on same team)	2-2-2 Right
Unlimited throws	2-2-3 Right
Powerup teammates	2-3-3 Up
Fast passes	2-5-0 Left
Tiny players team	3-1-0 Right
Power-up offense	3-1-2 Up
Power-up blockers	3-1-2 Left
Smart CPU ¹	3-1-4 Down
No highlighting of receivers	3-2-1 Down
No head	3-2-1 Left
Ultra hard mode ¹	3-2-3 Up
Red, white, and blue football	3-2-3 Left
Cancel "Always QB/receiver" code	3-3-3 Up
No interceptions	3-4-4 Up
Power-up speed ¹	4-0-4 Left
Power-up defense	4-2-1 Up
No random fumbles	4-2-3 Down
Super passing mode ¹	4-2-3 Right
Invisible	4-3-3 Up
Super blitz mode ¹	0-4-5 Up
Turn off stadium	5-0-0 Left
Unlimited turbo meter	5-1-1 Up
Unidentified ball carrier	5-2-2 Down
Weather : snow	5-2-5 Down

Hyper blitz mode¹

5-5-5 Up

Weather : rain

5-5-5 Right

¹ Two player agreement required² Only in two-player game³ Only in one-player game**Hidden players :**

Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers.

Name	PIN	Player
ALEC	1197	"Scream" mask ¹
ALIEN	1111	
AOB	1111	
AUBREY	7777	
AZPOD	4777	
BOXER	2111	Boxer with corn row hair ¹
BRAIN	1111	Brain with eyes
CALEB	0996	
CARLTN	1111	Headless player
CURTIS	1111	Rat mascot
DANIEL	0604	Dan Thompson
DAVID	3333	
DINO	1111	Stegosaur head ¹
EDDIE	3333	
FORDEN	1111	Dan Forden
FRANZ	1010	
GENTIL	1111	Jim Gentile
GRINCH	0222	Punk with spikes
GUIDO	2222	
GUMBY	8698	
JAPPLE	6660	Jeff Johnson
JASON	3141	Jason Skiles
JEFF	1111	

JENIFR	3333	Jennifer Hedrick
JOVE	6644	
LEX	7777	
LUIS	3333	Luis Mangubat
MOOSE	1111	Moose head ¹
MXV	1014	
NATHAN	0515	
PIRATE	1111	Pirate ¹
PUNKR	1221	Punk with red mohawk ¹
PUNKB	2112	Punk with blue mohawk ¹
RAIDEN	3691	Raiden from Mortal Kombat
RALPH	1111	Wolf mascot
RANDU	6666	
ROOT	6000	John Root
SAL	0201	Sal Divita
SHINOK	8337	Demon Shinok from Mortal Kombat ¹
SHRUNK	6666	Shrunken head ¹
SAD	1111	Sad face
SKULL	1111	Skull
SMILE	1111	Smiley face
THUG	1111	Cartoon burglar ¹
TREX	1111	T-Rex head ¹
TURMEL	0322	John Turmell ¹
WHODAT	1844	

¹ Face will become blurred if used with "Big head" mode

NFL Blitz 2001

Cheat mode :

Press **Turbo** (**L** or **R**), **Jump** (**X** or **Y**), and **Pass** (**A** or **B**) to change the icons below the helmets on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the **D-pad** in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry. Example, to enter 1-2-3 Left, press **Turbo**, **Jump**(2), **Pass**(3), **Left**.

Note : To find out what symbols should appear, use the following guide.

- 0 : NFL shield
- 1 : Midway logo
- 2 : Helmet head
- 3 : Sideline yard marker
- 4 : Cheerleader
- 5 : Vince Lombardi trophy

Effect	Code
Show field goal %	0-0-1 Down
Punt hang time meter	0-0-1 Right
Late hits	0-1-0 Up
No CPU assistance ¹	0-1-2 Down
Show more field ¹	0-2-1 Right
Fog on	0-3-0 Down
Fast turbo running	0-3-2 Left
Huge head	0-4-0 Up
Super blitzing	0-4-5 Up
Big football	0-5-0 Right
Use team plays	1-0-0 Up
Arizona Cardinals playbook	1-0-1 Left
Atlanta Falcons playbook	1-0-2 Left
Hide receiver name	1-0-2 Right
Baltimore Ravens playbook	1-0-3 Left
Buffalo Bills playbook	1-0-4 Left
Carolina Panthers playbook	1-0-5 Left
Chicago Bears playbook	1-1-0 Left
Tournament Mode ²	1-1-1 Down
Cincinnati Bengals playbook	1-1-2 Left
Cleveland Browns playbook	1-1-3 Left
Dallas Cowboys playbook	1-1-4 Left
No play selection ¹	1-1-5 Left
Denver Broncos playbook	1-1-5 Right
Detroit Lions playbook	1-2-1 Left
Green Bay Packers playbook	1-2-2 Left

Indianapolis Colts playbook	1-2-3 Up
Super field goals	1-2-3 Left
Headless team	1-2-3 Right
Jacksonville Jaguars playbook	1-2-4 Left
Kansas City Chiefs playbook	1-2-5 Left
Miami Dolphins playbook	1-3-1 Left
Minnesota Vikings playbook	1-3-2 Left
New England Patriots playbook	1-3-3 Left
New Orleans Saints playbook	1-3-4 Left
New York Giants playbook	1-3-5 Left
New York Jets playbook	1-4-1 Left
Big players team	1-4-1 Right
Oakland Raiders playbook	1-4-2 Left
Philadelphia Eagles playbook	1-4-3 Left
Pittsburgh Steelers playbook	1-4-4 Left
San Diego Chargers playbook	1-4-5 Left
No punting	1-5-1 Up
San Francisco 49ers playbook	1-5-1 Left
Seattle Seahawks playbook	1-5-2 Left
St. Louis Rams playbook	1-5-3 Left
Tampa Bay Buccaneers playbook	1-5-4 Left
Tennessee Titans playbook	1-5-5 Left
Big head	2-0-0 Right
Washington Redskins playbook	2-0-1 Left
Big head team	2-0-3 Right
No first downs	2-1-0 Up
Allow stepping out-of-bounds	2-1-1 Left
Deranged blitz mode ¹	2-1-2 Down
Weather : clear	2-1-2 Left
Always QB (2P/4P on same team)	2-2-2 Left
Always receiver (2P/4P on same team)	2-2-2 Right

Unlimited throws	2-2-3 Right
Powerup teammates	2-3-3 Up
Fast passes	2-5-0 Left
Grass field	3-0-0 Up
Asphalt field	3-0-1 Up
Dirt field	3-0-2 Up
Astroturf field	3-0-3 Up
Snow field	3-0-4 Up
Tiny players team	3-1-0 Right
Power-up offense	3-1-2 Up
Power-up blockers	3-1-2 Left
Smart CPU ¹	3-1-4 Down
No highlighting of receivers	3-2-1 Down
Ultra hard mode ¹	3-2-3 Up
Red, white, and blue football	3-2-3 Left
Cancel "Always QB/receiver" code	3-3-3 Up
No interceptions	3-4-4 Up
Power-up speed ¹	4-0-4 Left
Power-up defense	4-2-1 Up
No random fumbles	4-2-3 Down
Super passing mode ¹	4-2-3 Right
Invisible	4-3-3 Up
Super blitz mode ¹	0-4-5 Up
Turn off stadium	5-0-0 Left
Old Day stadium	5-0-1 Up
Old Night stadium	5-0-2 Up
Baseball stadium	5-0-2 Left
Old Snow stadium	5-0-3 Up
Round stadium	5-0-4 Up
Dome stadium	5-0-4 Left
Olympic stadium	5-0-5 Left

Unlimited turbo meter	5-1-4 Up
Unidentified ball carrier	5-2-2 Down
Weather : snow	5-2-5 Down
Hyper blitz mode ¹	5-5-5 Up
Weather : rain	5-5-5 Right

¹ Two player agreement required

² Only in two-player game

³ Only in one-player game

Off-screen plays :

Move to the top left corner of the screen when selecting a play and press **Up**(2). The play that was highlighted will appear on the VMU and will be kept secret from the other players.

Hint : Drag player :

To drag players on the field, press **Jump** (**X** or **A**) while your opponent is about to tackle you. You can also sometimes press **Stiff Arm** when the opponent is trying to tackle you from the side. Finally, if you are on fire most of the time your opponent tries to tackle you, they will not and instead just grab. This is helpful when you are almost at the first down marker or goal line.

NFL Quarterback Club 2000

Cheat mode :

Enter one of the following codes on the cheat menu to activate the corresponding cheat function. A sound will confirm correct code entry.

Effect	Code
Big football	BCHBLL
Large coin at toss	BGMNY
Increased fumbles	BTTRFNGRS
Flubber ball	FLBBR
Slow motion mode	FRRSTGMP
Hot ball	HSNFR
Players on fire	HSNFR
Increased injuries	HSPTL
Fat players	MRSHELLW
Landmines on field	PPCRNRTRNS
Rugby mode	RGBY
Alien stadium	SCLLYMLDR
Small players	SHRTGYS
Unlimited turbo	TRBMN

Thin players

TTHPCK

NFL Quarterback Club 2001

Cheat mode :

Use the "Cheats" selection on the options screen, then enter one of the following codes to activate the corresponding cheat function. A sound will confirm correct code entry.

Effect	Code
Big football	BCHBLL
Flubber ball	FLBBR
Increased fumbles	BTTRFNGRS
No fumbles	STCKYBLL
Increased injuries	HSPTL
Slippery field	SLPNSLD
Eight downs	DBLDWNS
Fat players	MRSHELLW
Thin players	TTHPCK
Big coin toss	BGMNY
Football on fire	HSNFR
Rugby mode	RGBY

NHL 2K

Big head mode :

Hold **L + R** and press **B(2), X** on controller D at the "Black Box" logo. The phrase "Oh Black Box Baby" will be spoken to confirm correct code entry. All the players except for the goalies will have big heads.

Programmer team :

Hold **L + R** and press **B, A, B, Y** on controller D at the "Black Box" logo. The phrase "Oh Black Box Baby" will be spoken to confirm correct code entry.

Programmer pictures :

Create a player and enter one of the following development team names to see his picture in the "Edit Lines" menu.

Ron Hextall**Tony Twist****Dale Hunter****Marty Reasoner****Matt Johnson****Chris Mason****Paul Healey****Rory Fitzpatrick****John Namestnickov**

Brent Peterson**Eric Bertrand****Peter White picture :**

Create a player and enter **Peter White** as a name and **15** as a jersey number.

Bobby Hull picture :

Create a player and enter **Bobby Hull** as a name. When you score or get an assist, a picture of Bobby Hull will appear.

Chris Allen picture :

Create a player and enter **Chris Allen** as a name.

David Aebischer picture :

Create a player and enter **David Aebischer** as a name.

Unknown picture :

Create a player and enter **J Z Black** as a name. *Note* : There is a space between "J" and "Z".

Other players :

Create a player and enter any person that retired during the 1998-1999 season to see his picture at the "Edit Lines" menu.

Wayne Gretzkey message :

Create a player and enter **Wayne Gretzkey** as a name. The message "Thanks For The Memories" will appear over the player picture section.

Hint : Empty net :

Pause game play, then scroll down to choose sides. Switch your controller to the opposing team. Once you have done this, go back to the main pause menu, and choose to pull the goalie. Then, return back to choose sides and change back to your original team. You will now have an empty net to shoot at. If you do score, the goalie will be repositioned in the net. This trick may be repeated as needed.

Hint : Easy goal :

Go behind the goal, then cut around to the front and shoot.

Hint : Play after game ends :

After the game ends, the scoring summary, menus, etc. should be on the screen. However, the rink and players will be in the background. Press the button to change players to move that one around. You can get the puck, check people, etc.

Note : When you move fast with the puck, it shoots around by itself. Also, If a goalie gets the puck, you cannot get it back. You can select any player from your team other than the goalie.

NHL 2K2

Hint : Easy goals :

Pass the puck to a fast shooter and check which hand he is using. If he is right-handed, go to the right side of the rink and vice versa. Then, go around the net and immediately when you get to the edge of the post quickly tap **X**. If done correctly, the puck should go straight through the goalie's legs almost every time. *Note* : This may take some practice. Also, it is more difficult to perform at the higher skill level.

Play against Carolina with Irbe in net or create a bad goaltender and it will be easy to score on him from far away.

Hint : Misspelled names :

The names of players not in the NHL that are on international teams are misspelled. For example, go to "Roster" and select "Finland". "Antti Eeltu" should be "Antti Aalto". It is possible that Sega did not have a license from the other leagues or the Olympics to use their real names. *Note* : Only vowels are changed.

Hint : Best fighters :

The best fighters are Rob Ray of the Buffalo Sabres and Zdeno Chara of the Senators.

Hint : Better celebrations :

Go to overtime with a team and score a goal. The celebrations are different then the original ones. Also, the more overtime periods you play, the better the celebrations get.

Glitch : Go through the boards :

When a team is making a line change, go along the boards by the opponents bench. If a player attempts to hit you and misses, this player may go right through the boards and into the bench. The player also can get out of the bench without climbing over, and will go through the boards again. The same thing can happen with your players.

Nightmare Creatures 2

Cheat mode :

Press **Start** to pause game play, then hold **L + R** and press **Left, B ,X, Left, B ,X, Left, B, X, A, Y** to access the game's cheat options.

Level select :

Highlight the "Options" selection at the new game menu. Hold **B** for approximately three seconds, release the button, then press **Y, A, X, B**. Hold **X** for approximately one second, release the button, then press **B**.

Full health :

Hold **X + Y** and press **B** during game play.

Full pause screen :

Pause game play, then press **X + Y**.

Screen saver :

Allow the game to idle for a short time and a screen saver will start.

View Kalisto introduction :

Place the game disc in a PC compatible CD-ROM drive to view the Kalisto introduction to the game with your movie player.

Hidden artwork and sounds :

Place the game disc in a PC compatible CD-ROM drive to find wallpaper images from the game.

Omikron : The Nomad Soul

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find hidden artwork.

Hidden audio :

Place the game disc in a PC compatible CD-ROM drive to find a "jingle.wav" file.

Ooga Booga

Master code :

Enter **IGOTNOSKILLZ** as a code at the options menu.

Mine spell :

Enter **KABOOM** as a code at the options menu.

Fireball spell :

Enter **STRIKEAMATCH** as a code at the options menu.

Homing Head spell :

Enter **DODGETHIS** as a code at the options menu.

Lightning Bolt spell :

Enter **KILOWATTS** as a code at the options menu.

Lightning Cloud spell :

Enter **STORMYWEATHER** as a code at the options menu.

Tornado spell :

Enter **BLOWHARD** as a code at the options menu.

All Tribal missions :

Enter **IMINFRANCE** as a code at the options menu.

Tribal Trial FMV sequence :

Enter **STRENGTHNO** as a code at the options menu.

Play as Abe :

Enter **AHOUSEDIVIDED** as a code at the options menu.

Play as Death :

Enter **SALMONMOUSE** as a code at the options menu.

Play as Discodude :

Enter **DOTHEHUSTLE** as a code at the options menu.

Play as Dwarf :

Enter **HEIGHTCHALLENGED** as a code at the options menu.

Play as Leprechaun :

Enter **BLARNEYSTONE** as a code at the options menu.

Play as Pirate :

Enter **WAREZWRONG** as a code at the options menu.

Play as Superguy :

Enter **SECRETIDENTITY** as a code at the options menu.

Boars :

Enter **PORKCHOP** as a code at the options menu.

Tikis :

Enter **IDOLATRY** as a code at the options menu.

Birds :

Enter **AVIARY** as a code at the options menu.

Boar rodeo mode :

Enter **SADDLEUP** as a code at the options menu.

Boar polo mode :

Enter **TRICKSHOT** as a code at the options menu.

Level 2 masks :

Enter **ICHEAT** as a code at the options menu. Alternately, play a game in Boar Polo, Smakahuna, and Rodeo modes in Offline Skirmish.

Level 3 masks :

Enter **THEREFOREIAM** as a code at the options menu. Alternately, win three battles online in any mode.

Level 4 masks :

Enter **SOVERYVERY** as a code at the options menu. Alternately, win nine battles online in any mode.

Level 5 masks :

Enter **WEAKANDSAD** as a code at the options menu. Alternately, win fifteen battles online in any mode.

Select victory pose :

Press **A**, **B**, **X**, or **Y** after winning a round (or named as leader of the match at the ranking screen).

OutTrigger

Bonuses :

Successfully complete the following levels in mission mode to unlock the corresponding bonus.

Level	Difficulty	Bonus
3	Advanced	GLG40MM Pipe Bomb Launcher weapon
3	Intermediate	Bonus level

4	Advanced	Icon Bomb weapon
5	Advanced	Proofer playable character
5	Intermediate	Scarpin playable character
7	Advanced	Bonus level
8	Advanced	DICW weapon
8	Novice	Commander playable character
9	Advanced	Bonus level
10	Advanced	Enemy B.A.T. weapon and D.K. playable character
11	Advanced	PSG-1 weapon
11	Intermediate	Siba playable character
12	Advanced	Bonus level
12	Intermediate	Ump Machine Gun weapon
13	Advanced	SPAS12 weapon
14	Advanced	Bonus level
14	Novice	Shinobi playable character
15	Advanced	Guided Missile 2 weapon and Salamander and Dr. K playable character
15	Novice	Bonus level

Pen Pen Tri-Icelon

Play as Hinamazu :

Complete all sections in all four levels.

Alternate costumes :

Finish in first place in all course and course variations two times to unlock every costume.

Alternate introduction sequence :

The introduction sequence will change after a new record is set.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find two desktop background images named "wallpaper1" and "wallpaper2".

Phantasy Star Online

Alternate costume colors :

Start a new game and select a character. Enter one of the following character names to unlock two additional colors at the costume selection screen.

Character

Name

Humar

KSKAUDONSU

Hunewearl	MOUEOSRHUN
Hucast	RUUHANGBRT
Ramar	SOUDEGMKSG
Racat	MEIAUGHSYN
Racaseal	NUDNAFJOOH
Fomarl	DNEAOHUHEK
Fonewm	ASUEBHEBUI
Fonewearl	XSYGSSHEOH
All classes	SHUGRADJYT

Phantasy Star Online Version 2

View ending sequence :

Note : This trick requires a Dreamcast keyboard. Type **uraending** at the title screen.

Control ending sequence :

Press **L** or **R** when the last screen of the game appears after the final Boss is defeated to move the lines.

Control loading screen :

Press the **D-pad** or **Analog-stick** to move the light ball during the loading screens.

Change weapon name :

Successfully complete challenge mode and achieve an S-Rank. The first name of any weapon in the name can be changed.

Control view :

Hold **L** on controller B during game play. While that button is held, use the **Analog-stick** on controller B to move the view, press **A** to zoom in, press **Y** to zoom out, and press **R** to keep the view over your character.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find images in .BMP format from the game in the "Extra" folder.

Hidden message :

The letters on the red weapons spell "HeathCliff" when they are put together in order :

Red Saber : He
 Red Sword : a
 Red Dagger : t
 Red Partisan : h
 Red Slicer : Cl
 Red Handgun : i
 Red Mechgun : ff

Serial number delete :

This trick is best used when you want piece and quiet. Load the game, then click on "Dressing Room". Press the power

button on your Dreamcast. When you turn the Dreamcast on again and load up your character, the game will ask you to re-enter your serial number and access key. This has a few advantages. Anyone with your card will not be able to find you. Your wins and disconnects in battle mode will be gone.

Dressing room :

Have over 100,000 Meseta in your inventory (cannot be banked). Quit the game and go to the "Continue/Load" menu. Select the saved game with the 100,000 Meseta to unlock the "Dressing Room" option. It allows you to alter some parts of your character's appearance.

Hint : Always find a rare weapon :

Create a room called **psoallstars**.

Hint : Maximum stats :

When you see one of your stats turn yellow, indicating you cannot raise it any more with materials, it may still go up depending on what you have equipped. Unequip everything you have on and usually the stat will go back to white, allowing you to raise it higher. This should also be done immediately before you level, since the game counts equipment that raises stats as your max stat -- if it is maxed even if the base stat is not, then it will not go higher if you level.

Hint : Section ID calculator :

First, write out the desired name (for example, "Karana"). Classes do not matter. The name will not change from HUmAr to RAcaseal. Count the number of symbols in the name (numbers, letters, and signs) and **Note** if it is even or odd (for example, Karana is even). Next, find all the letters in the following chart and change them to numbers. For example, Karana = 029252 which equals 20.

```

0| A K U i s 7 # } _ -
1| B L V j t 8 . $ ~
2| C M W a k u 9 % /
3| D N X b l v 0 & :
4| E O Y c m w 1 ' ;
5| F P Z d n x 2 ( <
6| G Q e o y 3 ) [ =
7| H R f p z 4 ! ? > * (spaces count as 7 also)
8| I S g q 5 { ] +
9| J T h r 6 " @ , ^ |

```

After you have a number, if it was even, add 5 to the total. For example, Karana was even, so the total is now 25. Next, cross off the first digit on your total. The second digit corresponds to the Section ID below. For example, Karana is 5, so Karana gets VIRIDIA.

```

0 = PINKAL
1 = REDRIA
2 = ORAN
3 = YELLOWBOZE
4 = WHITILL
5 = VIRIDIA
6 = GREENILL
7 = SKYLY
8 = BLUEFULL
9 = PURPLENUM

```

Plasma Sword

Note : This game is also titled *Star Gladiator 2 : Nightmare Of Blisten*.

Fight as Kaede :

Highlight Rain at the character selection screen. Then, press **Down(2), Left(2), Up**.

Fight as Rai-On :

Highlight Byakko at the character selection screen. Then, press **Up, Down, Left(2), Right, Left, Up**.

Fight as Evil Gamof :

Highlight Gamof at the character selection screen. Then hold **Start** and press **A**.

Fight as Mirror Vector :

Press **Y** while selecting Vector.

Fight as Blue Shaker :

Press **Y** while selecting Shaker.

Hint : See your character's true ending :

To see your character's special (real) ending, you have to have amassed a certain amount of Battle Ability points by the time you clear Stage 8. You must also do the following :

One-round settings : 70,000 points.

Three-round settings, 95,000 points.

Five-round settings, 110,000 points.

Note : You can lose a life and have to continue, as long as you get enough points you can see your character's true ending. However, all of the true endings work in a similar fashion. Where the real ending would have left off, you instead are challenged by a CPU boss. If you defeat the Boss, the rest of the ending is revealed. If you lose, you can still continue and fight them, but you will not be able to change characters.

Hint : Fight against Kaede or Rai-On :

To fight Kaede or Rai-On, you must do the following :

Finish at least two rounds with Perfect wins.

Finish at least three rounds with a Plasma Final win.

Finish at least one round with a Plasma Field win.

Do not get any Time Out finishes.

Do not continue (you can still lose a round though)

If done correctly, you will randomly fight Kaede or Rai-On as your fourth round opponent. Once you defeat the character (you do not have to complete the game), they are saved to memory. Once you enter the code to play as one of them, they are permanently available. *Note* : Keep in mind that because the game does not have an auto load or autosave feature, you must save the game after enabling them (you can just press **A + B + X + Y + Start** to reset, then go to the "Option" menu). When you start a new game you must load your saved game file or they will not appear.

Fight against Evil Gamof :

Play through the game as Gamof and earn his true ending. In the middle of his ending you will fight against Evil Gamof.

Fight against Mirror Vector :

Play through the game as Vector and earn his true ending. In the middle of his ending you will fight against Mirror Vector.

Fight against Blue Shaker :

Play through the game as Shaker and earn his true ending. In the middle of his ending you will fight against Blue Shaker.

Easy mode :

Press **L + R + A** during game play.

Soundtrack :

Play track two of the game disc in an audio CD player to hear music from the game.

Hint : Expanding and shrinking Gore :

Select Gore as a character and configure the controller layout to have your taunt on. You can make Gore's head grow by pressing the corresponding button. Roll the **D-pad** back and forth while pressing the **Taunt** and he will shrink down and remain that size until the move is repeated.

Pop'N Music

Alternate costumes :

Press **X** to change the color of your character's costume.

Pop'n Music 2

Rally mode, survival mode and 5 or 7 buttons option :

Accumulate over five hours of game play.

Hyper song versions :

Play all the songs once. Then, hold **Select** while choosing a song at the stage selection screen. *Note* : This will cannot be done in beginner mode.

Hidden Lounge song :

Press **Left, Up, Left, Up, Left, Up, Left, Up, Y, Start** at the title screen.

Hidden J-R&B Song :

Press **B, Y(2), Down, R, Y, Up, Left, Left + Start** at the title screen.

Other hidden songs :

Accumulate the indicated amount of game play to unlock the corresponding song type.

Cute : 2 hours

New Fork : 2.5 hours

Sexy Girls : 3 hours

J. Garage Pop : 5 hours

Lounge : 4.5 hours

J-R&B : 4 hours
Akiba : 6 hours
Live : 6.5 hours
Avangrade : 7 hours

Pop'N Music 3 Append Disc

Lovely song :

Get a 80% Great rating on G-Pop on stage 1. Complete stage 2 with Lounge. The hidden Lovely song will appear on stage 3.

Positive song :

Complete stage 1 with Cute and stage 2 with Magic Girl. The hidden Positive song will appear on stage 3.

Jungle song :

Get a max combo score of 100 on stages 1 and 2. The hidden Jungle song will appear on stage 3.

Prelude song :

Get a score of 85,000 or more under Advanced and a score of 90,000 or more (with a max combo score of 40) under Classic 3.

Power Stone

Full pause screen :

Pause game play, then press **X + Y**.

Extra Options :

Successfully complete arcade mode as any character under any difficulty setting. An "Extra Options" selection will be available.

Extending pole :

Successfully complete the game using any single character.

Heavy chain gun :

Successfully complete the game using any two characters.

Ray gun :

Successfully complete the game using any three characters.

Shield :

Successfully complete the game using any four characters.

Falcon's mini-game :

Successfully complete the game using any five characters.

Ayame's mini-game :

Successfully complete the game using any six characters.

Gunrock's mini-game :

Successfully complete the game using any seven characters.

Fight as Kraken :

Successfully complete the game with all eight characters to unlock Kraken.

Fight as Valgas :

Successfully complete the game as Kraken to unlock Valgas.

Fight as Mutant Fusion (Final) Valgas :

Unlock Valgas, then successfully complete the game with any character without using continues under any difficulty setting. Enter the page 12 of the Power Stone Collection to see Final Valgas. **Note** : Final Valgas may only be selected in versus mode, by only one player per match.

Virtua battle mode :

Unlock Valgas as a playable character and use him to successfully complete the game. Virtua battle mode will be available on page 5 in the Power Stone Collection. This mode allows the camera to stay behind your character during a match.

Dual Virtua battle mode :

Unlock Kraken as a playable character and use him to successfully complete the game. This mode will be unlocked on page 6 in the Power Stone Collection. This mode allows a versus mode game to be played with the Virtua battle mode camera angle on each part of the split screen.

Alternate costumes :

Press **B** at the character selection screen.

Scrap book :

Accumulate 1000 or more coins in the VMS mini-games to unlock a scrap book (art gallery) option on page 13 of the Power Stone Collection.

Sound test :

Accumulate 2000 or more coins in the VMS mini-games to unlock a sound test (sound gallery) option on page 25 of the Power Stone Collection.

View ending sequences :

Successfully complete the game with any character to access page 14 of the Power Stone Collection. This may be used to view the endings of any character that has completed the game or the game's credits.

Change victory view :

Press the **D-pad** or **Analog-stick** to change the viewing angle at the end of a match. Press **A** to move the camera in.

No damage :

Enable "Extra Options" code. Enter the extra options screen and set "Transformation Damage" to "0%". Start another match, collect three gems, and transform. Do not use any regular attacks on your opponent after transforming. Instead, throw objects to keep from getting damage.

Hint : Easy last Boss fight :

Get underneath the last Boss' right arm. He will not be able to hit your character, but you have to be in the correct location. **Note** : When the picture of the Boss appears, press **Up** to get underneath his arm.

Hint : Wang Tang's "Agile Dragon" :

Start an arcade mode game and select Wang Tang and use the default controller settings. Collect all Power Stones and hold **L**. The Dragon Ball will eventually grow to twice its size after approximately ten seconds. **Note** : This trick will not work on "Gunrock's" level and is best done on levels with low ceilings and large open spaces.

Hint : Get on the roof :

When in the Mutsu board or against Ryoma, sometimes the stones will go on the roof. To get on the roof, you have to climb on the ceiling and go towards the edge. If done correctly, you will be on the roof. **Note** : When this is done, Ryoma will follow you and time will run out. You will also not be able to get any items.

Hint : Falcon's transformed state portrait :

The picture in the Londo stage is a portrait of Falcon's Transformed State.

Hint : Sesame Street reference :

On the Londo (Falcon's) stage, at the top left hand corner there is a window containing a very familiar Sesame Street character. As you are fighting, Elmo will be watching with a big smile on his little red face.

Hint : Devil Sickle :

A sickle that you swing to hit someone. It is not too painful of a weapon, but you can get people trapped and hit them repeatedly.

Hint : Flame Sword :

Just like the other swords, but this one burns up your opponent when you hit him.

Hint : Ice Sword :

This sword freezes anyone that you hit into an ice cube.

Hint : Lance Of Lava :

This is probably among the cheapest weapons in the game. Attacking with it will cause fire to rain from the sky on your opponent. This can be used three times before the lance runs out.

Hint : Morning Star :

This is perhaps one of the best weapons. Your character swings the morning star around, and if anyone is near when you swing it, it will hurt quite a lot.

Thunder Sword :

The thunder sword electrifies your enemies.

Power Stone 2

Full pause screen :

Pause game play, then press **X + Y**.

Alternate costumes :

Select versus, adventure, or arcade mode. Then, press **X** when selecting a character.

Fight as Pride :

Successfully complete basic mode with seven different characters. He looks like an old Fokker but has different moves.

Fight as Mel :

Successfully complete basic mode with eight different characters. She is the girl from shop mode and fights similarly to Julia.

Unlocking the options in the Extra Option Menu :

Every time basic mode is cleared with a different character a new option will be unlocked, until the extra option menu is full.

Extra Arenas :

After basic mode has been cleared with all the default characters, as well as Mel and Pride, three new arenas exclusive to original mode will be unlocked. To access them, move the pointer left or right at the arena selection screen until it is off-screen. A large box with the "Extra Arena" message will appear. Select the desired extra arena. The arenas are a small

room, a very narrow bridge over along drop, and a geometric (cubes stacked in weird patterns) arena.

100,000 Credits for shop mode :

If during the course of the game you manage to pick up item # 103, which resembles red turban, sell it for 100,000 credits. This item seems to appear randomly.

Hint : Getting more materials :

When in adventure mode, choose your character and go to the Blue-Sky Area (the level where you are fighting on a plane). Lower you enemies' energy gauge down to a very small amount. Then when you are falling through the sky, allow your enemy get the umbrella and some power-ups -- but do not let your enemy get too much power-ups. When you have landed on the bottom, get your enemy into the tank. Then, get over the wall where there is a small stream of water running. Materials come out four or six at a time at that location. Remain there and do not allow the water to push you away. Stay there until you have 9 seconds remaining, then kill your enemy. If done correctly, you should have somewhere from 20 to 40 Materials in just one stage alone.

Hint : Easy cards :

Select adventure mode and choose the Blue Sky Area. Get to the final area and jump up to the water at the left. A lot of cards that you can collect will appear.

Hint : Defeating Pharaoh Walker :

When the Pharaoh Walker crouches down and is about to spin, jump on its back and destroy the little person controlling the tail. After you destroyed that person, you should be able to jump in. Keep pressing **Attack** so the laser can shoot out and hit the Walker. You should shoot three times then jump out. Do this repeatedly and you can destroy him in under a minute and thirty seconds.

The Pharaoh Walker is the first Boss you encounter and is controlled by six people. First, set your extra options to 5 power stones, 0% during, transformation turned off. Go to arcade and get to the first Boss. Get powered-up, transform, and do not use your power move -- not even a normal shot, you do not want to die. Knock his leg from under him. When he falls, jump on his back. You can now use a normal move. Press **X** towards his tail and you will hear a robot yell . Walk up to his tail and press **B**. You now will be in his tail. Press **X** to shoot the Boss in his head with the beam from his tail. You came shoot him again if you do not wait to long. *Note* : If you hold **X** before releasing, it will do more damage.

The surface on his belly can be grabbed. Jump and press **B** to latch on and move over to one of the sides. You will automatically jump to the top of him. Destroy the little person in the tail, then press **B** by it to jump inside. Press **X** and the laser will fire at its head. This will drastically lower his power and can be done as much as needed.

Hint : Escape the Castle :

When going on Escape the Castle in versus mode you have up to a minimum of three characters. When one of them dies and the number at the top of them goes down, go right to them and press **B**. They will get up. Be careful not to get hit in the process. This works well on the Bosses. You can do this as many times as needed, but only works when a human player is playing with you.

Hint : Secret Beam Sword :

Play the level with the big bell. There is a secret sword on a rack in the left corner. Jump up and stomp the rack. The sword will break loose. Pick it up and use it. This sword shoot a beam. It cannot be made -- it can only be used in this section.

Hint : Special weapons in Dark Castle stage :

You can get two special weapons at the end. One is a sort of a spear and its hanging on the wall. Punch it down to get it. The other is at the left of the spears. It is a samurai sword that can shoot a wave cutter. Remember, you must punch them.

Hint : New special items :

You can mix items to get better ones in the item shop. The following are good combinations. After you buy or mix something, go to main menu then re-enter the item shop. Pride will be there if you are doing well. He will ask for something or just give you items. If asked something and you give him what he wants he will give you a couple of items.

Panther : A kitten and a leg trap. Panther is a huge cat, a level 4 item worth 35,000.

Arm Gun : Gun, machine gun, and a special card. Arm gun is a level 6 item worth 79,000.

Brave man's ax : Flame sword, a magic rod, and a special card. Brave man's ax is a level 6 item worth 80,000.

Crown : Get first place in the rankings to get this item. The Crown is a level 6 item worth 100,000. Sell it and buy something else.

Transpariniser : Get its text give it to mel as a present, then mix Medusa and petrifier. It is a level 6 item worth 90,000.

Scooter : Inline skate and skate board and a special card. The scooter is a level 6 item worth 40,000. You ride on it and hit people.

Mix an Umbrella and a Toy Hammer together (in that order) and hold **A** while mixing to get up to six sets of different weapons. If you get "the giant fork", sell it to Mel or it can be used against you when you fight the final Boss.

If you mix Umbrella and Toy Hammer while tapping or holding **A**, you will get multiple items as listed previously. However, instead of selling the Fork, mix it with Cartwheel Card and you will basically get a random item; or if you mix the Fork with Iron you will get a Spoon.

Hint : Mixing guide :

Item 1	Item 2	Card	Result
Gun	Rice Ball	n/a	Bazooka
Gun	Bomb (Any)	n/a	Bazooka
Iron Pipe	Bomb (Any)	n/a	Bazooka
Machine Gun	Soap Bubble Gun	n/a	Bazooka
Ray Gun	Machine Gun	n/a	Beam Gun
Light Element	Ray Gun	n/a	Beam Gun
Iron Pipe	Spear	n/a	Big Racket and Frozen Tuna
Magic Rod	Flame Element	n/a	Flame Rod
Flame Thrower	Magic Rod	n/a	Flame Rod
Flame Sword	Ice Rod	n/a	Flame Rod
Fire Bottle	Sword	n/a	Flame Sword

Machine Gun	Flame Sword	n/a	Flame Thrower
Hammer	Iron Pipe	n/a	Fork
Toy Hammer	Umbrella	n/a	Frozen Tuna and Sword
Iron Pipe	Sword	n/a	Gigantic Hammer and Iron Pipe
Apple	Beef	n/a	Hamburger
Flame Rod	Frozen Tuna	n/a	Hamburger
Trident	Umbrella	n/a	Hammer
Battlefield Axe	Bomb	n/a	Hand Grenade
Gold	Banana	n/a	Harisen
Hand Grenade	Bomb (Small, Med)	n/a	Large Bomb
Gun Powder	Banana	n/a	Large Bomb and Legweight
Iron	Thumbtack	n/a	Legtrap
Gun	Iron Pipe	n/a	Machine Gun
Gold	Wood	n/a	Magic Stick
Gigantic Hammer	Umbrella	n/a	Magic Stick
Hessing	Gold Element	n/a	Metallic Bat
Iron Pipe	Hammer	n/a	Metallic Bat
Iron Pipe	Hamburger	n/a	Metallic Bat
Cloth	Hamburger	n/a	Mystic Rod
Kitten	Leg Trap	n/a	Panther
Oil	Chemical	n/a	Petrifer
Hammer	Sword	n/a	Power Sword
Hamburger	Hamburger	Food Card	Roast Chicken
3-Way Shotgun	Bazooka	Food Card	Roast Pork
Gold	Scrap	n/a	Small Bomb
Ray Gun	Gun	n/a	Soap Bubble Gun
Umbrella	Trident	n/a	Spear
Magic Stick	Trident	n/a	Spear
Med. Bomb	Power Sword	n/a	Sword
Beam Gun	Trident	n/a	Three 3-Way Shotguns
Metallic Bat	Leg Weight	Affection Card	Thumbtack

Thunder Sword	Typhoon	n/a	Thunder Rod
Metallic Bat	Typhoon	n/a	Thunder Sword
Magic Stick	Umbrella	n/a	Trident
Loud Speaker	Gold Element	n/a	Trumpet
Gun	Rice Ball	n/a	Two Bazookas
Legtrap	Battlefield Axe	n/a	Two Devil Sickles
Soap Bubble Gun	Fire-Bottle	n/a	Two Flame Throwers
Flame Element	Power Sword	n/a	Two random items
Cloth	Iron Pipe	n/a	Two Umbrellas
Thunder Element	Light Element	Affection Card	Typhoon
Umbrella	Toy Hammer	n/a	Victory Axe
Machine Gun	Ray Gun	n/a	Beam Gun
Beam Gun	3-Way Shotgun	n/a	Homing Missile
Devil Sickle	Lightning Element	n/a	Thunder Rod
Harisen	Magic Rod	n/a	Fireworks
Battlefield Axe	Leg Trap	n/a	Two Devil Sickles

Project Justice

Fight as Burning Batsu :

Select story mode and play as Taiyo Gakuen. Intentionally have Batsu lose one round to Akira, Yurika, or Zaki. Incoy will replace Batsu after the match. Burning Batsu will appear when fighting Vatsu.

Fight as Demon Hyo :

Successfully complete the game in story mode with all schools and all endings.

Fight as Hyo Imawano and Dark Side Student Council :

Successfully complete the game in story mode as all the normal schools. Hyo will be unlocked in arcade free mode, versus mode, and training mode and the Dark Side Student Council will be unlocked in story mode.

Fight as Kurow :

Successfully complete the game in story mode as the Dark Side Student Council.

Fight as Powered Akira :

Select story mode and play as Seijyun Syogakuen. Defeat Wild Daigo without using a three person team up attack. You can use a two person team up attack.

Fight as Roy Bromwell and Tiffany Rose :

Successfully complete the game in story mode as Pacific High School.

Fight as Vatsu :

Successfully complete the game in story mode as Gorin Koukou.

Fight as Wild Daigo :

Play as the Gedo Koukou School. When you get to Wild Daigo, defeat him with a three person team up in at least one round. The story will continue to a new branch. you will unlock Wild Daigo after you defeat Demon Hyo.

Change camera view :

After winning the last round of the matches, you can change the camera view by moving **Analog-stick** in any direction.

Credits :

Successfully complete arcade mode to unlock the "Credits" selection at the options menu.

Propeller Arena

Extreme difficulty :

Successfully complete the game using the same aircraft under the Normal or higher difficulty setting.

Air Shark Blimp :

Successfully complete all the Propeller Challenges

HKT-7700 :

Successfully complete all the Propeller Stunt Challenges

Lil' Susie :

Successfully complete all the Propeller Agility Challenges

Shadow :

Successfully complete the game two times using the same aircraft under the Normal or higher difficulty setting.

Sol and Ray :

Successfully complete the game three times using the same aircraft under the Normal or higher difficulty setting.

Propeller Arena's challenges

Successfully complete the game three times using the same aircraft under the Normal or higher difficulty setting.

Far East Ruins level :

Successfully complete the game two times using the same aircraft under the Normal or higher difficulty setting.

Giga Plant level :

Successfully complete the game three times using the same aircraft under the Normal or higher difficulty setting.

Psychic Force 2012

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find a .BMP image from the game in the root directory.

Fight as Richard Wong :

Accumulate over six hours of game play. Alternatively, successfully complete story mode with all ten characters.

Fight as Keith Evans :

Accumulate over twelve hours of game play. Alternatively, unlock Richard Wong then successfully complete arcade mode with all characters with the game set to two round victories.

Fight as Burn Gliffis :

Unlock Richard Wong and Keith Evans. Then, successfully complete story and arcade mode with all characters, including Richard Wong and Keith Evans, with the game set to two round victories.

Fight as Evil (Silver) Emelio :

Accumulate over sixteen hours of game play. Alternatively, play as Emelio thirty times in any mode except for training. She is identical to Emelio, but has different color moves. Highlight Emelio at the character selection screen and press **X**.

Note : This character is not available in story mode.

Fight as Good (Golden) Emelio :

Accumulate over eighteen hours of game play. Alternatively, play as Emelio fifty times in any mode except for training. She is identical to Emelio, but is good. Highlight Emelio at the character selection screen and press **Y**. *Note* : This character is not available in story mode.

Updated Psychic Force 1 battle :

Unlock Keith Evans and Burn Gliffis. Allow the demo to run through to view a graphically revamped version of the Psychic Force 1 battle between Keith and Burn.

Alternate costumes :

Press **B** when choosing a fighter at the character selection screen. *Note* : This has no effect in story mode.

Setsuna's Darkness Dash :

Select Setsuna as your fighter (Darkness Fighter) and use the his Darkness Attack (**Left, Right, Right + Strong**). Dash when all you can see is you, the other fighter, and the green lines for the box dash. You will turn black with the background and the other fighter can not see you. *Note* : You must keep dashing or else you will return. You will also return when the darkness fades.

Hint : Get secret characters easier :

To get characters such as Wong, Keith, etc. easier, go to the training arena with any character. Set the CPU player off, exit the pause screen, then return six hours (for Wong) or twelve hours (for Keith) later. A message should appear to indicate that the new character has been unlocked.

Puyo Puyo 4

Play as Doppelganger Arle :

Successfully complete the game in story mode. Pass the ranking screen after the credits and select free play or versus mode. Hold **L** approximately half-way and press **Y**, then move to the left of Satan or to the right of Scheze at the character selection screen.

Play as Carbuncle :

Successfully complete the game in story mode. Pass the ranking screen after the credits and select free play or versus mode. Hold **R** approximately half-way and press **Y**, then move to the left of Satan or to the right of Scheze at the character selection screen.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find an "omake" file that contains a hidden image.

Puyo Puyo Fever

Master code :

Enter the options screen and select "Gallery". Then, highlight the "Demo Viewer" option, hold **X**, and press **Up, Down, Left, Right**. A sound will confirm correct code entry. Popoi, Carbuncle, all music, voices, and story mode demos will be unlocked.

All characters :

Select Endless mode, then quickly press **Up, Down, Y, X, Start** at the Endless game type menu. A sound will confirm correct code entry.

Select single player mode, then quickly press **Down, Up, X, Y, Start** at the difficulty selection screen. A sound will confirm correct code entry.

Highlight any single player story mode option, then press **Down, Up, X, Y, A**. A sound will confirm correct code entry. Any character can now be selected for story mode.

Highlight any Tokoton PuyoPuyo mode, then press **Up, Down, Y, X, A**. A sound will confirm correct code entry. Any character can now be selected for Tokoton PuyoPuyo mode.

All FMV sequences :

Enter the options menu then Select the "Gallery" option. Highlight the "View Cut Scenes" then hold **X** and press **Up, Down, Left, Right** to unlock all FMV sequences as well as the secret characters.

Expert mode :

Hold **Up** on controller two while selecting an opponent in single player Free Taisen mode with controller one. The AI of your opponent will be much higher.

In-game reset :

Hold **A + B + X + Y** and press **Start** during game play to return to the main menu.

PoPoi :

Successfully complete WakuWaku Run in the single Puyo mode.

Bust-A-Move 4

Another world :

Press **X, Left, Right, Left, X** at the title screen. The sound of a cheer or moan will confirm correct code entry.

All characters :

Press **Right(2), X, Left(2)** at the title screen. The sound of a cheer or moan will confirm correct code entry.

Tarot reading :

Press **Up, X, Down, X, Up** at the title screen. The sound of a cheer or moan will confirm correct code entry.

Talk demo :

Enable the "All characters" and "Tarot reading" codes. Then, press **X, Up, Left, Down, Right, Up, X, Down, Left, Up, Right, Down + X** at the title screen. The sound of a cheer or moan will confirm correct code entry.

Hint : Quick retry :

To quickly quit and retry a level, press **Start** to pause game play, then press **Y**.

Q*Bert

Hint : Gateway disks :

Look out for disks that do not spin like normal disks. These are gateways to bonus areas.

Hint : Swirly The Snake :

Red balls can only travel down and purple ones are Swirly Snakes. If Swirly The Snake comes out and chases you, jump

onto a disk at the last moment and he will fall off.

Hint : Difficulty setting :

The difficulty only changes the amount of lives you have and not the enemies.

Quake 3 : Arena

Cheat mode :

Complete single player missions under various difficulties to unlock cheats in multi-player mode. Press **Start** to pause game play in multi-player mode, then select the cheat option from the menu.

Successfully complete the game under any difficulty setting to unlock a maze mini-game on the VMU. Successfully complete the maze-mini game. The message "Cheat unlocked" will appear on the main game screen to confirm correct completion. Complete the mini-game under each of the five difficulty settings to unlock all cheats, which includes the ability to survive all falls, and more.

Console codes :

Note : The following codes require a Dreamcast Keyboard and Dreamcast Mouse for easy entry. Press **[F12]** or **~** during game play to display the console screen. Type in **;raster 1** to enable cheat mode. Enter one of the following commands to activate the corresponding effect. **Note** : You can lookup commands by pressing a letter followed by **[Tab]** at the console screen. **Note** : Type **** followed by a letter to list all commands that begin with that letter. **Note** : Some codes are only effective in single player mode.

Effect	Code
Clear console line	\clear
Display console commands	\help
Display player list	\who
Send message to all players	\say
Send message to indicated player	\say<1-4>
Send message to player that is attacking you	\tell_attacker
Send message to player that is targeted	\tell_target
Send message to your team in team modes	\say_team
God mode	\god
Walk through walls	\noclip
Enemies will not attack	\notarget
Set frag limit	;set fraglimit <number>
Set capture the flag limit	;set capturelimit <number>
Set time limit in minutes	;set timelimit <number>
Set new crosshair	;set crosshair <1-25>
Map select	;map dc_map<01-24>
Alternate level colors ¹	/r_lightmap 2

Enable all start menu cheats

\cl_cheats 31

1 Restart the level to see this code's effect

To enter the console cheats without a keyboard, enter the player controls screen and select "Misc". Select the "Talk" option and chant it from "T" to one of the buttons on the Dreamcast controller. Press that button during game play to display the onscreen keyboard and allow you to enter the codes.

Alternate Capture The Flag commentary :

Go to multi-player mode, select player one for your controller, and make the rest of the players CPU-controlled. Select "Capture the Flag" as your game. Set up your player's name so that the word "ass" appears along with any other word. For example, dumb ass, big ass, etc. In Capture The Flag, the CPU leader when giving you commands will call you by another form of the word. For example, dumb heinie, dumb bum, dumb bottom, etc. This will not affect the outcome of the game.

Hint : Easy game on all single player difficulty settings :

Start a multi-player free for all game and use only one character. Leave the other characters off, but set all their difficulty settings to "Easy". At the map select screen, select "More" and change the gravity, speed, etc. to the desired settings. Begin the game and quit. Then, start or load your single player game and play. The settings you used in multi-player will work in the single player game, making it much easier to win.

Hint : General strategy :

Always strafe in a circle around whoever you are shooting. Never stop moving. Always try to get rocket launcher first, then jump and zig-zag run to avoid getting shot. Always use the plasma gun when you have quad damage since it shoots fastest and can hold a lot of ammunition. Run backwards away from people and shoot them at same time.

Hint : Stop Xearo from getting the BFG10K :

To stop Xearo from getting the BFG10K, while he is on his way to get it shoot the target to squish him or have him fall into the wrong place.

Hint : Online strategy :

When playing in online mode, you can use anything to your advantage, even your own character. For example regular bones is hard to see and make it difficult for your opponents to target you. The splash affect that happens when rockets hit something can also be used. Aim at your opponent's feet and not hit them directly and it will still deal damage. When someone is on a platform, you can even attack from beneath. Fire rockets up to where you think they may be located. You might get lucky and hit them. When an opponent dies and respawns, they will probably rush for the nearest weapon. Fire some rockets at that weapon and they will usually run into them.

Hint : Soundtrack :

Use the internal Dreamcast CD player with the disc to hear the music from the game.

Glitch : Invisible ledge :

Go to the Arena of Death in multi-player mode. Go to the back of the level where you can get the rockets. Have high speed on with low gravity (as low as possible). Jump up as high as possible. Make sure the jump is straight at the window of fire. You should be able stand on an invisible ledge. Do not move your character or you will fall off.

Rainbow Six

Level skip :

Press **Analog-stick Up + D-pad Down + Start** during game play to advance to the next level.

Clodhopper mode :

Press **Analog-stick Left + D-pad Down + B** during game play to toggle clam pincer hands.

Rudeness mode :

Press **Analog-stick Down + D-pad Down + B** during game play to toggle instant death for anyone near you. *Note* : If you have the "Team God On" code enabled your men will keep repeating "Watch you fire!".

Victory conditions :

Press **Analog-stick Up + D-pad Down + B** during game play to toggle the victory conditions. This will prevent the mission from being lost if you trigger an alarm or the terrorists shoot the hostages.

Team God mode :

Press **Analog-stick Left + D-pad Down + A** during game play to toggle invincibility for your entire team.

Avatar God mode :

Press **Analog-stick Up + D-pad Down + A** during game play to toggle invincibility for your character while leaving the remaining members of your team normal.

Heavy breathing mode :

Press **Analog-stick Down + D-pad Down + A** during game play to toggle heavy breathing mode.

Mega head mode :

Press **Analog-stick Left + D-pad Down + X** during game play to toggle mega head mode.

Big head mode :

Press **Analog-stick Up + D-pad Down + X** during game play to toggle big head mode.

Stumpy mode :

Press **Analog-stick Left + D-pad Down + Y** during game play to toggle stumpy mode.

Side scroller mode :

Press **Analog-stick Down + D-pad Down + Y** during game play to toggle becoming thin as the trees.

Brains :

Press **Analog-stick Up + D-pad Down + Y** during game play to toggle the AI of your team.

Polska mode :

Press **Analog-stick Down + D-pad Down + X** during game play to change the faces of your team.

Hint : Finding terrorists :

Always check your radar for terrorists before entering a room. Terrorists turn red arrows on radar.

Hint : Heartbeat sensor :

Do not leave without a heartbeat sensor -- let one operative have at least one.

Glitch : Save ammunition :

If you do not use an entire clip but are low, change your clip. The game will not use up one of your extra clips, but instead simply reload your clip in use. *Note* : This may not work for pistols.

Rainbow Six : Rogue Spear

Cheat mode :

Hold **L + A + B + Y + X** then press **Down**. Cheat mode allows you and your team to become invisible, have God mode, big head, mega head, and more. Use the **D-pad** to bring up the various cheat options.

Sound track :

Start the Dreamcast without the game disc. Go to "Music" at the main menu then insert your game disc. The first track is data and the Dreamcast will skip it. The second track is a "Warning this disk is for use only on the Sega Dreamcast" statement. It will then skip to tracks three and track four. Tracks thirty three are music and thirty four to ninety seven are voices and speech.

Rayman 2 : The Great Escape

Globox Disc Access multi-player mini-game :

Press **Start**, then hold **L + R** and press **B(4)** at the title screen.

Map bonus at the end of a level (Raycap) :

Press **A, B, X, Y, X, Y** before the "Access denied" message appears.

Kaleidoscope textures :

Press **Down, A, Down, B, A, Y, X(2)**.

Rayman VMS icon :

Press **Up, X, Y, Down, Y, X, Left, Right**.

Hidden passage :

Press **A, B, X, Y, X, Y** in Morb_20 (second section of the spider level). A secret passage that reveals cheat codes to get full powers will appear.

Full life :

Tap **R** repeatedly in a constant rhythm. *Note* : Vary the speed until it works.

Full pause screen :

Pause game play, then press **X + Y**.

Hint : Gold hands :

Hold **L** and repeatedly press **B**. *Note* : This can only be done in "The Canopy".

Razor Freestyle Scooter

Cheat mode :

Press **Start** to game play. Then, hold **L** and press **Right, Down, Right, Left, Right, Up, Right(2)** to unlock all

characters and levels in the game.

Daryl :

Press **Start** to game play and press **Left, Down, Left, Down, Right, Up, Right, Up**. A message will confirm correct code entry. Alternately, get all the wheels on level 1, then get all the wheels in the Fortress for that level.

Hector :

Press **Start** to game play and press **Left(5), Right, Left, Right**. A message will confirm correct code entry. Alternately, get all the wheels on level 2, then get all the wheels in the Fortress for that level.

Brittany :

Press **Start** to game play and press **Right, Left, Right(2), Left, Right(3)**. A message will confirm correct code entry. Alternately, get all the wheels on level 3, then get all the wheels in the Fortress for that level.

Tito Ortiz :

Press **Start** to game play and press **Down, Up, Right, Down, Up, Left, Down, Up**. A message will confirm correct code entry. Alternately get all the wheels on level 4, then get all the wheels in the Fortress for that level.

Chippie the monkey :

Press **Start** to game play and press **Up, Down(2), Left, Right(3), Down**. A message will confirm correct code entry. Alternately, get all the wheels on level 5, then get all the wheels in the Fortress for that level.

Tiki Man :

Press **Start** to game play and press **Left, Down, Up, Left, Right, Up, Down, Left**. A message will confirm correct code entry. Alternately, get all the wheels on level 6, then get all the wheels in the Fortress for that level.

Norton :

Press **Start** to game play and press **Left, Right, Up, X, Y, X, Up, Right**. A message will confirm correct code entry.

Quick recovery :

Press **L + R** after you fall. The game does a free look, and you will not lose time while you are getting up. Release the buttons once you are standing.

Ready 2 Rumble Boxing

Champ class boxers :

Enter championship mode and enter **POD 5!** as a gym name. (*Note* : Include the exclamation point and the space between "D" and "5"). Exit championship mode and enter arcade mode to have access to all the boxers including Damien Black.

Gold class boxers :

Enter championship mode and enter **MOSMA!** as a gym name. *Note* : This also unlocks Nat Daddy in arcade mode.

Silver class boxers :

Enter championship mode and enter **RUMBLE BUMBLE** as a gym name. *Note* : This also unlocks Bruce Blade in arcade mode.

Bronze class boxers :

Enter championship mode and enter **RUMBLE POWER** as a gym name. *Note* : This also unlocks Kemo Claw in arcade mode.

Leprechaun cornerman :

Press **X + L + R** at the character selection screen.

Alternate cornerman voices :

Hold **X** and press the **D-pad** at the character selection screen.

Alternate costumes :

Press **X + Y** at the character selection screen to access an additional set of costumes and introductions (in arcade mode).

Alternate backgrounds :

Set the system date to December 25 to place Christmas trees in the prize fight arena. Set the system date to October 31 to place skeletons in the crowd.

Fight in the two-tier arena :

Select two player arcade mode, then hold **L** when selecting a boxer at the character selection screen.

Fight in the championship arena :

Select two player arcade mode, then hold **R** when selecting a boxer at the character selection screen.

Fight in the gym :

Select two player arcade mode, then hold **L + R** when selecting a boxer at the character selection screen.

Fight in the outdoor ring :

Select two player arcade mode, then hold **X + L + R** when selecting a boxer at the character selection screen.

Taunt opponent :

Hold **X + A** or **Y + B** during a match.

Full pause screen :

Pause game play, then press **X + Y**.

Restore energy :

Knock your opponent down, then sweep the **Analog-stick** in a **Full-Circle** while he is stunned to restore some of your boxer's energy.

Quickly and repeatedly press **X + A + Y + B** while moving the **Analog-stick** to restore energy faster. You can do this almost every time, except in later rounds, to restore all of your energy.

Get out of a Rumble Flurry :

If you get started on a Rumble Flurry and your opponent is blocking all your punches, press the buttons for a taunt (**X + A** or **Y + B**), and then start your Flurry again (**A + B**).

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find more images from the game in the "extra" directory.

Hidden message in credits :

Successfully complete the one player arcade mode or championship mode. While the credits are showing, look in the background. Usually, the word "Credits" scrolls by, but occasionally, another message such as "Hi Mom" or "Pod 5 Rulez" will appear.

Easy swaybag training :

After punching the sway bag, rotate the **Analog-stick** in a full circle until the bag stops moving.

Cheap vitamins :

Choose to train your boxer In championship mode. Once in the menu, go to aerobics, press **Left** and immediately press **A**. If done correctly, you will have just purchased a \$25,000 vitamin bottle for \$500. You can do this with any of the training material, the vitamin bottle will save the most money.

Choose to train your boxer In championship mode. Place the pointer on weight lifting training, which costs \$5000, and move to the right. Press the **A** in-between the two items and you will purchase the vitamins or any other item for less

money.

Soundtrack :

Start the Dreamcast without a disc to access the audio CD player. Insert the game disc and play tracks two and above to hear music from the game.

Ready 2 Rumble Boxing : Round 2

Master code :

Press **Left, Right, Left(2), Right, Up, Down, R(5)** at the character selection screen to unlock all cheats. A sound will confirm correct code entry.

All characters :

Press **Left(2), Right, L, Left, Right(2), R(2), L** at the character selection screen. A sound will confirm correct code entry.

Champion costumes :

Press **Left, Down, Right(2), Up, R, L, R(20), L** at the character selection screen. A sound will confirm correct code entry. Alternately, win the game in championship mode to unlock the champion costumes. Press **X** to cycle through the costumes.

Holiday costumes :

Press **Left(2), Down, Right, Up, R(8), L, R(4), L** at the character selection screen. A sound will confirm correct code entry. Press **X** to cycle through the costumes.

All training :

Press **Left, Down, Up, Down, Up, R(20), L** at the character selection screen. A sound will confirm correct code entry.

New Year's Day secrets :

Press **Right, Up, Down(3), R, L** at the character selection screen. A sound will confirm correct code entry. Alternately, set the system date to January 1 to unlock a Baby New Year's costume for Joey T.

Valentine's Day secrets :

Press **Right, Up, Down(3), R(2), L** at the character selection screen. A sound will confirm correct code entry. Alternately, set the system date to February 14 to unlock a lover's costume for Lulu Valentine.

St. Patrick's Day secrets :

Press **Right, Up, Down(3), R(3), L** at the character selection screen. A sound will confirm correct code entry. Alternately, set the system date to March 17 to unlock a leprechaun costume for the referee.

Easter secrets :

Press **Right, Up, Down(3), R(4), L** at the character selection screen. A sound will confirm correct code entry. Alternately, set the system date to April 23, 2001 to unlock a bunny costume for Mama Tua.

Independence Day secrets :

Press **Right, Up, Down(3), R(5), L** at the character selection screen. A sound will confirm correct code entry. Alternately, set the system date to July 4 to unlock an Uncle Same costume for G.C. Thunder.

Halloween secrets :

Press **Right, Up, Down(3), R(6), L** at the character selection screen. A sound will confirm correct code entry. Alternately set the system date to October 31 to unlock a skeleton costume for J.R. Flurry.

Thanksgiving secrets :

Press **Right, Up, Down(3), R(7), L** at the character selection screen. A sound will confirm correct code entry.

Christmas secrets :

Press **Right, Up, Down(3), R(8), L** at the character selection screen. A sound will confirm correct code entry. Alternately, set the system date to December 25 to unlock an elf costume for Selene Strike and a snowman costume for Rumble Man.

Thin boxer :

Press **Right(2), Up, Down, Right, R, L** at the character selection screen. A sound will confirm correct code entry.

Fat boxer :

Press **Right(2), Up, Down, Right, R(2), L** at the character selection screen. A sound will confirm correct code entry.

Undead boxer :

Press **Left, Up, Right, Down, R(2), L** at the character selection screen. A sound will confirm correct code entry.

Big gloves :

Press **Left, Right, Up, Down, R, L** at the character selection screen. A sound will confirm correct code entry.

Big head :

Press **Right(2), Up, Down, Right, R(3)** at the character selection screen. A sound will confirm correct code entry.

Faster speed :

Press **Right(2), Up, Down, Right, R(4), L** at the character selection screen. A sound will confirm correct code entry.

Fastest speed :

Press **Left(2), Down, Up, Down, Right(2), R(19), L** at the character selection screen. A sound will confirm correct code entry.

Extra camera angles :

Press **R(20), L, R, L, R(21), L, R(18), L, R(9), L, R(14), L, R(5), L, Left, Right, Up, Down, L** at the character selection screen. A sound will confirm correct code entry. Pause game play to access fifteen new camera angles.

Final match :

Press **L, Down, Right, Up, Left, R(6), L, R(2), L** at the character selection screen. A sound will confirm correct code entry.

View ending sequence :

Press **Right(3), Down, R, L** at the main menu. A sound will confirm correct code entry.

Full level 1 Rumble meter :

Pause game play, then press **R, L, Down, Up(2), Left, R(3), L**.

Full level 2 Rumble meter :

Pause game play, then press **R(2), L, Down, Up(2), Left, R(4), L**.

Full level 3 Rumble meter :

Pause game play, then press **L, R(2), L, R, L, R(4), L, Left, Right, Up, Down**.

Freak E. Deke :

Successfully complete the game in arcade mode to unlock Freak E. Deke.

Michael Jackson :

Successfully complete the game in arcade mode two times to unlock Michael Jackson.

G. C. Thunder :

Successfully complete the game in arcade mode three times to unlock G. C. Thunder.

Wild "Stubby" Corley :

Successfully complete the game in arcade mode four times to unlock Wild "Stubby" Corley.

Shaquille O'Neal :

Successfully complete the game in arcade mode five times to unlock Shaquille O'Neal

Freedom Brock :

Successfully complete the game in arcade mode six times to unlock Freedom Brock.

Rocket Samchay :

Successfully complete the game in arcade mode seven times to unlock Rocket Samchay.

Robox Rese-4 :

Successfully complete the game in arcade mode eight times to unlock Robox Rese-4.

Bill Clinton :

Successfully complete the game in arcade mode nine times to unlock Bill Clinton.

Hillary Clinton :

Successfully complete the game in arcade mode ten times to unlock Hillary Clinton.

Rumbleman :

Successfully complete the game in arcade mode with every character, including the hidden characters. Then complete the game in arcade mode one additional time, under the hard difficulty setting.

Select tournament mode and choose up to eight players to have on your team and to fight against. You can also select Rumbleman for the lineup.

Hint : Super Uppercut :

Get "Rumble" three times (the light orange/yellow, red, white color). After that, press **R + L** to get the white gloves then hold **X + Y** a few times. Your boxer should knock your opponent out the ring and win by a K.O.

Hint : Double flurry :

Get a red or gold "Rumble" and your opponent down to around one quarter power or less. Use the Rumble and the flurry (**X + Y**). It should leave them punch drunk, with no life. If timed correctly, you can use the flurry again while they are punch drunk and the rumble will wear off in the middle of the flurry. This will cause the rumble to begin to add up again, and since your flurry will keep them standing, it should allow for at least the first level of rumble if not a few red letters.

Record Of Lodoss War

Hint : Extra storage :

Use the chest in the Blacksmith's shop to store extra inventory items.

Hint : New items from chests :

Save the game before opening a chest. If you do not get a valuable item, reset the game, reload the save and open the chest again. Most chests will give items at random.

Hint : Easy level up :

Use the following trick to quickly way to level up at the beginning of the game. *Note* : This does not always work due to being killed in the process. Once you leave the caves you start at and enter the cemetery, kill and collect everything. You should be at level 3 now with the Claymore Sword. Go to the Goblin's house in the cemetery and save the game outside. Go inside and start attacking the Goblin caretaker. Stand close so he is pinned by you and a desk or another object. You should be doing about 30 to 40 damage and it will some time. When he dies he drops a decoding scroll. You should have the one from the crate and the one from him. When you go into the tomb and find the magic-bound door, you can now go through. After killing the Goblin caretaker you should be level 9. You can go through the magic-bound door down in the tomb and find your way to the lair of the zombies. You should be strong enough now with all the equipment you have collected to kill the zombies. Killing the red one first will destroy the others, but you may not get any experience for them. You will gain 5,000 mythril and also a necklace with wards against all the elements at four a piece, and it adds nicely to your stats.

When you get Lighting Strike for your weapon, go to the desert. Run past everything. Most likely, you are still too weak to kill them. Go to the sand work cave, at the far bottom of the desert. Go in and lure only opponent (and not the big enemy in the far left-hand side of the cave) to the door. Stand on the cement part in front of the door. It will only follow you just outside of the screen. From here, you can attack it with the Lighting Strike or another long range weapon (for example, Fireball). After killing a few, you can gain at least 33 levels.

Hint : Easy money, items, armor, and weapons :

In the Goblin Fort is a Goblin that will ask if you want to gather the troops. Answer "Yes" and tell them to search for treasure. They will return with random items such as mithril and other things.

Hint : Getting Medallions :

Go to the hills outside of the Goblin Fortress and press **L + R + Start**. A map will appear, and you will see little houses. Follow the map to them. When you go in them, the message "Southwest Marmo Skeleton King" or something similar will appear. There will be some in the swamp, and all over Marmo. You can exchange them for items to Marla at the Dark Elf village.

Red Dog : Superior Fire Power

Hidden artwork :

Place the disc in a PC compatible CD-ROM drive to find graphics from the game.

Drive or Die Expert multi-player level :

Highlight the multi-player Drive or Die Expert level, then hold **L + R** for about three seconds to unlock the level.

Helter Skelter multi-player level :

The Helter Skelter multi-player level is unlocked when you play 20 or more multi-player games in one sitting. When this is done, force the game to save by changing your options or weapons configuration in single player mode to make this level always available.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find artwork from the game in the "cheekyimages" folder.

Hint : More multi-player maps :

Other multi-player maps can be unlocked by getting an A grade on the single player missions.

Hint : Bonuses :

Complete the challenge games to get bonus items such as a starting drone with 9999 bullets, etc.

Hint : Bomb Tag or Suicide Bomb Tag multi-player level : Bomb toss :

When the bomb stops rotating around, but just before it flashes and selects a player, you can still throw it to another player by pressing the **D-pad** in their direction.

Suzuki Alstare Extreme Racing

Note : This game is also titled Redline Racer.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

GSX-R600 Racing bike :

Successfully complete Session 1.

GSX-R Supersport bike :

Successfully complete Session 3.

Bonus motorcycles :

Successfully complete GP mode with each ranking to unlock the Anorak, Skitz, Roger Rocket, and Hoverbike.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find more images from the game.

Rent A Hero No. 1

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find images from the game in .BMP format.

VMU mini-games :

Go to the following locations to unlock hidden mini-games on the VMU.

Look in the box with monster costume in mother and father's room.

Search the arcade machine in the back of the arcade in Ohtory.

Resident Evil 2

Note : This game is also titled Biohazard 2.

Unlimited ammunition :

Press **Up(2), Down(2), Left, Right, Left, Right, R** at the item selection screen. *Note* : Press **Up(2), Down(2), Left, Right, R** at the item selection screen in the Japanese version of the game.

Extreme battle mode :

Complete both of either character's scenarios, then go to the "Special" option. A new "Extreme battle mode" selection will be unlocked.

Shotgun or crossbow :

When playing as Leon go to the gun shop with the man. He will almost shoot you. After he dies because of the zombies, kill them. Then go up to the dead man and press **Action**. You should get a shotgun. If playing as Claire you will get the crossbow.

Resident Evil 3 : Nemesis

Note : This game is also titled Biohazard 3 : Last Escape.

Mercenary mode :

Successfully complete the game one time to unlock mercenary mode and save the "Next Game" file. Start a new game, choose that saved game, then select mercenary mode. This mode involves controlling Carlos, Mikhal, or Nikoli from the train to the starting room with a two minute timer. Killing the various opponents and rescuing civilians during the journey will add more time to the clock. A rank and money will be awarded after the game is completed. The money can be used to purchase better weapons for the next mercenary mode game.

Alternate costumes :

Successfully complete the game under the easy difficulty setting with any rank better than F to unlock Jill's costume from the original *Resident Evil* and Regina's costume from *Dino Crisis*. To unlock three additional costumes, successfully complete the game under the hard difficulty setting with a rank of A. This will unlock police miniskirt, disco, and biker costumes.

Epilogues :

Successfully complete the game under the hard difficulty setting to unlock Epilogues. Epilogues are a short diary description of each character in the entire Resident Evil series which describes what happened with that specific person after their adventure. Getting better ratings can unlock the other epilogues. There are eight total Epilogues that can be unlocked.

Jill's diary :

To get Jill's Diary (a file), collect all thirty files in the game in order. Then the first file (Instructions Manual, blue) will become Jill's Diary.

Barry Burton ending :

The only way to see Barry is if ending B is unlocked. To get this ending, jump off the bridge when fighting Nemesis Type B. After the jump off decision, the final area of the game will take a somewhat different path. You will have to fight off Nicholai in a chopper. It is recommended that you bring a Magnum and Grenade Launcher (or Rocket Launcher if it has been found). You can also choose to negotiate with him.

Barry Burton ending 2 :

Jump off the bridge. Play until you reach the room with the Radar Tracker. Take it, and try to leave the room using the door you entered. Nicholai will call you. After killing him, Carlos will enter. After talking with him, leave the room (do not use the hatch to the Rail Cannon). Turn around and get in the radar device room again. Carlos and Jill will listen to a radio call from Barry and the game will continue with the final scenes.

Enhanced Weapons/Ammo :

You can only create enhanced ammo while playing under the hard difficulty setting. When creating ammo with the reloading tool, save enough gunpowder to mix up the same type of ammo eight times. On the eighth time, the game will prompt "Do you want to create the enhanced ammo?". Select "Yes". This ammo is more powerful, may have slightly different effects, and once loaded into a weapon will change it into an "enhanced weapon". You can only create two types of enhanced ammo : 9mm handgun bullets and shot gun shells. The only different effects the new bullets have is that they are far more powerful.

Hint : Saving A.R. ammunition :

When you are low on ammunition, go to a nearby storage system and take out A.S. rounds. Combine it with the A.R. and put the rounds back into storage. You will be restored and still have space for more items.

Hint : Saving shotgun ammunition :

Wait for a zombie to get close, then aim up and you will shoot him in the head, killing him with one shot.

Wait for two zombies to line up close to each other. Then, aim up and fire to shoot both their heads off. **Note** : This may require some practice.

Hint : Sneak past monsters :

If you can walk behind a monster, keep tapping **Run** quickly. Jill will not make any sound of footsteps and seems to "glide". The monsters cannot hear you and subsequently will not turn around and attack. **Note** : This works best with the Drain Deimos.

Hint : Additional slots :

When you first get to the trolley, Carlos will give you a "fanny" pack. After you finish the game, you will keep those additional two slots in the game.

Hint : Starting the trolley :

The oil additive needed to start the trolley is located in a locked store room inside the sales office. To unlock it, pick up the flashy remote on a desk to turn on a TV. You will see a commercial about some product from Umbrella Corp. Make **Note** of that product (Safsprin, Adravil, Aquacure, etc.). Go to the nearby computer where Carlos just shot his zombied friend. You will be prompted for a password. Type in the name of the product to unlock the storeroom.

Hint : Fighting Nemesis :

The Nemesis is left-handed and uses that hand to grab you. When fighting him, shoot him two times and run past his right side. Shoot twice and repeat the process. **Note** : This only works when he does not have his Rocket Launcher and if you are using the handgun.

To defeat Nemesis in mercenary mode, choose Mikhail. He has the hardest and best weapons. Before you reach the bar, you will hear footsteps and two Nemesis with rocket launchers will appear. Equip your launcher and aim it at Nemesis. The first shot will knock them down, then fire at the second one. You can now do one of things; run (be careful as the first Nemesis will be getting to its feet, or fight it out. If you choose to fight, wait until Nemesis stands and shoot him. You will get 20 seconds when you shoot them the second time.

In easy mode, if Nemesis has a rocket launcher use the assault rifle at him. If he aims at you, quickly avoid him. If he does not have a rocket launcher, use the shotgun. Duck when he tries to catch you. When he is holding you, press all buttons as fast as possible because he will kill you. If his body is shaking while he is lying down, it indicates that he is still alive.

In hard mode, use the grenade launcher to defeat him. If he is in the ground, look carefully at his body. If it is shaking it indicates that he is still alive. Shoot him while he is lying down. If you are in a small room, go to a bigger room to run or to defeat him in the larger room (for example, the main hall in the police station or before the entrance to the police station).

If you need some room to fight Nemesis, do the following. When you fight Nemesis in the restaurant/newspaper building, choose to fight him in the restaurant. It is a loss of Carlos' help, but when he appears, hide in the kitchen. After he gets knocked out from the explosion, if in hard mode, take the package(EAGLE Parts B), and run out. After you talk with Carlos, go to the shopping district save point and get ready to fight Nemesis. Bring a handgun. You can now fight him in the area between the city hall gates, newspaper office, and alley. There is a First Aid Spray in the newspaper building and a safe room nearby. You should have enough room to even defeat him with the handgun.

When you must fight Nemesis on the train, instead of fighting him, go back through the door you came in. A short intermission sequence will start.

Hint : Kill regular Nemesis for 60 seconds of bonus time :

Knocking him down the first time is worth a 20 second bonus. Knocking him down a second time will cause him to look dead with a pool of blood around him and is worth a 40 second bonus.

Hint : Destroy Nemesis' Rocket Launcher :

This trick requires a large number of health items and first aid sprays. When you fight the Nemesis with the Rocket Launcher, aim up. If he targets you, run and try to make him waste ammunition. After four to seven shots from him, he will reload, but the rocket launcher will turn red and explode.

When you hear the reload sound he makes with his launcher and he aims at you, shoot him when he is about to shoot you. Almost always, the launcher will backfire and explode.

Hint : Loose parts from Nemesis :

Whenever you kill Nemesis in Hard Mode, you can always pick up a package that he drops, containing gun parts. Once these are assembled, they form the Eagle 6.0 STI. This gun is more convenient than the standard handgun. Once you get close to a zombie, aim directly at its head and fire. If performed correctly, you will shoot its head off just like what a magnum regularly would, and it only consumes regular handgun bullets.

Hint : Help from Nemesis :

When in Sub Station, after getting the fuse the game prompts for a live selection. Do not do anything. You will have to kill all the Zombies by yourself. When you get outside, a short intermission sequence will happen. Zombies will attack you, and Nemesis will blow them up with his rocket launcher. However, you are his next target.

Hint : Avoiding Nemesis :

To avoid fighting Nemesis, go through the door you need to enter. When you are in S.T.A.R.S., you will need a key. To get it without the card go to the password machine (where you get the blue gem) and enter "4011".

Hint : Fighting a Doggie :

Knock down a Doggie, then aim down and you can fire faster on it. If you do not aim down, you have to wait until the Doggie stands up.

Hint : Humanoid sighting :

When fighting the Nemesis for the last time in the Rail Gun Room, you will see a figure in the background, similar to Nemesis. Closely observe the creature to see that it is the Humanoid, or the Mutated William Burken from *Resident Evil 2*. When you press **Action**, Jill describes it as "One of Umbrella's New Biotech Weapons".

Hint : Alternate meeting with Carlos :

You can meet Carlos at the top floor of the newspaper building instead of the restaurant when you first come out of the area after you fought the first Licker. You will hear Carlos taking out a few zombies. Ignore that and go to Jill's left. Enter the door at that location. You will now be at the alley directly behind the restaurant. From here, make your way to the newspaper office. After meeting Carlos, Nemesis appears. You will get to make a choice to "Jump out the window", or "Hide in the back". **Note** : To get the green gem, go back to the restaurant and go down the ladder. Then, check the police officer down there. He should have it.

Hint : Aqua Hunter caution as Carlos :

When you gain control of Carlos, beware of the Aqua Hunters that are in the Artificial Environment tank. When fighting them, keep firing your weapon as much as possible. When they grab you, tap on the buttons as much as you can or they will eat you whole.

Hint : The Worm :

You actually do not have to fight the Worm the first time you meet him, when you fall into the sewer. After he pops out

of the wall the first time, just run to your right and hit the first switch (make sure the worm comes out of the wall). Then, run to the other side of the sewer and hit the second switch (this one may be difficult -- also make sure the worm comes out again). Then, press the button for the ladder and you just saved yourself some life and ammunition.

Hint : Defeating the Worm :

Use the following trick to defeat the Worm without wasting good ammunition. Walk slightly into the Worm's little section slowly until the screen starts to shake and he appears. Back up to the wall and shoot him with the handgun. If the worm does reach you, which is not very often, Jill will usually dodge to the right. Repeat until it is defeated. To defeat the second Worm, run around for two minutes and try not to take damage. After that time, the light pole will begin to spark. Use the handgun to shoot in the direction of the two sparking poles and they will fall into a puddle. Stand near (not in) the puddle, then wait for the worm to go into the water and fry to death.

Hint : Custom shotgun :

Play the game under the hard difficulty setting. Defeat Nemesis for the fourth time and pick up the small silver box that he dropped. It will contain M37 Parts A. Defeat Nemesis a fifth time and get the M37 Parts B. Combine these two parts to get a western custom shotgun with six rounds. This gun uses the standard 12 gauge shotgun shells.

Hint : Grenade Launcher or Magnum :

Your timing will determine whether the Grenade Launcher or the Magnum can be found at the S.T.A.R.S. Office. If you go to the cabinet before the radio goes off, when you try to leave you will get the Grenade Launcher. If you go to the cabinet after the radio goes off you will get the Magnum. Whichever weapon is obtained, the other will be found in the power plant.

Hint : Grenade Launcher :

Use the S.T.A.R.S Card in the computer in the main entrance of the Police Station. When you get the S.T.A.R.S Emblem Key, go to the S.T.A.R.S Office. When you are in the office, go to the big locker next to the out-of-commission message receiver. Open the locker and you will get a Grenade Launcher.

There are two different ways to get the Grenade launcher. There is one in the Sub-Station when the game is first played. The other is available after the game has been completed once. Go to the S.T.A.R.S. office and go where the Magnum gun was originally obtained.

Hint : Rocket launcher :

In the dead factory, go to the machine next to the water sample puzzle. Use the facility key where that game states a small plastic card can be inserted. Take the other facility key that is given and go to the steaming room where the small card activated elevator is located. Go down and use the facility key on the door where that game states a small plastic card can be inserted. You will find a rocket launcher with four shots at this location.

Hint : STI Eagle handgun :

Kill Nemesis two times under the hard difficulty setting to get the two parts for it. Combine them to get the STI Eagle handgun.

Hint : Assault rifle with unlimited ammo (hard mode) :

Kill Nemesis seven times in your first game and he will drop the assault rifle. Kill him seven times in your second game he will drop an infinite ammo case.

Hint : Conserve assault rifle ammunition :

Set the mode to "Manual". Every time you shoot, only three rounds will be used and the total percentage of ammo left will decrease by about 1%. Use the assault rifle like this until you can fire it without wasting large amounts of ammunition when it is set to "Auto".

Hint : Killing multiple zombies with shotgun :

You can easily blast off the heads of multiple zombies with a shotgun. Get some zombies close together. Aim the shotgun up. Get close to the zombies (but not too close). While the shotgun is aimed up, and you are close, fire. *Note* : This works well for Mikhail in the mercenaries mode.

Hint : Get vaccine :

When playing as Carlos in the Hospital 4F, go to the unlocked Sickroom and look at the corner where the movable cabinet is located. Remember where it is. Read the *Note* on the dead doctor's hands in that room. Use the Sickroom Key on the next room over. In that room, push the cabinet in the opposite corner of where the cabinet in the previous room was found. For example, if the first cabinet is in the upper left corner of the first sickroom, then push the second cabinet into upper right corner of the second sickroom. A painting in the room will slide, revealing a machine holding the vaccine base. Enter the numbers that were on the dead doctor's *Note* in order to obtain the vaccine base.

Hint : Vaccine medium combination :

One of the combinations when making the vaccine medium in the hospital is I, III, and A.

Hint : Mine Thrower with tracking, enhanced shots :

Either get \$9999 in Mercenary mode and buy unlimited ammunition or use the infinite ammo kit obtained from Nemesis on the Mine Thrower. The Mine Thrower will have tracking bullets which will show the directions to the zombies.

Hint : Get the S.T.A.R.S. card faster :

This trick allows you to get the S.T.A.R.S. card faster without having to go further into the police station and wasting ammo for Jill's card for the computer to get the password to the drawer where the S.T.A.R.S. Room Key is located. After Brad is dead near the entrance of the police station, you have choose between fighting the monster or entering the police station. Choose to fight the monster. When you do this, remember that Nemesis is left handed. When he comes at you, run past his right side and you will not get hurt. You should get near Brad's body so you can check it. If completed; you can grab his card case and dodge Nemesis to enter the doors of the police station. When inside, go into the items menu and check on the card case to get his S.T.A.R.S. card. You can use it on computer for the password for the S.T.A.R.S. Room Key.

Hint : Killing Zombies quicker under the hard difficulty setting :

If you are using shotgun rounds, wait until the zombie is directly in front of you, then aim up to fire. This will blow their head off, killing them immediately and save one round of shotgun ammo per zombie. If you are using handgun rounds, carry your knife, and only shoot them until they fall. Then, finish them off with the knife.

Hint : Getting Mikhail to kill Zombies with the oil drum :

Get everything except the oil, then go to the trolley. If you destroyed the oil drum, Mikhail will throw a grenade killing the zombies. But if you did not destroy the oil drum, Mikhail will kick it towards the Zombies and shoot it with his gun, killing them.

Hint : Checking zombies :

To tell if zombies are still active after they are hit, leave the room. If the zombie is still on the floor, he is still active.

Walk back and forth in front of their head or enable the auto aim feature and press **Aim**.

If you are not sure if a zombie or a dead body is present, look for a shadow. If there is a shadow under the corpse, it is still alive. When you see no shadow or when it lies in a pile of blood, it is dead.

If you are not sure if a zombie is dead, walk up fairly close to it (but not so close that they start chewing your ankles) and simply back up. If the Zombie is alive, the character will do a wary backup move instead of the standard backup done when there is nothing there.

Walk past a zombie on the floor. If its head moves to watch you, it is alive.

After you shoot a zombie a couple of times and he falls, check to see if any blood comes from him.

Hint : Opening the emergency door :

The emergency exit door at the sub-station can not be opened by any means except choosing to open it on the live selection when the zombies attack when you come out of the door.

Hint : Spinning Jill :

Note : A controller with an auto-fire feature is required for this trick. Turn on the auto-fire, then have Jill walk backwards and press the button to have her turn around. If done correctly, she will spin around on one foot.

Hint : Campaign sign :

Go to the end of the hall with the save room behind the restaurant to find political campaign signs. Look closely to will see a sign that says "OTOM for U...S Senat".

Hint : Locker combination :

When entering the Police Station and going into the door in the top left corner, you will reach a room with zombies. After killing them, enter the next room, which contains the lockers. Go to the other side to find a locker with a light on it. The game will prompt for a code. The code (varies by game) is either "0131", "0513", "4011", or "4312".

Hint : Park fountain solution :

When using the water control unit in Raccoon Park to drain the fountain, you have to align the gray and black gears. The gears need to be moved in the following order to correctly align them and drain the fountain. Move the bottom left black gear up. Move the top center gray gear down. Move the top right gray gear to the left. Move the bottom right black gear up. Move the top center gray gear down. Move the top left black gear to the right.

Hint : Water sample solution :

When using the water sample machine in the abandoned Waste Processing Plant (Dead Factory), you have align the three lines of the water sample correctly to process the sample. There are four possible solutions (varies by game) : A : 4 Right, B : 2 Right, C : 2 Left. A : 1 Right, B : 1 Right, C : 2 Left. A : 1 Left, B : 2 Left, C : 2 Right. A : 1 Right, B : 3 Right, C : 4 Left. This will unlock half of the lock to the door next to the elevator.

Hint : Resident Evil 2 references :

When going to the trolley, look ahead as you climb the boxes. You can see the truck that crashed in *Resident Evil 2* in the opening sequence.

In the room where you fight Nemesis for the last time (the missile room), go to the wall behind the first battery. Tyrant from *Resident Evil 2* is caved into the wall. Jill will describe it as "One of Umbrella's deadly bioweapons".

At the end of the game, look closely when the rail gun is getting ready to fire. You can see Mr. X from *Resident Evil 2* under it.

Throughout the game, look at your surroundings. You can see multiple things from *Resident Evil 2*. In the room where you fight Nemesis the final time you can see Hunk, Mr. X, and the Tyrant. Also, in the street just before the trolley you can see the oil truck that crashed into the police car from *Resident Evil 2*.

Hint : Stranded zombie :

After you put out the fire with the hose (where the first Cerebus dogs appeared) go to the first alley ahead of you. Enter the door and move up so the camera angle changes. To your left will be a row of windows. Look in the first window to see a zombie cop. You cannot shoot him, he cannot attack you, and there is no way into the building that he is in.

Hint : Hunk :

Look around in the room with the rail gun to find Hunk on the ground by the door you would exit through.

Hint : More background information :

When you face Nicholai with the helicopter, it is better to negotiate with him as you will get more information from the UBCS plans. It is also wiser to talk with him because it wastes ammo and health if you fight him.

Hint : Mercenary mode : Nemesis Type 2 and 220 second bonus :

Get to the parking garage, then exit out of the door. If you still have over two minutes left, run to the end of the bus and

you will see Nemesis Type 2. He will jump down and come after you. You can run around him to avoid his attacks and save ammo or you can kill him for 220 seconds. **Note** : This trick best works with Mikhail.

Hint : Mercenary mode : Extra Nemesis fight :

In the parking lot, there will be some zombies. If you do not kill the last two nearest to the door, when you go out in front of the bus you will have to face Nemesis as you did when you were playing as Carlos in the actual game (with all of his tentacles). If you do not stop running, you probably will not have to face him. **Note** : He only comes down when you go to the viewpoint in which you can see the top of the bus. Also, it is not smart to fight him because it must be done with a rocket launcher and some zombied friends.

Hint : Mercenary mode : Save ammunition against Nemesis :

When you face Nemesis in the room after the bus (with the other zombies), try to get a zombie between you and Nemesis. Nemesis will not hesitate to attack the zombie to get to you, which takes less bullets to get past that room.

Hint : Mercenary mode : Unlimited money and time :

Get to the alley that has three dogs and a crate. Kill two of the dogs get on the crate. Continuously dodge the remaining dog for a time and money bonus for dodging.

Hint : Mercenary mode : Civilian locations :

The civilians that must be saved in mercenaries mode may be found at the following locations. **Note** : You must save them in this order or some of them will die. Also, You must kill all the enemies in the room with the civilians or they will not be saved.

1. Gas Station
2. Basement of the Restaurant
3. Third Floor of the Raccoon Press Office
4. Sub Station (where you got the fuse)
5. Sales Office
6. The Bar

Hint : Mercenary mode : Item box :

Once you complete mercenary mode with each character and bought all the weapons you can access the item box, but it only contains a knife.

Hint : Mercenary mode : S rank :

Get the combat knife, kill many monsters, rescue all civilians, and do not use healing items. Then kill every monster with the knife. You should end up with over an hour and some change.

Hint : Mercenary mode : 330 seconds :

Go to the part of the mercenary mission with two Nemeses and take out your knife. The Nemeses will kill each other, and you will earn 330 seconds.

Hint : Mercenary mode : 78 second bonus :

As any character, get to the branched zone, directly after the Raven's nest, You will see a barrel with zombies nearing your position. Just shoot the barrel -- it does not matter if you do not kill all of them. However, the more you kill, the more time you receive. This usually results in a 78 second bonus.

Hint : Mercenary mode : 44 second bonus :

As Mikhail, go past the city grounds gate and towards the Raccoon City Press. Before you reach the Press building, you will encounter a swarm of zombies. Equip the shotgun and blast away towards the densely occupied areas, thus resulting in a 44 second bonus. If you blast more than that, you will get an additional 22 second bonus. **Note** : Do not use the 44 second bonus if you are low on ammunition.

Hint : Mercenary mode : Larger reward :

Try to reach the area near the goal (just after the dimly lit hallway, near the intersection) with more than four minutes

remaining on the game clock. Two more of the STARS-killing Nemeses will appear, both armed with makeshift rocket launchers!. This achievement results in a larger reward from the Big Fat Boss.

Hint : Mercenary mode : Saving ammunition as Mikhail :

When in mercenary mode, it is easy to waste ammunition. The following is a list of guns and the enemies they are most effective against when playing as Mikhail.

Magnum : Hunters

Shotgun : Zombie dogs and zombies

Rocket Launcher : Nemesis

Running past : Crows (especially) and most zombies

Note : If you save the civilian in the third floor of the Raccoon City Press, you will get Shotgun Shells. If you save the civilian in the basement of the restaurant (which is just a cleaner Brad from the beginning of the game) you will get Magnum Bullets. Running past zombies is also a good way to save ammo.

When in mercenary mode, if you are fast enough, you do not have to shoot any crows at all, which in return saves ammo for any gun.

Hint : Mercenary mode : Identity of the rewarder :

The identity of the fat man who hands out the reward money in mercenary mode is Brian Irons, the police chief. To confirm this, look at his shirt.

Glitch : Two Nemesis with rocket launchers :

Get to the alley behind the bar. Walk out into the alleyway until you see stairs. Nemesis will appear with a rocket launcher, but before he can shoot a second Nemesis will shoot at you but will hit the first Nemesis and knock him down.

Resident Evil : Code Veronica

Note : *This game is also titled Biohazard : Code Veronica.*

Battle mode :

Successfully complete the game. The game will automatically save to the VMU after the credits have completed. A battle mode option will be unlocked at the main menu.

Battle mode in first person view :

Collect the sniper rifle at the end of Disc 1 that Alexia drops **Note :** Collect the sniper rifle that Alfred Ashford drops in Disc 2 in the Japanese version of the game.

Play as Steve Burnside in battle mode :

Get the gold Luger replica from the basement office in Disc 2. The correct drawer sequence is red, green, blue, and bottom. You can also unlock Steve Burnside by performing well in battle mode as Chris.

Steve Burnside cross-fire with sub machine guns :

While playing in battle mode, kill all but one zombie in any room. While equipped with sub machine guns, walk up to the zombie and press **X**, and Steve will cross his sub machine guns. For best results, play in third person so you can see the cross-fire. If there is more than one zombie, Steve might aim at two zombies rather than cross-firing at one.

Play as alternate Claire in battle mode :

Perform well with the original Claire in battle mode.

Play as Albert Wesker in battle mode :

Take Albert Wesker's sunglasses from the floor in the Incubation Lab after the intermission sequence when playing as Chris. Alternately, perform well in battle mode with Steve Burnside.

First unlock Steve Burnside. Then, play as Chris and finish with the best grade to unlock Albert Wesker. He is armed only with a knife and has two mixed herbs.

Linear launcher :

Get an A ranking with Steve Burnside, Chris and Albert Wesker and both versions of Claire in battle mode to unlock the linear launcher. It will appear in your inventory during the next battle mode game.

Rocket launcher :

Get an "A" rank in the normal game by completing it without saving, no first aid sprays, and no retries. Additionally, save Steve from the Luger, give the Medicine to Rodrigo, and complete the game with a time less than 4 :30. The Rocket Launcher will appear in the first item box in the next new game.

Hint : Self-destruct code :

Enter "Veronica" as a code when playing as Chris on Disc 2 when you have to open all doors and elevators to save Claire with 5 :00 minutes to evacuate.

Hint : M 100ps with Chris :

When playing the second or third time in battle mode as Chris, open the slot machine and to get M 100ps.

Hint : SMGs with Chris :

When you begin Chris's part of the game, you will start out in a cave/graveyard. When you walk through, you will find Rodrigo who tells you that Claire had escaped in a plane and he was the only one left. Rodrigo will get eaten by the giant worm and you must save him. Go through the next door and bring your Glock 17 and about two to three clips. Kill the worm and he will spit out Rodrigo. You will talk to him and he will give you Claire's lighter before dying. Return to the cave/graveyard. Follow the corridor and you should find a statue with an arm sticking out. It should have something like a cup in its hand. Press **Action** and it will ask you something. Answer "Yes". Something will open and you will see some SMGs. Use the lighter and the cage-like thing will open. The the SMGs to use them with Chris, just as you did with Steve.

Hint : Find a magnum for Wesker :

Locate the casino room where everyone got a first aid from the slot machine. Wesker will hit it and the bottom will open and reveal a magnum instead of a first aid spray. **Note** : Although it only has six shots, it will only take five to kill Alexia type 1.

Hint : Hidden item crate on airplane :

There is an item crate in the cockpit of the airplane, beside and to the right of the cargo bay door. This makes it easier to prepare before entering the cargo bay.

Hint : Extra First Aid Spray :

When the model of the training facility uncovers the secret passageway, go to the cabinet. Use the lock pick to open it and get a First Aid Spray.

Hint : Extra Ink Ribbons :

While in the Private Residence, before go on the stairs is a room to the left. There is a Bandersnatch inside. There is also BOW gun ammunition on the mantle and handgun bullets near the door. Go to the door of that room then go all the way around it to find some Ink Ribbons.

Hint : Grenade launcher :

Before you go up to the Residential House on the Hill, take the ladder in the area outside in the "Training Facility" where Alfred ambushed you with the sniper rifle. It will lead you back to where you played as Steve. You can get a grenade launcher and ammo, but you need the Blue Card Key.

Hint : Extra BOW gun ammunition :

Behind where you obtained the grenade launcher is a door. Equip your grenade launcher before going in, as there are two Bandersnatches. Also in here are some BOW gun arrows, near where you killed the first one.

Hint : Extra Acid rounds :

In the room where you get the grenade launcher, near the rack is a door. This is the room where Chris enhances his pistol. Inside a cabinet are some Acid rounds. You need the lock pick to open it.

Hint : Extra handgun bullets :

In the Military Training Facility, go to the copy room. Near the back door where the sink is located is a drawer locked by a simple lock. Use the lock pick to open it. Inside is a box of handgun bullets.

Hint : Saving ammunition :

Use the combat knife to save ammunition. To kill a zombie easily, point at its head. Swipe at the right place and time and the monster will go down. Then quickly swipe down to finish it off. This works well with Wesker in battle mode.

Instead of swiping at their heads with the combat knife, aim for their legs when they are walking. This will cause their knees to buckle and they will drop. Keep swiping a few more times to kill them. This works best just when they are getting up because it causes multiple hits in one swipe. If you aim down at just about anything else, it will be very effective and will kill it in less than ten hits. This is not recommended for Bosses (Nostafu, Alexia, Spider, etc.)

Hint : Defeating the first stage of Alexia :

When Alexia is in her transformation and going to kill Claire with one hit, shoot an arrow to save ammunition for the other weapons.

Hint : Defeating the second stage of Alexia :

Walk right up to her and shoot six normal grenade rounds directly at her face. She will change to her third form.

Hint : Defeating Queen Ant Alexia :

Have a little load of Herbs in your inventory. Equip your BOW-gun with about twenty explosive darts then enter the detonation code, "VERONICA". When this is done, run back through the door and get ready for the battle. Quickly shoot the morphed Alexia before she pushes Claire over the edge. When this is done, fire all of your BOW-gun arrows toward Alexia. She will die after about ten to fifteen hits. After the intermission sequence, get the Linear Launcher and blast Alexia to bits.

To defeat the large form of the Alexia Queen easier, have Chris use the SMGs you find on Rockford when you start as him and the grenade launcher. Make sure you have all the ammunition you can possibly have with the G-launcher and all the rest of your possible slots filled with heavy healing items. Start the battle by moving to the corner directly next to the door you came out of, so that her tentacle attacks cannot hit you as easily. Use the flame rounds against her. When she starts spitting out the little bug monsters, use the SMGs to kill them off, as they are more accurate than the grenade

launcher. Whatever you do, do not ignore them. Although they are not very strong individually, they will swarm and kill you very quickly if you leave them alone. In any case, keep plugging grenades and bullets into her and her little minions until she dies and assumes her flying form. You can either continue to use the SMGs to hit her or use the Linear Launcher to get her special death sequence.

Hint : Defeating Bandersnatches :

The first real Boss is a Bandersnatch that Alfred Ashford sets out for you. The best way to defeat it is to run to the stairs and climb down. It will jump to the lower level to get at you. Shoot it five times with the Bow gun using ordinary arrows. Climb back up the stairs and the Bandersnatch will use his arm to hoist himself back up to where he started and you can shoot him again. As long as you keep running up and down the stairs he will never get near you -- when he jumps to another level he starts back at the farthest distance away from you. Use the Bowgun because you can get hundreds of arrows during the game, conserving your more powerful weapons (such as the MP-100s and MRI-19) for more dangerous enemies. Although this is the only Bandersnatch in the game that you have to kill, it is the easiest.

When ever you encounter a Bandersnatch (the monsters with one arm missing and one rubber-like arm), have your combat knife equipped. Run towards the Bandersnatch and avoid its punches. When you are directly in front of it, start knifing it upwards and downwards. If done correctly, you can take the Bandersnatch down by knifing it two or three times.

Hint : Defeating Cerberuses :

These are the zombie-like dogs. Shoot one until it hits the ground, then quickly run towards it, aim downwards, and shoot. The Cerberus will not be able to get back on its feet and will die easily. *Note*, that this can be a bit difficult when encountering numerous Cerberuses.

Hint : Defeating Hunters :

Note : This applies to both normal and poison varieties. Shoot one with the shotgun to knock the Hunter off its feet then run towards it and give it one more good shot. This is more effective when the monsters lie on the ground, as the shotgun will spread its projectiles.

Hint : Defeating Moths :

They are easy to kill with a few shots from the handgun or they can be killed instantly with one blast from the shotgun. *Note* : This is a waste of time, as the moths keep returning.

Hint : Defeating Spiders and Ants :

Just stomp on them and they will die.

Hint : Defeating Tyrant :

Use the following trick to easily defeat the Tyrant without the need if a healing item, Save the Flame, Acid, Normal and Bow Gas rounds you get at the prison and MTR facility, and use them on him. Once you have used them all, the Tyrant will walk slowly and will not be able to push the crate back.

To easily defeat the Tyrant in the facility, use the BOW gas rounds against him until he kneels on the ground. After that, use either the acid or flame rounds to finish him off. To defeat him in the plane, save as many of the explosive crossbow bolts as you can and have Claire keep the BOW gun and the grenade launcher with plenty of ammunition in her inventory. Start the battle by unloading as many crossbow shots as you can. Keep using them until you run out. If he is not limping by that time, then use the grenades (acid or flame rounds recommended, as they have the longest range) to weaken him. After he starts bleeding heavily from his leg (in huge splats) launch the crate at him from the control panel at the entrance of the cargo room.

Hint : Defeating the Worm :

Equip your Bow gun and combine it with arrows. Go inside the facility and an intermission with Claire dodging the Worm's attack will start. The battle will then start. When you see rocks going through the floor, run the other way and shoot him with the Bow gun. Continue this strategy until it is dead.

Hint : Defeating Zombies :

Note : This also includes the moth-infected ones. Knock them down either with the handgun or the knife. The knife is recommended, as it is most powerful when the zombie is on the floor and it saves handgun bullets. *Note* : There can be difficulties when doing this trick if you are surrounded by a lot of zombies. However if you knife both upwards and downwards, it is possible to knock a whole group of zombies down at once. You can then finish them off.

Hint : Avoid bats :

With Claire or Chris, use your lighter to avoid bats. Keep it out and they will not bother you.

Hint : Survive longer as Claire :

In the prison compound, it is easier for Claire to gather and save ammunition and healing items. When she is grabbed and bitten by a zombie, repeatedly press the **D-pad** and she will throw them off a fraction of a second sooner. She will take about half the damage and takes about twice as long to die. It will take four bites to change to yellow caution status. Yellow caution lasts the longest, requiring at least four more bites to reach orange caution. Always heal whenever possible if you reach red danger status, as one hit will still cause death.

Hint : No zombies in metal detector area :

When you are ready to copy the hawk emblem, get into the room with the duplication machine. Instead of copying the plate, set off the alarm by taking something metal through the detector, but do not turn the alarm back on. Copy the plate, then when you are going back through there will be no zombies in the hallway.

Hint : Fun with Zombies :

If you want innovative ways to kill Zombies, try this. There will be Zombies on the dirt road that leads up to the mansion (where you find the Gold Lugers) the first time you get there. With your back to the concrete wall, let a Zombie grab hold of you and push him off. He will hit the railing and fall over it.

When you have a lot of Zombies chasing you, run up the nearest flight of stairs. Shoot the first Zombie that climbs up the stairs when he reaches the top, but not far enough to get at you. Shoot him enough times with whatever handgun you have until he loses his balance and falls down the stairs, killing every other Zombie below that he lands on. You will not need to shoot the Zombie more than three times to get him off balance. The best place for this maneuver is near the end of the game, with Chris in the Moth Room.

Hint : Door-opening Zombie :

In Claire's part of the game, go to the part in the bottom floor of the torture room where you get the piano roll. After you put the sword in the slot turn around, and go to the back of the statue. Without killing the Zombie, pick up the piano roll and leave the room. Go up the steps and you will hear a door shut. Go back to the top of the steps and the zombie will have gone through the door and will be walking up the steps to come after you.

Hint : Alternate Nosferatu death :

There are two ways to kill Nosferatu, normally where he will just fall to the ground and with the sniper rifle. If you kill him with the sniper rifle, you will be treated to a sequence featuring Claire blasting his heart into pieces.

After shooting the Nosferatu enough to where he is almost dead, instead of wasting more ammunition, just take your hunting knife and stab him in the chest. A FMV sequence showing you do this will appear.

Hint : Avoid getting poisoned :

When in the Antarctic area in the room with the moths, they can land on you and leave a bug on your back. When the bug explodes later, repeatedly press **L** and **R** to avoid getting poisoned.

Hint : Rescue Rodrigo :

Do not just run from the worm and let it eat Rodrigo. Use about one or two full clips to drop the Worm. Although Rodrigo will still die, he will give you the lighter, which will help you get some items.

Hint : Finding Rodrigo in battle mode :

Start a battle mode game with any character. When you encounter the hunters for the first time in the room with the lift, look through the crates blocking the lift to find Rodrigo .He will just be standing there with his mouth hanging open.

Hint : Rescue Steve From Gold Luger room :

When you hear Steve scream for help when you try to leave, go back to the projection/model room. On the panel with the ship, plane, magnum, pistol, and an ant select both the magnum and pistol.

Hint : More BOW gas rounds in battle mode :

During you fourth time as alternate Claire in battle mode, look in the slot machine for BOW gas rounds. It takes about five to kill the Boss.

Hint : MP100s in battle mode :

When playing as Chris in battle mode, go to the casino room. Go to the slot machine. Instead of the First Aid Spray, you may get a MP100S randomly.

In battle mode, go to the casino. Go to the slot machine and MP-100s should be there. This may take awhile. Save and do not use them until you get to the gulp worm Boss. Use the MP-100s to take him down faster than the sub-machine guns.

Hint : Sub Machine Guns in battle mode :

When playing as Claire in in battle mode, go to the casino room. Open the slot machine to find some Sub Machine Guns.

Note : It may take awhile to get them.

Hint : Portrait puzzle solution :

This is the sequence to solve the puzzle in the room with the portraits. The number in parentheses is their position clockwise when facing the door.

- Beautiful woman holding tea set (4)
- Middle aged man with red-haired twins (7)
- Red-haired man holding a teaset (2)
- Red-haired man with earthenware plate (6)
- Man with earthenware vase (1)
- Man with candlestick (5)
- Young man from projector (3- up stairs)

Hint : D.I.J.'s journal :

You find D.I.J.'s journal in the slot machine in battle mode. Sometimes you have to play more than once to find it.

Hint : D.I.J.'s identity :

The person who wrote the D.I.J. diary is the mouse that jumps out of the locker in the Antarctica section of Claire's scenario of the game.

Hint : Extra animations in battle mode :*Chris*

When playing as Chris, after killing the Hunter and the Sweeper in the locker room, go back to the smashed mirror and press **Action**. Chris will do his hair.

Steve

When you get to the junction room, where you have the choice of going into the casino room or continuing on with battle mode, check the soda machine after killing everything. Steve will get upset about not having money for the machine.

Note : You may also need to try the machine in the locker room.

Walk up to one zombie and press **R** to aim, then press **L** to auto aim with the sub-machine guns. Steve will cross his guns just like in the FMV sequences.

Wesker

Look at the human torso in the insane doctor's office. Wesker will tilt his glasses down and look at it disgusted.

When Claire in the freezing hallway, after killing the zombies. Walk (do not run) back to the door you came in by and press **Action**. She will be affected by the cold.

Press **Action** when Chris goes to the tiger statue. He will put his hand into it and will get cut.

Play in first person and go to the first room with the hunters. After killing them, go to the stacked up boxes in the turntable and press **Action**. Rodrigo will be standing there.

Hint : Recommended weapons :

Use the indicated weapon to defeat the corresponding enemy :

Zombies (as Claire) : Bowgun with Normal Arrows as much as possible, and if not, the Handgun.

Cerebuses (dogs) : If you fight one on one, attack with one Handgun bullet, then Knife it to death. Otherwise, use the Handgun.

Bandersnatchers (enemies with long arms) : Grenade Launcher with Explosive Rounds. Otherwise, Acid Rounds or Bowgun with Powder Arrows. If they live after one shot, use the Handgun or Bowgun with normal arrows, or if playing as Chris, use the Shotgun.

Tyrant 1 (on walkway) : Grenade Launcher with Explosive Rounds. Otherwise the Acid Rounds or the Bowgun with Powder Arrows.

Tyrant 2 (on airplane) : Grenade Launcher with all 3 B.O.W. Rounds followed by a few Bow Gun Powder Arrows to finish the job or the Grenade Launcher. Then, fire the catapult.

Moths : Run away; there is no need to kill them.

Spiders : Grenade Launcher with Explosive Rounds. Otherwise, Claire's Custom Handgun. If you do not have anything important to pick-up in the area, just run away.

Nosferatu (Boss with exposed heart) : Sniper's Rifle through the heart. Otherwise, Bow Gun Powder Arrows, M150-P, Bow Gun with Normal Arrows, or Grenade Launcher with Grenade Rounds.

Digger (worm-like creature) : Assault Rifle. Otherwise, M150-P, Claire's Custom Handgun, or anything else.

Zombies (as Chris) : Claire's Custom Handgun. Otherwise, any Handgun or the Bow Gun.

Hunters (frog-like enemies with claws) : Grenade Launcher with Explosive Rounds. Otherwise, Acid Rounds. If they live after one shot, use the Shotgun.

Tentacles : Any Handgun. As Claire, use Chris' handgun or Claire's Custom Handgun if available.

Giant Spider : Run away; there is no need to kill them.

Alexia 1 (Alexia using Blood to create fire) : Shotgun. Otherwise, Grenade Launcher with any rounds or the Magnum.

Morphed Steve (Nosferatu-like Steve wielding a huge Ax) : Run away.

Alexia 1 1/2 (Alexia going to 1-hit kill Claire) : Shotgun or Magnum.

Alexia 2 (Alexia as a huge creature spewing out little creatures) : Magnum. Otherwise, Grenade Launcher with Explosive Rounds, Rounds, or Shotgun.

Alexia 3 (Alexia flying around the screen) : Get the Linear Launcher and use it.

Glitch : First person view :

On Disc 2, have the Linear Launcher when Leon has to kill the worm. Kill it with the Linear Launcher, then after you get the lighter you will be stuck in first person view. You will lose first person view if you use the Linear Launcher again or are attacked by a monster.

Play as alternate Chris in battle mode :

Complete battle mode as Wesker. *Note* : He is armed only with a knife.

Resident Evil : Code Veronica Complete

First person view :

Successfully complete the game under the easy or normal difficulty setting.

Play as Steve Burnside in battle mode :

Get the gold Luger replica from the basement office in Disc 2. The correct drawer sequence is red, green, blue, and bottom. You can also unlock Steve Burnside by performing well in battle mode as Chris.

Steve Burnside cross-fire with sub machine guns :

While playing in battle mode, kill all but one zombie in any room. While equipped with sub machine guns, walk up to the zombie and press **X**, and Steve will cross his sub machine guns. For best results, play in third person so you can see the cross-fire. If there is more than one zombie, Steve might aim at two zombies rather than cross-firing at one.

Play as alternate Claire in battle mode :

Perform well with the original Claire in battle mode.

Play as alternate Chris in battle mode :

Complete battle mode as Wesker. *Note* : He is armed only with a knife.

Play as Albert Wesker in battle mode :

Take Albert Wesker's sunglasses from the floor in the Incubation Lab after the intermission sequence when playing as Chris. Alternately, perform well in battle mode with Steve Burnside.

First unlock Steve Burnside. Then, play as Chris and finish with the best grade to unlock Albert Wesker. He is armed only with a knife and has two mixed herbs.

Hint : Self-destruct code :

Enter "Veronica" as a code when playing as Chris on Disc 2 when you have to open all doors and elevators to save Claire with 5 :00 minutes to evacuate.

Hint : Find a magnum for Wesker :

Locate the casino room where everyone got a first aid from the slot machine. Wesker will hit it and the bottom will open and reveal a magnum instead of a first aid spray. *Note* : Although it only has six shots, it will only take five to kill Alexia type 1.

Hint : Grenade launcher :

Before you go up to the Residential House on the Hill, take the ladder in the area outside in the "Training Facility" where Alfred ambushed you with the sniper rifle. It will lead you back to where you played as Steve. You can get a grenade launcher and ammo, but you need the Blue Card Key.

Hint : Saving ammunition :

Use the combat knife to save ammunition. To kill a zombie easily, point at its head. Swipe at the right place and time and the monster will go down. Then quickly swipe down to finish it off. This works well with Wesker in battle mode.

Instead of swiping at their heads with the combat knife, aim for their legs when they are walking. This will cause their knees to buckle and they will drop. Keep swiping a few more times to kill them. This works best just when they are getting up because it causes multiple hits in one swipe. If you aim down at just about anything else, it will be very effective and will kill it in less than ten hits. This is not recommended for Bosses (Nostafu, Alexia, Spider, etc.)

Hint : Defeating the first stage of Alexia :

When Alexia is in her transformation and going to kill Claire with one hit, shoot an arrow to save ammunition for the other weapons.

Hint : Defeating the second stage of Alexia :

Walk right up to her and shoot six normal grenade rounds directly at her face. She will change to her third form.

Hint : Defeating Queen Ant Alexia :

Have a little load of Herbs in your inventory. Equip your BOW-gun with about twenty explosive darts then enter the detonation code, "VERONICA". When this is done, run back through the door and get ready for the battle. Quickly shoot the morphed Alexia before she pushes Claire over the edge. When this is done, fire all of your BOW-gun arrows toward Alexia. She will die after about ten to fifteen hits. After the intermission sequence, get the Linear Launcher and blast Alexia to bits.

To defeat the large form of the Alexia Queen easier, have Chris use the SMGs you find on Rockford when you start as him and the grenade launcher. Make sure you have all the ammunition you can possibly have with the G-launcher and all the rest of your possible slots filled with heavy healing items. Start the battle by moving to the corner directly next to the door you came out of, so that her tentacle attacks cannot hit you as easily. Use the flame rounds against her. When she starts spitting out the little bug monsters, use the SMGs to kill them off, as they are more accurate than the grenade launcher. Whatever you do, do not ignore them. Although they are not very strong individually, they will swarm and kill you very quickly if you leave them alone. In any case, keep plugging grenades and bullets into her and her little minions until she dies and assumes her flying form. You can either continue to use the SMGs to hit her or use the Linear Launcher to get her special death sequence.

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The first real Boss is a Bandersnatch that Alfred Ashford sets out for you. The best way to defeat it is to run to the stairs and climb down. It will jump to the lower level to get at you. Shoot it five times with the Bow gun using ordinary arrows. Climb back up the stairs and the Bandersnatch will use his arm to hoist himself back up to where he started and

you can shoot him again. As long as you keep running up and down the stairs he will never get near you -- when he jumps to another level he starts back at the farthest distance away from you. Use the Bowgun because you can get hundreds of arrows during the game, conserving your more powerful weapons (such as the MP-100s and MRI-19) for more dangerous enemies. Although this is the only Bandersnatch in the game that you have to kill, it is the easiest.

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These are the zombie-like dogs. Shoot one until it hits the ground, then quickly run towards it, aim downwards, and shoot. The Cerberus will not be able to get back on its feet and will die easily. *Note*, that this can be a bit difficult when encountering numerous Cerberuses.

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Note : This applies to both normal and poison varieties. Shoot one with the shotgun to knock the Hunter off its feet then run towards it and give it one more good shot. This is more effective when the monsters lie on the ground, as the shotgun will spread its projectiles.

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They are easy to kill with a few shots from the handgun or they can be killed instantly with one blast from the shotgun. *Note* : This is a waste of time, as the moths keep returning.

Hint : Defeating Spiders and Ants :

Just stomp on them and they will die.

Hint : Defeating Tyrant :

Use the following trick to easily defeat the Tyrant without the need if a healing item, Save the Flame, Acid, Normal and Bow Gas rounds you get at the prison and MTR facility, and use them on him. Once you have used them all, the Tyrant will walk slowly and will not be able to push the crate back.

To easily defeat the Tyrant in the facility, use the BOW gas rounds against him until he kneels on the ground. After that, use either the acid or flame rounds to finish him off. To defeat him in the plane, save as many of the explosive crossbow bolts as you can and have Claire keep the BOW gun and the grenade launcher with plenty of ammunition in her inventory. Start the battle by unloading as many crossbow shots as you can. Keep using them until you run out. If he is not limping by that time, then use the grenades (acid or flame rounds recommended, as they have the longest range) to weaken him. After he starts bleeding heavily from his leg (in huge splats) launch the crate at him from the control panel at the entrance of the cargo room.

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Note : This also includes the moth-infected ones. Knock them down either with the handgun or the knife. The knife is recommended, as it is most powerful when the zombie is on the floor and it saves handgun bullets. *Note* : There can be difficulties when doing this trick if you are surrounded by a lot of zombies. However if you knife both upwards and downwards, it is possible to knock a whole group of zombies down at once. You can then finish them off.

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With Claire or Chris, use your lighter to avoid bats. Keep it out and they will not bother you.

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When you are ready to copy the hawk emblem, get into the room with the duplication machine. Instead of copying the plate, set off the alarm by taking something metal through the detector, but do not turn the alarm back on. Copy the plate, then when you are going back through there will be no zombies in the hallway.

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If you want innovative ways to kill zombies, try this. There will be zombies on the dirt road that leads up to the mansion (where you find the Gold Lugers) the first time you get there. With your back to the concrete wall, let a zombie grab hold of you and push him off. He will hit the railing and fall over it.

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In Claire's part of the game, go to the part in the bottom floor of the torture room where you get the piano roll. After you put the sword in the slot turn around, and go to the back of the statue. Without killing the Zombie, pick up the piano roll and leave the room. Go up the steps and you will hear a door shut. Go back to the top of the steps and the zombie will have gone through the door and will be walking up the steps to come after you.

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There are two ways to kill Nosferatu, normally where he will just fall to the ground and with the sniper rifle. If you kill him with the sniper rifle, you will be treated to a sequence featuring Claire blasting his heart into pieces.

After shooting the Nosferatu enough to where he is almost dead, instead of wasting more ammunition, just take your hunting knife and stab him in the chest. A FMV sequence showing you do this will appear.

Hint : Avoid getting poisoned :

When in the Antarctic area in the room with the moths, they can land on you and leave a bug on your back. When the bug explodes later, repeatedly press **L** and **R** to avoid getting poisoned.

Hint : Rescue Rodrigo :

Do not just run from the worm and let it eat Rodrigo. Use about one or two full clips to drop the Worm. Although Rodrigo will still die, he will give you the lighter, which will help you get some items.

Hint : Finding Rodrigo in battle mode :

Start a battle mode game with any character. When you encounter the hunters for the first time in the room with the lift, look through the crates blocking the lift to find Rodrigo .He will just be standing there with his mouth hanging open.

Hint : Rescue Steve From Gold Luger room :

When you hear Steve scream for help when you try to leave, go back to the projection/model room. On the panel with the ship, plane, magnum, pistol, and an ant select both the magnum and pistol.

Hint : Escaping secret room with Golden Rugers :

When you try to take the Golden Rugers in the hidden room behind the shelf, extreme heat will begin to fill the room. Your health will diminish very slowly, but the door will seal. The only way out is to simply place the Rugers back in the slot.

Hint : Portrait puzzle solution :

This is the sequence to solve the puzzle in the room with the portraits. The number in parentheses is their position clockwise when facing the door.

- Beautiful woman holding tea set (4)
- Middle aged man with red-haired twins (7)
- Red-haired man holding a teaset (2)
- Red-haired man with earthenware plate (6)
- Man with earthenware vase (1)
- Man with candlestick (5)
- Young man from projector (3- up stairs)

Hint : D.I.J.'s journal :

You find D.I.J.'s journal in the slot machine in battle mode. Sometimes you have to play more than once to find it.

Hint : D.I.J.'s identity :

The person who wrote the D.I.J. diary is the mouse that jumps out of the locker in the Antarctica section of Claire's scenario of the game.

Hint : MP100s in battle mode :

When playing as Chris in battle mode, go to the casino room. Go to the slot machine. Instead of the First Aid Spray, you may get a MP100S randomly.

In battle mode, go to the casino. Go to the slot machine and MP-100s should be there. This may take awhile. Save and do not use them until you get to the gulp worm Boss. Use the MP-100s to take him down faster than the sub-machine guns.

Hint : Extra animations in battle mode :*Chris*

When playing as Chris, after killing the Hunter and the Sweeper in the locker room, go back to the smashed mirror and press **Action**. Chris will do his hair.

Steve

When you get to the junction room, where you have the choice of going into the casino room or continuing on with battle mode, check the soda machine after killing everything. Steve will get upset about not having money for the machine.

Note : You may also need to try the machine in the locker room.

Walk up to one zombie and press **R** to aim, then press **L** to auto aim with the sub-machine guns. Steve will cross his guns just like in the FMV sequences.

Wesker

Look at the human torso in the insane doctor's office. Wesker will tilt his glasses down and look at it disgusted.

When Claire in the freezing hallway, after killing the zombies. Walk (do not run) back to the door you came in by and press **Action**. She will be affected by the cold.

Press **Action** when Chris goes to the tiger statue. He will put his hand into it and will get cut.

Play in first person and go to the first room with the hunters. After killing them, go to the stacked up boxes in the turntable and press **Action**. Rodrigo will be standing there.

Revive

Character gallery :

Successfully complete the game to unlock a CG gallery option at the main menu.

Re-Volt

Invert track :

Press **R + L + Down** at the track selection screen.

All cars :

Enter **CARTOON** as a name. **Note** : Enter **CARNIVAL** as a name in the European version.

All tracks :

Enter **TRACTION** as a name. **Note** : Enter **TRACKER** as a name in the European version.

All weapons :

Enter **YOY** or **OYOY** as a name. Press **L + R** to change weapons. *Note* : Enter **SADIST** as a name in the European version.

Tiny mode :

Enter **MAGGOT** as a name.

Change cars :

Enter **CHANCER** or **CHANGER** as a name.

Enable UFO :

Enter **YUEFO** as a name.

Hi-Fi mode :

Enter **FLYBOY** as a name to increase the car details..

Edit progress table :

Enter **GOATY** as a name.

Clockwork Carnage mode :

Collect all of the stars in the stunt track.

Extra cars :

Enable the "All cars" and "Enable UFO" codes. At the car selection menu, go to where the Probe UFO is located. There will be a Trolley (which may not have wheels sometimes), Clockwork Wun, Clockwork Too, Clockwork Tree, Clockwork, and Mystery car. *Note* : These cars will be disabled when the Dreamcast is powered off.

Flying cars :

Enter the "Enable UFO" code, then the "Change cars" code. Select the UFO as a vehicle, then use the **D-pad** to change to a car when game play begins. Your car will be flying like the UFO. *Note* : The reverse is also true. This trick actually allows you to use the physics and "win screen" of the car you selected. For example, if you select the RG1 as a car, then use the Probe UFO, you will fall like a rock (with the RG1 physics).

Strange cars :

Unlock Clockwork Carnage Mode, then select it. Enable the "Change cars" code. Select any track and while racing, press **Up** or **Down**. You should change into a different car. The car will be black or white or some other color (RC San should be a pixellated blue) and may have point-ended wheels (Big Volt is a good example).

Rez

Area 2 :

Successfully complete Area 1.

Area 3 :

Successfully complete Area 2.

Area 4 :

Successfully complete Area 3.

Area 5 :

Get a 100% ranking in Area 1 through Area 4.

Lost Area :

Successfully complete Area 5 in the default game to unlock Lost Area in the beyond mode menu. Alternately, accumulate a total of five hours of game play.

Trancemission :

Get the first place ranking in Lost Area.

Direct Assault (normal) :

Successfully complete Area 5 to unlock Direct Assault (normal) in the beyond mode menu.

Direct Assault (ambient) :

Successfully complete Direct Assault (normal).

Direct Assault (punk) :

Successfully complete Direct Assault (ambient).

Direct Assault (old skool) :

Successfully complete Direct Assault (punk).

Direct Assault (psychedelic) :

Successfully complete Direct Assault (old skool).

Direct Assault (trance) :

Successfully complete Direct Assault (psychedelic).

Laser 1 :

Successfully complete any combination of levels in Score Attack five times.

Laser 2 :

Successfully complete any combination of levels in Score Attack ten times.

Laser 3 :

Successfully complete any combination of levels in Score Attack fifteen times.

Laser 4 :

Successfully complete any combination of levels in Score Attack twenty times.

Laser 5 :

Successfully complete any combination of levels in Score Attack twenty five times.

Laser 6 :

Successfully complete any combination of levels in Score Attack thirty times.

Bonus score attack Areas :

Various Areas are unlocked in score attack mode when they are completed during the default game.

Bonus beam types :

Six different beam types can be unlocked by completing any combination of Areas in score attack mode. A new beam type is unlocked every five times this is done. After the Areas are completed 30 times, all bonus beam types will be unlocked.

Near view :

Get the first place ranking in two Areas in score attack mode.

Far view :

Get the first place ranking in three Areas in score attack mode.

Dynamic view :

Get the first place ranking in four Areas in score attack mode.

First person view :

Get the first place ranking in five Areas in score attack mode.

Zero Form and Second Form player skin :

Get a 100% ranking in any Area. Alternately, accumulate a total of five hours of game play.

Third Form player skin :

Get a 100% ranking in any two Areas. Alternately, accumulate a total of six hours of game play.

Fourth Form player skin :

Get a 100% ranking in any three Areas. Alternately, accumulate a total of seven hours of game play.

Fifth Form player skin :

Get a 100% ranking in any four Areas. Alternately, accumulate a total of eight hours of game play.

Final Form player skin :

Get a 100% ranking in any five Areas. Alternately, accumulate a total of nine hours of game play.

Morolien player skin :

Get a 100% ranking in all Areas. Alternately, accumulate a total of ten hours of game play.

Boss rush mode :

Get a 95% ranking in Area 1 through Area 5.

Immortality mode :

Successfully complete the Direct Assault - Trance option in the beyond mode menu.

Over Drive Infinity :

Get the first place ranking in Boss rush mode.

Rippin' Riders

Note : This game is also titled Cool Boarders Burrrn (Japan) and Snow Surfers (Europe).

Full pause screen :

Pause game play, then press **X + Y**.

Alternate clothing :

Successfully complete the game with any character to unlock an additional set of clothing for that character.

All tracks :

Select two player mode and begin game play. Quit the game, select free ride mode, complete the first course, then quit the game. Return to two player mode and begin game play. The "Next Course" option will be available after each race including access to the special track after the credit track.

Cool Boarders 2 practice track :

Successfully complete all five standard tracks (Mountain Review, Emerald Forest, Urban Striker, Cave Slider, and Dancing Devils).

Secret Force track :

Successfully complete all five standard tracks with the high score.

Longer super pipe :

Break various records in the super pipe.

Play as Snowman :

Successfully complete the Cool Boarders 2 practice track with the high score.

Play as Gray :

Successfully complete the Secret Force track.

Play as Jimmy :

Go down to the two question marks at the character selection screen and move all the way to the left, "Solomon" or any of the other brand boards are displayed. Select it and you should have Jimmy. He has versatile and wide boards.

Hidden snowboards :

Get the top score for each track to unlock new snowboards. There are a total of over forty snowboards in the game.

Roadsters

Full pause screen :

Press **Start** to pause game play, then press **X + Y** to remove the onscreen text. Press **X + Y** again to remove the instrumentation from the display.

Romance Of The Three Kingdoms 6 : Awakening Of The Dragon

Hint : 227-The Officers List :

Objective : Take Changan, Luoyang, and Chengdu (you must have six other cities as well). Capture and kill Cao Rui. You will lose if Zhuge Liang dies or if Chengdu is lost. This should take five months.

On the first turn, go to HR/Job/Rank and give highest ranks to Zhao Yun, Wei Yan, Zhang Bao, Chen Dao, and Guan Xing.

Changan is your first target. Draft Hillmen in Hanzhong, Zitong and Wudu. Move Zhao Yun (with all the draftees), along with Zhang Bao (with some of the draftees) to Hanzhong. Next month, have a massive attack using all soldiers in Hanzhong under Zhao Yun, Wei Yan, Zhang Bao, and Guan Xing. Maximize soldier allocation and attack. (Leave unit with least soldiers to defend supply camp.)

At Changan you will be counterattacked by Zhong Yao (160 soldiers) and Chen Qun (200 soldiers). Quickly draw Guan Xing to divert Zhong Yao from the supply camp, then just have the three remaining attackers all attack Cao Zhen. After that, attack the city, break down the nearest gate (no need to leave anyone at supply tent) and just go after Zhang He with Charges. Recruit/Imprison all POWs.

Do not worry about the Nanman south of Jianning and Chengdu - you have already defeated their King, Meng Huo. Pull most of the troops from Jianning, along with Meng Huo, to Chengdu. Move the troops again to Zitong, and finally to Hanzhong, further supplementing the attacks on Changan/Luoyang.

The reinforcement of Changan depleted Luoyang, so attack with Zhao Yun, Wei Yan, Zhang Bao, Guan Xing and any recruited warriors. Give everyone their maximum amount of soldiers, and attack. At Luoyang, let the enemy escape through the gates (weakest unit on supply tent), then break down the nearest gate and Charge Cao Rui to death.

Roommania #203

Hint : Extra points :

Complete a Nabi objective, then repeat it to get more points.

Roommate Novel : Sato Yuka

Hint : Best rank :

Get the Blue Shiori or Red Shiori in a save game. Get a good ending with Yuka-san for the Blue Shiori or with Aya-chan for the Red Shiori.

Sakura Taisen 2

Screen saver :

Allow the game to idle during game play. After awhile, the screen will darken. Wait even longer and a random SD character will run around on the screen.

Hanagumi Trump Taisen :

Complete the game at least once and enter "A Long Day In Teito". Enter the kitchen and Tsubaki will challenge you to a trivia quiz. Answer all the questions correctly within the time limit. Upon completion, enter the attic and Kayama will challenge you to another quiz. Once again, answer all the questions correctly within the time limit. Upon completion, entering the salon will allow you to play Hanagumi Trump Taisen, the card game that was played on the bus in episode 5.

Sakura Taisen 3

Hidden message :

Place one of the game discs into an audio CD player. The second track will play a message where one of the Pari Kagekiden will rag on you for not putting it in a Dreamcast. Disc 1 is Erica, disc 2 is Lobelia, and disc 3 is Coculiquot and Hanabi.

Alternate final episode :

Successfully complete the game. When you play the game again, there will be a church quiz during the final episode (An Elegant Day In Paris).

Samba de Amigo

All music mode :

Select arcade mode, then quickly shake **Left Maraca High** fifteen times at the height selection screen to unlock all songs. *Note* : For the standard Dreamcast controller, hold the **Left Maraca High** button (**Up**).

Random mode :

Quickly shake **Left Maraca Low** fifteen times at the difficulty selection screen. *Note* : For the standard Dreamcast controller, hold the **Left Maraca Low** button (**Down**).

Super hard mode :

Quickly shake **Left Maraca High** fifteen times at the difficulty selection screen. *Note* : For the standard Dreamcast controller, hold the **Left Maraca High** button (**Up**).

Tequila, Love Lease, Soul Bossa Nova songs :

Select challenge mode and successfully complete the Maracas Apprentice course.

Theme Of Inoki song :

Select challenge mode and successfully complete the Maracas Standout course.

Samba de Amigo song :

Select challenge mode and successfully complete the Maracas Expert course.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find game images in .BMP format.

Samba de Amigo Ver. 2000

Random mode :

Quickly shake **Left Maraca Low** fifteen times at the difficulty selection screen. *Note* : For the standard Dreamcast controller, hold the **Down** button.

Super hard mode :

Quickly shake **Left Maraca High** fifteen times at the difficulty selection screen. *Note* : For the standard Dreamcast controller, hold the **Up** button.

Survival mode :

Get a Maraca Star rank in challenge mode to unlock survival mode.

San Francisco Rush 2049

Cheat mode :

Highlight "Options" at the main menu, then hold **L + X + Y**, then press **R**. An option for the cheat menu will appear at the bottom of the screen.

Note : In the cheat menu, highlight the code you wish to activate first before attempting to enter the controller sequence. If the code is accepted, the cheat will then light up and you can toggle it on and off by pressing **Left** or **Right**. Cheats do not save -- once you turn off the power to the system, you will have to re-enter the cheat if you wish to use it again. These cheats are very difficult to enter. Try practicing the controller sequence a few times before trying to execute it. Also, try a shorter code first.

All cars :

Enable cheat mode, then highlight the "All Cars" option at the cheat menu. Quickly press **A(2), Y(2), L(2)**. Hold **R + X**. Release the buttons, then hold **L + A**.

Car collisions :

Enable cheat mode, then highlight the "Car Collisions" option at the cheat menu. Quickly hold **L + R + X + Y + A**, release the buttons, then press **X, Y, A**.

Random battle mode weapons :

Enable cheat mode, then highlight the "Random weapons" option at the cheat menu. Quickly hold **L + A** and press **X, Y**. Release the buttons, then hold **R + A** and press **X, Y**.

Toggle demolition battle mode :

Enable cheat mode, then highlight the "Demolition Battle" option at the cheat menu. Quickly hold **L + A**, then press **Y, X**. Release the buttons, then hold **R + A**, then press **Y, X**. In this mode, all of the weapons that are picked up will be battering rams. You have to physically hit an opponent to destroy him. This code overrides the "Random battle mode weapons" codes.

Invincibility :

Enable cheat mode, then highlight the "Invincible" option at the cheat menu. Quickly hold **L + X** and press **Y, A**. Release the buttons, then hold **R** and press **A, X, Y**.

Super tires :

Enable cheat mode, then highlight the "Super Tires" option at the cheat menu. Hold **R** and press **X(3)**. Release **R**, then hold **L** and press **A(2), Y**.

Brakes :

Enable cheat mode, highlight the "Brakes" option at the cheat menu, then quickly press **Y(3)**, then hold **L + R + A + X**.

Car mines :

Enable cheat mode, highlight the "Car Mines" option at the cheat menu, then quickly hold **L + R + X** and press **A, Y**. Release, then press **A, Y**.

Cone mines :

Enable cheat mode, then highlight the "Cone Mines" option at the cheat menu. Quickly hold **Y + R + L**, release the buttons, then press **X**. Then, hold **A + X**, release the buttons, then press **X**.

All parts :

Enable cheat mode, then highlight the "All Parts" option at the cheat menu. Quickly hold **X + Y + A + L + R**, release, then hold **Y + A**. Release, then press **X(2)**.

Invisibility :

Enable cheat mode, then highlight the "Invisible Car" option at the cheat menu. Hold **L + X**. Release the buttons, then hold **R + Y**. Release the buttons, then press **A**. Hold **L + R** and press **X**. Release the buttons, then press **Y(3)**.

Invisible track :

Enable cheat mode, highlight the "Invisible Track" option at the cheat menu, then quickly press **R, L, Y, X, A(2), X, Y**. Then, hold **L + R** and press **A**.

All tracks :

Enable cheat mode, then highlight the "All Tracks" option at the cheat menu. Then quickly hold **A + X** and press **R**, release, hold **X + Y** and press **L**, release, press **A(2), Y(2)**, then hold **L + R** and press **X**.

Track orientation :

Enable cheat mode, then highlight the "Track Orientation" option at the cheat menu. Hold **L + R** and press **X**. Release the buttons, then quickly press **A, X, Y**. Hold **L + R** and press **X**.

Super speed :

Enable cheat mode, then highlight the "Super speed" option at the cheat menu. Hold **Y + R** and press **L**. Release the buttons, then hold **A + X**. Release the buttons, then press **A(3)**.

Auto abort :

Enable cheat mode, highlight the "Auto Abort" option at the cheat menu, then quickly press **A, L, X, R, Y**. Then hold **L + R** and press **A, X**.

Suicide mode :

Enable cheat mode, highlight the "Suicide Mode" option at the cheat menu, then quickly press **Y, R, L, R, L, X, R, L, R, L**.

Battle paint shop :

Enable cheat mode, then highlight the "Battle Paint Shop" option at the cheat menu. Quickly hold **Y** and press **R, L, R, L**. Release the buttons, then press **X(3)**. **Note** : For the PAL version of the game, hold **A**, press **X(3)**, release **A**, then press **R, L, R, L**.

Resurrect in place :

Enable cheat mode, highlight the "Resurrect In Place" option at the cheat menu, then quickly press **R(2), L(2), A, X, Y**.

Fog color :

Enable cheat mode, then highlight the "Fog color" option at the cheat menu. Hold **L + X**. Release the buttons, then hold **A + X**. Release the buttons, then hold **Y + X**. Release the buttons, then hold **R + X**.

Heavy car :

Enable cheat mode, then highlight the "Mass" option at the cheat menu. Quickly hold **A** and press **X(2), Y**. Release **A**, then press **L, R**.

Frame scale :

Enable cheat mode, then highlight the "Frame Scale" option at the cheat menu. Quickly press **L + A, A + Y, R + A, A + Y**.

Tire scaling :

Enable cheat mode, then highlight the "Tire Scaling" option at the cheat menu. Quickly press **X, Y, A, X, Y, A**, then hold **R + A**.

Intermediate circuit :

Finish in first, second or third place on the Beginner circuit to unlock a bonus track and the Intermediate circuit.

Extreme circuit :

Finish in first, second or third place on the Intermediate circuit to unlock a bonus track and the Extreme circuit.

Venom car :

Collect all the silver coins in stunt mode.

Crusher car :

Collect sixteen gold coins in stunt mode.

GX-2 car :

Collect half of the gold coins in race mode.

Euro LX car :

Collect twenty-four gold coins in stunt mode.

Mini XS car :

Collect thirty-six gold coins in race mode.

Locust LX car :

Collect all silver coins in both race and stunt modes.

Panther car :

Collect all gold and silver coins in both race and stunt modes.

Barracuda police car :

Accumulate 10,000 miles and join Team Rush to get a 78 Barracuda cop car.

Disco stunt track :

Get 100,000 points in the Rim.

Oasis stunt track :

Get 200,000 points.

Warehouse stunt track :

Get 400,000 points.

Obstacle course :

Get 1,000,000 points.

Downtown battle track :

Get 100 kills.

Plaza battle track :

Get 250 kills.

Roadkill battle track :

Get 500 kills.

Factory battle track :

Get 1000 kills.

Hint : Quick start :

Press **R** immediately when the "1" fades during the pre-race countdown.

Hint : Quick weapon reload :

If you are low on ammunition and your enemy is out of range, drive straight to the spot where that weapon would be if it was not being used). Just before you get to that location, press **Up** to drop the weapon, and pick up a full load of ammo.

Hint : Race pads :

Use your car to run over the red pads found on the tracks. It will then turn them green and unlock various secrets and traps within the level.

Hint : More shortcuts :

If you race on the tracks backwards you can unlock different passages that you cannot access when going forward.

Hint : Moving boat :

The boat only moves when you race on track 5 backwards, allowing you to land on it and jump onto the roof across the river.

Hint : Avoid a fatal flip :

When your car is about to roll over onto its roof, turn your wheels the opposite way you are flipping.

Hint : More air time :

Use the large wings to get longer air time, but you will lose stability.

Hint : Better flight control :

Use the small wings to have better stability and control while in the air, but less air time.

Hint : Stunt points :

When in the air try to do as many different tricks as possible (Back flip, Front Flip, Right Roll, Left Roll, etc.). Do only one of each, then after you did finishing as many as you can, start spinning faster one way out of control just before you hit the ground. You will bounce and roll all over, getting more points.

Go to the stunt track "The Rim". Choose the truck and go as fast as possible up the ramp. When you leave the ramp, hold the trigger down to start doing backflips. When you hit the wall, keep your wings out and keep flipping. If you hit the correct location, you can fly very high, therefore collecting more points (about 10,000 to 20,000 points per trick). Enabling the "Super speed" and "Invincibility" codes are recommended.

Hint : Kill the drones :

Turn on "Deaths" at the track selection screen and set the difficulty and wind to maximum. Chose any track with a lot of air jumps. When the other cars jump, the wind will carry them off course to their doom.

Turn on "Deaths" at the track selection screen. Go to track 5, forwards. Near the beginning, up and over the first hill, you will reach a U-turn corner. Let the other cars get ahead of you by five to eight car lengths. Around the next left turn is a switch on the left side of the road. Hit it and a ram will fly out, killing the cars in its path. *Note* : This can also be done backwards. The switch will be moved to the top of the hill ahead of the ram.

Turn on "Deaths" at the track selection screen. Enable the "Auto Abort" code. Go to track 3. When you get near the area near the giant satellite dish, push your rival cars over the cliff near the roads. They will not be able to reappear back on the road. Instead they will fly off into the woods and hit a tree or take forever getting back up onto the road.

Track 4, toward the third lap, usually has a train waiting at a station near the corner to the straight away parallel to the tracks. This road runs toward the water and the trees that are solid, and has a half pipe along side it. Stay behind or in front of all the cars before the corner because they will always crash into this waiting train.

Hint : Strange tires at the car selection screen :

Go to the truck. Quickly move back and forth between the truck and the previous car. Stop quickly on the car before the truck and it will have the truck's tires on it. This can be done for any other car combo.

Hint : Giant half pipe 40 stories in the air :

Go to track 4. Go to the huge ramp that is between the two buildings downtown. Climb it slowly, and at the top is a platform. Look around for a ledge along one of the buildings. You will have to jump a small gap to get there. Follow it along the building and drive off the end into the huge half pipe.

Hint : Jump inside the conservatory of flowers :

Go to track 1. Go forward and you will see a building across a parking lot and some grass to your right. The building has a dome roof in the middle. There is a grass ramp of flowers surrounding the building. Hit this at about 100mph. You will jump up into the building which is like a half pipe inside.

Hint : Jump through the road :

On track 1, race backward with the Panther car and all the settings for top speed at maximum. Also enable the "Super Speed" code. When you go up the last hill (left of Lombard St.), go as fast as possible and aim to hit the bridge ahead (which is the upper road). If you hit at the right angle you will go through it onto the other road.

Hint : Jump the track area :

On track 4, use the Panther car with maximum speed settings and enable the "Super Speed" code. Go backwards toward the building with the pillars at the bottom. Weave through them to find a hole through the next building and across the street. Go right up the ramp in front of you at full speed. You may need to practice your entry run through those pillars. If you get enough speed, you can fly over everything and get "out of bounds".

Glitch : Marina backward :

Go to the Marina track backwards. When you are at the part when it is open, go to the right, up the ramp. There is a small corner sticking out. When you hit this corner hard, your number of miles will go crazy and the screen will be black. **Note** : If you remain at this screen too long, you will not be able to press **Start** and exit. You will have to turn the game off.

Seaman

Roll Seaman over :

Select a Seaman and move the **Analog-stick** in circles around its head.

Move rocks :

Press **X + R** and press **Left** or **Right** when over a rock to move it.

Hidden audio :

Place the game disc in an audio CD player and play track two to hear a hidden message.

Quick evolve :

When you play the game, you will see a shell at the bottom of the tank. Keep tapping the shell until it starts to eat your newborn Seaman. After they are eaten, tap the shell more until the squid completely comes out. It will squirm, and eventually after tapping it enough, it will die and the baby Seaman will appear and will be in the next stage, Gillman. Hold **A** while talking into the microphone to speak to your Seaman.

You do not have to tap the glass for a long time. All you have to do is tap the glass where the Nautilus is located. Let it eat all your "Mushroomers", then stop tapping. It will die soon after that and you now will have "Gillmen."

After completing a session, press **X + Y + A + B + Start** to reset the Dreamcast instead of turning the system off as prompted. Set the Dreamcast's system date twelve hours ahead (and change the date if required). **Note** : The tank will also not be maintained for that amount of time.

Turn on Dreamcast with no game disc and click on settings. Go to time and date and advance the date ahead by one day.

When setting the system time ahead to speed up evolution, be careful if going forward two days or more. It is possible that your Seaman might be dead or in serious condition. Also, you cannot go backwards in time because the game marks it in the VMU.

Dancing Seaman :

Complete the raising process until your Seaman is in the wild. When he is in the forest, press **R** to tap the glass and make a maraca sound. After doing this continuously you will hear drums -- this is when your seaman will start dancing. It also shows the credits and he will make remarks after you do this awhile.

Talking To your Seaman :

These are most of the words you can teach your Seaman. It is good to talk to your Seaman frequently. You need to teach them how to talk. Try to talk as clear as possible. Hold the **A** and talk into the microphone. The Gillman stage is the stage when it will first start to talk. Use these words when talking to Seaman : Hi, Hello, Hey, No, Yes, Seaman, Fish, Fun, Play, (and more). Experiment, but do not call it bad name or it will become unhappy. Also, remember to feed it once every day or when it is hungry.

You can get interesting responses when you say to your Seaman, "Marry me!".

If you ever feel depressed, you can tell Seaman. Say into the microphone, "I'm sad." Seaman will start a conversation that you can respond to and to offer his condolences.

Here is a tip on taking back what you say. When you are in the middle of a conversation where you are required to respond to Seaman's questions with an answer, you might say something you wish you had not. If this happens, press **Start** to pause game play, then press **Start** again to resume. The conversation will cut off and you can answer differently the next time he asks. He will completely restate the question just like before.

If you want Seaman to hurry up and talk about things, say "talk" into the microphone. If he says something like, "Blah, blah, blah....happy?". Try it again. However if there is nothing else to talk about, he will say so.

Building a food supply :

If you happen to run low on food (Moths and Caterpillars), feed your Seaman a spider. They will get sick and will not require food for a couple of days. In this time you can allow a moth to lay eggs, then put it back in storage. Wait for eggs to hatch, place the two grubs in storage, make moth lay more eggs and repeat. Do this for a few days to build up your food supply.

Unlimited food :

Note : This trick requires two VMUs. Start and save a new game using a second VMU. Connect this VMU to a VMU that has an ongoing game. Transfer the food from the new game to the ongoing game. Repeat this as needed for unlimited food.

Give Seaman a new name :

After naming your Seaman the first time, repeatedly ask "Do you love me?". Eventually, you will be able to change the Seaman's name.

Special responses :

Tell your Seaman to "Eat sh*t" or "Eat crap". He will respond with "Ask and you shall receive" and promptly defecate on the glass window.

Keep using the words "English" and "America" when talking to your baby Seaman. He may respond with "Why do Americans always think that everyone speaks English? Sheesh!". More often, he will respond with "What for?" or "What's the point?". Respond with "That's what we speak in America" to get the first response.

Ending bonus :

After escaping the tank, Seaman gives a very heartfelt speech which implies closure to the game. You feel even more closure when the credits roll while you tap the screen. However, the game does not end. Continue back to the tank another day and Leonard Nemoy gives you a long lengthy speech about what he believes is behind the Seaman saga. He then gives you his congratulations on a job well done and urges you to remember Seaman and visit him many more times. When you enter the tank, the jungle's scenery and lighting will change frequently, depending on the time of day. Seaman will either appear or not appear. If he is not on screen, call out whatever name you named him with, or just shout "Seaman!" into the microphone. Remember to say "talk" like before, and more conversations will continue. Remember that before the tank was opened, the frogmen did have some more hanky panky" with their antennae. If you continue to visit your Frogman, he might give birth to another life form. Do not erase your game. **Note :** If you tell your Seaman "dance" while he is out of the tank, he will say some funny things.

Hint : Make the spider disappear :

After placing the spider in the aquarium, do the following if you want to lower the risk of Seaman eating it and getting sick. Place the spider in the tank, then press **Start** and chose "End" on the menu. Whenever you are at the screen where it tells you to turn the power off, press **Start** to return to the game. When you return, the spider will be gone and Seaman should not have eaten it.

Sega Bass Fishing 2

Bonus lures :

Select tournament mode and catch the largest fish of the day to unlock additional lures.

Tournament bonuses :

Win the various tournaments to unlock additional locations and four hidden characters in free fishing mode.

Sega Marine Fishing

Hint : Catching fish easily :

Note : The fishing rod controller is required for this trick. Once you get a fish on the line, reel it in and move the analog stick in a counter-clockwise motion. You should be able to land any fish in a matter of seconds.

Hint : Hidden fish and other items :

Successfully complete arcade mode, then choose original mode and select the free fishing option. You can now access The Hideaway Of Big Fish location. Successfully complete arcade mode twice to unlock the Fishing Port location in free fishing.

Successfully complete arcade mode three times to unlock Dogtooth Tunas in the Fishing Port location. Successfully complete arcade mode four times to unlock the Napoleon Fish in the Coral Reef.

Hint : Sea Turtle appearance :

Go to the Offing stage and equip a sinking lure. Cast to the near the first floating thing. If done correctly you should see a sea turtle on the way down. Keep trying until it appears.

Hint : Whale appearance :

Go to the Offing stage and equip a lure that sinks and not a diving lure. Cast as far to the left as you can and let the bait sink. While it is sinking try pressing **Left** or **Right** to change the camera and jerk the rod. You may be able see a whale. Keep trying until it appears.

Hint : Get any lure :

To get any lure, catch large skipjacks (16 to 24 lbs) or small barracudas (you will be able to pull them out without a stick or net). Use any desired lure.

Hint : Get any article of clothing :

Go to the offing and catch small blue marlins (about 60 to 100 lbs). You can do this easily with the first popper A you are given. To get different character's clothing (Captain or Macala), use their specific rod under items and do the same thing.

Hint : Using the aquarium :

Put items you get in the aquarium as soon as they are obtained. You cannot get some items if this is not done.

Hint : Other items :

To get other items, aim for the biggest fish on any particular level. The last item you will be able to get with most fish is the metal fish of that type.

Hint : Catching the coelacanth :

The hardest fish to catch in the game is the coelacanth and the bluefin tuna in the fishing port, because there is no specific lure to catch them. Aim to the left side of the screen near the dock and use the first big splasher lure to catch the coelacanth. You usually have to get other fish to chase it before the coelacanth gets interested.

To catch the coelacanth in the fishing port section, the small silver minnow works excellently. If you hook into a big one, this will be one of the hardest fighting fish in the game.

Hint : Catching the bluefin tuna :

Use the first big pencil popper and fish just to the right of the dock as far back as it will go. You have to dance the lure just around there to get them to bite.

Sega GT Homologation Special

WSK Races :

Successfully complete each of the official races and event races to unlock the first ending sequence and WSK Races. The WSK Races are the Front Drive Car Cup, Rear Drive Car Cup and 4 Wheel Drive Car Cup.

Hint : Easy money :

Note : This trick requires two VMUs. Save the game on both VMUs. Send the cars your acquired from one VMU to the other VMU. Load the game from the VMU with the extra cars. Sell the extra cars for easy money.

Select championship mode, then go to race. Go to "Special 1" and select "Heat Stage 1000". When you finish, you will get paid \$5,550. Go to exit, choose to quit the race and repeat.

Compete in the first race under "Open". Its sponsor should be McDonalds. Finish in first place to get about \$2,000 and a Mazda Miata worth about \$9,000 that you can sell.

Hint : Factory license test bonuses :

Get the indicated license to unlock the corresponding bonus.

Altair Car Body (Carrozzeria) : B Class License
 Breathe Car Body (Carrozzeria) : A Class License
 Bullet GTV Car Body (Carrozzeria) : SA Class License
 Cricketz Car Body (Carrozzeria) : B Class License
 Dobele-RB Car Body (Carrozzeria) : A Class License
 Elnica Car Body (Carrozzeria) : A Class License
 Factory A Class License Obtained : A Class License
 Factory B Class License Obtained : B Class License
 Factory SA Class License Obtained : SA Class License
 Fate Car Body (Carrozzeria) : A Class License
 Freesia-X5 Car Body (Carrozzeria) : B Class License
 Gush Car Body (Carrozzeria) : SA Class License
 Lyell Car Body (Carrozzeria) : B Class License
 Proof Car Body (Carrozzeria) : A Class License
 SGK-200006 Car Body (Carrozzeria) : SA Class License
 Trust 541 Car Body (Carrozzeria) : A Class License
 Venom-RS Car Body (Carrozzeria) : SA Class License
 Wales-Mk9 Car Body (Carrozzeria) : B Class License

Hint : Race prizes :

Win the indicated race to get the corresponding prize.

Acura NSX : NA Large Car Race
 Audi TT 1.8T quattro : One Make Small Car Race
 Bridgestone's Sponsorship : Bridgestone Endurance
 Daihatsu Storia X4 : Hertz Novice Car Cup
 Deuteron Car Body (Carrozzeria) : 0-400 Tournament
 Dodge Viper GTS/R 2000 Concept : One Make Large Car Race
 excite's Sponsorship : excite Open Race
 Ford's Sponsorship : Ford Racing Original Car Cup
 Gumout's Sponsorship : Gumout Novice Car Cup
 Hertz's Sponsorship : Hertz Novice Car Cup
 Honda Civic Type R : NA Small Car Race
 Honda Integra Type R : NA Light Car Race
 HTR-422 Car Body (Carrozzeria) : Ford Racing Original Car Cup
 K&N's Sponsorship : K&N Novice Car Cup
 Mazda MX-5 Miata SE : Extra Class Special Race
 Mazda MX-5 Miata Special Package : McDonald's Open Race
 Mazda RX-7 A-spec TYPE-15th : Pioneer Max Speed
 MazdaSpeed Sports Factory MazdaSpeed MX-5 Miata A-spec : A Class Cup
 McDonald's Sponsorship : McDonald's Open Race
 Mcs-501 Car Body (Carrozzeria) : Snap Original Car Cup
 Mitsubishi GTO Twin Turbo MR : SA Class Cup
 Mitsubishi Motors Lancer GSR Evolution VI : One Make Light Car Race
 Mole-RX Car Body (Carrozzeria) : The Outlaw Original Car Cup
 Nissan 180SC Type X (RPS13) : Pennzoil Open Race
 Nissan Fairlady Z Version S Twin Turbo 2seater (CZ32) : A Class Special Race
 Nissan Pulsar Serie VZ-R N1 version II (JN15) : B Class Cup
 Nissan Silvia AUTECH VERSION K's MF-T (S14) : K&N Novice Car Cup
 Nissan Silvia spec-R AERO (S15) : B Class Special Race
 Nissan Skyline GT-R Tuned by Nismo (R34) : 4Wheel Drive Car Cup
 Pennzoil's Sponsorship : Pennzoil Open Race
 Pioneer's Sponsorship : Pioneer Max Speed
 Snap's Sponsorship : Snap Original Car Cup
 sportal.com's sponsorship : sportal.com Time Attack
 Subaru Impreza 22B-STi : SA Class Special Race
 Subaru Impreza 22B-STi : Bridgestone Endurance
 Suzuki Cappuccino : Extra Class Cup
 The Outlaw's Sponsorship : The Outlaw Original Car Cup
 TN240 Car Body (Carrozzeria) : 0-1000 Tournament
 Toyota Carolla WRC : Front Drive Car Cup
 Toyota Celica SS-II Super Strut Package : virgin atlantic Time Attack
 Toyota MR-S S Edition : sportal.com Time Attack
 Toyota Racing Development Altezza TRD Racing Model : Gumout Novice Car Cup
 Toyota Sprinter Trueno GT Apex (AE86) : excite Open Race
 Toyota Supra TRD3000GT : Rear Drive Car Cup
 Virgin Atlantic sponsorship : Virgin Atlantic Time Attack

Hint : Works Cup race prizes :

Win the Works Cup Race for the indicated manufacturer to unlock the corresponding prize.

Alto Works RS/Z : E Class Suzuki Sport
 Autozam AZ-1 : E Class Mazda Speed
 BP APEX Kraft Trueno : B Class TRD

Castrol Mugen NSX : SA Class Mugen
 Castrol Toms Supra : SA Class TRD
 Civic Type R : B Class Mugen
 Cusco Impreza : A Class STI
 GTO Twin Turbo : SA Class Ralliart
 Honda Z Turbo : E Class Mugen
 Impreza STi-22B : SA Class STI
 Integra Type R : A Class Mugen
 Lancer Evolution VI : A Class Ralliart
 Mirage Cyborg ZR : B Class Ralliart
 Momocorse Apex MRS : A Class TRD
 Opti Aerodown Beex : E Class DRS
 Pennzoil Nismo GTR : SA Class Nismo
 Pulsar VZ-R N1 Version II : B Class Nismo
 RE Amemiya Matsumoto-Kiyoshi RX-7 : SA Class Mazda Speed
 Roadster C Touring Kit C Spec : A Class Mazda Speed
 Roadster Special Package : B Class Mazda
 Storia X4 : B Class DRS
 Subaru Pleo RS : E Class STI
 Toppo BJR : E Class Ralliart
 Xanavia Arta Silvia : A Class Nismo

Sega Rally 2

All seasons :

Press **Up(2), Down, A(2), R, B(2), Down** at the title screen. A sound will confirm correct code entry. All tracks, including the Secret Rally track will be unlocked. **Note** : For the Japanese version, press **Up, Left, Down, Right, B, A, B, Right, Down** at the title screen.

All cars :

Press **Up, Down, Up, B, A, Left, B(2), Down** at the title screen. Normally, the following must be done to unlock the twelve additional cars. There are an additional twelve cars that can be unlocked and controlled. Enter into "10 Year Championship" mode and finish first in every year. A new car is unlocked for each year with a first place finish. **Note** : Only one new car is unlocked per year; completing the same year multiple times in first place has no effect.

Year	Car
1	Subaru Impreza 555
2	Mitsubishi Lancer EVO 4
3	Toyota Celica GT-Four ST-185
4	Mitsubishi Lancer EVO 3
5	Peugeot 106 Maxi
6	Lancia Delta Integrale
7	Fiat 131 Abarth
8	Peugeot 205 Turbo
9	Renault Alpine A110
10	LANCIA 037 Rally

Two additional bonus cars are unlocked by playing in arcade mode. The Renault Maxi Megane is unlocked after finishing in seventh place or better under the "Easy" difficulty setting. For Toyota Corolla Tien, highlight the Toyota Corolla on the car selection screen, hold **L**, then select that car.

Renault Maxi Magane :

Complete arcade mode in at least seventh place.

Toyota Corolla Tien :

Hold **L** and choose the Toyota Corolla at the vehicle selection screen.

Change frame rate :

Press **Up, A, Down(2), Left, Right, B(2), Down** at the main menu to change the frame rate to 60 per second. A sound will confirm correct code entry. Press **Up, A, Down(2), Left, Right, B(2), Up** at the main menu to change the frame rate to 30 per second.

Less detailed tracks :

Press **Y** or **R** when making a choice on the track or mode selection screen. The track will be less detailed and the race timer will appear on the right side of the screen while the game's display rate is increased.

Secret Rally track :

Finish in first place in every year under "10 Year Championship" mode.

Alternate car colors :

Press **L** when making a choice on the car selection screen.

Control replay camera :

Press **A, Y**, or **X** to change the replay view. Use the **D-pad** to rotate the camera angle. Press **B** to return to the normal replay angle. Press **Down** while in the driver's view to switch to a behind the car view.

Control car preview camera :

Use the **D-pad** to change the view of the cars at the car selection screen.

Name censor :

Enter **SEX, XXX, POO**, or any other questionable initials to have them changed to another set of characters.

Hidden cone challenge :

Select arcade mode and begin game play in the Rivera race in either championship or practice. Drive as usual until reaching the last turn. Two red construction cones should appear as the turn is approached. Intentionally hit both of the cones. A sound with each hit will confirm this part of the trick. Turn around, and drive your car in the wrong direction. An opening to a hidden section of the track will eventually appear. Enter it to find a hidden section of track that contains many construction cones. The game will give you 29 seconds (separate from the normal race time) to knock down as many cones as possible for 100 points each.

Sega Smashpack Volume 1

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find *Sega Swirl* images.

Hidden audio :

Place the game disc in a PC compatible CD-ROM drive to find audio files of the title music.

Sega Swirl :

Place the game disc in a PC compatible CD-ROM drive and click on "swirl.exe" to extract and install the PC version of Sega Swirl.

Sega Swirl

Higher score :

Execute a big move then pause game play during the animation. Choose to restart, and the move you just did will register on your new game.

Bonus font :

Insert the disc in a PC CD-ROM drive and install Sega Swirl for the PC. Go to My Computer/Control Panel/Fonts/File/Add New Font and look for "Sega" to find the new font

Segagaga

Extra "Tokoton" mode :

Successfully complete Chapter 9.

Full version mini-games :

Successfully complete Chapter 9.

Sound test :

Successfully complete Chapter 9.

Sekai Fushigi Hakken! Troya

Ending bonuses :

Successfully unlock both endings and save the game to unlock all reference information, and all FMV sequences. Press **Start** during game play for level select and mini-game options.

Sengoku Turb

View ending credits :

Place the game disc in a PC compatible CD-ROM drive and open the .AVI file to view the ending credits.

Seventh Cross Evolution

Full pause screen :

Pause game play, then press **X + Y**.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find several rendered images from the game.

Shadow Man

Obtaining the Book Of Shadows :

Go to Deadside : Marrow Gates. At the beginning of the level, go to the left and climb up the blood waterfall. Open up the Shadow level 10 Coffin Gate (120 Dark Souls). Along with a "Thank You", you will be able to see pictures drawn during the game's development.

Deadside shotguns :

Go to the Wasteland and enter the Temple Of Life. Walk into the second to last altar on the right, where you get the Baton and press **B**. The "Secret Activated" message will appear.

Pea Soup mode :

Go to the Temple Of Fire. Locate the pool of blood and find the door that leads to a room with a ramp going up the left that leads another ramp. Move up the ramp and look to the left to see a hallway. Jump on the railing and jump towards the hallway. You should grab the ledge in front of it. Pull yourself up. The "Secret Activated" message should appear.

Play as Bloodshot :

Go to the Temple Of Blood (Nager) and enter the small bonus room reached from the platform that is knocked down by the large hammer. The "Secret Activated" message will appear when you walk in the room.

Play as Deadwing :

Go to Gardelle county jail and find the maximum security cells (the small red rooms lined up in a row). Go inside the one on the lower floor on the left, farthest to the right.

Play as Duppie :

Go to the Undercity. Go to the ledge where two snipers are awaiting your disposal. Jump to the ledge on the right, climb onto the next ledge, and look for the curved U-shaped pipe. Jump to it and the "Secret Activated" message will appear.

Play as Nettie :

Go to the Mordant St. NY. Follow the paths until reaching a room with a lever. Pull the lever and the lights will turn on. Enter the elevator and go up. Go find the door, then look for a brown patch on the floor. Jump as far as possible, then jump again. If you are quick enough you will get over and the "Secret Activated" message will appear. If you fall through, use the bear to warp there and try again.

Play as a dog :

Go to the Asylum : Gateway and go to the path before the door on the left under the bridge. Follow it until find a room with a Govi and some boxes. Climb the boxes and jump on the rafters. Jump to the second rafter, then jump to the third rafter. The "Secret Activated" message will appear.

Flame on mode :

Go to Dr. Death's Schism Gate and go to where you fight the helicopter and destroy it. Then, go to the tunnel to the right of the entrance. The "Secret Activated" message will appear. *Note* : The gate should not be opened before unlocking the secret.

Big head mode :

Warp to Asylum : Playrooms. Go to where the playroom cells are found (with a pool table and a playpen). Enter one of the empty cells and roam around until the "Secret Activated" message appears.

Comedy shoes :

Go to Deadside : Marrow Gates. At the beginning of the level, go to the left and climb up the blood waterfall. Go through the Shadow level 10 Coffin Gate and the "Secret Activated" message will appear.

Invisible man :

Go to London Underground via Jack The Ripper. Go to the middle stall in the women's bathroom and the "Secret Activated" message will appear

Disco mode :

Go to the Cathedral Of Pain and drop down the shaft into the Marcher lava. Go on the top of the spinning blades, then

find your way to another shaft that goes down. Drop down and the "Secret Activated" message will appear as you fall.

Shotgun head mode :

Go to Temple of Prophecy (Marcher) and enter the "Flambeau maze". Find your way to the center of the room on the ground level and the "Secret Activated" message will appear.

Hint : Nettie bleeds :

Go up to Nettie. After she tells a story of your journey or fate, approach and shoot her. To see her bleed, press **Snipe** then look down at the bottom part of her clothing. You will see a sprinkle of blood coming out of her.

Shenmue Chapter 1 : Yokosuka

Full pause screen :

Pause game play, then press **Y + X**.

Hidden artwork :

Place any of the three game discs in a PC compatible CD-ROM drive to find high resolution .BMP files in the "omake" directory.

Hidden audio :

Turn on the Dreamcast with no disc inside. When the system screen appears, go to the CD player. Insert any of the game discs. When the Shenmue disc loads, play the CD to hear the Shenmue voices tell you the dangers of putting a Dreamcast GD-ROM in a CD player. Each disc has a different voice. Disc one has Ryo talking, disc two has Fukusan, disc three has Chai, and the passport disc has Nozomi.

70 Person Battle :

Successfully complete the game and save the Clear Data to unlock "70 Person Battle" on the options screen. Disc 3 must be in the Dreamcast in order to play this mode.

Real weather :

Successfully complete the game and save the Clear Data to unlock "Magic Weather" on the settings menu in the options screen. This option allows the weather in the game to match the actual weather on that date in 1986 and 1987 in Yokosuka.

Hint : Defeating Chai :

To get more energy while you are fighting Chai in the second battle, run away from him until he starts to follow you. Then, press **Down + A** to do a back kick to get easy hits on him. However, you have to keep fighting instead of running because Ryo will stop and Chai can get free hits on you.

At Bunkado Antiques, purchase the move "Crawl Cyclone". Before dueling with Chai in arcade battle, set the move to **R**. During the battle, do nothing but press **R**. Chai will not be able to hit you in this low attack -- it is also a medium powered move that strikes in all directions.

Hint : Antique store : Moves :

There are many good moves that can be bought at Bunkado Antiques. The price ranges from 500 to 3000 yen. All should be purchased.

Hint : Arcade : Reverse control configuration in *Space Harrier* :

If you prefer reverse control configuration (down and up are switched), hold **A**, **X**, or **Y**. "Up input is down" should appear below the number of credits. Press **Start** to play the game with reverse control.

Hint : Casino : Better slot machine chances :

Go to the Lapis fortune teller and choose gamble for your fortune. She will give you a lucky number. Go to the Slot house and find the slot machine with your lucky number on it. You should win approximately 70% of the time.

Hint : Harbor : Warehouse number 8 :

To complete Warehouse number 8, enter the warehouse then focus on the Chinese plate and the intermission sequence will start.

Hint : Harbor : Easy money :

After getting your job, on the second day of work move all the boxes to Warehouse 3 as normal. When the shift ends, do not go to the back of Warehouse 17. Instead, play darts or practice your moves to waste time until Ryo says it is time to go home. When you wake up the next morning, you will have the same work day over again. If you made quota the previous day, you will get paid more money for the same job. This can be repeated yet again.

When trying to sneak past the guards in the Old Warehouse district to find Master Chen, intentionally get caught. The game will resume at the same location the following night, with your 500 yen allowance already added. Since this does add one more day to the game calendar, it cannot be done indefinitely, but is a quick way to rebuild your money total.

In the Japanese version of the game, take your 500 yen from the table and leave the house. Return to the house and enter your room. Leave your room and 500 more yen will be on the table.

Hint : House : Shadow Reaper move :

Go to Fuku-san's room. On his desk, above the lamp, is the instructions for the Shadow Reaper move.

Hint : House : Twin Blades move :

Go to the fathers room. At the back will be a door, go through it. You will then be in a double dead-end hallway with no light. Turn left, go to the end, press **R**, and look down. There is a clothes basket there. Open it and you will find the instructions for the Twin Blades.

Hint : House : Sega Saturn :

In the room directly across from Ryo's room is a Sega Saturn underneath the television. You must get it out of the cabinet. You need to get games to play it. Go to the Tomato Convenience Store or Harbor Lounge. While you are there, buy either some chips, chocolate, caramel, or a cassette tape. You will then be asked to pull a raffle ticket. Keep trying until you get the #2 prize and can choose either *Space Harrier* or *Hang On*.

Hint : House : Get to the basement :

Get the sword handle at antique shop. Then, in the dojo, move the two curtains with messages on them and look behind them. Put the sword handle in the wall. Go to your father's room (with the letter on the desk) and look in the drawer on the desk. Open the box, and the key will be in there. Go to the dojo with the key and unlock the chest on the floor for the sword. Place the sword in the wall next to the sword handle and the door will open. You will need a flashlight to walk in the basement. You can get one in the house in the left shelf at the entrance or buy one at the Tomato Shop for 500 yen.

Hint : House : Get the Phoenix mirror :

In the hidden Dojo basement, go to the table next to the big mirror. Search the floor around the table in first person mode until you find scratches on the floor, then press **A**. Ryo will push the desk away, revealing a hollow spot in the wall. Ryo

will need something to break open the wall. Get the ax at the end of the room and use that to break open the wall. You will find the Phoenix mirror behind the wall.

Hint : House : Learning the secret scrolls :

There are two secret scrolls that can be found in the Dojo on Discs 1 and 2 that are in Chinese. The first is behind the frame. Zoom in and press **A** on Disc 1 or 2. Ryo cannot reach it -- zoom in on the stool to the right of him. He will stand on it and will look behind the frame to recover a mysterious scroll. After you discover the basement behind the wall in Disc 2 while looking for the Phoenix Mirror, you will discover the Stab Armor scroll on a shelf to the right side of the room. Once you enter New Yokosuka Harbor, find the phone booth after breaking into Warehouse 8 and meeting with Master Chen. Dial 61-5764 and a man named Chin Taijin will answer. If he answers saying "Chi chi", choose the right option, then the left. If the man laughs, choose the left option, then the right. He tells you to meet him near Warehouse 8. He will reveal what the Stab Armor scroll is. You can then learn repeat the process for the other scroll. He tells you that he cannot understand and that only the master and the actual person who receives the scroll would know the true meaning, and that it is in the form of a song.

Hint : House : Flashback scenes :

For a flashback scene, go to the kitchen and look at the food on the table on the first day. For another scene, go to the Dojo on the first day and look at the calligraphy above the west wall.

Go to the Dojo, however instead of going inside of it, walk under the cherry tree.

Hint : Tom's Hot Dog stand : Listen to songs without draining batteries :

Go to Tom's hot dog stand at Dobuita or the Harbor. His music should be playing in the background. Open the inventory and examine the cassette player. You can play your cassettes without draining the batteries.

Hint : Tomato Convenience Store : Better raffle chances :

Use the following trick to get a winning raffle at the Tomato Convenience Store about 80% of the time. Go to the Tomato Convenience Store in Dobuita. Buy a caramel, chocolate or potato chips to get the chance to choose a raffle ticket. To win most of the time, wait until you hear those swishing sounds five times, then press **A** at the end of the fifth swishing sound. **Note** : Do not wait until the "A" button appears on the screen before you start counting -- begin the count from the first time you hear the sound before the "A" button prompt appears.

Hint : Guaranteed pool shot :

When you play pool in Disc 1, move three spots to the right.

Hint : Practicing moves :

Practicing moves can change many things about the move, such as growing stronger, getting wider ranges, having a quicker execution, and even changing how it looks. Most moves change at moderate level and grow stronger as you master them.

Hint : Arm Break Fire move :

The Arm Break Fire move is the strongest move in the game. To execute the Arm Break Fire move efficiently and easily, parry until Ryo is squatting and an enemy is punching at him. Immediately after the final punch is thrown, do the button commands or press **R** (if set to the move). If done and timed correctly, the reward is great.

Hint : Twin Swallow Leap move :

The easiest way to train the long lasting and awkward Twin Swallow Leap is to go to Sakuragaoka Park. Enter (while in

practice/training mode) either the swing set area or up against the wall at the entrance of the park facing the swing.

Hint : Parrying :

The best and easiest way to parry is to keep tapping **Y** until you knock an opponent off-balance, leaving you some attack time and space.

Hint : R button command :

The simplest way to perform very hard moves is to set them to the **R** command (while in the moves scroll/all moves, press **A** on selected move). From now on, just press **R** to complete the hard move. Also, with some moves, you can create never ending, effective chain moves.

Hint : Secret barrel kick technique :

When you press **Y + A**, a barrel kicking specialty appears.

Hint : Rare Gacha Gacha item :

Go to the Harbor Tomato convenience store and go to the vehicles (machine #5). You can get a Dural Gold Hang No 6.

The Dreamcasko toy capsule from one of the Gacha Gacha machines is a person with a Dreamcast on their head.

Hint : Toy Capsules :

Toy capsules should be purchased. They are not entirely useless. The game makers have officially announced that there will be a place to sell them in the sequel.

Go to a toy capsule machine and start buying them. After a few times, you may get Sonic or other characters.

Hint : Winning Cans :

If you get a winning can you can use it on the PassPort disc to get characters from the game for your VMU.

The following trick can be used to get a winning can, but only on the first day. Leave the Hazuki residence and buy a soda. Choose the third soda to the right. It is a winning can. Then, go left, then left, until you get all three cola cans. Then, go to the canned coffees. Choose the first one to the left, then the next. Then, choose the blue soda, then to the left, and so on until it is a plain can.

Hint : Ferrari F355 Challenge reference :

Play Disc 3. You will have to play a mini-game where Ryo use a motorcycle to save Nozomi. The song during the mini-game is "Scarlatto", one of the main songs from *Ferrari F355 Challenge*.

Glitch : Fly :

Go towards where your friend with the yellow jacket lives and go up the stairs. Wait in the middle of the flight of stairs until someone is coming down and someone is going up the stairs. You will become stuck. Keep moving around, and you should walk out on to the air. **Note** : This works best at night. You cannot use it to get to hidden areas and is difficult to do.

Shenmue 2

Full pause screen :

Pause game play, then press **Y + X**.

In-game reset :

Press **Start** + **A** + **B** + **X** + **Y** during game play.

Zoom the map :

Press **R** + **B** to enlarge the map.

Hidden artwork :

Place any of the game discs in a PC compatible CD-ROM drive to find high resolution .BMP files in the "omake" directory.

Sega Saturn FMV sequence :

Successfully complete the game and allow the credits to complete. An FMV sequence showing *Shenmue* under development for the Sega Saturn will begin.

Hint : Free rent :

When staying at the "Come Over Guest House", the rent is \$38 per night. To avoid paying, do not pay it in the morning then stay out until 11 o'clock.

A very simple way to avoid paying at the Come Over Guest House is to walk all the way to the side of the stairs. Walk as far away from the clerk as possible to go to your room, or going outside.

Hint : Easy money :

Use the following trick on the first two discs for easy money. Go the worker's pier and move crates. When you shift is done, leave then go back in. You can do this three to four times in one day.

Go behind warehouse #8 on Fortunes' Pier (the one with the red doors). There is a set of Lucky Hit tables there. Choose the second table from the left. The board features a tiger with wings, and the bet is \$20 to win \$60. You should drop the marble fairly close to the left side of the table and win about 60% of the time. You can easily make \$1,000 in a day.

Go to warehouse #8 after work. Win until you have \$50, then go to warehouse #13 and win until you have \$100 or more. Go to warehouse #10. When you are asked to place a bid, choose the one with 4 times (the bottom one), but do not press **A** yet. There is a turning triangle in the bottom right. Wait until it turns to a straight line, then press **A**. You will win most of the time. It is possible to win over \$13,000 after one hour of playing.

To safely make a lot of money, save before you gamble. If you lose, use the in game reset then reload your game and try again. The best places to use this tactic are Wan Chai : Roll it on top, Lucky Charm Quarter near Three Blades street; Kowloon : Big or Small, Old Government Building, Dim Sum Quarter (Go through the underground walkway).

To save money on Disc 1, because you will be robbed go to a peddler on the street and spend all of your money on Zippo lighters. When you get robbed, you will only lose 16 yen. Later, after getting your room at the Come Over Guest House and your first day of work, go to the Pawn Shop. Pawn off your entire collection of characters, toys, and lighters (except for one). You will make 295 yen back, and thus 40% of your money (losing only 205 yen). This will help you survive the cost of boarding until you get past Disc 1. **Note** : You need to keep at least one Zippo lighter for an event in Disc 2 when you and Shenhua are in the cave, in order to see.

To make money in Kowloon, just go to the acrobat style fighter. Run at him and when "B" appears at the bottom of the screen, press **B** to throw him. He will automatically lose all his health and you will have won the fight. You win more

money every time.

If you are able to exit and enter the Beverly Hills Warf part, there is a challenge there where you will receive money if you knock a "wild man" out, who will not fight back at all. You get five tries and three minutes of time. The best move to use on him repeatedly would be the Brawling Uppercut, which you get from Delin at the docks, if you work there moving the crates enough times. The first time you knock him out, you will get \$10. It increases by \$10 each time and stops at \$50. His level of toughness starts at 1 and each time you knock him out it increases by 1. Using the Brawling Uppercut, you may be able to go beyond level 10.

Go to a place where you can gamble. Save your game, then play the gambling game. If you lose, reset the game then load the same game file. If you win, save the game. Repeat this to get as much money as needed. **Note** : In some gambling places you can double your bet each time you play. This is a good way to make a lot of quick money.

Go to the Lucky Charm Quarter and look around for a old man sitting behind a table with a big bowl in front of him. There are usually two to three men at the table, not including the old man behind the table. Save the game when you get to the table. When there is a spinning upside down triangle on the X button icon, press **X**. The minimum amount of money you can bet is \$5 and the maximum is \$100. Keep betting \$100 and save every time you win.

Hint : Get most from money :

When you first start the game, spend all the money you have before getting your bag stolen by Wong.

Hint : Defeating the big fat man :

When you are fighting on the 40th floor of the Big Ox building, you will meet with a big fat man. To defeat him, use the basic kick and punches (mostly punches). Powerful moves take too long to complete, leaving it easier for him to make his moves. Grabs will not work against him because he is too big. Continue landing punches and kicks on him as much as possible, and listen to Wong and Joy when they let you know when to watch out for his grabs. At this point, duck and get away from his powerful throws.

Hint : Defeating the Kowloon man that always blocks and dodges :

First, make sure you have different guards. For example, if your high hand is the left then make sure his high hand is the right. Press **Kick** and if he blocks, wait about four seconds then press **Guard** and quickly do the Iron Palm move. This works most, but not all of the time.

To defeat the blocking man in Kowloon, wait until you hear him grunt, then immediately press **X, Punch**.

Hint : Defeating the man in the Phoenix building :

There are two good ways to defeat the man in the Phoenix building. Keep repeating Hind Blow and most of the time press **Guard**. The second way is to try to go to his back and press **Punch** three or four times. Keep repeating this to win.

Hint : Defeating Yan Ren :

After you learn Brawling Uppercut, go to the battle against Yan Ren (the wild man in Kowloon). Position yourself between him and the edge of the ring with enough room to be able to use Brawling Uppercut. Keep repeating this to defeat him.

Hint : Related family Gui Zhang and Joy :

When you have to listen to the last tape to find clues, fast forward to the very last part to hear a conversation between Gui Zhang and Joy. They will talk about Ryo.

Hint : Fortune teller in love with Ryo :

When you get off the boat, donate money. Get the winning can and blue and red forklifts from the free stay lodge. Then, go and talk to the fortune teller. Talk to her once more and she will say some things about you chasing a black dragon. She then says that she is in love with you.

Hint : Hidden word :

Turn around the picture of Ryo's father Iweo with the other person who might be Lan Di's father when you are looking at it. You can see the word "Bali" on the back.

Hint : Comics :

The comics show part of the plot. In the Xiyuing and Ziming comic, it shows characters from Shenmue 3. In Ryo and Chai, it shows what takes place just prior to arriving in Hong Kong. In Guizhang and Joy, it shows the phone call as can be heard on the tape recorder and how Joy and Guizhang met. In Wong and Ren, it shows a random day in Wong and Ren's life.

Hint : Tiger Swallow technique :

Master Baihu has the Tiger Swallow technique. which is the same technique that Lan Di uses. Baihu is easy to defeat.

Hint : Wan Chai : Secret Toy Capsule locations :

When you first start the game, go into the Freestay Lodge. Go into the left corner of the room and find a blue forklift on the bed. There is a winning can beside the bed on a shelf. Inside it is a ferry. On the right of the shelf is a desk with a flier (which you can take). Under the flier is a drawer with a red forklift in it.

In Latest Electronics Emporium (Electronics Street) which can be found in Lucky Charm Quarter is an AM2 Machine and Virtual On Machine.

Hint : Kowloon : Secret Toy Capsule locations :

In the God Of Wealth Building (go through Ghost Hall Building) on the tenth floor, there is an AM2 Machine.

In the Thousand White Building there are three Dural Rooms (Gold, Silver and Bronze; Gotcha Stands). For the Dural Bronze Room, go to the eighth floor. Many items can be found here. For the Dural Silver Room, go to the tenth floor. Dural Silver can be found here. For the Dural Gold Room, go to the twelfth floor. Dural Gold can be found here.

Hint : Kowloon : Powerful fighting scroll :

After you get all your money from fighting the three fighters, go to the Thousand White building. You will see the knife shop, and directly across from it is a weapons shop. Go there. When you arrive, there is a shelf by the old man with the scrolls on it. Buy the the fanciest and most costly one there to get the Tiger Swallow technique.

Hint : Yu Sazuki's signature :

Remain idle at the "Press Start" screen until an FMV sequence begins. It will tell you about Ryu's destiny. When it finishes, a screenshot of Yu Sazuki signature will appear.

Hint : Afterburner : 100 missiles :

Play *Afterburner* in an arcade and get to level 3. Press **Left** + **X** to get 100 missiles.

Hint : Shenmue reference :

When battling Master Baihu, the music in the background is from the original *Shenmue*. It is the sounds you hear whenever Chai is around.

Shikigami no Shiro 2

Chibi Fumiko :

Highlight the Shiki-2 version of Fumiko at the character selection screen and press **Right**.

Tokyo Xtreme Racer

Note : This game is also titled Shutokou Highway Battle.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Honda S2000 :

Defeat the all cars from The Four Devas team at the end of quest mode to successfully complete the game. The Honda S2000 may be purchased at the car shop in the next game. Additionally, the Rival 138-141, Type-515, and Type-AP1 cars will be unlocked.

Porsche 930 :

Unlock the Honda 2000. Defeat the other death cars in quest mode and successfully complete the game. The Porsche 930 may be purchased at the car shop in the next game.

Porche 944 (head Boss) :

Race and win 200 quick races in a row to unlock the Porche 944.

Display full speed in Quest mode :

Press **Y** at the "Assist Shifting" menu. A sound will confirm correct code entry. The player and opponent car can reach full speed after a win or lose battle in quest mode. The top speed attained in a certain quest mode race will be displayed.

Enable rival pointers in Quest mode :

Press **L** or **R** at the "Assist Shifting" menu. A sound will confirm correct code entry.

Alternate replay view :

Hold **L + R** and press **A** to select the "Replay" option at the post-race screen to view the replay from behind your car.

Avoid a loss record :

Press **Start** and return to the main menu if your car is going to lose the race. The game will not mark your opponent as the winning car.

4 Devas car(s) :

Once you have defeated a 4 Deva, you will be able to purchase his/her car in the shop.

Secret paint schemes :

Crimson Demon Skyline (Japanese version)

Defeat every car. Buy car type-R34 (it will be unlocked after completing the game). Pick the Japanese symbol ten spaces to the right. Type in **dot-1-3-8**. A sound will confirm correct code entry.

Flaming RX-7 (Japanese version)

Defeat the Midnight Cinderella. Buy car type-FD and do not change any of the letters for the license plate. Enter **dot-1-3-5** as the license plate number. A sound will confirm correct code entry.

North American version cars

Defeat every Deva and Devil. If you want one of their secret paint schemes, enter **D** at the end of the name. For example, if you want the Midnight Cinderella's paint, the name would be **Type-FDD**. *Note* : This trick does not work for the NSX's flaming paint scheme.

Striped Supra (Japanese version)

Defeat Exhaust Eve. Buy car type JZA80 and pick the Japanese symbol that is three spaces to the right. Enter **dot-1-3-9** as the license plate number. A sound will confirm correct code entry.

Free car (Japanese version) :

Earn enough money to purchase the desired car. Press **Y** when selecting a license plate number to get a random selection. If all numbers turn out to be "7", that car will be free. Press **B** for another attempt if those numbers did not appear. Answer "No" when asked if you want the car to start again.

Soundtrack :

Start the Dreamcast without a disc to access the audio CD player. Insert the game disc and play tracks two and above to hear music from the game.

Hint : Gain battle speed :

Go to "Settings" in your garage and change the gear ratios. This will allow you to go 263 mph. Keep racing rivals going 263 mph and your battle speed will gain to 219 or 215. It does have to be 249 to race Last Flight (Wanderer). Just find him with about 200 battle speed.

Tokyo Xtreme Racer 2

Note : This game is also titled *Shutoko Battle 2*.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Instant victory :

After the 3-2-1-Go countdown, immediately hold **L**, hold **R**, then press **A** on controller two while keeping those buttons held.

Alternate instrumentation color :

Hold **Start** and press **A** at the "Shift Assist On/Off" screen. The speedometer, SP meter, and map will be green.

Turn off rival tags :

Press **Start** to pause game play, then press **B + L**. The "R" tag marking rivals will no longer appear.

Turn on non-rival tags :

Press **Start** to pause game play, then press **B + R**. Non-rival cars will appear with a yellow tag with an "O" above them.

Choose your rival :

Go to the where all the Rivals are located, and find the one that you want to defeat. Then, hold **A** and press **Start**.

Race against Zero :

To race against the original Boss of *Tokyo Xtreme Racer*, race for at least 365 days. Drive on Wangan Line South and he should appear. He is driving a Porsche 911 Turbo in dark purple.

Race against Rainy Day :

Have a car with 3000 Odo (US), and have only that car in your garage.

Race against Restless Angel :

Have 1,400,000 CP then appear at the Dibia Line. She is driving a Blue Lancer EVO.

Race against Race Queen :

You must have a total of 50 cars in your garage. *Note* : To do this you cannot buy any more cars unless you sell some.

Keep garage mode :

Defeat the Last Boss to unlock the "Keep Garage Mode" option in quest mode. *Note* : You will get 100,000,000 CP to use in this mode.

Hint : Different Zone and Middle Bosses :

Go through game with a different class car, and different Bosses will race you. For example, Class A is "Phantom Racer", Class B is "Hot Dog", and Class C is "Hard Riff".

Hint : Hidden BMW M3 :

Race "The Road Of Justice" gang without losing once or drawing to a single member. A Black M3 will race you.

Hint : Hidden Datsun Z :

To get the modified Datsun Z beat the "Last Boss".

Hint : Special ending :

Defeat all 372 rivals.

Hint : Restart with 1,000,000 CP :

Beat the rival named "???" then pick the option to restart the game from the beginning. You will start all over, but will have 1,000,000 CP.

Hint : Unlocking different rivals :

To race different rivals, lose once, win all, or draw to all members in that gang. With some gangs such as "Rolling Guy", you have to defeat all of them, but others such as "Highway Outlaw", all you have to do is win or lose (there is no draw rival).

Hint : Get all of the Highway :

Depending on what class car you are using you will face a person who will unlock a huge section of the track. If you are using a Class B car you will face "Purple Comet". He drives a purple R32 Skyline GT. If you are using a Class A car, it will be "White Phantom" in a white RX-7.

Hint : Stop car in garage :

Press **B** and your car will stop moving. This allows you to look at your parts better.

Silent Scope

Professional Challenge mode :

Hold **R** at the mode selection screen and highlight "Training" or "Arcade". Keep **R** held and press **Start**(4). The sound of a gun will confirm correct code entry. The aiming ring and enemy markers will be disabled in this mode.

Night Vision Challenge mode :

Hold **R** at the mode selection screen and highlight "Training" or "Arcade". Keep **R** held and press **Start**(5). The sound of a gun will confirm correct code entry. The game will begin at night and require the Night Vision scope.

Professional Night Vision Challenge mode :

Hold **R** at the mode selection screen and highlight "Training" or "Arcade". Keep **R** held and press **Start**(6). The sound of a gun will confirm correct code entry. The game will begin at night, with no aiming ring or enemy markers.

Mirrored levels :

Press **Left**(2), **Right, X, Down**(2), **Up, Y, Up, Right, Down, Up, Left, Down, X** at the mode selection screen. The sound of a gun will confirm correct code entry.

First person view :

Press **Up**(4), **Down**(4) at the mode selection screen. The sound of a gun will confirm correct code entry.

Disable aiming ring :

Press **Right**(3), **X** at the mode selection screen. The sound of a gun will confirm correct code entry.

Disable enemy markers :

Press **Right**(4), **Left, Down, Up, Right** at the mode selection screen. The sound of a gun will confirm correct code entry.

Disable scope :

Press **Right, Down, Right, X, Right, Down, Right, X** at the mode selection screen. The sound of a gun will confirm correct code entry.

Love mode :

Press **Left, Right, Right, X, Y** at the mode selection screen. The sound of a gun will confirm correct code entry.

Turbo mode :

Press **Down, Y, Up, X, Y, Down, Right, Down, Right, X, Y** at the mode selection screen. The sound of a gun will confirm correct code entry.

Night mode :

Press **Up, Right, Down, Left, Up, X, Y** at the mode selection screen. The sound of a gun will confirm correct code entry.

Hidden mode :

Press **Right, Down, Right, X, Up, X**(2), **Y, Down, Right, Down, Right, X, Y** at the mode selection screen. The sound of a gun will confirm correct code entry.

Convert health to time :

Pause the game in arcade mode, then press **Up**(2), **Down**(2), **Left, Right, Left, Right, A, B**. The sound of a gun will confirm correct code entry.

Convert time to health :

Pause game play in arcade mode, then press **B, A, Right, Left, Right, Left, Down**(2), **Up**(2). The sound of a gun will confirm correct code entry. Five seconds from the timer will be converted to one half of a life. This code can be repeated.

Alternate controls :

A Dreamcast mouse can be used to aim. Press **Left Mouse Button** to shoot, **Right Mouse Button** to toggle your targeting recital, and **Thumb Button** to pause game play. The **Scroll Wheel** will scroll through the menu options.

100 Challenge mode :

Successfully complete all nine Outdoor Shooting Range challenges to unlock 100 Challenge Mode.

Extra options :

Successfully complete the game under any difficulty setting to unlock a real time window and up to 8 health in the options menu. Alternately, accumulate over two hours of game play.

Successfully complete the game more than twice under any difficulty level to unlock infinite credits in the credit section of the options menu and +30 in the time limit section. Alternately, accumulate over three hours of game play to unlock the +30 time limit and over five hours for the infinite credits.

High score censor :

Enter **JAP**, **FUK**, or any other potentially offensive initials and they will be changed.

Hint : Extra life :

At the start of story mode in the second wave, a pool will appear randomly on one of the smaller buildings. Use your scope to zoom in on the pool and look for a woman in a bikini. If done correctly, instead of your regular scope it will be a pinkish red heart and you will gain an extra life. This also can be done on the highway level by looking for a pink car.

Hint : Extra points :

Shoot an enemy's gun to get 1000 points.

Hint : Highway level : Easy kills :

When on the highway level, instead of aiming for the men in cars, shoot the tires to kill them all at once. Repeat this at the Boss.

Shoot at the driver to make the car spin out of control, killing everyone onboard the vehicle.

Hint : Rescuing the President : Lights out :

When rescuing the President from the enemy base, choose to parachute in and shoot out all the lights at the bottom so they cannot see you.

Hint : Rescuing the president : Lead terrorist :

To successfully complete the game you must shoot the lead terrorist in the boat directly in the head. You only have one bullet left. If you miss, you will lose and have to start again.

Silver

Extra items :

Allow the opening sequence to complete. Enter the options screen and select "Preferences". Hold **A** and press **B(6)**. Start a new game to get extra food, potions, and weapons.

Hint : Web Of Death :

Go to the menu with all the equipment and put on the Web Of Death. Then, hold **A**. You have to wait about five minutes for it to recharge after every use.

Hint : Ring of rocks :

Go to Verdante passing David's house. Take the path leading to the right. Take the northern path next, then you will reach a ring of rocks that will replenish one of your character's life.

Hint : Teddy bear :

A lady will give you a teddy bear from the City of Rain, pleading for you to find her long lost son. You will find her son in a jail cell in the prison of Chains.

Hint : Cursed Dubloon :

A man at the tavern in Rain will give you the "Cursed Dubloon" that the Boatmaster wants in payment for you to reach Thaddeus.

Hint : Haven Cave :

You will need a torch to enter the cave in Haven to see what is "growling" inside.

Hint : Extra gold :

Before entering Othias's castle in the City of Rain, you will encounter little creatures with at least one or two bags of gold. You can go back and fourth every so often to load up on gold after destroying them.

Skies Of Arcadia

Note : This game is also titled Eternal Arcadia.

Hidden artwork :

Place either game disc in a PC compatible CD-ROM drive and open the "master01.bmp" file.

Hidden audio :

While the game was in development, the game programmers wanted to implement speech. However in the final version, the speech was not included. The speech was only in the battle system. Use the following steps to hear the voices that they were going to use. Turn on the Dreamcast with no disc. When the system screen shows up, go to CD player. You will see there is no CD when you go in the CD player. While at the screen with the CD Player controls, insert either game disc. When the disc is loaded in the CD player, the Skies of Arcadia CD will appear. Select "Play" to hear the hidden audio.

Hint : Finding Gordo's bar :

Go to map square E4.

Hint : Finding Glacia :

To find Glacia easier, look at the lands of ice. Most of the ice is white, but within the white ice is one light blue area. It is over the mountain when you discover the lights in the sky -- go to the other side of where you are now (over the mountain). In that side alone, look for a light blue area in the ground containing a city frozen in ice. **Note** : This is very hard to find because none of the tips of the buildings in the city emerge from the ground.

Hint : Getting items from Ilchymis :

After finding Ilchymis, you can have her on your ship. Return to Crescent Isle, so that you can give her some money. She will build a boutique for you. The next time you return to Crescent Isle you will be able to buy items from her. From now on, buy all the items she has and give them to your party members and to Vyse. After the first session of buying things for your party, go outside then return back in again. You can now buy the same items. Once again, load up your party then get out. Repeat this as many times as needed. Check the menu to see if you have 99-9999 of items on your party members. Go into a ship battle or ordinary battle with these skills. If the enemies will shoot a magic spell on your team, the points will be 0 and you cannot take much damage.

Hint : Secret Aika FMV sequence :

When you begin the game and pass the part with Alfonso's ship, return to your island. Get out of the underground base of Pirate Isle. Aika will say that she needs to freshen up a bit. Go to her house, then face towards the door. Go all the way to the left left until you see a clothesline. In that one corner you will see, pasted on the wall of that house corner, a handkerchief. Inspect the handkerchief and you will see a hidden FMV sequence of how Aika looks with her hair down.

Hint : Secret specials :

You need the Delpinus and at least 5 crew members to get these specials. Get your SP (spirit points) in battle to full and a crew SP icon will appear next to the item. This enables all of your active crew members to attack. Repeat these steps to get another special. You need all 4 people alive for this. This one combines the strength of all 4 people, and is the strongest special in the game.

When Vyse has his own ship, he is able to look for 22 crew members but you need at least 5 to do this. When you get 48 spirit points in battle (not ship battle), you can choose to use the Crew Special. It is the strongest in the game, depending what crew you have active -- they can heal you as well as attack the opponent.

Hint : Specials :

Get Fina's regeneration special as soon as you can. It will help you when fighting tough Bosses. Also get Vyse's Skull Shield and Aika's Magic Shield specials, as most of the times the enemies will try to attack you or use magic on you. Keep in mind that some attacks cannot be blocked.

Hint : Easy ship battles :

When you get the Valuan battleship and can get crew members, return to Nasrad to get the rich obese merchant to find special items.

Hint : Easy level up :

After you go through the Dark Rift you will be able to go back. After you finish off all the tasks and you have to go around the world, go back to the Dark Rift and go to the exit. You will see a large black Eloop which is stronger than Ramirez. Get into battle with it and automatically use Vyse's Skull Shield, Aika's Blocking Magic special, Drachma's Spirit Charge, and have Fina Focus. Repeat until you get the Prophecy crew special and use it. Keep doing this until it dies to get 7000 experience points.

Hint : Semi-invincibility :

If you have Vyse's Skull Shield, Aika's Blocking magic and Fina's Petrifying special, use them during battle. Most of the time you will not get hurt, and if you are lucky and Petrify your enemies, it will give you time to focus and hit them with your best attacks.

Hint : Easy item collection :

Use a VMU to play the Pinta's Quest mini-game to collect rare items and find Moonberries sometimes. Try using this method as soon as you talk to Pinta. It is also recommended that you do not trade with the boats in the mini-game, because you will not know what you traded (and it could be a rare item).

Hint : Velorium location :

You may have heard Ryu-Kan talking about something called Velorium. This is used to forge Vyse's best weapon. It is found in the Vortex (the place you found Fina's ship) after Soltis rises. Use the radar until you hit something, then look around. This may take some time due to the battles. When you find a piece (there are two down there, but you only need one. Bring it to Ryu-Kan and he will forge Vyse's best weapon.

Hint : Pirate Isle : Extra money :

Face Vyse's house, and to the left is a tombstone. Observe it closely to notice that it looks strange at the center. Press **A** next to it and the tombstone will open. You will be on the underground base in a special area. There is a treasure chest that contains some money there.

Hint : Cham locations :

1. Pirate's Isle : Go to the underground area. It is near the crane at the topmost area.
2. Shrine Island : It is on the third level down from the entrance.
3. Maramba : It is on the balcony of the inn.
4. Temple of Prynn : In the second hall with a falling boulder. It is in the center of the hall against the left wall.
5. Horteka : Just before the entrance to the airship area.
6. King's Hideout : Near the open silver pot.
7. Moon Stone Mountain : At the very first fork, turn left and search.
8. Moon Stone Mountain : In the first room that you can see below, cross to the other side via the left path, then get on the middle path and search near the trap panel.
9. Rixis Entrance : It is to the left of the statue where you placed the Golden Man's Eye (the left statue).
10. Rixis : In the area with several floating platforms, after crossing on the first, go up the broken stairs and search. It is at the top.
11. Defeat Gordo in the North Ocean.
12. Nasr : Automatic when you receive the paycheck at the tavern.
13. Daccat's Island : It is near the entrance when you go there with Aika and Fina.
14. Daccat's Island : In the room with several bridges on Aika's side, go to the treasure chest and cross the two bridges straight in front of you, then search.
15. Search at the top of the Sailor's Island lighthouse.
16. Nasrad in Ruins : Search below the fountain in the center of town.
17. Search the deck of the Delphinus.
18. Esperanza : Go down the ladder near the entrance of the main town area and search.
19. Yafutoma : You will find this cham on the right side of the city near the ferry dock.
20. Mt. Kazai : After the drop from the room with four passages, go down the passage until you reach a fork. Go South and search immediately for the cham.
21. Exile Island : Follow the path until you pass under a "roof". Then, go to the next circular area and search for a cham.
22. Crescent Isle : Search behind the building with the large cannon in it, underground.
23. Crescent Isle : Look near the flagpole in the upper part of the village.
24. Gordo's Bistro : Search near the barrels, Gordo's Bistro can be found in North Ocean near the top of the sky.
25. At the entrance of the Ruins of Ice.
26. Glacia : From the final save point in the dungeon, go south past an intersection and search at the end of the path.
27. Ilchymis' Island : Look down the stairs near one of the machines.
28. Hamachou Island : Download the second file from the Skies of Arcadia homepage via the Dreamacast Internet link. This island is located high in the sky above Dark Rift. Search around near the partying Chou to find the Cham.
29. Shrine Island - Part of Soltis : Once inside the area with many ring rooms, go to the last large room before the next area and go down one room. It is located here.
30. Soltis : Once in the area with all the teleporters, search each level for the final cham. It is there.

Hint : Abirik Cham locations :

1. Catch 10 Sky Sardis fish and give them to the merchant flying next to Horteka.
2. Go to Nasr once it has been destroyed. Talk to the old merchant who gave you the passport into Valua. He is in the weapon shop.
3. Keep going to the Kabal lady in Maramba and the tavern keeper in Esparanza until you have to find Gentum, Khale and Kabal to make some Kabal skewers. The Kabal can be found by going to Gordo's Bistro and talking to Gordo; the Gentum by going to the item shop in Nasr and buying it for 300 gold pieces; and the Khale is found on an invisible island called Spice Island, south-west of Yufatoma. It is also a Discovery -- watch your compass. Once you have got all these, keep going back and forth again until the tavern keeper gives you the final Abirik Cham.

Debug mode (Official Dreamcast Magazine demo version) :

Highlight "Skies Of Arcadia" at the main demo menu. Hold **L + R** and press **Start**. Keep **L + R** held while the game loads. While **L + R** are held, press **Start, A(3)** at the epilepsy warning screen. Release **L + R**. The message "CESA ROM Aug 8, 2000 10 :13 :12" will appear to confirm correct code entry. The debug menu will be in Japanese. Select the top option to access the scene selection screen. Change the default scene "103a" by pressing **L, R**, and the **D-pad**. Enter one of the following values to play the corresponding scene.

- 002x** : Beginning of mini-quest
- 002y** : Underground pirate hideout
- 002z** : First battle of consecutive four battle sequence
- 090a** : Game over screen
- 103x** : Final (Boss) island sequence
- 103y** : Sequence before mini-quest Boss
- 199a** : End screen for "Laws Of The Air Pirates"
- 199b** : End screen for consecutive four battle sequence
- 199c** : End of mini-quest screen, no subquests done
- 199d** : End of mini-quest screen, all subquests done
- 199e** : Game over screen (Vyse down)
- 199f** : Game over screen (Ship crashing)
- 199g** : End of airship battle screen
- 199h** : Ship and big fiery bird screen
- 202z** : Sunset FMV sequence from start of mini-quest
- 399a** : Ship battle sequence (first fight)
- 400x** : Start screen for "laws Of The Air Pirates"
- 401x** : Part four of "Laws Of The Air Pirates"
- 403x** : Part five of "Laws Of The Air Pirates"
- 404x** : Part three of "Laws Of The Air Pirates"
- 405x** : Part two of "Laws Of The Air Pirates"
- 406x** : Part six of "Laws Of The Air Pirates"
- 500a** : Ship battle sequence (first fight)
- 518a** : Ship battle sequence (second fight)

Slave Zero

Cheat mode :

Press **L + R + X** on controller two during game play in single player mode to enable invincibility and unlimited ammunition. Repeat this code to return to normal. Alternatively, press **L + R + B** on controller two during game play.

Toggle enemy AI :

Press **L + R + A** on controller two during game play in single player mode.

Toggle enemy AI and unlimited ammunition :

Hold **L + R + A + B** on controller two when the game is loading or starting.

Glitch : Invincibility :

Intentionally die just before entering the next level or section of the current level. The best place to do this is when you come across the third power plant on the first level, where destroying it will take you to the next level. Find where the nearest street to the third power plant is located. There should be a pit here. Turn your back to the pit and destroy the power plant. After it explodes wait for approximately two seconds then jump into the pit. If done correctly, the mission completed mission will appear followed by a message stating that you died. When the next mission starts, you will have no life, but will be invincible (except for falls). *Note* : Although the game will continue normally, you will not be able to save since you are considered dead.

Play the game in the first half of level 1. After destroying the first generator, keep going until reaching the door to second half. Go until you cannot move further, but press **X + Y + A** before loading sign appears. The dead sign will appear. Do not fire. The game load after that with 0 on energy. You now can fire, but will be invincible except for falls. However, you cannot save the game.

Sno Cross Championship Racing

Summer track :

Hold **R** and press **X, A, B(2), A, X** at the main menu. The screen will flash to confirm correct code entry. Select the Calgary track to race on grass.

Cartoon track :

Hold **R** and press **Right, Up, Left, B, Y, X** at the main menu. The screen will flash to confirm correct code entry. Select the Kiruna track to race with cartoon-style graphics.

Race an ATV :

Hold **R** and press **Up, Right, Down, Up, Right, Down** at the main menu. The screen will flash to confirm correct code entry. Select any sled to race on an ATV.

Race a Go Cart :

Hold **R** and press **Right(2), Left(2), Right(2)** at the main menu. The screen will flash to confirm correct code entry. Select any sled to race on a Go Cart.

All leagues, tracks, and sleds :

Hold **R** and press **Up, Y, Up, Y, Up, Y** at the main menu. The screen will flash to confirm correct code entry.

Demonstration mode :

Hold **R** and press **Up(3), Down(3)** at the main menu. The screen will flash to confirm correct code entry.

Soldier Of Fortune

Hint : Using the reticle :

When fighting enemies, pay attention to the reticle. If it sights red, you can shoot safely. However, if it sights green or

white, it indicates a hostage or a person that is on your side. Do not shoot; pass them and leave them alone. Some enemies can kill hostages if you are not careful. Do not worry about that, as you cannot save them all.

Hint : Using the nightvision goggles :

You cannot shoot enemies in the dark. It is impossible to see them. Use your nightvision goggles to light up any enemies in your area. You can still use weapons. However, remember that the nightvision goggles have to be charged, or wait awhile before they charge up.

Hint : Training :

If you are a beginner, play the training level to get tips. This will help when you go into the real missions. They are no guards with guns, and you can only shoot pictures of enemies.

Hint : Saving ammunition :

Use your knife to collect more ammunition for the other guns. By doing this, you can get full ammunition for every gun you have. If you are using a flamethrower in the later levels, use a short burst to conserve fuel. Use the magnum when low on gas canisters for the flamethrower. The rocket launcher packs serious damage. Use the primary fire button to fire a single shot. Shooting multiple times is a waste of rockets. You can use this gun on single armored foes or groups of enemies.

Hint : Tanks :

Assault transports such as tanks will not actually harm you during any mission that features them. They do not target you with their machine guns. Do not waste sub machine gun rounds on them. Its better to leave them alone.

Hint : Enemies with flamethrowers :

Watch out for enemies with flamethrowers. They cause massive damage to your armor. Shoot them with a heavy machine gun or a .44 Magnum. Watch the gray bar. Basically, your armor will deplete before the health bar starts to shrink when you are hit by enemies.

Hint : Defeating Sergei Dekker :

Before you encounter Sergei, collect everything, especially if you are low on heavy machine gun ammunition. Get ready for a massive fight. Shoot the enemies with the heavy machine gun. Once you killed them all, Dekker will appear. Use your heavy gun on him to kill him quicker. Ammunition boxes will appear and become collectable.

When you enter the room, get all the heavy machine gun ammunition. Once you kill all of his guards, restock the heavy machine gun ammunition. Go directly next to him and just shoot him nonstop. Do not let him enter the room he first entered from. If he does, you will be killed by the machine guns in the corners and on the submarine. Also try to aim for his neck. It seems to drain his health more quickly.

Sonic Adventure

Skip credits :

While the credits are scrolling, hold **L + R + B + A + X + Y** and press **Start**.

Faster Sonic spins :

Continuously tap **X** or **B** to spin faster.

Play as Super Sonic :

Complete the game using all six starting characters to unlock Super Sonic. Sonic will transform into Super Sonic after some time into the next game.

Jump over the train in Station Square as Sonic or Tails. You will find him on the other side.

Bonus NiGHTS area :

Drop in the top hole while playing in the pinball section of the casino level to reach another pinball machine. Place the ball into the middle hole to fly through a warp and reach an area based on NiGHTS.

Play as Tails :

Controller two may be used for Tails after he is obtained during game play in story mode. **Note** : Shields, invincibility and extra life boxes have no effect on Tails if collected. **Note** : If Tails goes too far away from Sonic, he will appear next to Sonic.

Play as E-102 Gamma :

Although E-102 Gamma explodes at the end of his adventure, it is possible to get him back. Complete his adventure, then reset the game and go back to his adventure after it is saved. You can play as E-102 all you want . However, it is always night except for on the Egg Carrier and in certain levels.

Full pause screen :

Pause game play, then press **Y + X**.

Hidden Puzzle VMU Game :

Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with Sonic Adventure in the drive. You will be able to play a hidden VMU game called Chao Puzzle on that controller when you start a game.

Alternate Twinkle Park Race views :

Press **Up** during the Twinkle Park Race level to change views.

Alternate snowboards :

Press **X** immediately before entering the snowboarding portion of the game to get a blue snowboard or **B** for a yellow snowboard.

Faster snowboarding :

When snowboarding, press or hold **B** or **X** to duck and go faster.

Hidden artwork :

Put the game disc in a PC compatible CD-ROM drive to find additional images from the game in the "extras" directory.

Hint : Clone characters :

Play through the game (with all the characters) until Super Sonic is unlocked. In Super Sonic's Adventure, go to the crashed island. You will see Knuckles and Eggman (Robotnik). After the FMV sequence, press **A + B + X + Y + Start**. Then, choose Knuckles. Return to the same place to find two Knuckles. **Note** : This also can be done with other characters.

Hint : Defeating the whale :

When on the whale stage(s), run over a speed ramp as soon as it appears. Then, do not press anything on the controller; the CPU will do the rest.

Hint : Defeating Chaos 0 :

Get The Ancient Light. Do the Light Speed Attack on Chaos 0 and he will be defeated with one hit.

Hint : Defeating Chaos 6 :

Wait until Eggman drops his freeze bombs. Then, use the homing signal to turn his bombs into eggs and throw them into

Chaos' mouth. He should freeze. When he does, attack him. Repeat this as many times as needed.

When playing as Knuckles, get the Fighting Gloves then go to the trial (if you have already completed the game). If you have not completed the game, you can find the Fighting Gloves behind Big's house -- climb the wall, then go right until you find a ledge. When you fight Chaos 6, freeze him, power up, then get close to him and release the button. Repeat this two times.

As Sonic, use the Light Speed attack on him. His health gauge will go down until only half is remaining. Do the attack a second time to kill him. As Knuckles, use the Maximum Heat attack on him.

Hint : Defeating Perfect Chaos :

When starting, get as many rings as possible. Then, go over one of the speed tracks to gain speed. Once you are glowing blue, speed straight for Perfect Chaos and you should hit him. Repeat this as many times as possible.

Hint : Hurt Perfect Chaos at less than maximum speed :

You can hurt Perfect Chaos without going top speed, although you have to be fast. Go onto the road and speed up. Stop moving during that until you are not in a Blue Shock ball, then quickly move into Chaos. If done correctly, you will hurt him without going at maximum speed.

Hint : Perfect Chaos face smash :

As Super Sonic, go to the fight with Perfect Chaos. Instead of hitting Chaos head on, go to either side of him. Try going into Chaos through his arm. If done correctly, Super Sonic will fly up and smash Chaos on his chin. *Note* : This does not do any more damage than the usual attacks.

Hint : More than one Gold, Metallic, or Black Chao with one memory card :

First, get a Chao that you want more than one of (whether it is the gold or silver). Then, bring the Chao to a Chao Garden and put it into your memory card. After it has saved, turn off your Dreamcast, then turn it back on. Go to the Chao Garden and take it out. Go back to the place where you got the Chao and repeat this until your Chao Garden is full or you do not want any more of them.

Hint : Super Sonic Chao :

Raise a Golden Chao and give him all the animals to make the Chao look like Sonic. The Chao should look like a Golden Sonic, which is Super Sonic. To make him like a real Super Sonic, raise all of his stats to 999.

Hint : Chao moods :

Heart : Happy

Swirl : Angry

Question Mark : Confused

Exclamation Mark : Surprised

XX over eyes : Angry

-- over eyes : Happy

Half Closed eyes : Tired

Waving Arms : Wants Attention

Flailing Arms : Angry

Hint : Silver Chao egg :

Go to the Mystic Ruins. Go to the water fall located in the middle of the Adventure Field. Push the stone that is jutting

out of the wall to the right of the water fall. A silver egg will fall from behind the waterfall and float to shore. When it hatches, a silver Chao will be born.

Hint : Golden Chao egg :

Go to the Station Square area. Then, go to the area when you fought Chaos for the first time. Look to the side of the City Hall entrance to find egg shaped rock. Take the rock to the building to the left from City Hall. Walk to the window to see a golden Chao egg. However, if you try to take it the front door will lock. Replace the egg with the rock and the door will unlock, allowing you to leave with the egg. When the egg hatches you will have a golden Chao.

Hint : Black and blue Chao egg :

Go to the Egg Carrier. Then, go the jail area where Amy was kept. In the cell next to where she was held is a black and blue egg. Step on the switch to open the door. Take the egg to the garden. When it hatches, it will be a dark grey and dark blue Chao.

Hint : Multiple Chao eggs :

Go to the cell next to where Amy was kept. Pick up the Chao egg and take it to the next room. Drop it down the hole in the middle of the whack a mole game. Go back to the room with the egg. There should be two of them. Pick up the one in the original location, take it to the whack a mole game, and drop it down the same hole. Return to the egg and pick up the one in the original location and there will be one under it. Continue to drop this down the hole and you will get multiple eggs.

Get an gold, black or silver egg and hatch it. Then, quit and go back to where you found the egg. It will be there again. You can repeat as many times as desired.

Hint : Iron Chao :

Your Chao must first be evolved. Mate a Gold and a Black Chao and hatch it. Only one out of three eggs will be iron.

Hint : Bronze Chao :

Your Chao must first be evolved. Mate a silver and black Chao and hatch it. Only one ne out of three eggs will be bronze.

Hint : Ruby Chao :

Mate a Dark and Hero Chao. It might take a while, but it will eventually appear.

Hint : Special Chao :

Collect at least 100 emblems to get access to a special section called the Black Market on the Dreamcast Network. A Special Chao can be downloaded from this area.

Hint : Get all five Chaos Emeralds with the Chao :

To get all five of the Chaos Emeralds that you can get with the Chao, you need to log on to the Dreamcast Network and go to the Chao Daycare Section. Download one of the Chaos that are 999 in all four categories. Return to your Chao Garden and race him in a Chao Race. He will leave easily defeat all the other Chao. Repeat this on all five races to get the five possible Chaos Emeralds.

Hint : Finding Emeralds quickly :

Emeralds are always in the same place when you go treasure hunting. Learn where the emerald shards are and you will

find them very quickly for the third mission.

Hint : Copy Chao :

Place the VMU with the Chao in socket 1 and the destination VMU in socket 2. Enter the Chao Garden, then leave the Chao Garden. After the "Now Saving" message, look at the data on the VMU. If done correctly, it will have Chao data. **Note :** The VMU will not have the Chao Game on it. This can be fixed by taking your copied chao out of the VMU, and putting it in the Chao Garden. Then, put the Chao back in your VMU.

Hint : Alternate Chao copying :

To copy a single Chao, you have to have at least one VMU and one memory card. You have to chose the memory card to save your game onto and not the VMU. Go into any of the gardens and pause game play. Then remove the memory card from the controller. Pick up the Chao you want to clone and put it into the VMU. After it is in the VMU, do not put the memory card back into the controller. Instead, just shut off the game so it cannot save it. When you start the game again, the Chao should be in the garden and in the VMU.

Hint : Copy up to 24 Chao at once :

Note : A mega memory card is required for this trick. Choose the game on the MMC with the Chao you want to copy (all twenty four in the three gardens). Go into any garden and pause game play. Switch the port on the back of the MMC to the game that you want to put the Chaos in. Caution : The copied Chaos will remove any of the other Chaos in the game you switched it to. After switching the ports, resume the game and exit the garden. After it finishes saving, you should turn off the game. The copying of Chaos does not affect the game itself, only the Chaos in the gardens.

Hint : Unlimited Chaos :

Get the Silver Egg, the Gold Egg, and the Black Egg. Then, go to the Chao Garden. It will save while you are going in. After you are in, put down the Chao then quit. Then go back into the game and go to the same place that you got that Chao Another egg should be sitting there. Repeat this as many times as needed.

Hint : Super Chaos :

There are four special evolutions possible for the little Chao creatures : the Sonic, NiGHTS, Alien, and the Dragon. After giving a normal Chao so many certain colored animals it will evolve into one of these. After the first evolution, keep giving it more of the same colored animals. Its new features will continue to grow. If you give it different colored animals, they will shrink.

Hint : Keep Light Speed light on Sonic in Chao Garden :

When you are in the Chao Garden, charge up Light Speed until Sonic says "Ready...!" but do not release the button. Go over to a Chao or Chao Egg and press **Y** to pick it up while still holding the Light Speed button. When you are holding the Chao or Chao Egg, release of the Light Speed button. You can now walk around with Light Speed without holding the button.

Hint : Sonic The Armadillo :

Go to the past when the Master Emerald altar is on fire. Move the camera so Sonic is facing the screen head on. In the red light, he looks just like Mighty The Armadillo from *Knuckles Chaotix* game on the Sega 32X.

Hint : Get Big The Cat early :

Play as Sonic in a new game and start the Windy Valley level. Go to Station Square and go outside to where the boat that leads to Egg Carrier is located. Big will be next to it. Walk up to him, press **Action**, and he will say "Froggy, where are you?". You will then have Big The Cat as a new character.

Hint : Sonic Stage 1 shortcut :

On Sonic's first stage, when you are propelled upward by a booster at the base of the level's highest ramp towards the end of the level, spin dash up to gain extra air. You should see a later part of the level. While falling, go towards there. If done correctly, you should make it, cutting ten seconds off your time.

Hint : Egg Carrier : Emblems :

1. In the pool room on one of the ledges.
2. Go in the rockets on the big circular platform. They will launch you into little boxes that will break. In one of them is an Emblem. You must be Sonic to do this. *Note* : You may need to transform the ship.
3. Go into Robotnik's office and press the switch that opens up his bed. *Note* : You may need to transform the ship.
4. On top of the big satellite dish. You must be Tails. *Note* : You may need to transform the ship.

Hint : Egg Carrier : Change shape :

Go to the Egg Carrier crash site. Go to the cockpit where you will find the switch. Press it and go outside. The shape will look different. If you want to get to the inside from the front of the ship, use the monorail or complete the Sky Deck stage. You only need to destroy the capsule. If you want to change the ship's shape again, do it in the exactly same way that you did it in adventure mode. The ship should be its normal shape again.

Hint : Casinopolis : Unlimited rings :

When you get to Casinopolis (level 3), go to the Night Pinball. Try to get five cards. You have to get one pair, two pair, three of a kind, full house, four of a kind, or five of a kind to get rings. *Note* : This is the best way to complete the level.

Hint : Casinopolis : Destroy the capsule within five minutes :

Go to Casinopolis as Sonic. To destroy the capsule within five minutes to collect the emblem for level A, when you enter the Casinopolis, go to either Sonic (blue) pinball or the Nights pinball. Once you go into one of the pinballs, when you have less than 100 rings (for example, 20 or 30 rings), fall into the hole three times down to the garbage (Dilapidated Way) and get 200 rings. After you climb up the ladder into the shower room, exit the room, and go to the vault room to store 200 rings. Repeat the process again to get the 200 rings. When you have the 200 rings and store it in the vault, it will equal 400 rings. You will destroy the capsule before five minutes to collect the emblem for level A. You can do this in adventure mode or trial mode.

Hint : Casinopolis : Take a shower :

Go to the Casinopolis zone as Sonic and enter the shower area. Get into one of the stalls and push against the wall to give Sonic a shower.

Hint : Casinopolis : Ring room :

Approach the little computer in front of the blue pinball machine in the Casino Metropolis. Press the "Talk" button in front of the computer. It will say "get 100 coins or less" and you will get a surprise.

Hint : Emerald Coast : More rings :

On Emerald Coast (level 1) go back when you are at the beginning, and then go to the right. You should find three capsules. Hit all of them and you will get 30 rings. When you are at the green hill around the middle of the level, do not go up it. Instead, go around to find three capsules. Break them all to get 1, 5, 10, 20, or 40 rings.

Hint : Emerald Coast : Sonic Super jump :

As Sonic, go to the Emerald Coast level. Go to where you find the second extra life capsule. Do a light speed dash into

the slope from behind. Sonic will jump very high and then fall to the ground.

Hint : Ice Cap : Stand on snowboard :

Get to the snowboard section. When you go really fast, press **Analog-stick Down**. Sonic or Tails will stand on the snowboard but still keep moving.

Hint : Ice Cap : Flying snowboard :

Jump immediately before the snowboard comes to a stop. If timed correctly, the snowboard will fly off in the distance.

Hint : Mystic Ruins : Knuckles' Maximum Fighting Gloves :

When you are in the area where Big's home and the Lost Ruins are located, use Knuckles to fly to the very back end of that location. You will see a small cliff. When you get off the mine cart, it will be directly ahead in the distance. Once on the cliff, you will see a glowing light. With the Gloves, you can do an attack much like Sonic's "Ancient Light", only with Knuckles.

Hint : Mystical Ruins : Extra life :

Tail's workshop is located all the way at the top of the mountains in the Mystical Ruins. Go to the very top and look around to find an extra life. Use the spin attack to zoom over and collect it.

Hint : Mystic Ruins : Emblems :

1. On a ledge across the way from Miles' workshop.
2. In mid-air between the Emerald Shrine and the cliff. You have to be Knuckles to get it.
3. In the tree by the mentally impaired cat's house.
4. In the jungle -- you will find it by accident.

Hint : Station Square : Emblems :

1. Above the train station entrance.
2. Very high in the air right above the spot where the Ice Cap key fell.
3. In the burger restaurant.
4. By the Town Hall, you have to be Tails. Whip your tails around the grassy area to uncover it in the same way you get the secret rings.

Hint : Station Square : Opening doors :

After you see the ID card for the big shed that you go to Speed Highway 6, go all the way back to where Knuckles has his first stage (Speed Highway 1). Go left to find an egg-shaped rock Use that rock in the store in Station Square with the Gold Chao Egg in the window. Take the gold one off the platform and put the rock on that same platform and the doors will unlock and open.

Hint : Station Square : Big gets hurt in sewer :

Once you start Big's level, you will end up in Station Square. Go towards City Hall and you will have to pick up a car and go into a sewer. When you get to the elevator, let Big's tail stick out of the door and he will say "Owch!"

Hint : Station Square : Poster of Station Square :

Play as Tails. The Jet Anklet also helps for the first part, but is not required. Go into the hotel at Station Square. Go up

the stairs and press the switch that opens the door to the room that Sonic gets his powerup from. Quickly fly into it. **Note** : This is the same method used to get Tails into Sonic's Emerald Coat. Next, press the button inside. While the doors are open, go to the metal strip in the floor between the doors and jump. Fly straight up and hold **L** or **R** until you land. If you do not hold one of those buttons, you will not be able to see. If you look left or right, you should see a road. You can land on it, Once there you can see posters of Station Square.

Hint : Twinkle Park : Huge bait :

Go to Twinkle Park with Big and start fishing. When the screen says "Hit!", press **L + R**.

Hint : All characters in Twinkle Circuit :

Go to Station Square then go to the entrance of Sonic and Tails Speed Highway. On the side of the building is a patch of grass. In it is a cart pass. It is easy to see. Pick it up and go to the park entrance. You can only go to Twinkle Circuit, not Twinkle Park.

Hint : Easy rings with Sonic :

When you are at Casinopolis, go to the slot machines and press **Jump** twice. This will make rings appear from the slot machines.

Hint : Easy rings with Amy :

Play through until you defeat Hedgehog Hammer. Go near some grass and do the Revolving Hammer Attack (**X** + rotate **Analog-stick**) Sometimes rings will appear.

Hint : Easy coins with E-102 in Adventure Field :

Go to Station Square and in the hotel, go up the stairs to the second floor. Stand at the very top step. Shoot your laser at the second button on the floor. Keep shooting to get coins.

Hint : Easy rings with E-102 :

When you complete the game, go to the Egg Carrier by taking the boat from Station Square or the lower level of the Mystic Ruins train station. The boat is available when Egg Carrier crashes. Go to the place where the pool used to be located, then jump, hover, press **X**, and release. If done correctly, you should get some ring capsule shot. There are some on top of the pool, by the emblem. The pool room is by the Golden bridge.

Hint : Easy coins with Tails :

Find a patch of dark green grass. Move over and stand on it, then twirl your tail around. A group of coins will appear out of nowhere.

Hint : Easy rings for Tails :

As Tails, fly up and ring the bell which appears around the halfway point of Speed Highway. About 40 rings will pour out of the bell.

Hint : Glide as Tails :

Tails' Rhythm Badge is required for this trick. Go to the Egg Carrier and transform the ship so that the platform where you fought Chaos 6 is there. **Note** : It could be the other form but it is most likely to be this one. Go down the hill behind the large wall until Tails rumbles and will not go any further. Then, face the way you came and hold down a Tail Whip. Go up the hill at full speed, still attacking, then when you go over the top Tails will glide using the Tail Whip for a while.

Hint : Easy coins with Knuckles :

When inside the hotel, go upstairs to the switch to make coins appear. Then, stand on it with Knuckles and repeatedly press **X**.

Go to almost any spot of dirt or grass, then press **A + B** to dig down and come up with many coins.

Hint : Easy rings for Knuckles :

Go into to the entrance for Red Mountain, but do not go in all the way inside. Dig at the entrance and many rings will almost always appear.

Hint : Extra lives for Knuckles :

With Knuckles in Station Square, dig repeatedly on any patch of grass (the best being the triangle in front of the hotel) until you find an electric shield. With the shield, go upstairs in the hotel and stand on the button that creates rings for Sonic to get his power-up. The rings will continue to replenish after being drawn into the electric shield. The rings will keep appearing until you have 999. *Note* : Getting the shield may take some time.

Hint : Knuckles in Sonic's Lost World :

Do your part of the stage by taking Sonic's route through this place. When you find the room with a hole going down and some rings, climb down until you find the bomb's capsule. Activate the bomb, then in that same place keep jumping until Knuckles goes through the ceiling. *Note* : This may take some time. When you finally go through it, you will notice that there is no ground, so glide instead. When you get to the building, try finding parts of it that you can go through. It does not matter which one. When you do find one, it should look familiar. You are in Sonic's Lost World.

Hint : Easy coins and lives for Big :

Go to one of the Chao gardens as Big. You can fish out coins or even lives from the water areas. Keep trying if you did not get anything the first time.

Hint : Fishing with Big :

In any level, when you catch a fish, pull **Back** on the **Analog-stick** when the screen says "HIT!". You will catch the fish or frog.

Hint : Two employee cards :

As Sonic after beating Twinkle Park for the first time, an employee card to get into the Speed Highway will appear in Station Square. Carry it into the hotel. Put it down. Go back to where you first found the card. The card will be there and a copy of the card will fall from the sky. The copy will also open Speed Highway, but if you do not touch it for a while it will disappear. However, you can recreate it.

Hint : See Metal Sonic and Shadow :

When you are playing as E-102, look in the two glass containers in his starting room to see Metal Sonic and Shadow.

Hint : See Dreamcasts :

Notice on E-102 that there are white Sega Dreamcast systems.

Hint : Get to Sky Deck in adventure mode :

Choose either Sonic or Tails, then go to the Egg Carrier. Go to the top to get to the control room outside. Then, switch the ship to first mode. After that, go down to the bottom of the Egg Carrier and catch a train ride back up. The ship should change modes. From there, head up. You should see a door that leads into Sky Deck.

Hint : Get Crystal Ring :

As Sonic, after you have the Light Speed Shoes, stand in front of the door on the left side where the Crystal Ring is located. Charge up your Light Speed Dash and it should hit the button on the other side of the door. Then, go in and get the Crystal Ring.

Hint : Big air :

Note : This can only be done with Sonic. First, collect the Speed Shoes and Crystal Ring. Next, go to where the boat to the Egg Carrier is located. Do not go in the boat, but turn so that your back is facing the boat. Hold **Speed Dash**, then walk to the first step. Release the button and you will be shot into the air. **Note** : The boat can be found in the Station Square Adventure Zone.

Hint : Pick up person :

Stand on front of a person and press **X**.

Hint : Power-up locations :*Sonic*

Light Speed Shoes : Sewer in Station Square.

Crystal Ring : Elevator on second floor of hotel.

Ancient Light : On rock near bridge to Angel Island.

Tails

Rhythm Badge : Follow Tikal to past (it is on a pyramid)

Jet Anklet : In the sewer behind Twinkle Park.

Knuckles

Fighting Glove : In the cave near Angel Island.

Shovel Claw : On a cliff behind Big The Cat's house. Go to the Mystic Ruins and go to the ledge where you entered the level. Turn to your right. The Shovel Claw can be found right above Big The Cat's house. They allow Knuckles to do an attack similar to Sonic's Homing attack.

Amy

Warrior Feather : Defeat Hedgehog Hammer for the first time.

Long Hammer : Defeat First Place score again.

Big The Cat

Life Belt : In the lake in the cave leading to Angel Island.

Power Rod : In Forest under Big's bed.

Lure 1 : In Sewer Behind Twinkle Park.

Lure 2 : In a cave in the Forest.

Lure 3 : In the Icecap level.

Lure 4 : In a prison cell on the Egg Carrier.

E-102 Gamma

Jet Booster : In the Ammunition Room of the Egg Carrier.

Gun Upgrade : In the room opposite the Ammunition Room.

Hint : Getting every Emblem :

Sonic : 30 emblems to collect in Sonic's Action Stages.

Tails : 15 emblems to collect in Tail's Action Stages.

Knuckles : 15 emblems to collect in Knuckles Action Stages.

Amy : 9 emblems to collect in Amy's Action Stages.

Big the Cat : 12 emblems to collect in Big's Action Stages.

E-102 Gamma : 15 emblems to collect in E-102's Action Stages.

Adventure Field : 12 emblems to find in Adventure Field.

Mini Games : 10 emblems to collect in Mini Games.

Chao Races : 5 emblems to collect in Chao Races.

Complete the game with all six characters to get 6 emblems.

This brings the total number of emblems that are collectible in the game to 130, including the final one awarded for collecting all of the others.

Hint : Train Station Sonic Emblem :

There is a Sonic Emblem in the Station Square Train Station that you can get with Tails. But there is also a way to get it with other characters (except perhaps Big). As you walk in, the Sonic Emblem is right above you. Walk to the train but do not go in. Instead, head right or left. There should be a small ledge, or railing there. Use the ledge to walk to a loft type object. That is where the emblem is located.

Play as Knuckles and go to the other side of Station Square. Go to the hamburger place where the women wanted to make out with the man. There are four trees on each side. Go the right and dig in the middle of the tree to find an Emblem.

Hint : Change Station Square appearance :

Connect to the Dreamcast Network through the *Sonic Adventure* disc and download the new file.

Hint : Go up the mountain as Tails :

It is possible to go up the mountain as Tails in level 3. Aim Tails up and keep pressing **Up** while jumping. It is difficult to tell what Tails is doing, but this is a good way to pick up arches that were missed.

Hint : Hitching a ride :

To get a ride, stand in front of the car, then jump on top of the car. You can go anywhere in Station Square except for the hotel parking lot.

Hint : Super Speed :

As Sonic, pick up one of the Speed Shoes and then pick up another one. For example, in the Speed Highway level, when you run on the side of the building, pick up the Speed Shoes. Then, drop and run behind the building to get the second pair. When the music runs out you will have unlimited super speed until you die or complete the level. Pick up another one and you will go even faster.

Hint : Continuing with a bad disc :

If you have a scratched disc, the game may freeze at certain points when a character speaks, and they must finish for you to continue. If this happens, simply switch the voices to another language and you should get past that point.

Glitch : Accidental game deletion :

Warning : Do not turn off the game at the following places or your entire game will be erased.

Chao Garden (While saving)

In an Action Stage

Glitch : Sonic in the sand hill :

Get on top of the ledge and pushing the button to drain the sand. Locate the sand hill cave, but do not enter. Move a short distance back out of the cave entrance. Charge up your speed of light dash, but not to the point where he says "Ready".

Release, then jump immediately before you go over the little bump or lip. If done correctly, Sonic will end up in the sand hill. **Note** : It is just like the sand hill in trial mode.

Glitch : Giant characters :

Go to the Mystic Ruins as any character. Walk on to the platform by the train. Jump on the train and have your character face the sea. Rotate the view so that the character is facing you. It now should appear as if the character has grown to immense size on the platform.

Glitch : Skip Egg Carrier loading time :

There is a way to skip the loading time on the stairs on the docks at the Egg Carrier. First, go to the dock. Angle Sonic so that he is on the opposite side from the boat. Then, jump diagonally on to the stairs and keep jumping up to get to the top. For fun, jump off the stairs to see Sonic float for a bit. You still cannot get to top because of loading time, so jump diagonally onto the Egg Carrier.

Glitch : Big falls through the floor :

When you get out of the elevator in Twinkle Park, walk off the stairs, lean towards the wall, and start jumping rapidly. You will fall through the floor.

Glitch : Sonic falls forever :

In the Mystic Ruins, go to the part with the Master Emerald altar. To the right (where Knuckles met Robotnik on the floor when you are Super Sonic) is a ledge. Go to the end of the ledge and go back slightly. Face the end of the ledge again and do the spin attack. During the spin attack, press **A** at the edge and hold **Analog-stick Forward**. Do the homing attack and Sonic will fall forever. Unlike Tails, you can still see Sonic but every thing else will turn black.

Glitch : Zipping Sonic :

Get the Ancient Light and go to the monkey near the Mystic Ruins Chao Garden. Charge up the Light Speed Dash and release it near the monkey. Sonic will start spinning around it in every direction and will not stop until you press **B**.

Glitch : Sonic runs on cliffs :

Sonic can run on the cliffs where the forest is located in Mystic Ruins. Find a slope to Spin Dash on, then you will be on the cliffs. You can go up and down, but do not go too high or you will fall down (there is an invisible wall).

Glitch : Sonic gets killed by the sidewalk :

Walk along the sidewalk in the Casino area until you see Sonic trip. Try to pinpoint where exactly he tripped by walking over that spot again. Slowly move around the area until Sonic Falls through the sidewalk into total blackness.

Glitch : Slow motion Sonic :

In the Station Square Chao Garden, you can make Sonic appear as if he is running, but in slow motion. Go to the pavilion on the far right. Go to the far edge of the pavilion, do a Spin Dash, then jump. When you are on top of the structure, go to the top point. Zoom in your view and Sonic will be running in slow motion, but not gaining ground.

Glitch : Upside-down Knuckles :

When playing as Knuckles, fly in a circle by rotating the **Analog-stick** counter-clockwise. Do this as many times as possible, until Knuckles turns upside-down.

Glitch : Knuckles drowned by a tree :

Go to that fat purple cat's shack. Climb up his tree until you see and hear a splash of water. Now go back down until Knuckles goes through the splash again. You will see bubbles coming from his mouth. Wait there until he chokes. **Note** :

He is outside the tree the entire time. He will start floating in midair. If you keep climbing up though, you can fall through the top of the tree to an emblem.

Glitch : Knuckles falls through wall :

Go to the Chao Garden in the Mystic Ruins with Knuckles. Go the VMU area, and look at the VMU model. There is a wall behind it. Jump off and glide to that side of the wall to go through it.

Glitch : Tails falls forever :

In the Mystic Ruins Chao Garden, go to the far right of the garden (so that your left is towards the fence and a stone wall is to your right). Make Tails fly off the fence to the right as far as possible. The screen will turn black and you will see a blue ring trail behind him after awhile.

Glitch : Tails flies forever :

Go into the hotel. Go up the stairs that lead to the two buttons (one opens the doors, the other produces rings for Sonic's Light Speed Dash). Open the doors. Quickly fly into the room behind the door (where Sonic gets the Crystal Ring). When inside, open the doors again, stand on the strip of metal between the doors and fly up. If done correctly, when you get exhausted, you will land on top of the doors. Then, fly up again and press the **Analog-stick** diagonally. If done correctly, you will not be able to move and cannot see Tails. The screen will be moving. After a few minutes, you will see Blue. Press **R** and you will see Tails. If you continue waiting, you will see water and asphalt merged together.

Glitch : Tails flies sideways :

You need the Rhythm Badge for this trick. At Speed Highway with Tails, go to the middle slanted roof of the first building that you go under. Do a spin and hold it. Get some speed and go straight into the wall. You should float backwards off the wall and be able to control Tails as if you were spinning on a wall. You can go as far right, left, or up as desired, but you must hold the spin. To stop, jump and you can fly to a safe landing.

Glitch : Tails falls through wall :

In Speed Highway as Tails, fall off the path. You can fall through the walls of a building. *Note* : This will not keep him from falling.

Glitch : Tails falls through space :

Retrieve Tails' membership card to Twinkle Circuit and his item that allows him to fly higher and faster. Then, go to Twinkle Circuit and open the door with the card. Step between the doors and face the one on your left. Notice that you're standing on a yellow line. Still facing the left door, step between the yellow line and the left door. Then, jump in the air and fly. The doors should close and shove you behind a wall. You may have to repeat this until it happens. Once behind the wall, fly towards Twinkle Park. Fly over the doors and try to land in the hallway that Amy uses to get to her stage of Twinkle Park. You may have to run back and forward a bit until the screen turns black. Once the black fades you will be able to fall through space (stars and all). If you want to exit, simply press **Start** and choose "Quit".

Glitch : Get to the other side of the train at Casino area :

Play as Sonic and go to the casino area. Go to the bottom of the stairs to the train station. Spin Dash up the stairs and jump at the last second. If you make it, try to land on the long tube. If the camera is under the tube, you must jump away from the tube and use **L** and **R** until you see Sonic. Quickly land on the tube. Then, jump behind the train and you should be on the other side.

Glitch : Big underwater fishes at Emerald Coast :

Play as Big and go to the "secret passage. As you come out, go to your left. Go against the wall and you should land.

You can cast your rod here. You can also jump.

Glitch : Play Sonic and Knuckles' Speed Highway as Tails :

As Tails, go to Speed Highway. At the beginning are two buildings that have angled edges with the road running between them. Go on to the middle section of the building on the right. Now hold a continuous tail attack and get some speed on the edge of the building. Push up against the side so that Tails flies even further to the right and up. The controls are slightly confusing, but when you figure them out, keep going right and up. When you think you have gone far enough press **A** so that Tails appears to be flying, but is not using any energy. While in this state, go behind the building that Sonic uses to enter the second part of Speed Highway. There will be a hall there. Go into the hall through the top and run to the end. Sometimes either end will work. Tails will be falling down the side of the building. Press **Start** and choose restart. This section will restart and you will not be racing Dr. Robotnik any more. When you get to the end of Sonic's section, fly as high as Tails will go through the hallway to Knuckles' section of speed highway. Otherwise Tails, will just fall through a bottomless pit until you run out of lives. And If you die in Knuckles' section the same thing will happen. Even though you are not racing Dr. Robotnik, when you step on the capsule he will say "I win" and "You Lose" will appear on the screen. Then Tails will just fall through a bottomless pit until you run out of lives.

Glitch : Play Knuckle's Casinopolis as Sonic :

Note : There are two ways of doing this. The first way is to get onto the pinball machine (not NiGHTS) and walk along the banister. Jump to the top of the ring disposal, then walk behind the little lip. Face the lip. Face away from the wall, Spin Dash and jump. If you did not hit the ceiling above you, turn around. This is difficult. The second way is to charge your Light Speed Dash and go into the pinball machine. Do not release **B** or **X**. Get 100 rings and lose your balls. When you fall out, immediately let go the Light Speed Dash. If you are lucky you will land on a "solid" part. This glitch is strange. There is a certain part that you fall into the ground into total darkness, and if you try to go on the boat, you go through it.

Glitch : Extended Speed Highway for Tails :

At the start of the level are two buildings. Fly to the middle section of the building on the right and start a tail attack. Go in circles to get speed, then go up the building and slightly to the right. Learn the controls to go up and down and forwards and backwards to not let off the tail attack. Then, keep going to the right and as far up as you can. When you cannot see anything, tap **A** and go to the left. When you see a building, go to the back and you will find an object sticking out of the back. Go into the top and you will be in a hall. Go to one end. If that does not work, go to the other end. You will now be in another hallway. Press "Restart" and the race bar will be gone. Run down the building. When you reach the bottom, fly against the ceiling of the hall to get to the next part, otherwise you will just fall over and over again. The same thing will happen if you die. When you hit the capsule, you will lose.

Glitch : Wrong character voice :

After unlocking Knuckles, go close to Tails' Workshop under the bridge and talk to Knuckles with everybody except Sonic and Knuckles. Whoever you chose will say, "What's the matter. What are you waiting for?" in Sonic's voice instead of the correct character.

Glitch : Open and close train doors :

When you arrive at the train station, go to the train and stand in the center of the doors. The doors will close halfway and open up again.

Glitch : Look inside the train :

To look inside the train, enter it and press the **D-pad** for any of the views. You will see what is inside, although you will not be able to move.

Glitch : Stuck camera :

Play the Twinkle Park level as Sonic. Go to the door at the start that is shut (until you get into a bumper car). Spin through it at the sides of the door. If done correctly, you will go through the door onto the track. The camera will fix onto something else, not Sonic (where you start, the bumper car door, somewhere in space, or a piece of the track on the bumper car track). If you want to see Sonic again, keep pressing **Up**. The only way to get the camera back to normal is to either jump off and kill yourself or restart the level.

Glitch : Knuckles out of Cannons Core :

In Cannons Core as Knuckles, go down to the entrance of Rouge's part. Go to a corner and you should get hurt from the acid. As you are blinking, head for the corner and you should go out. It is possible to skip the entire level touch Big.

Glitch : Black screen in Speed Highway :

In the Speed Highway level, get to at the part where you hit a bumper and launch by a helicopter. Instead of avoiding the blades, get hit. When you land, all of your rings should be in one small spot. Quickly charge up the Light Speed Dash and dash at the rings. The screen will turn black and you will die. When you return to the last point marker, the screen will still be black, but your rings and timer bar will still be there. Pause the game and exit the level and the screen will turn blue. The only way for the screen to turn back to normal is to restart the Dreamcast. This does not seem affect the game in any way

Glitch : Knuckles out of Speed Highway :

As Knuckles, find a corner with a ceiling above it. Frantically keep gliding into that corner. You will go through.

Glitch : Play as Tails in Emerald Coast :

Go into the hotel. Go up the stairs that lead to the two buttons (one opens the doors, the other produces rings for Sonic's Light Speed Dash). Open the doors. Quickly fly into the room behind the door (where Sonic gets the Crystal Ring). When inside, open the doors again, stand on the strip of metal between the doors and fly up. If done correctly, when you get exhausted, you will land on top of the doors. Next, fly straight up for about a second, then fly in the direction of Emerald Coast. When you are above the level's entrance, stop flying and you should now be in the level. **Note** : You can only go as far as the tunnel after the lighthouse.

Glitch : Fall through Emerald Coast entrance :

Play as Sonic and go to the Emerald Coast entrance. Spin Dash into the level. Before the screen fades away, you should see Sonic fall through the floor.

Glitch : Dance on air with Knuckles :

When fighting Chaos 6, use a glide to deliver the final blow. Then, keep gliding until he says "Yeah!" and dances. Notice that he is still in the air.

Glitch : Fish for coins in altar as Big :

After you catch Froggy in the hot shelter, Big will go to the past. Walk across the bridge, then around to the side of the stairs. Fish where the stairs meet the water in the outermost pool of water. Keep fishing and you should get rings there. This works on both sides of the stairway. However, it may not work more than once unless you reset the system and do it again.

Glitch : See around corners in Station Square :

Play as Big The Cat and go to Station Square. Go to where you change parts of the city (when the screen turns black). Do not go into it. Instead, do your fishing aim towards it. You can clearly see bricked walls and cars go through them. On

the other side, it is just blue.

Glitch : Fall through floor in Hot Shelter :

As soon as you start Gamma's Hot Shelter stage, there are bathrooms on each side. Walk around constantly inside of one of the bathroom stall doors. You will fall through the floor. If you start gliding and did it fast enough, you will have found a shortcut with some item boxes.

Glitch : Stuck in lift :

The lift that you use for Knuckles that lead to a Chaos Boss normally cannot be used by the other characters. Play as Sonic and do the trick for getting Tails to get through the roof (landing above the doors where you got the Crystal Ring). Get on the door then move Sonic to the right and jump. If you are in the correct location, you should be able to stand. Try to drop (jump slightly) Sonic into the lift that Knuckles uses to go up to the Boss. If you landed in it, you will be inside the lift and cannot get out. When you try to spin towards the doors, you will go through them but get pushed back into the lift. It may be possible to do this glitch with Tails. The only way out of this glitch is to quit and return to the main menu.

Glitch : Strange deaths :

Go to the Mystic Ruins and get to the forest area where you get to Final Egg level with Sonic. Use a Spin Dash at the side walls of the entrance to Dr. Robotnik's tunnel entrance. You will go through them. Go to the left slightly and hit the water while falling. If done correctly, you will hear your character die, then you should be in Dr. Robotnik's area. You cannot move much, but can see your character just lose a life after a few seconds. If you did not hit the water and end up in Dr. Robotnik's area, you will fall through the floor, see the top of your character's head, but lose a life.

Glitch : Win and lose at the same time :

When playing as Tails, defeat Eggman. Try to fly up to him and you can lose all your rings. Then, fly up to him again. You will win and lose a life at the same time.

Sonic Adventure 2

Hidden artwork :

Put the game disc in a PC compatible CD-ROM drive to find additional images from the game.

Full pause screen :

Pause game play then press **X + Y**.

Hint : Alternate costumes :

Finish all of one character's (Sonic, Tails, Knuckles, etc.) missions to get an alternate costume in two player mode.

Set the system date to December 25th to unlock Christmas costumes in two player mode.

Set the system date to October 31st to unlock Halloween costumes in two player mode.

Hint : Unlimited Chao :

This trick requires the original *Sonic Adventure* and a Chao Garden on both games. Take any Chao from *Sonic Adventure* and put it in the Chao Transporter to transfer it to your VMU. Play *Sonic Adventure 2*. Go to the Chao Garden, then go to the Chao Transporter. Take the Chao on the VMU from *Sonic Adventure* out of the VMU (it will be an egg). Go back to the Chao Transporter and you will still have the same egg that you took out previously. You will now have unlimited

Chao eggs which you can hatch.

Hint : Unlimited Chaos Drives :

Set a Chaos Drive close to a Chao without giving it to him. He will take it, making the little sparkle that normally happens when you give him the Drive. However, it will fly off his body and you will still be able to use it. Repeat this as needed.

To use a Chaos Drive or Animal more than once, get your Chao to stay in place for awhile. Then, pick up a Chaos Drive or Animal and get as close as you can to that Chao. Drop the item near the Chao. They will take it as if they grabbed it out of your hands. If done correctly, you will be able to pick up the same object again.

Hint : Hero Garden for Chao :

Take a Chao and raise it with a Hero so that it will resemble a Hero. Win a Hero Fruit in the VMU game, then feed it to the Chao. Wait until it cocoons into an angel-like Chao (it will have a halo). Then, take the stairs going up at the Chao Lobby to reach the Hero Garden.

Hint : Dark Garden for Chao :

Take a Chao and raise it with a Dark character. Feed and train it until it cocoons. After it evolves, stairs will appear at the Chao Lobby. Follow them to reach the Dark Garden.

Hint : Dark and Hero Gardens :

Get both sides to the Space Colony Ark. Raise each separate Chao with either a good or dark character. Pet them until they turn close to black or almost white and wait for twenty or thirty minutes. Then, take your Chao to its appropriate garden. It needs an animal to evolve.

Hint : Die in the Chao Garden :

Enter the Hero Garden as Tails (Miles), and go to where the water is the deepest (near the fountain). Stand there for a while and soon the music that indicates that you are about to drown will play.

Hint : Hero or Dark Chao :

To make a Chao a Hero, simply use a Hero character and keep pressing **B** or **X** to pet them. If done long enough, it will go white and be a Hero. To make it Dark, just use a Dark character and do the same thing.

Use only Sonic or Shadow to get the specific Chao. Give the Chao a lot of green animals and after it evolves give it a lot of green Chaos drives.

Hint : Devil Chao :

Reincarnate a Chao twice. After its second reincarnation, give it every type of animal, including Imaginary and Ghost. Then, get a Dark Fruit and wait until evolution occurs.

Hint : Amy Rose Chao :

Buy a pink Chao egg and give the Chao inside nothing but green Chao Drives. Raise it with Sonic or Tails. If you are lucky, you may get a Amy Chao with three spines.

Hint : Angel Chao :

Reincarnate a Chao twice. After its second reincarnation, give it every type of animal, including Imaginary and Ghost.

Then, get a Hero Fruit and wait until evolution occurs.

Hint : Night Chao :

Note : For best results, have a Dark and Hero character take care of the Chao evenly to make it a Normal chao for the evolutionary paths. Have a Dark and Hero character give the Chao lots of Purple animals until it becomes a Normal Chao. Now you can pick one character to take care of the Chao. After it first evolves, give it many Purple Chao drives.

Hint : Ghost Chao :

Give your Chao lots of bats using a dark character until it transforms. The best place for bats using a Dark character is the Sand Ocean level as Eggman.

Go to Pumpkin Hill as Knuckles. Gather up the extra life in the Shovel Claw area. Take the jet up to Church Mountain. Go down a level and you will see a rocket. Press it. That is one bat. Glide over to the turntable. There are double boxes. One holds either a bat or a skeleton dog. Restart and repeat as many times as needed.

Hint : Crazy Chao :

Raise a Chao with both Sonic and Shadow. Give it only Green Chaos Drives until it has quills. It will look like Sonic, If it has not evolved yet, wait in the Garden with Sonic or Shadow for about thirty minutes. Do not pet it until it evolves. It will be a Green Chao with dark green streaks and will throw tantrums and jump around a lot. Choose either Sonic or Shadow to take care of it now.

Hint : Shadow Chao :

Pet the Chao frequently with Shadow then give it only Green Chao Drives until it has three points on the back of its head and a purple ball. When it evolves, it will have hair and green things also in its hair. If you are lucky, it will also have a green mark on it.

Hint : Sonic Chao :

Note : For best results, have a Dark and Hero character take care of the Chao evenly to make it a Normal chao for the evolutionary paths. Have a Dark and Hero character give the Chao lots of Green animals until it becomes a Normal Chao. Now you can pick one character to take care of the Chao. After it first evolves, give it many Green Chao drives.

Hint : Super Sonic Chao :

Get a gold Chao and give it only Green animals and Chaos Drives with Sonic. When it evolves, do the same thing. When it is an adult Chao, it should resemble Super Sonic. It does not float, but will glow.

Hint : Dragon Chao :

Note : For best results, have a Dark and Hero character take care of the Chao evenly to make it a Normal chao for the evolutionary paths. Have a Dark and Hero character give the Chao lots of Red animals until it evolves. Now you can pick one character to take care of the Chao. After it first evolves, give it many Red Chao drives.

Hint : Alien Chao :

Note : For best results, have a Dark and Hero character take care of the Chao evenly to make it a Normal chao for the evolutionary paths. Have a Dark and Hero character give the Chao lots of Yellow animals until it becomes a Normal Chao. Now you can pick one character to take care of the Chao. After it first evolves give it many Yellow Chao drives.

Hint : Light Chaos Chao :

Reincarnate a Chao twice. After its second reincarnation, give it every type of animal, including Imaginary and Ghost. Then, get a Chao Fruit and wait until evolution occurs.

Hint : Pumpkin head for Chao :

Find one of the Skeleton Dogs; the easiest place to do so is Pumpkin Hill as Knuckles, and combine it with your Chao. As either Knuckles or Rouge, start digging around in the Chao Garden. Eventually a pumpkin will appear. If you give it

to the Chao mixed with the Skeleton Dog it will put it on its head. If you want to take it off, either throw or hit your Chao.

You can find pumpkins in the regular and Hero Gardens, and skulls in the dark Garden. Get them by digging as Knuckles or Rouge.

Hint : Skull head for Chao :

Find one of the Skeleton Dogs; the easiest place to do so is Pumpkin Hill as Knuckles, and combine it with your Chao. As either Knuckles or Rouge, start digging around in the Dark Chao Garden. Eventually a skull will appear. If you give it to the Chao mixed with the Skeleton Dog it will put it on its head. If you want to take it off, either throw or hit your Chao.

Hint : Chao Egg head for Chao :

As with the skull and pumpkin heads, give a Chao a skeleton dog. Then breed or get an egg for *Sonic Adventure*/other garden. Hatch the egg and give the collectible part of the egg to the Chao.

Get a skeleton cat and give it to your Chao. Get an egg peach (the thing it hatched from) and give it to your Chao and he will put it on his head.

Hint : Adult Chao with no new Garden :

Get an adult Chao and put it in your VMU. Then, start a new Chao Garden and take him out.

Hint : Keep special colored Chao :

To keep the special colored Chao from *Sonic Adventure*, hatch it first, then take one of those and put them into *Sonic Adventure 2*. It will turn back to normal during re-entry to the Chao Garden. Once it breeds, the baby will be the original color of the special colored parent.

Hint : Wake a sleeping Chao :

Sleeping Chao are annoying because you cannot feed them. To wake them up, stand next to it and whistle. You do not have to anger them by picking them up during a little nap.

Hint : Resurrect dead Chao :

Have your Chao mate until they create an egg. Set any color of Chao drives around the egg to form a circle. When the egg starts to turn white with yellow on top of it, bring one of your Chao and set it nearby. Your Chao will start to dance around the egg. When it is done, the Chao that died first will be resurrected with every part of small animals you gave it. If you are lucky, two can be resurrected.

Hint : Make Chao come to you :

Enter the Chao Garden. Press **Y** until the whistle appears. Whistle and your Chao will get a question mark, look for you, and come running.

Hint : Chao raising :

First, get all the animals you want for your Chao. Make sure that you get the Chao you want it to look like. Then, stop and collect Chaos drives only. Chaos drives are the same as animals, but they do not change your Chao's appearance. Chaos drives are the thin pieces of machinery that fall off of the G.U.N. machines when you destroy them. This way, you can get your Chao to have good stats without having to worry about a good feature being bumped off. **Note** : Yellow is swimming, green is running, red is strength and purple is flying.

Hint : Quick Chao transformation :

Keep petting your Chao and eventually it will transform.

Hint : Chao pillow :

Go to a Chao Garden and get a coconut. Then, with a sleeping Chao, pick up the coconut and put it by the its head. The coconut will act as a pillow.

Hint : Chao Ball :

To win the Chao Ball for the Dark Garden, finish in first place in the second Dark Race. You will find a new Chao Ball in the Dark Garden.

Hint : Change Chao Ball color :

The little ball above a Chao's head can change color in two ways. The first is to make the Chao evolve. The second is to give it different Chao drives. It may take some time, but it can change to green.

Hint : Chao Badge :

Your Chao gets a Badge for winning all the beginner Chao races.

Hint : Make Chao learn faster in school :

When you put your Chao in school and you want to make it come out soon, do about four stages, Then, go back to Chao World and you will be able to pick your Chao up. **Note** : If this does not work, stay in Chao World for a long time.

Hint : Teach newborn Chaos to swim :

After the Chao is born, give it two Sea Monster animals. Your Chao will now be able to swim. **Note** : Your chao does not have to learn to walk before it can swim.

Hint : Defeating the Light Chaos Chao, the Devil Chao, and the Angel Chao :

Raise a Chao with lots of green animals (such as the Rabbit, Cheetah, and Boar) until it evolves. When it is nearly perfect at running, give it many different kinds of Chaos Drives. When it is good at everything (running, swimming, etc.) face any of those three Chao for a better chance to win. **Note** : become good at running first until it evolves; in almost every race all you do is run.

Hint : Omochao loses his propeller :

This trick cannot be done with Tails or Eggman because their walkers have no hands. Using any other character, pick up Omochao and throw him off a cliff. It may take a few seconds, but Omochao should reappear without a propeller on his head.

Hint : Omochao hurts himself :

Use the following trick to get Omochao to hurt himself in the Pyramid Cave, Death Chamber, Egg Quarters, or Sand Ocean level. Activate an Omochao and go under one of the flames. Since Omochao flies above you, he should hit the fire and take a hit. He will get mad at you afterwards.

Hint : Set Omochao on fire :

Bounce on top of Omochao as Sonic.

Hint : VMU attributes :

To get intelligence, get a smart fruit. To get luck choose the correct treasure chest . To lose luck, choose an empty treasure chest. To get stamina, win a seed at the end of *Chao Adventure 2* in the VMU. Give it to your Chao to plant the seed, and feed him a fruit from it to gain stamina.

Hint : Get the Gold, Silver and Black Chaos from *Sonic Adventure* :

Load *Sonic Adventure*, then go to the Chao Garden where the Chao you want in *Sonic Adventure 2* is located. Put it into *Chao Adventure*. Load *Sonic Adventure 2* and go to a Chao Garden. Go to the transporter. On the VMU with *Chao Adventure*, there should be an egg. It is the egg for your Chao from *Sonic Adventure*. When it hatches, it will be back to its first form. The only thing transferred is the name, but the Gold Chao will be gold, the Silver Chao will be silver, and the Black Chao will be black. **Note** : If you pet or try to influence the Chao you imported, it will lose its original colors.

Hint : Black Chao :

To make a black Chao, grab it and keep throwing it to the ground or the walls.

Hint : Black Bull Chao :

Hit your newborn Chao twice, then give it two sheep until it gets the horns. Next, pet it with a dark character until it becomes a dark Chao. Then, give it about ten Green Chaos Drives and wait for it to evolve. Keep petting it to make this go faster. If your Chao still crawls, give it two animals that walk on two legs, if it loses its horns, give it a sheep. Once it evolves, hit it three times with a hero character. Then, using a dark character, ignore it and do not feed it for thirty minutes (you must be in the Chao Garden). Then, hit it again until it starts to have an angry face and makes angry noises. It will start to charge around like a bull and chase the other Chaos around the Garden . If you want to stop your Chao from doing this, keep petting it with a hero character. If you want it to go back to bull mode, wake it up when it is asleep by picking it up.

Hint : Gold Chao :

This trick requires an original *Sonic Adventure* chao file. Get a gold egg in that store and hatch it in the Chao Garden. Then, put it in the VMU. Transfer it to the *Sonic Adventure 2* Chao Garden and raise it until it evolves. If you leave the Garden, it will turn into a normal Chao. Wait until flowers bloom around it and put it with another evolved Chao. An egg will pop out of the ground. When you hatch it, you will have a gold Chao.

Hint : Chao cloning :

Two memory cards are required for this trick; one with the game file, and one with 128 blocks free space. Start the game and enter Chao World, with both memory cards inserted. While in Chao World, pull out the memory card with the game file on it. You will get a message stating that the memory card is not plugged in. Press a button to continue. Pick up the Chao to be cloned and go to the Transporter to put it on the memory card with 128 blocks free. Save it, then restart the game. Put the removed card back into its controller and start the game again. Go to Chao World and you will notice that the Chao you cloned seems to have gone nowhere, but remove it from the memory card on the Transporter and one identical to it will appear.

Hint : Unlimited Chao :

Note : A GameShark and the original *Sonic Adventure* are required for this trick. In *Sonic Adventure*, put a Chao into the GameShark. Then, go to *Sonic Adventure 2* and an egg will be in the GameShark. If you take the egg out, another egg will appear. Repeat as many times as desired. **Note** : This can also be done with a memory card instead of the GameShark.

Hint : Good and Evil Chao races :

Get a good Chao and a bad Chao to unlock the good and evil Chao races.

Hint : Challenge race for Chao :

Complete all beginner races to unlock the challenge race. *Note* : You must have an adult Chao.

Hint : Boss time attack mode :

Successfully complete either side story to see all the scenes from the side of the story that you chose or you can play the Bosses that you fought in a time attack mode. To get both the Hero and the Dark modes you have to complete both sides of the game.

Hint : Last stage :

Successfully complete both Hero and Dark side story modes. Enter story mode to access the "Last Stage?" option.

Hint : Extra Island level :

To get an extra Island level, you must get all the Emblems, including Kart, Timed Boss, and the emblems for all A rating. Once you have them all, which should total 180, the island next to the Green Forest level will have the face of Sonic on it. The new level is a 3D version of the Green Hills Zone, from *Sonic The Hedgehog*.

Hint : Super speed :

In two player mode, use a speed up then wait for the little blue light to disappear. Then, get the Super Shoes. The easiest way to do this is to play Shadow's Bridge level. After you fly up the first speed ramp, kill the robot guard then use your speed up. Then, go around the side where the Super Shoes are located.

Hint : Kart Racing mini-game :

Catch the President with Tails, or catch Tails with Rouge. If you do both, you will unlock versus in two-player mode. Either way will work -- it does not matter which you do first.

Hint : Alternate theme song for Kart Racing :

Collect 69 emblems during the game. Instead of hearing the normal chime, you will hear someone whistle. A new theme song for Kart Racing has now been unlocked. The *Notes* are the same, but instruments are different.

Hint : Live And Learn theme song :

Successfully complete the Hero, Dark, and Last storylines. Then, choose single player mode, and the Last storyline again. Defeat Final Hazard, then wait for the credits to end. Choose any level at the stage selection screen and complete it. The "Main Theme" option will now be unlocked in the sound test menu.

Hint : Drive backwards in Kart Racing :

Get a lot of speed and take a sharp turn. Release the gas and rotate the **Analog-stick** to turn your car around. You should now be driving backwards -- the front of the should be facing you. It only lasts a limited time and is harder to drive this way. If you hit a wall while backwards you will return to normal.

Hint : Play as Amy Rose in Kart Racing :

Finish all of Sonic's missions with an "A" ranking.

Hint : Play as Tikal the Echidna in Kart Racing :

Finish all of Knuckles' missions with an "A" ranking.

Hint : Play as Mecha (Metal) Sonic in Kart Racing :

Finish all of Shadow's missions with an "A" ranking.

Hint : Catch up to opponent in two player race :

Wait for your opponent to get to a check point, then intentionally die. After you die, you will appear at the check point your opponent went through. This is an easy way to catch up to your opponent when you are losing.

Hint : Random winners in two player shooting mode game :

Two controllers are required for this trick. Have the same amount of health then face your opponent and make the opponent face you. Shoot at the same time until both of you die simultaneously. The winner will be selected randomly.

Hint : Alternate jump :

While running, do a somersault, then jump anytime during the somersault.

Hint : Better sharp turns :

Use the following trick to make sharp turns when playing Tails or Rouge or when trying to get Emblems in the Kart Racing mini-game. When you are about to make the turn, release **A** for about a second and a half. Move in the direction the turn is going in, and then press **A** again. This should make the tires skid. If you do not turn for awhile however, this effect will wear off and you will need to do it again. This is almost required when going for Rouge and Tail's fourth mission in Kart Racing, "Do not touch the walls." **Note** : When you do this, your car loses a bit of its top speed. Release **A** and then press it again to reach your maximum speed once again.

Hint : Easy Emblems :

Start a new file on a VMU that already has Chao Garden data with all races completed. When entering the Chao Garden go to the race entrance. Select the Crab Pool Beginner Race at level 3. If you win, you will receive five emblems. Then, enter the Diamond Jewel Race at level five. If you win, you will receive five more Emblems.

Hint : Easy Chao race Emblems :

Win every race in the Chao garden in one file of *Sonic Adventure 2*. Then, make a new file on that same VMU. You should have the same gardens and Chaos. Use one of the other files' Chao on level one of all races. If you win, you should win all of your previous Emblems, but only in that group.

Hint : Super Sonic and Hyper Shadow :

Successfully complete the Last Stage? Level in story mode to unlock Super Sonic and Hyper Shadow.

Hint : Dr. Robotnik : Mystic Melody :

At the very beginning of the Sand Ocean level, stay on the turnstile until it rotates the entire way around. At that point you will see a glow, which is the Mystic Melody. You must fly over to a new platform to get it.

Hint : Knuckles or Rouge : Finding goals :

At any point if you cannot seem to find what they are supposed to look for, intentionally die. You will lose all your rings, but in big stages you will find that it is to the most benefit. **Note** : Make sure that you have plenty of lives.

Hint : Knuckles or Rouge : Extra lives :

Enter two player mode and choose Knuckles or Rouge. Keep digging in the stage. After you dig you might get a lot of coins or lives. Keep digging for lives -- you can use them when you try an adventure (Dark or Hero story line).

Hint : Knuckles : Mystic Melody :

Go to Wild Canyon as Knuckles. Go straight into the windy gust throwing you upward. Look to the left and you should see three small buildings containing four boxes in each one. Ignore them. Go straight past them to find the Lonely Statue. Climb above the statue's head straight up and you should see a strange painting. Dig through it to find the Mystic Melody.

Hint : Knuckles : Sunglasses :

To get the sunglasses for Knuckles, play through story mode until you get to the Meteor Herd level. This occurs immediately after fighting the "Egg Golem". Look around for a big meteor on a separate floating rock island. Get on it, then get in back of the huge meteor, as far as you can go. Punch twice and then move forward for the Mini-Spiral Upper. If this does not work, try running at full speed and slam into the door in front of you. If it opens, break the metal box located there, then hit the button. Find a spring that takes you up to the top (or climb up), then fall down the newly opened area. You should see a rainbow-colored area with the Sunglasses power-up. When you want to use it, press **Y**(4), **B**. This is required for most of the fifth mission emblems for Knuckles.

Hint : Knuckles : Spiral Upper :

Rotate the **Analog-stick** in a full circle. Once the option appears, press **X** or **B** to spin upwards, using an attack.

Hint : Knuckles : Fly upside down :

Jump and fly. While flying, rapidly and continuously rotate the **D-pad** in a circle. If done correctly, Knuckles will turn upside down.

Hint : Rouge : Screw Kick :

Rotate the **Analog-stick** in a full circle. Once the option appears, press **X** or **B** to spin upwards, using an attack.

Hint : Rogue : Treasure Scope :

Successfully complete the Dark story line or get the Iron Boots in the Space level. Then, return to the first level and look for the Egyptian sign that was in Egg-Quaters. You will find Mystic Melody here. Then, go to the Security Hall and find the point of usage for Mystic Melody (there may be two). Follow the bridge that appears and use the Iron Boots on the crates to break them to find the Treasure Scope. Press **Y** to equip it and press **B** to use it. It will shut off automatically when you jump.

Hint : Sonic : Extra points :

When playing as Sonic, use the special punch attack after hitting and destroying an enemy to hit another and collect more points.

Hint : Sonic : Magic Gloves :

Get all of the required upgrades for Sonic. Completing the game with heroes first is recommended. Then, go to the first level with Sonic and look for four crates that are in the ground (not aboveground). Break the boxes by bouncing. Inside will be Magic Gloves which give you the power to turn enemies into balls.

Hint : Sonic : Old shoes :

When Sonic appears from the helicopter in the first event in the hero side, he is wearing his "soap" shoes.

Hint : Sonic or Shadow : Mystic Melody :

The Mystic Melody for Sonic and Shadow is in their final stages. For Sonic, keep playing through the level until you see a rocket on a platform while grinding on a rail. Jump to it, and use it to go to a different route. Keep playing through this

route until you get to the Mystic Melody. For Shadow, there is one part of the level where you can keep spiraling up on magnetic tubes. Eventually you will get to the Mystic Melody. The Mystic Melody is a tool every character can get. To use it, you must find those strange boxes that are in each level. Play the Mystic Melody to unlock a secret passage. The secret passage will usually lead you to the lost Chao you need to find to complete mission 3.

Hint : Sonic or Shadow : Flip attack :

To do a flip attack, do a somersault (press **X** or **B**), then in the middle of it, jump (press **A**). When flipping in the air, press the **Analog-stick** in the direction you want Sonic or Shadow to flip. While in the air, you can land on top of an enemy or do a homing attack (press **A** in the air) to attack an enemy.

Hint : Sonic or Shadow : Hide in flower :

When Sonic (or Shadow) is battling Shadow (or Sonic) after the Green Forest/White Jungle, there is a log with a small corner and a flower behind it. If you are Shadow, you can hide in the flower. If you are Sonic, you can mess with Shadow's head. Shadow and Sonic will not go back there.

Hint : Shadow vs. Sonic finale : Extra lives :

Get 100 Rings by using Light Dashes.

Hint : Tails : Homing Laser upgrade :

A weapon not mentioned in the manual is the upgrade for Tails' Homing Laser. After completing the stage in which Tails earns the Volcan Upgrade, go back to Prison Lane via the level selection screen. At the end of the level, before touching the goal, look for the cameras. Shoot them down and break the iron boxes in front of the gate (if there are any). The Laser upgrade will be behind two barred doors afterwards.

Hint : Tails : Mystic Melody :

Get the Vulcan Cannon upgrade (which is a mandatory item that you will eventually get). Then, go to the Egyptian level and play through it until you see a door blocked by iron boxes. Shoot the boxes, go through the door, and collect the Mystic Melody.

Hint : Tails or Eggman : Extra health :

To gain a little health for Eggman or Tails, hit an enemy. When you see a Chaos Driver, get it. Your power bar will rise slightly higher.

Hint : Homing Laser upgrade :

To get the Homing Laser upgrade for the Eggwalker, on the first stage of the Dark story line, find a hall blocked by iron containers. Shoot them with your Vulcan cannon (needs to be upgraded first). You will find the homing laser upgrade at the end of the hall.

Hint : Play as any hidden character in multi-player mode :

Go to the characters and press **Right** or **Left** on any character. Then, go to "Random Select" and press **Left** or **Right**. Press **Start** after you hear the sound. **Note** : You must bring out one of the character's hidden costume to do this trick.

Hint : Multi-player characters :

Get "A" ranks for a character to unlock the following multi-player characters.

Racing : Dark
Shadow

Space Shadow
Mecha Sonic

Racing : Hero
Sonic
Space Sonic
Amy

Shooting : Dark
Eggman
Space Eggman
Big

Shooting : Hero
Tails
Space Tails
Chao

Hunting : Dark
Rouge
Space Rouge
Chaos

Hunting : Hero
Knuckles
Space Knuckles
Tikal

Hint : Aquatic Mines : Air Necklace :

Go to the Aquatic Mines level as Knuckles. Find the switch that changes the water level to its third setting. (o do this, make sure it is on the first setting and climb the pole in the center of the room. Then, jump to the pulley taking you above. Go to level 2 of the stage and find the a caution sign. Jump in the pit and keep following the path to the item. The Air Necklace allows you to breathe under water for an infinite amount of time. This is especially helpful in the very last level, where you spend virtually the entire time underwater.

Hint : City Escape : Magic Gloves :

Once you get the Fire Somersault Bracelet, return to the first level of Sonic's adventure (City Escape). Go towards the end of the level and look for a spot on the ground composed of four steel crates. Perform the bounce attack on top of them and you will fall into a secret room. Once there, you can bounce and destroy more crates to find the Magic Gloves. They will allow you to turn an enemy into a miniature throwable version. However, you have to get very close, making it not all that useful.

Hint : City Escape : Unicorn animal for Chao :

Play the level as Sonic (the first level of the Hero story) and get the three Chao boxes. The first Chao box should have a Chao key in it. It is at the part (to the right) where you go upstairs. The second one should have four animals in it. It is located down a rail where there is a thing that boosts you down the rail and up a ramp at the end of the rail. The third Chao box should have the unicorn in it. It is at the place where you run down the top of a building and bounce. When you bounce, hold **Up** until you land on a bar and start swinging. While you swing, you will see a red slash of Sonic's Shoes every once in a while. Try to press **A** when the shoes slash. If done correctly, you will swing off onto another bar and start swinging again. Repeat and you should swing off onto a platform. On the platform is the last Chao box. Repeat to get as many Unicorns as needed. With Unicorns, your Chao will grow a horn in the middle of its forehead, a pony tail, little hooves, pony ears, and some of its body will change colors.

Hint : City Escape : Run on foot :

At the start of the City Escape level, instead of landing on the ground with the board, scrape the roads on the board. When on foot run full speed at a wall and get knocked down. Pause game play if you fall after hitting the wall. Choose to restart the level to run on foot and not on the board.

Hint : City Escape : Stay on snowboard :

When playing as Sonic in City Escape, immediately when you get to the trolley, jump over the speed ramp instead of hitting it. You will still be on the snowboard.

Hint : City Escape : Extra points :

Near the end of the level, before the truck, you can get an Extreme Trick (1500 points). To do this, grind on all three rails without falling off, then successfully flip off of the bar. You will get 1500 points upon landing.

Hint : City Escape : Run up stairway :

After the snowboarding part, go to the first stairway. Do the Spin Dash and Sonic should run up.

Hint : City Escape : Finding the lost Chao :

You will need the Mystic Melody for Sonic. After you run down the side of the building, there will be bounce springs. Do not go on them. Near the tree is a Mystic Melody platform. Use Mystic Melody and bounce on some springs. Kill some robots to get to the top. If you see an orange pole, go on it and launch yourself up. Go in the room to find the lost Chao.

Note : This trick will only work if you have the Mystic Melody. After running down the wall and hitting the spring, press **Back**. This way you will not swing to the pole. Turn right and you will see a stone. Use Mystic Melody and a spring will appear from the stone. Jump on it. It will shoot you up. Grab the handle . When you see a pole, you will see a Chao. Go on the pole and press **A**. Immediately after the fourth loop, press **A** to get yourself into the box. **Note :** If you destroy the robots with the spring, restart. Make sure that you have plenty of lives.

Hint : Cosmic Wall : Extra life :

As Dr. Robotnik. While trying to get up one of the giant holes by jumping from platform to platform, you will see two platforms extremely close together. Shoot all the boxes there to reveal a 1-up item which increases your life bar, so you can sustain more attacks before dying.

Hint : Crazy Gadget : End of level :

As Sonic, reach the last sequence when you hit the switch before you get the goal to launch the missile. Use the first switch then instead of using the second switch. Use the bounce attack to go higher to the red platform and move to your left. Hit the switch to go down. Step off the purple platform to find the switch. Use the bounce attack to get high enough to reach the gravity switch. Once you do, just jump to hit the switch. The next part is tricky. Use the homing attack to hit the spring near the goal and do not press anything. You should end up back where you started use the first switch to go up. Repeat the procedure, except use the switch that is straight ahead. When you get down, fire the missile to get the goal.

Hint : Egg Quarters : A rank :

To get an A rank for Rouge in Egg Quarters, get the three keys in 4 :30. Usually you have to get it in 1 :30.

Hint : Final Egg : Bonus capsules :

When playing as Amy on the Final Egg level, go to the end of the level but do not go into the goal balloon. Instead, walk

around the wall that surrounds the balloon. Directly behind the balloon are four bonus capsules.

Hint : Final Rush : Extra lives :

As Sonic, after the first grinding rail, land on the first platform. Take the lower of the two rails. At the end of the rail, jump to the platform and use the only rail, on the ground. At the end of that rail, there is a platform with speed panels. At the end of the platform there is a bomb robot over another platform. Destroy it and use the rail off of the platform it was over. At the end of that rail is a check point with a small gap afterward. Jump the gap and go all the way down the big drop. At the bottom is a rail on the left side. It will take you to a platform with a ring box and a life box. Get the life and then choose "Exit" from the "Start" menu. Re-enter the level and you should have the same number of lives you had when you exited the level. Repeat this as many times as needed.

Hint : Hidden Base : Interesting statue :

In the Hidden Base level as Tails, go to the pulley where, at the top, there are five to six Kiki's throwing bombs at you. In that area is a headless statue of a nude woman, holding her cleavage.

Hint : Hidden Base : Green sea monster Chao :

When playing as Tails, there is a hidden green sea monster Chao in the small maze. It makes your Chao's color turn green.

Hint : Iron Gate : Special Dragon Animal for your Chao :

To get A Special Dragon for the Dark story line, get all three Chao boxes in Iron Gate as Dr. Eggman. Be careful 00 one of the boxes is near the goal,

Hint : Iron Gate : Laser Blast :

First, find the Cannon in the Weapons Bed level, then play the Iron Gate level again. Go to the location where you find the most coins and two gas pipes. Blast those gas pipes. You will now see a way leading to a hall. The Laser Blast is inside, glowing green light. Take it. It makes it easier to lock-on to more opponents.

Hint : Mad Space : *Phantasy Star Online* items :

In the Mad Space level as Rouge, you can find items from *Phantasy Star Online* lying around -- the boxes rather not items themselves. For example, you can find green and blue boxes from the game.

Hint : Metal Harbor : Shortcut :

Near the beginning as Sonic, after doing the loop-de-loop there is a robot you can home-attack, which will take you to a faster route. After completing this much faster route, simply finish the rest of the level as fast as you can without taking detours. Also try to go straight all the way on the street board at the end-- do not zig-zag.

Hint : Pumpkin Hill : Ghosts :

As Knuckles, from Pumpkin Hill to the rest of the game you can find ghosts in certain places. **Note** : They just pop out and knock you down.

Hint : Pumpkin Hill : Extra Skeleton Dogs :

As Knuckles, go to Pumpkin Hill and get the extra life that is buried where the Shovel Claw was located. Then, go to Church Mountain and look around one of the graves closest to the wall. You should find a Skeleton Dog there. Restart the Level and do the same thing over again until you have as many as needed. The last time you do that, find a Chao Key and finish the level. It is easier to do this if you are on the 100 Ring mission or the Find The Chao mission.

Hint : Pumpkin Hill : Safe from fall :

When you fall for a while, glide then do the Spinning Dig move and hold it down. You will bounce back up and be able to glide to safety. If you do not make it, repeat until you do.

Hint : Pumpkin Hill : Early lives :

When starting Pumpkin Hill as Knuckles, go to the left rocket that takes you to Church Mountain. Then, take the rocket that leads to Pumpkin Mountain, which is somewhere in the graveyard area. While falling down from that rocket, quickly glide forward to the flying "island" in front of you. If done correctly, you should grip to the floating chunk of land and be able to go forward to get the extra life. This can be useful for people who are collecting Skel-dogs, because you can get it in the graveyard place before you take the rocket. There is also an extra life buried where the digging claw things used to be -- so this can double as an unlimited lives trick. **Note** : Skel-dogs are useful for people who are raising running Chao because they remove the boar's ugly features, and provide a running improvement of up to 16, without subtracting from other stats.

Hint : Radical Highway : Fire Ring :

As Shadow, after the second highway you spring to, go backwards instead of forwards. You will see a rollie object that you need to somersault through to a new route. The new route leads to the Fire Ring that allows you to break steel crates. **Note** : You need the Light Shoes or you will not be able to get it.

Use the following trick to get the Fire Ring without using the Light Dash. When you get to the row of rings in mid-air on the path to the ring, simply somersault at Super Sonic speed. Press **A** while holding the **D-pad** in the direction of the rings. You should be in mid-air. Press **A** again to use the Homing attack. You will hit the spring and get the ring.

Hint : Radical Highway : Got Ring? Blimp :

There is a blimp with the message "Got Ring?" in the level.

Hint : Radical Highway : Lost Chao location :

Note : You must have the Mystic Melody to find this Chao. Go to the part where there are two loops. At the end of the loops (next to the speed ramps), jump to the left ready to attack and hit the spring that is down there. You cannot see it at first, so be careful.

Hint : Security Hall : Fast completion :

In this stage you play as Rouge the Bat and are given 5 minutes to complete it. This can prove to be quite difficult. If you have enough lives you can do this trick. If you cannot seem to find the Emeralds, you should die. You will keep the existing Emeralds that you have collected. You will begin at the start of the level and the Emeralds will move to different places. This is the fastest method for completing the level if you are having trouble.

Hint : Security Hall : Cut through lasers without losing rings :

As Rogue, get a running start and glide as fast as you can. If you are quick enough, when you touch a laser you will hear a spark but will not get hurt. You can only do this on lasers that are high. This is best done in the higher room with the switches.

Hint : Security Hall : Alternate shield color :

Play as Rouge in the Security Hall under the hard difficulty setting. The shield robots will be holding black shields instead of red ones.

Hint : Sky Rail : Shortcut :

There are places in the level where you can jump as Shadow from the rail you are on to a rail you are going past that you normally would not get to until later in the level. This method saves time, and it is fairly easy. Be careful -- do not jump to a rail that will take you back, adding time. Additionally, on the last rail, take the rail on the right versus the left. The one on the right slopes straight down to the goal. Also, crouch at the very beginning to go much faster.

Hint : Sky Rail : Find the lost Chao :

The Mystic Melody and Light Speed Dash are required. At the second checkpoint there will be rail. Do not go on it. Instead, turn to the left and you should see the Mystic Block. Play the Mystic Melody and rings will appear. Do the Light Speed Dash and there will be a lot of bouncy things. Bounce up a few and at the top you will see the lost Chao. Go up a few more bouncy things to reach it.

Hint : Sky Rail : Ancient Light :

As Shadow, skip the rocket and use the spring. Hit the bouncy propeller object until you get to the limit. You will see an enemy robot that you need to kill. Following him is a string of robots that you attack until you get to the Ancient Light for Shadow. It does the same thing as the Ancient Light for Sonic.

Hint : White Jungle : Ancient Light :

To get the Ancient Light from the original *Sonic Adventure*, go to the White Jungle level as Sonic and keep playing until you reach the part where you are in a tree with many enemy robots. Jump up to the area with the box of rings. From there, walk to the edge of the platform until you see an enemy robot. Home attack it and keep going, attacking item boxes until you get to an extra life at the end of the line. There is also a 1-Up item which is the Ancient Light.

Hint : White Jungle : Fourth mission Emblem :

There are no shortcuts in this level. To get the Emblem as Shadow, keep running and do not get hurt.

Hint : White Jungle : Easy points :

When playing as Shadow there are two places where you get points for easy things. At the very start of the level, after swinging on your first vine, somersault under a fence for 500 free points. Then, when you are in a grassy area much like the area where Sonic gets his Ancient Light, instead of going the short way which leads to invincibility, somersault under a gate behind two robots. Dodge the sparking robot and when you reach two robots, one flying around one just standing, hit the flying one. Stay in the air as long as you can and bash the second one to get the usual 100 points, but you will also get 400 bonus points.

Hint : Wild Canyon : Special Dragon Animal for your Chao :

Play as Knuckles in the Wild Canyon level. Get all three Chao Boxes. The first Chao Box will be the Chao key. When you get the second Chao Box you can get 2, 3 or 4 animals. With the third Chao Box, you can get the Dragon.

For an easier way to get a Dragon, start the Wild Canyon level and go to the place where you get the power-up on the wall you came out of. Look to where it and the left wall intersects. Climb up to find a Dragon. Go over there and play the Mystic Melody. Go forward and get the extra life. Restart and do it again.

As Knuckles go to where you find the Mystic Melody. The little Dragon should be in the rear left-hand corner.

Hint : Wild Canyon : Extra dragons and lives :

Use the following trick to get a lot of dragons in about ten minutes. At the start of the Wild Canyon level, climb the tall pillar to your right. When you reach the top, get the extra life and glide to the pillar on the other side of the room. Then,

glide onto the pillar closest to it and get the Chao box. Enter the "wind tunnel" and when you get to the top, go to your left. Go to one of the first cubes blocked by boxes. Punch the boxes for another extra life, then go to the end of the path. Once there, hit the Chao box, but avoid the animals. Once you get that, go to the path across from the one you that are in. Go all the way down and either kill or ignore the rhinos. Then, drop down into the statue area. Get the Chao box and the dragon, then exit and repeat this as many times as needed.

Hint : Defeating Big Foot :

In the Hero storyline, you can defeat Big Foot faster by jumping on the wooden boxes. From here, you can attack him without having to wait until he lands. After he shoots out all the boxes, defeat him the standard way.

As Sonic, if you have the bounce attack, just bounce around Big Foot.

Hint : Defeating Eggman :

In the Hero storyline, during both battles with Eggman forget about the lock-on missile -- it is too slow. Instead, rapidly attack him with your Vulcan cannon.

Hint : Defeating Egg Golem :

Beside climbing the stairs on Golem's back, you can hit him another way. You can only do this when he has two or less hits remaining. When he uses his head butt of death, stay to the side of his fists so the head misses. Then, get directly under the head. He takes a few seconds to pick it up again -- use a bounce attack to hit the "battery".

When fighting Egg Golem, fall down to the sand pit area and land on the platforms. Then, hang on to the rope that pulls you up. When you are up do not get off the rope. Remain there and shoot Egg Golem. When he does his head butt, quickly jump back down on the platform then repeat until he is defeated.

Hint : Defeating King Boom Boo :

In the Hero storyline, only run fast enough so you can see his face. When he starts breathing blue fire, you will have more than enough time to punch the ghost holding the hour glass while he is preoccupied making is wall.

King Boom Boo as one attack called the Chomp Attack. Be careful, because he also speeds up when he does it. If you slow down, quickly speed back up or he will speed up and attack.

To avoid getting hit by his fireballs, run on the outside. You do not want to go too fast -- if you get behind him, he will turn around and chase you the other way. To avoid his bite attack, run on the inside of the turn as fast as possible. When he starts to blow fire, it is your chance to hit the timer. Then, dig on his shadow and attach. Repeat this as many times as needed.

Hint : Defeating Shadow :

In the Hero storyline, during both Shadow battles you can use the same strategies. Shadow cannot defend against the bounce attack.

Instead of trying to catch him off-guard, keep somersaulting at him. This makes the battle easy.

When you first begin, stop and let Shadow run ahead of you. Make sure you are moving slightly. After a few seconds, the camera will have a close-up on Shadow. When the close-up is gone, run fast and try to dodge the lightning. If you do, Shadow will think you are hit and stand there. Hit him with your homing attack while he is in this position. Repeat this

until Shadow is defeated. **Note** : Make sure you never get to a complete stop. If you do, the lightning will hit you.

Hint : Defeating Sonic :

In the Dark storyline, instead of trying to catch him off-guard, keep somersaulting at him. This makes the battle easy.

Hint : Defeating Sonic or Shadow :

This trick works for either character during the final battle. When fighting, fall behind of your opponent. When you are far enough, he will do his special attack. Quickly do the homing attack to avoid it. If you are fast enough, quickly do the homing attack at your opponent and you will hurt him. You need to do the homing attack very quickly, or he will start running again and you will not hurt him.

After you complete the last level on the Hero storyline , you will have to battle Shadow. The first three hits are easy. Just to get up close to him and use your Homing Attack. The last two hits are fairly difficult. If you use the Homing Attack, he will also do it. so it wont hurt him. Press the **Analog-stick** slightly so you are walking, not running. You will get left behind. After about two seconds, start charging up your Spin Attack with **B**. When they use their attack on you, release and aim for Shadow while spinning. This trick can also be used when facing Sonic as Shadow.

Instead hitting the enemy or somersaulting over him, Light Dash through the rings to make him appear in front of you. Keep dashing through the rings until he appears at the end of a ring line. Then, Light Dash on them. You will hit the Boss and will collect rings while you do so. This is a good way to defeat the Boss and gaining lives for the Last History, in which you play with all characters. However, you do not save until you play with Shadow, the last character.

Hint : Make Omochao angry :

Pick him up and throw him around. If you throw him at an enemy, he will explode. You can even shoot him with Eggman or Tails while he is flying around your head.

Hint : Big the Cat appearances :

Aquatic Mines level : You can also find Big the Cat when the water is all the way up and you look through the cage with the caution side.

Cannon's Core level (as Tails) : When you take the first elevator down, you will see Big below hanging on to the wall to the right (or left)

Cannon's Core level (as Knuckles) : Big can be found inside of the wall near where you find a lot of lasers close to the ending (next to the ground that is green on the right side). He is waving to you.

City Escape level : Big the Cat appears after the last corner in the G.U.N. truck vs. Sonic scene. look For him at the right of the screen, running downhill on the sidewalk away from the truck.

Colony's Core (as Sonic) : **Note** : this is the last part. When you are going down the slides, jump on the pillar to your left (the one with the timestop switch). Look across from you on the other pillar to see Big.

Cosmic Wall : Big is on the second platform ride after the first balcony thing. You have to rotate the camera to see him.

Crazy Gadget level : Reach the room with all the color boxes. When you first get to the yellow one, jump down to land on another yellow piece. Big will be jumping up and down on it -- you can reach him.

Crazy Gadgets (hard difficulty) : Big will be hanging on to the blue block instead of on the yellow block.

Cosmic Wall level (as Dr. Eggman) : When you are on the second train-like rail car immediately after you reach the top of the first hill, spin the camera angle around to see behind Dr. Eggman. Big will be sitting on the corner of the platform behind you.

Death Chamber level (as Knuckles) : Go in the middle, where the big engine is located. Climb around it in one location and you can see Big the Cat inside of it.

Death Chamber level : Under the hard difficulty setting, Big is still hanging onto something inside the machine, but in a lower area. You may have to rotate the camera to see him.

Dry Lagoon level (as Rouge) : Go to the turtle and rescue him. Then, go to the other place with the underwater swimming turtle. Grab hold of him and on the way to the under prison, look on the bottom right of the screen to see the lower half of Big sticking out of the sand. Look carefully and make sure you are entering the tunnel, and not the exit.

Egg Quarters level : Go to the green room with the eight pillars. In the middle of the room is a Mystic Melody ruin. Stand on top of it and jump up. On the wall to the left (or right), Big is holding on under a flower.

Final Chase : At the last continue, Big will be directly in front of you, inside the green gravity cylinder.

Final Rush : Look for a line that you can grind on. It is a straight line that has a spring attached to it. Hit the spring and jump up to see Big on platform, dancing just like in *Sonic Adventure* when he catches the frog. You can also touch him.

Green Forest level (as Sonic) : Big can be seen (barely) on a platform against a tree, immediately after the part when you home attack two enemies that are floating above platforms. Look to the left to see the large platform against a tree. Big is a little difficult to see.

Hidden Base level (as Tails) : When you reach the entrance to the first pyramid, look to the right. Big will be sitting on a metal girder that is around a large statue against the wall.

Iron Gate level (as Dr. Eggman) : When you reach the first elevator, jump off and hover (or fall towards the wall with the exit on it.). Keep falling to see Big hanging onto the wall.

Last episode level (as Rogue) : Go to the top, and when you press the button, fly the same way that you got there. Climb up on the wood thing and you should see Big the Cat. You cannot go there -- he is just turning his back at you.

Last? story level (as Dr. Eggman) : As you fall down a ravine with lasers, Big is sitting on the far left ledge near the three water enemies.

Last? story level (as Shadow) : Before the biolizard fight (called the Ultimate Battle in scene select), repeatedly press **A** through the beginning of the sequence to see Big the Cat walk by you twice.

Last? Story level (as Knuckles) : Climb to the highest pillar, then jump to the pillar hanging down from the ceiling. Climb to the top and rotate the camera angle. Big the Cat will be waving at you from a cage-like structure in the ceiling.

Lost Colony level : When you reach the part with a high platform that has a lot of beetles, about three quarters of the way on the platform, Big is on the wall to the left. Try shooting a lot of beetles to get light to see him.

Mad Space level. Go to one of the very high ledges on the Ark. Jump off and glide to one of the poles that support the force field around the stage. If you glided to the correct one, you can barely see Big Sitting on top of one of the poles.

Metal Harbor level (as Sonic) : Big can be seen when you reach the rocket that takes you to the big rocket. Look around to see him sitting on a platform off to the side

Metal Harbor level : Big can be seen just before the missile launch. He is on one of the metal canisters. You can reach him by bouncing on the railing. This is difficult, because if you use a homing attack after bouncing you will overshoot it.

Meteor Herd level : Big can be seen below the light screen window that is close to the lava. He is hanging on the middle of the ledge. **Note** : It is located close to the huge platform that has a sign that reads "0-2 0-3". He is difficult to spot.

Meteor Herd level : Big is under the glass with the three pillars.

Mission Street level (hard mode) : When you reach the second town, at the first slab of falling road you will notice a shadow on the bottom of the road above you. When the street falls, you will see Big doing his victory dance.

Prison Lane level (as Tails) : Go to the room with the "elevator". In one of the cells you will see something sticking out on the left side. Move the camera so its pointing to that cell to see Big the Cat.

Pumpkin Hill level (as Knuckles) : Go to the one of the train gates. You can see Big the Cat hiding behind the gate, waving to you.

Pumpkin Hill/Mountain level (as Knuckles) : Go to the Ghost Train Turntable and drop down to the tracks. In one of the barred tunnels, Big the Cat will be waving at you.

Pyramid Cave level (as Sonic) : You can see Big the Cat on the far left side of the screen, behind the fence on the first rail you grind on.

Radical Highway level (as Shadow) : Go to the rocket that takes you over the "Got Ring?" blimp. Big the Cat will be looking down. When playing under the hard difficulty setting, you will see him hanging from the blimp instead of looking down.

Sand Ocean level (as Eggman) : Big can be seen immediately near the end ring. Turn the camera to see Big sleeping on a platform off to the side.

Security Hall level (as Rouge) : Immediately when you start the level, go to your right or left and reach the ledge directly next to the hole with the A/C tubes in it. Move the camera so you can see under Rouge, and you should see Big hanging onto a wall. **Note** : You can use Drill Drive to attack him and pass through him like a ghost.

Security Hall level : Go to the location where you first see Big the cat as described previously Then, jump and drill dive into the fan -- make sure you are near the fence. When diving, try to go under the floor, then quickly glide into the wall that Big is on. Once on the wall, press **R** to rotate the camera, then look at Big. You can see that he is not exactly hanging on the wall, but instead is floating there. To get back, glide into the side of the fan to get blown back out.

Sky Rail level (as Shadow) : Immediately at the start of the level, when Shadow is grinding down a pole, look at the girder behind him. You will see Big sitting on a girder in the background. **Note** : You will only see his head unless you jump.

Weapons Bed level (as Eggman) : Big is sitting on top of the first garage with TNT packs on it.

White Jungle level (as Shadow) : You can see Big at a platform on the right of the screen when swinging on the last vine with the waterfall. After seeing him, look up to the top right-hand side to see Big sleeping on a giant heavy looking leaf on a tree just before you reach the goal ring.

White Jungle level : Big can be seen again at the end of the level. Before you hit the ring, turn the camera to the right to see Big sitting on a tree to the left.

Wild Canyon level (as Knuckles) : Go forward and up the wind. Go over to the wall in between the two paths you can go, and climb up. Big the Cat will be hanging on for life.

You can also see him in the battle against Sonic while playing as Shadow.

In the Tails level where you are running from the police and you first get your hover ability, Big the Cat can be seen again. There is a part in the level where you need to knock a column over in order to use it as a step to reach a higher level, from which you hover over to a platform with a police barricade and two robots. If you miss the platform and fall in the hole, you will see Big the Cat sitting on the girders underneath the platform.

In the intermission when Sonic beats up the Egg Golem (Dark storyline) look against the wall to see Big behind one of the doors, jumping up and down,

After you complete Final Hazard, and Shadow and Sonic get ready to use the Chaos Control, Big will sometimes be seen floating around in the background.

Play as Rouge and do the battle against Knuckles. At the end when you and Knuckles are saying "Whew", Big will walk across the beam behind you.

Select story mode and choose the middle option. Select the beginning scene, then press **A** repeatedly before anything appears on the screen. Big the Cat should jump down from the Eclipse Cannon and look around. He will then cast his

fishing rod.

Hint : Big the Cat appearance in intermission sequences :

Some intermission sequences also have Big the Cat appearances. To find them, rapidly press **A**. If done at the correct time, Big will appear. For example, at the beginning, Big's head peeks out from the helicopter. In the shuttle blastoff, Big will scratch his butt at the very beginning.

When playing the Hero storyline as Sonic, when he jumps out of the plane in the first intermission, repeatedly press **A + B**. Big will get out of the plane and look at you. For better results, keep pressing **A + B** at the start until Big appears.

Hint : E102 appearance :

In Rouge's Inside the Pyramid level, one of the robots you blow up is E-102.

Hint : NiGHTS appearance :

Go to a place in Final Chase level where you can see the earth. You can see NiGHTS in a cloud formation.

Hint : Character comments :

While playing as any character, stand in a place for a while and your character will comment about the stage. Some examples are :

Sonic in Crazy Gadget : "This place is a real pain in the butt!"

Knuckles in Pumpkin Hill : " This place sure feels haunted."

Shadow in Radical Highway : "I sense danger all around me."

Sonic in City Escape : "This city sure has some steep hills."

Glitch : Stuck in wall :

As Sonic or Shadow, enter the regular Chao Garden. From the entrance walk right against the wall while pushing against it with your side. If done correctly you will walk into a little groove in the wall. You will do the spin attack even though **B** was not pressed. **Note** : Be careful because you may hit your Chao.

Glitch : See through walls :

Press **L** or **R** in certain places and you can see through the wall. Try this as Knuckles at Pumpkin Hill at the train area.

Glitch : Fall endlessly in Final Rush :

While as Sonic running away from the burning rocks in the last part of Final Rush, run at full speed and make sure you do not get hit by the rocks. Then, jump to your left or your right, whichever you are closer to. Hold **A** to make a full jump and then press the direction that you want to jump off of. You will notice that you just jumped over the barrier. You will now fall endlessly to your death. However, if you got hit by one of the rocks on the way out, there will be a strange aura attacking you as you fall. You may die before you reach the atmosphere.

Glitch : Invisible snowboard :

In the Metal Harbor hero level, press **Y** on controller B. Sonic will be snowboarding, yet will have no snowboard under his feet.

Glitch : Invisible ledge :

go to the default Chao garden. Next to the exit is a ledge that you can stand on, but is invisible.

Glitch : Stand inside a spring :

In City Escape mission 3, after you run down the skyscraper and hit the springs, run back and find the small statue. Jump on the statue and use Mystic Melody. The spring should appear with Sonic standing in it.

Glitch : Get the Air Board at the start :

To get the board early, press **Y** on controller B.

Glitch : Wrong camera angle :

In the City Escape level as Sonic, find the part near the end with an under-pass that you need to somersault under. When you do that, quickly jump. If you are lucky, the camera will be in the other direction, showing you where the ramp's and speed things are located. This may require multiple tries.

Glitch : Characters inside each other :

Kill Sonic and Shadow at the same time in the two player mode "race" on Green Forest. Hit a check point post, then jump into the water with both characters. If done correctly Sonic will be inside Shadow. *Note* : Do not move.

Glitch : Frozen Shadow :

Shadow's Ancient Light is required for this trick. Once you have it, go to the Final Chase level. When you meet your first shielded robot outside a tunnel, stand as far from it as possible and use Light Attack. Shadow will go to the top of the roof and freeze in the Spin Dash position. Unless you press **B**, he will continue to be that way.

Glitch : Frozen Sonic :

Sonic's Ancient Light is required for this trick. Once you have it, go to Pyramid Cave level. Use the Light Attack on the fourth gamma robot from the Bounce Bracelet. Sonic should destroy the robot and stay in one of the corners, frozen in the Spin Dash position and flicke. Press **B** to revert back to normal.

When you get Sonic's Ancient Light, go to the Crazy Gadget level. Proceed until you get to the last checkpoint near the door to the boxes room. When you get in the boxes room, intentionally die. You will appear to be back at the last checkpoint. The door behind you will be shut. Stand directly next to it and use the Ancient Light. You will be frozen unless you press **B**.

Glitch : Chao eats invisible food :

Wait until your Chao are hungry enough then take a piece of fruit on the ground. As soon as they go to eat one, immediately before they sit down, take it away. If done correctly, they will eat air.

Glitch : Dark Chao World : Walk underwater :

When you get the Dark Chao World (when black Chao evolves), go down there with your evolved Chao. When your Chao is sitting for a long time (this might require a few attempts), keep pushing your Chao into the pool, where he can walk. Then, push him to the edge. When you push him off, he will start to slide down the wall underwater. When he is at the bottom you cannot push him anymore. When he gets up and walks around, he will be trapped underwater. If you hit him or pick him up the glitch stops because the Chao went above water.

Glitch : Crazy Gadget : Stay upside down :

Go through the beginning of the level until you reach the first switch that makes you go upside down. Use it and kill the enemies, but do not use the switch again. Instead, Spindash at the side of the wall. Because there is a curve, you will go down the wall. As you go down the wall, jump and head for the door. You are still upside down. There are other parts

you can do this at.

Glitch : Pumpkin Hill : Go through Church Mountain :

Go to the top of Church Mountain and find the rocket. Go underneath the rocket and keep gliding into the wall. You will eventually go through it. *Note* : This is difficult to do.

Sonic Shuffle

In-game reset :

Press **A + B + X + Y +Start** during game play.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find artwork from the game in the "sonic shuffle" folder.

Bonus characters :

Successfully complete story mode to unlock more playable characters.

E-102 Gamma :

Purchase the last picture of Amy in Sonic's room to unlock E-102 Gamma in versus mode.

Chao :

Purchase all pictures of Knuckles in Sonic's room to unlock Chao in versus mode.

Super Sonic :

Purchase all pictures of Sonic in Sonic's room to unlock Super Sonic in versus mode.

Big :

Purchase all pictures of Tails in Sonic's room to unlock Big in versus mode.

NiGHTS :

Set the Dreamcast system date to December 24 to replace Lumina with NiGHTS. *Note* : All characters may need to be unlocked first.

Rella :

Set the Dreamcast system date to April 1 to replace Lumina with Rella. *Note* : All characters may need to be unlocked first.

Notebook computer :

Successfully complete the game and enter Sonic's room to find the *Notebook* computer on the table. It allows you to change some configurations.

Dolls :

Win in the game in versus mode. You will get a different doll for each character you play. Play Emerald Coast with the game set on two Precioustone for the fastest way of doing this.

Toy Box :

Go to the photo album and select "Another". Buy the first picture and Lumina will confirm. You will now have a toy box in Sonic Room. With this you can play the mini-games already played in story and versus modes using any character, including a secret one which was not unlocked yet.

Hint : Reshuffle :

When the last card of a deck has been used and it is your turn, look at your hand. If you do not like the cards there (for example, you get an Eggman Card), press **A + B + X + Y +Start** to reset the game. When you start again, you will have

new cards. **Note** : This only works when you are the first person to pick from the newly shuffled deck.

Hint : Get two Force Jewels :

When you are in battle, their will be a HP card with a number over the enemy's head. If you get the same number card as the enemy, it will say "Critical". After the battle is over, it will show you two Force Jewels. **Note** : This does not work with Preioustones Battles.

Hint : Sonicooking :

When you land on the Sonicooking mini-game, have the player that is controlling the frying pan hold **A** and repeatedly turn the knob to the right, or repeatedly press **Right**. About six or seven fireballs will appear at the top-left corner. The entire screen will say fire, and the three players in the frying pan will lose all their rings. **Note** : This can only be done once.

Soul Calibur

Bonus characters and stages :

Successfully complete the game with each of the standard characters to unlock a new character or stage. The final character to be unlocked is Edge Master.

Note : To easily unlock more characters, first make sure that you have selected "Character Change At Continue" at the options screen. Then, choose your best character in arcade mode. Win all the way until you reach the Inferno. Intentionally die, then select a character that you have not used in arcade mode. Choose him or her and defeat Inferno. The game should say that a new soul has arrived.

City Of Water arena : Complete Arcade mode six times with a different character each time.

Colloseum arena : Complete Arcade mode eight times with a different character each time.

Water Labyrinth arena : Complete Arcade mode four times with a different character each time.

Fight as Edge Master :

Unlock all characters including Cervantes, then win with all remaining characters (once per character).

Fight as Inferno :

Unlock all the characters, stages, and extra bonuses that are awarded by playing the game in arcade mode and mission mode. Get every picture in the mission mode. When this is accomplished, return to the arcade mode, and select Xianghua and her third outfit by pressing **Y** + **A**. If desired, the game may be set to one round and the easy difficulty. Play through and complete the game with her. After the credits complete, a new soul (Inferno) will appear to the right of Edge Master. He randomly switches weapons like Edge Master, but has some moves of his own that can be done with any weapon.

Metallic characters :

Begin game play in mission battle mode and fight until the "Metal Mode" option is unlocked. Then, hold **R** while selecting a fighter.

Alternate costumes :

Press **Y** while choosing a fighter at the character selection screen.

Alternate title screen :

Successfully complete all missions in mission battle mode for a golden title screen. Unlock Inferno and all 338 pictures in the Art Gallery for a monochrome title screen.

Mission battle bonuses :

Successfully complete all the missions to unlock the hidden art in the museum and a third costume for Sophitia, Voldo, Siegfried, Maxi, and Xianghua by pressing **Y + A** while selecting one of those characters. Completing all mission battles will unlock various museum options such as exhibition theater, opening direction (change the introduction), and character profiles. An "Extra Survival" mode will also be unlocked at the main screen.

Control replay speed :

Get to a replay in practice mode. Hold **R** for a faster replay, or **L** for a slower replay.

Extra weapons :

Unlock Edge Master and successfully complete all mission battles. Hold **L** when selecting a fighter on the character selection screen for extra weapons.

After unlocking the change weapon feature, go to the character selection screen, find the desired character, then press **L** until you find the costume's weapon you want. For example if you wanted Siegfried's first costume but second weapon, highlight his character and while his first costume is selected, press **L** until it "2P" appears, which indicates you will get his second weapon. If "EM" appears, it means you will have Edge Masters type of weapon. "1P" indicates you will have the first costume weapon.

Weapon select :

Unlock Edge Master as a fighter and successfully complete all missions in mission battle mode. Press **L** at the character selection screen for player two's weapon or **L(2)** for Edge Master's weapon.

Change replay focus :

Normally, the replay camera will focus on the winner of the match. Press **B** to change the focus to the losing character.

Select victory pose :

Win a match, then press **X**, **Y**, or **B** during the replay to select one of the victory poses.

Full character profile screen :

Press **L + R** at the character profiles screen to remove the window on that screen.

Secret character styles :

Each secret character has the same style as a original character, except for Inferno and Edge Master.

Secret Character**Style of**

Hwang	Xianghua
Yoshimistsu	Misturugi
Lizard Man	Sophitia
Sigfried	Nightmare
Seung Mina	Kilik
Cervates	Taki
Rock	Astaroth

Dojo mission :

Successfully complete all the missions and the extra missions that appear after the Chaos stages. Move to the eastern-

most map at the mission select screen and place the pointer over Korea. Move over this area until the mission confirmation sound is heard.

Swamp mission :

Successfully complete all the missions and the extra missions that appear after the Chaos stages. Move to the western-most map at the mission select screen and place the pointer between Germany and Russia. Move over this area until the mission confirmation sound is heard.

Easy money in mission mode :

Get the Puentka Shrine and battle the five lizardmen. After you finish the first five, you will get to battle for bonus points. Keep having the enemies come towards you and kick them, hit them, slide into them, etc. to knock them off. If you stay behind the first line before you start moving anywhere, you should earn anywhere from four to eight bonuses each time that you fight.

Soul Edge's Eye :

Soul Edge's eye moves and blinks during game play even when paused.

Art card secrets (Japanese version) :

The following art cards will unlock the corresponding secret.

002 : New art card gallery
 003 : Silk road rains mission
 005 : Harbour of souls mission
 006 : New art card gallery
 010 : Maze of the dead mission
 014 : New art card gallery
 015 : Character profiles open
 018 : New art card gallery
 019 : Colosseum mission
 021 : Silk road ruins stage
 026 : Shrine of eurydice mission
 027 : Palaaea shrine mission
 031 : Kunpaetku shrine mission
 032 : Takamatsu castle stage
 036 : The adrian & fortress mission
 037 : Money pit mission
 039 : Xiangua's SP costume
 040 : Takamatsu castle stage
 045 : New art card stage
 054 : Exhibition theatre open
 055 : New art card gallery
 056 : Hoko temple mission
 058 : Sophitia's 3P costume
 060 : The adrian & fortress #2 mission
 065 : City of water mission
 068 : Proving grounds (Twilight) stage
 070 : Maxi's 3P costume
 079 : Maze of the dead stage
 081 : Ostrheinsburg castle stage
 082 : Valentine mansion mission
 083 : Takamastu (Winter)stage

084 : Water labyrinth mission
090 : New art card gallery
093 : Harbor of souls #2 mission
094 : Voldo's 3P costume
101 : Silk road ruins #2 mission
103 : New art card gallery
104 : Kunpaetku shrine stage
106 : Maze of the dead #2 mission
116 : Shrine of eurydice #2 mission
117 : Palagaea shrine #2 mission
122 : Kunpaetku shrine #2 mission
123 : silk road ruins (Night) stage
126 : New art card gallery
130 : Chaos stage
132 : Takamatsu castle #2 mission
134 : Money pit #2 mission
137 : Taki (exhibition theatre)
143 : Hoko temple #2 mission
148 : Colosseum #2 mission
149 : New art card gallery
155 : Voldo (exhibition theatre)
159 : New art card gallery
167 : Extra survival mode unlocked
169 : Hoko temple #2 mission
177 : Sophitia (exhibition theatre)
178 : Valentine mansion #2 mission
179 : Opening direction unlocked
180 : The adrian & fortress #2 mission
182 : City of water #2 mission
183 : Nightmare (exhibition theatre)
188 : Water vein #2 mission
189 : Astaroth (exhibition theatre)
198 : Hwang (exhibition theatre)
199 : Proving grounds #2 mission
203 : New art card gallery
207 : Yoshimitsu (exhibition theatre)
215 : Ostrheinsburg castle #2 mission
217 : New art card gallery
224 : Weapon select feature unlocked
225 : Lizard man (exhibition theatre)
230 : Siegfried (exhibition theatre)
233 : Rock (exhibition theatre)
239 : Seung mina (exhibition theatre)
251 : Cervantes (exhibition theatre)
256 : Edge master (exhibition theatre)
265 : Metal model mode unlocked

Arcade mode (Japanese version) :

Successfully complete the game, including the bonus stages, with every character.

Fight as Unknown Soul (Japanese version) :

Unlock Edge Master. Then, hold **R** when selecting a fighter at the character selection screen to choose the "see through" Unknown Soul version.

English character profiles (Japanese version) :

Unlock the profiles for each character. Press **L + R** at the character profiles screen to remove the window, then hold **A + B + X + Y** to reset the game. Hold **X** and press **Start** when demo mode starts. Then, return to the character profiles screen.

Alternate underwear color for Sophitia (Japanese version) :

Highlight Sophitia and continuously press one of the following buttons or combinations at the character selection screen until she performs her pre-battle pose :

X**Y****B****X + B****X + Y****Y + B****X + Y + B****Transparent characters (Japanese version) :**

Unlock Edge Master as a character. Then, hold **L** while selecting a fighter at the character selection screen.

Soul Fighter

Cheat code screen :

Press **Left + Y** when the Soul Fighter logo appears on the screen. Then go to options and exit it. The next screen to appear will be the cheat code screen.

High energy :

Enter **ABXXYA** as a code at the cheat code screen.

All weapons :

Enter **XAAYBB** as a code at the cheat code screen.

Level 2 :

Enter **AABXYA** as a code at the cheat code screen.

Level 3 :

Enter **XAYAAB** as a code at the cheat code screen.

Level 4 :

Enter **YYBAXA** as a code at the cheat code screen.

Level 5 :

Enter **BABXXY** as a code at the cheat code screen.

Level 6 :

Enter **XAXBYY** as a code at the cheat code screen.

Level 7 :

Enter **ABXBYB** as a code at the cheat code screen.

Level 8 :

Enter **YBBAXY** as a code at the cheat code screen.

Level 9 :

Enter **BYAAXB** as a code at the cheat code screen.

Level 10 :

Enter **XABBAX** as a code at the cheat code screen.

Level 11 :

Enter **YBYXAB** as a code at the cheat code screen.

Level 12 :

Enter **XBAXBY** as a code at the cheat code screen.

View credits :

Enter **AAAAAA** as a code at the cheat code screen.

South Park : Chef's Luv Shack

Hint : Spank The Monkey mini-game :

In the Spank The Monkey game, notice that the monkey's butts become red when Mr. Mackey hits them, and become redder every time they are hit. If you forget the pattern, watch the order that the butts turn back to normal.

Hint : Better variety of mini-games :

Play as Cartman if you want a better variety of mini-games. He is the only character that can play the Rodeo and Beefcake mini-games.

Hint : Beefcake bonus :

Eat every single can of Weight Gain 4000 in the Beefcake mini-game to see a bonus animation at the end.

South Park Rally

Cheat mode :

Successfully complete championship mode without using any tokens. All tracks, cars, skins, random checkpoints, speech test, and other cheat options will be unlocked.

Cheat Sheet option :

Win the Rally Days 1 race without collecting any pick-ups.

All skins :

Collect the three hidden pick ups in the Valentine's Day race. The first two are located at each tower. The third is found behind the Skater picture in the jungle.

Play as Bebe :

Lose the Cowdays race without getting any health power-ups.

Play as Big Gay Al :

Win the Pink Lemonade race.

Play as Cartman Cop :

Hit Chicken Lover five times with the salty balls in the Read A Book Day race.

Play as Damian :

Win the New Year's race and be the only racer to touch the millennium key.

Play as Death :

Win the race Halloween race after only dropping off four candies at a time.

Play as Grandpa :

Win the Halloween race.

Play as Ike :

Collect the hidden power-up on top of the airplane in the Memorial Day race.

You will need a Philip Phart and any character (Visitor or Jesus works the best because their cars float). Hit the Terrence Turbo on the right side, while the earthquake is still going. Intervals between earthquakes are approximately 22 seconds. You have to go very fast to get good height. If you go high enough, use the Philip Phart in mid-air. If done correctly, you will land on the airplane wing. *Note* : This may take several attempts.

Play as Jesus :

Win the Christmas race.

Play as Marvin :

Win the Thanksgiving without collecting any turkeys.

To get Starvin Marvin easily, at the beginning of the race go straight to the two-story barn and make sure not to pick up any turkeys. Go up the stairs and sit anywhere. No turkeys ever go to the top of the two-story barn, so none of them can run into you.

Play as Mephisto :

Win the Independence Day race.

Play as Mr. Garrison :

Activate all four checkpoints on the Rally Days 2 race.

Play as Mr. Mackey :

Win the Spring Cleaning race.

Play as Mrs. Cartman :

Drop off all lemonades on Pink Lemonade Race without letting anyone else get to a checkpoint.

Play as Ned :

Collect over twelve turbo pick ups (caffeine, Terrence, Philip, etc.) in the Independence Day race

Play as Pip :

Only activate checkpoints one and four on the Rally Days 2 race.

Play as Satan :

Win the New Year's race.

Play as Scuzzlebutt :

Find a Phillip Phart on the Easter Egg Hunt race. Then find the waterfall and Phart your way to the Golden Cow next to the waterfall.

Play as Sheila Broflovski :

Collect the Pot Pie next to the building on the Easter Egg Hunt race.

Play as Shelly :

Hit the three golden cows in the Valentines Day race. Their locations are on the two buildings and through the secret wall.

Play as Terrance and Phillip :

Collect the four hidden power-ups in the Christmas race.

Play as Tweak :

Collect five caffeine pick-ups in the Spring Cleaning race.

Play as Visitor :

Collect the hidden power-up above checkpoint one and the another power-up that is between check point four and the wood bridge in the Memorial Day race.

Random checkpoints :

Successfully complete the game in championship mode.

Speech test :

Successfully complete the game in championship mode.

Alternate ending :

Successfully complete the championship as Jesus, Satan or Damian

Hint : Completing races easily :

The following trick works on the Rally Days 2, Read A Book Day, Halloween, and Christmas Day races. Simply wait on the final check point or drop-off point and keep your eye on the radar. Then, ram into the other racers and take what they were carrying. Then reverse over the check point.

Hint : Christmas race :

The pot pies can be found behind the buildings near checkpoints 1, 3, and 4 and on the path above the water near checkpoint 2.

Hint : Cow Days race :

Once you pick up the antidote, go to the two-story barn. Ride up the stairs and go on the ledge where the Pinkeye bottle is located, do not fall off, and stay there. The other racers will stay on the steps and run into each other, but they will never get up to where you are located. It may be boring, but stay on the ledge until you win.

Hint : Millennium New Years Eve race :

Do not follow the specified route. Instead, follow the outside track, quickly pick up the key, and then power around the outside track. Also, keep picking up yellow boxes, as these can contain Mr. Hankeys, and are a big help when other racers start firing Sparkys and the missiles at you.

Hint : Read-a-Book Day race :

The easiest way to win the Read-a-Book Day race is to wait in front of the drop off area until another racer comes by with the chickens. They will run into you, causing an exchange to you and for you to run into the drop off area. Repeat this until all ten chickens are dropped off.

Hint : Thanksgiving race :

Stay in or near the area with the bull running around the pen. This area has the most turkeys. If more than two opponents appear, stay near the hay room and catch turkeys there until they clear out.

Hint : Satan : Do not flip on head :

When playing as Satan and you are hit by a bus, train etc., you will not be flipped onto your head.

Hint : Skuzzlebutt :

Skuzzlebutt may be big, fat, and slow, but he has advantages as well. For example, if you were to hit another racer, they would be knocked out of the way as if they had hit The Odd Crazy Driver, a Bulldozer, the Tractor, etc. Also, the Bulldozer, Odd Crazy Driver, Tractor, etc. does not affect Skuzzlebutt as much as they do other players.

Hint : Extra credit coin locations :*Rally Days 1*

There is a row of cows on the way to Checkpoint 3. Instead of turning completely, go behind the red building. It is located behind the houses, before the town square.

Rally Days 2

At the first bridge, turn left at the tracks. It is located at the end of the train track.

Go to the end of the railroad tracks to find an extra credit.

Valentines Day

At the end of the Big Gay Boat Ride. It is located at the edge of the river before the ball room.

Read A Book Day

At the top of the steps in the cemetery.

Thanksgiving

In the Ring Jump, in the tire in the staircase room.

Memorial Day

On the edge of the cliff on the cracked concrete by the laser location.

Cow Days

At the south end of the room with all the hay.

Spring Cleaning

In the pool of sewage by Checkpoint 2.

Easter Egg Hunt

Near the beginning on the right mountain ledge.

Pink Lemonade

The red carpet hallway.

Independence Day

Next to the right side of the building by Checkpoint 2.

Halloween

Behind the trees in the "city" area.

Christmas

Behind the blue car in the parking lot by Checkpoint 3.

New Years Eve

On the ring on the other side of the old Checkpoint 1 from the Memorial Day Race.

Space Channel 5

CPU control :

Hold **L + R** and press **Up, Left, A, Left, A, Down, Right, B, Right, B** during game play. A sound will confirm correct code entry. The game will continue by itself under CPU control.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Alternate game :

Successfully complete the game, then load the saved game file and select any level. Game play will begin with new routes at a harder difficulty setting.

Fiery Ulala :

Achieve a rank of 95% or higher to play as Ulala surrounded by purple fire.

Michael Jackson cameo :

Michael Jackson can be found in the last level of the game.

Hint : Defeating the second-to-last Boss :

When facing the Boss that makes you copy its moves in reverse, simply turn your controller upside-down -- you will not have to think the reversed commands.

Space Channel 5 Part 2

CPU control :

Press **Start** to pause game play, then hold **L + R** and press **B(2), Up, Left, A, Left, A, Left, A**. *Note* : Do not select a menu item when pressing **Up**. A sound will confirm correct code entry. Press **Start** to resume and game will continue by itself under CPU control. Repeat this code to return to normal.

Bonus costumes :

Play and save the game. Use the same VMU with *Space Channel 5 Part 2* to unlock costume 12 (Rez).

Play and save the game. Use the same VMU with *Space Channel 5 Part 2* to unlock costume 28 and costume 29 (Blank and Boy Toy).

Spawn : In The Demon's Hand

Character galleries :

Successfully complete a tournament battle with each character to unlock the corresponding gallery.

Character endings :

Play arcade boss mode with multi-player on the highest difficulty setting to unlock an ending.

To get character endings in the game, you must do the following. Select any character as your primary (except the helper characters, i.e. Army 1, Green Beret 1, Wolf 1, etc.). Reach Admonisher -- if you face him in the smelting pit, you will notice many doors. All of these doors are trapped except for one. Find that door and open it. Inside are some rare weapons, such as the Sword of Curse 1. Once you have entered the secret room, go and kill Admonisher. Face all opponents -- do not let time run out against any Boss. As insurance policy, set the Boss fight time limit as high as you need. If you have any of the helper characters as your partner, such as Skeleton 1 or Hell Spawn, you will face the Vacillator in a water cavern instead of the ice cliffs. However, this does not always work. For example, with Clown. This level is a straight line all the way through. Kill enemies until Vacillator appears. When the "A Boss Has Appeared!" message appears, immediately run to either end of the level. The walls here are destructible. Assuming that you waited for Vacillator to appear, the Vandalizer should be in one of those walls. He is much weaker than when you faced him before. Kill him and loot the chests. There are some great weapons in here. Continue onward to the end of the game. If you fought Angel Teneres and D.A. Spawn after the Gatekeeper, then you will get the character's ending. You will know if you did it correctly if you did not have to continue at the end of any match and "To Be Continued" did not appear in the bottom corner of the screen. To summarize, you must find the secrets in either Admonisher's or Vacillator's levels before facing Teneres and DA Spawn. If you complete the game without continuing you will unlock the character

endings.

Hidden characters :

Successfully complete Boss mode to unlock various hidden characters.

Play two-player in Boss-attack mode. If you successfully complete the game, even more characters will be awarded.

Play as Admonisher :

Successfully complete Boss mode in multi-player as CPU as any character without continuing fourteen times.

Play as Angel Teneres :

Successfully complete Boss mode in single player as Soleil.

Play as Angels E :

Successfully complete Boss mode in single player as Tiffany.

Play as Army A :

Successfully complete Boss mode in single player as Overtkill.

Play as Black Brimstone :

Successfully complete the game in Boss mode with every character and also unlock all hidden characters. You do not have to complete tournament mode. Highlight Brimstone in any mode, then hold **L**, hold **R**, and press **A** while holding both of those buttons.

Play as Cy-Gor :

Successfully complete Boss mode in single player as Tremor.

Play as Dark Ages Spawn :

Successfully complete Boss mode in multi-player as CPU as any character without continuing five times.

Play as Gatekeeper :

Successfully complete Boss mode in single player as Hell Spawn.

Play as Green Beret A :

Successfully complete Boss mode in single player as Jessica.

Play as Hell Spawn :

Successfully complete Boss mode in single player as Redeemer.

Play as Overtkill :

Successfully complete Boss attack mode in single player as Brimstone.

Play as Skeleton I :

Successfully complete Boss mode in single player as Al Simmons .

Play as Soldier I :

Successfully complete Boss mode in single player as Twitch.

Play as Soleil :

Successfully complete Boss mode in single player as Grace.

Play as Spawn I :

Successfully complete Boss mode in multi-player as CPU as any character without continuing one time.

Play as Spawn IV :

Successfully complete Boss mode in multi-player as CPU as any character without continuing ten times.

Play as Sub Curse :

Successfully complete Boss mode in single player as The Curse.

Play as The Curse :

Successfully complete Boss mode in single player as Spawn.

Play as The Mafia :

Successfully complete Boss mode in single player as Sam.

Play as Vacillator :

Successfully complete Boss mode in single player as Vindicator.

Play as Vandalizer :

Successfully complete Boss mode in single player as Cogliostro.

Play as Vaporizer :

Successfully complete Boss mode in single player as Vandalizer.

Play as Vindicator :

Successfully complete Boss mode in single player as Clown.

Play as Wolf I :

Successfully complete Boss mode in single player as Cy-Gor.

Play as Zombie I :

Successfully complete Boss mode in single player as Gatekeeper.

Powered-up characters :

Make sure your character has almost full health, then press **R + B** or **X + A + B**. Most characters have an alternate powered-up form. However, the powered-up version will gradually drain your remaining health. Press **R + B** or **X + A + B** again to return to normal form.

Powered-up Brimstone :

Press **B + R** to make Brimstone get bigger, shoot many charged-up flare missiles, and use the deadly "Inferno".

Play as Violator :

Select Clown and press **R + B** simultaneously. Be careful, as your energy constantly runs down in this form.

Play as Spawn with cape :

Select either Spawn or Spawn I and press **A + X + B** during game play. For a short amount of time you will be wearing a cape and be much stronger.

Special moves :

All characters and weapons have a special move that can be used by pressing **R**. For example, Redeemer's Spear Sword special would be stabbing the person, turning them to stone, and freezing his ice ax.

Hint : Cogliostro's magic :

While playing as Cogliostro, hold **R** button to form a floating green pyramid. Anyone can step into it and regain health, which only lasts for a short time. Also, press **R** when Cogliostro hands are green or blue to increase the distance and strength.

Hint : Grim Forest : Hidden areas :

On the Grim Forest level, run through the red lit parts of the trees to get to hidden areas.

Hint : Get rare items in Boss attack mode :

Use this trick to get the rare items in the Item Collection Gallery, which will help unlock more secrets. Play in team mode and successfully defeat every opponent within the time limit. If you get to the Gate Keeper and defeat him within the time limit you will fight two extra characters : Angel Teneres and Medeival (Dark Ages) Spawn. You will find your character's ultimate items on the levels that you fight them on, assuming that you are playing at level 4 difficulty or higher. Examples of rare items are : Bikini of Steel special item, Stinger Missile Launcher, Clown's Gun, etc.

Hint : Defeating the Gate Keeper in Boss attack mode :

When he appears, quickly switch to your third weapon. For example, Spawn's third weapon is the grenade, the magician's third weapon is fire, etc. This makes his energy short when you use it. As his energy is only about one third or one fourth short, quickly change to your first weapon (with the fist). Get near him and press **R** for the special. Keep doing this until you die. When you cannot use it any more, quickly sink into the lava.

Hint : Admonisher's secret room :

If you face Admonisher in the smelting pit, there are many booby-trapped doors. However, one is not trapped and holds a secret storeroom. You will find Sword of Curse 1 in there, among other goodies.

Hint : Extra Boss in Boss mode :

While fighting Vacillator on the stage with water (not ice), go all the way to the other end from where you start. Blast the wall with anything and go inside to find Vandilliser. He will not have as much life, but he will be as hard of an opponent.

Hint : Endings for characters and bonuses :

Set the difficulty level to 4 and above, then choose either tournament or arcade mode. However, in tournament mode you must choose team battle, and in arcade mode you must choose boss attack mode or this trick will not work. **Note** : You do not have get to the bonuses like Dark Ages Spawn or the Sword of Curse 1 -- it just makes the ending look

slightly nicer. To get bonuses such as Dark Ages Spawn, when you first fight Gate Keeper, defeat him before the time runs out. It does not matter how long you set the time for. If the time runs out, you will not be able get to Angel Teneras and D.A. (Dark Ages) Spawn. After defeating him before time runs out, get ready for the next two battles. Even though the two masters are as difficult as the Gate Keeper, their stages are a pain. Angel Teneras' stage is the same one in which you fought Cy-Gor, except in a mist, and in D.A. Spawn's stage zombies will pop out no matter where you are at.

To get the bonuses such as the Sword of Curse 1, you must either have an assistant character as a main character or as your partner. When you reach the Admonisher in the Smelter instead of that other place, there will be trapped doors with a green spot or button on it. To open them, press **X** (attack/action)/ Only one door is not a trap (the one with all of the goodies in it). The Sword of Curse 1 will turn you and other people into stone when hit. *Note* : If you do not have an assistant character as a main character or as your partner, this trick will not work.

Speed Devils

All cars and tracks :

Press **B, Right, B, Right, Up, B, Up** during game play.

Unlimited nitros :

Press **Down, Up, Down, Up, A, X, A** during game play.

Skip current class :

Press **Down, Right, Down, Right, A, X, A** during game play to advance to the next class in championship mode.

More money :

Press **A, Right, A, Right, Up, B, A** during game play for an additional \$100,000 in championship mode.

Full pause screen :

Press **Start** to pause game play, then hold **X + Y**.

Soundtrack :

Start the Dreamcast without a disc to access the audio CD player. Insert the game disc and play tracks two and above to hear music from the game.

Turbo :

Press **B, A** during game play in arcade mode to get turbo. *Note* : This can only be done a limited number of times.

Alpine shortcuts :

When you are about 50% through the lap, you will see pine trees to the left and a hill straight ahead. Instead of going up the hill, turn left and go through the trees to enter a cave. When you get out of the cave, do not turn left on the road. Keep driving straight and you will be in another shortcut -- make sure you do not fall in the lake, or you will restart on the road.

At the end of the lap, you will enter the city. Before you go past the front lift where the rocks are, turn directly left and you will be on a shortcut. *Note* : It only appears at certain times.

Aspen winter shortcut :

During the race you will go around a bend, and to the left you will see a frozen lake. Turn left, go across it, then go over the snow hill to save about ten seconds of time.

Canada shortcuts :

At the first mill, the road will be off to the left in a bridge. Keep right, hit the ramp, and go through the windmill to land back on the road.

At the second mill, there will be boxes stacked to the left. Go behind them and go up the ramp. Be sure you land on the logs after it -- if you do not, you will fall in water and restart on the road.

Hollywood shortcut :

After going under the T-Rex's legs in the road, keep straight, hit the jump, then turn left and you will be back on course.

Note : You could miss the jump and fall in water.

Nevada shortcut :

On the first turn you will see a dirt road. Take it and you will not have to go around the bend.

Hint : Fastest cars :

If you get the Nitro power-up on the Dodge Viper, it will go up to 240 mph. The Dodge Viper is the car in the middle of car selection screen.

The Bel Ray can get up to 275 with nitro.

Speed Devils Online Racing

Note : *This game is also titled Speed Devils 2.*

Soundtrack :

Start the Dreamcast without a disc to access the audio CD player. Insert the game disc and play tracks two and above to hear music from the game.

Championship status on VMU :

Insert a VMU with at least 32 blocks of memory free. Start the game in championship mode with any name and complete at least one race. Insert your VMU, and select the save option. Save the game and remove the VMU. Press **Sleep** on the VMU and select the picture of the cards to view your championship status.

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When you are about 50% through the lap, you will see pine trees to the left and a hill straight ahead. Instead of going up the hill, turn left and go through the trees to enter a cave. When you get out of the cave, do not turn left on the road. Keep driving straight and you will be in another shortcut -- make sure you do not fall in the lake, or you will restart on the road.

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Note : You could miss the jump and fall in water.

Nevada shortcut :

On the first turn you will see a dirt road. Take it and you will not have to go around the bend.

Spider-Man

Master code :

Enter **LEANEST** as a code to unlock all cheats.

Level select :

Enter **MME_WEB** or **MIME_WEB** as a code to unlock the level select option on the specials menu. *Note* : " _ " indicates a space.

Invincibility :

Enter **ADMNTIUM** as a code.

Full health :

Enter **WEAKNESS** as a code.

Unlimited webbing :

Enter **GLANDS** as a code.

Big head mode :

Enter **EGOTRIP** as a code.

All comic books :

Enter **KIRBYFAN** as a code.

Comic collection :

Enter **FANBOY** as a code.

All FMV sequences :

Enter **CINEMA** as a code.

All gallery characters :

Enter **RGSGLLR** as a code.

Storyboard :

Enter **ROBRTSON** as a code. Alternately, successfully complete the game.

What If Contest mode :

Enter **UATUSEES** as a code. In this mode, the game will be subtly changed from level 2 onward.

Stickman Spider-Man :

Enter **STICKMAN** as a code.

Cartoon Spider-Man :

Enter **FUNKYTWN** as a code.

Symbiote Spidey costume :

Enter **SECRTPWAR** as a code. This costume allows Spider-Man to have unlimited webbing. Alternately, successfully complete the game under any difficulty setting.

Spidey 2099 costume :

Enter **MIGUELOH** as a code. This costume allows Spider-Man to do double damage. Alternately, collect all comics in the game.

Captain Universe costume :

Enter **TRISNTNL** as a code. This costume allows Spider-Man to have double damage, unlimited webbing, and invincibility. *Note* : "_" represents a space. Alternately, successfully complete the game under the hard difficulty setting.

Spidey Unlimited costume :

Enter **SYNOPTIC** as a code. This costume allows Spider-Man to have stealth mode by pressing **L**. Alternately, successfully complete the game twice in a row under the same difficulty setting and using the same costume.

Scarlet Spider costume :

Enter **XILRTRNS** as a code. Alternately, defeat Rhino in Level 3-1.

Amazing Bagman costume :

Enter **KICK_ME** as a code. *Note* : "_" represents a space.

Peter Parker costume :

Enter **MRWATSON** as a code. This costume only allows two webbing cartridges. Alternately, find Peter Parker in the Kraven room in item hunt mode. You have to collect all the spheres on the top and then go into the pit. Run into a wall that has a "?" on it all in under one minute. Then, find Peter Parker to unlock the costume.

Ben Reilly costume :

Enter **CLUBNOIR** as a code. Alternately, successfully complete level 4-2.

Quick Change Spidey costume :

Enter **SM_LVIII** as a code. *Note* : "_" indicates a space. *Note* : This costume only allows two webbing cartridges. Alternately, get more than 10,000 points in Zip-Line training.

Hint : Censored codes :

Enter an obscene word as a code. Spider-Man will appear in one of his costumes, punch the code, and another word will appear.

Hint : Easy enemy kills :

Thug : If you have enough web fluid, just web trap him until he is down and he will disappear. You can also just web yank them into a wall, impact web them off a building, or grapple them and punch them until they are gone.

Bank Thug : Same strategy as for Thug.

Police and Swat : Do not bother fighting them, just keep moving.

Police Helicopter : When you see the target, move. The easiest way to get out of the way is to jump towards the nearest building and web swing over. You cannot destroy the helicopters.

Lizard Men : Strategies vary, depending on where you are. If facing multiple men in a tunnel, web yank one to you and finish him off with your fist one at a time. If one is near water, web yank or impact web him into it. If one is on a pipe above a pit, impact web him or yank him in.

Symbiotes : First, destroy the generators. If alone (without fire webbing) jump and hit punch or kick to hit him from above, then hit with a 1, 2, 3 combo and repeat. If near a furnace, knock him into it to set him on fire. If you have fire webbing, impact web him or web trap him until he catches fire. When in the warehouse, pick up a can or box that is labeled flammable and throw it at them. If you are low on energy and on the subway or fighting a large group of symbiotes, constantly create web-domes until they are all gone, or the sub stops.

Any enemy can be grabbed and punched or kicked except the Bosses. Often the grab maneuver followed by a punch or kick will do the job. Most often the punch is more effective because you can perform it as many times as needed to successfully kill the enemy. *Note* : This tactic does not work as well on the pink Symbiotes. They can sometimes throw you over their back.

Unlock the enhanced strength costumes, then use the web gloves to kill enemies easier : thugs (1), henchmen (1 or 2), lizardmen (1 or 3), and symbiotes (3)

Hint : Easy training :

Enable the "Invincibility" and "Unlimited webbing" codes, then do a training mission. This is the easiest way to unlock Quick-Change Spidey.

Hint : Homing punch/kick :

When facing an opponent, jump and press **Punch** or **Kick** buttons while in the air. Spider-Man will fly through the air and hit the opponent.

Hint : Defeating Carnage under the hard difficulty setting :

Web-jerk him into the sonic field immediately, and keep webbing him until he dies out. Do this as Symbiote Spider-Man or Captain Universe, as they have unlimited webbing.

When you start out, simply select impact webbing. He is already targeted, so it will hit him plus he will not be able to attack. Do not release the buttons until his meter runs out, which takes awhile. After his meter runs out, you will have to stop the impact webbing attack. He will probably come after you, but a couple of punches should take care of him.

When fighting Carnage in the Captain Universe costume, Web Yank him into the Sonic Bubble. Then, Web Trap him until he is defeated.

Hint : Defeating Rhino :

While fighting Rhino, stand by an electrified pillar. When he starts to charge, hide behind the pillar. He will get shocked and Spidey will make a smart comment. Alternately, you can have him charge the barrels, and jump when he is near. This is the best way to get the comic.

Hint Defeating Scorpion :

When fighting Scorpion under the hard difficulty setting, fight him as much as possible until JJJ runs into the other room. If you attack Scorpion and quickly run back into the other room, he will not go after Spidey. Use the "Web Ball" attack with Symbiote Spidey or Captain Universe, as they have unlimited webbing.

When you are fighting Scorpion for the first time, just sling him with your web, then punch or kick him one or two times. Then, jump away and you will also throw furniture at him.

Hint : Defeating Lizardmen :

When you get to the sewer and you see the lizardmen, it only takes this many hits on a close range web ball attack :

Kid mode : 1

Easy : 1

Normal : 2

Hard : 3

To easily defeat the lizards on the subway level, enable the "Unlimited webbing" code or get a costume with unlimited webbing. Make lots of web domes constantly. The lizards will either die or fall of the subway.

Hint : Strangle enemy :

Continue shooting web strings and eventually your opponent will die.

Hint : Dodging missiles :

In the missile attack level, the missiles can only hit you if you are on the completely boarded up windows. Avoid them and you will not get hit.

Hint : Waterfront Warehouse : Secret Armor :

There is a secret Spidey armor on level 6 stage 1 "Waterfront Warehouse". At the final drop, near the broken grate door

that you can break, go on the side of the grate door and fall while holding **Forward**. You should land on a secret platform. Follow the path until you see the armor. The armor is useful at the next stage, "The Underwater Trench".

When playing the level after fighting Mysterio you will at one point reach a fan with a cage over top, so you cannot fall through. When you go to the next one in the level it will not have a cage over the top. Jump down through the fan and quickly press **R**. If done correctly, you will stop between the two fans and find another entrance that contains "Trusty Spidey Armor". **Note** : Do not move around too much or the first fan will hurt you and Spidey will most likely fall all the way down because he is "stunned".

To find Spidey Armor, defeat all the Symbiotes (so you have no trouble), and destroy the first two generators. Then, go to the back of the warehouse (not where the last two generators are located) to find a wall to the left. Climb up the wall, and you will see a fire webbing cartridge. Walk inside a box and you will see a golden cartridge. Touch it to get the Spidey Armor, then get fire webbing cartridge.

Hint : Level 1.1 : What if mode Neversoft reference :

The building with the long trench down the middle of the roof and a thug has "Neversoft" written across it in neon letters.

Hint : Level 2.1 : What If mode JJJ suicide :

Get to the Bugle (where Scorpion is after JJJ). They play Marco Polo. If you let JJJ die, he offers to throw himself out the window.

Hint : Level 5.3 : Hidden room :

In level 5.3 (the level before Mysterio, downstairs in the Daily Bugle), you have to destroy two Symbiote generators and then find the imposter Spiderman-Mysterio. After finding the first generator and destroying it, find the second one. The wall behind the second generator is holographic. It does not appear so, but when you try to climb it, you will go right through. Two web cartridges and one flame cartridge are inside.

Hint : Police Chopper Chase : Shortcut :

Enable "What if" mode and start the "Police Chopper Chase" level. Near the beginning, you will see a blimp. Web sling on to the blimp to access the secret and skip about half the level.

Hint : Police Chase level : What If mode Spidey Armor :

On the second part to the Police Chase in What If mode, there is a crane to the extreme far right. Look at it to see a pumpkin and the word "BOMB" on the side. Swing to it to find an open hatch. Jump inside to find the secret lair of Green Goblin, where you can get a Spidey Armor.

Hint : Sewer Chase : What If mode lizard droppings :

On the first part of the Sewer Chase, you will be trapped in a little tunnel. About five lizard monsters will run up to you. When they or you get closer, you will hear a farting noise. One of the lizard monsters will have made some droppings.

Hint : Practice fighting :

When being chased by the N. Y. P. D. in What If mode, there will be a gold U.F.O. Swing on to it. It will help you practice fighting.

Hint : What If mode :

What If mode adds small variances in the game, for example The Torch will be on the FF building. You will know that it is definitely unlocked, if you see the Watcher just after the second FMV sequence (featuring the helicopters). He will have new dialogue.

The following differences will be present when What If mode is played under the easy difficulty setting :

Level 1.1 : None

Level 1.2 : Speech by Watcher, Torch on FF building.

Level 1.3 : Dancing Spidey. Go into room which you opened by pressing button 1 and step on the platform.

Level 1.4 : Back of wall says "Hans was Here".

Level 2.1 : Fireballs/comets falling from sky at start, JJJ/Spidey/Scorpion playing Marco Polo

Vs. Scorpion : When Scorpion chases JJJ into the next room he says "Heeeeeerrrrre's Johnny!".

Level 2.2 : Spidey blimp two seconds into level. Now, you can do two things : Go through the level as usual, the copter guy says something else; or swing to the blimp. If you look quickly enough, you will see the Silver Surfer pass by. To beat the blimp, fall off the side which you came on, and you will go straight to the wall.

Level 2.3 : He makes a comment about Wolvie and Jerry Swinger as he passes their signs. (Swinger has Cap on his sign).

Level 2.4 : Man on copter sings that traditional war song.

Level 2.5 : None

Level 2.6 : First billboard about monsters in NY sewers... Spidey makes a smart comment.

Vs. Rhino (level 3) : None.

Level 4.1 : Different and funnier dialogue as they fall through the building.

Levels 4.2, 4.3, 4.6, 4.7 : None.

Level 4.4 : Venom with a new saying.

Level 4.5 : There is a rubber ducky in the first pool you come by (upstairs).

Level 4.8 : Water has been replaced by lava, another smart Spidey comment.

Level 4.9 : Lizard will not tell you the path again -- he will repeat once.

Vs. Venom : MJ has some.... nice things to say to you.

Level 5.1 : The hostage in the cleaning duct has lost all hope.

Level 5.2 : Spidey with a different saying at start of level.

Level 5.3 : When Spidey meets his imposter, and goes into FMV, instead of staring at each other, they go into the famous "Matrix bullet time scene".

vs. Mysterio : He has fish swimming around in his head.

Level 6.1 : None.

Level 6.2 : Man in the submarine talks throughout most of the thing, challenges you to a race, and gives you a code if you defeat him (watch the FMV). Different Spidey comments.

Level 6.3 : In FMV, Cat is dancing, and realizes it.

Game : The lids of the fog are bananas.

vs. Doc Ock :It looks like a hippie palace. Flower designs and bright colors everywhere. Someone named Dr. Love is on the walls. Ock is much smaller -- and if you go to the edge of the walls, his tentacles cannot reach you.

vs. Carnage : Shark floating around, Carnage has a real whining voice. Prince Namor, the Sub-Mariner, is seen on a rock outside the structure just watching. It is hard to find him, but once you see him, you never lose sight. He also appears in the character section.

vs. Monster Ock : None.

Comic book locations :

1. Found on top of the Fantastic Four building. Immediately after the choppers are shot down, swing left towards the building with a "4" on either side instead of going straight to the bank.
2. After opening all of the security doors, kill the two thugs and go into the office they exited from. Whenever you want, jump into the first cubicle and pick up the chair that is pushed into the desk. There is a comic under it.
3. In the Stop The Bomb level, open the door with the bomb in it. Defeat the thugs and go back to the door from which you originally came through at the start of the level. The comic is there.
4. Upon swinging to The Bugle, go to the very tall building with the two thugs talking on top. To the right of it is a comic book.
5. While fighting The Scorpion, destroy every piece of furniture in the first office. A lightning bolt will come down, revealing a comic book
6. Go through the first helicopter chase as normal. Before swinging to the boarded-up building, let the helicopter destroy the boxes on the building. The comic book is in one of them.
7. After completing the boarded-up building, go to the first crane you see. It will have distinctive Green Goblin graffiti on it. Climb atop it and enter through the open hatch on the top. There is a comic, some one-up items, and Green Goblin gear inside.
8. At the very start of the Scale The Girders level, instead of immediately climbing, run all the way to the left of the building. From there go straight down that side of the building. There is a comic located there.
9. When you get to the building where the helicopter shoots out all the glass on the roof (on the last Chopper Chase stage) jump inside. Kill the cops inside, then use targeting mode to find the plate of glass that can be destroyed (the targeter will turn blue) and fire a web. Then, walk into the corridor you have now discovered to find a comic inside.
10. Pick up, and destroy every flammable tank in the level where you fight Rhino. As in the Scorpion level, a lightning bolt will appear, revealing a comic book. **Note** : The flammable tanks are in the corners.
11. Chase Venom until you get to the building under construction (immediately before you rampage through the next building). Somewhere there, you will easily find a comic next to some Spidey-armor. It is in plain view.
12. Once you resume chasing Venom, you will find a comic book on the roof of the first building you swing to. You may lose Venom when trying to collect it.
13. The first time you fight Venom, there is an abandoned car nearby. Either pick it up and throw it, or destroy it with a web ball. Either way, there is a comic underneath it.
14. Go to the entrance to the second cavern, just far enough not to trip the trap but remain inside. Quickly scamper out and swing back to the first cavern. Walk through the tunnel and you will soon discover a comic.
15. In the sewer level where you need to use your targeting mode to swing to each pole, after getting to the second or third pole, target the secret room behind the waterfall. There is a comic located there.
16. After being thrown off the train by Venom, you will start a new stage. Defeat the first three Croc men and continue until you get to the next three Crocs. Kill them, then go left instead of right. Go all the way down the tunnel and past the oven-shaped object. Behind it is a comic and some other items.
17. After draining the water in the room with the pole going across it, jump down to the ground where there are three or four crocs and a switch you need to press to open a door to continue. Somewhere down there is a comic. It is very easy to find.
18. In the Hidden Switches level (the room with the pool in the middle that you have to drain) set all the switches, and before continuing go back to the third switch where a new comic should appear.
19. Find the Lizard in the level just before your final battle with Venom. There is a comic near his cage.
20. There is actually more than one ventilation shaft in the Bugle data libraries. Travel the ceilings to find the one with the comic in it It may be in the first room, where Venom jumps out the window in search of Carnage.

21. Immediately before you go to the presses, explore both of the last two elevator shafts. The one on the right is the way to the presses, but the one on the left has a comic in it. Be stealthy, as there is a symbiote waiting for you.
22. In the second presses room (in the Stop The Presses level) is a crate of paper you can pick up. There is a comic under it.
23. In the Bugle's basement, destroy the first generator and go through the fiery furnace to the second half of the level. Immediately discontinue swinging after coming through, or if you go all the way, just return without hitting the fog. In front of you will be cracks in the sides of the walls where deadly steam is pouring through. Switch into your targeting mode and target the cracks with the steam. When the targeter turns blue, fire and you can seal up the crack. Seal them all until you find the correct one and reveal a comic near you. **Note** : This trick does not work on any other cracks in the level.
24. While fighting Mysterio, somewhere on the first platform is a comic. You can only get it after he activates the electrified floors.
25. In the last section of warehouse 65, in the right side of the room, is a comic. It is inside an indentation of crates. Explore until you find it.
26. Before jumping into the very deep ventilation shaft which will take you to Doc Ock's obstacle course, switch to targeting mode and swirl around the room. At one end of the shaft you are in, your targeter will turn blue. Shoot a web, and go through the door you just opened. You will get to an area with two large fans blowing at each other. Spidey will say "This place blows!" and you can find a comic in there.
27. Go through the first two obstacle courses as normal. Before going to the third, go behind that furnace-like object on the right side of the corridor. A one-up item and a switch is found here. Push the switch to unlock a secret door underneath the very first entrance door, that leads to a room with a comic in it. To get the comic, you must go all the way back to the beginning of the level. Going backwards on the first obstacle course will put the secret door in plain view. Be careful, as the door is dangerously close to the electrified floor.
28. In the Stop the Fog level, go underneath the center platform that leads to all the doors in the level. Travel down the pipe until you get to a small opening. There is a comic in there.
29. While fighting Doc Ock, there is a comic dangerously close to his shield. You can quickly snag it without getting hurt.
30. While fighting Carnage, go into the center of the sonic bubble when it shuts off. Exit as quickly as possible before it goes back on.
- 31 and 32. There are two comics in plain view in the alleyway you get chased through by Monster-Ock. They are in corners, so get them quickly.

Get all of the comics to unlock the Spiderman 2099 costume, which is twice as strong as any other Spiderman costume excluding Captain Universe.

Glitch : Level 1.4 (The Bomb) : Guard walks through safe :

After destroying both cops in front of the television, jump to the roof and sneak past the guard that appears. Kill the robbers, pick up the bomb and throw it to the back of the safe. Before shutting the doors, aim and hit the guard that you went past with just a little web. As he runs at you, run to the back of the safe. Face the guard, and as soon as he approaches you, jump over him and shut the safe. He will stay in the safe until the scene almost cuts away. He will pass through the safe's door and start hurting you.

Glitch : Doc Ock Boss : Stuck in shield :

When you detract all the power from his shield, go inside. Zip line up and when the shield turns back on, just drop down and you will be stuck in there with him. Neither you or him can hurt each other. The only way to progress is to get out and finish as normal.

Spirit Of Speed 1937

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Plasma Sword

Note : This game is also titled Star Gladiator 2 : Nightmare Of Blisten.

Fight as Kaede :

Highlight Rain at the character selection screen. Then, press **Down(2), Left(2), Up**.

Fight as Rai-On :

Highlight Byakko at the character selection screen. Then, press **Up, Down, Left(2), Right, Left, Up**.

Fight as Evil Gamof :

Highlight Gamof at the character selection screen. Then hold **Start** and press **A**.

Fight as Mirror Vector :

Press **Y** while selecting Vector.

Fight as Blue Shaker :

Press **Y** while selecting Shaker.

Hint : See your character's true ending :

To see your character's special (real) ending, you have to have amassed a certain amount of Battle Ability points by the time you clear Stage 8. You must also do the following :

One-round settings : 70,000 points.

Three-round settings, 95,000 points.

Five-round settings, 110,000 points.

Note : You can lose a life and have to continue, as long as you get enough points you can see your character's true ending. However, all of the true endings work in a similar fashion. Where the real ending would have left off, you instead are challenged by a CPU boss. If you defeat the Boss, the rest of the ending is revealed. If you lose, you can still continue and fight them, but you will not be able to change characters.

Hint : Fight against Kaede or Rai-On :

To fight Kaede or Rai-On, you must do the following :

Finish at least two rounds with Perfect wins.

Finish at least three rounds with a Plasma Final win.

Finish at least one round with a Plasma Field win.

Do not get any Time Out finishes.

Do not continue (you can still lose a round though)

If done correctly, you will randomly fight Kaede or Rai-On as your fourth round opponent. Once you defeat the character (you do not have to complete the game), they are saved to memory. Once you enter the code to play as one of them, they are permanently available. *Note* : Keep in mind that because the game does not have an auto load or autosave

feature, you must save the game after enabling them (you can just press **A + B + X + Y + Start** to reset, then go to the "Option" menu). When you start a new game you must load your saved game file or they will not appear.

Fight against Evil Gamof :

Play through the game as Gamof and earn his true ending. In the middle of his ending you will fight against Evil Gamof.

Fight against Mirror Vector :

Play through the game as Vector and earn his true ending. In the middle of his ending you will fight against Mirror Vector.

Fight against Blue Shaker :

Play through the game as Shaker and earn his true ending. In the middle of his ending you will fight against Blue Shaker.

Easy mode :

Press **L + R + A** during game play.

Soundtrack :

Play track two of the game disc in an audio CD player to hear music from the game.

Hint : Expanding and shrinking Gore :

Select Gore as a character and configure the controller layout to have your taunt on. You can make Gore's head grow by pressing the corresponding button. Roll the **D-pad** back and forth while pressing the **Taunt** and he will shrink down and remain that size until the move is repeated.

Star Wars : Demolition

Invincibility :

Select the "Preferences" option, then press **L + R**. Enter **RAISE_THEM** at the Jedi Mind Trick screen.

All racers :

Select the "Preferences" option, then press **L + R**. Enter **WATTO_SHOP** at the Jedi Mind Trick screen.

Slow motion :

Select the "Preferences" option, then press **L + R**. Enter **LOW_MO_ON** at the Jedi Mind Trick screen.

Turbo mode :

Select the "Preferences" option, then press **L + R**. Enter **THROTTLEUP** at the Jedi Mind Trick screen.

Rapid fire weapons :

Select the "Preferences" option, then press **L + R**. Enter **FIRERATEUP** at the Jedi Mind Trick screen.

Low gravity :

Select the "Preferences" option, then press **L + R**. Enter **LO_GRAV_ON** at the Jedi Mind Trick screen.

High gravity :

Select the "Preferences" option, then press **L + R**. Enter **BFM_FEELIT** at the Jedi Mind Trick screen.

Select same vehicle in multi-player mode :

Select the "Preferences" option, then press **L + R**. Enter **MULTI_CARS** at the Jedi Mind Trick screen.

Turn Hunt-A-Droid into Hunt-A-JarJar :

Select the "Preferences" option, then press **L + R**. Enter **GUNGANHUNT** at the Jedi Mind Trick screen.

Battle mode can be set to no enemies :

Select the "Preferences" option, then press **L + R**. Enter **NO_BADDIES** at the Jedi Mind Trick screen.

Three enemies attack simultaneously :

Select the "Preferences" option, then press **L + R**. Enter **ITS_A_TRAP** at the Jedi Mind Trick screen.

Random races and opponents :

Select the "Preferences" option, then press **L + R**. Enter **NO_PEEKING** at the Jedi Mind Trick screen.

View winning FMV sequences :

Select the "Preferences" option, then press **L + R**. Enter **MOVIE_SHOW** at the Jedi Mind Trick screen.

View losing FMV sequences :

Select the "Preferences" option, then press **L + R**. Enter **SAD_MOVIES** at the Jedi Mind Trick screen.

Alternate controller configuration :

Select the "Preferences" option, then press **L + R**. Enter **EXTRABUTTS** at the Jedi Mind Trick screen.

Tamtel Shreej :

Successfully complete tournament mode with at least 10,000 credits as Boba Fett and Wade Vox.

Pugwis :

Successfully complete tournament mode with at least 10,000 credits as General Otto and Tia & Ghia.

Wittin :

Successfully complete tournament mode with at least 10,000 credits as Aurra Sing and Quagga.

Malakili :

Successfully complete tournament mode with at least 10,000 credits as Tamtel Shreej, Pugwis and Wittin.

Boushh, Darth Maul, and Lobot :

Successfully complete tournament mode with at least 10,000 credits as Malakili.

Droid Locations :*Tatoonie : Mos Esley*

Notice the two buildings of the same shape in the center of the area. Move to the one without the Droid power-up in front of it. Next to this building is a separate building with a slope. Use it to get on top of the building. Drive forward into one of the twin buildings and you will be transported through the second twin building, acquiring the power droid.

Fly straight from where you start in the level along the road until you come to a building with a ramp-like object. There is a wall on the other side of this building. There will be a place in the wall where it appears cracked. Start shooting at that area. The wall section should eventually collapse, allowing access to droids and a deflector shield.

Dagohba

Blast the sunken A-Wing until it explodes -- all three droid power-ups fall out of the wreckage.

Tatoonie : Dune Sea

Blast the Sand Crawler until it stops moving. Enter the open mouth of the Sand Crawler to receive a droid power-up. Repeat to get a different droid.

Hoth

Destroy any of the three Probe Droids that are floating around the area. Each carries a different droid power up.

The Death Star II

Destroy the TIE Fighters or wait for them to destroy each other. They will drop a droid power up upon their demise.

Yarvin 4

Destroy any of the three guard towers to release a droid power-up. Each of the three towers has a different droid.

Naboo

Bump the chess pieces into their the opposing pieces to receive a droid . **Note** : Some chess pieces will release other power ups.

Cloud City

Go to outer area where recharge stations are located. Enter a gate there that appears to have wind going inside. Repeat this several times. If a green cube is seen, press **Left** or **Right** to collect the droid.

Hint : Death Star II : Speed up :

In some places there are blue gates that lift up as you go through them. Shoot these gates until they turn green. While the gate is green, go through and you will get a small extra burst of speed.

Hint : Dune Sea : Ox attack :

Attack the ox-like creatures and they will attack back.

Hint : Dune Sea : hidden music :

Go directly under Jabba's sail barge (the boat circling in air) to hear party music.

Hint : Hoth : Ship fragments :

Blast the ion cannon to make it shoot ships down. Fragments of a ship will fall, causing damage to whomever it lands on.

Hint : Hoth : Boulder :

At random a Wampa will appear and throw a boulder. This happens at the ends of the pathways off the sides of the main area where all the Imperial Walkers are located.

Hint : Mos Eisley : Missiles :

Shoot at the missiles. They will launch into the air and rain down on the enemy.

Hint : Naboo : Boulder :

At the top certain stairways are statues holding "boulders". Destroy the statues to release the "boulders".

Hint : Naboo : Invincibility :

Push a Droid statue into a Gungan statue to release an invincibility power-up.

Hint : Yarvin 4 : Boulder :

Reach the top of the main pyramid and a boulder will roll down from the top.

Hint : Yarvin 4 : Electrify the water :

Destroying the guard towers will electrify the water.

Star Wars : Episode 1 - Jedi Power Battles

Ki-Adi-Mundi :

Complete all seven training levels and save the game to unlock a Jedi named Ki-Adi-Mundi.

Play as Darth Maul :

Successfully complete the game with Qui-Gon Jinn. Then, highlight Qui-Gon Jinn and press **Start** at the character

selection screen. His picture will replace Qui-Gon Jinn. **Note** : The version of Darth Maul you will play as is the one you fight on level 5, Tatooine, with all force moves.

Play as Queen Amidala :

Successfully complete the game with Adi Gallia. Then, highlight Adi Gallia and press **Start** at the character selection screen. Her picture will replace Adi Gallia. She fights with her fists and a laser gun. **Note** : Her skill will remain at zero.

Play as Captain Panaka :

Successfully complete the game with Obi Wan Kenobi. Then, highlight Obi Wan Kenobi and press **Start** at the character selection screen. His picture will replace Obi Wan Kenobi. He fights with his fists and a laser gun. **Note** : His skill will remain at zero.

Play as Battle Droid :

Successfully complete level 1 with all five default characters.

Activate Jedi Power Battle mode :

You can activate the Jedi Power Battle in two player mode allowing one player to damage the other and vice versa. Press **A + B + X + Y + R** during game play in a two player game. Repeat the code to deactivate it.

Resume at last checkpoint :

Choose to continue the game after losing your lives and re-enter the previous level. Pause game play and press **L, R, L(2), R(2), L, R(2), L** to start at the last checkpoint passed before losing your last life.

Radar :

Pause game play and press **Up, Down, Up, L, R, L**. A radar display featuring enemies and hostages (Handmaidens in level 4, Pilots in level 9) will appear at the top of the screen.

Ultimate lightsaber mode :

Successfully complete the game in survival challenge mode.

Final Battle level :

Use the following steps to pass the multi-colored force field room. There are twelve sections in the force field room. Number each section from 1 to 12 :

```

[1] [2] [3] [4]
Exit 5  [5] [6] [7] [8] Entrance 8
[9] [10] [11] [12]
```

The path to walk through the rooms when the force field is

Red : Entrance-(8)-7-6-2-3-

Orange : (4)-8-12-11-

Yellow : (7)-11-12-8-

Green : (4)-8-12-11-7-6-10-

Blue : (9)-10-11-12-8-7-3-

Purple : (4)-3-7-11-10-9-5-Exit

If done correctly, the force shields will change to the next color when a room marked in brackets is entered.

Hint : Points Needed per level for maximum experience :

Level	Points
1	24000
2	21000
3	31500
4	39000
5	34000
6	51000
7	30000
8	7650
9	14000
10	12000

Hint : Silver and gold delta symbols :

If you search in every level, you can find silver and gold delta symbol objects (in that order on every level, except Naboo, which has gold then silver). The gold is worth 2500 and silver is worth 1000. These are very well hidden on Naboo and Coursucant. You will need to take a leap of faith to find them.

Hint : Gold delta symbol in Naboo swamps :

At the end of the level are little drop-offs that you have to jump over. On the one that has a strip of land in between the pit. Go to the strip of land then jump back wards. You should land on the gold delta symbol.

Hint : Gold delta symbol on Trade Federation Battleship :

Once you reach the room with the circular platform, go to the bottom step and you will see little things that jut out. Jump on the third one and follow it until you see a platform. Once you are on the platform, go around to the back part of it that you cannot see. You should eventually see "2500" float up. *Note* : You may want to repeat this process with all the little bridges because there are good items on them.

Hint : Unlocking bonus levels and getting the Ultimate Saber :

To unlock levels 11 and 12, three of your characters must be level 10 with 100 skill each. When you play through with a fourth character, the two levels will be unlocked by the time you have raised that character's level to ten and skill to 100. To unlock level 14, collect certain items/power ups during the course of the game. The exact one(s) which unlock the level is unknown, so collect everything.

Hint : Level 3 : Extra handmaiden :

In the City Of Theed level, go to the part where you get out of the tank. Run up the six pairs of steps and you will be at the fountain. Turn left and keep running until you hit the wall. Then, turn left again. Double jump to the left and you will be inside a hedged area with a droid and a handmaiden.

Hint : Level 11 : Droidekas :

Play as a Destroyer Droid and fight Naboo pilots and three Jedi. **Note** : There is no prize. This is also unlocked by successfully completing the game with Plo Koon.

Hint : Level 12 : Kaadu Race :

Ride a Kaadu in a race. The player that presses two buttons the fastest wins. **Note** : There is no prize. This is also unlocked by successfully completing the game with Adi Gallia.

Hint : Level 13 : Gungan Roundup :

Collect all three Gungan Artifacts during the game.

Hint : Level 14 :Survival Challenge :

Successfully complete the game with your first character and collect as many items as possible. This is also unlocked by successfully completing the game with Mace Windu. The prize is the Ultimate Saber. The Ultimate Saber enables one hit kills on all enemy characters excluding Bosses. You can turn it on or off in menu that appears when game play is paused. **Note** : You only need to get it once, with one of the characters for all characters in that mode (one or two player) to be able to use it.

Hint : Gungan artifact 2 :

On Tatooine, there is the "canyon where everyone dies." This area can be identified by seeing two flying probe droids right before it. This is the first time in the game one will see these flying droids, when the player reaches the first ledge in the middle of the canyon that touches the screen. You will find a yellow health increase and will be attacked by two flying probe droids here. Walk (or jump) down from the location of the health increase. You will fall a short distance onto another ledge. Walk down to find a hut with a Jawa in front of it. The artifact is inside the hut. You will also find the gold 2500 point increase and an extra life.

Hint : Destroy computers :

Destroy computers in the first level to get 50 points. You can also destroy the screen to get 100 to 150 points, depending on the size of the screen.

Hint : Flying Robots :

To find out what is shooting at you In the Streets of Theed level, double jump. You will see a rocket shooting robot in mid-air. To avoid being shot, just stay close to the walls and run.

Hint : Fighting droids :

In Coruscant, before jumping from a building to another, jump right at the edge of the building you are standing on. Usually the droids will see you and they will come towards you.

On level 1 when you turn the corner and a droid summons destroyer droids, just run around. You do not have to fight them.

Hint : Gungan round up :

The Gungan round up is accessed by finding the three Gungan artifacts throughout the game.

Naboo Swamp

Near the end of the second level down in crevice.

Tatooine

On a medium size plateau up against the screen. Jump forward in a leap of faith. It is inside the hut with the Jawa in front of it.

Gungan Ruins

Near the end after the covered trap, right next to a tree and a large patch of bushes.

Hint : Extra points :

Enter an area with a checkpoint, but do not get it yet. Kill all the enemies there to earn points. Return to the checkpoint and when you die, you will have all the points from the enemies. However, the enemies will be still there, so you can get double points from killing them again. This also works when you have to save pilots and handmaidens. Wait for them to

leave and you get the credit. Then get the checkpoint and when you return after losing a life, the pilot or handmaiden will reappear.

Hint : Defeating first Boss on level 1 :

Always attack with the heavy lightsaber move.

Hint : Defeating the worm on level 2 :

At the end when fighting the worm, hide behind Jar Jar during the second part of the battle to dodge the poison.

Hint : Jump up walls on level 1 :

In the first level there are slanted walls when you are going down the hallway. Jump up on them and sometimes the droids will not shoot you.

Hint : Invincibility on level 2 :

When fighting the Gungan on level 2 as Obi-Wan, hold **R** (Shield) to become invincible to his attack. Also tap **L** quickly without releasing **R** to attack, then immediately shield.

Hint : Droids kill each other :

When there is a droid shooting at you, stand behind another droid and it will kill it instead of you. When facing any other enemy that shoots, get behind another enemy so they will get shot.

Hint : Dizzy droids :

Start swinging your saber by a droid to stun him for approximately one second and he will start swaying his head.

Hint : Get the AAT vehicle :

When you go to the City of Theed you will see a small FMV sequence later in the game where a AAT approaches and stops, then three Trade Federation droids will jump out and stand. Run up and kill them. Next, jump towards the AAT and to enter it. *Note* : In a two-player game, the first person in the AAT will control the movement and side guns and the second player will control the turret, its gun, and the shell launchers.

Hint : Get the STAP vehicle :

In the Steets of Theed level you will find a run into a STAP vehicle. There may be a droid or two around it. Kill them, approach the STAP and jump on it. You will now be in control of the STAP vehicle.

Hint : Get through Tatooine without Anakin dying :

When you begin the level just run pass everything, such as sand people, and jawas, leaving Anakin behind. When the screen stops, destroy what is near you to get the screen moving again. Since Anakin is behind the characters, he never gets hurt.

Hint : Recommended teams :

The best teams are Obi Wan Kenobi and Darth Maul or Adi Galla and Darth Maul.

Star Wars : Episode 1 Racer

Mirrored racks :

Get a first place finish in each of the 24 tracks in championship mode.

Bonus characters :

Finish first in the indicated track and circuit to unlock the corresponding racer.

Racer

Track/Circuit

Aldar Beedo Beedo's Wild Ride/Amateur

Ark Bumpy Roose Bumpy's Breakers/Semi-pro

Ben Quadinaros Inferno/Invitational

Boles Roor	Zugga Challenge/Semi-pro
Bozzie Baranta	Abyss/Invitational
Bullseye Navior	Sunken City/Semi-pro
Clegg Holdfast	Aquilaris Classic/Amateur
Fud Sang	Vengeance/Amateur
Mars Guo	Spice Mine Run/Amateur
Mawhonic	Andobi Mountain Run/Galactic
Neva Kee	Baroo Coast/Semi-pro
Ratts Tyerell	Howler Gorge/Semi-pro
Sebulba	Boonta Classic/Galactic
Slide Paramita	AP Centrum/Invitational
Teemto Pagalies	Mon Gazza Speedway/Amateur
Toy Dampner	Executioner/Galactic
Wan Sandage	Scrappers Run/Semi-pro

Switch race victories :

This trick requires a VMU. Insert the VMU into the first slot on controller one. Start the game and load a saved game (optional). Start a tournament race and win only one race in third place or better. After you win and you return to the stage selection screen, move the pointer over a race that you would like to win. While the cursor is still over the race you want to win, remove and then re-insert the VMU as fast as possible. If this is not done quickly enough, the game will not save the next time you do it.

Hint : Malstare track :

The basic layout of Malstare (in the Malstare 100 Amateur Circuit race) resembles Sears Point Raceway in Sonoma, California. The layout is the only resemblance to Sears Point.

Hint : Abyss and Scrappers Run : Get back up :

When you are traveling on the stretch in Ord Ibanna when there are two levels, if you fall down to the bottom one use your super booster to the wall and you will ricochet off the wall and get back onto the first level.

Hint : Ovoo 4 : Fast speed :

While in the anti-gravity tubes on Ovoo 4, boost and you can achieve a speed of up to 1300 mph.

Hint : Shortcuts :

Before you go off a jump, turn on your booster, and tilt the pod's engines so that they are facing the ground. Immediately after you get airborne, tilt them the other way so that the engines are facing up. This will make your jump long, gaining valuable time and making the track shorter.

Hint : Quick start :

At the beginning of a race, just before the "1" disappears, press **Accelerate** to get a large boost, if timed correctly.

Street Fighter 3 : 3rd Strike - Fight For The Future

Switch screen resolutions :

Hold **L + Start** at the Capcom logo to switch to a de-interlaced screen. Hold **Y + Start** at the Capcom logo to switch to a low-resolution/anti-aliased screen. To switch back to high resolution interlaced mode, hold **Start + X** at the Capcom logo.

Fight as Gill :

Successfully complete the game with every character. You may use continues, but not change characters. After this is done, highlight Yang and press **Down** or Yun and press **Up**.

Fight as Slam dunk Sean :

Press **L** or **R** while selecting Sean. *Note* : Slam dunk Sean is the Parrying (Basketball) bonus stage version of Sean.

Extra options :

Successfully complete the game with fifteen different characters with the system set at "Normal". This will not work if it is set to "Original". This will unlock an extra options menu and Gill.

Alternate costumes :

Successfully complete arcade mode with any character, then save the game. Highlight any fighter, then hold **Start** and press an attack button at the character selection screen to change his or her costume color.

Taunt :

Press **L + R** trigger to taunt your opponent.

Change levels in Sean's bonus stage :

Hold **Down + LP + MK + HP** when you reach Sean's bonus stage for a harder level. Hold **Up + LK + MP + HK** when you reach Sean's bonus stage for level 5.

Hint : Akuma : Moves :

Hidden Power : With a maxed special, press **Down(3), X + Y**.

Raging Demon : When a maxed special, quickly press **Jab** or **X(2), Forward, A, L**.

Earthquake : With a maxed special, press **Down(3), 3P** or **X + Y**.

Hint : Gill : Strength enhancer :

Perform Gill's taunt. If he does it successfully, his strength will be enhanced. This works for his normal moves and his Super Arts. However, it will not work if Gill is hit during the taunt, and will work for only one move. To enhance his strength again, you must perform his taunt again.

Hint : Twelve : Invisibility :

Once in battle, stand still and press **L + R**. Twelve will lift his arm in the air and you will become invisible. If you get hit you will become visible again. You can only be invisible for a limited amount of time, so use it wisely.

Hint : Defeating Gill :

Try your best to win the first round because Gill uses Revival when you defeat him in the second round. When he rises, jump up and kick him to stop the Revival short. Then, use your finisher to end him quicker.

Hint : Easy points :

When reach the bonus stages (when you must destroy things), repeatedly do your special attack. The quicker you destroy things, the more points you get.

Street Fighter 3 Double Impact

Note : This game is also titled Street Fighter 3 W Impact.

Fight as Yang :

Highlight Yun at the *Street Fighter 3* character selection screen and press any **Kick** button.

Fight as Gouki (Akuma) :

Highlight Sean at the *Street Fighter 3 Second Impact* character selection screen and press **Up**.

Fight as Shin Gouki :

On *Street Fighter 3 Second Impact*, set the game to "Easy", time to "On", hit damage to "High", one round, and play as Ryu. Then, in arcade mode, never lose a round, defeat as many opponents with perfects and super finishes. You should find your half way boss or AKA rival. Defeat him (Sean) and fight all the way to the end of the game on your last man. Gouki will appear and he'll murder your last man. Defeat him without losing the round. If you do, he will get up and turn into Shin Gouki. Defeat him and not only will you get a different ending but you will get to play as Shin Gouki. To do so, highlight Gouki at the character select screen and hold **Start** before you press a button.

Fight as Gill :

Successfully complete *Street Fighter 3* or *Street Fighter 3 Second Impact* under any difficulty setting. Highlight Sean at the character selection screen and press **Up**(2).

Alternately, on *Street Fighter New Generation* highlight Sean and press **Up**. Gill will appear, but you can only choose one of his Super Arts.

Extra options :

Unlock Gill and Shin Gouki. Enter the option screen of either game and hold **L + R**. Keep those buttons held until the extra options appear at the end of the code. Highlight the "Game Option" selection and press **Left**(2), **X**(2), **Right**(2). Highlight the "Button Config" selection and press **Left**(2), **Y**(2), **Right**(2). Highlight the "Screen Adjust" selection and press **Left**(2), **X**, **Y**, **Right**(2). Highlight the "Sound" selection and press **Left**(2), **Y**, **X**, **Right**(2). If done correctly the "Extra Options" selection should now be unlocked.

Full pause screen :

Pause game play, then press **X + Y**.

Find your rival :

Choose "2nd Impact" when you have the choice of playing either "New Generation" or "2nd Impact". Go to the options menu and set the difficulty to at least four stars. Select arcade mode and choose a fighter and Super Art. Now, within the first four opponents, three of the four must be finished off with the Super Art. The fourth opponent must be finished with the Super Art. It does not matter which two of the other three are finished off with the Super Art. After defeating the

third opponent with the Super Art, the "Your Rival has Found" message will appear. You will then be challenged by your rival, with a short exchange of written dialogue on the vs. screen.

Street Fighter 3 Double Impact

Note : This game is also titled Street Fighter 3 W Impact.

Fight as Yang :

Highlight Yun at the *Street Fighter 3* character selection screen and press any **Kick** button.

Fight as Gouki (Akuma) :

Highlight Sean at the *Street Fighter 3 Second Impact* character selection screen and press **Up**.

Fight as Shin Gouki :

On *Street Fighter 3 Second Impact*, set the game to "Easy", time to "On", hit damage to "High", one round, and play as Ryu. Then, in arcade mode, never lose a round, defeat as many opponents with perfects and super finishes. You should find your half way boss or AKA rival. Defeat him (Sean) and fight all the way to the end of the game on your last man. Gouki will appear and hell death murder your last man. Defeat him without losing the round. If you do, he will get up and turn into Shin Gouki. Defeat him and not only will you get a different ending but you will get to play as Shin Gouki. To do so, highlight Gouki at the character select screen and hold **Start** before you press a button.

Fight as Gill :

Successfully complete *Street Fighter 3* or *Street Fighter 3 Second Impact* under any difficulty setting. Highlight Sean at the character selection screen and press **Up(2)**.

Alternately, on *Street Fighter New Generation* highlight Sean and press **Up**. Gill will appear, but you can only choose one of his Super Arts.

Extra options :

Unlock Gill and Shin Gouki. Enter the option screen of either game and hold **L + R**. Keep those buttons held until the extra options appear at the end of the code. Highlight the "Game Option" selection and press **Left(2), X(2), Right(2)**. Highlight the "Button Config" selection and press **Left(2), Y(2), Right(2)**. Highlight the "Screen Adjust" selection and press **Left(2), X, Y, Right(2)**. Highlight the "Sound" selection and press **Left(2), Y, X, Right(2)**. If done correctly the "Extra Options" selection should now be unlocked.

Full pause screen :

Pause game play, then press **X + Y**.

Find your rival :

Choose "2nd Impact" when you have the choice of playing either "New Generation" or "2nd Impact". Go to the options menu and set the difficulty to at least four stars. Select arcade mode and choose a fighter and Super Art. Now, within the first four opponents, three of the four must be finished off with the Super Art. The fourth opponent must be finished with the Super Art. It does not matter which two of the other three are finished off with the Super Art. After defeating the third opponent with the Super Art, the "Your Rival has Found" message will appear. You will then be challenged by your rival, with a short exchange of written dialogue on the vs. screen.

Street Fighter Alpha 3

Note : This game is also titled Street Fighter Zero 3.

Fight as Shin Akuma/Super Gouki :

Highlight Akuma/Gouki at the character selection screen. Then hold **Start** and press **A**.

Fight as Super Vega :

Select arcade, training, or versus mode. Highlight Vega at the character selection screen, then hold **Start** and press **A**.

Select winning pose :

When you get a KO, immediately hold a **Punch** or **Kick** button. Different buttons will give you different poses. *Note* : Different characters have different number of poses.

Street Fighter Alpha 3

Note : This game is also titled *Street Fighter Zero 3*.

Fight as Shin Akuma/Super Gouki :

Highlight Akuma/Gouki at the character selection screen. Then hold **Start** and press **A**.

Fight as Super Vega :

Select arcade, training, or versus mode. Highlight Vega at the character selection screen, then hold **Start** and press **A**.

Select winning pose :

When you get a KO, immediately hold a **Punch** or **Kick** button. Different buttons will give you different poses. *Note* : Different characters have different number of poses.

Striker Pro 2000

Note : This game is also titled *UEFA Striker*.

Cheat mode :

Press **Up**(2), **Right**(2), **Y**(3) at the options menu for the three training certificates and to unlock all the extra competitions and teams. *Note* : Press **Up**(2), **Right**(2), **Y**(2) in the European version of the game.

Manual ball control :

Pause game play, then press **Up**(2), **Down**(2), **Left**(2), **Right**(2), **L**(3), **R**, **L**, **R**, **L**. Hold **L** + **R** and press **Left** or **Right** to move the ball on the pitch.

Start with two extra points :

Pause game play immediately after the game displays the team line-ups before a match begins. Then, press **Up**(3), **Y**(3), **X**, **Y**.

Bonus matches and players :

Win all four classic matches games to unlock four national classic matches and all-time greats, such as Pele, Bobby Charlton, and more.

Certification mode :

Achieve at least a 3 out of 10 on every test in certification mode to unlock National Team Qualifiers and National Teams Finals, as well as the following teams : Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, England, Estonia, Faroe Islanda, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Israel, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Netherlands, Northern Ireland, Norway, Poland, Portugal, Republic of Ireland, Romania, Russia, San Marino, Scotland, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, Wales, and Yugoslavia.

Achieve at least a 3 out of 10 on every test in certification mode to unlock the Territories Cup, as well as the following teams : Cameroon, Canada, Egypt, Jamaica, Mexico, Morocco, Nigeria, South Africa, Tunisia, and U.S.A.

Hint : Save penalty shots :

When the opposing team is taking a penalty, pause game play immediately after the player hits the ball. *Note* where the ball is traveling and have the goal keeper dive in that direction.

Hint : Easy goal :

Pass the ball back to the goalkeeper. Hold **L + Y**, then release **Y** to send the ball towards your opponent's goal, where a forward can get it an score.

Stunt GP

Forkster :

Successfully complete championship mode and get ranked first in points. Then, finish track 21 in second place.

Formula 17 :

Finish time trial with a time better than the best lap ghost.

Stunt Car :

Complete all routes in arcade mode.

Worms :

Successfully complete mobile championship mode and get ranked first in points. Then, finish track 21 in first place.

Sunrise Eiyuutan

In-game reset :

Hold **A + B + X + Y** and press **Start**.

Super Magnetic Neo

Full pause screen :

Pause game play, then press **X + Y**.

Super Puzzle Fighter 2 X

Gouki, Dan, and Devilot :

Move the pointer to the bottom row of the character selection screen, then press **Down** after highlighting Lei Lei (for Gouki), Donovan (for Dan), or Morrigan (for Devilot),

Anita :

Highlight Donovan at the character selection screen, then hold **L + R** and press **A**.

Lin Lin :

Highlight Lei Lei at the character selection screen, then hold **L + R** and press **A**.

Bat Morrigan :

Highlight Morrigan at the character selection screen, then hold **L + R** and press **A**.

Power-up character :

Highlight a fighter at the character selection screen, then hold **L + R** and press **A**. *Note* : This has no effect with Dan, Devilot, Donovan, Lei Lei, or Morrigan.

EX options :

Highlight "Options" at the main menu, then hold **L + R** and press **A**.

Taunts :

Press **L** to taunt your opponent. *Note* : this can only be done once per round.

Alternate costumes :

Press **X**, **Y**, **A**, or **B** to choose one of four different costumes at the character selection screen.

In-game reset :

Hold **A + B + X + Y + Start** during game play.

Super Runabout : San Francisco Edition

Cheat mode (Japanese version) :

Enter **Elvis!!!** as a license entry to unlock all cars and levels.

Flag To Flag

Note : This game is also titled *Super Speed Racing*.

Super Speed mode :

Complete championship mode once. The game will remove mirrors in the cockpit view and twenty cars to increase the frame rate to 60 fps.

Bonus pace cars :

Complete championship mode four times to unlock the Acura NSX, BMW M3, Toyota Celica, and Toyota T100 pace cars.

Bonus camera angle :

Complete championship mode once and finish in first place in each race to unlock a far top view camera angle that resembles the game *Micro Machines*.

Drive as S. Hattori :

Complete championship mode once to unlock a bonus Japanese driver that is not ranked in the CART-Season or with a Team.

Rainy weather :

Hold **L + R + Down** immediately after selecting a track in arcade mode. Continue to hold the buttons until the track completes loading.

Weather never changes :

Hold **L + R + Up** immediately after selecting a track in arcade mode. Continue to hold the buttons until the track completes loading.

Super Street Fighter 2 X

Fight as Gouki/Akuma :

Highlight Ryu press **LP + MP + HP + Start** at the character selection screen.

Fight against Gouki/Akuma :

In single player mode, get at least three perfects without using any continues. Gouki/Akuma will appear instead of Vega/M. Bison.

Ex options :

Highlight the "Options" selection on the main screen, then hold **L** and press **A**.

DIP switch menu :

Successfully complete the game with all the characters, using their Super Turbo versions and the Super versions. This requires completing the game thirty two times. Once this accomplished, hold **Y** and press **Start**. This allows you to enter a DIP switch menu to tweak the game.

Ten and Shin Gouki :

Unlock the DIP switch menu, then go to these numbers : On the third row starting from the left, change numbers 9 and 10 from 0 (which is disabled) to 1 (which is enabled). The codes are for *Super Street Fighter 2* versions (with no super bars). Select the character with **Jab** then input the directional sequence for that particular character. Up and down motions include : E. Honda, Chun Li, Guile, Dhalsim, Cammy, Sagat, Vega (M.Bison in North America), and Dee Jay. Left and right motions include : Ryu, Ken, Blanka, Zangief, T- Hawk, M. Bison (Balrog in North America), Fei Long, and Balrog (Vega in North America). Once this has been done, you can enable Shin Gouki and Ten Gouki by pressing **Start** and **3K** for Shin, and **Start Short Punch, Fierce Punch, Forward Kick, Round House Kick**. Ten Gouki has the Shun Goku Satsu which is performed by pressing **Jab, Jab, Analog-stick Forward, Short Kick, Fierce Punch**.

Mark opponents as defeated :

Select arcade mode. Once your next opponent appears, press **Start** on controller two and choose that character. Use controller one to win the match against that character, and the game will mark him or her as defeated CPU fighter. *Note* : This cannot be done in the final match.

Suzuki Alstare Extreme Racing

Note : This game is also titled *Redline Racer*.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

GSX-R600 Racing bike :

Successfully complete Session 1.

GSX-R Supersport bike :

Successfully complete Session 3.

Bonus motorcycles :

Successfully complete GP mode with each ranking to unlock the Anorak, Skitz, Roger Rocket, and Hoverbike.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find more images from the game.

Sydney 2000

Full stats :

Quickly press **Left(2), Right(2), Up, Down, Left, Right, Left** at the main menu. A sound will confirm correct code entry. Select Olympic mode to have full stats.

Tech Romancer

Punches And Love VMU mini-game :

Successfully complete story mode as any character. Go to Tatsumi's Techno Dome to find the mini-game.

Second VMU mini-game :

Successfully complete the game with Dixen twice, using both pilots. A second mini-game will be available at Tatsumi's Techno Dome.

Third VMU mini-game :

Successfully complete the game using all the characters. A third mini-game will be available at Tatsumi's Techno Dome.

Hidden options :

Successfully complete the game as any character in hero challenge mode. Go to Tatsumi's Techno Dome and move to the right. Withdraw some "G", then buy the yellow boxes to unlock various options. For example, buy the Movie Box to view the introduction sequence for the character used to complete the game. Buy the Story Box to view the story of the character used to complete the game. Successfully complete the game with the other characters to unlock their movie and story.

Hint : Easy money :

Set the timer on infinite for a very timer score. Always try to get a final attack in. Try to not get hit or hurt. Set infinite super moves on so that you can really damage the opponent before they can hit you.

Tee Off Golf

Nick :

Successfully complete the game on level 5.

Randy :

Unlock Nick, then play the last three holes again.

Unlocking clubs, balls, and characters :

All the clubs and balls can be unlocked by successfully completing the world tour on difficulty level one (in options). You can also unlock only three of the characters in the level. For each increase in level, you have the ability to unlock two more characters. (i.e. by successfully completing world tour with the difficulty set at level four, you can unlock a total of nine characters.

Hint : Quick bonuses :

Select world mode and begin game play in the final course. Play through hole 15 and save the game if you are currently winning. Complete the rest of the course and win to unlock another character and club. Reload the saved game and play holes 16, 17, and 18 again in first place to quickly unlock the next character and club.

Tennis 2K2

Alternate costumes :

Hold **L** or **R** and select a character at the selection screen.

Play as King or Queen :

Win all matches without using any continues. If using a male character, you will face King. Otherwise, you will face Queen. Defeat them to unlock them as playable characters.

Special rackets :

In the world tour mode, defeat opponents in level 3 and higher without losing a set. If you win a straight set you will get

a special racket in every championship that you won.

King's Court :

King's Court will be unlocked if you defeat King and Queen (mixed double) level 5 in world tour mode. This level 5 will only be available if you won the mixed double match in level 4. These both matches will be in December.

Test Drive 6

\$6,000,000 :

Enter **AKJGQ** as a name.

All cars :

Enter **DFGY** as a name.

All tracks :

Enter **ERERTH** as a name.

All quick race tracks :

Enter **CVCVBM** as a name.

No quick race tracks :

Enter **OCVCVBM** as a name.

Shorter tracks :

Enter **QTFHYF** as a name.

All challenges :

Enter **OPIOP** as a name. Alternately, enter **POIOP** as a name.

No challenges :

Enter **OPOIOP** as a name.

Disable checkpoint times :

Enter **FFOEMIT** as a name.

Enable checkpoint times again :

Enter **NOEMIT** as a name.

Stop The Bomber mode :

Enter **RFGTR** as a name. Alternately, catch all the speeders on the Paris, Rome, New York, Hong Kong and London tracks in cop chase mode.

Hint : Stay on track :

When you are going around a sharp corner at high speeds, you will often go off of the track and lose speed and risk of losing your place in the race. To prevent this, simply let off the gas completely at the middle of the corner until you start to skid. Do not panic. When you start to skid, accelerate again and you should regain control. Straighten yourself out and you can get to your top speed faster than if maintained the same speed throughout the entire turn.

Hint : Class 4 cars :

In Class 4, the best car is the Nissan R390 Gt-1.

Hint : Upgrades :

On every Class 4 car, you should add two steering upgrades. On every one below it, add at least one.

Hint : Faster cars :

All white cars are faster.

Test Drive Le Mans

All tracks :

Enter **GOOZ** as a name in championship mode.

All championships :

Enter **CARNAGE** as a name in championship mode.

All default Le Mans cars :

Enter **MONSTA** as a name in championship mode.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Alternate replay view :

Press **Y** during a replay to cycle through various views.

Jaguar XR9 LM Concept Car :

Successfully complete quick race mode with gold (first place) finishes on all races

Hint : Send other car to the back of the pack :

If you are in a points type race, watch the car that is closest to you on points. You can pin your rival car up against the wall. If you can, hold them there and come to an almost full stop. The car will disappear in five seconds and be sent to the back of the pack.

Test Drive : V-Rally

All cars and tracks :

Choose the "Game Progression" selection at the options menu. Then, press **L, R, Left, Right, Left, Right, Up, Down, Up, Down, A(2), Start**. Next, highlight any empty square and press **A** to mark it as completed.

Time Stalkers

Note : This game is also titled Climax Landers.

Play as Lady :

Successfully complete the Downtown dungeon.

Play as Lady's Cook :

Successfully complete the game to unlock Lady's Cook.

Play as Marion :

Get the Marion Doll when it appears in the Doll's House dungeon. Then, go to Noiman's house. Noiman will take the doll. After leaving the next dungeon, return to Noiman's house. After an intermission sequence, Marion will be unlocked.

Play as Nigel :

Successfully complete the Phantom Zone dungeon.

Play as Pyra :

Successfully complete the Shrine dungeon.

Play as Rao :

Successfully complete the King's Tomb dungeon.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find various art from the game in the "BMP" directory in .BMP format.

Float in air :

Press **A + B + X + Y**.

Unlimited tokens :

Download the mini-game "Stuff" to your VMU. Then, save your game. Sell everything you have and go to the Monster House. Buy as many tokens as you can. Put the tokens in your VMU. Reset the game and load your game file. You will have the money, items, and tokens. Next, sell the tokens and save. Go back to the Monster House and buy even more tokens. Repeat this trick as needed.

Cooks :

Successfully complete all of the dungeons and save the game. After completing the last dungeon, get Lady, save the game, then close the book. Wait for the credits to complete and a FMV sequence will begin. Save the game when prompted after the sequence. Exit, then load that game. Enter your monster house, go to encapsulate monster, and "Cooks" will appear. Take him out, and he will be one of your monsters.

Hint : Duplicate monsters :

Go to the town area with the "Moon Lighter" or "Moon Lighter S" item. Save the game at Sword's House and go to the VMU machine in the Monster House. Download the "Moon Lighter" or "Moon Lighter S" mini-game to the VMU. Download the monster to be duplicated to the VMU. After downloading, exit the Monster House, then turn off the Dreamcast without saving again. Start the game again and select the destination save file. Go to the Monster House and load the monster from the VMU into the game. If done correctly, both save files will now have a copy of the same monster.

Hint : Use mini-games more than once :

Download the game to the VMU. Turn off the Dreamcast without saving the game. If done correctly, the mini-game will be on the VMU and still will be in the game without having to re-purchase it. **Note** : To save money, do **Note** save the game after buying the mini-game item.

Hint : Escalator stairs :

Take character that you can be and go halfway up a stair case, and stop. You will side down it like it is an escalator. **Note** : You can only do this on staircases like the one in Sword's house, and you can only slide down.

Hint : Unlock items in the Exchange :

Go into the Monster House, then go to the VMU machine. You must already have enough money to purchase tokens (or use the "Unlimited tokens" trick). Purchase many tokens until you get to 2000, then go to exchange. There will be a number of items unlocked from you buying all those tokens. If you see "???????", then you must get more coins to unlock that particular item. Keep buying as many coins as possible. Your tokens will be used when you buy in Exchange. Items that you may buy in the Exchange include the Truth Ring, Heal Ring, Rune Ring, Rune Boots, Mastery Ring, Escape Fruit, etc. **Note** : There will be some items that you may get in Dungeons but may not be in the Exchange, such as the

Demon Ring and other items.

Hint : Heal monster free :

Note : The Moonlighter VMU game is required for this trick(obtained at the supermarket in Fujima town). First, go to Swords house and save the game. Then, take the monster you want to heal to the church. Heal the monster (spend some money, or take out a loan). Next, go to the Monster house and put the monster into your VMU. Reset the game. Everything will be the same as it was before; you will have the same amount of money. Go back to the Monster house and take the monster out of the VMU. This can be done as many times as needed.

TNN Motorsports HardCore Heat

Note : This game is also titled *Buggy Heat*.

LE-2001 truck :

Press **Y, X, Right, Left, Right, Left, Down, Down, Up, Up** at the mode selection screen. Alternately, successfully complete expert mode in first place using the Coyote.

T4 fighter jet :

Press **Left, Right, Down, X(4)** at the mode selection screen. Alternately, achieve 100% on the level checker when building your car.

Additional colors :

Press **Down, Left, Up, Right, X, Y, L, R** at the mode selection screen to unlock a fourth color set. Alternately, successfully complete expert mode.

Random weather in time attack mode :

Press **R, X(7), Y(7)** at the mode selection screen.

Super expert mode :

Press **Left, Left, Right, Right, Left, Right, X, Y(8)** at the mode selection screen. Alternately, successfully complete expert mode under the championship difficulty using the Beelzebub Buggy.

Beelzebub Buggy :

Successfully complete expert mode in first place.

Quick start :

Accelerate as soon as "Go" is announced during the pre-race countdown.

Super reverse cyclone :

Unlock the fighter jet, then go into the practice area. Go off course, then go in reverse. If done correctly, the game should start going in one direction by itself. Press **Analog-stick Down/Right** and eventually you will begin doing a super reverse cyclone.

Tokyo Xtreme Racer

Note : This game is also titled *Shutokou Highway Battle*.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Honda S2000 :

Defeat the all cars from The Four Devas team at the end of quest mode to successfully complete the game. The Honda

S2000 may be purchased at the car shop in the next game. Additionally, the Rival 138-141, Type-515, and Type-AP1 cars will be unlocked.

Porsche 930 :

Unlock the Honda 2000. Defeat the other death cars in quest mode and successfully complete the game. The Porsche 930 may be purchased at the car shop in the next game.

Porche 944 (head Boss) :

Race and win 200 quick races in a row to unlock the Porche 944.

Display full speed in Quest mode :

Press **Y** at the "Assist Shifting" menu. A sound will confirm correct code entry. The player and opponent car can reach full speed after a win or lose battle in quest mode. The top speed attained in a certain quest mode race will be displayed.

Enable rival pointers in Quest mode :

Press **L** or **R** at the "Assist Shifting" menu. A sound will confirm correct code entry.

Alternate replay view :

Hold **L + R** and press **A** to select the "Replay" option at the post-race screen to view the replay from behind your car.

Avoid a loss record :

Press **Start** and return to the main menu if your car is going to lose the race. The game will not mark your opponent as the winning car.

4 Devas car(s) :

Once you have defeated a 4 Deva, you will be able to purchase his/her car in the shop.

Secret paint schemes :

Crimson Demon Skyline (Japanese version)

Defeat every car. Buy car type-R34 (it will be unlocked after completing the game). Pick the Japanese symbol ten spaces to the right. Type in **dot-1-3-8**. A sound will confirm correct code entry.

Flaming RX-7 (Japanese version)

Defeat the Midnight Cinderella. Buy car type-FD and do not change any of the letters for the license plate. Enter **dot-1-3-5** as the license plate number. A sound will confirm correct code entry.

North American version cars

Defeat every Deva and Devil. If you want one of their secret paint schemes, enter **D** at the end of the name. For example, if you want the Midnight Cinderella's paint, the name would be **Type-FDD**. **Note** : This trick does not work for the NSX's flaming paint scheme.

Striped Supra (Japanese version)

Defeat Exhaust Eve. Buy car type JZA80 and pick the Japanese symbol that is three spaces to the right. Enter **dot-1-3-9** as the license plate number. A sound will confirm correct code entry.

Free car (Japanese version) :

Earn enough money to purchase the desired car. Press **Y** when selecting a license plate number to get a random selection.

If all numbers turn out to be "7", that car will be free. Press **B** for another attempt if those numbers did not appear. Answer "No" when asked if you want the car to start again.

Soundtrack :

Start the Dreamcast without a disc to access the audio CD player. Insert the game disc and play tracks two and above to hear music from the game.

Hint : Gain battle speed :

Go to "Settings" in your garage and change the gear ratios. This will allow you to go 263 mph. Keep racing rivals going 263 mph and your battle speed will gain to 219 or 215. It does have to be 249 to race Last Flight (Wanderer). Just find him with about 200 battle speed.

Tokyo Xtreme Racer 2

Note : This game is also titled Shutoko Battle 2.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Instant victory :

After the 3-2-1-Go countdown, immediately hold **L**, hold **R**, then press **A** on controller two while keeping those buttons held.

Alternate instrumentation color :

Hold **Start** and press **A** at the "Shift Assist On/Off" screen. The speedometer, SP meter, and map will be green.

Turn off rival tags :

Press **Start** to pause game play, then press **B + L**. The "R" tag marking rivals will no longer appear.

Turn on non-rival tags :

Press **Start** to pause game play, then press **B + R**. Non-rival cars will appear with a yellow tag with an "O" above them.

Choose your rival :

Go to the where all the Rivals are located, and find the one that you want to defeat. Then, hold **A** and press **Start**.

Race against Zero :

To race against the original Boss of *Tokyo Xtreme Racer*, race for at least 365 days. Drive on Wangan Line South and he should appear. He is driving a Porsche 911 Turbo in dark purple.

Race against Rainy Day :

Have a car with 3000 Odo (US), and have only that car in your garage.

Race against Restless Angel :

Have 1,400,000 CP then appear at the Dibia Line. She is driving a Blue Lancer EVO.

Race against Race Queen :

You must have a total of 50 cars in your garage. *Note* : To do this you cannot buy any more cars unless you sell some.

Keep garage mode :

Defeat the Last Boss to unlock the "Keep Garage Mode" option in quest mode. *Note* : You will get 100,000,000 CP to

use in this mode.

Hint : Different Zone and Middle Bosses :

Go through game with a different class car, and different Bosses will race you. For example, Class A is "Phantom Racer", Class B is "Hot Dog", and Class C is "Hard Riff".

Hint : Hidden BMW M3 :

Race "The Road Of Justice" gang without losing once or drawing to a single member. A Black M3 will race you.

Hint : Hidden Datsun Z :

To get the modified Datsun Z beat the "Last Boss".

Hint : Special ending :

Defeat all 372 rivals.

Hint : Restart with 1,000,000 CP :

Beat the rival named "???" then pick the option to restart the game from the beginning. You will start all over, but will have 1,000,000 CP.

Hint : Unlocking different rivals :

To race different rivals, lose once, win all, or draw to all members in that gang. With some gangs such as "Rolling Guy", you have to defeat all of them, but others such as "Highway Outlaw", all you have to do is win or lose (there is no draw rival).

Hint : Get all of the Highway :

Depending on what class car you are using you will face a person who will unlock a huge section of the track. If you are using a Class B car you will face "Purple Comet". He drives a purple R32 Skyline GT. If you are using a Class A car, it will be "White Phantom" in a white RX-7.

Hint : Stop car in garage :

Press **B** and your car will stop moving. This allows you to look at your parts better.

Tomb Raider 4 : The Last Revelation

Cheat mode :

Have Lara face exactly north and enter the inventory screen. Highlight the "Small Medipack", then press **L, Up, X, Up, R, Y**. All weapons, unlimited ammunition, and unlimited medipacks will be available. **Note** : Have her hang from any north-facing object to face in that direction easily.

Level skip :

Have Lara face exactly north and enter the inventory screen. Hold **L + R** and press **Y**. to advance to the next level. Close the inventory screen to advance to the next level. **Note** : Have her hang from any north-facing object to face in that direction easily.

Unlimited Lasersight ammunition :

Have the crossbow or revolver combined with the Laser-sight. Zoom in, hold **L** then press **Start**. While still holding **L**, select the pistols and press **A**. While still holding **L**, exit the pause screen. The sound of the pistols being drawn will be heard. **Note** : This can be repeated as needed.

Hint : Lighting flares :

Press **L + R** when Lara does not have any weapons in her hands to light a flare.

Hint : Turning on all the switches in the Star Room in the Lost Library :

First, start at the switch across from the reset pad. Face the reset pad and number each switch starting with the one you are at as "1" and then going left, 2, 3, 4, up to 7. Then, activate the switches in the following order : 1, 3, 2, 7, 5, 4, 6.

Hint : Save health packs :

You can save health packs by going to a different level, then coming back for health because the levels are so numerous and close together.

Hint : Save explosive ammunition :

Save explosive ammunition (grenade launcher, Cross Bolt, etc.) for tougher opponents when fighting the skeletons by using the shot gun against them. Get the skeleton between you and a ledge and blast it. The skeleton will fall off the ledge and cease to exist. Since shot gun ammo is more prevalent in the game than the explosive ammunition, this will allow you to save it times when there are no ledges to help.

Hint : Level 1 golden skulls :

At the beginning, take a left up the small ledge.

In the room where you make your first jump, drop down into the water and go in the middle of the water.

In the room with the where you have to make two more jumps, fall down at the beginning. Run to the far end and turn to the right.

In the next room where you have to swim -- swim down to the bottom in the center of the room where the floor goes down slightly. **Note** : There is also a small and large medipack in a back room which is also under water.

In the area with the two boars, go around to the back and find the exit. Do not go in. Instead, turn right and go forward.

In the room where the skeleton has been impaled with the spikes, take a right when you enter.

In the crawl space, go to the left when you enter it.

When you get to the area just past the place where you have to "dive through the gap", go to the right and past the railing. **Note** : When Lara gets all eight golden skulls she will choose a different, harder path when Von Croy asks her where she wants to go.

Note : To take the easy route, the Path of the Virtuous, only seven skulls can be picked up when Von Croy opens the gate. Do not pick up the eighth skull until after he opens that gate and starts walking down. Then, go back, grab the skull, and take it easy.

Hint : Killing the red ninjas :

Shoot at them. When they start spinning their blades, put up your gun, bring it out, and start shooting. When your gun is put up, the ninja will begin to stop spinning his blade and will not start spinning for a few moments. This gives you enough time to blast him.

Hint : Killing knights :

To kill the knights found in The Lost Library, shoot the blue gem in their chest. Do not attack from the back, as it is just a waste of ammunition. Six or seven direct hits with the shotgun or the crossbow will kill them.

Hint : No damage from Horus :

Step into the blue light Horus was standing in before you put the armor on him. He can keep attacking, but it will not get through the light. Do not get behind it. If you do, his weapons will still hurt you. You must be inside the blue light. This works best when the "All weapons" code is enabled.

Hint : Underneath the Sphinx : Getting out :

You can sneak past the bulls without waking them or worrying about locking them in their cages. First, make Lara face north and enable the "Unlimited items" code : Open the inventory screen and you should have all four keys you are supposed to collect in the level. Go to the far right and walk slowly past the cage and the pillar. Then, sidestep to the right until you are almost in the right corridor. Then, go behind the bulls and enter the stone tablets : right, left, middle. Sneak to the left and go to the gate you opened. From there, cross the two pits and place the keys in their correct locations. Go through the gate you opened and head across the monkey swing. Grab the scriptures and exit the level by the monkey swing. Remember to walk across the empty room after the scripture room, as there are spike traps located there.

Hint : Chambers Of Tulun : Avoiding damage :

In big room in the Chambers Of Tulun where the man that makes shockwaves chases you, wait for a gold beetle to appear then start running around. The beetle will grab you and you will hover around. If you move too much, hit a wall, or get hit by that man, the beetle will let go, slice up your neck, and you will take damage.

Hint : Diving death :

Go to a ledge with a long drop and do the special dive. Lara will land on her head and die.

Hint : Depth charge launcher :

If you have the grenade gun, it can also double as a depth charge launcher. Point at a pool of water and fire. The grenade will sink slightly and explode. Normal ammunition sinks slightly deeper.

Tomb Raider Chronicles

Black Isle level :

Highlight the "New Game" option at the main menu, then hold **L + R** and press **Left**. Hold the buttons until the level loads.

Tower Block level :

Highlight the "New Game" option at the main menu, then hold **L + R** and press **Right**. Hold the buttons until the level loads.

Rome level :

Highlight the "New Game" option at the main menu, then hold **L + R** and press **Up**. Hold the buttons until the level loads.

Russian Base level :

Highlight the "New Game" option at the main menu, then hold **L + R** and press **Down**. Hold the buttons until the level loads.

Special features option :

Press **Start** during game play, then highlight the Timex-TMX at the inventory screen. Hold **Y** until "Secrets" reads "36/36".

Hidden text :

Place the game disc in a PC compatible CD-ROM drive to find the text "Maybe some cheats will go here".

Hint : Do a handstand :

To do a handstand when you climb an object, hold **Walk** as you climb.

Hint : Do a somersault :

To do a somersault, crawl to the very edge of a platform or ledge. While holding **Crawl**, press **Jump**. Lara will

somersault into the area below. This is better than having to turn around and climb down while getting out of a tunnel. This is also useful when getting into the water mill in the "Old Mill" level.

Hint : Flip in the air :

Instead of jumping forward or backward and pressing **Roll** immediately, press the opposite direction. For example, if you jump forward, immediately press **Down** and Lara will do a flip in the air. Do the opposite if you jump backwards.

Hint : Snap Lara's neck :

Do a somersault jump (**Jump** while pressing **Walk** forward) from a high place. A good place to try this is in the very first Streets of Rome level, when you are above the awning. If you attempt to do a somersault jump from above onto the awning, she will dive head first and snap her neck when she lands on the awning, causing the game to end.

Tony Hawk's Pro Skater

Master code :

Pause game play, then hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**. The pause screen will shake to confirm correct code entry. All cheats will be unlocked.

10X multiplier :

Pause game play, then hold **L** and press **X, Y, Up, Down**. The pause screen will shake to confirm correct code entry.

13X multiplier :

Pause game play, then hold **L** and press **A, X(2), Y, Up, Down**. The pause screen will shake to confirm correct code entry.

Double trick points :

Pause game play while in midair, then hold **L** and press **X, Left, Right, Up, R**. The pause screen will shake to confirm correct code entry.

Big head mode :

Pause game play, then hold **L** and press **A, B, Up, Left, A, B, Up, Left**. The pause screen will shake to confirm correct code entry. Quit the current level, then begin game play again. Alternately, pause game play, then hold **L** and press **X, B, Up, Left(2)**.

Skip to restart locations :

Pause game play, then hold **L** and press **X, B, A, Up, Down**. The pause screen will shake to confirm correct code entry. A new option to skip to restart will appear in the pause menu. Choose the new option and select one of the new starting locations to start the level in a new area.

Full special :

Pause game play, then hold **L** and press **A, Y, B, Down, Up, Right**. The pause screen will shake to confirm correct code entry. Alternately, pause game play, then hold **L** and press **X, Y, B, Down, Up, Right**.

Level select :

Pause game play, then hold **L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**. The pause screen will shake to confirm correct code entry. Highlight a level and press **A**.

Slow motion :

Pause game play, then hold **L** and press **X, Left, Up, X, Left, X**.

Turbo mode :

Pause game play, then hold **L** and press **X, Left, Up, X, Left, X, Left, Up, X, Left**. The pause screen will shake to confirm correct code entry.

Officer Dick :

Pause game play, then hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**. Alternately, collect all thirty tapes in career mode to unlock Officer Dick as a playable character.

Private Carrera :

Unlock Officer Dick as a character. Pause game play while playing as Officer Dick, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. The screen will not shake. Exit the game and return to the character selection screen. Private Carrera will appear in place of Officer Dick. This character has full stats and great specials.

Change camera angle :

Hold **L + R** and press **Start** during game play.

View skater's ending sequence :

Use a single character to get the gold in all three competitions. Select the "View Replay" option to view that skater's ending sequence.

Bails FMV sequence :

Get three gold medals with any skater.

Neversoft Bails FMV sequence :

Get three gold medals with Officer Dick. The Neversoft Bails FMV features the game's developers trying to skate.

Tony Hawk's moves :*Kickflip McTwist*

Press **Right(2), B**.

540 Board Varial

Press **Left(2), X**.

360 Flip To Mute

Press **Down, Right, X**.

The 900

Press **Right, Down, B**. **Note** : A lot of air is required to land the 900.

Andrew Reynolds' moves :*Heelflip Bluntslide*

Press **Down(2), Y**.

Triple Kickflip

Press **Left(2), X**.

Backflip

Press **Up, Down, B**.

Bob Burnquist's moves :

Backflip

Press **Up, Down, B**.

One Footed Smith

Press **Right(2), Y**.

Burntwist

Press **Left, Up + Y**.

Bucky Lasek's moves :

Fingerflip Airwalk

Press **Left, Right, B**.

Kickflip McTwist

Press **Right(2), B**.

Varial Heelflip Judo

Press **Down, Up, X**.

Chad Muska's moves :

Frontflip

Press **Down, Up, B**.

360 Shove-It Rewind

Press **Right(2), X**.

One Footed 5-0 Thumpin'

Press **Right, Down, Y**.

Elissa Steamer's moves :

Backflip

Press **Up, Down, B**.

Judo Madonna

Press **Left, Down, B**.

Primo Grind

Press **Left(2), Y**.

Geoff Rowley's moves :

Darkside Grind

Press **Left, Right, Y**.

Backflip

Press **Up, Down, B**.

Double Hardflip

Press **Right, Down, X**.

Jamie Thomas' moves :

Frontflip

Press **Down, Up, B**.

540 Flip

Press **Left, Down, X**.

One Footed Nosegrind

Press **Up(2), Y**.

Kareem Cambell's moves :

Frontflip

Press **Down, Up, B**.

Kickflip Underflip

Press **Left, Right, X**.

Casper Slide

Press **Up, Down, Y**.

Officer Dick's moves :

Yeeehaw Frontflip

Press **Down, Up, B**.

Assume The Position

Press **Left(2), B**.

Neckbreak Grind

Press **Left, Right, Y**.

Private Carrera's moves :

Ho-Ho-Ho

Press **Left, Up + Y**.

The Well Hardflip

Press **Right, Left, X**.

Somi Spin

Press **Left, Down, B**.

Rune Glifberg's moves :

Kickflip McTwist

Press **Right(2), B**.

Front Back Kickflip

Press **Up, Down, X**.

Christ Air

Press **Left, Right, B**.

Hint : Do more than a 900 :

Go to the Downhill Jam level. Go to the part after the first Mountain Dew sign but before the second, where there is the top of a hill. Move into the right wall on the end closest to the water and press **A** to do an Ollie or **Up + A** to do a Nollie, and hold **L** or **R**. You will not see yourself spin but when you land it result in either a 1080, More Nollie or Mega Ollie.

Hint : Getting air for Tony Hawk's 900 :

If you are having trouble getting enough air to pull off the 900, do a 540 Board Varial by pressing **Left(2), X**. This will provide more than enough air for you to earn 8,000 points on the next trick.

Hint : Do a 900 with Bob Burnquist :

Enable the "Slow motion" code. Use Bob Burnquist in any level (should be inside). While staying on flat ground and not going off of any jumps, ollie/nollie into the air while holding the **Right**. You should end up doing a 900 or a 720.

Hint : Extra points with Officer Dick :

Choose Officer Dick as and enable the "Slow motion" code. Go to a pipe in any level, do an Assume The Position, and hold the **R+ Right** or **Analog-stick Right**. Keep them help when doing the remainder of the spin to complete the trick.

Hint : Chicago level : Grind the hidden rafter :

As you know there is a rafter in the Chicago level that you can grind on, but there is also a second rafter that this can be done on. Enable the "Private Carrera" code, as she can jump the farthest. Look for the pole that is sticking out on the other side of the halfpipe. Go into the halfpipe and line yourself up with that pole. Next, transfer out of the halfpipe and land on top of the pole that connects with the other pole. If done correctly, you should hear a weird sound. Jump off of the pole and grind on the rafters. *Note* : This is extremely difficult to do.

Hint : San Francisco level : 80,000 point grind :

Choose a skater with a special grind (Steamer, Rowly, Muska) and the San Francisco level. Go to that structure you would Ollie onto to get the hidden tape, but do not go on it. Turn left and do a special grind on the stairs near you, and do as many special grinds as possible. Ollie onto the ledge, special grind it, and end in a Hardflip, Sexchange, Burnquist's Case Varial, or Finger Flip. You should easily get 80,000 points.

Hint : Warehouse level : Do a 2700 :

Start game in the Warehouse level and enable the "Slow motion" code. Go down the hill on the right side, then ollie over the pipe while holding **Right** or **Analog-stick Right**. You should get on the other side of the pipe with a 2700 or a 2520. *Note* : Secret Room gets you more points.

Hint Warehouse level : Extra points :

Go down the hill on the right side when you start, do a 360 Benihana on the ramp directly behind the pipe, and make sure to be against, or very close to, the wall that has the symbol "Toy Machine". Do a special trick over the pipe and through the secret room. Land on the small grinding rail and the player's special grind to a 360 Shove-It ending up on the ledge of a long ramp. Toggle between doing small tricks and special grinds on the ledge until you get to the point where you see boxes. Do a 360 Shove It to the big rail and do the players special grind on that rail. To end the trick, do a 360 Shove-It off of the big rail. Depending upon how many different tricks/grinds you did you will end up with a substantial amount

of points.

Hint : Upside-down wall ride (demo version) :

Find a corner of the warehouse where you can go from wall to wall. Do a wall ride on the first one and jump off to get higher in the air. Then press **L** and do a wall ride on the other wall. You should now be doing an upside-down wall ride

Hint : Go through the fence (demo version) :

Go down the ramp that the game placed you, which should be the one with the fence. Go down that ramp and jump into the fence while doing a Kickflip To Indy. Keep spinning into the cage. After a moment, you should go through the fence and land on the other side.

Glitch : Minneapolis : Upside down :

Go right around the first corner to the television shop. Do a Wallride on the window and jump so your head collides with the roof and you will be upside down.

Tony Hawk's Pro Skater 2

Master code :

Press **Start** to pause game play, then hold **L** and press **A(3), X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B**. The screen will shake to confirm correct code entry. Choose the "End Run" option to unlock all cheats, FMV sequences, bonus skaters, and extra levels.

Flight mode :

Hold **L**, then press **Up(4), A, X, Up(4), A, X, Up(4)** at the main menu. The dial will turn to confirm correct code entry. Begin game play and press one of the following buttons to fly. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will tally your score.

Float up : Hold **A** after jumping.

Hover : Hold **Y** while in-air.

Move forward : Hold **Up**.

Move backwards : Hold **Down**.

Strafe left : Hold **L**.

Strafe right : Hold **R**.

Unlimited specials :

Press **Start** to pause game play, then hold **L** and press **A, Y, B(2), Up, Left, Y, X**. The screen will shake to confirm correct code entry. Alternately, collect \$150,000 in career mode five times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Perfect balance :

Press **Start** to pause game play, then hold **L** and press **Right, Up, Left, X, Right, Up, X, Y**. The screen will shake to confirm correct code entry. Alternately, collect \$150,000 in career mode four times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Skip to restart :

Press **Start** to pause game play, then hold **L** and press **X, Y, Right, Up, Down, Up, Left, X, Y, Right Up, Down, Up, Left, B, Up, Left, Y**. The screen will shake to confirm correct code entry. Alternately, collect \$150,000 in career mode two times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Set stats to 5 :

Press **Start** to pause game play, then hold **L** and press **Up, X, Y, Up, Down**. The screen will shake to confirm correct code entry.

Set stats to 6 :

Press **Start** to pause game play, then hold **L** and press **Down, X, Y, Up, Down**. The screen will shake to confirm correct code entry.

Set stats to 7 :

Press **Start** to pause game play, then hold **L** and press **Left, X, Y, Up, Down**. The screen will shake to confirm correct code entry.

Set stats to 8 :

Press **Start** to pause game play, then hold **L** and press **Right, X, Y, Up, Down**. The screen will shake to confirm correct code entry.

Set stats to 9 :

Press **Start** to pause game play, then hold **L** and press **B, X, Y, Up, Down**. The screen will shake to confirm correct code entry.

Set stats to 10 :

Press **Start** to pause game play, then hold **L** and press **A, Y, B, X, Y, Up, Down**. The screen will shake to confirm correct code entry.

Set stats to 13 :

Press **Start** to pause game play, then hold **L** and press **A, Y, B, A(3), X, Y, Up, Down**. The screen will shake to confirm correct code entry. Alternately, collect \$150,000 in career mode six times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Extra points :

Press **Start** to pause game play in competition mode, then hold **L** and press **X, B, Right, X, B, Right, X, B, Right**. The screen will shake to confirm correct code entry.

Enable the "Flight mode" code, then keep spinning. You will get slower and slower to the point where it appears that you cannot spin any more. You will eventually go faster and faster until you spin like a twister and get a large number of points.

Extra money :

Press **Start** to pause game play, then hold **L** and press **A, Down, Left, Right, Down, Left, Right**. The screen will shake to confirm correct code entry.

Complete game :

Press **Start** to pause game play, then hold **L** and press **B, Left, Up, Right, B, Left, Up, Right, A, B, Left, Up, Right, B, Left, Up, Right** to mark the game as completed with the current skater. The screen will shake to confirm correct code entry.

Turbo mode :

Press **Start** to pause game play, then hold **L** and press **Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B**. The screen will shake to confirm correct code entry. Game play speed will increase by 25%.

Toggle blood :

Press **Start** to pause game play, then hold **L** and press **Right, Up, X, Y**. The screen will shake to confirm correct code entry.

Flip level :

Press **Start** to pause game play, then hold **L** and press **Up, Down, Left, Right, Y, A, X, B, Up, Down, Left, Right, Y, A, X, B**. The screen will shake to confirm correct code entry. Alternately, collect \$150,000 in career mode as Spider-Man. This mode reverses the game's level in a mirror image. Alternately, collect \$150,000 in career mode fifteen times using any character except Officer Dick or Tony Hawk.

Big head mode :

Press **Start** to pause game play, then hold **L** and press **X, B, Up, Left(2), X, Right, Up, Left**. The screen will shake to

confirm correct code entry. Alternately, collect \$150,000 in career mode ten times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Fat skater :

Press **Start** to pause game play, then hold **L** and press **A(4), Left, A(4), Left, A(4), Left**. The screen will shake to confirm correct code entry. Repeat the code to increase its effect. Alternately, collect \$150,000 in career mode seven times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Thin skater :

Press **Start** to pause game play, then hold **L** and press **A(4), X, A(4), X, A(4), X**. The screen will shake to confirm correct code entry. Repeat the code to increase its effect.

Kid mode :

Press **Start** to pause game play, then hold **L** and press **Right, X, Y, Up, Down**. The screen will shake to confirm correct code entry. Alternately, press **Start** to pause game play, then hold **L** and press **B, Up(2), Left(2), B, Up, Down, X**. Alternately, collect \$150,000 in career mode three times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Blinking ramps :

Press **Start** to pause game play, then hold **L** and press **Down, Up, X, B, Up, A**. The screen will shake to confirm correct code entry. Do a trick off a ramp and it will blink.

All levels :

Press **Start** to pause game play, then hold **L** and press **Up, Y, Right, Up, X, Y, Right, Up, Left, X(2), Up, B(2), Up, Right**. The screen will shake to confirm correct code entry. Alternately, earn three gold medals with all characters to unlock the Chopper Drop : Hawaii level, and Collect \$150,000 in career mode with all characters (including Officer Dick, a Custom Skater, and Spider-Man) but not Trixie to unlock the Skate Heaven level.

All hidden characters :

Press **Start** to pause game play, then hold **L** and press **X, B, Right, Y, B, Right, B, Y, Right, X, Right, Up(2), Left, Up, X**. The screen will shake to confirm correct code entry. Alternately, collect \$150,000 in career mode using any character except Tony Hawk or Spider-Man to unlock Officer Dick; collect \$150,000 in career mode as Tony Hawk to unlock Tony Hawk's Style C, McSqueeb; and Collect \$150,000 in career mode with a created skater to unlock Spider-Man.

All Gaps and Trixie :

Press **Start** to pause game play, then hold **L** and press **Down, Up, Left(2), B, Left, Up, Y(2), Up, Right, X(2), Up, A**. The screen will shake to confirm correct code entry.

Neversoft skaters :

Press **Start** to pause game play, then hold **L** and press **Up, X(2), Y, Right, Up, B, Y** at the main menu. The screen will shake to confirm correct code entry. Then, enter one of the following names at the "Create A Skater" screen to unlock members of the Neversoft development team, family members, and their own custom skaters :

Aaron Cammarata

Chris Rausch

Connor Jewett

Darren Thorne

Gary Jesdanun

Jason Uyeda

Joel Jewett

Johnny Ow

Junki Saita

Mick West

Noel Hines

Nolan Nelson
Ralph D'Amato
Ryan Mahon
Scott Pease
Edwin Fong
Jeremy Andersen
Silvio
Aaron Skillman
Hudson
Kage
NggdynIn
Robert Earl
The Pouncer
Chewbacca
CountryGimp

Disco mode :

Press **Start** to pause game play, then hold **L** and press **Down, Up, X, B, Up, Left, Up, A**. The screen will shake to confirm correct code entry. Alternately, collect \$150,000 in career mode fourteen times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Moon physics (low gravity) :

Press **Start** to pause game play, then hold **L** and press **A, X, Left, Up, Down, Up, X, Y**. Alternately, collect \$150,000 in career mode thirteen times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Double moon physics :

Press **Start** to pause game play, then hold **L** and press **Left, Up, Left, Up, Down, Up, X, Y, Left, Up, Left, Up, Down, Up, X, Y**. The screen will shake to confirm correct code entry. Alternately, collect \$150,000 in career mode as Officer Dick. The effect of this code is lower gravity than the "Moon physics" code.

Sim mode (realistic physics) :

Press **Start** to pause game play, then hold **L** and press **B, Right, Up, Left, Y, B, Right, Up, Down**. Alternately, collect \$150,000 in career mode eleven times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Slow-Nic mode (slow motion tricks) :

Press **Start** to pause game play, then hold **L** and press **B, Up, Y, X, A, Y, B**. The screen will shake to confirm correct code entry. Alternately, collect \$150,000 in career mode nine times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Wire frame mode :

Press **Start** to pause game play, then hold **L** and press **Down, B, Right, Up, X, Y**. The screen will shake to confirm correct code entry. Alternately, collect \$150,000 in career mode eight times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Smooth mode (no texture maps) :

Press **Start** to pause game play, then hold **L** and press **Down(2), Up, X, Y, Up, Right**. The screen will shake to confirm correct code entry. Alternately, collect \$150,000 in career mode twelve times using any character except Officer Dick, Tony Hawk, or Spider-Man.

Change camera angle :

Hold **L + R** and press **Start** during game play.

Neversoft Bails FMV sequence :

Earn a medal in every competition as any character.

Neversoft Makes FMV sequence :

Earn three gold medals as Trixie.

Skater's FMV sequence :

Earn the gold in all three competitions for a character to unlock the corresponding FMV sequence. Additional FMV sequences are available when this is done with Spider-Man or 80's Tony Hawk (Tony Hawk's Style C).

Blood Brothers : Successfully complete the game with Geoff Rowley or a custom skater,

Five Lessons Learned : Successfully complete the game with Jamie Thomas.

Bring the Noise : Successfully complete the game with Tony Hawk.

City Star : Successfully complete the game with Kareem Campbell.

You : Successfully complete the game with Rodney Mullen.

Evil Eye : Successfully complete the game with Andrew Reynolds.

B : Boy Document : Successfully complete the game with Chad Muska.

Subculture : Successfully complete the game with Elissa Steamer.

May 16 : Successfully complete the game with Rune Glifberg.

No Cigar : Successfully complete the game with Steve Caballero.

Out With The Old : Successfully complete the game with Eric Koston.

Heavy Metal Winner : Successfully complete the game with Bucky Lasek.

Hidden object in 80's Tony FMV sequence :

Watch the 80's Tony FMV sequence. An object that resembles a UFO will appear near the end.

Hint : Using No Complys and Bonelesses :

The most useful way to use No Complys and Bonelesses is to never Ollie -- the No Complys and Bonelesses give points for the same effect.

Hint : Extra points :

One of the best non-special combos to not use manuals is Switch Perfect 540 Varial + Sal Flip. This maneuver results in about 6,000 points. If you want to use a manual in there to extend it, you could piece together such as Switch Perfect 540 Varial + Sal Flip + Manual + Tailslide + Boardslide. If the Grinds and Manual each last about 700 points, you can get around 40,000 points from the combo.

Enable the "Kid mode" code. Play as Tony Hawk and immediately before you land a combo on a half pipe (or whatever you are on) do the 900. You will not finish the trick but the game will register that you did. You can get over 100,000 points with this trick.

Hint : Bullring : Cash icons :

The cash icons are actually hidden underneath the bull "dung" on the track where the bull is running.

Hint : Bullring : Extra points :

This is a long process. Enable the "Master cheat" code, then turn on "Perfect balance" and "Special always on". Enable the "Flight mode" code and select Bull Ring in any mode. While in the air hold **A** till you get so high that you see a black wire. Land on it, then hold **Y**. The move is called "Don't Look Down!". As long as you hold **Y** on the wire the score will keep adding up. It is also important that you only hold **Y**, unless you want to ride the other wire (they cross). Just Ollie and hold **A** again until you reach the wire.

Hint : Bullring : Easy tag win :

Do a move bigger than your opponent. Then, enable the "Flight mode" code and fly up to where the stands are located. Fly behind them. This should only work on a certain side of the ring that you must figure out.

Hint : Hawaii : Hiding in tag mode :

This level is so small it is usually difficult to escape from your opponent. A good place to hide is in the helicopter. If your opponent cannot get into it, you can stay there until time runs out.

Hint : Marseilles France : Secret area :

Towards the back of the competition, is an area with some trees. There is a lone lamp post in the middle. If you look closely, you can see a piece of plywood holding it up. Run into it. The post will fall down, knocking the wooden wall down. In the secret room you have just uncovered is a hole in the ground. Ride into it. **Note** : When you go down, you will lose your special (this counts as a bail), though points are not deducted. There are five cash icons in there (one behind you, one over the fountain, one above the quarterpipe, and one on both sides of the room on the rails). You can get 100% on the level with this cash if you have already gotten the cash on top of the big wall at the beginning and the other one on the long rail connecting two lamp posts over by the pools.

Hint : Mexico : Easy tournament win :

When you start the last level it should be a tournament. Go towards the ring where the bull is running. You must jump to the empty area where there is no crowd. In that ring are four ramps. Jump up one of them and there should be a line up there. Grind on that line. Try to do the best grind possible. Grind across and you should get a trick points above 50,000 or even 100,000. Do this one or two times.

Hint : Skate Street : Secret areas :

Go straight from the beginning of the level onto the huge quarter pipe wall. Grind the entire rail on top of wall and keep going. You will get a transfer called "Van Secret Area Key". A new level will open near the wall.

In Skate Street Ventura competition, you can open another door besides the "Van Secret Area Key". When you first start on the roll-in ramp, keep going straight. You should be near the really big quarterpipe. Ride up to the top and hold **Up** so you are on top of the quarterpipe. Ride all the way to the left. There should be a handrail there to keep you from falling. Ollie over it and grind on the rail hanging from the ceiling. You will hit a gap called "Rail Secret Area Key". The other two doors will open (they lead to the same location), and you can ride in the secret room. There is also a cash icon for \$250 over the two quarterpipes in the back. You have to get really high to get it.

Hint : Skate Street : Secret members :

Turn down the music volume to zero. Then hold **Brake** and listen.

Hint : Skate Street : High contest scores :

At the beginning of every run, turn around on the roll-in and enter the halfpipe. Ollie off the edge of the halfpipe and do a Kickflip to Indy into the halfpipe. Then, stay in the halfpipe for your entire run and pull off multiple grab tricks, flip tricks, lip tricks, and specials. The key is to just stay in the halfpipe.

Hint : Venice Beach : Spider-Man painting :

Go forward when you start the level. Take a right and keep going. Find one of the last columns that stick into the air. Look on one of the sides that are closest to the fence to see a Spider-Man painting.

Hint : Freestylin special :

Buy a skater the Casper to 360 Flip special. Go into a level and at moderately slow speed, do the Casper to 360 Flip. If done correctly, your skater will do another special called Freestylin.

Hint : Easy specials :

Go into career mode and go to buy tricks. Enter specials and delete where the special is currently under. Then, put it under an easy slot that you will remember. For example, for all three of your free specials, put them under **Up, Down** and **X, Y, or B**. You can do this free of charge.

Change all the specials to the same directions (**Left, Right, B**) in the "Buy Tricks" option in career mode.

Hint : Special moves :

All of the following moves are performed when your character's special meter is flashing yellow :

Andrew Reynolds

Nosegrab Tailslide : Press **Up, Down, Y**.

Triple Heelflip : Press **Up, Right, X**.

Hardflip Late Flip : Press **Up, Down, X**.

Bob Burnquis

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Rocket Tailslide : Press **Up, Down, Y**.

One Foot Smith : Press **Right, Down, Y**.

Racket Air : Press **Left, Down, B**.

Bucky Lasek

The Big Hitter : Press **Left, Down, Y**.

One Foot Japan : Press **Up, Right, B**.

Fingerflip Airwalk : Press **Left, Right, B**.

Chad Muska

Mute Backflip : Press **Up, Down, B**.

Hurricane : Press **Down, Right, Y**.

Muska Nose Man : Press **Right, Up, B**.

Elissa Steamer

Madonna Tailslide : Press **Up, Left, Y**.

Hospital Flip : Press **Left, Right, X**.

Indy Backflip : Press **Up, Down, B**.

Erik Koston

The Fandangle : Press **Right, Down, Y**.

Indy Frontflip : Press **Down, Up, B**.

Pizza Guy : Press **Down, Left, B**.

Geoff Rowley

Rowley Darkslide : Press **Left, Right, Y**.

Double Hardflip : Press **Right, Down, X**.

Half Flip Casper : Press **Right, Left, X**.

Jamie Thomas

Beni F-Flip Crooks : Press **Down, Up, Y**.

Laser Flip : Press **Down, Right, X**.

One Foot Nose Manual : Press **Left, Up, B**.

Kareem Campbell

Ghetto Bird : Press **Down, Up, X**.

Nosegrind to Pivot : Press **Down, Up, Y**.

Casper : Press **Left, Down, B**.

McSqueeb's (80's Tony Hawk)

Pogo Air : Press **Up, Down, X**.

Layback Grind : Press **Up, Down, Y**.

Officer Dick

Assume the Position; Press **Left, Down, B**.

Lazy A. Grind : Press **Down, Up, Y**.

Salute!!! Press **Left, Right, B**.

Rodney Mullen

Nollieflip Underflip : Press **Down, Left, X**.

Casper to 360 Flip : Press **Down, Right, B**.

Heelflip Darkslide : Press **Right, Left, Y**.

Rune Glifberg

One Foot Bluntslide : Press **Left, Up, Y**.

Kickflip One Foot Tailslide : Press **Left, Down, X**.

Christ Air : Press **Left, Right, B**.

Spider-Man

Spidey Grind : Press **Left, Right, Y**.

Spidey Flip : Press **Up, Down, B**.

Spidey Varial (Does Whatever a Spider Can) : Press **Left, Right, B**.

Steve Caballero

Hang Ten : Press **Right, Up, Y**.

Triple Kickflip : Press **Up, Left, X**.

FS 540 : Press **Right, Left, B**.

Tony Hawk

Overturn : Press **Down, Left, Y**.

Sacktap : Press **Up, Down, B**.

The 900 : Get a lot of air and press **Right, Down, B**.

Trixie

55 Ho Slide : Press **Left, Right, Y**.

Double Splits : Press **Right, Left, X**.

Ho-Ho Handplant : Press **Up, Down, Y**.

Hint : Faster spins with a Sacktap :

Get a skater with the Sacktap. Start skating on a halfpipe/pool and perform the trick before you ollie and hold **R + Spin**.

If done correctly, you should be able to spin up to 1460 degrees.

Hint : Strange Frontflips :

Get a skater with the Frontflip. Start skating on a halfpipe/pool and perform the trick before you ollie and hold **R + Spin**.

Hint : Recommended stat development :

Build up stats in the following order, especially for vert skaters : Air, Hangtime, Rail Balance, Speed, Ollie, Switch, Spin, Landing, Manual Balance, and Lip Balance.

Hint : New wipeouts :

The following wipeouts were added since the original *Tony Hawk's Pro Skater*.

Fall on your back

Lean back all the way when you do a manual to fall on your back and have your skateboard sent into the air. Sometimes when you are on the ground rolling up the street, try to do a Stiff Indy and the board will shoot out and you will fall back.

Fall off of the rail and land on your back

Grind sideways on a thin rail and lean all the way to the side to fall off of the rail and land on your back.

Land on your head

Wipeout when you are close to a ledge and fall off to land on your head.

Slide on your knees

Wipeout on a halfpipe facing forward. To do this, go to any halfpipe, perform a Nosestall, and hold it until you bail.

Land on your butt

Do a boardslide on a rail in the air and bail.

Glitch : Half of level missing :

Select a level such as New York or Philadelphia and enable the "Flight mode" code. Fly as high as possible and half of the level will turn blue. Go back down and you will not be able to go into that part unless you grind into it. For example, in New York you can go into it using the subway rails.

Glitch : Enter Vans secret area :

When in either in Plywood Paradise (the second competition invite) or Philadelphia, enable the "Flight mode" code. In Plywood Paradise, fly slightly left of the starting point towards the fence, then crash into the upper left corner. When upside down, keep holding **Y** and press **Up**. You will float through the fence and end up on the other side in the vans secret area.

Glitch : Fall into space :

Begin game play on the Skate Heaven level. Go to the place where there are a lot of benches. Grind on one to three of them. Jump off the last one you grinded on. If done correctly, you should fall into space -- it will be like there is a floor there. **Note** : Use the "Double moon physics" code to get out.

Glitch : Invisible water level :

Enable the "Flight mode" code. Go to Philadelphia and hover in the fountain so that you are "swimming" in it. Then, fall into it. Do this again without falling into it. **Note** : This takes some practice, patience and, luck. When you ride, there will be an invisible water level that you can go in. You will even see water dripping off your character.

Glitch : Trapped in School 2 :

In the School 2 level, go in the gym where the basketball nets are located. Next to the "Three Points!" gap is a closed blue door. Ollie into the corner and hold **Grind** to grind through the wall, into the wall, next to the Gonz rail. If you keep grinding, you will hit into the wall and bail. If you Ollie off the wall, you can keep doing spins until you are forced to retry.

To exit this glitch, make sure you are facing the gym and press **Grind**. Keep hitting ollie and grind until you jump back into the gym. You will do many Kiss The Rails before you jump back in.

Toukon Retsuden 4

Riki Choshu :

Press **L, X, Y, B, X, Y, B, R** when "Press Start" appears at the title screen.

Tanaka (ring announcer) :

Press **L, X, Y, X(2), Y, X, R** when "Press Start" appears at the title screen.

Masa Saito :

Press **L, X, Y, A, X, Y, A, R** when "Press Start" appears at the title screen.

Tiger Hattori (referee) :

Press **L, X, A, X(2), A, X, R** when "Press Start" appears at the title screen.

Antonio Inoki :

Press **L, X, Y, A, B, X, Y, R** when "Press Start" appears at the title screen.

Seji Sakaguchi :

Press **L, X, B, X(2), B, X, R** when "Press Start" appears at the title screen.

Heel version of great Sasuke :

Press **L, X, A, Y, B, X, A, R** when "Press Start" appears at the title screen.

All bonus wrestlers :

Press **L, X, A(5), R** when "Press Start" appears at the title screen.

Toy Commander

Heavy weapon :

Press **Start** to pause game play, then hold **L** and press **X, A, Y, B, A, X** to get screw drivers. Music will confirm correct code entry. Repeat the code to get glue.

99 heavy ammunition :

Press **Start** to pause game play, then hold **L** and press **A, B, X, Y, B, A**. Music will confirm correct code entry.

Switch machine gun :

Press **Start** to pause game play, then hold **L** and press **B, A, Y, X, A, B**. Music will confirm correct code entry.

Fix toy :

Press **Start** to pause game play, then hold **L** and press **A, X, B, Y, A, Y**. Music will confirm correct code entry. Alternately, press **Start** to pause game play, then hold **L** and press **Y, X, B, A(2), B**.

Level select :

Press **Start** to pause game play, then hold **L** and press **A, Y, X, B, Y, X**. Music will confirm correct code entry.

Final level :

Press **Start** to pause game play, then hold **L** and press **R, A, X, B, Y(2), A**. Music will confirm correct code entry.

All levels completed, new area unlocked :

Press **Start** to pause game play, then hold **L** and press **Y, X, B, A(2), B**. Music will confirm correct code entry.

Hidden levels unlocked :

Press **Start** to pause game play, then hold **L** and press **A, B, Y, X, Y, X**. Music will confirm correct code entry.

Refuel your vehicle :

Press **Start** to pause game play, then hold **L** and press **B, Y, A, X, B, X**. Music will confirm correct code entry. *Note* : This is only effective during missions that utilize only one vehicle.

Battery weapon :

Press **Start** to pause game play, then hold **L** and press **A, B, A, B, Y, X**. Music will confirm correct code entry. You may now access the tree outside the level, to race as a snail. Finish in the top three to receive a battery as a secondary weapon. It has unlimited shots and is very strong, but only works on the Boss levels.

Credits :

Press **A(3), B(3)** at the main menu.

Full pause screen :

Press **Start** to pause game play, then press **X + Y**.

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive to find screen shots and other artwork from the game.

Hint : Battery secondary weapon :

Go the map where you select the room you are to play next. Somewhere along the line you will be allowed access to the tree outside the level, to race as a snail. Finish in the top three to receive a battery as a secondary weapon. It has unlimited shots and is very strong, but only seems to work on the Boss levels.

Hint : Restore life meter :

Enter the bathroom in the parent's bedroom in the convoy mission. Shoot the bathtub faucet to turn on the water. Fly through the stream of water to refill your life meter. This may also work in water sources in other levels.

Hint : Control lighting :

Shoot or touch the light switch on the wall with the airplane or helicopter to shut off the lights.

Glitch : Damage without getting hit :

Hit a missile launcher until it catches on fire. Fly directly into it and stay in front of it (you must be in an airplane). You will be hit and no missiles will be launched.

Toy Racer

Toothmobil car :

Win three online championships.

Trahktor car :

Unlock the Toothmobil, then win two more online championships.

Toy Story 2

Hint : Green laser locations :

Green lasers will allow enemies to be killed with a single shot. They can be found at the following locations.

Level 1 (Andy's House) : When you go to the garage, find a way to get up to the van. When you get to the top, you will see a green laser.

Level 2 (Andy's Neighborhood) : In the yard with the torn up junk car, the green laser is beside the laundry post.

Level 3 (Bombs Away) : Not available.

Level 4 (Construction Yard) : In the open chest, near the yellow generator trailer.

Level 5 (Allies and Gullies) : Between the first two trash cans to the right of the level entrance point.

Level 6 (Slime time) : In the middle of the alleyway. To obtain this laser the Boss must transcend back into his trash can four times for it to appear.

Level 7 (Al's Toy Barn) : On the farthest wall from the entrance point, slightly to the left in front of the "Monster Hockey" box.

Level 8 (Al's Spaceland) : Directly in front of the first aisle, which is slightly to the left of the level entrance point.

Level 9 (Toy Barn Encounter) : Not available.

Level 10 (Elevator Hop) : Directly in front of the entrance point is a vent. Using the grapple hook power-up that you received from Mr. Potato Head. Slowly find the way to the top avoiding the various hazards. The laser upgrade is about halfway up the ascent to the top.

Level 11 (Al's Penthouse) : This laser upgrade can be found in the lobby area, which is almost, if not directly, across from the entrance of the level. The laser can be found on the highest shelf, farthest from the stairs.

Level 12 (Emperor Zurg) : Not available.

Level 13 (Airport Infiltration) : The green laser can be found in the room with all of the airplane displays and the teeter-totter, directly above the puddle of oil.

Level 14 (Tarmac Trouble) : The last laser upgrade in the game can be found between terminal #8 and terminal #1, close to the green slime.

Level 15 (Prospector Showdown) : Not available.

Hint : Battery locations :

Start game play on the Bombs Away level and move all the way to the left to find a battery. Then, move all the way to the right to find another batter.

There are four batteries, one in each corner, when finding the batteries for the Zone 1 Boss.

Hint : Easy lives :

Go to Al's Penthouse and get the Cosmic Shield at the beginning of the level. Then, go to the fire place and get the extra life. Exit the level repeat this as many times as needed.

Begin game play in the first level and collect the extra life in the crib. Exit the level, re-enter, and collect the life again. This can be done any time during the game, as many times as needed.

Go to the market place in Alley and Gullies and pass the balloon maker. Then, jump into the water where you find a duck. You should go underwater and see a small tunnel. Follow its twist and turns to find a hidden life. Repeatedly collect this to get may extra lives.

Hint : Getting on the trees :

Begin game play on the Andy's Neighborhood level. Climb on the swing, then reach the other swing. Move to the tire with a rope. Climb up the rope, then jump on top of the tree. *Note* : There is a kite Boss at the very top of the tree. When you first get on the tree, HAM will appear. Find 50 coins bring them to HAM to receive a Pizza Planet token.

Climb up the tree in the Andy's Neighborhood level. Try to reach the first swing, and before you continue to journey up, jump on the nearby rope. Later, when you fall off the tree accidentally, you will be able to climb up from the rope, which now becomes a shortcut.

Hint : Getting on the car :

Get on the rafters and you will see a coffee cup. Jump on that, then jump on the lights. You can then jump on the car and get the green laser.

Hint : Use the teeter-totter :

There is a teeter-totter on the level with the baggage. Jump through it when it goes down to reach the platform faster.

Hint : Find the green army men :

Begin game play on the Andy's Neighborhood level. After starting, you should see a tractor that will chase you. Do not leave the yard. Turn around and you will see a green army man. Go up the steps and approach him. He will offer a Pizza Planet token to you if you can find all five of his army men. The other army men can be found easier if you see flames.

Hint : Hidden tips :

Collect 100 or more coins in the first level, Andy's House. Give the coins to Hamm. He will lead you to a room called Woody's Workshop. This room contains more hints and tips about defeating Bosses, etc. *Note* : If you have already given Hamm 50 coins, this will not work.

Hint : Extra lives and energy :

If you need extra lives or energy while playing in any level, leave your current location and return to Andy's Neighborhood. Go to the swing and collect the energy. Climb the rope on the tire swing, and walk past Ham. Use targeting to look down at the swing, and line yourself up to jump for the extra life. Switch off targeting and jump. You can repeat this as needed to build up your lives and energy.

Hint : Run on the top of the roof :

Find all the army men, then climb the house to reach the roof.

Hint : Defeating the Wind Up Robot :

Shoot him with a charged laser while he is winding up.

In the first level (Andy's house), get the green laser on top of the van. Then, go and fight the tin robot Boss. The green laser will affect them greatly and destroy it in three or less shots.

Hint : Toy Barn encounter :

When you reach the Boss of this stage, he will have small carriages surrounding him. Destroy them to complete the level

Hint : Defeating the Jackhammer Boss :

Get the disk shooter from Mr. Potato Head. Shoot the Boss, but do not allow him get too close to you, or he will shoot out hot bolts *Note* : You must find Mr. Potato Head's eye to unlock and receive the disk shooter. You only receive ten disks that may be used over and over if you return.

The green laser does not work on the Jackhammer Boss (Construction Site). You do have to use the disk launcher. You can get it by finding Mr. Potato Head's ear, which is located on the steel girders in the middle of the site.

Hint : Defeating Emperor Zurg :

Lasers will not affect him. Mega spin him to win.

Hint : Defeating Kite Zurg :

Use the following trick to defeat the Kite Zurg on level 2 (Andy's Neighborhood). First, get the laser from the basket where the car is found. Then, make your way up the tree and avoid any slime balls. When you get to the top of the tree, there will be a platform and the Kite Zurg. Go onto the platform to fight him. When you get a moment when he is not diving at you, go to inside the helmet view and use the laser about five times. His health will begin to go down. When he dives at you, he will hit you. Do not worry about this if you had a full battery when you came up the tree. If not, there is a battery on one of the branches that you climbed up. Keep doing this until the Pizza Planet Token appears. *Note* : When you climb up the tree, make sure that you jump on the rope about half-way up so that if you fall, you will have an easier way to get back up. If you fall off the tree at any point, it will not hurt you.

Hint : Defeating the final Bosses :

You have to fight the Gunslinger, the Blacksmith and the Old Prospector in the final level. Defeat them in that order. To defeat the Gunslinger, use lasers. Use the spin for the Blacksmith and the Prospector.

Hint : Defeating R.C. Car without the Rocket Boots :

When the race begins after you talk to R.C., immediately get in front of him. If you stay in front of him while you race, he will bump into you but not go ahead of you. Do that the entire race to defeat him without the Rocket Boots. Also, if you make a mistake and he gets in front of you, do not stop the race - in some parts R.C. also makes mistakes, giving you another chance to get ahead of him again.

In Andy's Neighborhood, you can defeat RC Racer without the Rocket Boots. Stay directly in front of him, causing him to bump into you, which will keep him behind you. Be careful in the sand traps. Do not jump too high, or he will sneak under you, and if you do not jump at all, he will run over you.. Stay in the middle of the road so that you can cut him off each time he tries to pass you.

Hint : Finding Mr. Potato Head's eye :

To retrieve Mr. Potato Head's eye (and receive the disc launcher), keep climbing up the construction site. You will eventually find the eye.

Hint : Finding movable objects :

Every time you see a green "hand print" floating around, move around and try to push the object. This will help you in many difficult situations.

Treasure Strike

Increased accuracy :

Press **R** when targeting a person.

Trick Style

Unlock everything :

Pause game play, select the "Cheat" option, and enter **CITYBEACONS** as a code.

Big head mode :

Pause game play, select the "Cheat" option, and enter **INFLATEDEGO** as a code.

All stunts and special moves :

Pause game play, select the "Cheat" option, and enter **TRAVOLTA** as a code.

Unlimited time :

Pause game play, select the "Cheat" option, and enter **IWISH** as a code.

Always win :

Pause game play, select the "Cheat" option, and enter **TEAROUND** as a code.

In-game reset :

Hold **A + B + X + Y** and press **Start** during game play.

Combat board :

Defeat the Boss on the U.K. track.

Speed board :

Defeat the Boss on the U.S. track.

Trick board :

Defeat the Boss on the Japan track.

Fast start :

Tap **R** three times during the starting countdown, when the numbers 3, 2, and 1 appear. Then hold **R** when the word "Go" appears.

Press **R** button when "Go!" appears. If done correctly, you will enter a spin similar to when you press **Y**. This allows you to start more quickly than walking three steps before getting on the board.

Hint : Access Japan early :

Enter the U.K. area that features a hill right before a wall that locks you from the area where Japan is located. In order to do this trick, you must hit the hill fast, jump from it, then do a spin. If done correctly you will end up jumping over the wall and into the Japan area before it is normally available.

Hint : Japan Race 1 : Location of globe :

There is a globe fairly close to the beginning of the Japan 1 race. Once you go through the figure eight track in the beginning, there is a section that goes up a wall and down the other side. If you keep to the right and do not go up the wall, you can see a loop-the-loop. Go straight and do not try and turn while in the loop to avoid falling. The globe is right at the top. Be careful, as other trickers can take your globe by touching you.

Hint : Japan Race 1 : Shortcut :

The shortcut is where a section of the railing is out. Go straight through it and land straight. This shortcut may show the message "Wrong Way", but you have taken a jump from the broken rail.

Hint : UK Races 1 and 2 : Break the glass :

You will see a big clock In UK races 1 and 2. Towards the end of the course in race 1, go up the ramp and use a boogie drill or hammer drill to break the glass and save some time. At the start of race 2, go on the right side and get the speed boost. Break the glass by using boogie drill or hammer drill to cut off a sharp turn.

Hint : Defeating the UK StuntBowl Boss :

Just stay there when the starting countdown ends, then jump and do a 360 in the air. Repeat that. Make sure you do the move while in the air. You will receive 500 points each time. Repeat this until reaching 1500 points. You can also take your time to finish with about 30 seconds.

Hint : Return to UK :

The following trick can be used to return to the U.K. area from the Japan area when the all the doors are locked (such as when the "Access Japan early" trick is used). Get a good start and get some speed. Board down to the ramp used on the time you jumped over and did a spin. If you get high enough, you can go over the fence back to the U.K. area.

Hint : USA Race 1 : Shortcut :

Ride around the track. When you see the corner that has a broken rail, ride through the open shortcut. You will no longer have to go around the corner again.

Hint : Special tricks :

A globe that resembles a mini-sun is hidden in each level. Find one of the globes, and it will hover next to your board for a short time. Before it disappears hold the **L** and press **B** to execute your rider's signature trick. Some signatures must be done in air.

Trigger Heart Exelica

Good ending :

Successfully complete Story mode without using any continues.

Trizeal

Stag XII :

Select arcade mode then press **Right**, **Left(2)**, **A(12)**. The Stag XII will appear towards the top of the screen.

Omake mode :

Successfully complete the game.

Twinkle Star Sprites

Fight as Sprites :

Highlight Load-Ran at the character selection screen. Then, press **Up(4)**, **A**.

Fight as Memory :

Highlight Load-Ran at the character selection screen. Then, press **Down(4)**, **A**.

Fight as Mevious :

Highlight Mevious at the character selection screen. Then, press **Up(4)**, **A**.

Fight as Dark-Ran :

Highlight Mevious at the character selection screen. Then, press **Down(4)**, **A**.

Shiriochi mode :

Complete the game one time.

Alternate ADK costume :

Change the system system date to December 25.

The Typing Of The Dead

Hidden vs. CPU option :

Enter **PERKINS** as a case-sensitive password.

More options :

Enter one the following case-sensitive passwords to activate unlimited continues, all Bosses in Boss mode, all Drill mode levels, and all CPU characters in vs. CPU mode.

**KIKMAHP
DKRORCR
STKZJGH**

Hint : Dancing zombies :

Type the names as they appear during the credits. When a section is completed, the zombies will begin to dance.

UEFA Dream Soccer

All-Star teams :

Press **Start, A, Y, Up, Right, B, A, Down** at the arcade mode menu.

Silicon Dream teams :

Press **Y, A, B(2), A, Down, A, B(2), A, Down, Up** at the arcade mode menu.

Unlock stadiums 1, 2, 5, and 11 :

Press **B, Up, Y, Left, A, Right, Down** at the arcade mode menu.

Unlock stadiums 3, 7, 10, and 15 :

Press **B, A, Left(2), Start, B, A, Left(2), Start** at the arcade mode menu.

Unlock stadiums 8, 13, and 16 :

Press **B, A, Right, Start, B, A, Right, Start** at the arcade mode menu.

Small players :

Press **Down, Up, Left(2), A, Right, Down, Start** at the arcade mode menu.

Striker Pro 2000

Note : This game is also titled UEFA Striker.

Cheat mode :

Press **Up(2), Right(2), Y(3)** at the options menu for the three training certificates and to unlock all the extra competitions and teams. *Note* : Press **Up(2), Right(2), Y(2)** in the European version of the game.

Manual ball control :

Pause game play, then press **Up(2), Down(2), Left(2), Right(2), L(3), R, L, R, L**. Hold **L + R** and press **Left** or **Right** to move the ball on the pitch.

Start with two extra points :

Pause game play immediately after the game displays the team line-ups before a match begins. Then, press **Up(3), Y(3), X, Y**.

Bonus matches and players :

Win all four classic matches games to unlock four national classic matches and all-time greats, such as Pele, Bobby Charlton, and more.

Certification mode :

Achieve at least a 3 out of 10 on every test in certification mode to unlock National Team Qualifiers and National Teams Finals, as well as the following teams : Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, England, Estonia, Faroe Islanda, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Israel, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Netherlands, Northern Ireland, Norway, Poland, Portugal, Republic of Ireland, Romania, Russia, San Marino, Scotland, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, Wales, and Yugoslavia.

Achieve at least a 3 out of 10 on every test in certification mode to unlock the Territories Cup, as well as the following teams : Cameroon, Canada, Egypt, Jamaica, Mexico, Morocco, Nigeria, South Africa, Tunisia, and U.S.A.

Hint : Save penalty shots :

When the opposing team is taking a penalty, pause game play immediately after the player hits the ball. *Note* where the ball is traveling and have the goal keeper dive in that direction.

Hint : Easy goal :

Pass the ball back to the goalkeeper. Hold **L + Y**, then release **Y** to send the ball towards your opponent's goal, where a forward can get it an score.

Ultimate Fighting Championship

999 creation points in career mode :

Enter **Best Buy** as a case-sensitive name in career mode to get 999 creation points. You can change the name to any desired entry later.

Alternate referee :

Select career mode, then hold **L + R + A + B + X + Y** or **L + R** while the match loads.

Opponent has less energy :

Hold **L + R** and press **Start** as the match is announced by Bruce Buffer. If done correctly, your opponent should start the match with his energy cut by half. *Note* : This has no effect in exhibition and tournament.

Card Girl :

Win UFC Modewith all 22 fighters.

Bruce Buffer (announcer) :

Win UFC mode with a created fighter.

Ultiman :

Win Championship Road mode with all 22 fighters and the Suitcase arena *Note* : This also unlocks the Octagon arena if done under the hard difficulty setting.

John McCarthy (referee) :

Win Championship Road mode with a created fighter.

More fighting styles and body types :

Win UFC mode as any fighter to unlock the corresponding fighting style and body type in career mode.

Pro Wrestlers style :

Win a silver belt with Tim Lajcik and to unlock all of his moves, skills, and styles in career mode. This will unlock the Pro Wrestlers style which will allow you to create ex-UFC fighter Ken Shamrock (Frank Shamrock's brother).

Under Defeat

Wallpaper :

Insert the game disc in a PC CD-ROM drive to find game-themed wallpaper.

Weapons gallery :

Successfully complete the game.

Bonus Graphics gallery :

Successfully complete the game two times.

Additional continues :

Accumulate the indicated amount of cumulative game time to unlock the corresponding number of continues.

0 :00 :00 to 0 :59 :59 : 2 continues
 1 :00 :00 to 1 :59 :59 : 3 continues
 2 :00 :00 to 2 :59 :59 : 4 continues
 3 :00 :00 to 3 :59 :59 : 5 continues
 4 :00 :00 to 4 :59 :59 : 6 continues
 5 :00 :00 to 5 :59 :59 : 7 continues
 6 :00 :00 to 6 :59 :59 : 8 continues
 7 :00 :00 to 7 :59 :59 : 9 Continues
 8 :00 :00 or more : Unlimited continues

Undercover A.D. 2025 Kei

A rank :

Successfully complete the game with a time less than 4 hours to get an A rank.

Unreal Tournament

Level skip :

Press **Start** to pause game play, then press **Up, Down, Left, Right(2), Left**.

Full ammunition :

Press **Start** to pause game play, then press **Left, Right, Left, Right(2), Left**.

Invincibility :

Press **Start** to pause game play, then press **Left(2), Right(2), Down, Up**.

Refill health :

Press **Start** to pause game play, then **Down(3), Left, Up, Right**.

Console codes :

Note : The following codes require a Dreamcast Keyboard and Dreamcast Mouse for easy entry. Press **T** during game play then hold **[Esc]** and type one of the following codes to activate the corresponding effect. **Note** : Not all codes can be activated in online mode.

Effect	Code
Invincibility	god
999 ammunition for all guns	allammo
Random weapon	loaded
Add indicated number of CPU opponents	addbots_<number>
Kill all opponents	killpawns
Move though walls	ghost
Flight mode	fly
Disable flight mode	walk
Third person view	behindview_1

First person view	behindview_0
Turn off HUD display	hidehud
Turn on HUD display	showhud
Enter multiple times to view hidden picture	open door
Mouse auto-aim	setautoaim 1
Controller auto-lock	setautolock 1
Bind console command to indicated key	set input <key> <console command>
Press A to flood screen with messages	set input a say say say say
Press A for mouse auto-lock	set input a extra0
Play dead	feigndeath
Depending on IP address; white box arena or freeze game	open <IP address>
Spectator mode	open 128.121.19.232 :<server IP address>?char=20
Player mode	open 128.121.19.232 :<server IP address>?char=10
Freeze game	ppp
Set FOV	fov <number>
Suicide	suicide
Throw weapon away	throwweapon
List all the actors on the map, such as lights, special events and bot paths	showall

Unlock SegaNet levels :

From the main menu, go to "Network", and click on "Account". This should switch to "Account 2". Use the following configuration :

Login name : **admin@sega.net**

Password : **tenages** (Seganet spelled backwards)

Area code : Type in your local three digit area code (Ex. 123)

Phone number : Leave blank (do not type in anything)

Primary DNS or DNS1 = **0.0.0.0**

Secondary DNS or DNS2 = **0.0.0.0**

Click on "Connect" and the game will ask if you want to save changes. Click on "Yes". You should now have access to all levels in deathmatch mode (if you already have completed the game or used the "Level skip" code). Go to practice and enjoy the two new levels that were previously locked. **Note** : Make sure you do this on "Account 2" or your online

configuration will be overwritten -- you will then have to set everything up again.

Hint : Browser :

Use the following steps to browse the web through the game. Click on "Latest news" and connect. Then, go to "Options", "Save", press "Stop", then click on the title bar and type in the url.

Hint : Soundtrack :

Insert the game disc, but do not start it. Select the "Music" option at the system menu and play tracks 4 and higher.

Glitch : Auto-fire :

When you are playing with two players or more, hold down the fire (or secondary fire) button. Have another player press the **Start** button while you are still holding the button down. When the other player turns off the menu, you will be firing your weapon for as much ammo as remains. Press the fire button again to return to normal.

Urban Chaos

Hidden artwork :

Place the game disc in a PC compatible CD-ROM drive and enter the "Folder Padding 1" folder. Extract the files in the .ZIP file in the folder to find screenshots from the game.

Vampire Chronicle

EX options :

Enter the options screen, then hold **L + R** and press **A**. *Note* : If using an arcade stick controller, press **Z + C**.

Fight as Marionette :

Highlight the "?" icon on the character selection screen. Then, press **Start**(7) followed by any **Punch** or **Kick**.

Fight as Oboro Bishamon :

Highlight Bishamon on the character selection screen. Then, hold **Start** and press any **Punch** or **Kick**.

Fight as Shadow :

Highlight the "?" icon on the character selection screen. Then, press **Start**(5) followed by any **Punch** or **Kick**.

Alternate background color :

Choose vs. mode. Hold **Start** and press any **Punch** or **Kick** while selecting your background.

Vanishing Point

Race against same car :

Highlight the single race option then press **L + A**.

Race against same car color :

Highlight the single race option then press **R + A**.

Vigilante 8 : Second Offense

Password screen :

Enter the options screen, select "Game Status", highlight one of the characters, then hold **L + R**. Remove the VMUs

from the controllers to enable the codes for one time use.

Invincibility :

Enter **ELBICNIVNI** as a password. The word "Funky" will be spoken to confirm correct code entry. This is especially useful in quest mode.

Original Vigilante 8 levels :

Enter **OLD_LEVELS** as a password to unlock all levels from the original *Vigilante 8* game. The word "Funky" will be spoken to confirm correct code entry.

Rapid fire mode :

Enter **RAPID_FIRE** as a password to remove the delay when shooting weapons. The word "Funky" will be spoken to confirm correct code entry.

Solo play in arcade mode :

Enter **HOME_ALONE** as a password. The word "Funky" will be spoken to confirm correct code entry.

No gravity :

Enter **NO_GRAVITY** as a password. The word "Funky" will be spoken to confirm correct code entry. Gravity will be reduced to the point that your car will almost float when a bump is hit

Big wheels :

Enter **GO_MONSTER** as a password. The word "Funky" will be spoken to confirm correct code entry.

View all ending sequences :

Enter **LONG_MOVIE** as a password to view all endings in one continuous sequence. The word "Funky" will be spoken to confirm correct code entry.

Same cars in multi-player :

Enter **MIXED_CARS** as a password to allow more than one person to select the same car in multi-player mode. The word "Funky" will be spoken to confirm correct code entry. **Note** : This code may crash the game in arcade mode.

All characters :

Enter **LLA_KCOLNU** as a password to unlock all characters. The word "Funky" will be spoken to confirm correct code entry. **Note** : Their quests will not be completed.

All characters have maximum stats :

Enter **LLA_DORTOH** as a password. The word "Funky" will be spoken to confirm correct code entry.

No wheel attachments :

Enter **DRIVE_ONLY** as a password to disable wheel attachments from appearing. The word "Funky" will be spoken to confirm correct code entry.

Super missiles :

Enter **BLAST_FIRE** as a password to increase the damage from missiles. The word "Funky" will be spoken to confirm

correct code entry.

Attract enemies :

Enter **UNDER_FIRE** as a password to have three enemies to attack simultaneously. The word "Funky" will be spoken to confirm correct code entry.

Slow motion mode :

Enter **GO_SLOW_MO** as a password. The word "Funky" will be spoken to confirm correct code entry.

Heavier cars :

Enter **GO_RAMMING** as a password to increase your car's weight and ramming ability. The word "Funky" will be spoken to confirm correct code entry.

Lighter cars :

Enter **HI_CEILING** as a password to decrease your car's weight and hover higher than normal. The word "Funky" will be spoken to confirm correct code entry.

Faster cars :

Enter **MORE_SPEED** as a password. The word "Funky" will be spoken to confirm correct code entry.

Fast action :

Enter **QUICK_PLAY** as a password to enable a random arcade feature. The word "Funky" will be spoken to confirm correct code entry.

High suspensions :

Enter **JACK_IT_UP** as a password. The word "Funky" will be spoken to confirm correct code entry.

Max rez option :

Enter **GO_MAX_REZ** as a password. The word "Funky" will be spoken to confirm correct code entry.

Disable codes :

Enter **NO_CODE** or any invalid password three consecutive times.

Removing passwords saved on VMUs :

Load your saved game into the controller two and begin a two player game. The passwords will be disabled. Save the current game onto the previously saved game using controller two.

Get saved games for players 2, 3 or 4 with one VMU :

Insert the controller with the saved games in port B and load a game. Then, swap that controller with one that does not have a VMU. Insert the controller with the VMU in port A and load a game. Do the same for players 3 and 4. If you get any new characters, your friends also can play as them.

Change vehicle view :

Hold **B** and press **Y**.

Hint : Special attacks :

Interceptor Missiles

Attack 1 : **Up, Up, Down, Machine Gun**

Attack 2 : **Up, Up, Up, Machine Gun**

Attack 3 : **Up, Up, Right, Machine Gun**

Bull's Eye Rockets

Attack 1 : **Up, Down, Down, Machine Gun**

Attack 2 : **Up, Down, Up, Machine Gun**

Attack 3 : **Up, Down, Right, Machine Gun**

Sky Hammer Mortar

Attack 1 : **Down, Down, Down, Machine Gun**

Attack 2 : **Down, Down, Up, Machine Gun**

Attack 3 : **Down, Down, Right, Machine Gun**

Brusier Cannon

Attack 1 : **Down, Up, Down, Machine Gun**

Attack 2 : **Down, Up, Up, Machine Gun**

Attack 3 : **Down, Up, Right, Machine Gun**

Roadkill Mines

Attack 1 : **Left, Right, Down, Machine Gun**

Attack 2 : **Left, Right, Up, Machine Gun**

Attack 3 : **Right, Left, Right, Machine Gun**

Brimstone Burner

Attack 1 : **Right, Left, Up, Machine Gun**

Attack 2 : **Right, Left, Down, Machine Gun**

Attack 3 : **Right, Left, Right, Machine Gun**

Hint : Characters :

Complete the following tasks to unlock each character in the game.

Coyotes

Lord Clyde : Complete all objectives in quest mode with Nina Loco, Molo, and Dallas 13.

Obake : Complete all objectives in quest mode with Lord Clyde.

Boogie : Complete all objectives in quest mode with Obake.

Note : You cannot play Quest Mode as Boogie

Vigilantes

Houston : Complete all objectives in quest mode with Sheila, John Torque, and The Flying All-Star Trio.

Convoy : Complete all objectives in quest mode with Houston

Dave's Cultsmen : Complete all objectives in quest mode with Convoy.

Note : You cannot play Quest Mode with Dave's Cultsmen.

Drifters

Chassey Blue : Complete all objectives in quest mode with Astronaut Bob O., Garbage Man, and Agent R. Chase.

Padre Destino : Complete all objectives in quest mode with Chassey Blue.

Dusty 'Earth' : Complete all objectives in quest mode with Padre Destino.

Note : you cannot play Quest Mode with Dusty 'Earth'.

Hint : Use unlocked cars as players two, three, or four :

Unlock the desired characters as player one in one player quest or two player quest. Save the game on VMU one. Exit the game and copy the file from VMU one to VMU two, three, and/or four. Start the game and the load file from VMU one and VMU two, three, and/or four. All characters that have been loaded will be able to play as the unlocked cars.

Hint : Launch Site weapons :

Go to the tower in the middle of the Launch Site level. Approach to the tunnel that does not go through and wait until the lights above are green before driving in. You will be taken up on to the tower and a booster rocket will be placed on back of your vehicle. Then, you will be shot into the air and dropped. Collect the weapons, that include specials and radar jammers. This may be repeated as much as needed, unless the tower is destroyed.

Hint : Quick start :

To rev up your engines for a quick start, press **Gas + Brake**. After revving up, you should do a wheelie. This is useful for a quick start and for getting up hills.

Hint : Fly higher :

Get the hover upgrade, then hold **Gas** and repeatedly press **Up**.

Hint : Extra salvage points :

Destroy your opponents with a special weapon to get triple salvage points.

To get 10 salvage points instead of 5, go to options and set the difficulty to 92 and bullet symbol to high. You will get 10 points for 1 symbol during game play.

Hint : Easy chassis :

Go to the options and turn the damage on high and the difficulty on low. Each icon will now be worth 7.

Hint : Alaskan Pipeline : Grind :

When you enter the level, head towards the water and you will pass between two pipes that go into the ground. Right after you go between them, turn left and you will see a ramp. Go up the ramp and turn left, then turn left again on to another oil silo. You should be looking across to another one. Slowly drive off it to land on the pipes, going into the ground to grind across them. You can do a 50-50 a 180 or car (board) slide.

Hint : Area 51 : Launch nuclear missile :

Collect the hover upgrade in the second hanger (the one on the immediate right if you are player one). Then, blast through the back of the hanger and fly over the hill so the radar dishes detect you. When you hear the radar dish give off a signal and move, you have approximately twenty to thirty seconds to set off the nuclear rocket. Detach the hover upgrade and drive to the left of the Area 51 administration building. Use your machine guns to blast through the side doors. Drive through the building and pick up two special weapons and a wrench. Use your machine guns again to blast the other side doors. Once through the building, drive right and around the missile silo. You will see a green light overhead, indicating the missile launch is ready. Drive underneath the green light and the nuclear missile will launch. The missile will seek whomever you are locked on to and cause a good amount of damage. **Note** : Repeat the steps to do this as many times as desired.

Shoot out doors of the building and drive through. Half way through you will hear a small click. Drive to the lights by the silo your facing. If one is red and one is green, go under and the missile will launch. It will fly towards the car that is targeted. If the lights are both red, drive through again until you hear the click. There is a long reload time between

missiles - one may not launch if one was very recently fired. The missiles also will not launch if the building is destroyed. Additionally, at least one satellite dish must be present to launch.

Hint : Arizona : Airborne in crater :

Enable the "Faster cars" code. Start in the middle of the crater and circle around until you get enough speed. Speed out of one of the sides and you will become airborne. When you reach the boundary of the level, you will be launched back and land back in the crater. You can continue the trick until you wreck.

Hint : Arizona : Motorcycle launch :

Enable the "No gravity" code, destroy the observatory, then destroy the asteroid in the center. Destroy the ant. Drive to the center of the crater and wait for the next meteor to appear. When the meteor hits, you will be launched into the sky. Sometimes you will even be thrown entirely out of the level, in which case you will not be able to see yourself for about ten minutes before the game freezes.

Hint : Arizona : Big ant :

Destroy the observatory in Arizona and wait until the loud explosion. Examine the big crater in the middle of the level to find a big asteroid. Destroy the asteroid and a giant ant will emerge and shoot everyone in the level.

Destroy the ant, and stand in the middle of the crater. When the big rock appears, it will land on you and you will fly.

Hint : Arizona : Rolling donut :

Destroy the donut shop in the Arizona level without damaging the "Super Donut" on top. The donut will roll around the level destroying enemies. This may be done on each of the two donut shops in the level.

Hint : Arizona : Rocket :

Go to one of the gas stations in the Arizona level and shoot the rocket located there with your machine gun. It will launch and hit your enemy.

Hint : Arizona : Attacking police :

If you shoot the cop in the Arizona level he will attack you by ramming your vehicle.

Hint : Arizona Gas station armor :

Go to one of the two gas stations. Stop in-between the pumps and snack shop. You will hear a sound as if your car was in the repair shop. In about five seconds, the sound will stop and you will have more armor than before. You may do this as many times as needed unless the gas stations are destroyed. *Note* : It will take some time before you can do it again.

Hint : Florida : Shark :

You can be attacked by a shark by getting the hydrofloater power ups and going next to a certain buoy.

Hint : Florida : Extra damage :

When using Bob O's special in the Florida level, a good spot to release when your special runs out is into the fans or jets. Be careful not to get yourself pulled into them. This will also buy you some time to get other weapons. This is also effective to launch enemies into the fans to complete that objective.

Hint : Louisiana : Ghosts :

Destroy the graves in the cemetery. Ghosts will appear and begin attacking.

If an enemy is close by when you destroy the tombs, the ghosts may attack the enemy instead of you.

When you destroy a tomb, drive very fast to the one next to it and also destroy it. If done correctly, there should be more than one ghost circling the ruins of a tomb. The ghosts will keep circling until they attack someone. You can get up to five ghosts this way, but you need to be very fast to outrun the them.

To escape from the ghosts without being attacked, drive into the deep water (the water that can you sink in and come out elsewhere). The ghosts cannot attack you.

Hint : Louisiana : Flood :

Approach the bridge (or dam) and shoot at the nearby wheel. It will start to spin and the bridge will begin to raise. Keep shooting until the bridge is completely raised. Repeat this at the other bridge. In a few seconds, it will start to flood.

Hint : Louisiana : Destroy enemies easier :

Choose someone that has a special that can send the enemies flying (Garbage Man, Convoy, etc.). Make sure that they get in the lake on the left. If near the bayou, it is the lake on the left; on the right if in the grave yard; or get them into the deep water. This is also useful in two player or quest mode. *Note* : You can also do this in the Florida level. Bump them into the shark, throw them in deep water, or attack them to take their floaters off.

Hint : Louisiana : Hidden bonuses :

Get Gator trapped in the charges in the water section. Specials and wrenches will fly out.

Hint : Pennsylvania : Molten metal ooze :

Find the red-orange steel that sets you on fire if you touch it. Shoot it and it will melt, oozes across the river, and disappear. This is useful when enemies are on the other side.

Hint : Utah Ski Resort : Snow games :

There are three different snow games to play. If you do them properly, you will get extra power-ups, weapons, etc. Go to the top of the hill via ski lifts, or by just driving. The first game is a skiing type slalom (obtain the ski powerup first). Successfully slalom the blue/red flags. A winner's stand with power-ups will appear at the bottom, by the resort. The second is a ski slope/ramp. To get to the ramp, you must first drive into the tower at the top of the hill. Drive down the ramp as fast as possible. Once in the air, you can do tricks and get points for power-ups at the winner's stand. The last ski game is the luge, all the way on the left. Run the luge (with the ski powerup) and hit all the check points. Finish at the bottom and pick up power-ups at the winners stand. All these mini-games can be done as often as needed, but you must break your previous score in order to keep getting power-ups.

Hint : Utah Ski Resort : Going back up the ski jump :

Note : This trick is almost impossible, but can be done. Enable the "More speed" code. Take a car that has a medium or slow top speed, but good acceleration and go down the ramp of the ski jump. Launch off all the way to the opposite side and you will bounce off the edge in mid-air, just like in the Arizona level. On the way back, do a 180 and land back on the ramp. Hit the brakes right when you hit the ramp (if you do not do this, you will go straight through the jump). If done correctly, you can slowly accelerate the car up the ramp until you get to the tower. You will be able to go right down the tower or out the other side.

Hint : Fire all ammo :

Enable the "Rapid Fire" code, then begin game play. Get any gun, get close to an opponent, then rapidly tap **Fire**. The gun should fire all of its ammunition in about five seconds.

Hint : Brimstone Burner :

Equip the Brimstone Burner and have at least 16 fire "units". Find your enemy in the level and drive up to him until you have made contact with his vehicle. Launch the Brimstone Burner's Fire Wall (**Right, Left, Down, Machine Gun**) onto his vehicle. If done correctly, it will do a large amount of damage and sometimes instantly destroy the other vehicle.

Hint : Easy Whammies :

An easy way to get Whammies is to use Bob O's Special. While the enemy is still hooked on, change weapons and fire them . This works well with the Bruiser Cannon and Bull's Eye Missiles.

Hint : Whammie X4 :

Play as Bob O and use your special. While they are attached, you can use the Cow Puncher Special to do a Whammie X4.

Hint : Double garbage truck :

If there are three garbage trucks, get one to use the Compactor on another garbage truck. Then, use your garbage truck to use the Compactor on the first truck that is already holding the other truck.

Hint : Convoy's truck :

Convoys regular truck is a 1950's Autocar Diesel. His upgraded truck is a 1977 Kenworth W900.

Hint : Soundtrack :

Start the Dreamcast without a disc to access the audio CD player. Insert the game disc and play tracks two and above to hear music from the game.

Hint : New car colors in two-player mode :

Start a one player arcade mode game. Choose a location and a car, but change the color of the car. Select your opponents and start the match. Win the match, and then quit. Start any type of two player match. Select the same car used in arcade mode. Start the match and your car should be the same color previously used.

Hint : Special weapons :

Sheila : Gatling gun

J.T. : Revolver

Trio : Firecrackers

Houston : Tow Swing

Convoy : Blast Horns

Dave : Aliens

Dallas : Death Ray

Nina : Missile

Molo : Killer Exhaust

Clyde : Static Shock

Obake : Rift Blade

Boogie : Mirror Ball Blast

Bob O. : Monkey Slash

Garbage Man : Trasher

Chase : Time Freeze

Chassey : Satellite Ray

Padre : Undertaker

Dusty : Whirlwind

Virtua Athlete 2K

Hint : High Jump :

Use the following trick to clear a height of 2.50 or more. Approach the bar at full speed or close to it, set your angle at around 53 to 60, and press **Down** immediately.

Hint : 1500 Meter Dash :

When the race starts, run full speed until you are about one fourth of the way into the first turn. Release **Run**, then press **Run** again when the stamina indicator is yellow. Then release **Run** and repeat. When you are nearing the straight-a-way release **Run** and allow the stamina indicator build up to full status. Then, run full speed until one fourth into the next turn and repeat this process. **Note** : Use only one button during the entire race(**A**), and your stamina bar will decrease a lot slower.

Virtua Cop 2

Big head mode :

Successfully complete the game under the easy difficulty setting. Press **X, A, Y, B(3), Up(5)** on controller D when the game returns to "Press Start Button" screen. A sound will confirm correct code entry.

Mirror mode :

Successfully complete the game under the normal difficulty setting. Press **L, Left, L, Right, L, Down, L, Up, R, Left, R, Right, R, Down, R, Up** on controller D when the game returns to "Press Start Button" screen. A sound will confirm correct code entry.

Random mode :

Successfully complete the game under the hard difficulty setting. Press **B, Left, X, Y, X, Y, B, A, B, A, Right, Left, Right, Left** on controller D when the game returns to "Press Start Button" screen. A sound will confirm correct code entry.

Play as Janet :

Start a new game, then hold **Start** at the file screen until the mission begins.

Weapon power-up :

Pause game play and reload to power-up your weapon to one of the special guns.

Virtua Fighter 3tb

Fight against Alphabet character :

Highlight Akira on the character selection screen and press **Start**. Then, highlight Lau and press **Start**. Finally, highlight Pai, hold **Start**, and press **X**.

Fight as Alphabet character :

Highlight Akira on the character selection screen and press **Start**. Then, highlight Lion and press **Start**. Then, highlight Pai and press **Start**. Then select any character and press **A**.

Fight as Silver Dural :

Press **Start + Y + A** at the character selection screen in training mode.

Fight as Gold Dural :

Press **Start + X + A** at the character selection screen in training mode.

Fight as Dural in training mode :

Choose training mode, then select any character for yourself and the CPU. Then, highlight the Train Station (Sarah's) stage and press **B** to return to the character selection screen. The CPU fighter will now be Dural. Press **B** again to select Dural as your fighter.

Fight as Dural in any mode :

Press **Down, Up, Right, Left, Start** at the character selection screen. Highlight Dural and press **A** for Silver Dural or **Start + A** for the Gold version.

Arcade backgrounds :

Begin game play in any mode, then press **Start + A + B + X + Y** to reset the game. Select team battle, normal, or training mode. Then, hold **Start** and allow the timer to reach zero at the stage selection screen.

New training mode backgrounds :

Select training mode, then hold **Start** and press **A** at the stage selection screen.

Alternate stage backgrounds :

Hold **Start + B** or **Start + A** at the stage selection screen. If in team battle mode, hold **Start** until the timer reaches zero at the stage selce. If you have used the above code, you will need to restart

Night background :

Hold **X** and press **A** at the stage selection screen.

Noon background :

Hold **X + Start** and press **A** at the stage selection screen.

Alternate music :

Hold **Start** on controllers one and two at the Sega logo. Keep both buttons held until the new music begins during the opening sequences.

Slow motion replay :

Press **B** before the instant replay begins.

Faster replay :

Hold **X + Start** during the replay.

Full pause screen :

Pause game play, then hold **X + Y**.

Alternate costumes :

Hold **Start** and select a fighter at the character selection screen.

Change winning pose :

Hold **Punch, Kick, Escape**, or **Guard** immediately after winning a match to select one of four different poses.

Ending sequence :

Finish the game with any character to see their ending sequence in history mode.

Hint : Get hit by subway train :

Select Kage Maru (the blue ninja) and complete all stages necessary until you get to Sara's stage, which is the subway. Immediately when the fight starts, press **Back + P** so Kage will simultaneously punch and turn around. At that moment, press **Back**, then hold **Back** so that you run away from Sara and into the moving train. If done fast enough, will hit the back of the train and be violently thrown into the stairs. *Note* : This will reduce your health to the point where the slightest attack from your opponent will instantly knock you out. This is possible with most other characters, but it is

easiest with Kage.

Hint : Jacky or Kage : Frying pan pose :

Play as Jacky or Kage in versus mode. Defeat your opponent with a perfect victory. Hold **Guard** + **Punch** + **Escape** + **Down** immediately after the "KO" announcement. A frying pan will fall on your character's head during the victory pose.

Virtua Striker 2 : Version 2000.1

MVP Yuki Chan team :

Select arcade mode, highlight "Yugoslavia" at the team selection screen, then press **Start**. Highlight "USA" and press **Start**. Highlight "Korea" and press **Start**. Highlight "Italy" and press **Start**. The MVP Yuki Chan team will appear above Japan.

Royal MVP Genki team :

Enable the "MVP Yuki Chan team" code. Highlight the MVP Yuki Chan team then hold **Start** and press **A**. The word "Rainbow" will be spoken to confirm correct code entry.

FC Sega team :

Select arcade mode, highlight "France" at the team selection screen, then press **Start**. Highlight "Chile" and press **Start**. Highlight "South Africa" and press **Start**. Highlight "England" and press **Start**. Highlight "Germany" and press **Start**. Highlight "Argentina" and press **Start**. The FC Sega team will appear in the corner of the screen.

Alternate uniforms :

Select arcade mode and highlight a team. Then, hold **X** + **Y** and press **A**, or **R** + **A**, or **Start** + **A**.

Bonus teams :

Successfully complete ranking mode with a good grade to unlock the team that was defeated in the finals. The teams may be selected in any mode except for arcade.

Bonus stadiums :

Select match play mode and choose both teams. Highlight the Sun Paragon, Arcadia Hill, Guild Fend, Crystal Ball, Central Square Garden, Triumph, or Harvest stadium, then hold **Start** and press **A** to unlock the first bonus stadium. Highlight the Diva Geo, Maestro Colosseum, or Saint Globe stadium, then hold **Start** and press **A** to unlock the second bonus stadium.

Play as Bean :

Select arcade mode and select FC Sega as the opposing team. Wait until there are only fifteen to thirty seconds remaining in the game, then kick the ball off the field to stop the match. Go to change players and Bean will be available.

Virtua Striker 1 music :

Select arcade mode, then press **Start** + **A** to play the Virtua Striker music at the team selection screen.

Virtua Tennis

Play against Master and King :

Successfully complete the game using no continues and without losing a round under the normal difficulty setting to play against Master in singles and Master and King in doubles in arcade mode. This can be easily done if the match is set to one round.

Play as Master :

Defeat Master in singles matches in arcade mode. Master may now be selected in arcade and training modes.

Play as King :

Unlock Master as a playable character. Then, defeat Master and King in doubles matches in arcade mode. King may now be selected in arcade and training modes. Alternately, successfully complete all 22 trial and 24 training levels in world circuit mode.

Special costumes :

Complete the level 3 training missions in world circuit mode before the timer turns red. In the last ten seconds of the challenge, the timer will turn red from yellow. Complete it while it is still yellow and you will unlock special costumes.

Underarm serves :

Press **A + X + Down** at near court or **A + X + Up** while at far court.

Alternate view :

Press **A + Y** while your opponent serves to change the view to behind you and zoomed in. Press **A + Y** to return to normal view.

Hint : Defeating the CPU :

If you are on offense, just serve. After the CPU hits it back, your player should move on his own. Press **A** and your player should hit the ball back. If on defense, do not hit anything until your player moves to the ball. After the CPU serves, just press **A**.

Hint : Easy doubles win :

Use the following trick to win any game in two player doubles. You can win every match 40-0, on any difficulty setting.

If you are not serving : When the CPU serves just hit it back at them, but let one player go up by the net. When the CPU hits it back, have the player that went up to the net stand in the middle on the crease. You can hit the ball from here. It is a glitch, the CPU cannot hit it back once the player by the net hits it

If you are serving : Have one player stand in the middle of the net up close as described above. Serve the ball. When the CPU hits it back, the one from the net should tap it back. The CPU cannot get it. In both cases (you are or are not serving), have the player that is not by the net ready, in case this does not work.

Virtual On Oratorio Tangram

Alpha Temjin :

Successfully complete the game as Temjin in fog mode without using any continues under any difficulty setting. After the game is saved, enter Dreamcast 5.45 mode. Highlight Temjin and press **Left Turbo** at the character selection screen. Highlight the random character option and press **Left Turbo**. Highlight Raiden and press **Left Turbo(2)**. Highlight Bal Bados and press **Left Turbo(2)**. Highlight Angelan and press **Left Turbo(2)**. Highlight Grys-Vok and press **Left Turbo(3)**. A sound will confirm correct code entry. Select Temjin to play as a white and yellow version with no turbo or air dash attacks.

Alpha Raiden :

Successfully complete the game as Raiden in fog mode without using any continues under any difficulty setting. After the game is saved, enter Dreamcast 5.45 mode. Highlight Apharmd-B and press **Left Turbo** at the character selection screen. Highlight Dordray and press **Left Turbo(2)**. Highlight Specineff and press **Left Turbo(2)**. Highlight Fei-Yen Kn and press **Left Turbo(2)**. Highlight Cypher and press **Left Turbo(3)**. A sound will confirm correct code entry. Select Raiden to play as a white and yellow version with no turbo or air dash attacks.

Link mode option :

Hold **L + R + A + Start** at the "Press Start" screen.

Fight as : AJIM :

Defeat AJIM in 5.45 mode with out losing or winning by time. Save the game. Restart the Dreamcast and change the date to October 31, 2000 or later and AJIM will be unlocked. To select AJIM, highlight "Random" at the character selection screen and press **X + B**.

In the Japanese version, defeat AJIM in one player mode and save the game. Set the internal Dreamcast date to April 29, 2000. Restart the game, and highlight the random box at the character selection screen. Press **Left Turbo + Right Turbo** to fight as AJIM.

Set the Dreamcast system date to October 31, 2000 or later. AJIM will randomly appear and defeat your opponent, then challenge you to a battle. Defeat Ajim and the game will automatically save. To fight as AJIM, highlight "Random" at the character selection screen and press **X + B**.

Fight as VOOT Version 5.2 :

Successfully complete the game with all the default characters under any difficulty setting and any number of continues, and watch all the endings sequences. An Arcade MSBS 5.2 game mode will be unlocked when the game is played again.

Fight as Bal-Baros :

Select Bal-Bados. Choose the underwater level. You should be Bal-Baros. Bal-Baros is similar to the original Bal-bas-bow. His bombs and Mines have changed slightly.

Fight as Bal-Keros :

Select Bal-Baros. When you reach Tangram, you should be Bal-Keros. You can only be Bal-Keros while facing the Tangram. Due to this, he has no winning pose. He is identical to Bal-Bados.

All features through save files :

To gain all features and modes, download a Japanese saved game file to your VMU start the game. You should have all features and saves.

Hidden ending :

Successfully complete the game in Version 5.45 mode with every Virtuaroid once without using a continue to see a CG ending.

Move list :*MBV-707-F Temjin*

Power Bomb : Press **L**.

Sword : Press **L + R**.

Long Launcher : Press **R**.

Surfing Ram : Press **Jump, Forward Air Dash, L + R**.

Spinning Sword : Press **Analog-stick Left or Right, L + R**.

HBV-502-H Raiden

Ground Napalm : Press **L**.

Laser : Press **L + R**.

Hyper Bazooka : Press **R**.

Armor Shed : Press **Jump, Analog-stick Up**.

GAV-326-D Grys-Vok

Overhead Launcher : Press **L**.

Shoulder Launcher : Press **L + R**.

Missile Launcher : Press **R**.

ICBM : Press **Crouch, Analog-stick Up**.

RVR-39 Apharmd the Battler

Grenade Discharge : Press **L**.

Tongfer : Press **L + R**.

Sub Machine Gun (SMG) : Press **R**.

Air Dive/Kick : Press **Jump, Forward Air Dash, L + R**.

Hyper Mode : Press **Double Jump, L + R**.

RVR-33 Apharmd the Striker

Knife : Press **L**.

Grenade Launcher : Press **L + R**.

Funny Launcher : Press **R**.

Air Dive/Kick : Press **Jump, Forward Air Dash, L + R**.

Hyper Mode : Press **Double Jump, L + R**.

RVR-42 Cypher

Dagger : Press **L**.

Beam Launcher : Press **L + R**.

Multi Launcher : Press **R**.

She Has Control (SHC) : Press **Jump, Forward Air Dash, L + R** (control with **Analog-stick**).

Plane mode : Press **Double Jump, Analog-stick Up** (control with **Analog-stick**).

RVR-11 Fei-Yen the Knight

Sword : Press **L**.

Heart Beam : Press **L + R**.

Hand Beam : Press **R**.

Manual Hyper Mode : Press **Jump, Analog-stick Up** (activates automatically if life is below 50%).

XBV-819TR Bal-Bados/Baros/Kenros

Leg Launcher : Press **L**.

Beam Launcher : Press **L + R**.

Hand Launcher : Press **R**.

ERL A : Press **Left Turbo + Left Trigger** (left hand)

ERL B : Press **Left Turbo + Right Trigger** (right hand)

ERL C : Press **Crouch, Left Turbo + Left Trigger** (left thigh)

ERL D : Press **Crouch, Left Turbo + Right Trigger** (right thigh)

Reflection Beams : Press **Jump, Right Turbo + L + R**.

Delta End : Press **Crouch + Right Turbo + L + R**.

Black Hole : Press **Right Turbo + L + R**.

ERL Switch : Press **Analog-stick Up**

SGV-417 Angelan

Hand Shot : Press **L**.

Crystal Bit : Press **L + R**.

Rod Shot : Press **R**.

Angelanic Wings : Press **Crouch, Analog-stick Up**.

RVR-67 Specineff

Scythe : Press **L**.

Boomerang : Press **L + R**.

Long Launcher : Press **R**.

Death Mode (13 second warning with less health than opponent) : Stand still, then press **Analog-stick Up(2)**.

Ice Skate Glide : Press **Forward Dash, Crouch, L + R**.

Ghost Fireball : Press **Analog-stick Left, L**

Death Lasers : Press **Both Turbos + L + R**.

RVR-68 Dordray

Drill : Press **L**.

V Hurricane : Press **L + R**.

Claw Launcher : Press **R**.

Giant Mode : Stand still, then press **Analog-stick Up**.

Spinning Drill : Press **Analog-stick Right, L + R**.

Ajim

Self Bomb : Press **Analog-stick Left, L + R**.

Speed Up : Press **Jump** then **Forward Air Dash** (there are 5 levels of speed).

Slow Down : **Forward Dash** then press **Crouch L + R** (sends your speed to level 1).

Teleport : Press **Left Turbo** and **L + R** (do this twice then walk into one of the columns, it will send you to the other).

Cyclone : **Jump** and press **Analog-stick Left** or **Right**.

Hint : Armorless Virtuoid :

Enter training mode. Select the robot you want to see without armor, .Grys-vok as an opponent, and infinite life at the training mode pause screen. Have Grys-vok launch an ICBM missile (**Crouch, Analog-stick Up**) at you. When the missile hits, your Virtuoid will be completely armorless and still be at 100% energy. You can now perform a perfect victory pose with no armor (try it with Temjin); or defeat an enemy even without 100% health. Try getting Raiden without armor, then double jump and press **Analog-stick Up**. Raiden will be a lot faster. When facing Tangram, get some of your energy depleted. Then, just as your about to deliver the final attack, do so just before Tangram launches his Mega Cannon. Try to get destroyed after Tangram explodes. After the Tangram explosion sequence ends, when your robot falls to earth it will have no armor (even in space). *Note* : This trick does not work with Fei-yen kn or Ajim.

Hint : Hidden poses :

Only the Specineff and Dordray have special poses. Get your life down less than 1.0%, then win the match. Dordray drills into the ground and Specineff jumps onto his beam scythe and looks into the camera.

Hint : Virtuaroid popularity :

There is more to the Virtuaroid popularity list at the start screen besides fame. The more you use a certain Virtuaroid, the more popular it is. And the more popular it is, the better it plays. For example, if you use Apharmd B more then any other Virtuaroid, it will reach the top of the list. And Apharmd B will play better, be stronger, and faster then it usually is.

Hint : Using Ajim :

Ajim, the crystal Virtuaroid, has a few faults and pluses which should be *Noted*. Ajim's power is incredible. But his armor is the worst in the game. One hit from Raiden's lasers will kill him. Ajim can raise his power and speed. To increase his power, press **L + R** buttons while dashing forward. The first level up will turn his gem dark green. The second level up will make it red. But after a while, he will power down to level one. To increase his speed, press **L + R** while dashing forward in midair. He will not change colors but you will know when he does. He can level up to level 5. Unlike the power levels, his speed will level down. Ajim's left weapon bar recharges very slowly. But his right weapon bar recharges instantly. Also, Its not a good idea to use Ajim in 5.45 because his power goes down every second -- however it will not go down in 5.2.

Hint : Fight Ajim with unlimited time :

o fight Ajim without worrying about the time, set the clock option on 00 and win against Bradtos by running out of time. The clock does not apply to Bradtos and Tangram. Hopefully, Ajim will appear the next battle.

VMU Football (VMU)

Remove defense :

Get tackled at the one yard line. The defense will disappear when the next play starts.

V-Rally 2

All cars and tracks :

Press **L, R, Left, Right, Left, Right, Up, Down, Up, Down, A(2), Start** at the game progression screen. When each box in game progression screen is highlighted, it will appear with the relevant item (bonus cars or championships).

Wacky Races

Zero lap time :

Select trial mode, then press **Start + Select + A + B** when the flag is waved at the start of a race.

Finish in first place :

Select championship mode, then press **Start + Select + A + B** at the start of the race when your car is in the first position.

All vehicle abilities :

Select the "Cheats" option at the main menu. Enter **BARGAINBASEMENT** as a code, then enable that cheat at the "Code Collection" screen.

All cars :

Select the "Cheats" option at the main menu. Enter **WACKYSPOILERS** as a code, then enable that cheat at the "Code Collection" screen.

All tracks and Bosses :

Select the "Cheats" option at the main menu. Enter **WACKYGIVEAWAY** as a code, then enable that cheat at the "Code Collection" screen.

Hard as nails mode :

Select the "Cheats" option at the main menu. Enter **CRACKEDNAILS** as a code, then enable that cheat at the "Code Collection" screen.

Hint : Get W tokens :

Select two player mode. When player one, two, three, or four is low on W tokens, have someone put on shield. Let the player who is down on W tokens ram into the back of them. The player that was low on W tokens will gain some without taking the W tokens of the player with the shield active. However, The player with the shield will lose 2 W tokens for using the shield.

Walt Disney World Quest : Magical Racing Tour

Play as Jiminy Cricket :

Collect all the parts of the Firework Machine.

Play as Ned Shredbetter :

Successfully complete the Trophy Challenge.

Play as X.U.D. 71 :

Collect all eight fairies on each of the following tracks : Tomorrowland Speedway, Space Mountain, Blizzard Beach, Dinosaur, Pirates of the Caribbean, Jungle Cruise, Splash Mountain, Haunted Mansion, and Big Thunder Mountain Railroad.

Splash Mountain track :

Win all nine first place pennants.

Hint : Spin out :

Hold **R** and press **Left** or **Right**. Your car will go in a circle and the back tires will smoke. The smoke will turn green, then pink, and back to green. After the smoke changes three times the car will spin out of control.

Hint : Big Thunder Mountain shortcut :

When you go to Big Thunder Mountain, you will see Tiki houses moving around. Keep going until you get to the middle. There you will see a cave, which can be used as a shortcut.

Hint : Blizzard Beach shortcut :

After the first jump there will be a solemn fir tree on the right. Enter behind it to pass all the other players.

Hint : Haunted Mansion shortcuts :

After entering the mansion, drive through the fireplace with the green smoke coming out of it on the left to find a hidden passage.

Drive through approximately halfway through the track and drive up the stairs. Turn right, then turn right again. Drive approximately halfway through the hall, then enter the small corridor to the left. Drive through the picture to find another hidden passage.

Web Browser

Reset connection :

Press **X + Y + A + B + Start** if the browser stops or a page does not open to reset the connection and start again. **Note** : This will not delete or reset any saved internal memory settings.

Dream Passport browser : Sega Swirl PC game :

Note : This requires a v2.0 web browser disc. Insert the disc into PC CD-ROM drive. Open Windows Explorer and click on the SW_large file on the disc to unzip and install the PC version of *Sega Swirl*.

Planetweb browser : Bonus material :

Insert the v2.0 browser disc into PC CD-ROM drive. You can find two folders. One contains Sonic wallpaper, and the other contains the PC version of *Sega Swirl* as well as wallpaper.

Insert the v2.62 browser disc into a PC CD-ROM. You will find a more complete version of *Sega Swirl*, a PC version of the SegaNet Dialer, the screensaver, and wallpaper from the splash screen. **Note** : The screensaver requires Shockwave 7.0.3 for Netscape browsers. If do not have it, the screensaver will give you a link to a download page. Additionally, the PC version of *Sega Swirl* is not compatible for Windows 9x.

Hidden music :

Turn on the Dreamcast without a disc inserted. Select "Music" then insert the Browser 2.0 disc. Track two is a warning (which is on almost every Dreamcast disc) and track four is a two minute marachi song.

POP3 email :

Note : This trick requires the v2.0 or v2.6 browser. Some online games require you to have a e-mail service set up to use them. To set this up, use a search engine, such as Google, and look for "free e-mail for outlook express". The Dreamcast web browser requires a POP3 e-mail server to access e-mail (the same servers that Outlook Express uses). If you already have an MSN internet account and are already using Outlook Express, the only information you need to know are your username, password, and your outgoing and incoming e-mail server addresses. You can then run your e-mail on any Dreamcast. If you do not have MSN, you can use the free providers found in your search. The games that require this includes *Chu Chu Rocket*, and *Phantasy Star Online 1* and *2*.

Wetrix

Soundtrack :

Start the Dreamcast without a disc to access the audio CD player. Insert the game disc and play tracks two and above to hear music from the game.

Wild Metal

Invincibility :

Press **Y, Right, B, Left, X, Down** during game play.

All weapons :

Press **A(2), Right, Y, A, Right** during game play.

Full health :

Press **Down(2), A, X, B, X** during game play.

Level skip :

Press **Up, Right, B, Y, Down, Left** during game play.

Speed boost :

Press **Up, X, Down, B, A, Y** during game play.

Reveal all token locations :

Press **Y, B, A, Left, Down(2)** during game play.

Friendly AI units :

Press **B, Down, A, Down, X, Y** during game play.

Hint : Additional tanks :

Successfully complete level 21 to unlock the following tanks.

Buffalo Tank

Bull Tank

Duck Tank

Firefly Tank

Hyena Tank

Minotaur Tank

Rat Tank

Raven Tank

Viper Tank

World Series Baseball 2K1

Automatic batting aim :

Select rookie mode. Hold the **Analog-stick** slightly in any direction while batting and the batting cursor will automatically follow the ball.

Harder throws :

While playing defense, immediately before the CPU catches the ball, press the **Analog-stick** in the direction of the base you want to throw to and press **A**.

Hold the **Analog-stick** in the direction to throw before the ball gets to the fielder then press **A**. This works about 90% of the time.

Harder pitches :

Hold **A** when pitching, then release the button as the ball leaves the pitcher. Then, quickly press **A** again as the ball flies towards the plate..

Bunting :

Press **L** to bunt.

Homeruns :

Select rookie mode. Hold the **Analog-stick** slightly in any direction while batting and the batting cursor will automatically follow the ball. When the ball has been pitched, hold **L** for one second.

More player creation points :

Play a lot of season games with your created player(s) on the same team. For every season game you win, you will get half a creation point.

Additional options :

Press **X** at the team selection screen to access options to change the difficulty, weather, stadium, and time of day.

Fireworks :

Hit a home run or grand slam with the home team in their stadium during a night game.

Dream stadium :

Hit three homeruns into McCovey Cove at Pacific Bell Park.

Better defense :

Place the game on a harder difficulty setting for an awesome defense - but prepare to face a difficult team.

Skip National Anthem :

Keep pressing **Y + B** after the teams have been selected. The game will freeze in the middle of the National Anthem, then show the pitcher.

Glitch : Pitcher without glove :

Win any exhibition game with a left-handed pitcher, such as John Rocker. At the end of the game. when everyone is shaking hands. he will not have a glove on.

World Series Baseball 2K2

Additional options :

Press **X** at the team selection screen to access options to change the difficulty, weather, stadium, and time of day.

Reset the count :

While batting with a runner on any base, have the runner attempt a steal. Either go through with the steal or send him back. Quickly press **Y** before the view returns to your batter to reset the count to no balls or strikes.

Extra hit :

Do the "Reset the count" trick multiple times and your batter will have an extra hit. For example, with a man on first that steals, use the trick. The hitter will now have an extra hit.

Easy homerun :

When you are up to bat with a decent power hitter, move the top of the batting cursor to where the ball is being pitched. You will hit a homerun about 90% of the time.

Hint : Easy hit :

Press **R** trigger before the pitcher makes his selection. When the pitch is thrown, your cursor will become small. If you hit the ball it will either be a home run, or a very hard hit.

Hint : Easy strike out :

When pitching, paint the corners and the batters will not swing, making a easy strike out. It does not matter if it is their hot or cold zone, but you should still pitch it in their cold zone.

If you have two strikes already, pitch a fastball as the first pitch followed by any other pitch. On then the last pitch, throw a curveball low and away.

Hint : Bean the batter :

After you select your pitch, move your cursor towards the batter and press **Y**.

Hint : Intentional walk :

After you select your pitch, move your cursor away from the batter and press **Y**.

Hint : Pick runners off the bases :

After a CPU runner reaches a base, very quickly press **A** to select the pitch type, then press **B** and the **Analog-stick** in the direction of the base to try a pickoff play. The pitcher will throw it to the base. After the throw gets to the base, run towards the base to get the runner called out. For example, if there is a CPU runner on first base, immediately after the pitcher-hitter screen appears, throw over to first base. Then, after the first basemen catches it, run to the right of first base or run in circles around the baserunner. It may not work at first, but keep repeating it.

Hint : Large batting target :

Hold **R** while hitting, before the pitcher starts his windup. The batting target will appear later than usual, and will be larger. The target will return to normal as the ball crosses the plate.

Hint : Change computer pitched shutouts :

Go to your schedule screen. Press **X** to get the list of games and start times. When you simulate computer played games,

and one of the teams pitches a shutout, you can simulate it again, until both teams score. You can also play games over when you or your opponent are shut out.

Worms Armageddon

Secret team :

Enter **Simpsons** as a team name on the create a team menu. You will then have no control over creating the rest of your team. The team does not consist of the actual Simpsons characters, but are instead named after other people.

All weapons :

Get all gold in the missions to unlock a bonus mode that gives you all weapons in the game.

Home runs :

Find an enemy worm standing fairly close to the edge of the level. Use the baseball bat to hit him into the water to get a "home run" complete with baseball bat cracking sound, baseball message (like "It's Outta Here", or "Bases Loaded"), and organ music.

Bonus Scheme 1 :

Complete all training modes with at least a Bronze rank to unlock "Bonus Scheme 1" in multi-player mode.

Hint : Cool As Ice level :

The ice mission near the start is easier than it looks. Collect as many crates as possible without using any utilities, then use the jet pack to get up to the next section near the guard. Collect all the crates there and stand on the polar bear's head. Point the flame thrower at a spot just to the left of the guard, and fire. You should get through the barrier protecting him, and the flames should send him into the water.

Walk forward until you get both the uzis, then jet pack over onto the polar bear. Grab the battle axe and shoot the next closest crate with the uzi, standing back to avoid damage, to blow a hole giving you access the area where the Guard worm is. Use your other jetpack to go behind him then blast him into the water with your other uzi.

Hint : Pumpkin level :

On your first turn, use the laser sight and shoot the oil barrel with the shotgun. Kill two snipers with your first shot gun shot, then kill the last sniper with your last shotgun shot. On your next turn use the ninja rope to get to where the first crate is located. It contains a baseball bat. Whack the enemy in front to kill him. In the next turn, get past the mines by with ninja rope or some other method. Then proceed to the special crate and take it.

Hint : Super Sheep Racing :

If you have collected a crate at the very left of the level, and the next crate appears at the very right, deliberately crash or detonate your current sheep and set off a new one. This will save time.

Hint : Desperation attack :

If you are almost dead and a lot of worms are nearby, use the Banana Bomb to blow them all up.

Hint : Ignored by CPU worms :

Have your worm stand on its head. Unless a CPU worm has the next turn, it will not be shot. The CPU will not intentionally lose one of its own worms in order to kill one of your own.

Worms World Party

Win game :

Enter **winners** as a team name.

View credits :

Press **Up** at the title screen to rotate the planet, then press **A**.

Hint : Hit yourself on a Ninja Rope :

Use the Ninja Rope to cling yourself on the ceiling. Then, use a Super or Aqua Sheep and make sure you aim it at the worm that is hanging from a Ninja Rope.

Hint : Easy win :

In battlegrounds surrounded by a wall, look at the ceiling for ledges that one worm may be able to fit on. Ninja Rope up to that area and use a very powerful weapon, such as Nuclear Test, and use it with that Worm. That Worm will survive, and you will win, although all other Worms will be sacrificed.

To win a match, find a good place to hide underground. Use the Blow Torch to get underground. Stay there and keep skipping your turn. Then watch your enemies blow themselves apart.

Hint : Stupid enemies :

If your enemies are in a location near each other with no possible way to get your team, they will start to kill each other or themselves by using the strangest ways. If one enemy is too far away from any worm (on either team) on the field, they will just skip their turn.

WWF Attitude

Career mode bonuses :

Select a wrestler and win the WWF title in career mode to unlock all hidden wrestlers, and unlock other bonuses, such as Ego Mode, Squeaky Mode, Big Heads, Bleep Mode, additional costumes and others. A new feature will be awarded for each PPV victory or title.

European title

Trainer selectable, New Creations Options, Squeaky Mode

Intercontinental title

Extra Attribute Points, Big Head Mode

Heavyweight title

Beep Mode, Ego Mode, Head selectable

In Your House PPV

Sable and Marc Mero selectable

King of the Ring PPV

Kurrgan and Taka Michinoku selectable

Royal Rumble PPV

Jerry Lawler and Paul Bearer selectable

Summer Slam PPV

Sgt. Slaughter and Shawn Michaels selectable

Survivor Series PPV

Jaqueline and Chyna selectable

This is a code for WWF Attitude on Sega Dreamcast.

Bonus details :

Squeaky Mode

Wrestler voices sound squeaky and fast.

Extra Attributes

Gives three extra attributes points toward your created character.

Big Heads

Gives the wrestlers big heads.

Ego Mode

When the crowd is chanting the wrestler's name, their head will inflate.

New Custom Stuff

More clothes and selections in creation mode.

Beep Mode

Unlock "Bleeped Out" option on the language menu under utilities. Enable that option to bleep out all foul language.

Play as Shane Mahon :

Win the WWF Title in career mode with a created wrestler under the hard difficulty setting.

Play as Test :

Win the WWF Title in career mode with Jerry Lawler under the hard difficulty setting.

Hardcore match weapons :

You can use the weapons in a Hardcore match a certain number of times. The following list has the number of hits for each weapon and if it can be found outside or inside the ring. If your opponent is stunned, hit him with a weapon with two hitpoints, so he will be stunned again after the last hit. If your opponent is awake, hit him with a weapon with one or three hitpoints.

Weapon	Hits	Location
Stop Sign	3	In
The Urn	2	In
The Cup	2	In
Steel Chair	2	Out
Guitar	2	Out
Guitar Box	2	In
TV	1	In
Table	1	Out
File Case	3	In
Baseball Bat	1	Out

Board	3	Out
Microphone	2	In
Ladder	2	In
Sheet metal	2	In
Trash Can	2	In
Loo	3	In
Camera	2	In
Broom	3	Out
Shovel	3	Out
Ring Bell	3	In
Head	2	In

Reveal moves :

To learn the finishers or any other move for a wrestler, enter creation mode and select his or her move set. Then, go to edit to learn how to do any of their moves. Also, pause game play when in the ring and go to movelist. The game will display all moves that can be done at the appropriate time, such as all the Tieup moves, etc.

Other move information :

The Rock

Layin the smack down : **Left, Right , Down, Punch**

Status : Ready

Samoan drop : **Down, Left, Circle, Tieup**

Status : Ready

The Rock Bottom : **Left, Right, Down, Triangle**

Status : Opponent's health meter is in red

Double-team moves :

Begin a tag team, tornado or two-on-one match. To perform the following moves each player should press **Tieup** simultaneously, except for the last move, in which only the player on the turnbuckle needs to press **Tieup**.

Double Suplex

Status : Both in front of the opponent

Double Powerbomb

Status : One player in front of opponent, one behind

Double Wishbone Legsplitter

Status : Both players at opponent's feet

Doomsday Device

Status : Opponent on one player's shoulder, other player on top turnbuckle

Single player tag team match double-team moves :

Use the following steps to use double team moves when you are in a one player tag team match. **Note** : Your opponent has to be stunned.

Double Suplex

Opponent status : Standing

Player status : Standing in front of opponent

Call in your partner and he will stand next you. Then, hold **Tieup** and you will do the Suplex.

Double Powerbomb

Opponent status : Standing

Player status : Behind Opponent (not tied up)

Call in your partner and he will stand in front of your opponent. Then, hold **Tieup** and you will do the Powerbomb.

Double Wishbone Legsplitter

Opponent status : On ground

Player status : At opponent's legs

Call in your opponent and he will stand next to you. Then, hold **Tieup** and you will do the Legsplitter.

Replacement moves in creation mode :

The following moves can be used as replacements in creation mode.

The Tiger Driver can be used in place of Ahmed Johnson's Pearl River Plunge.

The Crucifix Powerbomb can be used in place of Razor Ramon's Razor's Edge.

The Celestial Splash can be used in place of the Vader Bomb.

The Hanging Powerslam or Front Brainbuster can be used in place of Hardcore Holly's Hollycaust.

Death From Above can be used in place of Viscera's Giant Splash.

A Reverse DDT can be used in place of Sean Stasiak's Meat Grinder.

The Minichoku Driver or the Gorilla Press Slam can be used in place of Prince Albert's inverted Press Slam.

The Pimp Drop can be used in place of Chaz's finisher.

The Elevated Crab can be used in place of the Lion Tame.

The Chokeslam from the tie-up position or the One Handed Chokeslam from the ready position can be used in place of the Big Show's Show Stopper.

The Beast Choker can be used in place of Taz's Taz Misson.

The T-Bone Suplex can be used in stead of Taz's Taz Suplex.

The Money Shot can be used in place of Jimmy Snuka's Splash.

The Front Face DDT can be used in place of Diamond Dallas Page's Diamond Cutter.

The Hanging Powerslam from the tie up position can be used in place of Goldberg's Jackhammer.

The Downward Spiral can be used in place of Kanyon's Flatliner.

The Powerbomb can be used in place of Diesel's Jackknife Powerbomb.

The Kamakazi Headbutt can be used in place of Chris Benoit's Flying Headbutt.

The Sharpshooter can be used in place of Sting's Scorpion Death Lock.

The Leg Drop can be used in place of Hogan's Leg Drop.

The Stage Dive can be used for the Hardy Boys Senton Bomb, there are others like the Kamikaze Headbutt.

The Elbow Drop Off The Top can be used in place of Test's Elbow Off The Top or Macho Man's Elbow drop.

The Camel Clutch can be used in place of Scott Steiner's Steiner Recliner.

The Charging Avalanche can be used in place of the Stinger Splash.

The Pimp Drop can be used in place of the Spiccoli Driver.

Marc Mero's TKO can be used in place of Sean Stasiak's finisher or Lash Leroux's Whiplash.

The Running Powerslam can be used in place of the British Bulldog's Running Powerslam

The Fisherman's Suplex can be used in place of Mr.Perfect's Perfectplex.

,,,,,,,and .

Taunts :

Hold **Kick** + **Tieup** and press **Up**, **Left**, **Down**, or **Right** during a match.

Easy move after knockdown :

After you knock down your opponent, or he knocks you out, enter a move combo and hold the last button. When you or your opponent gets up, the move will be executed.

Fake stun :

Press **Dodge** when your opponent is doing a move on your wrestler. If done correctly, your wrestler will pretend to be stunned. Do not move to remain in the fake stun. This trick is useful when playing against a human opponent. If they pick your wrestler up during a fake stun, you can easily do a move to them.

Call for help :

Wait until your wrestler's energy is in the red while your opponent is still green. Press **R**+ **A**. to call for help. Alternately, press **L** + **R**.

Extra shirts :

Use the following trick to get extra shirts. Chose any shirt, but make it completely black. Go to the tattoo option, and chose any tattoo. The tattoo will appear on the shirt, creating a new shirt. This works especially well with the "ATTITUDE" tattoo.

Hint : Quick Career mode :

When selecting a career type (tag, etc.), choose two player. Your opponent in some of the matches will be player two, and it starts out with the championship division. Make player two with no attributes to win faster.

Hint : Fast matches :

To get short matches, set the time to one minute. Your energy will decrease quickly. To make it go faster, get an opponent whose "Toughness" is very weak.

Hint : Career mode Hardcore Belt :

To get the Hardcore belt, choose a hardcore wrestler such as Al Snow.

Hint : Vertical Suplex :

It is not possible to do a Vertical Suplex outside of the ring.

Hint : Dlo Drop flip over :

Select D-Lo Brown as a wrestler. Execute the Dlo Drop while your opponent is on his stomach and he will flip over for you.

Hint : Better wrestler creation :

Make your wrestler look as desired, then go to the moves option. Edit the moves as needed, and try to include lots of finishers, but keep within the limit.

Hint : Stable match energy :

When playing a stable match, your energy will go down very quickly (with five good moves).

Hint : Winning a 3-on-1 Hardcore match :

Grab a weapon and run to where the wrestlers appear. Use the weapon and fight all three of them (who will not have weapons). They will not go back to get any weapons, and none will fall where you are fighting.

For another way to win, run to the outside of the ring before any CPU wrestler attacks as the match begins. Then, run when the wrestlers try to jump over the top rope. Target one wrestler while still on the outside and beat him while ignoring the rest, if possible. If not, just throw the wrestler down, then press **Block**, change view, and do the same move. Do this until the person is on the floor or standing up in a dazed position. Then, quickly enter the ring. One wrestler

should be eliminated. Then, do this again to eliminate the second wrestler and face only one CPU wrestler. . You can face him and beat him down, or just run outside and wait for him to be dazed and get back into the ring at the last second.

Hint : Time out victory :

While in a Triple Threat/ Triangle/War mode match, select 3 or 4 players. Then, do the most damage and have the person who did all the moves in the entire match get counted out. This works best with a 1 :00 time limit. After the time is up the message "<wrestler name> wins by declaration of Vince Mahon" will appear.

Hint : Quick Crucifix pin victory :

Selecting a wrestler with a Crucifix pin. Get your opponent's power into the yellow, then execute the Crucifix pin to quickly win.

Hint : Custom Raw arena entrances :

Make your custom arena a Raw arena -- a regular PPV arena will not work. Gangrel will appear from the floor fire and will break the glass to come down to the ring.

Hint : Tag team moves :

In a 2-on-1 or tag match, when your opponent is dazed, you and a partner can both press **Tieup** facing the dizzy CPU wrestler to execute a double team move :

Double Powerbomb : Front and back of CPU wrestler

Double Suplex : Both in front of CPU wrestler

Double Legsplitter : Both at legs of CPU wrestler on ground

Doomsday Device : Have one partner on turnbuckle and the other with the opponent on his/her shoulders. Then, have the partner on the turnbuckle press **Punch** to perform the move.

Hint : Royal Rumble elimination :

To eliminate your opponent in the Royal Rumble when they are dazed on their feet, press **Left, Left, Block** to pick them up. Then, walk to the ropes and press **Tieup**. If you are behind a dazed opponent, you can use the Atomic Drop Whip, which is **Left, Left, Block**.

When playing as Kane in the Royal Rumble, you can toss opponent out of the ring if you have your back directly to ropes. Tie up your opponent and press **Left, Right, Left, Tieup**. Kane will suplex them out of the ring.

While playing as Gangrel in a Royal Rumble you can eliminate your opponents easily using his Overhead Belly-To-Belly Suplex : **Right, Down, Kick**.

You can eliminate wrestlers in the Royal Rumble by doing a Back Body Drop with your back near the ropes.

Hint : Two-on-one matches :

When you are facing two people (usually in career mode) instead of trying to pin the opponents, keep beating them up until time runs out. If your wrestler hits them enough, you will win by most damage.

Hint : I Quit Cage match :

In the odd time you are playing this type of match, do not waste your time trying to get your opponent to submit. You can still win by climbing out of the cage.

If you are having problems with an I Quit Cage match, try to intentionally lose. Stand there, jump off the top rope into nobody, or kill yourself. You will move back one rank spot. However, if you win your next match you will be in the same rank as before but at a different type of match.

Hint : Stunning the CPU in tag team matches :

Begin a tag team match with a friend against the CPU. When the first opponent comes in, slide out of the ring. Go near your tag team partner by the outer part of the ring, where he is standing. When the CPU passes your partner, he should press **Punch, Kick, or Tieup**. If done correctly, the CPU will be stunned and fall. This can be repeated as needed.

Hint : Call out wrestler in grudge match :

Begin a grudge match in career mode and get one opponent in the red and the other in the green. A man will automatically come out and help the man in the red.

Hint : Double Bronco Buster :

Have two players use a Bronco Buster simultaneously on a third player to have that move done in tandem.

Hint : Training for reversals :

Take away (set to 0) all the attributes for the default custom wrestler and set his recovery to 10. Give him the move that you want to practice reversing at damage 4. Start a vs. match, select your character, choose default as your opponent, and set the time to no limit. This will allow you to train against that move.

Hint : Getting your opponent booed :

Start a match that is not a weapon or cage type. Run and slide down to the outside. Your opponent will follow you soon. Slide back into the ring, then slide out again when your opponent gets onto the apron. When you slide down again, your opponent will turn around and get ready to get down to the floor again. Slide back in before he or she gets down, and the crowd will begin to boo. This is useful to get the crowd to stop cheering for your opponent.

Hint : Baseball Swing with weapon :

Get your opponent stunned in a hardcore match. Get a weapon that you use with two hands, such as the ladder or the chair and hit your opponent. Your wrestler will do a baseball swing with that weapon.

Hint : Sliding strategy :

Slide out of the ring, and your opponent will do a springboard to come after your wrestler. As soon as this happens, slide back into the ring so it misses. Repeat this until your opponent is knocked out, then perform a springboard to them to do a lot of damage. Keep repeating this until they are in the red, then pin them.

Hint : Walk around after match ends :

Start moving immediately before the time runs out. Your wrestler will be able to walk around for a few seconds.

WWF Royal Rumble

Shane Mahon :

Win Royal Rumble mode under the easy or hard difficulty setting.

Vince Mahon :

Win Exhibition mode under the easy or hard difficulty setting.

Alternate background :

Enter the ranking section and view each section, then return to the main menu.

Alternate costumes :

Highlight a wrestler, then hold **Start** and press **A** at the character selection screen.

Call in your partner :

Press **A + X**, **A + B**, or **B + X** to have your partner help you. *Note* : This may only be done at certain times.

Inferno match :

Complete the Royal Rumble six times and get the WWF Title six times.

Hint : Quick specials in exhibition :

Select Rikishi as a partner and use his Rikishi Taunt double team move. He will remain in the ring and allow your special to build quickly.

Hint : Avoid attacks :

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

Hint : Unlimited double team moves :

Knock out the ref by hitting him with a weapon. **Note** : You must hit ref twice in order for this to work. A message stating "The Referee Is Knocked Out" will appear. "Double Team" will light up in different colors. Now is your chance to do double teams as many times as needed until the ref gets back up.

Hint : Stay in Rumble longer :

Rotate the **D-pad** when your holding on to the ropes to stay in Rumble longer.

While playing in Royal Rumble mode, look for someone that has an "S" under them when they come in to the ring, Once you see him enter, try to knock him out to get 40 extra seconds instead of 20. **Note** : The opponent also uses his special attacks.

If you have an "S" (special) and you get hit and are about to go over the top rope, you can press **R** to hold on to the ropes and stay in the action. **Note** : This will make one of your specials disappear and you will have to earn another one, but is useful if it is difficult to rotate the **D-pad**.

Hint : Kicking out of a pin :

If you are getting beat up badly and you have an "S" (special) when they try to pin, you can press **R** to kick out easily. Also, if someone tries to pin you can move the **D-pad** around. If this is done, a pale blue bar will cover your health meter. If the bar reaches the top, your superstar will kick out (hopefully before the three count). **Note** : This will make one of your specials disappear.

Hint : Getting up :

If your opponent does their special to your wrestler and you cannot get up, press **R**. **Note** : You need an "S" (special) to do this. It will make one of your specials disappear but is very useful in Royal Rumble mode if your opponent is about to pick you up and hit you out of the ring.

Hint : Weapons :

If you are in the backstage area (corridor, kitchen, etc.), you can find hidden weapons. **Note** : You must Irish Whip towards the object.

Kitchen (top left) : Look for the blue broken plates in the top left area near the sink.

Kitchen (lower left) : Look for boxes. Irish whip them all the way in that area.

Corridor : Vending Machine. Have a Stevewieser if desired.

Boiler Room : The first machine that has a monitor on it.

Hint : Defeating Vince Mahon :

When you go through exhibition mode, there are ten stages. You will fight a wrestler on each stage, but on stage 10 you will fight Vince Mahon. He is very difficult since his partner Shane Mahon will interfere frequently. To defeat him, select a partner with many yellow partner attacks. As soon as the match starts, bring in your partner and save your special letters until he tries to pin you. Then press **R** or move the **D-pad**. Bring in your partner, beat him up with double teams, and go for the pin.

Hint : Partner mistakes :

When you face the 2-player, 3-player, 4-player, or CPU in exhibition or versus mode, they will have partners. If you have a special and you are near your opponent or their partner, you will most likely do your special on their partner. Avoid this by staying away from their partners. **Note** : This can only happen backstage when your opponent's partner is

just standing around. Your special will have no harmful effect on their partner -- they will just get back up.

Hint : Recommended partners :

Player	Partner
Kane	Al Snow or The Undertaker
The Undertaker	Big Show or Kane
Alsnow	HHH
Vince Mahon	Shane Mahon
Shane Mahon	Vince Mahon
Kurt Angle	Matt Hardy
Edge	Rikishi
	D'lo Brown
Jeff Hardy	The Rock or Matt Hardy
Matt Hardy	Edge or Jeff Hardy
HHH	Tazz
Road Dogg	Kane or X-pac
X-pac	Mankind or Road Dogg
Tazz	Chris Jericho
The Rock	Road Dogg
D'lo Brown	Chris Jericho
Mankind	The Undertaker
Rikishi	X-pac
Big Show	Godfather
Godfather	

Xtreme Sports

Note : This game is also titled Extreme Sports.

Hidden course :

Select the Himalaya track under the easy difficulty setting. Enter the "skeleton" tunnel, and turn to follow the alternate route to the left. Collect the medallion to unlock a hidden ATV course.

Hard difficulty setting :

Win first place under the easy difficulty setting.

Expert difficulty setting :

Win first place under the hard difficulty setting.

Hint : Bonus trick medallion :

Under the easy difficulty setting, choose Maui. Towards the end of the race (snowboarding), go to the left on the last grind rail.

Zero Gunner 2

Full pause screen :

Pause game play, then press **X + Y**.

In-game reset :

Pause game play, then hold **A + B + X + Y** and press **Start**.

Expert mode :

Successfully complete the game under the arcade or higher difficulty setting to play more difficult levels.

Replay mode :

Successfully complete the game to unlock the "Replay" option at the main menu. Select it to watch the game auto-play.

Unlimited credits :

The game increases the number of available credits each time that it is restarted. If played enough times, your available credits will be unlimited.

Hint : New shooting weapons :

Collect all the objects you see after the planes explode.

Zombie Revenge

Cheat mode :

Accumulate points in the VMU mini-game to unlock the "Eternal Life", "Area Select", "Free Continue", and "Free Time Limit" cheat options in original mode.

Alternate costumes :

Highlight a character, then hold **Start** and press **B**, **X**, or **Y**.

To get a fourth costume for Stick Brietling, go to the options screen set the difficulty to "Very Hard", and credits to "15". Select "Original Mode" then select "Normal Mode". Highlight Stick Brietling, then hold the **Start** and press **Y** at character selection screen. His armor will be read during game play.

Level select :

Select fighting mode. Then, hold **Start** while selecting a character. Alternately, select fighting mode. Choose either "1 VS 2" or "1 VS CPU" options, then hold **L + R + Start** and press **A**.

Blood color option :

Successfully complete the game in arcade mode to unlock the "Blood Color" option.

Free play :

Successfully complete the game in all three original modes to allow free play in arcade mode.

Hint : Kill zombies faster :

Aim at the zombies until the rings around their head turns red. This will do about 25% more than normal damage.

Hint : Weapon select in episode 5 :

Just before you fight the gate keeper is a van with boxes and zombies. There is a door on the far left. Walk up to the door and open it . You can choose three weapons to place in a weapon bag once Inside.

Hint : Hidden items in Biological Weapon (Industrial Sewage) Plant level :

Note the fan at the beginning of the Biological Weapon (Industrial Sewage) Plant level. Shoot it (you can not use a button) to collect some hidden items.

Hint : Hidden room :

Once you have reached the end level (The Sewer), kill everything in the first area. Get to the next area with the zombie standing on the ledge. There is a boarded up door at this location. Punch the door and press **B** to enter a secret room that contains weapons, such as a dual hand gun. *Note* : A zombie is in the room, off to the right side.

Hint : Elixir :

Immediately after you enter the House Of The Dead, fight the zombies. Kill them then, go to the stairs. Press the **Y** on the wall to open a hidden passage that leads to the Elixir.

Hint : Climb into train :

On the train level, press **Y** on the second carriage somewhere along the right-hand side and you can climb into the train.