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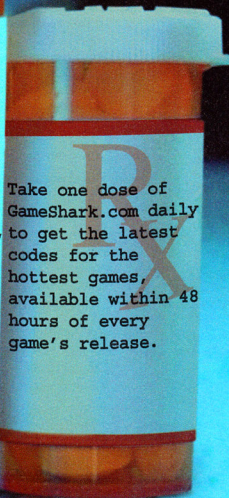
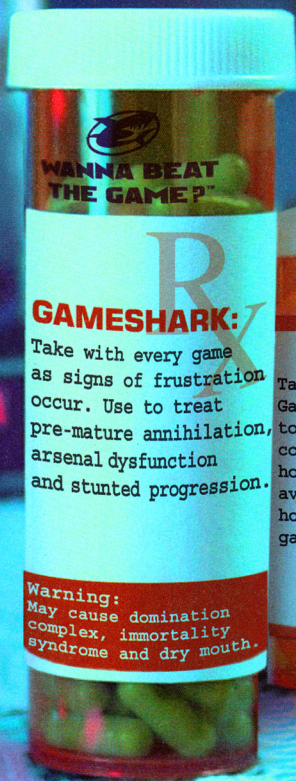
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GameShark User, Age 78.



Side effects are to be expected.



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THE GAME?™**

codes

007 IN AGENT UNDER FIRE – AIRBLADE

0
A

007 IN AGENT UNDER FIRE BECOME AN ELITE SECRET AGENT

Alpine Guard Skin In Multi-Player

Beat Streets Of Bucharest with every 007 icon and Platinum rank

Calypso Gun In Multi-Player

Beat Fire And Water with every 007 icon and Platinum rank

Carrier Guard Skin In Multi-Player

Beat Evil Summit with every 007 icon and Platinum rank

Cyclops Oil Guard Skin In Multi-Player

Beat Poseidon with every 007 icon and Platinum rank

Full Arsenal In Multi-Player

Beat Forbidden Depths with every 007 icon and Platinum rank

Golden Accuracy Power-Up

Beat Bad Diplomacy with a Gold rank

Golden Armor Power-Up

Beat Forbidden Depths with a Gold rank

Golden Bullet Power-Up

Beat Poseidon with a Gold rank

Golden CH-6

Beat Precious Cargo with a Gold rank

Golden Clip Power-Up

Beat Cold Reception with a Gold rank

Golden Grenade Power-Up

Beat Night of the Jackal with a Gold rank

Golden Gun

Beat Trouble In Paradise with a Gold rank

Golden Gun in Multi-Player Mode

Beat Precious Cargo level with every 007 icon and Platinum rank

Gravity Boots In Multi-Player

Beat Bad Diplomacy level with every 007 icon and Platinum rank

Guard Skin In Multi-Player

Beat Cold Reception level with every 007 icon and Platinum rank

Lotus Esprit Car

Beat Streets Of Bucharest with a Gold rank

Poseidon Guard Skin In Multi-Player

Beat Mediterranean Crisis with every

007 icon and Platinum rank

Rapid Fire Power-Up

Beat Fire And Water with a Gold rank

Regenerative Armor Power-Up

Beat Mediterranean Crisis with a Gold rank

Rocket Manor Multi-Player Level

Beat Trouble In Paradise with every 007 icon and Platinum rank

Stealth Bond Skin In Multi-Player

Beat Dangerous Pursuit with every 007 icon and Platinum rank

Unlimited Car Missiles

Beat Dangerous Pursuit with a Gold rank

Unlimited Golden Gun Ammo

Beat Evil Summit with a Gold rank

Viper Gun In Multi-Player Mode

Beat Night Of The Jackal with every 007 icon and Platinum rank

18 WHEELER PRO TRUCKING BONUS PARKING STAGES

Complete each parking level to open up new ones. If you complete the Bonus Parking Level, you'll unlock a sixth stage.

4X4 EVOLUTION ALL TRUCKS

At the title screen, input the following buttons commands to unlock all 18 trucks and custom colors:

⬇️⬇️⬇️⬇️

hack CRACK THE CODE

It's Draining Men

The game doesn't explain the effects of Data Drain very clearly, so here's the skinny: yes, it's a one-shot kill attack, but if you use it too often, it can knock down some of your character stats permanently. Thus, it's best to stick to ordinary attacks unless it's absolutely necessary.

Keep It Level

The random level generation screen at the Chaos Gate throws a little more information at you than absolutely necessary. The only part you need to look at is the battle level. If that level is close to yours, it's safe to play there. If it's much higher, you're dead meat.

You've Got Mail

If you're ever at a point where it seems as if you're missing a plot trigger, log out to go check your mail and scan the in-game message boards. At times, the game will remind you of a new mail message while you're playing, but that's not always the case.

Play the Field

The best items can be found in dungeons, but it's often worth the effort to explore the field map above before descending. The monsters net you some experience, but what may be even more useful are the "symbols"—they look like torches. Check these out to gain some useful status upgrades.

ACE COMBAT 4 SHATTERED CODES!

Beat all 18 missions to unlock the following:
Special Continue, Free Mission, Trial Mission, Scene Viewer, and Music Player.

After you complete every mission, load your completed game data, and go to the Main Menu to access the new options.

AIRBLADE UNLOCK EVERYTHING

Hideaway

This level is fairly easy, as it is the first one. The only objective that might be difficult is the last. Go to the set of stairs with the ramps. Up them will be a pole leading to a roof (this is the roof where there is a solitary sniper). Use the upside down "U" structure to grab and launch yourself to the roof, where you can complete the last objective.

Downtown

Again, this is not a hard level, but the last objective may seem tough. First go to the highest point. Just stop for a second and check out the power lines near the chopper. Follow the power lines, which will take you to the top. Now, simply do grab flips off of the pole; then grind. Flip off of the next pole, and you should complete the objective.

INDUSTRIAL

Grinding Dishes

The first one is in the middle of the level. To get it, go up the stairs. Use the black and yellow bar to grab and swing to the next level. Now, use the

upside down "U" structure to go into the office. From there, you can get to the dish. The second and third ones are at the beginning of the level.

The second one you can hit from the hand rails of the metal structure. The last you can get to by using turbo and jumping the little hill somewhat in front of it. Land on it and grind.

Grinding Trucks

The best thing to do here is to go up behind them and try to jump and grind from there, or to get on the rails parallel to the trucks, and then jump from rails.

Grabbing Light Poles

Follow the steel catwalk you must use in grinding the dishes to the end. Jump the ramp at the end and grab that Light Pole. Now just follow this path and you will encounter all of the light poles. It is tough; timing is key. Boost before you jump towards each one, too. The last one is easy; the arrow will tell you where to go.

Leaving

To leave, go to the center of the stage. Fly up the stairs and grab on to the first pole; grab the next. On this pole, turn around and grab the next; once you grab the third pole, turn around for the last. Finally, grind the piece of protruding metal.

STORAGE

Useful Pole

Quickly find this pole in the level. It is towards the left of where you begin. It is an easy way to get to the top of the level where there are various objectives that you must complete.

Crates

When grabbing the Crates, there is one sort of high up. You must use this path to get to it. Grind the rail and jump off to the right, grinding the rail sticking out from the wall. When you get to the end, grab the upside down "U" structure and turn to flip the other way. Go up the path and you should be perfectly aligned to grab the chain on the crate.

Last Crate

The easiest way to get the last crate is to go up top and fly over the railing towards the crate. It is fairly simple to do; just make sure you are lined up with the chain so you can grab it easily.

Finishing the Level

At the end of the level, you must grab this pole and fling yourself to the crane's arm. It will put you on the path to the final spot.

SKYSCRAPER Cablecar

First, destroy the GPC Billboard at the beginning; it is the glass thing above, from where you begin. Simply go up the series of ramps. Once at the top, there will be a guard in front of a hole. Jump down the hole and stop on the platform. When a car comes by, grind its top.

Guards

Now, go after the guards. The two difficult ones to find are to the right and left of the building that faces the building with the two high and low GPC billboards. To get to them, grind the rail that appears in front of you when you try to jump to the building with two GPC signs. The last of the guards are in the elevators. This part should be easy enough. Just grind the poles sticking out of the buildings and swing on the elevators to cause them to fall. In order to get to the poles sticking out of the building, use the stairs near the guard rail leading you to the two hidden guards.

Last GPC Billboard and Sawyer's office

Go to the third building, the one to the left of where you begin. Go inside the building (you can break through the glass). Now, you will see a ramp inside. Jump as high as you can, holding the jump button, and you will just reach a rail. Grind it. To get to Sawyer's office, you must swing on the poles on the structure. At the first chopper, grab and swing on its tail. Then, grind the vertical pole. In general, grab the horizontal poles (the tails of the chopper), and grind the vertical ones (the struts of the chopper).

Level 6

Not a whole lot of strategy here, as there really aren't any objectives. You're simply gonna have to learn the level through trial and error. Expect many cheap deaths!

TRICKS AND POINT VALUE

Buttons	Stunt	Score
Basic Ground Tricks		
None	Kickit	150
→	Tailwhip	200
←	Improbable	200

↑	Kickflip	200
↓	Reevflip	200
←	Spinplant	400
→	Grabplant	400
↑↑	Upandover	400
↓↓	Relapse	400

Basic Air Tricks

None	Kickit 540	350
←	Back-Gyro	500
→	Front-Gyro	500
↑↑	Filppit	500
↓↑	Handspring	500
←	Rocket	450
→	Varial	450
↑	Airwalk	450
↓	Copter	450

Air Tricks

←→	Rightflip	500
→←	Leftflip	500
↑↓	Frontflip	500
↓↑	Backflip	500

Big Air Tricks

↑↑↓	Boardstand	1000
↓↑↓	Dropout	1000

UNLOCKABLE FEATURES

Note: Look under Extras in Additional Features to view your progress on unlocking these features.

Levels

(for use in multiplayer & other 1-player game modes)
Levels 2-5 can be unlocked for use in other game modes. To unlock them, simply reach them in Story Mode. Level 6 is only available for use as part of Story Mode

Stunt Attack Mode

Complete Story Mode
Characters (not in Training, Story & Party Modes) Naomi
Grade B in Downtown (Story Mode) The Insider
Grade B in Storage (Story Mode) Oscar
All levels Grade A (Story Mode) JJ Sawyer
All levels Grade S (Story Mode) Ethan Costume C
Complete all levels in Stunt Attack Kat Costume C
Beat highest score on all levels in Score Attack

AGGRESSIVE INLINE Rail Grinding Codes

No Gravity Wall Rides (Longer Wall Rides)
↑↓↑↓←→←→, abas
Juice Meter Regeneration (Juice

Meter Regenerates

←→←→←→↑↑↓↓, ai

Invulnerability (No negative Juice for crashes)
khufu

Perfect Grind (Always perfect balance while grinding)
bigupyaSELF

Perfect Hand Plant (Always perfect balance while hand planting).
justin bailey

Super Spin (Double Max Spin Rate)
←←→→→→←→←→↑

Perfect Manual (Always perfect balance while grinding)
quezdontsleep

ALL STAR BASEBALL 2002 UNLOCK IT!

Unlock The Dingers
Go to Batting Practice and enter this sequence at Team Selection Screen:
Ⓢ+Ⓢ+Ⓢ+Ⓢ

Unlock The Dingers And The Islanders (Under '90s Teams)
Enter Exhibition Mode, continually pressing Ⓢ+Ⓢ at the Team Selection Screen until you hear a sound effect.

ALL-STAR BASEBALL 2003 HOMERUN HINTS

Endless points
Want to score big points for buying cards? Just play against yourself and purposely strike out, switching controls each inning. You'll get 100 points for pitching a "perfect" game this way, which can be used to buy cheats, players, and more.

Homerun replay
This isn't a hardcore cheat, but it's fun nonetheless. Simply press buttons on your controller after blasting a ball into the stands to view your victorious base-running from different angles.

ARCTIC THUNDER

Enter all of the following codes on the Mode Select screen.

Super Boost Mode
ⓈⓈⓈⓈⓈⓈⓈⓈ

Expert Mode
ⓈⓈⓈⓈⓈⓈⓈ

Atomic Snowballs

ⓈⓈⓈⓈⓈⓈⓈⓈ

All Pick-ups Random
ⓈⓈⓈⓈⓈⓈⓈⓈⓈⓈ

Turn Off Drones
ⓈⓈⓈⓈⓈⓈⓈⓈⓈⓈ

All Boost Mode
ⓈⓈⓈⓈⓈⓈⓈⓈ

Invisible Mode
ⓈⓈⓈⓈⓈⓈⓈⓈⓈⓈ

No Power-up mode
ⓈⓈⓈⓈⓈⓈⓈⓈⓈⓈ

ARMORED CORE 2 LIMITER RELEASE

To use this function, press ⓈⓈⓈⓈⓈⓈ, and then R3. This allows you to access Limiter Release mode for close to 40 seconds. However, after this, you'll be powerless for 50 seconds.

BEAT ARES

Beat Ares, the top AC, in under 30 seconds at the Abandoned Highway.

HEAD: ZHD-MO/EGRET
CORE: ZCL-XA/2
ARMS: ZAN-202/ITEM
LEGS: ELN-02A

BOOSTER: ZBT-H4/T
FCS: DOX-ELENA
GENERATOR: GPS-BVX/10
RADIATOR: RRX-COT-GK10
INSIDE: -
EXTENSION: ZEX-RS/HOUND

BACK UNIT: (BOTH) EWX-WS241
ARM UNIT: (LEFT) -
ARM UNIT: (RIGHT) ZWF-S/NIGHT

OPTIONAL PARTS: (OUT OF 21 SLOTS)
SP-BE++
SP-BFS/LOSP
SP-ENE-ACC
SP-ECM-JAM
SP-VIECH

Grade: great
Overall score for AC: 35820
Price: 767500

CHEAT CODES New AC Emblems

In the Arena mode, you can steal a defeated enemy's emblem. At the screen of your opponents info, press triangle. Now, press Start and select; go to your garage and check your emblems.

Override Boost



**A
B**

To disconnect your override boost just press **(A)** and **R3** simultaneously. Now you can shoot energy weapons for a longer period. However, when you deplete your energy levels, it will take a long time to replenish them. Thus, you'll be vulnerable.

More Emblems

When you see an emblem you want in the Arena, select the desired AC, then press **s** to display the stat screen. At this time, simultaneously press **Select** and **Start**.

Momentary Invincibility

During gameplay, slam down **(A)**, **(B)**, and **R3** (the right analog button) to create a system error in your mech that gives it unlimited energy for a short time.

ARMORED CORE 3

First Person View

You must have AC3 game data saved on a memory card that also contains save data from either AC2 or AC2AA. Load your saved AC3 data, enter a mission or VS battle, and pause the game (Start button). While the game is paused, simultaneously press the **(A)****(B)****(X)****(Y)****(Z)****(L)****(R)****(D)****(U)** to enter first person. To revert back to the default view, simply press the Start button again.

Steal Arena Opponent Emblems

To "Borrow" the emblems those you've defeated in the arena, just select the desired opponent from the Arena list and press both the Start and Select buttons simultaneously on the screen showing that opponent's description. A sound effect plays when you've done it correctly and stolen the emblem.

Unlock Part KWM-AD-50

(increases ammo storage capacity by 50%)
This part is awarded to the player when they manage to complete the mission (MT Training Exercise) without being hit once.

Unlock Part MLH-MX/VOLAR

(heavy humanoid leg)
This part is awarded to the player when they earn a rank of A or higher in AC Test 1 (the target practice test exercise).

Unlock KWG-HZL30

(left arm-equipped, spread-shot howitzer)
This part is awarded to the player when they destroy two or more monorails on the Destroy Naire Bridge mission.

ARMY MEN RTS

Melty Green Plastic Codes

Each code can be used once per level unless otherwise noted:

Change green and tan to random team colors: **(A)****(B)****(X)****(Y)****(Z)**

Get 5000 plastic (can be used multiple times): **(A)****(B)****(X)****(Y)****(Z)**

Player weapons do more damage: **(A)****(B)****(X)****(Y)****(Z)**

Enemy's weapons do more damage: **(A)****(B)****(X)****(Y)****(Z)**

Paratrooper drop: **(A)****(B)****(X)****(Y)****(Z)**

Resource collection yield doubled: **(A)****(B)****(X)****(Y)****(Z)**

Get 2000 electricity (can be used multiple times): **(A)****(B)****(X)****(Y)****(Z)**

ARMY MEN: SARGE'S HEROES 2

INVINCIBILITY

During the game press the start button to pause the game. Now enter **(A)** **(B)**. If you entered the code correctly the word "INVINCIBLE" will be shown on the screen when you return to the game.

UNLOCK ALL WEAPONS/AMMO

During the game press the start button to pause the game. Now enter: **(A)** **(B)**. If you entered the code correctly the words "POWER UP!" will be shown on the screen when you return to the game.

TONS OF CODES

Enter the following passwords to unlock the cheats:

Level Select	FREEPLAY
Invincibility	ENODIE
All weapons	GIMME
Invisibility	NOSEUM
Mini mode	SHORTH
Big mode	IMHUGE
Boot Camp	BOOTCAMP
Dinner Table	DINNER
Bridge	OVERPASS
Refrigerator	COOLER
Graveyard	NECROPOLIS
Castle	CITADEL
Tan Base	MOUSE
Revenge	ESCAPE
Desk	ESCRITOIRE
Bed	COT
Plasticville	BLUEBLUES
Ty Shelf	BUYME
Cashier	EXPRESS
Ty Train Town	LITTLEPEOPLE
Rocket Base	NUKEM
Pool Table	EIGHTBALL
Pinball Machine	BLACKKNIGHT

ATV OFFROAD FURY

EXPERT MODE

Select pro-career mode, then enter "ALLOUTTA!" as a name at the name entry screen. If you entered the code correctly, the game will return to the name entry screen you were just at a few moments before.

TIPS AND TRAPS

Stunt Controls
(Default Settings)

Hart Attack
(A) + Left analog stick Up

Tail Grab
(A) + Left analog stick Down

Double Can Can
(A) + Left analog stick Left

Airwalk
(A) + Left analog stick Right

Cordova
(A) + Left analog stick Up-Right

Saran Wrap
(A) + Left analog stick Down-Right

Superman
(A) + Left analog stick Down-Left

Cliff Hanger
(A) + Left analog stick Up-Left

Heel Clicker
(A) + Left analog stick Up

Lazy Boy
(A) + Left analog stick Down

Nac Nac
(A) + Left analog stick Left

Split X
(A) + Left analog stick Right

Bar Hop
(A) + Left analog stick Up-Right

Scissors
(A) + Left analog stick Down-Left

Bar Kneel
(A) + Left analog stick Up-Left

Seat Grab
(A) + Left analog stick Down-Right
Note: The D-Pad can also be used for all the above button/direction combinations if you prefer.

ATV Offroad Fury Bikes

These ATVs as a whole offer good acceleration and a good top speed. However, their stability and traction vary. These bikes aren't for novices. Havoc Performer
Havoc Milan
Havoc Razor
Havoc Siege

The Ravage series offers a wide variety of ATV types. Overall, they are good all around ATVs.
Ravage Talon
Ravage Hawk
Ravage Eagle
Ravage DCX
Ravage 1000

These are good ATVs for beginners, as well as good all around vehicles.
Honda FourTrax 300EX
Honda FourTrax 400EX

The Kawasaki line is a stable ATV, which makes it useful in freestyle mode.
Kawasaki Lakota Sport
Kawasaki Mojave

We can only recommend these for the absolute expert. If you're on a track with lots of turns go for the 400 version with the acceleration. If you're in an open space the 500 model is best, since it has a high top speed.
Polaris Scrambler 400
Polaris Scrambler 500

If you're a first time player, you may want to try these ATVs. Although they are a little weak, they'll help you get into the game.
Yamaha Banshee
Yamaha Blaster
Yamaha Warrior

Other Useful Racing Tips

The tutorial is okay, but there are a number of other facets that we think could use a little explaining.

1. When jumping, you only need to hold back for a half second before the jump bar turns green. Now just press forward and you should be flying high.

2. Landing is an art in of itself. Typically, you should try to land at the bottom of a jump. If you land on top you will lose a ton of speed. However, if you do happen to land on the top of a hill or jump, just charge up to jump it and you'll lose less speed.

3. The tricks feel a bit sluggish, so pulling off many can be difficult. Try to conserve your time by concentrating on big jumps and forming combination tricks. To do this, you'll need to start performing tricks as early as possible.

BALDUR'S GATE: DARK ALLIANCE

COMBAT TIPS AND HOT SPOTS

General tips

Luring Enemies into Traps
Use traps, such as the exploding barrels and demon heads that spit fire, to help damage enemies. The barrels are easy

to understand. As for the demon heads, stand just in front of its line of fire (drag your enemy near, first, and block). If necessary, force them into the line of fire by slashing for a two-hit combol

Standing on Objects

If you're surrounded by enemies, jump on top of objects which will often line the walls. This will make you harder to hit, and prevent them from surrounding you. Enemies will come from only one direction, in which case you can block.

Hiding Behind Objects

If you need to put distance between yourself and an enemy, run around an object. When the object is between you and the enemy, turn 180 degrees and run straight. This often confuses the enemy, and allows you to distance yourself. Now you have time to attack other enemies or shoot projectiles.

Doorway Attacks

Sometimes large enemies won't follow you through a doorway, in which case stand beyond its reach and launch some projectiles. If there are lots of enemies to fight, stand in front of the doorway so that you trap one enemy in it, and prevent any others from getting through. Now simply slash and block safely.

Selling Weapons

If your bag is full, use a Recall potion to transport back and sell your extra weapons, armor, and accessories. This will help you earn enough gold to buy the weapons you need. Just always be sure to have plenty of Recall potion.

Efficient Killing

Remember that enemies can hurt each other, so if you have enemies shooting projectiles at you, and some melee enemies, put the melee group between you and the projectile enemies. This will damage the melee enemies.

CHAPTER ONE

Ipswitch's Amulet

Find his amulet on the first floor of the crypt. In the second room you encounter, make a left. The amulet is red and rests on top of a coffin at the end of the path in a large room.

Finding the Secret Door (Upper Sewers)

Go to the prison, where you released your friend. The secret entrance is in this area.

Falling Platforms

The order of falling platforms changes, but don't get too nervous. From each platform you jump, you only have three other platforms to choose to jump to. Just watch for the

two blinking and jump to the platform that doesn't flash.

Blue Orb

The Orb will first spawn a bunch of enemies; kill them as quickly as you can. Afterwards, the Orb will float down; during this time, slash at it as fast as you can. Repeat this process until you've won.

Finding Keaira's Spice

In the first part of the Thieves' Guild, slightly before the entrance to the second section on the right, you'll encounter a number of flying eyeballs for the first time. Follow this path to the room with treasure chests. The Spice Box is here.

Xantam

Don't fight him at a distance: instead, battle him in melee combat. He will try to bite you, which can be blocked. Simply hit him a few times and block. When he casts magic, run and try to dodge it. Even if you're hit a lot, you should have enough potion to survive.

CHAPTER TWO

Mythril Scimitar

Sell your extra weapons and items to buy this sword, or something of its caliber. Although it isn't necessary, it will greatly help you through the icy mountain. Buy it at the Dwarves' village.

The Ice Cave (Kolgrim)

When you get to the junction that takes you west, east, or north to the summit, continue north a little; there's a side path between the west and north paths. Take it and you'll find an Ice Cave. In it you'll find items and Kolgrim.

Slab Flint

This is located in an Ice Cave at the end of the path of the western summit. Enter the Ice Cave and grab it from Kolgrim's man.

Torch

This is located on another dwarf on the eastern side of the summit. Just grab the torch and head for the summit.

Shaft Gears in Level 1 Mines

#1. This gear is located to the right, past the second save point. Go all the way to the end and you'll find it.

#2. This is located in the corridor directly opposite of the first. It would be on the left, if you were coming from the start position. It is at the end of the path in an area on the map that resembles a fork.

#3. The last one is at the end of the level; just continue straight to the end.

Ilivraa

Always destroy the skeletons first; a large group of them is quite formidable. Now, lay into her with the Exploding arrows, dealing as much damage as possible. Whenever she isn't spawning enemies, fight her up close; hit her once or twice and then block. Do this only when there are no skeletons, as an arrow in the back will kill you. Have plenty of healing and rejuvenating positions. Also, when she shoots the three blue fireballs at you, they will always hit the closest target, so put an enemy between them and you. After beating her, return to the village and enter the darkness to get to the secret Ice Cave.

White Dragon

Stand at a distance and launch lots of projectiles, occasionally going in for some melee. When he does his ice breath attack, simply put some distance between yourself and the dragon, or run to his side and slash at him.

CHAPTER THREE

This area is much more straightforward than the previous areas, albeit larger. Just progress through, killing the monsters that you encounter. Here are some tips to help.

Boss Sess'sth

Defeat him easily with a stick-and-move technique: get close and run around him, stopping to slash him a few times. If he pauses (as he does periodically), slash him four or five times. Keep doing this until he's dead.

Inside the Tower

In the final area, you can't use Recall. So equip good weapons and armor, and have plenty of health and rejuvenation potions. You'll immediately notice that you will find the best equipment here, so if you see a better weapon or piece of armor, switch. Also, don't ever carry any extra stuff, since you can't teleport to sell them; carry and equip only the best stuff you find. This will open space for potions, arrows, and rings and amulets.

Enemies

There are a few enemies in the tower who prove to be difficult. First, you will encounter bats, which often attack in large numbers. Use the doorway trick, or one of the others to deal with them. You will also meet a number of giant knights. Either run around them and attack, or fight them from a distance through doorways. If you encounter bats and a giant, kill the bats first.

Boss Eldrith

Stand at a distance and launch as many projectiles at her as possible.

When she throws her sword at you, quickly switch to your melee gear and block with your shield. When she transforms, you can fight her two ways. First, either run from her, turning around periodically to launch a projectile. Or, you can run circles around her, stopping periodically to slash.

BARBARIAN

Bring out the savage in you

Big, powerful enemies like 21 and Mongo are brutally effective up close. Keep them at a distance with projectiles and thrown objects, and if they get close, grab and throw them. Also, never forget that **q** and **r** pressed together will push the enemy away—even they're in the middle of wlaying you with a combo.

Enemies are vulnerable for a moment right after completing a combo. A rune will appear over your opponent's head, signalling the end of the combo—launch your counterattack the second it appears.

By pressing the **Ⓞ** button at the right time, you can catch objects thrown at you, or strip a weapon right out of your enemies' hands.

If your enemy has gone along to help out, knock them down quickly, then pick them up and start using them as a weapon! It gives you great reach, and they won't wake until you drop or throw them.

Characters holding an object cannot block an attack.

Pressing **Ⓞ** and **Ⓢ** simultaneously will trigger a rushing attack, capable of taking a distant enemy by surprise.

The AI is very vulnerable to projectile attacks at close range.

Enemies with the "No Pain" power-up may appear unstoppable, but they do still take damage, and they will still get knocked back when hit by an object.

To select alternate costumes, press **Ⓞ** in the player selection screen.

Defense is the single most critical stat to enhance. It increases your block radius and makes you faster. Also very important are Life and Magic Regeneration, and Air Walk may help you in the final battle.

In the final battle, all of Zaugg's attacks can be avoided: his shock waves can be jumped over, his fire breath will usually go right over you if you're right in front of him, and his meteors can be dodged by sticking to Zaugg's left and timing your jumps



correctly.

Zaugg will fall to his knees after you've hit him 20 times. When he does, unload two or three of your most damaging combos and get away before he grabs you.

BLADE II

Main menu cheats

The following cheats are entered at the Blade II logo menu screen. Hold **[X]** and press the sequence of buttons. A message will appear telling you the cheat has been activated or deactivated.

Unlock all missions
 ↓ ↑ ← → ↻ ↺ ↻

Unlock all weapons
 ↻ ↻ ↻ ↻ ↻ ↻

Unlock Daywalker difficulty
 ← ↻ ↻ ↻ ↻ ↻

In game cheats

To turn these cheats on/off, pause the game (by pressing Start). Then hold **[X]** and press the sequence of buttons. A message will appear telling you the cheat has been activated or deactivated.

Infinite Health
 ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻

Infinite Rage
 ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻

'Friendlies' invulnerable (Whistler & Doc)
 ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻

Infinite Ammo
 ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻

BLOOD MEN 2
 This code sucks

Enter this code at the main menu:
[X] [X] [X] [X] [X] [X] [X] [X]

Once you get the audio confirmation (Go Cheese!) start a game. Kain will be wearing his costume from the original *Blood Men* and will already have the Soul Reaver! Yup, he gets it for the entire game. It's unbreakable and takes out enemies in record time.

BLOODRAYNE
 DRAIN EVERY DROP

Keep the blood flowing
 If BloodRayne is hungry, her #1 priority should be feeding, even if it takes her away from her objective. And the target doesn't have to be human—you can also munch on mutants, and even the undead. Just don't feed on a vampire unless it is alone. Vampires (obviously)

suck blood just as you do, only faster, so it's all too likely that the one you aren't feeding upon will immediately start draining you.

Don't be a pig
 On the other hand, if you have full health and a soldier is running away, you might want to let him go. You never know when you might need a light snack later.

Think thin
 If BloodRayne gets ambushed and surrounded, she's in trouble. Use Aura Vision and Extruded views to scout the enemy, and try to engage groups in narrow locations, like hallways and doors. If you do get into trouble, use Dilated Perception to dodge bullets, and remember that your speed can get you out of there in a hurry.

Trucks are a blast
 Keep an eye on enemy trucks. Sometimes, they have big, mounted guns that you can actually remove and take with you.

Slice and dice
 Practice aiming the whirling, bladed, spin kick that BloodRayne does if you double-tap the jump button. If it's properly, it's usually a one-hit kill.

THE BOUNCER
 UNLOCK BLACK-HOODED SION

The last enemy in Survival Mode is a black-hooded Sion. Upon beating this secret Sion, you can use this costume in Versus and Survival modes by selecting Sion and holding **[X] + [X] + [X] + [X]**.

BURNOUT
 SECRETS UNDER THE HOOD

Unlock Face Off Mode
 Complete Championship Mode once

Unlock Roadster
 Beat the Roadster in Face Off Mode to use it.

Unlock Towtruck
 Once you unlock Face Off 2, it is available in the special options screen. Now, go beat Towtruck to unlock it.

CAPCOM VS. SNK2
 SECRET GAME MODES AND CHARACTERS

Hidden Bosses
 In order to fight the bosses (Rugal B. or Akuma) in the game, you must obtain enough Groove Points; otherwise your final fight will be quite lame. If you get 0 to 299 points you fight M.Bison/Geese; if you get 300-799, you fight Akuma/Rugal B.; if you get 800-1999, you fight Shin Akuma;

and if you get over 1200, you fight U Rugal B. There are a few things that you can do in order to increase

SECRETS
Hidden Stages
 There are a couple of hidden stages to unlock in the game — Temple Roof and Temple Ruins. Simply play on those stages and beat the game in order to unlock them.

Color And Name Edit Mode
 This will probably be the first thing that you unlock, simply by completing the game once. Like the first game, this mode simply allows you to change your characters name and color scheme. To select your custom EX character, press **[X]** in arcade mode on that character.

Groove Edit Mode
 This will probably be the next thing that you unlock. This allows you to configure your own Groove to your personal preferences. Remember, in order to use your custom Grooves, the EX Mode must be turned on. Initially, you will start with a limited number of points, but if you complete the Survivor mode, the game will reward you with unlimited Custom Groove Points!

Boss Battle Mode
 To unlock this mode, beat the hidden bosses, and hold **[X] + [X]** and press **[X]** when you enter arcade mode. When you beat Boss Battle mode, you will unlock the EX options. Also, this will allow you to fight the bosses any time you wish without having to worry about Groove Point totals.

Beating Cheap Rugal And Akuma
 These characters are completely cheap; after playing them a couple of times, I launched the disc across the PSM office. Anyway, Ultimate Rugal is slightly easier than Shin Akuma, so we'll start with Rugal first. His most devastating attacks are his throws, one of which appears to take over %50 of your energy. So I suggest using learning how to counter throws first. Next, try not to jump at him too much, as he will often knock you out of the air. When he teleports, move away from him. I found it best to go on the offensive only when countering his moves. So if he throws a fireball or jumps in the air, be sure to strike; and if possible do a super. Also, I found Sagat to be effective against U. Rugal; if you just alternate between high and low fireballs, you'll often hit him. As for Shin Akuma, his fireball crap is completely annoying. There isn't much I can tell you, but to counter attack everything he does. Never jump in at him, or try to sweep him after a fireball. The only way I could

beat him was by using Ken, Ryu, Sagat, or basically anyone with an uppercut type of move, for countering Akuma's attacks; however, I think Ken is probably the easiest character to use. Whenever Akuma jumps at you, do Ken's Shiryuken super.

CART FURY CHAMPIONSHIP RACING

UNLOCK IT ALL!
 Enter all of the following codes at the Cheat Menu.

Unlock All Cars Option
 ↻ ↻ ↻ ↻ ↻ ↻

Unlock All FMV Option
 ↻ ↻ ↻ ↻ ↻ ↻

Unlock All Tracks Option
 ← ↻ ↻ ↻ ↻ ↻

Unlock Death Walk Option
 ↻ ↻ ↻ ↻ ↻ ↻

Unlock Opponent Death Car Option
 ↻ ↻ ↻ ↻ ↻ ↻

Unlock Death Car Option
 ↻ ↻ ↻ ↻ ↻ ↻

Unlock Death Walk Option
 ↻ ↻ ↻ ↻ ↻ ↻

Unlock Fog
 ↻ ↻ ↻ ↻ ↻ ↻

Unlock Big Head Mode
 ↻ ↻ ↻ ↻ ↻ ↻

Unlock Player Death Car and Miami Complete Sim Mode.

Unlock Infinite Continues Cheat Complete Season.

Unlock Jump Cheat
 Finish Last Man Standing.

Unlock Thick Fog And New York
 Finish Easy, Medium and Hard Demolition Courses.

Unlock Rocket Wheels and Big Dig Course
 Finish Easy, Medium, and Hard Block

Unlock Night Drive and Alpine Raceway
 Beat Easy, Medium, and Hard Lock-Ons.

Unlock Driving 101 Movie
 Complete all Driving 101 Courses.

CITY CRISIS
 UNLOCK CHASE CAR MODE

To unlock "Chase Car Mode", obtain an A rating on every mission, and an S rating on Bus Chase.

Unlock Disaster Mode

D

Shadow, go to the airplane room and take the lift down to the arena. You must defeat the three Shadows, which is quite a task. Remember to dodge their attacks as much as possible, and attack a Shadow with your sword only when their weak points are revealed.

Submerged Prison

After Mission 13, return to the Captain's room in the ghost ship. Inspect the Captain's skeleton. This shouldn't be too tough, just blast the blades with the needle gun until they're dead.

More Shadow Beasts

In mission 15, return to the area with the moving floor of spikes. Go and inspect the picture on the wall (it is to the right of the lift you take down to get to this area). The beasts are the same, except now the area is smaller, making the Shadows' attacks tough to dodge. Try using the Nightmare-beta weapon.

Shadow Beasts In The Dark

After defeating nightmare in Mission 16, go to the airplane room. You must find and defeat four Shadow monsters. Two are in the airplane room; one is in the hall; and the last one is in the room where you begin the game.

A Blue Stone In The Sky

In mission 17, go to the area of the broken bridge. You must jump across all of the broken platforms, especially the first and last pieces, which will activate the mission. To get the orb, use the red platforms created by the Death Scythe.

Hidden Bracelet

In mission 21, locate the wall in front of the Time Statue (it looks like a regular wall). Walk up to it, and access it as you would open a door (hit \odot). Obtain the Hidden Bracelet at the end of the hidden path. Go across the path and kill the Nobodies, and get the Blue Orb. At the end, you will find another T-Rex. This one blows air, which means you must destroy it with your sword. After you beat the two Frosts, grab the Bracelet.

ENEMIES, SECRETS AND TECHNIQUES
Bosses

Phantom

First make sure that you use the devil power to inflict extra damage. Dodging his other attacks should be simple. When he shoots fireballs from his mouth, just move around a lot, or hide behind a pillar. When he causes fire to rise from the floor, just keep



moving. The only difficult part will be avoiding his claws when you go in for an attack. Just be sure to swipe him only a few times, and then immediately jump out of the way.

Nelo Angelo

I suggest that before you fight Nelo Angelo, you buy a Holy Water and a Revitalizing Star. If you don't have enough Red Orbs, go to the area where you beat Shadow to fight some Sin Scissors. They reward you with many orbs. Once you start the fight, immediately use Holy Water. This should reduce his life meter drastically. When he Shoots fireballs at you, jump in and attack with your sword (in Devil form, if possible). Whenever Nelo goes into a sword combo, just get out of the way; attack immediately afterwards. Also, if you ever happen to swat swords with Nelo, he'll be stunned for a second. Take advantage of this by doing a sword combo.

Death Scissors

When he tries to cut you, jump out of the way; when he swings the scissors around, roll around as much as possible; and when he does his twisting attack, just move around a lot. All the while, you should constantly be shooting him, and swiping him with your sword. Keep in mind that when he takes damage, he will probably not stop his attack as some enemies do. Also, you might want to have a Vital Star and Holy Water. Finally, remember to use that Devil power!

Phantom – Second Encounter

He is a little easier the second time around. Simply change into your devil form and slash at him as much as possible. If you slash at him vigorously in the devil form, it should only take you two transformations at the most to beat him. You shouldn't need any items, except maybe a devil star. As for his attacks, they are almost the same as in your first encounter, so that strategy applies here.

Griffon

First, immediately use a Holy Water to cause some serious damage. Now transform into the devil and begin slashing him as quickly as possible. This should take Griffon down to about 1/3 energy or less. Now just shoot and slash him as much as possible (using the Grenadegun). His attacks are easy to dodge. When he shoots the red electricity, simply jump over it to the left or right. If he shoots more than two beams, jump back. When he goes in the air, in which case he'll try to land on you, simply move around a lot, and he should miss.

Nelo Angelo – Second Encounter

He fights exactly the same way as before, which means that when he attacks with his sword, get out of the way, and when he charges up for a fireball, you should attack him. The easiest way to dispose of him is to unleash a Holy Water, then go into your Devil Form. While in Devil form, just do various sword attacks as quickly as possible. You might need to transform into the Devil once more, so be sure to have an extra Devil Star.

Griffon – Second Encounter

Again with the damn bird! This is much harder, thanks to his flying friend that attaches to you. So, don't even enter this fight without Holy Water (the only way that I could defeat it). Immediately cast the Holy Water to cause serious damage. The rest of the time you have to spend dodging the Griffon's attacks. Again, whenever he shoots red electricity, just jump out of the way. Whenever the attached bird comes at you, constantly move around to avoid taking any damage. When you're sure that you're in the clear, try shooting your Grenadegun to score a couple of hits. When the Griffon finally lands on the ground, transform into the Devil and waste his ass before you die. Of course, all of this suffering can be avoided if you have two Holy Waters.

Griffon – Third Encounter

Once again, immediately cast a Holy Water. This will cause him to fly high in the air and attack from above. If you have it, cast the Holy Water again, which brings Griffon down. If not, use the teleporter to get to the top and shoot at the bird from above. If you can swipe Griffon with your sword, go for it, but it may be difficult. So, either go into Demon form and attack, or use the Nightmare-Beta weapon. If you use Nightmare-Beta, be sure to move around from left to right a lot to avoid Griffon's attacks. Once the Bird is on the ground, he is pretty easy, as his offensive attacks are the same as in the first encounter. Now, go into demon form again, if you can, and finish Griffon off.

Nightmare

This blob isn't too terribly tough, if you know the trick. You'll notice that there are a series of wall panels that light up when hit. Slash one of them until all of the letters are full. This will transform the blob into a solidified form. At this point, a glowing sphere will appear on Nightmare; this is its weak point. Hit it as much as possible in Devil form. If the letters on the wall panel disappear, Nightmare will transform back into a blob, which you don't want to get caught in. So you'll have to alternate between hitting the sphere and dodging Nightmare's attack, and hitting the wall panels. If you can, cast a Holy Water, but only when the sphere is exposed.

T-Rex Skeleton

The T-Rex isn't really a boss, but it can be a little tricky if you don't know what to do. When the T-Rex shoots fireballs at you, simply swipe them with your sword; this will reflect the fireballs back at the T-Rex. Do this three times to kill it and move on.

Nelo Angelo – Third Encounter

He is pretty much the same as before, except that now he has a spike attack. To avoid it, just move around a lot, and try to specifically dodge the spears right as they are about to shoot at you. It sounds a bit tough, but trust us, it can be done.

Nightmare – Second Encounter

Actually, Nightmare is easier this time around, since you now have the Sparda sword. Follow the same strategy as you did in the previous Nightmare section, and you shouldn't have any problems. By the way, try to save at least one Holy Water, just in case you do get sucked in by Nightmare. Use it on whatever previous boss you fight to finish that boss off quickly.

Nightmare – Third Encounter

Alright, this blob is just down-right tough here. I suggest that before you enter this battle that you have a Vital Star, Untouchable, and at least three Devil Stars. If you have Holy Water, that's fine, but they affect the blob less this time. Your offensive strategy for Nightmare remains the same (hit the wall panel and the sphere). The defensive strategy, however, is a bit different. Now you must constantly stay on the move to avoid his attacks. The only time that you should ever stop is when you're hitting his weak point, or hitting the wall panel; even then, I would suggest moving around a little. Also, do not use the Sparda sword against Nightmare. Transforming into the Devil and attacking with the Alastor has just as much of an offensive effect (if not more), and definitely boosts your defense.

Mundis

Step 1
I suggest that before you fight him that you have an Untouchable, Vital Star, and 10 Devil Stars. You may also want to build up your life meter by buying Blue Orbs as much as possible. The quickest way to earn cash is to go to the room with the plane and fight Plasma. Since they often multiply, they'll reward you with lots of Red Orbs.

Step 2
His first form isn't too tough. He will shoot large boulders that should be easily dodged; but if you're in a tight spot, try to shoot it. His meteor and sphere attacks shouldn't be too difficult to dodge as long as you keep moving. The only attack that may cause serious damage is his bum rush. However, if you go to the top left area of the screen, you should be able to avoid it. To hurt him, you must first disable his shield; this is done by destroying the four spheres that are moving in a circle in front of him. Once this is done, immediately use your devil power (use a Devil Star if you must) to unleash a dragon attack. Do this three times and he should be toast.

Step 3
This fight may be slightly tougher. If you haven't already, quickly switch your sword to Alastor. Now transform into the Devil and start firing at him with the newly acquired shooting power. Once you run out of Devil juice, use another Devil star and immediately transform again. If the stone platforms get in your way, jump on top of them and continue shooting. Also be aware of the fire dragon that Mundis sends to attack you. If you shoot it enough, it will release health!

Step 4
First make your way back to the castle (don't worry, you have plenty of time). Mundis's final form is a piece of cake. Immediately transform into devil form and perform the Vortex-level 2 technique, which will kill him very quickly. When the scene changes and you must use your Handguns, just shoot him as quickly as possible, and it will be over soon (the event seems scripted, so you shouldn't die, but use a Vital Star or untouchable if you must). Congrats!

Secret Orbs
There are a number of hidden orbs and items. Although we didn't reveal every hidden Orb and item (since many are obvious), most of the hard-to-find ones are listed here. Don't miss 'em!

Outside
Before you enter the castle in the beginning of the game, you'll come across a small overpass, with a small room on the end. Jump up to this overpass and go inside of the room to get a Blue Orb.

First Floor
When you go outside where the fountain is, immediately jump on top of it to obtain a bunch of red orbs.

Bridge
Just after the Bridge collapses, go to the entrance of the castle. On the left side, jump up to the top of the arch. From here, jump outward to the platform in front of you. You don't need to land on it, but you need to get close enough to get the Blue Orb. You may need the Air Hike or Vortex move to get this. I suggest that you jump, transform into the Devil, and do the Vortex move to the platform.

4th Floor
Just after you encounter the mysterious Devil man in the bedroom, who appears from your reflection in the mirror; get on top of the bed for some Red Orbs.

Basement Level 1
At the start of Mission 6, immediately walk to the right until the end of the hall. Now at the end, to the left, jump and you'll find a Blue orb.

Second Floor
Go to the room with a ladder that cannot be ascended. You can only get to this room via the spiraling stairway. It is the room that is at the top of the stairway. You'll find a Blue orb on the side, over a rail. Jump over it and into the water to get it. Also, after you access the gate here, go to the room under this one where the gate is

raised. In the back right area over the railing, you'll find another Blue Orb.

First Floor
On the center of the top of the airplane, where you originally got a Blue Orb, you'll find a bunch of Red Orbs as well.

4th Floor
Go to the open area with the two horses, just after you beat the Phantom for a second time. Stand on the far right pedestal for some Red Orbs, and then stand on top of the left horse for more Red Orbs. From the horses head, jump forward to the top of the roof to get a Blue Orb.

Floor 3
Just after you cross the bridge in the beginning of mission 9, you'll encounter some tall pillars. Jump on the ones with platforms to get some Red Orbs.

Floor 1
In the Garden area where you meet Blades for the first time, go to the back left. You'll encounter a tombstone. Destroy it with your sword to get the Blue Orb behind it. Also to the left of the entrance with the fire lights leading you to a new area, you'll find a locked room. On the roof is Holy Water.

First Floor
On the tree stump, when you first step into the wooded area of the Garden, is a set of Red Orbs. Jump on top of the stump to get them. Also, there is a platform to the left of the entrance of this section. Jump to the sides of it to find some secret Red Orbs.

1F
In the Garden area, right when you encounter a series of Fetish Fire monsters, you'll encounter some stairs. Jump to the left of the entrance over some railing and you'll find a Red

Orb station. Also, if you follow the path down, there is a Devil Star behind a tombstone. Just slash the tombstone.

Unknown
In the Unknown area just after the Garden, you'll encounter a wooden structure with some skulls hanging from it. Jump on the top right side of it to get some more Red Orbs. Also, after you encounter the series of Blades, go to the tombstone to get Red Orbs.

Ship
Directly behind the place where you get the Needlegun, you'll also find a Devil star; try not to forget it, since it will come in handy and save you some money.

Underwater Ship
After you complete the first part of Mission 13, return to the ship. In the room at the end, you'll find another Blue Orb. Also, in the opposite pool from where you emerge, you'll find another submerged Blue Orb.

Ship Area
Just before you leave the Ship area, there will be a few treasure boxes on the left, with some minor enemies. Slash the treasure box on the right to get another Blue Orb.

Ship Area
Just after you leave the entire Ship area, past the trap full of spikes on a rotating floor, you'll take a lift up to ground. Behind the area you emerge is a waterfall. Go here to get Holy Water. Also, above the small gazebo is a Red Orb. From here, jump to the platform on the right to get a Blue Orb, and jump to the platforms on the left to get more Orbs.

2nd Floor
Just after getting the Holy Water in the Garden, go outside and fight Dark Scythe again. Before you leave this



place, there is an area with Blue and Red Orbs (it's a platform just under the path you cross, lit by two torches). Go inside and get the stuff.

First Floor

When you enter the door in the Garden area that was blocked by a shield crest, you'll quickly find some Luminite. Just above the Luminite, you'll find a ledge. Jump up here to get Red Orbs.

2nd Floor

Back in the castle, where you just fought Nightmare for the second time, there is another door in the back (not the one you entered from). Go through it, and you'll encounter some Plasma monsters. Kill them and proceed to the end of the tunnel, where you'll find a Blue Orb.

1st Floor

Go to the room where you begin the game. If you go here before you fight Mundis, there is another Blue Orb. To get it, go to the second level in front of the place where you buy items. From here, you must double jump and grab it.

1ST Floor Hallway

In the first long hallway (the one through the door from the airplane room), hides another Blue Orb. As soon as you enter the hallway, go left. There will be a painting, and a head just above this painting. Jump up to the head, and a Blue Orb floats down.

SECRET MISSIONS

There are a grand total of 12 Secret Missions, and we've listed the first ones below. We'll keep searching until we've found them all, so be sure to check back in next issue for the remaining secrets.

Mission 1

Just after beating Phantom, and once you begin the next mission, walk back into Phantom's lair to play this Secret Mission. To pass it, equip your hand guns, since they fire much more quickly than the shotgun. When you first encounter one of the three groups, do a few sword attacks to get rid of large numbers, and nail a few more with your guns. Keep in mind that you don't need to kill every single one, but 100. So if there are a few that are difficult to kill, just leave them and go to the next group. By the way, these missions are perfect for building up Dante.

Mission 2

When Phantom starts chasing you for the first time, run all the way to the end of the hall and enter the room that has the Shop in it. This will be another baby spiders mission. Its

basically the same as the previous one. Good luck.

Mission 3

In the room where you got the first key inside a small sewage tunnel in Mission 6, you'll find the second Secret Mission. Here, you must defeat two Cyclops. However, one of them you cannot kill. Jump on top of one of the pipes sticking out of the wall and wait. One Cyclops must kill the other; when it does, the dead Cyclops will release a Blue Orb. Now just kill the other Cyclops.

Mission 4

After beating the Death Scythe, go to the door behind the hole in the ground; it's where you came from. To beat this, do not kill the Reapers immediately. You must use them to jump on; yes, that's right. Position yourself in front of the door you came in, and above you'll see a Blue Orb. Use the building to keep double jumping up. The Reapers will follow you. When they do, use them to jump on (just keep pressing jump when they're close). When you get enough height, jump outward, away from the door and you should get the Blue Orb.

Mission 5

In the area of the garden where you fought the Griffon for the last time (the Arena) is another secret mission. All you have to do is jump on top of the heads of the skulls, reach the top, and get the Blue Orb.

TECHNIQUES

Parry Combo

Sometimes when you attack, there's a bit of a pause, leaving you susceptible to attacks for a short time. Just press jump while holding the attack button to quickly get out of the way. If you move forward or backwards, this will cause you to jump out of the way of trouble. If you're holding the analog stick to the left or to the right, you will roll out of the way. In general, jumping out is best used when you are surrounded by a large number of enemies.

Grenadegun Combo

The Grenadegun has horrible recoil time, which temporarily leaves Dante stunned. However, if you start hitting your sword button, or dodge (as explained in the previous technique) immediately after you fire it, the recoil will be reduced dramatically. This technique is especially effective when you are trying to score a large

number of combos together, which can result in a "Bravo," or "Stylish" rating.

Round Trip

This technique (which you must purchase) is perfect for long range attacks. When you first begin a fight, try doing this move from a distance and shoot while the sword is spinning to cause some serious damage. This makes for Cool and Bravo combos, and possibly a Stylish combo, with little risk. However, remember that if you perform this attack against many enemies, you are susceptible to damage while charging up for the attack. Be sure to charge up at a safe distance.

Combos

You'll notice that when you fight every monster, the game grades your performance (Dull, Cool, Bravo, Awesome, and Stylish). In order to get the best rating, you must continue a long string of attacks, which requires many enemies in your vicinity. I suggest that you use the sword and perform a series of combos with the Grenadegun, High Time, Stinger, and Jump Slash. Also, there is another secret combo you should try to work in with these. This is done by quickly doing two sword slashes, waiting half a second and then quickly hitting the slash button again.

Holy Water

This is the single most useful weapon in the game for Boss fights. Although





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D they are extremely costly, they will make your life much easier. Buy them when you can, and use them only when you encounter a boss. However, in the final two boss fights, Holy Water is strangely ineffective. More conventional means will be required.

OTHERS

Marionette

These monsters suck and really don't prove to be that much of a threat after the first hour. Just be sure to combo a lot and avoid getting swarmed by them.

Bloody Mari

Although they're slightly tougher than the Marionettes, since they throw knives, they're also relatively weak. If you constantly put pressure on them, they shouldn't be able to hurt you. They're only dangerous when they're at a distance and can safely throw knives.

Sin Scissors and Sin Scythe

These guys can be a pain, especially when they're in large numbers. Since only their heads are susceptible to damage, don't try and attack them with your sword. Stay at a distance where you can safely see and dodge their attacks, and waste them with your Shotgun.

Death Scythe

I recommend using your sword (for the reach) and the Grenadegun. Simply move around whenever it decides to attack. When Death gets close, and you're sure that you can attack before he does, you will probably clash weapons, which will leave death stunned. Also, the Grenadegun combo is quite useful here. When he's at a distance, try blasting Death with the Shotgun.

Beelzebub

These enemies are relatively easy, but are quick and hard to hit. Use the shotgun to dispose of them quickly.

Cyclops

The rock-throwing spiders a very tough and can cause major damage if you're not careful. Every time I encountered these enemies, I transformed and quickly disposed of them.

Shadow

Go to the blue forcefield to encounter the lion statue, in the area where you first encountered the fountain. Smash the statue to pieces to fight Shadow. Just shoot him as much as possible, and dodge his attacks (left and right). Only use the sword when it exposes the sphere.

Blade

These enemies are quite fast and can

cause much damage when attacking in large groups. I would suggest that, when you're surrounded, jump away and try to keep them in front of you. From here, try to keep combining them, so your attacks will halt any attack they might attempt. The Grenadegun combo works well here.

Sargasso

These Skulls should pose no problems as long as you keep them at a distance. Since they attack only when you're in their proximity, try initiating confrontations with them one at a time. When one gets close, but not too close, use your Shotgun or the Grenadegun.

Nobody

Don't mess around with these enemies, as they will pick you apart. You can follow the strategy for the blades here; it works as well as any. However, you will notice that they spit out spheres that, when touched, will cause major damage. Try to avoid them, and if the ground becomes too littered with them, shoot or slash them.

Fetish

They might be slow, but their various fire attacks can cause serious damage. As soon as you see one, immediately attack it until it blocks one of your sword attacks. When this happens, that means it's about to do a fire attack, in which case you need to jump away.

Frost

These enemies can be a serious pain, since they have a variety of attacks and are quite quick. If you see one, jump in the air; it will either jump at you or cause spikes to appear from the ground. In either case, you must hit it before it lands, or jump far away to avoid damage. The best way to deal with these enemies is to trap them in a corner or up against a wall, and continuously attack them in a never-ending string of combos. It's not 100% effective, but works well enough.

Plasma

These guys can be a pain; that is, until you learn how to fight them. Since they often split when you hit them, you're usually going to have to deal with more than one simultaneously. I suggest that you hit them a few times and then dodge out of their way; the Grenadegun combo works well against them. If you do this, you shouldn't get hit that much. Also, if you manage to hit them in the middle of an attack, you'll stop their attack, which is useful when they're about to shoot their ice beam. Finally, these enemies are great for getting Red

Orbs quickly.

Bayman

1. Unlock him by completing Story Mode with all characters on any difficulty level.
2. Finish Story Mode by using any combination of characters 30 times.

Tengu

You must unlock Bayman first in order to unlock Tengu
1. Find 10 Stars in Survival Mode
2. Use any combination of characters 200 times

CG Gallery

Unlock this mode by obtaining 200 "Game Points."

Game Points

Depending on which mode you play, you'll earn a certain number of Game Points. Here's the list:

Mode	Points
Story	10
Time Attack	20
Survival	20
Versus	20
Tag	30
Team	40

Additional Credits

On Very Hard difficulty, beat the game with every character. Now you can see extra credits of every DOA team member, and you'll hear new music.

To get first place in ranking, or to obtain every item in the item gallery, go to survival mode and pick Jann Lee. When the fight starts, push the eject button to open up the tray. You should fight two enemies. After the second one, nobody else should appear, and the last opponent should just lay there. Stand next the the opponent and press down and circle at the same time. This will cause items to appear.

After you win a match, tap Δ + \odot during your victory pose to control the camera. R3 zooms and L3 circles around the character.

DOWNFORCE

Fast, futuristic codes

Advanced AI Δ \rightarrow \leftarrow \uparrow \odot \downarrow
Invincibility R3 R3 R3 \downarrow \odot

DROPSHIP: UNITED PEACE FORCE

Don't drop these codes

All codes are entered in the "Classified Files" section of the main menu.

Level select KINGSLEY
Invincibility TEAMBUDDIES
Infinite ammunition BLASTRADJUS
Unlock bonus level 1 KREUZLER
Unlock bonus level 2 SHEARER

Unlock bonus level 3 UBERDOOPER

DYNASTY TACTICS

CHINA'S A BIG PLACE!

General combos

Pay close attention to the combo tutorials and practice them early on, because combinations are important from the very beginning. Setting them up takes more effort, but combo attacks can capture enemy generals, which is vital for building a powerful army that can survive the later stages of the campaigns.

Beware broken links

Don't activate a Strategy Link unless you have a good idea of how you'll follow that up with another unit. If you can't go through with the Link, it will be broken by the end of the turn, and that will waste an opportunity for a unit to attack directly.

DYNASTY WARRIORS 2

Enter these at the title screen. If done correctly, you'll hear the sound of charging warriors.

Wu Characters

\odot R3 R3 R3 R3 R3 \odot

Shu Characters

\odot R3 R3 R3 R3 R3 \odot

Free Mode Side Selection

While holding down Δ , press R3 R3 R3 R3 R3 R3

Free Health

Find a save spot and either save or decline. Either way, your health is restored afterwards.

DYNASTY WARRIORS 3

UNLOCK IT ALL

Enter all of the following codes at the Title Screen.

All Characters

Press R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3

All Shu Characters

Press R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3

All Stages and Scenarios (Free Mode)

Press R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3

All Wei Characters

R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3

All Wu Characters

\odot R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3

All BGM (Option-Sound)

R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3

Opening movie Edit (Option)

R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3

All movies (Option Movie Gallery)

\odot R3 R3 R3 R3 R3 R3 R3 R3 R3 R3 R3

core. For the final version of the boss, climb on a crate and fire a missile at the deck; this will hurt the boss and kill any smaller enemies crawling around. Now just move around to dodge fire and hide behind boxes for cover. When it's safe, stop and launch grenades and missiles at it.

ENEMIES

Small Bugs

These are the most common enemies around. To conserve ammo and life, I would ignore them most of the time. If you do avoid them, constantly stay on the move so that they cannot attach themselves to you. Only attack them if you're surrounded.

Mutant Dogs

I suggest eliminating them when you can. Fortunately, they're easy to kill. If you move around, they will do a jump attack and miss, leaving them temporarily stunned. During this period shoot them as much as possible.

Purple Bats

These enemies are elusiveness. Try to move around when you can't see them, or if they attack. Once you spot one at a distance, just open fire. If you have more than one attacking you, stick 'n move.

Mutated Marines

Although they won't infect you, their guns will tear you a part. When fighting, try to find cover somewhere; I suggest finding a pillar or crate. When they open fire, hide; and when they stop, jump out and shoot. Try to target the core to off them quickly.

Mutant Turrets

Simply shoot at their cores with your scope from a distance outside of their firing range. If you're within their range, they can cause some serious damage, so be careful.

Mutant Humans

These enemies are common, but not a huge threat since they are fairly weak. However, they can infect you and cause serious damage if they can get close. Just stay at a safe distance and open fire.

Mutant Bug Replicators

Although they cannot really hurt you directly, they spawn those annoying little bugs that can. Kill them whenever you see them.

Infectious H2O

There are two types of water creatures: one that resembles spikes that cause infection, and another that takes form and attacks you. Neither can be hurt, so flee from them.

Mutant Pods

These are just like the normal blobs, except that they have a core and can hurt you if you walk over them. Just shoot at

the core before you walk near them.

FANTAVISION

Extra Option

Successfully complete and save the game on the normal difficulty setting to unlock an "Extra" option at the main menu.

Extra 2 Option

Successfully complete and save the game on the hard difficulty setting to unlock an "Extra 2" option at the main menu.

FATAL FRAME

WALKTHROUGH NOTES AND SECRETS

THE STRANGLING RITUAL - FIRST NIGHT

Rope Hallway

Get the camera in the hallway, turn around and look up. Photograph the man on the beam.

Fireplace

Go to the partition that the ghost walked into and investigate. Photograph it after the sequence.

Library

Go to the closet in the far back left portion of the room. Photograph the ghost that appears.

Kimono Room

Go to the Fireplace and investigate the mask. You will get the Red Handmirror. Return to the Kimono Room; place the Mirror in the Stand.

Grand Hall

From the stairs, go right. There's a door to the left. Go in here first and collect the items.

Burial Room

Get the Strangling document. Go to the Rubble Room in the left corner. Past the candles on the right is a sealed door. Photograph it.

Walkway

Go to the walkway and to the door to the west with some characters on it. They correspond to numbers. Look at the Strangling Ritual; the correct answer is 1312.

Storehouse

Underneath the stairs, and slightly to the left, photograph the ghost that's there. This will break the seal. Return to the Burial Room. Grab the various items first.

Burial Room & Cherry Atrium

Return to the previously locked door and photograph the doors in the Cherry Atrium. The first one is on the right. Walk across the porch and photograph the other. There's another

structure in the Cherry Atrium. Just before the stairs, you'll find a ghostly image.

Abys

Photograph the waterwheel. Photograph the lantern next to the dock. Go to the Doll Room.

Doll Room

Photograph the ghost in the corner next to some dolls. Now, there will be a ghost ready to attack. Since she is slow, keep backing up and shooting. Go to the Cherry Atrium and to the other locked door.

Stairway

Take a picture when you enter. Go up to top and grab the notes first. Return to ground and go out the door.

Abys

Once you get the Lighter, light the unit lamp. This will give you the Black Carving.

Fish Tank Room

The correct answer to the puzzle here is 3669.

Backyard

Prepare for a ghost battle. Photograph the apparition behind the back of the wall on the fence. Save and go through the door at the end of the yard.

Forest Path

Get the items and talk with the blue flame. Photograph the door; return to the lanterns.

Narukami Shrine Door

Match the symbols on the periphery with the stones. Use your best film for this fight, and move a lot, taking quick photos. When the screen darkens, move around. Photograph the shelf with the missing statue. Now you must find it. It's near the gate at the shrine's entrance. Put it on the pedestal and photograph it. Each statue has a red stain. These stains correspond to the position you must place them on the figure on the pedestal. So, the statue with the stain on the head must be placed on the figure's head.

DEMON TAG - SECOND NIGHT

Doll Room

Photograph the wall. It turns into a Demon Tag. Check the brown pillow on the floor in the center of the room. Grab all the items, leave and follow the ghost.

Stairway

Before you leave, photograph the door and grab the film by it. Ascend the stairs. Photograph the barred

window to the left. When descending, there's a ghost to the left. Photograph it to break the door's seal.

Burial Room

On the candle table close to the door, you'll find a scroll, which gives you the code to the Fish Tank door.

Fish Tank

The answer to the puzzle here is the number 2611.

Backyard

Go and investigate the well. Defeat the ghost, grab the Blue Carving, photograph the blurry area above the well, and head to the Rubble Room.

Rubble Room

There was a locked door with a circular puzzle on it. Unlock it as you did the other and proceed.

Corridor

Proceed until you reach the locked door. Photograph the ghost and head to the Abys.

The Abys

Go to the end of the dock. Get the Purple Stone and the Mirror. Solve the puzzle at the Corridor.

Demom Mouth

Go to the bottom and photograph the blurry part where the female ghost appeared. Don't forget to grab the document to the left of the door. Photograph the ghost that attacks.

Burial Room

Photograph the girl pointing and solve the candle puzzle. Light the far right red candle. Light the white one next to it. Light the far right one again. Finally, light the far left red one.

Doll Room

Destroy the ghost and photograph the blurry spot to the left of the doll with long hair. Grab the Diary on the first table. Place the scroll that you just received in the wall to the left.

Kimono Room

Grab the Diary at the Mirror table.

Library

Go to the closet and grab the film inside. It is powerful, so don't miss it.

Fireplace

Destroy the child ghost and get the Shiny Mirror piece. Photograph the clock and go upstairs. Photograph the door. Go to Rope Hallway. Get the paper in front of the clock before you leave, though.

Rope Hallway

Look up and take a picture of the ghost. Return to the Fireplace and go

through the door upstairs.

Tatami Room

Go to the small room on the left and photograph the blurry box. Check the bookcase for a diary. Exit through the door across this room and turn left.

Walkway

Go left down the hall. Photograph the door at the end. Descend the stairs and go left. You will see the place you photographed. It's a small slit in the wall of a Girl Hiding. Go upstairs through that sealed door.

Koto Room

Grab the Bronze Key at the far right end of the room. Go to the Tatami Room where you took the picture.

Tatami Room

Go to the small room; you will find a box that requires the key you just got. When the cinema ends, photograph the ghost behind you. Then you want to go to the balcony.

Cherry Atrium

Get the item from the cut-scene; it's on the ground by the tree. Destroy this ghost. Get the photo and return to the spot near the tree to get more valuable items.

Doll Room

Photograph the blurry dolls. Turn around and get the missing doll from the picture on a rack behind you. To solve this puzzle, simply choose the dolls that face you. Once you get the doll, put it in its proper place as in the picture. With the mask you just received, return to the Entrance.

Entrance

Put the Angry Mask in its place on the wall. After you walk through the wall, grab the Angry Mask.

Hidden Pass

At the first junction, look up and photograph the ghost; turn left. Look up again and photograph another. Take the Joyful Mask at the end. Turn down the hallway to the left. Go through the door on the left. Once inside, grab this mask.

Mask Room

Go to the center of the room and check the mask on the pillar. Defeat the ghost. Return to the pillar and take the Happy Mask. Go through the other door.

Sq. Garden

Take the Happy Mask. Go to the center of the garden and get the Gold Carving on the Stone. Save, and go to the door. Solve the puzzle.

Buddha Room

Investigate the Altar. Grab the mask and defeat the ghost. Return to the Mask room.

Mask Room

Place all of the masks on the center pillar. Return to the Hidden Pass where you got the first two masks.

Hidden Pass

Enter the room that was previously locked – the Blinding Room. Go through the North door and return to Demon Mouth.

Demon Mouth

Simply shoot this ghost once or twice and run around. Head to the bottom. Use the Mask on the blurry spot to the right of the door.

THE CALAMITY – THIRD NIGHT

Banned Path

Go through the big door when you awake. A few steps into the cave, there will be a blurry spot; photograph it. Continue until the cut-scene. Return to the Rubble Room after you collect the documents.

Rubble Room

Notice that the door is sealed. Photograph it. Now turn around to the rubble and photograph the rubble area. This will burn the seal. Go to the Buddha Room.

Buddha Room

Check behind the Altar for a document and a rope. With the Rope, go to the Buddha on the left first, and then the one on the right. Now use the rope on the statue to the back-left, and then on the statue to the back-right. Grab the carving.

Cherry Atrium

Go to the structure that has a circular puzzle on the door. Before solving it, go to Grand Hall to get the items.

Moon Shrine

Go to the cabinet, open it, and read the document. Photograph the blurry spot that appears on all four sides of the cabinet. Visit all four locations around the mansion; defeat each ghost and collect the documents at each location.

1. Just outside of the Moon Shrine in the Cherry Atrium.
2. This one is at the abyss next to the Cherry Atrium (be sure to get a picture of the blurry spot next to the Watermill).
3. This one is located near the well in the Backyard (the correct code to the door puzzle at Fish Tank Room is 1347).
4. Before going to the final set of rocks at the Sq. Garden, go to the

Forest Path and get the items in front of the shrine.

Moon Shrine

Check the plate in the cabinet. Press the first button for the first plate; the last for the second plate (the left one); the third for the plate behind; the second button for the last. Photograph the cabinet's front.

Grand Hall

First, hit the Storehouse and collect the items. The code is 1312. Get the Master's Seal, photograph the Temple on the shelf, and return to the Moon Shrine.

KIRIE – FINAL NIGHT

Koto Room

Get the notes on the table and play the instrument.

Dungeon

Collect the items in the center of the room, especially the Hairpin. You will have a cut-scene and the woman with multiple arms will attack. Run from her; go to the Moon Shrine and go down the hole.

Moon Well

Put the Hairpin on the statue. Get the item in the back right corner of this room, save, and proceed.

Hell Gate (Last Boss)

Hopefully, you have the Type-90 film. Don't shoot until the circle on your camera turns yellow; and try to photograph her as quickly as she will unfairly regenerate. Once this is done, you get the final piece of the mirror. Place it in the stone quickly.

FEDERATION VS. ZEON

BRING THE OPPOSITION TO ITS GIANT, MECHANICAL KNEES

Not-So-Hot Rod

As expected, the Federation Ball is the most useless mecha in the game. However, it's perfect for advanced players who want to show off, and it becomes more useful in the game's later space stages where its mobility gives it an advantage. It'll fly circles around the Zeon Byg-Zam.

Don't be a Hero

This is not a one-on-one fighting game, so strategies from games like Virtual-On frequently don't apply. Using your wingman for fire support is vital. Also recognize that while you have multiple opponents, you don't have to kill all of them. Save effort by focusing on targets that matter.

FIFA WORLD CHAMPIONSHIP

Play As EA All-Stars

Highlight Arsenal at the Team Selection Screen. Then, hold **Ⓢ** and press **▶** to play as the EA team.

FIFA WORLD CUP 2002

Getting past tough goals

1. If a goalie keeps coming out and blocking you on breakaways, you can thwart his aggressive defense by lobbing a ball gently over his head.
2. When you get the ball close to the goal, dribble the ball away from the goal rather than shooting immediately. The goalie will be drawn both further from the goal and closer to you. Turn and knock in the goal.
3. If the goalie acts like a wall, treat him like one and nail a couple of shots right at his body. Often, the ball will bounce off him and wait for you to kick it in for a satisfying goal.

FFIX

Alternate Endings

Complete the game with the "Zeus Hammer" or the "Save The Queen" in your inventory to get new endings.

Infinite MP

First, be sure that you have at least 4 MP. Now make sure that Amaranit is in your party and that he has learned the Chakra skill. Begin a fight and have Amaranit cast Chakra on himself. For just 4 MP, he will restore 20% of his maximum MP. Cast it until you've reached your max. You can do this all other characters in the party.

Easy AP

Stroll in the darkness of the field and forests in the town with the auction house and the lady that collects Zodiac coins. When you encounter a ghost, give it one and you will get 10 AP.

Easy Experience

Use Quina's level 5 Death spell against the level 60 Grand Dragons on the outside of Gizamalke's Grotto to earn a whopping 8,800 experience. If you equip the ability that gains levels quickly, you'll get even more exp. Also Coral Rings will protect you from the Dragon's Thundaga.

FIREBLADE

USE THESE TIPS TO RAIN DEATH FROM ABOVE

Shut 'em up

When sniping enemy infantry, try to take out troops carrying large

F backpicks first. Those soldiers have comms gear that can be used to radio in reinforcements or alert the enemy to your presence.

Eyes in the darkness

Thermal Imaging isn't just for night time. Engage it any time there are enemy forces around, but not necessarily in plain sight.

Forage for firepower

When low on ammo and/or health, try taking out weaker enemy units such as spears or guard towers. These may spawn valuable power-ups.

Shake it, bravo

Strafing is the key to success against an enemy attack. Always move left/right when battling multiple enemies.

I see you, but you can't see me

Stealth Mode is not just for Stealth missions. Use it to disable dangerous enemy units before flying in for the attack. Also, if you're under heavy fire, use Turbo to exit the battle area, and enable Stealth Mode to replan your strategy undetected.

FREEKSTYLE

ABOUT BREAKING TIME

To get the most out of your Freak Out, start it with a jump that will give you plenty of hang time, because the special Freak Out trick takes a little while to complete. Also, if you can fit in a combo, you'll get up to 15 seconds' worth of freak out, as opposed to 5-10 seconds you get from the special trick alone. Finally, try to choose a starting spot that is followed closely by a nice long sequence of jumps. Performing simple tricks from these jumps ensures that you can maintain the Freak Out for a long time.

To Tweak or not to Tweak?

Because pulling the same trick more than once earns you less boost, and less red towards filling up your Freak Out meter, pulling off combos made of several quick, un-tweaked moves can often give you more points than a single tweaked move. The game specially rewards tons of pre-picked combos, and it gives a special landing bonus for finishing your combo just before hitting the deck.

Boost of flame

When your boost meter is full, the first few seconds of boost are super-charged, leaving a trail of fire behind you and giving you much more air time during tricks. It is sometimes a good idea to build up your speed using normal acceleration and save this supercharged boost until you reach the foot of the ramp. Pulling off

your trick ensures that you regain that fiery boost.

Burst off the blocks

When the lights and sounds first start to count down to the beginning of the race, make sure that you are pressing the gas button (Ⓢ) and forward. In the middle of the countdown, briefly press the boost button and then go back to pressing the gas. This use of the boost will not cut into the small amount of boost you are allotted because the race has not started.

Skipping slowdown

You'll notice right after landing some jumps or going uphill that your bike will "skip" or bounce, as if your bike is having trouble shifting gears. This makes you lose speed. Take your finger off the gas (Ⓢ) and immediately reapply it.

Twisted tricks

At least one trick in Freekstyle doesn't require the use of the shoulder or tweak buttons—Twister. Hold left or right (and nothing else) while in the air and your rider will perform a barrel roll. This takes a good amount of air time, and you have to be careful to straighten out your bike before you land, but it's a cool trick.

FREEKISHLY COOL CODES

FIRESALE

Quicker Freekout

ALLFREEK

Always "Freekout" Time

FLYSOLO

No Bike Mode

WTKHKPRS

Slow Motion / Blur Mode

HELMET

Helmet camera

LOKSMITH

Unlock Everything

Characters

COOLDUDE
Unlock Clifford Adoptante

GIMEGREG

Unlock Greg Albertyn

TOUGHGUY

Unlock Mike Jones

BLONDIE

Unlock Jessica Patterson

POPULATE

Unlock All Characters

Tricks

CARVEROK

Unlock Burn It Up

CLIPPERS

Unlock Gnome Sweet Gnome

BLACKJAK

Unlock Let It Ride

TODAMOON

Unlock Rocket Garden

WIDOPEN

Unlock Crash Pad FreeStyle

TUCKELLE

Unlock The Burbs FreeStyle

TRAKMEET

Unlock All Tracks

Rides

SUPDUDE

Unlock Clifford Adoptante's Gone Tiki

GOFLOBRO

Unlock Clifford Adoptante's Island Spirit

STOKED

Unlock Adoptante's Hang Loose

ALLSHOOK

Unlock Greg Albertyn's The King

PATRIOT

Unlock Greg Albertyn's National Pride

NUMBER1

Unlock Greg Albertyn's Champion

HEREIAM

Unlock Stefy Bau's Amore Bike

SPARKLES

Unlock Stefy Bau's Disco Tech

TWONEONE

Unlock Stefy Bau's 211

WHATEVER

Unlock Brian Deegan's Mulisha Man

HEBBANGR

Unlock Brian Deegan's Heavy Metal

WHOZASKN

Unlock Brian Deegan's Dominator

KICKBUTT

Unlock Mike Jones's Beater

HORNS

Unlock Mike Jones's Lil' Demon

PLUNGER

Unlock Mike Jones's Flushed

EYEDROPS

Unlock Mike Metzger's Bloodshot

BRRRRRAP

Unlock Mike Metzger's Rock Of Ages

SEVENTWO

Unlock Mike Metzger's Rhino Rage

HEKACOOL

Unlock Patterson's Speedy Bike

LIGHTNIN

Unlock Jessica Patterson's Charged Up

TONBOY

Unlock Jessica Patterson's Racer Car

OVENMITT

Unlock Leeann Tweeden's Hot Stuff

STYLIN

Unlock Leeann Tweeden's Trendsetter

GOODLOOK

Unlock Leeann Tweeden's Seducer

WHEELS

Unlock All Bikes

Rags

WINGS

Unlock Clifford Adoptante's Tiki

NOSLEEVE

Unlock Clifford Adoptante's Tankin' It

ILOOKGUD

Unlock Greg Albertyn's Sharp Dresser

COMET

Unlock Greg Albertyn's Star Rider

KIDSGAME

Unlock Stefy Bau's Playing Jax

INVASION

Unlock Stefy Bau's UFO Racer

RIPPED

Unlock Brian Deegan's Muscle Bound

SOLDIER

Unlock Brian Deegan's Commander

BABYBLUE

Unlock Mike Jones's Blue Collar

BOXCARS

Unlock Mike Jones's High Roller

HELLOOOO

Unlock Mike Metzger's Ecko MX

BODYART

Unlock Mike Metzger's All Tatted Up

LAYERS

Unlock Patterson's Warming Up

NOT2GRLY

Unlock Jessica Patterson's Hoodie Style

THNKPINK

Unlock Leeann Tweeden's Fun Lovin'

SPICY

Unlock Leeann Tweeden's Red Hot

THE MYSTERIOUS.
THE MAGNIFICENT.
THE MASTERPIECE.



The evil Nobunaga's demon warriors wreak havoc across feudal Japan. A noble young warrior, Jubei, returns home to find his once-vibrant village laid to waste by Nobunaga's monstrous minions. Fueled by vengeance, Jubei embarks on an epic quest; one which will reveal his ultimate destiny.

BEST PS2 ADVENTURE
GAME E3 2002 - IGN

ONIMUSHA 2
Samurai's Destiny



PlayStation 2

CAPCOM
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Mature
Violence
Blood and Gore

YARDSALE
Unlock All Outfits

FREQUENCY
CHEATING YOUR WAY OUT!
Enter all of the following codes during gameplay.

Auto-Catcher
←→←→←→

Enable Cheat Mode
↓→↑←←→↓

Multiplier
→←←→↑

GAUNTLET: DARK LEGACY
TONS OF CODES
Input all of the following codes as a name at the name entry screen.

- | | |
|-----------------------------|--------|
| Invincibility | INVULN |
| Permanent super shot | SSHOTS |
| Permanent triple shot | MENAGE |
| Permanent reflect shot | REFLEX |
| Permanent Pojo Chicken | EGG911 |
| Permanent Anti-Death | TANGEL |
| Permanent invisibility | 000000 |
| Permanent x-ray vision | PEEKIN |
| Permanent full turbo | PURPLE |
| Permanent shrink enemy | DELTA1 |
| Always 9 potions and keys | ALLFUL |
| Run quickly | XSPEED |
| Throw quickly | QCKSH7 |
| 10,000 gold per level | 10000K |
| Dwarf is a large jester | ICE600 |
| Dwarf in 5&M costume | NUD069 |
| Jester with smiley face | STX222 |
| Jester with baseball cap | KJH105 |
| Jester with Mohawk | PNK666 |
| Jester in Roman centurion | BAT900 |
| Knight is a ninja | TAK118 |
| Knight is a bald man | STG333 |
| Knight is a waitress | KAO292 |
| Knight wears street clothes | CSS222 |
| Knight wears street clothes | ARV984 |
| Knight wears street clothes | DIB626 |
| Knight is a quarterback | RIZ721 |
| Knight wears karate outfit | SJB964 |
| Knight wears black cape | DARTHX |
| Valkyrie as grim reaper | TWN300 |
| Valkyrie as school girl | AYA555 |
| Valkyrie as cheerleader | CEL721 |
| Warrior in ogre costume | CAS400 |
| Warrior as an Orc Boss | MTN200 |
| Warrior with a rat head | RAT333 |
| Wizard/evil appearance | GARM99 |
| Wizard is undead lich | GARM00 |
| Wizard as a pharaoh | DES700 |
| Wizard as an alien | SKY100 |
| Wizard as Sumner | SUM224 |
| Unknown | NAK069 |

Bonus Levels
Play the first level three or more times, then go to the Section level. Play that level two times to unlock another section of levels.

FMV Sequences
During the game's loading, hold **△**. After Midway's legal screen appears,

all of the FMV sequences will play. Press **△** to skip to the next FMV sequence.

Unlock Bonus Levels
Play the first level at least three times and go to the Section Level. Play this level twice more to unlock more stages.

GIANTS: CITIZEN KABUTO
HUGE CODES
Enter the following codes as your name in the game.

Enable Cheat Menu
ALPUN

Enable Front View Camera
XTRASEE

Enable Front View Camera for Kabuto
KVIEW

Unlock All Missions
MBP4UJP

Give Player Infinite Ammo
FALLOUT

Give Player Infinite Mana
BGDA

Give Player Infinite Jetpack
3SHK

Make Player Invincible
MOLITOR

Allows Access to Cheat Giftshop with **△ + **↑****
LILBUDY

Make Player Move Fast
THEHARE

Enable Enhanced Zoom Mode
CLOSEUP

Make World Rainbow Colored
DOROTHY

Turn Screen Red
ANGRY

Turn Screen Green
SNIPEME

Turn Screen Blue
UDDO1T2

GITAROD MAN
MASTER MODE
Beat the regular Story mode on normal to unlock Master Mode. Beware though, it is ultra hard.

GOJAI ELEMENTAL FORCE
SAMURAI SECRETS
Enter all of the following codes at the main menu or at the pause screen during gameplay.

Level Select
△△△△△△△△△△△△△△

Make Hiro Invincible (single player)
△△△△△△△△△△

Unlock 4 Weapons and Unlimited Explosives
△△△△△△△△△△

Unlock All Multiplayer Characters
△△△△△△△△△△

Unlock All Magics
△△△△△△△△△△

Weapons Invulnerable to Wear
△△△△△△△△△△

GRAVITY GAMES BIKE: STREET. VERT. DIRT.

Codes with pull
Unlock everything
LOTACRAP

Unlock All Bikes
PIKARIDE

Unlock Street Games
PAVEMENT

Unlock Vert Games
GGFLYER

Unlock Dirt Games
MUDDUPLE

Everyone's stats maxed out
MAXSTATS

Dennis McCoy's stats
DMYCDMAN

Riders
Unlock Angus Sigmund
SIGMAN

Unlock Bobby Bones
BONEGUY

Unlock Hotty Babe
BADGIRL

Unlock Ramp Granny
OLDLADY

Unlock Bird Brains
FLYAWAY

Places
Unlock Fuzzy's Yard
FUZYDIRT

Unlock Mount Magma
VOLCANO

Unlock Oil Refinery
OILSPILL

Unlock Train Depot
CHOOCHOO

Unlock Museum District

ARTRIDER
Unlock Museum District Competition
ARTCOMP

Movies
Unlock Andre Ellison FMV
ANDFMV

Unlock Dennis McCoy FMV
DMCFMV

Unlock Jamie Bestwick FMV
JAMFMV

Unlock Leigh Ramsdell FMV
LEIFMV

Unlock Mat Berringer FMV
MATFMV

Unlock Reuel Erikson FMV
REUFMV

Unlock Fuzzy Hall FMV
FUZFMV

GTA III

More vehicle-specific side missions
Many of the vehicles in the game have their own sets of missions you can perform once you've stolen them. We talked about the fire truck and ambulance missions back in Issue 58, but remember you can also pick up and deliver passengers in the taxi, or mow down fellow criminals from the safety of a cop car. Best of all, in certain missions, you'll come across blue vans with an RC Toyz logo on the side. Entering these will give you access to toy remote control cars rigged with dynamite. Ba-Da-BOOM!

GRADIUS III & IV

SECRET MODES IN GRADIUS III
1. Reach stage 9 and EXTRA MODE appears. You can then play CUBE ATTACK.
2. Get hit by the bullet of the boss of stage 10 and stages from the first GRADIUS or SALAMANDER appears. Play these stages once and select them in EXTRA MODE.
3. Complete the entire game once and EXTRA EDIT appears within EXTRA MODE (this also appears after 10 hours of gameplay).
4. Complete the game in EXTRA EDIT (or play the game for 20 hours), and you can choose more weapons.

SECRET MODES IN GRADIUS IV
1. Complete the game once (or play for 10 hours) and BOSS RUSH MODE appears.
2. Complete the game without continuing (or play for 20 hours) and STAGE SELECT appears.
3. Input "SHU", "AKI" or "DEA" when registering your score after GAME OVER.
If done correctly, you can hear

strange sound effects.

SECRET MODES IN GRADIUS III & IV

The number of times you can use these codes depends on the difficulty level.

1. Full Power with "laser" – PAUSE the game and input ↑↑↓↓↓ → → → → ⊕ ⊙
2. Full Power with "Double" weapon ↑↑↓↓↓ → → → → ⊕ ⊙
3. Collision Area – Complete the game once in HI-SCORE TRY and HIT DISP appears the next time you play when you Pause.

GRAND THEFT AUTO 3

STEAL THESE CODES!

Lowest Wanted Level
 ⊕⊕⊕⊕⊕↑↓↑↓↑↓↑↓

Clear Weather
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕

Foggy Weather
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕

Cloudy Weather
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕

Rainy Weather
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕

Tank Cheat
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕

Quick Timer
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕

Civilians Brawl
 ↓↑↑↑↑⊕⊕⊕⊕⊕⊕

Pedestrians Hate You
 ↓↑↑↑↑⊕⊕⊕⊕⊕⊕⊕⊕

Insane Pedestrians
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕

Flying
 →⊕⊕⊕⊕⊕⊕⊕⊕

Better Handling Automobile
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕

Higher Wanted Level
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕

All Weapons
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕

Lots of Money
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕

Max Armor
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕

Full Health
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕

Explode Cars
 ⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕

Pedestrians Box Each Other

→⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕

* Thanks to Dave Langelier for contributing some of these codes.

GRAND TURISMO 3
BEGINNER'S GUIDE

GETTING STARTED

First, try to win all Gold medals in the B License tests. It does take some practice, but it's really worth doing, because it gets you used to the game, and when you win all Golds, you get a really good prize car (a special edition 168 horsepower Mazda Miata RS). With it, you can enter and VERY easily win the Beginner League Sunday Cup, Spider/Roadster Cup, NA Sports Car Challenge, FR Challenge and Clubman Cup without having to spend a dime on modifications.

STEP 1 – YOUR FIRST CAR

The cash you win in those races combined with the money you start with can be used to buy your first decent car — the Mitsubishi Evo VI RS. It's the lightest of all the Evos, it's fairly cheap to tune, and it's capable of winning many races when fully modified. So buy the car and dump any extra cash you have into buying the most powerful exhaust mod, ROM chips and racing gear box (which enables you to easily tweak your car for optimal performance). Enter the 4WD challenge, the Evolution Meeting and the Turbo Challenge. That enables you to buy more upgrades and thus enable you to enter and win the Grand Turismo World Championship.

STEP 2 – A LICENSE

Once you've got the A License, you can use your Evo VI RS to easily win the Amateur League Championship Race, 4WD Challenge, American Championship, European Championship, Evo Meeting and Turbo Cup. This will bring in yet more funds (and prize cars), which you can then use to finish tuning the Evo VI RS to its maximum potential. Once your Evo VI RS is fully modified, it's time to go get your Rally License. You'll be pleased to know that a fully tuned Evo VI RS with dirt tires can easily win every single rally event, so get your license and hit the dirt. By the time you've won all the rally events, you'll be loaded with cash and cars.

STEP 3 – THE PRIZES

Now it's time to look at what's in your Garage. You should have a whole load of prize cars by now, and you can use some of them to easily win races you haven't tried yet. For example, the Citroen Xsara Rally car that you win

on Superspecial Route 5 Rally Race can be used to win the Beginner and Amateur League FF Challenges. If you win the Chevy Camaro Race Car in the American Championship, it can be used to smoke the Beginner and Amateur Stars and Stripes Contests, NA Sports Car Challenges, and so on. At this point, you'll have more than enough cars and cash to enable you to buy what you need to finish the game.

CHEATING

TIP 1 – SLIDING AROUND THE PERIPHERY

You can cheat in GT3. Like its predecessors, you can run powerful cars around corners really fast by running along the rails/walls/fences. Try not to crash into them, but instead slide along, keeping the car parallel to the rails, and you will maintain a decent speed.

TIP 2 – HITTING THE OPPONENT

Use other cars to help corner faster, and take them out of contention at the same time. Don't smash into like a torpedo, but instead, lean on them, keeping your car parallel to the opposing car in similar way that you use fences/guard rails/walls. You'll find your car doesn't lose speed, and you emerge from the corner far faster than the car you're leaning on.

SOME PRIZE CARS

- Beginner League Sunday Cup — Toyota GT-Apex (AE-86 Type I)
- Spider/Roadster Cup — Mazda Miata RS
- NA Sports Car Cup — CRX Del Sol SIR
- Turbo GT Cup — Daihatsu Mira TR XX
- FR Challenge — Silvia K's 1800cc
- 4WD Challenge — Suzuki Alto Works FF Challenge — Toyota Vitz
- 80's Cup — RX7 Enfini III
- Clubman Cup — Mazda Miata
- Grand Turismo World Championship — Four cars to win, including a Mazda Miata
- Stars and Stripes Race — Chevrolet Camaro SS

- Amateur League Championship Race — Four cars to win, including a Mitsubishi Evo IV GSR
- American Championship — Four cars to win, including a Chevy Camaro Race Car
- European Challenge — Four cars to win, including a Nissan GTR V-Spec, Gillet Vertigo Race Car and Mini Rally Car
- 4WD Challenge — Mitsubishi Evo VII GSR
- FR Challenge — Toyota GT-Apex S5 Version
- Evo Meeting — Evo VI Rally Car
- NA Sports Car Cup — Mazda RX8



Turbo Cup — Mines Evo VI

Rally Tahiti Circuit — Celica Rally Car
 Superspecial Route 5 — Citroen Xsara Rally Car

License Tests
 All Golds on B License — Mazda Miata RS
 All Golds on A License — Mazda RX8

GO OVER 800 MPH!

When you obtain the Escudo Pikes Peak Version, follow these simple instructions:

1. Get the stage 4 turbo.
2. Decrease the spring rate to the smallest possible value for both front and rear.
3. A. Decrease the ride height to smallest possible value for front and rear.
 B. Front/Rear Lim-Slip In Torison 5 5
 Lim-Slip Acceleration 5 5
 Lim-Slip Deceleration 5 5
 C. Toe angle and Camber angle should be 0
4. A. Set the gear ratios auto settings to the highest possible level.
 B. Set the gear ratios final gear to about 3.000.
 C. Set all gears to lowest value.
5. A. Decrease the front downforce to the smallest possible level.
 B. Increase the rear down force to the largest possible value.
6. Set ASM to 0
7. Set TCS to 0
8. Set VCD to 10%

Note: Make sure you turn the opposite way when doing the Max Speed Test. Once around the track won't be long enough to reach over 800 MPH.

PRO CODE

Professional Mode
 In Arcade Mode, highlight the Hard difficulty setting, and hold ⊕ + ⊕ until the difficulty setting changes to Professional.

GTC AFRICA

- If you're having trouble pulling





ahead, you probably aren't racing aggressively enough. The AI gives way to obstructions in its line — i.e., you — so tactics that seem sloppy can actually give an advantage. Try a long drift across the inside of a turn to baffle time opponents.

— Egypt is the most challenging of the Eastern Circuit tracks, demanding more precision than all the rest of the circuit put together. To finish off the championship, switch to a gripper-oriented car and cut speed in order to avoid the walls. The hard barriers mean heavy damage, which lowers your team rating.

**GUILTY GEAR X
KILLER COMBOS**

Potemkin

Note: *Requires a full Tension Meter*
Begin with an in-close crouching Kick; follow up with a crouching Slash. Quickly perform a Hammer Fall (Hold ← briefly, → + Horizontal Slash) and immediately perform a Roman Cancel (any three attack buttons simultaneously). Now attack with a crouching Horizontal Slash into a Heat Knuckle (→↓↘ + Horizontal Slash); Roman Cancel this move as well (any three attack buttons simultaneously). Perform yet another Heat Knuckle before your opponent hits the ground, but this time finish it with a Heat Extend (→↓↘← + Horizontal Slash) from the Heat Knuckle.

Sol

Note: *Requires at least half a Tension Meter*
Begin the combo by initiating Sol's Dragon Install Overdrive attack (↓↘←↓↘← + Slash). Get in close with your opponent and toss 'em with a Wild Throw (→↓↘ + Kick). Before they have time to recover, perform Sol's Volcanic Viper (→↓↘ + Slash). If you had a full Tension Meter, Roman Cancel (any three attack buttons simultaneously) the Volcanic Viper at its peak. Attack with yet another Volcanic Viper.

Baikn

Note: *Requires at least half a Tension Meter*
Dash in and perform a crouching Kick (make sure you're nice and close). Then two standing Slashes after the initial crouching kick. Continue the chain with a crouching Slash. Follow up with her very powerful Sanzu Watashi Overdrive attack (↓↘→↓↘→ + Slash). If you had a full Tension Meter you can Roman Cancel (any three attack buttons simultaneously) immediately after the third hit into a Tatami Gaeshi (↓↘→ + Kick); this will require "ninja gamer"

timing.

Anjimoto

Note: *Requires a full Tension Meter*
Begin with a standing Slash. Earn another hit with a standing Horizontal Slash. Quickly link into Anji's Issei Ogi "Sai" (→↓↘←→ + Horizontal Slash) Overdrive attack for some serious damage. As soon as you recover (and while the enemy is still airborne) grab them with the On (→↓↘ + Horizontal Slash) attack. Perform one more Issei Ogi "Sai" Overdrive attack as soon as you hit the ground.

Millia

Note: *Requires at least half a Tension Meter*
Dash in to perform a crouching Kick. Continue this combo with two standing Slashes. Into a crouching Slash. Perform a crouching Sweep (↓ + Slash + Horizontal Slash) into Millia's Emerald Rain (↓↘→↓↘→ + Horizontal Slash) Overdrive attack. If you're near the middle of the play field, you can connect with another Emerald Rain, but if you're close to the corner you can connect with the Winger (↓↘←↓↘→ + Horizontal Slash) Overdrive attack.

Chipp

Note: *Does not require any Tension Meter (but it sure helps)* Start off by launching your opponent with Chipp's Dust Attack (Slash + Horizontal Slash). Follow them up and perform a Slash followed by a Horizontal Slash then jump towards your opponent. Repeat step 2 two times. From the previous Horizontal Slash, link into the Beta Blade (→↓↘ + Slash). If you have at least half a Tension Meter you can Roman Cancel (any three attack buttons simultaneously) the Beta Blade and perform another Beta Blade.

Axl

Note: *Requires at least half a Tension Meter*
Start this combo with Horizontal Slash Banten Gari (→↓↘ + Horizontal Slash) — good for two hits. Follow up immediately with the Axel Bomber (→↓↘ + Horizontal Slash). Roman Cancel this aerial attack just as it connects. Hit Slash to keep the combo going. Quickly link into another Axel Bomber for decent damage.

Venom

Note: *Requires a full Tension Meter*
With your enemy at a distance (anywhere on the screen) perform Venom's Dark Angel (↓↘←↓↘→ + Slash) Overdrive attack. Follow closely behind this death ball, but be careful not to push your enemy

beyond it. As your opponent is being nailed by the Dark Angel, quickly perform a Dust Attack (Slash + Horizontal Slash) to knock them up. Meet your opponent in the air and attack with an aerial Slash attack followed up with a Horizontal Slash. Finish the aerial combo with the Red Hall (↓↘→↓↘→ + Horizontal Slash) Overdrive attack.

Jam

Note: *Requires a full Tension Meter*
Start off by attacking with one standing Punch into a standing Kick. Then press Slash into a Horizontal Slash. Before they can recover, continue the combo with Chokyaku Hououho (↓↘→↓↘→ + Horizontal Slash) Overdrive attack. Just as the last aerial Overdrive attack hit connects, Roman Cancel (any three attack buttons simultaneously) the Overdrive attack. Right before your defenseless opponent hits the ground, perform a Kenrokaku (→↓↘ + Kick) into a Ryujin (↓↘→ + Kick) back into another Kenrokaku (→↓↘ + Kick).

Zato

Note: *Requires at least half a Tension Meter*
Launch the enemy up with a Dust Attack (Slash + Horizontal Slash). While airborne attack with Slash followed with a Horizontal Slash then quickly jump towards your opponent. Press Slash then Horizontal Slash yet again. Link into his Executor (↓↘→↓↘→ + Slash) Overdrive attack right after the Horizontal Slash. If you had a full Tension Meter, you can Roman Cancel (any three attack buttons simultaneously) right after the last hit and attack with one more Slash and Horizontal Slash.

May

Note: *Requires at least half a Tension Meter*
Dash in and attack with a crouching Kick. Follow the Kick with one crouching Slash. Continue with a crouching Sweep attack (↓ + Slash + Horizontal Slash). With lightning fast reflexes, link into May's Great Yamada Executor (↓↘→↓↘→ + Slash) Overdrive attack. If you had a full Tension Meter, you can catch them on the way back with May's Ultimate Whiner (→↓↘← + Horizontal Slash) Overdrive attack.

Johnny

Note: *Requires at least half a Tension Meter*
Begin by attack with a crouching Kick. Link Johnny's Kick into a standing Slash. Now press Forward + Punch to launch your opponent. Before they can recover, perform Johnny's Special (→↓↘←→ +

Horizontal Slash) Overdrive attack. Unfortunately, this attack cannot be Roman Canceled.

Ky

Note: *Does not require any Tension Meter (but it helps)*
Send your enemy sky-high with his speedy Dust Attack (Slash + Horizontal Slash). Follow them up and perform four Slashes (while holding ↘). Quickly follow with one Horizontal Slash. Go into an aerial Vapor Thrust (→↓↘ + Horizontal Slash). And, yet again, if you've got some Tension Meter lying around, Roman Cancel (any three attack buttons simultaneously) into another Vapor Thrust.

Faust

Note: *Requires a full Tension Meter*
Batter up! Launch your opponent with a Dust attack (Slash + Horizontal Slash) and meet them while airborne. While holding Up-Forward attack with two quick Horizontal Slashes. Immediately perform Faust's Going My Way (↓↘→ + Horizontal Slash). With the right timing, Roman Cancel (any three attack buttons simultaneously) into another Going My Way. And Roman Cancel into one more Going My Way.

HALF-LIFE

RADIOACTIVE CODES!

Access the Cheat Code Screen from the Options menu and enter the following sequences. Then press Start to confirm the code.

God Mode

←⊙↑⊙→⊙↓⊙⊙

Infinite Ammo

↓⊙←⊙↓⊙←⊙⊙

Invincible

←⊙→⊙←⊙←⊙→⊙⊙

Invisible!

←⊙→⊙←⊙←⊙→⊙⊙

Unlock Alien Mode

↑⊙↑⊙↓⊙↑⊙↑⊙⊙

Unlock Slow-Mo Mode

→⊙↑⊙→⊙↑⊙↑⊙⊙

Unlock Xen Gravity

↑⊙↓⊙↑⊙↑⊙↓⊙⊙

HERDY GERDY

Caged-in secrets

Unlock Debug Menu

On the main title screen, press ⊙⊙⊙⊙↓⊙⊙⊙⊙⊙↑. Select the screen will fade and reappear. Press Start and several debug options will be added to the menu. Not all are functional on a standard unit, but

those that are include:

Play Level

Enables player to select and play any level.

Open Secrets

Unlocks secrets one through 18. These consist mostly of concept art, but also include a look at some deleted levels and discarded characters, as well as some screens of the upcoming Tomb Raider game.

Movie Viewer

Enables player to watch any of the game's cut scenes.

Load All Levels

Load a level, play for ten seconds, load the next level. (Best viewed as a novelty or a torture device.)

HEADHUNTER

Squishing the spiders

You need to use the spiders to destroy the safety door Ramirez is standing behind. To do this, destroy two of the three spiders in a wave with double shots from your Stimulator, and stun the last one with a single shot. Run over and "use" it before it explodes. You will now be able to "drive" the spider! Make it jump onto the safety door, where it will explode on contact. Repeat as necessary.

Grilling Gladiator

This one's simple. Kill the lackeys as they emerge, and fry Gladiator by standing on the lightning pads and stepping off the moment he gets close enough.

Roughing up Ramirez

First, shoot out his big floodlights. Then, find a hiding place that gives you a good vantage point and blast him every time he turns his back. You can also shoot his grenades to send them back at him.

Assaulting Adam, round one

Turn on the gas flow by activating all three consoles in the area. Make Adam walk past the gas pipe. When he does, shoot him until he stops, then blast the gas pipe, high-tail it to a new hiding place, and reload. Repeat as necessary.

Assaulting Adam, round two

Be patient. Avoid Adam's shots at all costs, counterattacking with no more than a single rocket launcher blast or 3/4 of a clip with the machine gun between each one. Eventually you'll take him down.

When the fighting resumes after the movie, Adam has discarded his mega-powerful gun, the Judgement Cannon.

Bad move. Lure him away from it, and empty a full clip into him. He'll stop and groan, giving you time to dash over, grab the JC, and use it to blow him away.

HIDDEN INVASION

THERE'S NO HIDING THESE CODES
Enter each code at the title screen (quickly)! If entered correctly, a peculiar sound effect will play, indicating the code worked.

Easy Mode

↑ ↓ ↓ ← ← → → ↑ ↑ ↑

Superdeformed Mode

(Gives all characters giant heads and squeaky voices)

← ← ↑ ↑ → ↓ ↓

Oogie Boogie Cheat

(makes plants and street lights dance)
Make four complete 360 degree, clockwise circles with the analog stick.

HIGH HEAT BASEBALL 2002

Charging The Mound

When your batter is hit by a pitch, press and hold **□ □ □ □**.

Charging The Mound And Clearing The Dugouts

When hit by a pitch, press

□ □ □ □ **⊕**

NOTE: This will result in your batter being ejected for fighting.

HIGH HEAT 2003

GET THE GAME EDITOR

Access the game editor, which lets you set up any specific game situation. Go to the pause menu and press **⊕ ⊕ ⊕ ⊕ ⊕**. You will hear a chime. Then press all four shoulder buttons to activate the code.

STRATEGIES AND DRAFTING TIPS

Batting

1. Show patience. Swinging at bad pitches is the quickest way to either strike out, or make weak contact for ground outs and pop flies. Additionally, if you can get into a hitter's count at 2-0, 3-0, or 3-1, the pitcher is far more likely than otherwise to come with a fat one down the middle that you can really drive! And if not, remember that a walk is often as good as a hit!

2. Study the pitch types of your opponent and anticipate the break of each pitch as it's coming. This allows you to "go with the pitch" by using the proper swing location. Master this skill, and you'll be hitting the ball hard! You can use the Batting Practice feature to get better reads on how different pitches break. Swinging in the wrong zones will cause weak pop flies and gentle grounders, so pay

attention.

3. Utilize the check swing. If you start to swing and notice that the pitch is NOT doing what you thought, release the button and check your swing! Even if the pitch is a strike, that's often better than a weakly hit ball that would be an easy out.

4. Focus on pitch location. Inside pitches are easier to pull for power. Outside pitches are easier to put into play for base hits. So if you need a HR, focus on pitches on the inside part of the plate, swing a little sooner to pull the ball, and use the directional button to "step into it".

5. Slap the ball with speedy players. Fast runners, such as Ichiro, can sometimes beat out grounders for hits. With players like this, swinging a little above the ball and hitting the ball toward third base will give you an opportunity for an infield hit. This is a particularly good strategy when you're behind in the count, or bunting.

6. Get the match-ups you want. When hitting against a tough right-handed pitcher, a contact-hitting lefty is almost always a better choice than a power-hitting righty, just like in real life. Guys will perform like their Major League counterparts, so be aware of paradox players like Albert Pujols, who hit better against right-handers than lefties.

Pitching

1. Do whatever you can to keep hitters confused and off balance. Mix up your pitches and pitch locations, and NEVER fall into predictable patterns.

2. Keep the ball low and away, especially from big power hitters, since inside pitches get pulled for power more often than outside, and high pitches are hit in the air more often than low. On the other hand, if a hitter thinks you're going low and away, it's a great time to bust him up and in!

3. Set hitters up with various pitches that look the same. For example, the fastball comes in pretty straight horizontally, and the cutter does the same except that it tails away at the last moment. So a fastball inside in the strike zone can often set up a hitter for a cutter just outside the strike zone on the outside corner. The hitter thinks "fastball" and swings, but the ball tails away, resulting in a weak contact for an easy out or a swing and a miss.

4. Foul hitters with two pitches whose movement differs significantly. A slider

followed by a sinker that drops over the plate usually results in the batter watching the pitch break over the plate.

5. Change speeds effectively! Two fastballs followed by a change-up will almost always throw the hitter's timing off and get him to swing and miss or foul off the pitch. Save such speed changes for special occasions.

6. Be aware of the pitcher fatigue bar. Once this bar goes yellow, your pitcher is starting to tire. When it goes red, he's tired. When it's gone, he's exhausted. Go to your bullpen early and often, especially if you don't have an ace on the mound. But be more careful in season play — relievers will not always be at full strength the next day, and you may need them often. Your best bet is to manage your bullpen with setup men, long relievers, and closers as done in the big leagues.

7. Remember that you can double-switch in National League games when you go to your bullpen, effectively putting your pitcher elsewhere in the batting order. This can get your bigger bats up in a key inning at the end of the game.

Fantasy Draft Tips

1. You must create a balanced bullpen with righties and lefties, and short and long relievers.

2. Your starting rotation should have a couple "innings eaters" — guys with good stamina who can go for 7-9 innings in a game; otherwise, your bullpen will wear down by the end of the season.

3. Every backup should serve a purpose — whether a good late-inning defensive replacement, a speedster off the bench, a pinch hitter with some pop in his bat, or someone who can be platooned against lefties.

4. Your line-up should be balanced — power contact, and speed guys — with a couple left-handed and right-handed hitters.

5. Look at players' defensive ratings — especially the arm and fielding ability of your starting catcher.

6. Top starting pitchers tend to go early in the High Heat draft, with good closers being available later.

7. Versatility is something to consider as you fill out your roster in the late rounds.



Late Round Steals

Here are some solid players that will surely be available in the late rounds (round 20 or after).

Player: Ruben Sierra, OF, Tex
Comment: Great comeback, great power, no respect.

Player: Kenny Lofton, OF, Cle
Comment: A "100" fielding rating, decent speed and pop for a CF.

Player: Shawn Wooten, C, Ana
Comment: Good backup catcher who can play other positions.

Player: David Wells, P, NYY
Comment: You could do a lot worse for a number five starter.

Player: Jose Canseco, OF, ChW
Comment: A good power pinch hitter, but don't put him in the field.

Player: Todd Jones, P, Min
Comment: A versatile setup guy, or backup closer usually around near draft end.

JAK & DAXTER**TOUGH ORBS & BOSSES****Boss Strategies****Boss One - Forbidden Jungle**

First, avoid the spiky creatures it sends forth until their pointy bits disappear, then move in for the kill. The boss will then sprout two giant leaf platforms—use these to jump and strike it in the head. Repeat this three times, dodging its underlings in between, and you'll be victorious.

Boss Two - Mountain Pass

First, you'll need to avoid the flaming rocks he throws at you by jumping across the three floating platforms. You only have to single-jump; double-jumping will just risk you getting hit. A Blue Eco sphere will appear above one of the platforms after the boss stops hurling rocks at you. Grab it and a Precursor bridge will form out of the lava. Run along this toward the boss while dodging the giant boulders he rolls at you. At the end of the bridge is Yellow Eco; grab it and let loose with a volley of fire attacks against the boss. After he goes down, you need to run back across the bridge without letting the boulder hit you. Repeat this two more times (each time he'll throw rocks faster and the bridge will lose more pieces) and the power cell is yours.

Boss Three - Gol and Maia's Citadel
Grab the Yellow Eco spheres and then jump while shooting to take out the robot's energy ray. Maia will yell at Jak before firing out a hovering drone. At this point, run through the Blue Eco

vent and head for the launch pad, but don't use it just yet. Wait until the drone is surrounded in an energy field and then fire yourself upwards. If you time it right, the drone will explode below you. After you land, strange Dark Eco creatures will emerge from the silo. Dispatch them with Yellow Eco blasts while launching projectile attacks at the robot. Once disabled, it will launch another floating drone. Repeat the same steps as before to avoid its explosion. There will be another, faster round of creatures and robot attacks after this. Use the Yellow Eco to blast them, avoid the robot's energy attacks, and shoot it whenever possible. If you're successful, the massive 'bot will be vanquished and the ending cinema will kick in. Congratulations!

GET 101 POWER CELLS**Forbidden Jungle**

To find the hidden power cell here, drop down into the river below the floating Precursor bridge (the one that activates with Blue Eco) and follow it toward the ocean. You'll have to avoid killer fish along the way, but at its end lies a secret platform with a power cell on top.

Mountain Pass

While riding the A-Grav Zoomer through Mountain Pass, you'll find a Yellow Eco vent just before entering the cave—the last third of the level. Fly through it and immediately look left; you'll see an oddly colored section of rock wall. Use Yellow Eco blasts to destroy it and head inside for a hidden power cell!

Volcanic Crater

Take the mine carts to the Spider Cave entrance. If you look opposite of the entrance, across the cart track, you'll see a metal chest perched on top of the rocks. Now, head into Spider Cave (hopping down the platforms) and take a left once inside. Go to the nearby Yellow Eco Vent (you'll have to jump up to it) and position yourself so that it's between Jak and the cave entrance. Run through it and make a bee-line toward the platforms that lead back to Volcanic Crater. Jump up without losing a step and you should have just enough Blue Eco charge left to bust the metal chest and suck the hidden power cell back to you.

LEVEL-SPECIFIC TIPS**Sentinel Beach**

Don't waste time attacking the cannon operator the first time through; you can't get him yet. You have to activate the Blue Eco vents (in Forbidden Jungle) first, then head back here. Swim out to the Blue Eco vent near his tower, and use it to

activate the Precursor launch pads to rocket yourself to his location. Use his cannon to break open the rest of the level's metal chests.

Misty Island

The sculptor's muse is a fast little critter and always seems just out of reach. When you seem just shy of catching up to it, use Jak's dash attack to close the gap and snatch the prize.

Rock Village/Lost Precursor City

1. You can activate the Precursor Orb "vending pad" in this area by running through the Blue Eco sphere nearest to it. Then head past (but not directly to) the Blue Eco sphere nearest the naturalist's cart. Finally, without slowing down, run straight for the pad and you'll have enough juice left to activate it.

2. You can't get to the power cell that appears on top of the City's submerging elevator, via the rock platforms near it. Instead, ride the elevator back underwater and then use the platforms inside the Lost Precursor City itself to get on top and grab the cell. Take the elevator back to the surface and continue the adventure.

Snovy Mountain

1. When the spiky ice enemies charge in your direction, dash out of the way. They'll then become confused, lose their spikes, and open themselves to attack.

2. The force field enclosed "buttons" located are a little deceptive. You can jump over the field and perform a downward attack to activate them. It's tough, but it's worth the power cell for turning all of them off.

Spider Cave

Most of the Dark Eco crystals are located underwater. When you see a pool of it, dive in to touch the crystal, then surface fast to avoid being blown to smithereens!

KELLY SLATER'S PRO SURFER**Do your homework**

If you can beat the tutorial, you should have most of the tools you need to rip up any wave in the game. The tips at the start of each level also give little gems that will improve your score and more importantly your style

Mix it up

Doing tricks on all sections of the wave (Air, Face and Tube) is the best way to keep your special meter maxed and beat the scores needed to pass each level. A varied style is also the key to competition play, where you'll be scored separately on all

three sections.

Become a tube master

Mastering the tube ride not only keeps your special meter maxed, but also adds multipliers to your score.

Face the music

Doing face tricks and special face tricks in between your air and tube tricks keeps your link going better than any other method.

Watch the water

Each wave reacts differently when you ride it. Watch the wave indicator and pay close attention to visual clues on the wave itself (tube spit and lip foam) to avoid getting caught in nasty sections of the wave.

Know your surfer

Use the attributes for which the player is known. Power surfers such as Carroll and Kurren should use the tube and face as much as possible, guys like Fletcher and Robb are best utilized while in the air, and soul surfers like Donovan or Machado can go anywhere.

Freak Boy!	'3105556217'
Unlock all boards	'6195554141'
Unlock all surfers	'9495556799'

KENGO: MASTER OF BUSHIDO**Play as the student**

At the character select screen, hold **LB** + **RB** and hit **○** to make your selection. Instead of fighting as the teacher, you will be the student, which is indicated next to your name as you fight.

KESSEN**Play as the West**

Complete the game with the East.

Battle mode option

Complete the game using the East and the West. This unlocks the Battle mode option at the main menu. Also, you can fight your former battle with the East or the West.

KINGDOM HEARTS**Talk is not cheap**

The seemingly inconsequential questions Sephpie, Wakka, and Tidus ask you in the very beginning may in fact be the most important part of the whole game. Your answers will determine how often you gain levels of experience over the course of the game. Choose the top answer each time for faster leveling, or the bottom answer for slower progression.

Go for the gold

Always grab money and XP globes before they disappear, especially early in the game. Both are precious in the

early going, and you'll rarely get hit by an enemy while running for the booty.

Train like Stallone

There are certain battles and locations where you can level up almost indefinitely if you have the patience: the three-way battle on Destiny Island, the shadow-infested gizmo shop in Traverse Town, and the coliseum cups (which start over if you don't complete them) just to name a few. If you're having trouble, consider spending some time just leveling up before you venture further.

Know thy enemy

Nearly every enemy "charges up" before executing a major attack. Learn to recognize the charging animations to get a head start on avoiding the attack.

Run away

If you're surrounded by heartless and become disoriented, don't be afraid to run away and regroup. Just be sure not to run into areas you haven't been before, or you could trigger the spawn of still more enemies.

BASIC TIPS

The most important spell in the game is Aero, which creates a shield around you. There is exactly one battle in the entire game in which it doesn't pay to have Aero on—the Gold Cup match against the Ice Titan. It's a good idea to put Aero and Cure in your quick spells. You'll live longer.

We said this before, but it bears repeating. Almost every enemy prepares before it launches a major attack, and bosses usually yell something out to signal what's coming. Learn what to watch and listen for, and you'll know what's coming before it even happens.

When knocked out, Donald and Goofy will automatically wake up after a few seconds. Don't waste items healing them if you don't need to.

If you see a chest but can't seem to reach it, don't bother with it. You can revisit the area later, when you have more abilities.

After you've won a match in the Coliseum Tournaments, there's just enough time to cast another spell or use an item before the next match starts—this is a great time to heal or power up your mp for next round.

In Hollow Bastion, you'll see chests floating in midair. Bring them down to earth with a gravity spell—there's good stuff in there.

Early on, Riku will challenge you to a race to decide the name of your raft. You can beat him easily if you ignore his route. Just run off along the beach to the right, up the stairs, past the raft, up the ramp, and jump to the left to touch the star. Then reverse this route on the way back.

Sora's Ultimate Weapon can be earned by fighting heartless until you've collected every item needed by the Synthesis shop—some of which are only dropped by mushrooms.

BOSS ENCOUNTER GUIDE

Darkside

This shadow, dreadlocked giant will appear several times throughout the game to harass you, but he's rarely much of a challenge. Run sideways when he launches his energy blasts, lock onto his hands and pound away, pulsing occasionally to dispatch the little shadow heartless that spawn when he punches the ground.

Selphie

Normally, it's not nice to hit a girl, but when she starts bullying you with her jump rope, what choice do you have? Concentrate on avoiding her attacks (especially when she announces them), and give her a good paddling any time you see an opening.

Wakka

This one's a little tougher, ya? Actually, Wakka's a pretty lousy marksman, so just run to the side and his throws will miss nearly all the time, leaving him wide open. But watch for the move where he pulls back but punches you instead of throwing. It hurts.

Tidus

Tidus is very strong and aggressive, but he's also impatient. If you avoid three or four of his attacks in a row, he'll stop and pout for awhile, shouting at you. Move in and smack him upside the head. Tidus is also an excellent opponent to simply stand toe-to-toe with and attack. You may not win, but your speeds and attacks are so similar that you'll frequently nullify his attack my accident, earning you tech points.

Tidus, Selphie, and Wakka together It's a good idea to just fight this fight over and over until you get through it. It's a great way to earn a few levels quickly. First, attack Tidus mercilessly, breaking off the offensive only when Selphie starts whipping you in the back. When this happens, run in a big circle, looping back onto Tidus. When he's given up, it shouldn't take long to get rid of Selphie—she'll probably have taken a few shots by accident

already because of the fact that she's always in the way. Finally, take Wakka to school using the same tactics as before.

Riku

We don't recommend actually fighting Riku, because if you lose, the score is figured into your score in the foot race later. But Riku can be beaten. Keep your distance, dodge his leaping combo, and hit-and-run with leaping combos of your own—he'll go down eventually.

Darkside (second battle)

Use the same tactics as before, and remember he has a very hard time shooting you when you're behind him. He does have a new attack in which spheres of energy fall like snow, but they're easily dodged.

Leon

This guy looks familiar. Actually, this is one of those incredibly one-sided battles that you're supposed to lose to progress the storyline, so don't worry about it. He is actually beatable though. Avoid his projectile attack at all costs, and if he stops to taunt you, get up close and unleash a leaping combo on him. His physical combos are a bit slow, so you should be able to avoid them.

Guard Armor

If you focus on one piece at a time, he should go down fairly easily. The hands are the most damaging, so take them out first (but watch out for the whirling attack). Each limb will shower you in green health balls when it breaks, so don't use potions if you don't need to.

Trick Master

Trick Master is really tall. Whenever possible, attack him from high ground (namely, the giant table). Rip into him with a flurry of fire blasts, avoid his inevitable stab, and throw a leaping attack at him. Eventually, you'll knock him down, at which time you should unload as much pain onto his goofy head as possible (but watch out for his torch-hands if they're still lit). Repeat as needed, avoiding his attacks by staying very, very close or very far away (the structures in the room are a good way to block his fireballs).

Cloud

Another very familiar badass. Jump or Dodge Roll to avoid his devastating dashing attack, (he'll yell "Ho!", then charge). Once you've escaped it, pelt him with magic (fire is our favorite). Keep the potions handy too; unless you have a lot of ethers, you're occasionally going to have to get in close and do some damage in order to

replenish your magic points. The best time for this is right after he stabs his sword into the ground—provided he missed you. Oddly, if you lose this match, it doesn't affect the plot at all.

Cerberus

Stay to the side, where you can avoid most of the biting and fireball spitting, and bash away with leaping strikes at the closest head. When he launches his third attack, in which columns of darkness chase after you—run. Fire magic is also your good friend here.

Clayton

Ugh. He hated this guy in the movie, and his wimpy fighting style fits his character perfectly. Beat the heartless first, then deal with Clayton. His main weapon is his gun, so get in close and stay there to keep him from using it. The hard part isn't beating Clayton so much as beating him up quickly, because he loves to heal himself.

Clayton (and Chameleon)

The stakes are a bit higher here, but your tactics should be about the same. Watch out for the chameleon's laser beams (what the...?), and concentrate on separating the two, so you can deal with them individually. Our advice? Focus on Clayton and let your partners deal with the reptile.

Guard Armor (second form)

The first part of this fight is just like your battle against the Guard Armor. When the second form appears, destroy the legs first and then try to stay under its body for the rest of the battle. This way, you'll be safe from its powerful energy blasts.

Pot Centipede

This boss is kind of strange—it's a centipede made up of magically animated pots. If you focus on the head and tail, the body segments will swarm around you and pick you apart. So kill the body parts first, and worry about the head and tail only when you run out of body pots or after the centipede actually forms up. Electricity magic is useful here, as it can hit multiple targets at once.

Tiger Head

This thing is a absolute nightmare, spewing flames and enemies from its mouth and firing seeking (yet weak) lasers from its eyes. However, it has a weak spot. Stay to the sides, and wait until it sticks its nose into the sand. Then, jump onto its head, climb up to the area between its eyes, and start jamming keyboard combos into those lovely, laser blasting eyeballs. While on the ground, remember that enemies are stunned and easier to kill just after they've been spit out.

K **Jafar**

Concentrate your attack on Jafar, not his unhappy partner. Chase him around the outside edge of the arena, avoiding his spells (Purple hands = laser, blue hands = tornado). When he comes within reach, jump up and lay a combo into him.

Jafar (second form)

Hmmm. Ticked him off, didn't he? Actually, this battle is deceptively easy because your target is not Jafar, but Iago, the world's most durable parrot. Dodge Jafar's flaming boulders, and lay into Iago any time he swoops within range (use Jungle King—it reaches farther).

Monster**Parasite Cage**

Unfortunately, you don't have the option to just leave that brat Pinocchio in the cage. Oh well. Lock onto the cage's head, and blast away with Fire. When you run low on magic, stand on the high platform and perform leaping combos on the head to refill. Rinse and repeat until it spits the little pain in the ass out.

Parasite Cage (second form)

Stay away from the yellow sludge—it hurts. It helps to have Cure as one of your quick spells here, because you'll need it. For offense, simply pound it with leaping attacks. You can stand at its base and jump (since you have the high jump now) or run to the raised platforms and launch your attack from there. Try to attack from its rear when you can—its arms don't reach back there quite as well. And if you see it lean back and expose its belly, close in and gut it.

Ursula

This battle won't be over until the fat, purple, octopus lady sings, so just ignore her minions unless you need something to beat on to refill your magic. It's Ursula you want. However, you'll find her nearly invulnerable, especially when she laughs and launches a crazy, spinning attack.

The key is her cauldron. You'll notice she adds ingredients occasionally that cause it to change color. Cast the appropriate spell for that color (red = fire—that sort of thing) right after she adds the ingredient and watch as it explodes in Ursula's face. If it turns greenish, that means go. If she's stunned, do her.

Ursula (second battle)

Come to think of it, she never actually sang anything—guess that should have been a tip off. Anyway, ugly's back for another, much less strategic battle. Beat on her head, preferably from the rear. If she says "This won't

be pretty!," be ready to dodge a huge lightning blast (an electrical attack in the water? Is she nuts?) which will leave her tired. She's vulnerable to fire magic, though you may prefer to just fillet her by hand. One thing to note: learn to use the currents here—you'll be more mobile and evasive.

Oogie Boogie

This may be the easiest boss battle in the game. Lock onto him to get the camera angle you need, then just wait until the switches on the wheel begin to glow, and step on the one that lines up with OB's current position. The platform will raise, and you can give the big pillow a taste of your pain. Repeat as necessary.

Oogie Boogie (second form)

This guy just keeps getting freakier! The battle itself very easy—just smash all of his big, purple, slime zits. Gross, but simple.

Shadow Sora

Now, where have you seen this guy before? Equip Skeleton Key, cast Aero on yourself frequently, and watch out for his spinning, lunging Vortex attack. Don't be afraid to retreat and heal as necessary, and when he splits into multiples, stick with the one with the largest life bar.

Captain Hook

Hook can do serious damage if he hits you, so make it very hard for him to connect. Stay airborne, and pelt him with fire magic. Try to light his rear—he'll scamper around in a frenzy for awhile and then pause. This is the perfect opportunity to land and layeth the smacketh down before taking to the air again and starting the process over.

Hollow Bastion Boss

He's tough, but not unstoppable. He's got a dash attack and a quick counter, but it's nothing you can't handle. He's resistant to magic, so just batter him, and glide away to cast Cure if you need a break. Remember Aero and Dodge Roll, and try to stick him from the sides and back whenever possible (especially when he's preoccupied with beating on Goofy or Donald).

Maleficent

Mal's your typical evil sorceress—strong magic, but a glass jaw. Ignore the accessory goons below (they pose a far greater threat than she does). Simply cast Aero, jump up onto Mal's stick with her, and club her over the head until she dies. When she's dead, put on your fireproof gear.

Maleficent (second form)

Erm, well. Scratch that "glass chin" statement. Stay close to avoid her

sweeping fire breath, which will fry you in no time, and jump or glide over her stomping shock wave. You can't attack her vulnerable head very well from the ground, but climb onto her back, or take to the air (if you have any aerial abilities equipped), and use your most powerful special combos and magic and you may get out alive. As always—use Aero!

Ansem

Ansem is a bit tougher than the Hollow Boss (and equally magic-proof), but the same tactics work. When he starts glowing and says "Ultimate power of darkness!", glide around until he's done freaking out. Lock on, use Aero and Cure, Dodge Roll away from his dash attacks and purple energy saw, and flog him relentlessly with physical attacks. No sweat.

Behemoth

Despite the fact that he's the size of King Kong, this guy goes down easy. Just climb onto his back and grind away at his horn. It's a good idea to keep Aero on as well, because his attacks, when they do hit, do massive damage. Behemoth will recur throughout the rest of the game, so just use the same tactics every time.

Winged Demon

Hear that? It's "Night on Bald Mountain"—you know what's next. Think like a mosquito and buzz around his head (particularly the rear), smacking him one now and then to keep your magic gauge full enough to cast Aero. Watch for the volcano attack when he raises his arms, and don't give up. You'll drain that life bar eventually.

Ansem

He's actually not very tough, although it'll take you forever to beat him—his bodyguard gets in the way. Have Aero cast, and hit him with physical attacks until he flies to of range, then switch to Fire until you can reach him again.

Darkside

What a big, giant, sissy. Cast Aero and beat on his knuckles until they're black and blue... instead of just black. He'll go down in a minute flat.

Ansem (second round)

You had to know Darkside was too much of a wuss to be the final boss. The strategy you perfected last time will still work, with one adjustment: when you notice your surroundings getting very dark, get ready to run for it. The attack he's preparing will chase you down mercilessly.

Then he'll change forms (whoa!) but he's still not too tough. Run when he

spins his staff, and kill his pet bats to earn life balls.

After the interlude, don't attack Ansem's body—it's protected. Instead, smash all the short purple spines on the large reactor's front, then fly into the swirling, multicolored ball of gas that appears.

After the second interlude, destroy the big head. You're going to have to take a little damage here, it's nothing you can't cure. Head back into the gas ball.

Interlude three. Back at the big monster, kill the purple, smiley face thing in the middle. Finally, attack Ansem's body again, watching out for a new attack in which he creates a sort of black hole with little purple comets coming out of it. Be prepared to heal here, because there's no good way to avoid them.

Watch the ending credits. All of them. And don't turn away until you see the box art and the words "The End" come up at the end.

THY CUP RUNNETH OVER**Mastering the Coliseum cups**

After the first Coliseum battle, new tournaments will occur every so often. They aren't usually required, but they're a great way to level up and earn new items. Plus, there are opponents here you won't meet anywhere else in the game (for better or worse). Here's the rundown of whom you'll face each time.

Phil Cup

9th Seed: Jungle Vice:
4 Power Wilds, 3 Soldiers
8th Seed: Monkey & Magic:
1 Power Wild, 2 Green Requirers, 2 Red Nocturnes, 5 Yellow Operas
7th Seed: Big Feet:
4 Power Wilds, 1 Hammer Legs (Guard Armor's feet)
6th Seed: Magic Alert:
5 Red Nocturnes, 5 Yellow Operas
5th Seed: Nightwalkers: 1 Large Body, 5 Power Wilds
4th Seed: Hard Hitters:
4 Shadows, 3 Blue Rhaphodites, 1 Gauntlets (Guard Armor's hands)
3rd Seed: Indomitable:
2 Large Bodies, 6 Green Requirers
2nd Seed: Wild Corp: 1 Gauntlets, 1 Hammer Legs, 4 Power Wilds
1st Seed: Shadow Battalion:
1 Armored Torso (Guard Armor's body), 4 Blue Rhaphodites, 4 Yellow Operas
Spoils: Learn spell Gravity

Pegasus Cup

Seed #9: Ghost Bandits:
2 Search Ghosts, 3 Air Soldiers, 1 Bandit
Seed #8: Marauders:

2 Bandits, 4 Shadows, 3 Barrel Spiders
 Seed #7: Sluggers:
 1 Fat Bandit, 1 Barrel Spider, 1 Pot Spider, 2 Large Bodies
 Seed #6: Pots & Bolts:
 2 Green Requiems, 5 Pot Spiders, 3 Yellow Operas
 Seed #5: The Big Combo:
 2 Fat Bandits, 4 Search Ghosts
 Seed #4: Toadstool:
 3 Black Fungi
 Seed #3: Pots & Barrels:
 5 Pot Spiders, 5 Barrel Spiders
 Seed #2: Giant Impact: 3 Fat Bandits, 2 Large Bodies
 Seed #1: Leon & Yuffie

Leon & Yuffie

Kill Yuffie first. She has only half as many hit point as Leon, she's faster, and if you don't kill her, her seeking Shuriken will shred you. Pin her in a corner if you can. Be relentless too, because she heals. Use Dodge Roll to stay close to her. If you can, you may want to freeze Leon so you can get some time "alone" with her. The much slower Leon isn't much of a problem until he gets low and casts a spell that makes his sword grow twice as large and start to glow. Then you've got a problem. Still, most of his attacks are vertical - very easy to dodge, then counterattack. Offensive magic works well, and make sure you've got Aero turned on. You can also simply run in circles around the edge of the arena, being careful to avoid Leon's leaping attacks, and let Goofy and Donald earn their keep. After what will seem like about an hour of running, they'll have whittled him down so you can get in there and finish him off.
 - Winner learns Strike Raid

Hercules Cup

9th Seed: Dusk Vanguard:
 5 Gargoyles, 3 Shadows
 8th Seed: Minions of Horror:
 4 Wight Knights, 2 Barrel Spiders, 1 Air Pirate
 7th Seed: Buccaneers: 1 Battleship, 4 Pirates
 6th Seed: Stray Phantom:
 4 Gargoyles, 3 Wight Knights
 5th Seed: Mad Truffle:
 1 Rare Truffle
 4th Seed: Cloud:
 Cloud (tougher than before)
 3rd Seed: Dark Squadron:
 1 Wight Knight, 2 Gargoyles, 2 Pirates, 2 Air Pirates
 2nd Seed: Flying Pirates:
 2 Battleships, 1 Air Pirate, 2 Pirates
 1st Seed: Hercules

Hercules

As long as he doesn't start singing that blasted song about going the distance, you'll be fine. When he glows, just grab a barrel, target him,

and toss it. His glow will disappear, and you can close in and conk him (especially if he's dizzy). Glide away when he spins (and attack when he stops), and dodge roll otherwise.
 Spoils:
 Goofy gets Herc's shield.
 Sora gets Olympia—a very powerful keyblade.
 Get Yellow Trinity Ability.

Hades Cup

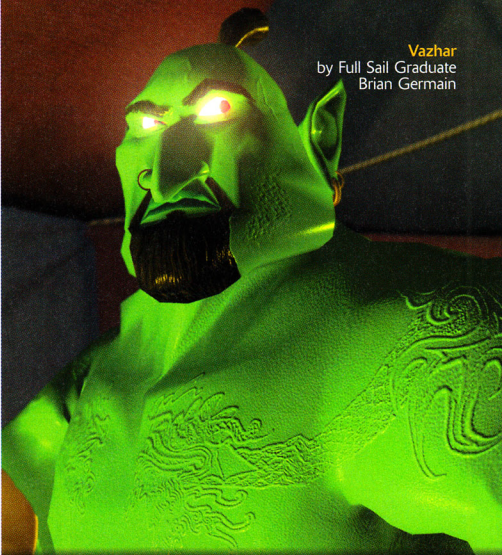
The Hades Cup is the last regular cup in the game, and the only place where you can fight Hades and the Rock Titan. It's a marathon, but don't worry: if you die, you can start over at any seed ending in "0" that you've already beaten (for example, if you die at 26th seed, you can resume at 30th).

49th Seed: Shadow Brothers:
 3 Soldiers, 7 Shadows
 48th Seed: Wild Dance:
 3 Wight Knights, 4 Power Wilds
 47th Seed: Terrible Feet:
 1 Hammer Legs, 2 Shadows, 4 Pirates
 46th Seed: Dirty Claws: 1 Powerwild, 8 Pot Spiders
 45th Seed: Mad Truffle: 1 Rare Truffle
 44th Seed: Yuffie (tougher than before)
 Spoils: Goofy gets Genji Shield
 43rd Seed: Outlaws: 3 Bandits, 4 Pirates
 42nd Seed: Dark Garrison:
 1 Defender, 2 Soldiers, 3 Wight Knights
 41st Seed: Bad Union: 1 Bandit, 2 Power Wilds, 1 Large Body, 1 Fat Bandit, 1 Soldier
 40th Seed: Behemoth: Behemoth
 Spoils: Learn spell Blizzaga
 39th Seed: Red Legion: 1 Search Ghost, 8 Red Ghosts
 38th Seed: Blue Legion: 7 Blue Rhapsodies, 2 Gargoyles
 37th Seed: Sorcerous Armor: 1 Guard Armor, 2 Blue Rhapsodies, 2 Red Nocturnes
 36th Seed: Mad Fungus: 1 Black Fungus, 4 Green Requiems
 35th Seed: Spiders and Magic:
 3 Red Nocturnes, 2 Pot Spiders, 3 Yellow Operas
 34th Seed: Optical Trick: 1 Stealth Sneak, 2 Blue Rhapsodies, 4 Green Requiems
 33rd Seed: Magic Force: 1 Wizard, 4 Yellow Operas, 2 Blue Rhapsodies, 2 Red Nocturnes
 32nd Seed: Shadow Summoners: 3 Wizards, 6 Shadows
 31st Seed: Mystic Mages: 1 Angel Star, 4 Wizards
 30th Seed: Cerberus

Cerberus

The big doggie is much tougher this time. However, you should be able to glide by now, and his back is a safe

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spot. When you run low, perch there and wait for Goofy to give you some MP (you do have MP Gift equipped, right?). Heal up, cast Aero, and head back into the fray.

- 29th Seed: Sky Raiders: 4 Air Soldiers, 3 Air Pirates
- 28th Seed: Spookies: 6 Search Ghosts
- 27th Seed: Terrible Fists: 5 Gargoyles, 1 Gauntlets
- 26th Seed: Shadow Storm: ? Shadows (? means several waves)
- 25th Seed: Avengers: 1 Bandit, 1 Wight Knight, 1 Pirate, 1 Soldier, 1 Powerwid
- 24th Seed: Dark Knights: 1 Opposite Armor, 6 Darkballs
- 23rd Seed: Black Flap: 2 Gargoyles, 3 Air Soldiers, 2 Air Pirates
- 22nd Seed: Night Soarers: 3 Wyverns, 2 Wight Knights, 2 Search Ghosts
- 21st Seed: Air Corsairs: 1 Battleship, 4 Darkballs, 2 Wyverns
- 20th Seed: Cloud & Leon

Cloud & Leon

Oh, now here's a tag team from Hell. Why can't we trade Donald and Goofy for these two? This is a tough one, but the tactics you used on them individually will work, and specials (and Stop) are an excellent idea. Put blonde down first—he has greater mobility, and so is more likely to hit you in the back while you fight his partner. Above all else, be patient. ALWAYS have Aero on and stay at full health. If you get down to half health, glide away and rebuild. Fire doesn't really hurt Cloud too much this time, so you'll want to just get in there and beat on him.

Spoils: Sora gets awesome new key—Lionheart

- 19th Seed: The Large Trio: 3 Large Bodies, 2 Wight Knights
- 18th Seed: Blaze Bandits: 3 Fat Bandits, 4 Red Nocturnes
- 17th Seed: False Angels: 2 Angel Stars, 2 Wyverns, 2 Large Bodies
- 16th Seed: Dark Storm: ? Darkballs
- 15th Seed: Air Brigade: 1 Wyvern, 1 Air Pirate, 1 Air Soldier, 1 Gargoyle, 1 Search Ghost
- 14th Seed: Violent Bunch: 2 Fat Bandits, 1 Invisible, 2 Wizards
- 13th Seed: Heavy Warriors: 2 Fat Bandits, 1 Defender, 2 Large Bodies
- 12th Seed: Interceptors: 3 Defenders
- 11th Seed: Elder Force: 3 Invisibles, 2 Angel Stars
- 10th Seed: Hades

Hades

This super-durable villain is slow, and

easiest to attack from behind. Stay close—when he says "Feel the heat!" and turns into a fire sprinkler, you can run in a circle around him as he spins. His other attacks can be outrun or dodged, and he'll often pause long enough for you to knock him silly or drop a blitzard spell on his head.

- 9th Seed: Night Rage: 5 Shadows, 3 Darkballs, 1 Invisible
- 8th Seed: The Requiem: 2 Red Nocturnes, 2 Blue Rhapsodies, 2 Yellow Operas, 2 Wizards, 1 Angel Star
- 7th Seed: Invisible Fear: 1 Stealth Sneak, 3 Invisibles
- 6th Seed: Mad Mushroom: 3 White Mushrooms
- 5th Seed: Black Storm: ? Shadows, ? Darkballs
- 4th Seed: Twin Mirage: 2 Stealth Sneaks
- 3rd Seed: Shadow Troopers: ? Wyverns, ? Wizards, ? Defenders
- 2nd Seed: Final Battalion: ? Darkballs, ? Angel Stars, ? Invisibles
- 1st Seed: Rock Titan

Rock Titan

This big fellow looks imposing, but he's incredibly easy to beat. Just avoid his stomp and beat on his toe until he falls. Then, climb up onto his head and chip away.

Spoils: Learn "Trinity Limit" ability

EXTRA BOSSES

Sephiroth

Who: The baddest of the bad, meanest of the mean, toughest of the tough. *Final Fantasy VII's* villain will destroy you. And he's only in the U.S. version.

Where & When:

After beating Hollow Bastion the first time, compete in the Coliseum Cups until you see a ????. Cup entry. This will actually be Platinum Match, pitting you one on one against Sephiroth.

How:

Hear us now, and believe us later: Sephiroth is a wrecking machine. He's fast as lightning, can reach half way across the battlefield, and is nearly immune to magic. The first time you fight him, you will die within 15 seconds. He killed us so quickly, we called Square's Ryan Riley for help. His response? "Well, are you level 100 yet?" Seriously.

Of course, he also clued us in on how to beat Sephiroth (and the other hidden bosses) down. Here's his advice.

First off, always cast Aero immediately (See? We're not the only ones!) Also, Sephiroth's "Sin Harvest" attack

(watch for the halo) is an instant kill, so be sure you have the ability 2nd Chance turned on—it'll enable you to limp away and use an Elixir. Another useful abilities are MP Haste and MP Rage, which will turn damage you take into MPs to help you avoid taking further damage.

Sephiroth is slightly vulnerable from the air. Approach with Superglide, (this also helps to avoid his slashing attack), drop down on him with a combo, then retreat. Just watch for him teleporting behind you and slashing at your back. If you get caught in his wall of flame, use a special attack like Ars Arcanum—you'll be invulnerable during it. You can also use Strike Raid to hit him from afar.

When Sephiroth starts using the aforementioned Sin Harvest, try to Superglide to him and interrupt it by hitting him. If he gets it off, Superglide away and use an Elixir immediately. Eventually, he'll switch to a lunging attack, and then to fast aerial combos. Rather than avoid every one (you can't), use Ars Arcanum or Sonic Blade to become invincible and meet him with pain when he arrives. Use these tactics through the rest of the fight (except when he casts meteor showers—then just avoid the meteors) and eventually you'll bring him down... again.

Kurt Zisa

Who: Another U.S. exclusive, this giant, shivan-looking mech has six arms and more hit points than all of Jafar's henchmen combined.

Where and When:

After Beating Hollow Bastion for the first time, head to Aladdin's house and talk to the dancing carpet. It'll take you to Zisa.

How:

This match is all about item and MP management. Here's how it goes: Zisa has two forms, and it's only vulnerable during the times it's transforming from one form to another. Take nothing but potions, and get ready—this one's going to be long.

In its first form, Zisa will lock your magic—so, no Aero, no Cure. The key to this form is getting in close and destroying the orbs in its hands without taking too much damage. (Remember that some special attacks make you invincible). Watch for its spinning blade attack early, and fancier, harder to avoid attacks later (particularly its aerial spinning attack). Use potions only when you must—they are the key to winning

this battle.

When you have broken its orbs, Zisa will fall, your magic is released, and you will be given a few scant moments to cause true damage to its snake-like head. Do so with all of your might.

Then comes Zisa's second form, in which it floats, surrounded by a force field. Dodge Roll out of its tornado attack. Glide away from everything else, and use fire on it relentlessly, occasionally striking it with physical attacks it to release more MP bubbles. When you've worn it down again, you'll get another few seconds to strike the head, until it reverts back to its first form. After an eternity, it'll hit the sand for good.

Ice Titan

Who: The final new boss, this literally titanic enemy causes Hercules' blood to run cold. Now he's looking at you, kid.

Where and When:

After beating Hollow Bastion for the first time and winning the Hades Cup, talk to Phil and select the ????. Cup option. It's actually the Gold Cup, a one-on-one battle with this bad boy.

How:

This may be the easiest of the hidden bosses to defeat, because there's an old-school trick to it. Turn the Block ability on, and when the titan launches a barrage of icicles at you, block them. The icicles will be reflected back at him, and his head eventually be stunned, lowering his head for you to smack. The technique takes quite a bit of timing to perfect, but once you get it, this powerhouse becomes a pipsqueak. Note that you can hide in the bleachers to avoid his stomp attack, and that this is the only time in the whole game where casting Aero is a bad idea—it will make him throw larger icicles. Yikes.

Phantom

Who: This was the only hidden boss in the Japanese version, and was the reason for Tinkerbell's unrest.

Where and When:

After beating Hollow Bastion for the first time, go to Neverland, add Peter Pan to your party, and talk to Tinkerbell at the Ship's Cabin save point. She'll drag you to the clock tower.

How:

Beating this boss takes MPs—lots of them. Carry Ethers or Elixirs, and equip every MP enhancing ability you have.

The clock is the key to this fight. The phantom will cast Doom spells on your party members, which will knock them out for the rest of the battle. However, if you cast Stop on the big clock, the countdown will stop. Always make sure the clock is stopped, no matter what. After that, just Aero up and hit the phantom's color-coded weak point with the appropriate attack: Thunder for yellow, Fire for red, Blizzard for blue, and a physical attack for white. If you can keep yourself in MPs, you can win. If not, time's up for you.

In addition to some of the best ending credits in the history of gaming, *Kingdom Hearts* adds in a little something extra for players who went that extra mile. If you collected all 99 dalmatian puppies, sealed all the keyholes (including Poo's book), and won the Hades cup, you'll get a "Special Secret!" that plays after the normal credits. It's an ultra-cool CG cinema that seems to be nothing less than a teaser for the next *Kingdom Hearts* game. The look is much darker and moodier, with characters that seem about five to ten years older than the current KH crew. Here's a quick rundown of what you see:

The words "Another Side, Another Story."

A neon-lit city at night. A lone, hooded figure walks in the rain, shaggy blonde hair obscuring his eyes. As shadows begin to materialize up from the ground around him, we see another character perched on a rooftop—a white-haired figure wearing a blindfold and smiling so confidently.

The shadows surround the man on the street, he pulls out not one, but two weapons that can only be keyblades. The figure on the roof spreads its arms, and the clouds part to reveal falling stars. A heart-shaped ring of purple flames surrounds the swordsman on the street as the white-haired person removes the blindfold. The swordsman's lips mouth the words: "Where's Sora?". Bits of dialogue flash by, including lines like "Your Majesty! - But why!", "You are the source of all Heartless", and finally, "We'll go together."

The final shot is of a woman with long brown hair seen from behind. She is on a beach, looking out at what looks like a comet falling from the sky.

If this isn't worth putting in a few extra hours, nothing is!

Item Menu!

Like most Square games, *Kingdom Hearts* is part RPG, part scavenger hunt. Some items are needed to advance the plot, some to enhance it, and some to net you cool items. Here's how to find everything you need.

Pursuing the Postcards (Traverse Town)

- Postcard #1: In the ducklings' Item Shop, hit the ceiling fan.
- Postcard #2: Climb the stairs, push a crate, and jump onto the roof of the Accessory Shop - there's a chest there with a card in it.
- Postcard #3: Check the awning of the shoe store in the second district.
- Postcard #4: Use the blue Trinity mark by the Item Shop.
- Postcard #5: After meeting Leon, jump the rail behind the Accessory Shop in the First district to find a safe containing a card.
- Postcard #6 & 7: See the crackling wire in the Third District? Cast Thunder on it, then head to the Gizmo shop, step on the three buttons on top of the shelves, and kill all the heartless that pop up. Then, examine the clock in the Gizmo Shop.
- Postcard #8: If you've beaten the Guard Armor, climb the ladder outside the back door of the Gizmo Shop, and follow the rooftops until you find a door to the Third District. Use target lock to find a postcard in the corner to the right.
- Postcard #9: Once you've learned green Trinity, use it on the mark in the Accessory Shop, then examine the flyers on the wall in the Item Shop.
- Postcard #10: After rescuing Geppetto, check his shelves—the pot in the corner hides a card.

Acquiring evidence of Alice's innocence (Wonderland)

- Stench: Go through the hole in the tree—you'll find the item in the stove (don't ask).
- Antenna: On a ledge in the Lotus Forest.
- Footprints: At the blue trinity mark in the forest.
- Claw Marks: Jump from the faucet to the ledge in the bizarre room.

Sussing out James slides (Deep Jungle)

- Slide #1: On yellow tent
- Slide #2: On green chest in corner
- Slide #3: By art easel
- Slide #4: On top of boxes
- Slide #5: On roof of long, tan tent
- Slide #6: On boxes beside globe
- Research Note #1: On pink towel on clothesline
- Research Note #2: On Globe
- Recipe Card #1: In Grandfather clock
- Recipe Card #2: at foot of pole

Tracking down the torn pages

- In Atlantica: on shelves in Ariel's secret groto.
- In Halloween Town: on bookcase in Lab.
- In Traverse Town: given to you by Dalmatians for finding puppies.
- In Monstro: on a raised platform in area 6 (you'll need Glide)
- In Agrabah: on ground in underground river section of Cave of Wonders

Attracting the Ansem Reports

- About halfway through the game, you'll learn about Ansem, a scientist who was researching the Heartless. Collecting his reports doesn't earn you anything, but it explains the existence of the Heartless—sort of.
- Ansem Report #1: won by defeating Jafar.
- Ansem Report #2: get from Aerith in Hollow Bastion Library after first behemoth battle.
- Ansem Report #3: won by defeating Ursula the second time.
- Ansem Report #4: get from Aerith in Hollow Bastion Library after first behemoth battle.
- Ansem Report #5: won by defeating Maleficent.
- Ansem Report #6: get from Aerith in Hollow Bastion Library after first behemoth battle.
- Ansem Report #7: won by defeating Oogie Boogie.
- Ansem Report #8: won after defeating Hades in the Hades Cup
- Ansem Report #9: won by defeating Captain Hook
- Ansem Report #10: get from Aerith in Hollow Bastion Library after first behemoth battle.

TRACKING DOWN THE TRINITIES

- Blue (Trinity Jump)**
- Traverse Town
- In main square, left of entrance.
- In District 1, in front of the bar.
- In District 3, behind the lit-up fountain.
- District 3, inside Magic Shop.
- Wonderland
- Near giant flower in Lotus Forest.
- Get big in Lotus Forest, then move the boulder and access the new area.
- Olympus Coliseum
- At the foot of the left statue in entrance courtyard.
- At the foot of the right statue in entrance courtyard.
- Deep Jungle
- On the ground in Camp beside pile of boxes.
- At the foot of Climbing Trees.
- Agrabah
- In Bazaar, right in the middle of

- ground level.
- In "silent chamber" reached by lowering platform in maze-like hall.
- Monstro
- On floating platform near Geppetto's ship (after first Parasite Cage battle).
- On floor of Monstro's throat
- In the center of the floor in Area 5.
- Hollow Bastion
- In dungeon—take elevator to waterway, then take floating platform.
- Outside Castle, just after huge elevator ride

Red (Trinity Charge)

- Traverse Town
- In District 1, in the alley behind the Item Shop
- In District 2, hidden in the river behind the hotel.
- In District 2, on wall up ladder after passing through Gizmo Shop.
- Agrabah
- In Treasure Room, at base of statue.
- Halloween Town
- On closet of Boogie's House
- Hollow Bastion
- In Castle Entrance Hall, just beyond Library and at the foot of the bull head statue.

Green (Trinity Ladder)

- Traverse Town
- In center of floor in Accessories Shop
- Wonderland
- By the save point at the Rabbit Hole
- In fireplace of Bizarre Room
- Olympus Coliseum
- Under billboards in the entry courtyard.
- Deep Jungle
- Hidden in Treetop area connecting Tunnel to Climbing Tree.
- Agrabah
- Storeroom in the entry plaza
- Monstro
- On top of Geppetto's ship (you'll need Glide)
- Neverland
- On floor in room on left, just after climbing up after seeing Wendy.
- Hollow Bastion
- In Library, right beside desk

Yellow (Trinity Push)

- Traverse Town
- Behind Merlin's house.
- Olympus Coliseum
- In the Coliseum Lobby
- Agrabah
- Inside Cave of Wonders, beside giant, red, drum in Hall.
- Neverland
- In hall of pirate ship, raised area outside bridge.

White (Trinity Detect)

- Traverse Town
- In the Sewers where you saw Squal and Aeris.
- Wonderland
- In the hidden forest area accessible through the painting in the Bizarre





Room that you can access after lighting both lamps you discover after rotating the tree (man, Wonderland is weird).

Olympus Coliseum

Dead center in the large entry courtyard.

Deep Jungle

In the cave beyond the waterfall (where the lock was).

Agrabah

Just inside entrance to the Cave of Wonders.

Monstro

In Area 6, down behind the "stairs".

Atlantica

In Triton's palace, on road inside giant purple shell.

Halloween Town

In the Pumpkin Patch, examine the graves in the graveyard per the mayor's instructions, then go through the revealed door.

Neverland

On the ship's Deck.

Hollow Bastion

In center of pool where you meet Beast.

DETECTING THE DALMATIANS

Traverse Town

1, 2, 3: Use the Yellow Trinity behind Merlin's Shop (you'll need Glide)

4, 5, 6: Use the Red Trinity in the alley behind the Item Shop

7, 8, 9: In the Synthesis Shop

10, 11, 12: Near the stairs leading up from the Sewers

Wonderland

13, 14, 15: On the hedge in the Queen's courtyard (Glide or High Jump)

16, 17, 18: In a tree in the Lotus Forest

19, 20, 21: High up in the Mad Hatter's Tea Party room (enter from the Lotus Forest)

58, 59, 60: Queen's Courtyard. Go through the pot in the Bizarre Room to get it.

Olympus Coliseum

22, 23, 24: Use the Blue Trinity at the top of the statue near the entrance.

Deep Jungle

25, 26, 27: In the Hippo Lagoon.

28, 29, 30: In the middle of the second vine-swinging event.

31, 32, 33: Blue Trinity at the base of Tarzans' "Climbing Trees" area.

34, 35, 36: Blue Trinity By a pile of boxes in Camp.

Agrabah

37, 38, 39: In Aladdin's House. (look for a pole to climb to get there)

46, 47, 48: Market 4, up high, need High Jump

49, 50, 51: On high pedestal in Magic Cave (you'll need Glide)

52, 53, 54: Have Abu rub crystals in Treasure Room

Halloween Town:

40, 41, 42: In the Pumpkin Patch, in a chest above the green river.

64, 65, 66: Examine the stone doors next to the floating platform in the Pumpkin Patch.

67, 68, 69: Underneath the stairs of the shack with the doorknob.

70, 71, 72: Guillotine Plaza, in the giant Jack O'Lantern (need Glide)

Neverland

43, 44, 45: In the clock tower

82, 83, 84: In rafters of room right outside brig. (you'll need fly)

85, 86, 87: Use Yellow Trinity on raised area right outside brig.

Monstro

55, 56, 57: Down behind stair-like formation in Area 3.

73, 74, 75: On raised platform near Geppetto's ship (after first Parasite Cage battle)

76, 77, 78: On high platform in Area 3. (You'll want Glide)

79, 80, 81: On barrel high up in Area 5

88, 89, 90: On the bed after defeating Shadow Sora.

Hollow Bastion

61, 62, 63: Return to Grand Hall after defeating Behemoth.

91, 92, 93: On the surface of the water in Hollow Bastion

94, 95, 96: After opening the door with a crest on it, jump on red-switch, then onto moving elevator. Watch for a floating rock and cast Gravity on it, then jump onto the platform where it lands to open the chest.

97, 98, 99: Hit floating chest outside High Tower with Gravity.

THE TOP SIX PLACES WHERE YOU'LL GET STUCK IN KINGDOM HEARTS

Sometimes, *Kingdom Hearts* fails to tell you just what you should be doing. Here are a few places where we wished for guidance.

Can't find the entrance to the sewers in Traverse Town? Go through the hotel and out the back, where a river ends at an iron gate. There's a barely visible trinity mark there that will open a path for you.

In Wonderland, you can't go through the talking door. Get big, and push the bed beside the door to reveal another passage.

Near the end of Atlantica, you'll need to track down Ursula—twice. First, go to the sunken ship area and look around until Sebastian finds something. The second time, swim against the current in the so-called Calm Depths (toward the giant white

light) and turn right into the cave marked ??? when you get there.

After fighting the Behemoth in Hollow Bastion, you'll find yourself wandering around Traverse Town again. You need to talk to Cid to get things rolling. In fact, most of the time when the narrative stalls, heading to Traverse Town and talking to everyone (including Merlin), will jump start the action.

In Neverland, you'll find yourself on a clock tower. One clock doesn't say 12:00. target the big hand and hit it until it does.

In Hollow Bastion, there is a door with a crest on it. To open it, you must find crest pieces. They are all in the room. Push one of the statues to reveal a chest on the balcony below, and use Red Trinity smash to reveal another. Light all the torches to find the third, and smash all of the pots in the room to reveal the fourth.

KNOCKOUT KINGS 2001

In career mode, input the following names to unlock a series of secret boxers.

MECCA	Ashy Knucks
MRBARRY	Barry Sanders
OSUNA	Bernardo Osuna
HATCHER	Charles Hatcher
ZITO	Chuck Zito
BOSTICE	David Bostice
DEFIAGBN	David Defiagbn
DEMART	David DeMartini
JGIAMBI	Jason Giambi
BAILEY	Joe Mesi
JBOTTI	John Botti
JRSEAU	Junior Seau
SBATISTE	Muhammad Ali
OWNOLAN	Owen Nolan
AUSTIN	Ray Austin
STEVFF	Steve Francis
NELSON	Trevor Nelson

SECRET MOVES

Illegal head butt

Hold **□+□** and press **△**

Illegal low punch

Hold **□+□** and press **⊙**

Illegal kidney punch

Hold **□+□** and press **⊙**

Illegal elbow

Hold **□+□** and press **⊙**

TECHNIQUES AND STRATEGIES

BOXER TYPES

THE BOXER

The boxer is a true technician. His punches are designed to inflict maximum damage while maintaining economy of motion. This style suits players who like a balance of speed, power, and versatility.

The Jab

One of the boxer's best weapons, it has great range and can set up his most powerful weapon, the cross. Use the jab to establish your offense while at the same time disrupting your opponent's rhythm. Only boxers with tremendous power and specialization can do much damage with this punch, so be sure to combo off it with a cross and then a hook or lead uppercut.

The Cross

Possibly the best punch in the boxer's arsenal, the cross has almost as much range as the jab, does a good amount of damage, and is great to combo off with a hook to the head or body. Use the cross often, but be wary with a hook-happy opponent, as the hook is a counter to the cross.

The Hook

A strong, consistent punisher, the hook works well when you're in close and can follow it with an uppercut and another hook. At medium range, follow a hook with a cross to ensure both have the distance to land. Lastly, if an opponent favors the cross, try to catch him with a hook (counter) to do extra damage and increase your chance of getting a flash knockdown.

The Uppercut

The uppercut is purely a close range punch, but it can be devastating. Use it in a combination whenever within reach. The uppercut does a lot of damage if you catch a guy ducking at the same time.

THE SLUGGER

The slugger stylist is a KO artist. Although he may lack the finesse and speed of the other styles, he makes up for it in raw punching power.

The Jab

For a slugger, the jab is used more as an annoyance than a weapon. Having spent more time on his KO punch, the slugger has little range with his jab and cannot combo off of it. However, at close range, the slugger should use the jab to break an opponent's rhythm, as it's fairly quick. At close range, the punch is also useful in getting the opponent to cover his head, at which point the slugger can unleash many powerful body shots.

The Overhand Cross

As the best weapon for the slugger, it has decent range and does much more damage than the boxer's or free stylist's cross. It is a great lead-in to a powerful, sweeping hook to the head or body. Think of the overhand cross as the slugger's jab in its ability to set up and lead into combinations.

The Hook

The hook is slower than the hooks of

other fighting styles, as it has more wind-up, but it does great damage. Due to the way the slugger throws the hook, it also has more range than other stylists' hooks. Use it against cross-happy boxers or to set up devastating combinations in close.

The Uppercut

The slugger's uppercut does the most damage of any punch in the game. Use it against crouching opponents and in combinations when possible.

THE FREESTYLE FIGHTER

He is a fighter who has so much raw power and speed that he can forego classical boxing in favor of a loose and unorthodox technique. At close range, he's like a small buzz saw, able to chop you up with short, rapid strikes.

The Jab

The jab is a midrange punch. It doesn't have the reach of the precise boxer's jab, but it makes up for its lack of range with its speed. At midrange, use the punch often to amass points and set up quick combinations.

The Cross

The cross is best used as a lead punch as it has a bit more range than the jab and is fairly quick. Use it to set up combinations or to keep an opponent at bay.

The Hook

Probably the free stylist's best punch, the hook is fast, can be doubled and tripled upon, and is a great lead-in to other punches. At midrange, use it as often as the jab. At close range, the hook is a nice start to a quick combination of hooks and uppercuts.

The Uppercut

The uppercut should only be used in close range. Use this punch in a combo, since it is fast and does the most damage of any free style punch.

OFFENSIVE TIPS

Work the Body
When facing an opponent of greater power or speed, "working the body" is an excellent tactic. The goal is to tire your opponent over the course of the fight by attacking the body (which drains your opponent's stamina), then go upstairs when the opponent is weak and slowed. In round one, go almost exclusively to the body. Use mostly hooks and uppercuts to ensure maximum damage. Since throwing punches tires your opponent, keep pressing and make him fight back.

When the opponent is in the critical stamina area (yellow-red), it is time to

go up high. Don't worry too much about getting hit back, as he only does 50% of his normal damage in this state. Occasionally, go back to the body to keep him tired. This tactic should produce a late round KO or several knockdowns leading to a decision win.

DEFENSIVE TIPS

Sidestepping and Counter Punching
This tactic works best against opponents who favor one punch, especially if it is the cross or hook. If your opponent falls into a pattern of leading with a hook or cross, begin to circle away from that punch by pressing the D-Button up or down. Move away from the punching hand and towards the other shoulder. Immediately after successfully sidestepping a punch, counter with a hook. Try to follow this with a combo.

MASTER THE ARTS

Lang

Normal Arts

Command	Arts	Points
Blue Moon Strike	→↓→	16
Downing Falcon	←↓↓	16
Flying Dragon	↓←←	16
Mountain Breaker	↑→↑	16
Shadow Divide	→↑←←	20
Broken Dance	↑↓→↑	20
Demon Hit	↓↓↑↑	20
Lightning Blade	↑↑↑↑	20
Flashing Formation	↑↓↓←	24
Claw and Fang	↓↑↓←	24
Wind Blade Rondo	←→↑←	24

Hyper Arts

The Fang Arts: (From the Scroll in the Training Cave)	
Violent Fang	↑↓↑
Howling Fang	↑→←↑
Sky Fang	↑→←↑
The Lightning Arts	
God Lightning	↑↓↓↑
Sky Lightning	↓←↓↓

Ultimate

(unlocked through the fight against Strauss)
Downed Dragon ←→←↓↑

Kazan

Normal Arts

Man Flower Punch	↑→→	16
No Regret	↑←↓	16
Lighting Kick	←→↓	16
Violet Tengu	→→←→	20
Jaw Breaker	→→↑↑	20
Furious Punch	↓↓↓↑	20
Mourning Dice	↑↑↑↑	20
ViolentPunch	↓←←↓	24

Hyper Arts

ManWay Confused	←←←
ManFlower War	←→←←
Cherry Howl	←→↑↑
Cherry Mounting	↑←→↑

Ultimate

Lighting Rock	↑←→↓↓	
Sky Flag	↑←→←↓↓	
Maya		
Normal Arts		
Icy Coffin	↑→→	16
Throbing Flame	←↓←	16
Sky Lightning	→↑←	16
Blinding Light	←→↑	16
Whirlwind's Blade	←↑↑	16
Piercing Rocks	↓↓↓	16
Dark Clouds	↓↑↑	16
Ice Blades	→↓↑↑	20
Mourning Fire Flow	↓←←↓	20
Guided Fire Spirits	←↑↑←	20
Ice Columns	→→↓↓	20

Hyper Arts

Light of Origin	↓↓←←
Dust to Dust	↓↓↓↓
Icy World	→→→→
Flash from the Gods	↑↑↑↑
Dancing Inferno	←←←←
Door to the Abyss	↓↑←→↓

Ein

Hyper Arts

Tempest, Raging Flame	←↓↓
Tremor, Earth Shaking Axe	↓↓↓
Dust, Furious Fighter	→↑←
Crush, Smashing Seal	↑←←→

Sharon

Hyper Arts

Attacks:	
Fearful Attack	←→→
Merciful Arc	→↑←↓

Lords

Lord of Eden	←←→→
Lord of Heaven	←→↓→

Roses

Windmill Rose	↓↑↑↑↑
Detonator Rose	↓↓↑↑↑

LEGENDS OF WRESTLING

CLASSIC WRESTLING SECRETS

Unlock All Wrestlers

At the main menu, press
↑↑↓↓←→→←→@A@. A message will appear indicating that the code worked, if input correctly.

Unlock Sabu

Complete Career Mode with The Sheik

Unlock Ricky Morton and Robert Gibson

Complete Tag Tournament

Unlock Ivan Koloff

Win a Non-Tag Tournament

Unlock Captain Lou Albano

Complete Career Mode with bad guy

Unlock Michael, David, and Fritz Von Erich

Complete Career Mode with Kevin Von Erich

Unlock King Kong Bundy

Complete Southeast Territory in Career Mode

Unlock Jimmy Hart

Complete Career Mode with a good guy

Unlock Mr. Fuji

Win Tag Belts in Tourney

Unlock Dory Funk

Complete Career Mode with Terry Funk

LE MANS 24 HOURS

WINNING CODES

Go to Championship mode and enter the following codes in the Name Screen; press end and back out to the main menu. You'll notice that the code worked!

Unlock All Tracks

SPEEDY

Unlock All Cars

ACO

Unlock All Championships

NUMBAT

Play The Credits

HEINEY

Unlocks Le Mans

WOMBAT

LOONEY TOONS RACING

HIDDEN CHARACTERS AND BONUS TRACK CHEATS

Too lazy to unlock all the stuff manually? No problem. We've got you covered. All of the following cheats are entered at the Main Menu.

Character Or Track Cheat Code

Foghorn Leghorn	↓	↓	↓	↓	↓	↓	↓	↓	↓
Pepe Le Pew	✓	↓	↓	↓	↓	↓	↓	↓	↓
Yosemite Sam	✓	✓	✓	✓	✓	✓	✓	✓	✓
Sylvester	✓	✓	✓	✓	✓	✓	✓	✓	✓
Rocky	✓	✓	✓	✓	✓	✓	✓	✓	✓
Granny	✓	✓	✓	✓	✓	✓	✓	✓	✓
Gossamer	✓	✓	✓	✓	✓	✓	✓	✓	✓
Duck Dodgers	✓	✓	✓	✓	✓	✓	✓	✓	✓
Evil Scientist	✓	✓	✓	✓	✓	✓	✓	✓	✓
Genie	✓	✓	✓	✓	✓	✓	✓	✓	✓
Hector	✓	✓	✓	✓	✓	✓	✓	✓	✓
Garden Speedway	✓	✓	✓	✓	✓	✓	✓	✓	✓
Planet X									
Speedway	✓	✓	✓	✓	✓	✓	✓	✓	✓
Duck Speedway	✓	✓	✓	✓	✓	✓	✓	✓	✓
Forest Speedway	✓	✓	✓	✓	✓	✓	✓	✓	✓
Planet Y	✓	✓	✓	✓	✓	✓	✓	✓	✓
Wackyland	✓	✓	✓	✓	✓	✓	✓	✓	✓
ACME Factory	✓	✓	✓	✓	✓	✓	✓	✓	✓

MADDEN 2001
TOUCHDOWN CELEBRATIONS

Hold one of the button combinations after scoring to perform the corresponding celebration:

Hip thrust

Hold **Ⓜ** + **Ⓢ**

Jump spike

Hold **Ⓜ** + **Ⓢ**

Say a prayer

Hold **Ⓜ** + **Ⓢ**

Spike football

Hold **Ⓜ** + **Ⓢ**

Shoulder shake

Hold **Ⓜ** + **Ⓢ**

Slam dunk

Hold **Ⓜ** + **Ⓢ**

MADDEN NFL 2002

All Madden Cards

Cards 1 to 150 are special player cards, which gives that particular player a ratings boost of 25% for one play. Bronze lasts for one play, silver lasts until the end of the quarter, and gold lasts for the half. The cards are obtained by completing various objectives.

Historic Players

Cards 151 to 200 correspond to historic players, which can be used in the Free Agent pool. Once you unlock an historic player, you can sign him to your team. These players are Carl Banks, Bill Bates, Jerome Brown, Jim Burt, Keith Byars, Dwight Clark, Gary Clark, Roger Craig, Richard Dent, John Elway, Boomer Esiason, Jumpy Geathers, Kevin Greene, Dan Hampton, Rodney Hampton, Tim Harris, Ken Harvey, Craig Heyward, Jay Hilgenberg, Merril Hoge, Keith Jackson, Rickey Jackson, Joe Jacoby, Pepper Johnson, Brent Jones, Seth Joyner, Jim Kelly, Jim Lachey, Steve Largent, Dexter Manley, Charles Mann, Dan Marino, Wilber Marshall, Jack Matthews, Jim McMahon, Karl Mecklenburg, Matt Miller, Art Monk, Joe Morris, William Perry, Tom Rathman, Barry Sanders, Phil Simms, Mike Singletary, Jackie Slater, Pat Swilling, Steve Tasker, John Taylor, Herschel Walker, Steve Young.

Cards 201 to 232 are cheats that are used during gameplay for a boost or advantage. These cards are 1st and 5, 1st and 15, 5th Down, 3rd Down, Human Plow, Super Dive, Da Boot, Tight Fit, Da Bomb, Lame Duck, Mistake Free, FumbleItts, BINGO!, Unforced Errors, Mr. Mobility, Extra Credit, Touchy, Bad Spot, Toast, Jam, Pocket Protectors, Penetration, QB on

Cheat Cards

Cards 201 to 232 are cheats that are used during gameplay for a boost or advantage. These cards are 1st and 5, 1st and 15, 5th Down, 3rd Down, Human Plow, Super Dive, Da Boot, Tight Fit, Da Bomb, Lame Duck, Mistake Free, FumbleItts, BINGO!, Unforced Errors, Mr. Mobility, Extra Credit, Touchy, Bad Spot, Toast, Jam, Pocket Protectors, Penetration, QB on

Target, Coffin Corner, Wind Gust, Hands of Glue, Hands of Stone, Couch Potato, Time Out, Ouch!, Worker's Comp, Passerby.

Stadium Cards

Cards 233 to 248 will unlock a Stadium for selection. These cards are Super Bowl XXXVI, Super Bowl XXXVII, Super Bowl XXXVIII, Super Bowl XXXIX, Aloha Stadium, Old Redskins Stadium, Old Oakland Stadium, Old Houston Stadium, Old Pittsburgh Stadium, Old Denver Stadium, Tiburon Stadium, EA Sports Stadium, Dodge City Stadium, Nile High Stadium, Alpha Blitz Stadium, Madenstein Stadium.

Classic Teams

Cards 249 to 274 will unlock the team for Exhibition play. These are the 58 Colts, 66 Packers, 68 Jets, 70 Browns, 72 Dolphins, 73 Bills, 74 Steelers, 76 Raiders, 77 Broncos, 78 Oilers, 80 Raiders, 81 Chargers, 82 Redskins, 83 Raiders, 84 Dolphins, 85 Bears, 86 Giants, 88 49ers, 90 Eagles, 91 Lions, 92 Cowboys, 93 Bills, 94 49ers, 96 Packers, 98 Broncos, 99 Rams

Madden Teams

Cards 275 to 290 all correspond to the All Madden teams from 1984 to 1999, which will unlock the team for Exhibition play.

Fantasy Teams

Cards 291 to 298 will unlock the Free Agent pool. These include Madden Super Bowl, Marshals, Mummies, Sugar Buzz, Monsters, Tiburon, EA Sports, John Madden.

Cheerleader Cards

Playing Cards 299 to 329 will pump up the crowd and give your team a (psychological) boost. These are Bears, Bengals, Bills, Broncos, Browns, Buccaneers, Cardinals, Chargers, Chiefs, Colts, Cowboys, Dolphins, Eagles, Falcons, 49ers, Giants, Jaguars, Jets, Lions, Packers, Panthers, Patriots, Raiders, Rams, Ravens, Redskins, Saints, Seahawks, Steelers, Titans, Vikings

Two Minute Drill Points

21 yard run	300
21 yard completion	350
Recover a fumble	375
Two point conversion	375
Field Goal	525
Field Goal longer than 31 yards	675

THE 6 STEP PLAN

STEP 1: Training Mode

Timeframe: One Day

Tip: The first thing that you need to do is learn the basics. Thankfully, the game features a full Training mode, which introduces you to all the plays and playsets. Listen carefully as Madden describes each play and try to run it exactly as it's meant to be run. Go through every single playset and you just might surprise yourself with a few great plays you've never really noticed before.

Special Tip: Practice the special moves like spins, jukes and dives in this mode. By the time you're finished, they should be instinctive.

STEP 2: Exhibition Games —

Run Focused

Timeframe: Two Days

Tip: Focus on the running game now. Play exhibitions using only running plays. You'll lose many of these games, but the important thing is learning how to use your strongest running plays, read the defense, find holes in the defense and follow blockers. Check the linebackers before the snap and call an audible to exploit gaps.

Special Tip: When focusing on the running game, be sure to turn off the option that lets players get tired. Otherwise, your running back will be useless by the second half.

STEP 3: Exhibition Games —

Pass Focused

Timeframe: Two Days

Tip: Develop a passing attack. Play an exhibition game using only passing plays. Vary between long and short passes and don't neglect screens. Learn to read the secondary. If the cornerbacks are next to your receivers before the snap, it's likely to be man to man coverage, so try a deep pass. If the cornerbacks drop away from the line, they're in a zone. Use crossing patterns to exploit gaps in the zones.

Special Tip: If you create audibles for both zone and man coverage, you'll eat pass defenses for lunch.

STEP 4: Two Minute Drill

Timeframe: One Day

Tip: Great players are great under pressure, and the last two minutes of a football game are dangerously pressure-filled. So practice using Madden's Two Minute Drill. Play through this again and again to get a feel for your time constraints. Once you're used to it, the final two minutes will feel like an hour, and you can pick teams apart with a level head.

Special Tip: Remember the two minute drill is not just about scoring quickly. Watch the clock to leave your

opponent with little or no time left on the clock.

STEP 5: The Season

Timeframe: Two Weeks

Tip: It's not prudent to be a one-game hero; you've also got to learn about the long haul. Play through a season with your selected team and don't quit when it gets tough. It's more important to learn how to bounce back from losses than it is to win the Super Bowl. This is also a great opportunity to evaluate the strengths and weaknesses of the other teams.

Special Tip: Keep an eye on your player stats throughout. This is a great way to learn which players you rely on too much and which players are underutilized.

STEP 6: The Franchise Mode

Timeframe: Six Weeks

Tip: Now it's time to work on the front office aspect of your game. Once you have solid coaching strategies in place, start looking at the players on your team and experiment with trades, drafting and player creation. After a few seasons of Franchise Mode, you'll have better developed your ability to scout, and you can spot weaknesses on an opponent's roster.

Special Tip: Don't get too attached to veteran players. They're costly and they can often be replaced by a quality player at a fraction of the cost.

MADDEN NFL 2003

TRADE YOUR WAY TO VICTORY

If you have a winning record, here's a great way to keep it rolling. Before the trade deadline, try trading draft pick for draft pick with a team losing a lot of their games.

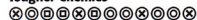
For example, if you're 6-0 and another team is 0-6, it's entirely likely you can make an even trade for their 1st, 3rd, and 5th round picks, which are virtually guaranteed to be higher than yours because of their poor performance. This will essentially move you up in the draft for free! Of course, if you finish the regular season 6-10 and they finish 10-6, this will hurt you rather than help you, so be sure to keep playing hard.

You can also use a similar, slightly less greedy trading strategy to move up quickly. Try trading one of your dead-weight players, along with your 4th and nearly useless 7th round picks to a losing team for their 4th round pick (which is sure to be much higher than yours). Again, this only works if you're winning, so play hard, and use these tips to keep your team well stocked with great personnel.

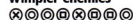
THE MARK OF KRI
GORY, YET CARTOONISH, CODES

Enter codes at start screen. If entered correctly, a Rau combo sound will be heard.

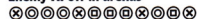
Tougher enemies



Wimpier enemies



Enemy AI off in arenas



Unlimited arrows



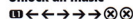
MAT HOFFMAN PRO
BMX 2

Unlock Day Smith



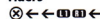
Day will be hanging out in the OKK level. Find him and he will become available in Session and 2 player modes.

Unlock all music



There are hidden cds on every level. Each cd unlocks a new song.

Unlock kids' street bike for all riders



This bike is found in Chicago after you rescue the kid with the medi-vac chopper.

MAXIMO

EVERY SECRET REVEALED

Area 2
Level 7 – Watery Grave

Treasure

1. Turn around to the right at the beginning. Jump around just in front of the orange mushroom growing on the tree.
2. Just before the first Checkpoint, and right after the wall of thorns, there is a chest.
3. Before the first locked gate, there is a large plant growing out of the water to the left and in front of the gate. In front of the plant, there's a chest.
4. Just before you enter the area of secret #2, there's a hidden chest at the entrance.
5. In the corner, just behind the last alligator, there is another chest.

Secrets

1. After entering the gated structure, you can jump up on its ledges. On the right side is a heart.
2. In this same area, you will find more water on the left. Be warned: if you fall in, you die. At the end, there is a structure on the left containing a key.

Level 9 – Voodoo Village
Treasure

This level contains less secrets and treasures compared to most. The challenge here is obtaining all of the items without screwing up on the platforming parts. Good luck, and be careful and meticulous.

1. To the right of the first log that you encounter, there is a chest. It's in the water.
2. Right before you reach land for the first time, there is another log to the right in the water. Just to the left of the log is a chest.

Level 10 – 'Dem Bones'
Treasure

1. To the left of where you begin, there is a white root of a tree on a narrow path. In front of the root, there is a treasure.
2. Past the power-up station in the beginning, there's another white tree. Just behind the root protruding, there is a treasure.
3. Just before you get to the head of the dinosaur, there will be a large white tree. Next to its root, you'll find another chest.
4. After the checkpoint past Treasure #3, you will see a boulder which has a fairy pillar on top. In front of the pillar is a treasure.
5. After you get onto stable ground (which happens to be the last part), there is a hidden chest at the base of the stairs.

Secrets

1. At the beginning, just before you go up the first set of stairs, there is a wall of thorns on the right. Slash it to get beyond it.
2. To the far right of the first check point, across from the first large dinosaur, there is an entrance to an area with some stuff inside.
3. From the first large, winged dinosaur, where the switch is, there is a mask above the small tar pit in front of you. Don't miss it.
4. Towards the end, there is a dinosaur head with its mouth open. In its eye is a diamond. Walk around the eye to get the jewel.

Level 11 – Quick and the Dead
Treasure

1. Right from the start, turn and jump around. A treasure will appear, along with two zombies.
2. Right after you pass the first structure, you'll come to a coffin. To the left of the coffin, there's a hidden chest.
3. Right after you pass the first structure on the left, go to the right. There will be another with a tree growing out of it. In the little cave to the right, between the wall and the root, there is a chest.
4. You'll make a right down a passage

with coffins. You'll pass a structure on the right, and then you must turn left. The last coffin on the right, before you turn left, has a hidden treasure behind it.

5. Before the first checkpoint, there is a little piece of dry land sticking out of the water—hidden treasure here!
6. After you pass through the gate, there will be a large tree with large roots. Between two of these roots in the water, there is a chest.
7. After you go through a tunnel, between the water channels that you cannot enter, there is a treasure next to the last piece of stone.

Secrets

1. Jump on the root from Treasure #3. From here, jump up on to the roof of this structure. You can jump around the tree to find a heart.
2. Jump on the roots of the tree from Treasure #6, and you will find armor floating.

Area 3

Level 14 – Shiver Me Timbers
Treasure

1. Turn to the right at the beginning, and you'll notice three snow mounds. In the center is a treasure.
2. Just before you enter the first cave area, there is a treasure on the ground to the left of the entrance.
3. Right after you enter this cave, there is a treasure behind a pointy rock where you encounter the bomb-throwing monster.
4. To the right of the first checkpoint, between two pointy rocks, there is a hidden treasure.
5. Once you pass the bomb-thrower after the ship, there is a hidden treasure behind the snowman on the platform.
6. There is a treasure behind another snowman just before you reach the area with the Wizard.
7. At the end, there are two chests. Behind these is another hidden treasure chest.

Secrets

1. At the end of the ship, there is a heart.
2. Kill the Magician to get a heart.

Level 15 – Go With The Floe
Treasure

1. After the first checkpoint, jump to the bridge overpass. Once you get there, go to the right. There is a treasure there.
2. There is a treasure near the red potion up top.
3. On the top platforms, jump to the large platform just after the check point. If you go all the way to the right on the ledge, there is a chest.
4. There is a platform which has an

arch of coins going to it. An enemy will drop a bomb there. Next to the wall connecting this platform, you'll find a chest.

5. Once you get to solid land again, past another checkpoint, you will encounter another Yeti. To the left are some platforms; jump up around the first one to get a chest.

Secrets

1. At the beginning, there is a small overpass in front of you. Go through it and turn to the left. There will be a platform that allows you to reach the top.
2. Once you go through the cave with the Abominable Snowman, go left and up the mountain. Slide down the ice towards the hole to get the key. Open the chest in this area.
3. At the Pirate ship, go to the mast head to get the key for the treasure chest.

Level 16 – Dead in the Water
Treasure

1. Turn around immediately, and go behind the armor purchasing spot. There is a chest here.
2. From the beginning, turn left. Near the ledge, there is a hidden chest.
3. Before the chest that has a cannon shooting near it, and just after a checkpoint, there is a chest near the right part of the ledge a bit before the cannonball.
4. Just after you beat the Yeti at the revolving ship area, and in the corner just to the right of the gate, there is a chest.
5. After you get to the last part, there is a key down to the left. Just in front of it is a chest.

Secrets

1. Just after you jump the gap inside the cave where the enemy is throwing bombs, there is secret ice. Walk but it.
2. There is another ice-wall to the right of the Yeti here. However, it is a trap.

Level 17 – Cannonball Run

This level contains more secrets rather than hidden chests. Almost all of them are contained behind breakable walls of ice. You will see a sheet of ice set in a wall of rock, which indicates you can break it.

Treasure

1. Right after you pass the shooting cannons, you will encounter a snowman and an ice wall. On this platform is a chest.
2. In the little cave opposite the pillar to exit the level, there is a chest.

Secrets

1. Go up the prow of the first boat and jump to the platform. Kill the enemy here to get a chest key. Go



Only use your machine guns for close enemies, as their accuracy at long distances is virtually non-existent. Rely on your pistol or sniper rifle for those faraway targets.

Items can be found everywhere, so take a little time to explore. A good place to check is under the hoods of cars. You'll often discover some ammo or health.

Try to "bake" each grenade. After you've pulled the pin, don't immediately toss it. Instead, hold onto it, doing your best to time your throw so that the grenade explodes the moment it reaches its target. Otherwise, the German soldiers will attempt to pick the grenade up and throw it right back at you.

Keep an eye out for explosive barrels. They can take out an entire squad of enemies quickly, easily, and with a nice, big "BOOM." Just don't be standing near them when you shoot.

It can be tempting to hang around machine gun placements and continue taking out enemies. However, since you can't duck while using them, it's best to leave when the incoming fire gets to be too much.

Simply running through a level will almost always get you killed. Take your time and move forward only when you see another viable piece of cover.

SUCK IN THAT CHEST AND TRY THESE CODES, SOLDIER!

WHATYOUGET
Silver bullet mode

BULLETZAP
Bullet Shield

BOING
Rubber Grenades

URTHEMAN
Perfectionist Mode

GLASSJAW
Achilles Mode

WHEREHERU
Invisible Enemies

LONGSHOT
Sniper Mode

BACKSTAGE0
Making Of Mission 1 - D-Day

BACKSTAGER
Making Of Mission 3 - Needle in a Haystack

BACKSTAGEF

Making Of Mission 4 - Several Bridges Too Far

BACKSTAGEI
Making Of Mission 5 - Rolling Thunder

BACKSTAGES
Making Of Mission 6 - The Hornet's Nest

MAGGOTAH0Y
Paintball Movie - D-Day > Extras > A Good day to "Dye"

ANIMIREEL
Movie - D-Day > Extras > From the Animator's Desk

FRESHDEMO
New demo Movie - Stay on the Main Menu for the alternative demo to run

MEGA MAN X5
Ultimate X Armor
At the character select screen, highlight X and press: ↑↑↑ (9 times). If entered correctly, you'll hear a chime.

MDK2: ARMAGEDDON
Kurt In His Boxers
At the main menu hold **□** + **□** and press **Ⓞ** **Ⓞ** **Ⓞ**. Remove menu from pause screen. Pause the game and hit **□** + **□**.

Slow Motion Mode
When playing as Max, hold **Ⓞ** and press ↑↑↑↑

TIPS AND BOSSES
DIFFICULT AREAS: KURT
Level 4

Checkpoint A
Destroy the white balls firing at you, and then activate the first fan, which provides lift to the next section. Once you've gone as far as you can, fly onto the platform encircling you. Now you should see a bunch of green and black glowing balls. Shoot one to make a platform appear, and then jump onto it; do this one at a time to reach the stable fan platform. On the second set, shoot the second ball above you from this fan platform. Jump onto it, and quickly jump to the next fan platform. However, you'll have to return and jump on the first and third disappearing platforms to access a future switch.

Checkpoint B
Shoot the floating balls moving up and down to stop them and make them move. These balls provide you lift so that you can rise to the top. Stop them in an order that lets you reach the next stable platform. Once there, shoot them again to make them move. Repeat this process until you're at the top. Also keep in mind that you can stand on the top of the

wooden rims above these platforms.

Checkpoint E
Simply get the reflecting sniper bullets hovering in the air to the left or right. Grab them and then hit the purple targets on the wall opposite of you a few times; this will hit the glowing blue balls, extending the piece of bridge. Jump on to it.

Level 7
Checkpoint A
Just run away from this monstrosity. At the fork in the road, run to the right and enter the door. Once you obtain the bouncing sniper bullets, stand on the pink hexagonal object on the floor near the entrance. Go into sniper mode and hit the other hexagon above the area where the glowing ball resides. To actually hit the glowing ball, stand just to the right of the large hole directly in front of the wall withholding the glowing ball. Get as close as you can to this wall with the hexagonal object just barely in sight. Go into sniper mode and FIRE!

Checkpoint C
Around the periphery of the room are small indentations in the pillars. Inside lie the glowing green balls. Shoot these out with your sniper helmet and destroy the subsequent enemies that appear. Now collect the items at the platform in front of the entrance. Do this until you've shot all of them.

DIFFICULT AREAS: DR. HAWKINS
Level 3
Checkpoint D
Get the fish bowl and put the fish into the grate above a small pool of water in the center of the previous room. Watch out for the spiked balls and the giant fish swimming around. Wander the corridors until you find the red button.

Checkpoint E
When you start to get sucked out, place the fish bowl on your head, and then quickly select the duct tape. As you're sliding, combine the magnets with the duct tape.

Level 6
Checkpoint A
You have to push the buttons in a specific order. The first one is very high, on a red piece of construction. Hop on the pipe near the purple door. Hop on the rest of the pipes, without hitting any buttons, until you get to the pipe with a ladder spot. Climb up and hit the first button. The second one is closest to the yellow door. The third is near the green door. The final button is in the middle.

Checkpoint B
Jump the Platforms. To deactivate the

bomb, hit the button directly to your left first. The second one is directly across from this one. Turn around; hit the button to the left of the second one. Now hit the last one.

Checkpoint C & D
The only way to understand the pattern is by looking at the blue glowing base of the bomb in the center of the room under the floor. The red circle indicates the button you have to press. Follow the hose from the red circle to the button to find the correct sequence.

Level 9
Checkpoint B
This isn't too difficult to get through, just a little tedious. You need to hit several plates in order to open the secret entrance which houses the part you are searching for. Note that when you're near a plate and can't seem to find it, a little poop alien will appear. He'll point you in the right direction.

Checkpoint C
The object is to lead the alien to the saw below. To do this, you must press the blue rectangular panels on the floor, which opens up trap doors. Press the left one first. For the second level, hit the right floor panel. However, let him hit the grey wall and walk the other way before allowing him to fall to the next floor. Finally, let him run into the wall and turn around on the third level before letting him fall. To force the alien to the last floor, just get off of the third panel ASAP. Do this until the vial in the center of the room is full.

Checkpoint G
The first button is given. The answers to rest of puzzle are as follows: row 2 - right; row 3 - middle; row 4 - second from right; row 5 - last on the left.

Checkpoint F
Before you step on the yellow button, look up. You'll see a series of red buttons on the ceiling which correspond to the buttons on the floor. Step on the yellow button while watching the ceiling. The ceiling buttons that light up are the buttons you need to press. When you return to the booth, you'll see three aliens inside. Throw pumpernickel inside three times to launch each one out.

DIFFICULT AREAS: MAX
Level 2
Using the Rocket pack is a bit tricky. Fill it up and ascend one floor. Destroy the Laser cameras. You may have enough fuel to reach another level, but when you're near empty, return to the fuel station and refill. As for the fuel stations in the air, hover



near them until you're full, and then proceed up.

Level 5

Checkpoint A

Shoot the floors in the beginning to gain access to the rest of the level. Throughout this level, there are a number of other floors and walls that lead to new areas. Keep an eye out for cracks, and the like.

Checkpoint B

Behind one of the green larva containers, you'll find a control panel. Blast it out to access the platform that will allow you to reach a higher floor.

Checkpoint C

In the vents, some of the doors can be destroyed; do this until you find the room full of the large aliens. Collect the items quickly and find the exit. The exits are usually vent shafts with grates covering them. More often than not, you'll have to climb boxes to reach them. Eventually, you'll encounter a room with a cracked door and light emerging from it. Destroy it. If you have 90 HP or more, you can fall down; otherwise, use the platforms. The last part of this level is quite tricky, but possible. You'll notice that the fuel pump will begin to move. Follow it across the pit of slime. On the other side, it will stop at a brown, vertical tube with red around the rim. Ascend inside of it.

Level 8

Checkpoint B

Go to the middle ball in the center, where there's an encircling row of blue lights. From here, jump onto the green platform moving up (since these platforms don't stop moving, jump onto them just before they move down as far as they can). When you are at the highest point, turn right and shoot the green lights encircling the tube next to you. Immediately turn left and hit the red lights. Get back on the center ball and do the same for the blue platform and lights. Now a huge pit will open up. Go to the bottom floor and stand above the pit. You should be able to see a piece of the brown floor remaining. Use it to jump as far as you can directly across. You should hit a platform a little ways down. Finally, jump out onto the antenna. From here you can see that the platform is actually a tube. Carefully jump in. WOW!

Checkpoint C

Note that when you move forward while jetting you move higher much faster than just jetting in a straight line vertically. Use this hint to ascend up this tower. Once you get close to

the long narrow antenna-looking object way up, jump onto the platform at its end with health on it (the antenna should be directly above you). Now fly as high as you can towards the metal plates to your left that are going in and out of the tower. Be sure when you land on it, you'll land with 100% of your fuel. From here, fly as high as you can to the right towards the next antenna platform. When you run out of fuel, fall for a little to recharge your pack to about 50%. Until you get to the platform, use your rocket pack a little to about 25% and let it refill to 50%; this should allow you to hover high enough to reach the platform. Note that the rest of these platforms aren't stable, so make sure that when you land on them, your fuel is near 100%. Immediately go to the next antenna platform. Do this until you see some more metal disappearing platforms a bit higher. Use them to reach the thin object that's almost shaped like a "J." On top of it is a stable platform. From here you can see a large electrical tube. Go inside of it.

Checkpoint D

Inside this cavern, fly towards the natural stone pillars without worrying too much about the enemies. When you get somewhat close, start shooting them. They will explode into stable platforms.

BOSSSES

Hanz (1)

Don't grab the health that you initially encounter until you really need it. Shoot the balls underneath the two hovering objects first. Directly in the center are four sparkling blue objects; shoot these out. You'll have to shoot one more after this; it resides directly in the middle of its face. Don't worry about taking damage too much. But if you're having difficulty, try using the cloak. Now snipe the guy controlling the monstrosity. When he jumps out, use your cloak and begin attacking him with your super machine gun. You should be able to dodge his fire easily. When he slams the ground, jump up in the air to avoid the subsequent shockwaves.

The Sphere (2)

The first thing that you must do is shoot out the lights on the outside of the sphere; but, watch out for the beams of light that are exposed, since they'll cause you serious damage. Once this is complete, shoot the inside of the ball through the holes where the light is coming from. Jump and try to avoid being hit as much as possible; watch the ball's movement and try to anticipate where the beams will be shining to avoid damage. While you are doing this,

constantly fire your weapon. You may not be able to avoid being hit all the time, but if you at least try to dodge the beams and remember to constantly fire your weapon, you shouldn't have any problems.

Balloons For Brains (3)

Blast him a couple times really quickly before he activates his shielding ability. Once his shield is activated, you are going to have to disable it. Do this by flicking the two switches at opposite ends of the room, and then press the red button. You'll notice that at the far end there is a transporter. Use it to return to the other switch quickly. After you do this twice, throw atomic toast at him. But, pay close attention to what he attacks you with. Although the bombs are easy enough to evade, the exploding rockets are tough. Try to stay out of the vicinity of the explosion, but if you're caught, try jumping the shockwaves. You should be able to pick him off quite easily now.

Schwang Schwing (4)

In the first part of this grueling battle, shoot out his red eyes a few times. However, be sure to dodge his hand attack, and jump the shockwaves that follow. In the next part, just shoot the boss's hand that is holding Max with the Sniper. For the final part, let the boss walk in front of the large joysticks, and then quickly shoot the blue part on top of the stick. This causes a large electrical beam to emerge and severely hurt the boss. His laser attack should be easy to dodge. When any enemies appear on the platform, dispose of them immediately. As for his jump attack, there doesn't seem to be any way to dodge it. However, your Sniper Shield will block the attack.

Bad Max (5)

The hardest part about fighting this boss is finding him. On the back wall, you'll find a jet pack fuel. Inside the ship, which is on the top platform, you'll find batteries, which should respawn; grab them when you need them. If possible, shoot the enemy from the bottom platform with the blue ball, while he is walking around on the narrow platforms above. If you have more than 50 HP, a great place to deal lots of damage is actually inside the ships. Although you'll also take considerable damage, it's worth the risk. Be aware that when the enemy dog activates his shield, you can't hurt him. However, just continue to shoot at him, and it will eventually disappear.

BFB (6)

Grab the plutonium behind one of the boxes on the right side of this room,

and quickly drink it to transform yourself into Hyde. Climb the boxes. When you are at the top, a line of red dots will appear leading you to the boss. Jump on top of Balloons for Brains. Get the plutonium from the same spot and repeat this process three times. This will knock out his shield, at which point you can start shooting at him to cause damage. Once he falls to your elevation, just smash him with the atomic toast until he is dead. If you need to refill your energy, go behind a box and quickly do this. Beware: if you get hit by one of those nasty bombs, you will die immediately.

Schwang Schwing's Ship (7)

In order to dispose of this Schwang Schwing's Ship as quickly as possible, snipe all of the glowing round balls on its outside. However, as you're trying to do this, Schwang Schwing's Ship will try to shoot you with its gun and hit you with severe explosive weapons. Just dodge the gun weapon and try to get as far away from the impact spot of the bomb as you can. Again, if you're caught in the bombs vicinity, try jumping the subsequent shockwaves to avoid damage. Also, numerous enemies will appear to put you to rest. Dispose of these before returning to your fight with the ship. Once you nail all of the glowing balls, the ship will fall and crash.

Schwang Schwings (8)

Beating Schwang Schwing for the last time will be quite a challenge, since you have a very short time limit. The trick to killing him quickly is setting him up in the traps placed around the walls. Except for the canisters, all of the traps can be activated by a red switch that lies next to them. When the boss floats in front of one of the traps, fly to the button and land on it to trip the boss. For the canisters, just wait until the boss is in front of them, and begin shooting at them. This will cause an explosion, which deals significant damage to him. This should nearly kill him, but he'll have a little bit of energy left. Just shoot him with bullets until he's dead.

ZZy Ballooba (10) final boss

Use Doctor Hawkins. Grab as many Fizzy drinks as possible from the outside. Once you start fighting the boss, shoot as much atomic toast at him as you can. When you deplete his energy, he'll suck you inside his body. Now attack his internal organs. Get the plutonium on the periphery. Jump on the lip of the hole where the large bubbles are emerging, and then jump onto the ledge. Turn into Hyde and ride on top of the large bubbles. Start attacking organs. You should be able to hit all of them except one.

M **Stealth**

Obviously equipping this item will make you invisible to everyone. If you collect 60 or more Tags for the Tanker, you will get it. You need about 120 to get it in the Plant section.

Blue Wig

Collect every Dog Tag and you will get this wig, which gives you infinite oxygen. This is also only available in the Plant section.

Orange Wig

Collect about 150 Dog Tags and you will get this wig. It allows you to have an infinite grip meter in the Plant stage.

Brown Wig

This allows you to have infinite ammo for the Plant section only. Access it by collecting 80 Tags.

OTHER SECRETS AND TIPS**Camera Surveillance**

If you equip the Digital Camera, Camera, or Scope and press the action button while pointing it at a guard, the guard's name will appear, if you've collected his Tag.

Meryl

After defeating Olga, go into first-person view and look at her. Call Otacorn and Snake will comment about Tomboys, obviously referring to Meryl. Also, when you encounter Snake in the Plant section, keep calling him on the Codec when he sleeps. He will eventually have a nightmare, and mention Meryl.

Mei Ling

Repeatedly save until you have listened to everything that Otacorn has to say. Now, Mei Ling will appear.

Vulcan Raven Doll

Shoot the Vulcan Raven doll to cause him to fire pebbles from his gun.

Vulcan Raven Picture

Sending Otacorn the Raven picture will cause him to question your sexuality.

Pipe Dreams

In Deck2, Port, run towards the guard coming at you. Enter the third room on the right and press up against the wall in the upper left-hand corner. When the guard is approaching, peek from the corner. The pipe should fall after that, and a cinema will be initiated.

Otacorn Reactions

If you take pictures with the camera of various things, Otacorn will give you funny reactions when he must look at them at the end of the Tanker level. Some of these photos include Olga, the toy Vulcan Raven,

and the posters.

Guards In boxes

Once you complete the game, play it again. This time all of the marines in the last part of the Tanker area will be wearing Boxers!

Projector Mania

Once in Hold 2, press the action button while next to the movie projectors. This will cause the marines to look in different directions. Keep doing this for a bit for weird results.

Kojima

In Hold 2, take a picture of the screen on the right, and it will be Kojima! If it doesn't happen after the first time, keep doing taking pictures a few more times. We're curious to know whether there are more "ghostly" pictures such as these in the game.

Alternate Tanker Route

When you get the Level 2 Grip, go to Hold 1. Climb the ladder on the right side and flip over the edge. Make your way over to the end, and flip back up through the door. Do the same in the second hold. You should end up above everyone in the final hold.

Secret Ocelot

When you enter the first Hold in the Tanker area, go to the left, and open the hatch there. Crawl into it and take it nearly all the way to the third Hold. Instead of going to the end, make a left down a vent. You should end up on a platform that has a pole next to it. Now, be sure not have your weapon drawn. On the bottom and to the left, you can see Ocelot! Try getting a picture with your camera.

Stealthy

While in stealth, shoot or punch a guard while a few others are around. Sometimes he blames the other guard, instead of calling for help.

Kojima

If you can enter your name in the second area, put in "Hideo Kojima" to reveal his information, such as blood type.

Birthday Congrats

If you put in the present date as your birthday in the Tanker section, you'll get a surprise.

Sleeping Snake

Aim at Snake while he's sleeping for some fun messages.

Whoa, Vamp!

If you call Pliskin enough on the Codec, he will eventually reveal information suggesting an interesting relationship with Vamp. He will also talk about a relationship with Fortune.

The Box

Call Snake while in the box to listen to some weird message.

Guard Mania

1. Hold up a guard and shoot both of his hands and one leg. Sick, but fun!
2. Hold a guard up with one of your big weapons, such as the Stinger or RGBB. They will supposedly pee themselves.
3. Shoot a guard who is near an edge and watch him fall over.
4. In the main part of the Engine Room there is a guard that stands in front of the entrance. Punch him to knock him over the rail. If timed correctly, he will land on another guard and bleed.
5. Once you get the Stealth Suit, hold up a guard where there is a second guard who will see you. A funny sequence of events will ensue.
6. If you're spotted, equip your most powerful weapon. Sometimes the enemies will run the other way if they are alone.

Stilman

After he locks himself inside the pantry, keep pestering him. If you talk to him about eight times, he will react with some funny lines.

Break-up

If you kill enough birds, or fight the hostages, Rose will dump you!

Mysterious Walking Box

After meeting Stilman, go north instead of south to diffuse bombs. You can see somebody crawling in a box across the bridge.

Bug Attack

If you lie down on the bugs, they will get on you and start eating your rations. Press L2 to shake them off.

Bug Guts

Find a place crawling with bugs and throw a grenade into the middle. Now, get your camera ready and look at them. Bug stew!

Potty Talk

Call Campbell while looking in the urinal of the men's restroom. It may take a few times, but Campbell will give you a message. Use Codec from women's restroom for some funny messages.

The Fatman

If you watch Fatman in first-person while he is playing with the Seagulls, sometimes one will land on his neck and peck him.

Box Uses

Hop onto the conveyor in the east side of Strut E Parcel Room, and equip one of your cardboard boxes. The box that you choose will determine where the conveyor will take you. For Example, The Zone of the Enders box will take you to a small room below that contains the Digital Camera.

AK Suppressor

After defeating the Harrier, you will find this item on the other side of the bridge. Remember to use Coolant to extinguish the fires.

Floating Fun

In the underwater areas, go to the southern part of the west corridor. Surface and you'll see a rubber duck. There is also a second Vulcan Raven Doll in the last area of Chamber 1.

Hidden Magnis

There are various hidden magnis throughout Shell 1 Core B2. Punch the doors off their hinges, and the books will appear.

Parrot Eavesdropping

If you shoot at it, or spray coolant at it, the parrot will say funny stuff; be warned, however: if the guards are close by, they will go into alert mode. Also, two guards stop to speak with each other in the upper area of the room. If you wait until they're finished talking, and return to the parrot (in first-person view), it will reveal their conversation.

Magazine frenzy

On B1 of Shell 2, take out each guard. Once you've done this, point your gun at the parrot. He will give hints about the tops of the lockers. Go to the locked locker on the left, and you should see a magazine on top. Punch it a bit, and some more magazines will fall out.

Easter Island Statues

1. Go to B2 Shell 1 Core. Go to the center of the computer room, and crouch and look in the lower left-hand corner of the desk.
2. When controlling the Nikita missile to the president's room, you'll find another in the vents.
3. This one is in the flooded area.
4. In the upper right closet in the room where you find Emma, you will find a statue. Look out for the Claymore mine. Note that this Statue is seemingly only present in Extreme mode.

Panty Perversion

In the hostage area, you will find one woman who is different from the rest. She rests against a table in the upper left-hand corner. If you notice closely,

she is constantly opening and closing her legs. If you try to peak, she will close them. Now, crawl under the table in front of her, and shoot her in the head. Now you can peak up her skirt and take pictures. Also, call the Colonel for an interesting conversation.

Electric Items

Throw various objects into the electric field on the floor for some interesting results.

Emma Weirdness

Knock out Emma and lay on top of her. Snake and Ocelot will offer some interesting comments.

Flip Emma

Do the Punch combo on Emma, and when she falls to the ground, try doing the flip maneuver. If timed correctly, Ridden will go into the flip animation even though Emma has already fallen to the ground. When Emma gets up, she will flip, as if Ridden was flipping her, although you aren't actually doing anything at that moment.

Torture Spotted

If you're flattered by a guard in Arsenal Gear Jejunum, go back to the torture room, and press up against the table. You will be safe again, and the guard will make an interesting comment.

Emma Comments

While sniping for Emma, use the directional Mic to hear some funny lines. She will talk about you when she is behind the first oil strut. Also, point it at Snake to hear just how perverted he really is!

Radar Girl

While waiting for Snake in the Arsenal Gear Corridor, a video will appear of a chick in the radar screen. However, if you answer your Codec, it will disappear.

Snake's Dog Tag

After Snake Gives you the High Frequency Blade and Equipment, knock him out and shake him to get his Dog Tag.

Raiden's Dog Tag

When you complete MGS2, the information inputted in the login Node for Ridden will appear.

THE DEMO

Camera Fun

While on the title screen, simply move the right analog stick around to rotate the camera and check out more of the bridge. Also, during Codec scenes, you can move Otacon's and Snake's

heads around by moving the analog sticks. If you move the analog sticks while holding the different shoulder buttons, you can zoom in and out of their faces. Bizarre!

Lower Your Gun

If you aim your weapon, but then decide not to shoot, release the button very lightly to lower the gun—it's analog sensitive.

Toss 'Im Overboard

There is a gated area on both the left and right sides of the ship, which is marked by a white chalk outline. If you drag a guard into the gate, a cinema will take over and you'll toss 'im into the drink (which is surprisingly satisfying...).

Crouch for Health

At any time, you can slowly regain health by simply crouching and remaining still. This technique will only get your life meter back to being green, however.

Locker Foolishness

While inside of a locker, you can press R1 to peek through the grate. Don't forget that the button is analog—hit it too hard, and Snake will slam his head against the door.

Also, you can knock the doors off of lockers with repeated punches and kicks (although you can't hide either guards or Snake in a busted locker).

Kiss the Girls

In the room filled with lockers, you'll find posters of sexy girls hanging inside the doors of two of them. Go inside the locker, look at the girl and press R1—Snake will make a "kissing" sound! Also, if you look at the poster while the door's open, give Otacon a call for a hilarious message. One last thing: press your back against the open door with the poster of the girl in the yellow bikini, and without a weapon in hand, "knock" against the locker. If you hit a certain "area", guards will come after you, you pervert!

Over the Edge

When a guard is standing up against the railing, you can knock him over the edge with Snake's "punch-punch-kick" combo. If you do this around the middle of the front of the catwalk outside, you'll see a short cinema of the guard falling to his death.

Who's There?

If a guard gets suspicious of you hiding in your cardboard box, he'll

attempt to look inside through the handle holes. This is pretty funny, especially if you're looking out of the box in first-person mode.

Lights Out

The two rooms at either end of the hall with the security camera will get noticeably darker if you shoot out the light bulbs.

Making a Mess

There are a ton of things for you to destroy and interact with in the supply room, but you have to use the USP to see everything. First make sure that everyone in the surrounding rooms are either dead or KO'ed, and don't forget about the extra guard that appears when you first go into the supply room. Once there's nobody left to hear you shooting, blast away at the melons and the sacks of flour. Also, there are two boxes on the shelf that can be knocked over with two shots each, which spill fruit that rolls everywhere. Very cool.

Soggy Box

If your box gets too wet (this takes a while), it will start to wear down. If you take the dry box found in the supply room back outside and use it, it will soon become soft and soggy like the wet box found outside. Keep sitting around in the rain and the box will eventually become so soaked that it falls completely apart.

Hide in the Darkness

Snake is harder to see in the shadows—a guard can be a few steps away and still not see you. However, he may catch enough of a glimpse to investigate further, so be very careful.

Smoke 'Em if You Got 'Em

Snake will slowly lose life if you light up a cigarette, but if you let him puff away for a minute or so, he'll stop losing energy. Also, smoking has the same effect as Diazepam in that it slows Snake's heartrate and helps him aim better. Finally, puffing smoke is an alternate way to help you see laser tripwires.

Make 'Im Dance

This bit is covered in the game's tutorial, but can still be tricky to pull off at first. First, "hold up" an unsuspecting guard by pulling your gun on him from close behind, then hold down L1 to move with your gun drawn. Go around to the front of him, then aim at either his head or his crotch repeatedly. He'll get so

control.

I push the button, the secret agent shoots. I hold left on the analog stick, he runs left. Pretty simple stuff. So when I go to buy that second gamepad, I'll just grab one. They're all the same. It's not like these things are complicated devices like a GameShark.

Of course, if a company can develop a product as sophisticated as GameShark, they could probably make a pretty nice gamepad, right?

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Unlock all bikes

Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ

Unlock 250cc Freestyle

↑ Ⓜ+↑ → Ⓜ+↑ → Ⓜ+↑ → Ⓜ+↑ → Ⓜ+↑

Unlock everything

Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ

Track editor codes (entered in Track Editor):

Unlock Station Z arena

Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ

Unlock all platforms

Ⓜ+↑ → Ⓜ+↑ → Ⓜ+↑ → Ⓜ+↑ → Ⓜ+↑

Unlock all ramps

→ Ⓜ+→ → Ⓜ+→ → Ⓜ+→ → Ⓜ+→

Unlock all barriers

Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ

Unlock all obstacles

Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ → Ⓜ+Ⓢ

MOTO GP

Secret Characters

Klonoa: complete challenge 22
Kt: complete challenge 23
Gun Koma: complete challenge 24

MX 2002 WITH RICKY CARMICHAEL

ADVANCED TRICK LIST

No Hander

Hold trick button and press Ⓜ

Kiss Of Death

Hold trick button and press ⓂⓈ

Cliff Hanger

Hold trick button and press ⓂⓈ

Cordova

Hold trick button and press ⓂⓈⓈ

Nothing

Hold trick button and press ⓂⓈ

La-Z-Boy

Hold trick button and press ⓂⓈ

Heel Clicker

Hold trick button and press ⓂⓈ

Bar Hop

Hold trick button and press ⓂⓈ

McMetz

Hold trick button and press ⓂⓈⓈ

Coffin

Hold trick button and press ⓂⓈ

Saran Wrap

Hold trick button and press ⓂⓈ

Rodeo Air

Hold trick button and press ⓂⓈ

Can Can

Hold trick button and press ⓂⓈ

Disco Can

Hold trick button and press ⓂⓈⓈ

Pendulum

Hold trick button and press ⓂⓈ

Catwalk

Hold trick button and press ⓂⓈ

Switchblade

Hold trick button and press ⓂⓈ

Indian Air

Hold trick button and press ⓂⓈ

Seat Grab

Hold trick button and press ⓂⓈ

Superman Indian

Hold trick button and press ⓂⓈⓈ

Rocket Air

Hold trick button and press ⓂⓈ

Cat Nac

Hold trick button and press ⓂⓈⓈ

Heart Attack

Hold trick button and press ⓂⓈⓈ

Helicopter

Hold trick button and press ⓂⓈⓈ

Mulisha Air

Hold trick button and press ⓂⓈ

MYST III: EXILE

Activating the Airship

Note: If you haven't yet solved the part of the puzzle involving the catwalk and the sluice gate in the lava room, go back to it. Hot air must be flowing through the valves in the dry dock.

At the bottom level, increase pressure by closing all four valves. Note that one seems to be broken. When the pressure gauge is in the yellow, the elevator can go to the middle level. When it is in the red, the elevator can go all the way to the top. To inflate the blimp, you need to have the arrows point at the thin red line.

Take the elevator to the middle level. Close three of this level's valves so that air is being released through only one pipe. Take the elevator to the top level. Close

only one valve here, leaving three open. Return to the middle level and open one valve so that a total of two are opened. On the bottom tier, open all three functioning valves. The pressure gauge will now point at the thin red line. Find the release valve for channeling the pressurized air to the airship and turn it. The balloons will inflate, allowing the airship to rise along its cable to the dry dock door. Now, just find the switch to open the way for the blimp, and you're outta there.

NASCAR HEAT 2002

Unlock Hardcore Realism Mode

To unlock this Mode, get a point rating of 100. This mode will only be unlocked for the particular track you got it on.

Unlock Richard Petty

Complete every Heat Challenge, getting at least a Bronze rating on each, to access Richard Petty.

NASCAR THUNDER 2003

Unlock extra, non-licensed drivers

Go to create-a-car, and enter the following
First name: Extra
Last Name: Drivers

NBA 2K2

SECRET STUFF

Hidden Teams

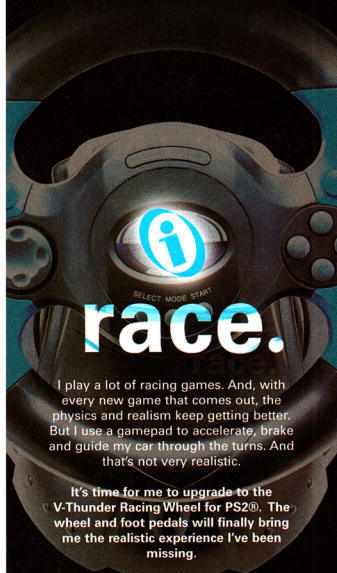
From the main menu, choose "Options", then "Game Play". While on the "Game Play" screen, at the same time, press ← on the D-pad, → on the left analog, and Ⓜ. Go back one screen to Options by pressing Ⓜ. Choose Codes, then enter "MEGASTARS". This unlocks 3 hidden teams: Sega Sports, NBA2K2, and VC.

Unlock Cheats Menu

From the Options menu, go to the Gameplay menu. Now, hold ← on the D-pad and hold → on the left analog stick; now press Ⓜ. If you return to the options screen, the Codes option will be unlocked. Unfortunately, we don't have any specific cheats to give you.

NBA HOOPZ

At the versus player screen, the ⓂⓈⓈ buttons change the respective three icons at the bottom of the screen. Inputting a certain order will result in wacky codes. The numbers listed indicate the number of times you must press one of the three buttons. After this, use the D-pad and press in the direction listed to activate the code. If done correctly, you'll hear a sound and the code inputted will appear at



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the bottom of the screen.

Granny shots	1 2 1 ←
Show shot %	0 1 1 ↓
Big heads	3 0 0 →
Tiny heads	3 3 0 ←
Tiny players	5 4 3 ←
Show hotspot	1 1 0 ↓
Infinite turbo	3 1 2 →
Beach court	0 2 3 ←
Street court	3 2 0 ←
No goaltending	4 4 4 ←
No fouls	2 2 2 →
No hotspots	3 0 1 ↑
Home uniform	0 1 4 →
Away uniform	0 2 4 →
ABA ball	1 1 1 →

NBA STREET

TIPS

- Remember that when doing tricks, faking out opponents, causing them to fall or stumble, will result in more trick points.
- The Alley-oop is great for scoring lots of trick points. Try using one player who can dunk and one who can dribble. Using the skilled handler, fake out the opponent until you see your teammate rise in the air; pass it off, and if you're lucky, the third teammate will also rise. Pass it to the third for the dunk. If you have really good skills, trick with the ball handler, go for the dunk, and perform the double Alley-oop.
- Guarding opponents can be tough. Try to stay just a little off of the ball handler to prevent the opponent from causing you to fall. The best time to steal is immediately after the opponent performs a trick.
- It's also worth noting that goal tending is legal. Stand just under the basket and jump up as the ball is coming down from the apex of the arch.
- When your opponent has a Gamebreaker, maintain possession of the ball for as long as possible. Doing this will waste the Gamebreakertime, which is limited. Hopefully, your efforts will result in your opponent completely wasting the Gamebreaker shot attempt.
- In City Circuit mode, you're not necessarily playing for trick points; the most important aspect is winning. Don't mess around, take advantage of the opponents' weaknesses. For example, if a large guy like Dikembe has the ball away from the basket, immediately try to steal it from him. I've found that the best type of team to have is someone who can shoot and dribble, another who can block

shots, and another who can play the inside game.

- The Dinner's Served trick is tough to execute, mainly because it can be easily defended against. When you do it, be sure that there isn't anyone around, you're perpendicular to the backboard, and you're just in front of the Free Throw line.
- You should note that in a really heated situation, it's sometimes very hard changing a player to the one you want. If, for example, you're trying to stop a two-pointer and you get faked out, you might not be able to change to your center to goal tend. If this occurs, it's better to try and steal the ball with the character you can change to.

Dribbling Tricks

Backtrack

Hold **□**+**□** and press **□**

Breaking You Off

Hold **□**+**□**+**□** and press **□**

Change Up

Hold **□**+**□** and press **□**

Cyclone

Hold **□**+**□**+**□** and press **□**

Double Cross: hold **□**+**□**+**□** and press **□**

Downshift

hold **□**+**□** and press **□**

Off The Chain

hold **□**+**□** and press **□**

Slip 'n' Slide

hold **□**+**□**+**□** and press **□**

Streetwise

hold **□**+**□** and press **□**

Dunking Tricks

Around The World

Hold **□**+**□**+**□** and press **□**

Backbreaker

Hold **□**+**□** and press **□**

Dinner's Served

Hold **□**+**□**+**□**+**□** and press **□**

Dominator

Hold **□**+**□** and press **□**

Dunkalicious

Hold **□**+**□**+**□** and press **□**

Groundshaker

Hold **□**+**□** and press **□**

Hammerdown

Hold **□**+**□** and press **□**

Highrise

Hold **□**+**□** and press **□**

Put It Home

Hold **□**+**□**+**□**+**□** and press **□**

Special Delivery

Hold **□**+**□**+**□** and press **□**

Superfly

Hold **□**+**□**+**□** and press **□**

Wake Up Call

Hold **□**+**□** and press **□**

Unlock Team Dream

In the Enter User ID screen, when you get to the User Record box (will either display a user ID's record information, or "no user record"), quickly enter the following code: hold **□** and press **↑↑→→□**

Team Big

Hold **□** and press **↑↓←→□**

Team 31W

Hold **□** and press **←→←→□**

Team Street Legends

Hold **□** and press **→←↑↓□**

Team NYC Legends:

Hold **□** and press **↓↓←→□**

Unlock All Courts

In Hold the Court, go to the screen where you choose your court and enter the following code: Hold **□** and press **↑↓←→→→←→↑**, and while holding **↑**, hit **□**

NCAA GAMEBREAKER 2001

COLLEGIATE CHEATS

To enter any of the following cheats first go to the Easter Egg screen found by selecting Customize from the Main Menu. From there highlight and select Easter Eggs. Once on the Easter Egg screen enter any of the following, be sure to pay attention to the case of the letters as the codes are case-sensitive. As cheats are entered they'll be listed on the Easter Egg screen but there's only room for seven of them so choose the codes you wish to enter carefully.

Big Team Vs. Small Team

BigGandsmall

Build Super Walk-on Players

FRANKENSTEIN

Excellent Stats

Vers

Great running Stats

REAL ESTATE

All Player Attributes Set To 99

BEAT DOWN

Get All Blue Chips

motivate

Better Passing

GO DEEP

Strong Stiff Arm

HAMMER

Stronger Defense

PHYSICAL

View credits

HOLLYWOOD

NEED FOR SPEED:

HOT PURSUIT 2

Sic the cops on opponents

This is a trick that takes some practice to master. Try to "shadow" an opponent when your radar detector indicates you're approaching a speed trap. Run neck-and-neck with them, then stop on the accelerator as you start to pass the cop—you'll put your opponent slightly behind you, and there's a good chance the cop will decide to chase them instead of you.

Rub the shoulder

NFS:HP2's tracks have nice, big shoulders, and for a very good reason—they're a key part to executing a winning strategy. They're great for swerving around slow-moving traffic (there's no big speed penalty and it's easier than squeezing between cars) but they're also an excellent way to avoid police roadblocks unscathed. You can also ditch cops pretty easily by running right up behind traffic when they're on your tail, then quickly driving onto the shoulder, causing the cops to rear-end other drivers!

Make tracks and traffic your bad boy toys

The game's courses offer plenty of opportunities to practice one of our favorite tactics: running opponents and cops into things. It's actually pretty simple: just let the opponent/cop keep up with you, then find the nearest indestructible obstacle (boulder, oncoming car, tree) and steer into it, veering away at the last possible second. They'll smack into it like the coyote hitting a mountain with a tunnel painted on it.

Take the long way home...

Taking shortcuts is generally a no-brainer, but it can actually be advantageous to take the long way around sometimes. If your opponents all have cops on them when you come to a fork in the road, take the opposite path—there's a good chance the other racers will wreck or get busted, and you'll avoid the cops picking up on you in their place.

Zig when they think you're zaggin'

You can sometimes fake out cops on your tail by juking in one direction (towards the roadside is best) and then quickly steering in the other direction. If you time it right, you'll leave 'em in a ditch!

Tune in

Listen to the police radio, when roadblocks or spike strips are called in use the 'zone cam' to find them up ahead.

Whack the whirlybird

Helicopters have trouble tracking you through tunnels and over shortcuts. Use this knowledge to ditch airborne attackers.

Give 'em a brake

When a cop pulls ahead of you, try applying the brakes momentarily to get some distance between the two of you, then romping on it and swerving around him.

Nitely-night nitrous

When you're being hotly pursued, coast through the corners. Cops with nitrous will sometimes hit the walls

Run, Forrest, run

For your vehicle moving, even when you think you are caught. Sometimes you can still squirm through, even if you have to just push other vehicles out of your way. It ain't pretty, but it keeps your wheels turning.

Look up, look down, look all around

If you drive in the first person view, remember that you can always use the 360-zone camera to check out your surroundings.

NFL 2K3

Just say "UrUraher"

In previous NFL 2K titles, the lineman was the best defensive position to play (especially if he had a little speed, a la Jevon Kearse), enabling you to simultaneously clog up the middle and rattle the quarterback badly enough that the AI could run the secondary on its own. But this year's offensive lines are much tougher, so you may want to consider becoming a run-jamming, pass-eating defensive linebacker instead. Use the technique described below to own the midfield.

Ball? What ball?

The key to effective pass defense is this: don't try to tip the ball away. Instead, tackle the receiver

as he touches the ball. If you time this well, you'll be able to jar the ball loose more often than you'd be able to tip it away. You may get hit with a couple interference calls, but once you learn the technique it will all be worth it. Use this technique with any defender and you'll disrupt your opponents' air attack leaving them no choice but to go to the ground.

NFL BLITZ 20-02

KILLER CODES

The first 3 numbers represent the ⓐ ⓑ ⓓ buttons; the arrow equals the direction on the d-pad.

- No replays 5-5-4 →
- Snowy weather 5-5-5 →
- Rainy weather 5-5-5 →
- Get Cowboys team 1-3-5 ←
- Armageddon team 5-4-3 →
- Name: ROBOTS PIN: 1970
- Name: ROBOTR PIN: 1974
- Name: RBL-DBN PIN: 9669
- Name: MADISON PIN: 1220

NFL BLITZ 20-02

BONE-BREAKING BONUSES

Enter the following names and PINs to unlock extra characters:

- Name: BEAR PIN: 1985
- Name: CLOWN PIN: 1974
- Name: COWBOY PIN: 1996
- Name: DEER PIN: 1997
- Name: DOLPHIN PIN: 1972
- Name: EAGLE PIN: 1981
- Name: HORSE PIN: 1999
- Name: INDIAN PIN: 1992
- Name: LION PIN: 1963
- Name: PINTO PIN: 1966
- Name: PIRATE PIN: 2001
- Name: RAM PIN: 2000
- Name: RAVEN PIN: 2001
- Name: TIGER PIN: 1977
- Name: VIKING PIN: 1977

PROGRAMMER'S CHEATS

Enter all of the following codes on the Match-Up screen just before a game begins. The codes correspond to the number of times you must press the button to change the first, second, or third icon; plus sometimes, you must press a direction on the D-pad.

- Extra Time Enabled 0 - 0 - 1 ↓
- Chimp Mode 0 - 2 - 5 ↑
- Power Loader 0 - 2 - 5 →
- Chrome Ball 0 - 3 - 0 ↓
- Classic Ball 0 - 3 - 0 ←
- Fast Running Speed 0 - 3 - 2 ←
- Team: Indians 0 - 4 - 5 ←
- Super Blitzing 0 - 5 - 4 ↑
- Weather: Clear 1 - 2 - 3 →
- Huge Head 1 - 4 - 5 ←
- Big Head 2 - 0 - 0 →
- Team Bigheads 2 - 0 - 3 →
- More Time For Codes 2 - 1 - 2 →

- Always Receive 2 - 2 - 2 →
- Always QB 2 - 2 - 2 ←
- Ground Fog On 2 - 3 - 2 ↓
- Fast Passes 2 - 4 - 0 ↓
- Team: Midway 2 - 5 - 3 →
- Team: Rollos 2 - 5 - 4 ↑
- Team: Bilders 3 - 1 - 0 ↑
- Smart CPU Team 3 - 1 - 4 ↓
- Notfle 3 - 2 - 5 ↑
- Extra Offense Play 3 - 3 - 3 ↓
- Team: Neo Tokyo 3 - 4 - 4 ↓
- Butter Fingaz 3 - 4 - 5 ↑
- Showtime 3 - 5 - 1 →
- Team: Crunch Mode 4 - 0 - 3 →
- Power Up Offense 4 - 1 - 2 ↑
- Infinite Turbo 4 - 1 - 5 ↑
- Power-Up Defense 4 - 2 - 1 ↑
- Team: Brew Dawgs 4 - 3 - 2 ↓
- Team: Gamers 5 - 0 - 1 ↑
- Power Up Linemen 5 - 2 - 1 ↑
- Team: Armageddon 5 - 4 - 3 →
- No Replays 5 - 5 - 4 →
- Weather: Rain 5 - 5 - 5 →
- Weather: Snow 5 - 5 - 5 ←

NFL BLITZ 2003

Astroturf codes vs. natural codes

Codes are entered on the loading screen by choosing three symbols and pushing the stick in a certain direction. If a code is entered correctly, the effect of the code will be displayed onscreen.

Late Hits/Extra Time enabled

NFL Logo, NFL Logo, Midway Logo + any direction

Auto Icon Passing ON

NFL Logo, NFL Logo, Football + ↑

Auto Icon Passing OFF

NFL Logo, NFL Logo, Football + ↓

No CPU Assist (if teams agree)

NFL Logo, Midway Logo, Helmet + ↓

See More Field (if teams agree)

NFL Logo, Helmet, Midway Logo + →

Powerloader Mode

NFL Logo, Helmet, Whistle + →

Chimp Mode

NFL Logo, Helmet, Whistle + ↑

Big Feet Mode

NFL Logo, Helmet, Whistle + ←

Chrome Ball

NFL Logo, Football, NFL Logo + ↓

Classic Ball

NFL Logo, Football, NFL Logo + ←

Fast Run

NFL Logo, Football, Helmet + ←

Central Park



I don't go anywhere without my PS2®. But my TV is way too cumbersome to make the journeys with me. I need a screen that's easily transportable but also gives me a great picture and sound.

The Mobile Monitor from InterAct attaches to the PS2 for a portable, high-quality way to game-on-the-go. Now, wherever life takes me, I can play my PS2.

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NFL Logo, Football, Football + →

Arctic Station

NFL Logo, Football, Goalpost + ↓

Training Grounds

NFL Logo, Football, Whistle + ↑

Super Blitzing

NFL Logo, Whistle, Goalpost + ↑

Tournament Mode

Midway Logo, Midway Logo, Midway Logo + ↓

Clear Skies

Midway Logo, Helmet, Football + →

Super Field Goals

Midway Logo, Helmet, Football + ←

No Punting (if teams agree)

Midway Logo, Goalpost, Midway Logo + ↑

Big Head

Helmet, NFL Logo, NFL Logo + →

Huge Head

Midway Logo, Goalpost, Whistle + ←

No First Downs (if teams agree)

Helmet, Midway Logo, NFL Logo + ↑

Allow Stepping Out of Bounds (if teams agree)

Helmet, Midway Logo, Midway Logo + ←

Always Quarterback (2-player game)

Helmet, Helmet, Helmet + ←

Always Receiver (2-player game)

Helmet, Helmet, Helmet + →

Fog

Helmet, Football, Helmet + ↓

Fast Passes

Helmet, Goalpost, NFL Logo + ←

Unlock Fantasy

Football, Midway Logo, Goalpost + →

Smart CPU

Football, Midway Logo, Goalpost + ↓

Don't Highlight Receiver (if teams agree)

Football, Helmet, Midway Logo + ↓

Noftie

Football, Helmet, Whistle + ↑

Extra Offensive Plays

Football, Football, Football + ↓

No Audible Names

Football, Goalpost, NFL Logo + →

ButtaFingaz

Football, Goalpost, Whistle + ↑

Unlock All Movies

Football, Whistle, Midway Logo + →

No Interceptions (if teams agree)

Football, Whistle, Whistle + ↑

Power-up Offense

Goalpost, Midway Logo, Football Helmet + ↑

Power-up Defense

Goalpost, Helmet, Midway Logo + ↑

Infinite Turbo (if teams agree)

Goalpost, Midway Logo, Whistle + ↑

Team Midway

Helmet, Whistle, Football + →

Team Rollo

Helmet, Whistle, Goalpost + ↑

Team Cowboys

Midway Logo, Football, Whistle + ←

Team Big Head

Helmet, NFL Logo, Football + →

Team Bilders

Football, Midway Logo, NFL Logo + ↑

Team Neo Tokyo

Football, Goalpost, Goalpost + ↓

Team Crunch Mode

Goalpost, NFL Logo, Football + →

Team Brew Dawgs

Goalpost, Football, Helmet + ↓

Team G5Mers

Whistle, NFL Logo, Midway Logo + ↑

Team Armageddon

Whistle, Goalpost, Football + →

Power-up Linemen

Whistle, Helmet, Midway Logo + ↑

No Random Fumbles (if teams agree)

Whistle, Helmet, Football + ↓

No Replays

Whistle, Whistle, Goalpost + →

Rain

Whistle, Whistle, Whistle + →

UNLOCK SPECIAL CHARACTERS

Description	Name	PIN
Beerdrinker	ZEMAN	1986
Deerhunter	DEER	1997
Cowboy	COWBOY	1996
Silver Robot	ROBOTS	1970
Red Robot	ROBOTR	1974
Clown	CLOWN	1974
Dolphin	DOLPHIN	1972
Dough Boy	RBL-DBN	9669
Viking	VIKING	1977
Bear	BEAR	1986
Eagle	EAGLE	1981
Horse	HORSE	1999

Lion	LION	1963
Pinto	PINTO	1966
Pirate	PIRATE	2001
Ram	RAM	2000
Tiger	TIGER	1977
Clown	MADISON	1220

NFL GAMEDAY 2001

BIG PIG	Huge Football
SPECIAL MOVE	Super Special Moves
TINY GUYS	Really Small Players
GO FIELD	GameDay Field
UNBEATABLE	Extra Hard Mode
JACK HAMMER	Super Stiff Arm

NFL GAMEDAY 2003

Seven yards - guaranteed

The AI can't compensate if your running backs are part of your passing game. Choose playsets that have both a halfback and a fullback behind the quarterback, then pick a passing play that has one or both of the backs (preferably the halfback) splitting off into the flat near or behind the line of scrimmage. Get the ball to him and rack up the easy yards.

Seven yards guaranteed, part 2

Eventually, the AI will cheat and send a linebacker flying in at superhuman speed to break up the play. Mix in safe passes across the middle and some rushing plays to keep the defense honest. That way, you'll be able to break out your money play whenever you need some cheap yards.

Seven yards guaranteed, 101

Because GameDay shares so much of its codebase with NCAA GameBreaker 2003, this same strategy will work just as well. Just be wary of your players' stats, which will vary widely. If you're throwing passes to someone with butterfingers, you're going to see the pigskin hitting the ground in the backfield a lot.

NFL QB CLUB 2002

HOT QUARTERBACKS!

Unlock Bernie Kozar

Score 5 touchdowns during a single game using the same quarterback.

Unlock Boomer Esiason

Throw 15 passes to the same receiver during a single game.

Unlock Dan Marino

Throw 50 touchdowns in one season.

Unlock Jim Everett

Break any record in the quarterback challenge.

Unlock Jim Kelly

Make at least 20 pass attempts and obtain a QB rating of at least 105 during a single game.

Unlock John Elway

Rush for a total of 2,000 yards in a single season.

Unlock Phil Sims

Rack up 500 passing yards in a single game.

Unlock Steve Young

Throw for more than 5,100 yards in a single season.

Unlock Troy Aikman

Beat 7 opponents in the quarterback challenge.

NHL 2001

Play As The Hammer

On the Create Player screen in the Rosters menu, create a new player and enter his new name as Hammer. Now, when they refer to him, they'll call him "The Hammer".

Play As Animal

On the Create Player screen in the Rosters menu, create a new player and enter his new name as "Animal". The announcers will now say "Animal" when referring to him.

NHL HITZ

ALL THE HITZ!

NOTE — The numbers relate to how many times you press the following buttons: @ @ @ and the direction you press on the D-pad.

First-To-Seven-Wins	3 2 3	←
Always Big Hits	2 3 4	↓
Big Head Players	2 0 0	→
Big Head Team	2 2 0	←
Big Puck	1 2 1	↑
Bulldozer Puck	2 1 2	←
Domino Effect	0 1 2	→
Hitz Time	1 0 4	→
Hockey Ball	1 3 3	←
Huge Head Player	3 0 0	→
Huge Head Team	3 3 0	←
Huge Puck	3 2 1	↑
Ignore Last Code	0 1 0	↓
Infinite Turbo	4 1 3	→
Input More Codes	3 3 3	→
Late Hits	3 2 1	↓
No Crowd.	2 1 0	→
No Fake Shot	4 2 4	↓
No One Timers	2 1 3	←
No Puck Out Of Play	1 1 1	↓
Pinnball Boards	4 2 3	→
Rain	1 4 1	←
Show Hot Spot	2 0 1	↑
Show Shot Speed	1 0 1	↑
Skills Versus	2 2 2	↓
Snow	1 2 1	←
Tennis Ball	1 3 2	↓
Turbo Boost	0 0 2	↑
Won Fight Equal Goal	2 0 2	←

NHL HITZ 20-03

SCORE BIG WITH THESE TIPS

Tire out the goalie

The more the goalie tires, the slower his reactions, and the more likely



i control. i race. i mobilize.
am interact.

You play your game perfectly, tightly gripping an InterAct gamepad. From behind the TV, an S-video cable brings you crisp, clear picture and sound. Your frustration level is low because you're using GameShark® for infinite health and ammo.

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you'll be to catch him out of position and bag a goal. The following actions will wear him down: regular shots (location and open-ness add bonus fatigue), slapshots, hot spot shots, 1-timers, passes in the offensive zone (keep the puck moving!) and time with the puck in the offensive zone.

Be the baddest on the block

By using Block Pass, advanced users can eliminate the threat of one attacker in a 2-on-1 situation. Or use Block Shot to keep blazing slapshots from reaching your goalie.

Icy Hot

For all defensive moves you do (block shot/pass, body check, poke check) your On Fire meter will fill. Fill the meter once and 1 player can go On Fire. But if you choose to save and fill it a 2nd time, your WHOLE team can power up. Being On Fire definitely makes a difference: a 30% boost on all your stats—so use it wisely!

**NO ONE LIVES FOREVER
TAKING DOWN TOUGH BOSSES**

Armstrong

Retreat back into the room in which you were trapped during the Baroness conversation. Armstrong will follow you. Run to the bunkbeds against the wall and when Armstrong nears the bed, jump onto his head and stay there. He'll try his best to hit you, but guess what - he can't! You can simply swat him about the head and neck until you win the fight.

Volkov

Immediately run to your left and jump/run across the collapsible ice bridge. Grab the pistol and run behind the ice pillar behind you. Crouch there so that you are half hidden behind the pillar and wait for Volkov. When he comes into view, remain crouched and fire all 5 shots. When he has been hit a few times he will run and hide behind another ice pillar. Just wait for him to come out and pump him full of lead again. Repeat the cycle until he has been defeated.

Final boss

Quickly run out and grab the antitoxin between you and the enemy, and then run back behind the tomb where you started. You'll see an ammo box there—pick it up. Now simply crouch at the lefthand corner of the tomb. Your enemy will run back and forth between a couple of headstones. Be sure to crouch to make your shots more accurate. If you hit him 3 times in a row he will run to another stone. Just wait for him to come back. You can hit him while he's running and when he's half hidden behind the headstone. If you do this properly, you may even be able to get the poor sap

running constantly back and forth from one pillar to another, never able to even get off a single shot.

ONI

Tools Of Codes

During the game, press . Move the cursor to the Help icon. First, input , followed by:
R3 L3 - Mini Me
 - Big Head

If you fall from a high platform, push to do a flip and avoid taking damage. Input the following codes on the Help Menu screen:

DO THIS FIRST:

Followed by:

Fists of Fury
R3 L3
Behemoth
R3 L3
Invincible
R3 L3 R3
Omnipotent
L3 R3
All ammo and Hypo
 R3
Win Level
L3 R3
Super Ammo
 L3
Invisibility
 R3 L3

TIPS AND MOVES

Mission 1

You shouldn't have too much trouble here. Practice and get used to the interface.

Mission 2

The Brain

Flip the set of switches three times. This should be easy up until you must complete the final set. As soon as the lasers pass the first part of the terminal in front of you, begin running. If you don't mess up, you should just make it to each terminal safely.

Mission 3

Barabas (first and second encounter)

Try to knock his gun out of his hand. Once this is done, stay in front of the gun to prevent him from having access to it. Finally, be sure to attack high and low to make it harder for him to block. For the second encounter, try to find and use the Wave Motion Cannon.

Mission 4

Bio Research Lab

This level is extremely difficult. Be sure to talk to all of the guards to receive the extra energy and power up. Start at the bottom (the room

opposite from where you began), and work your way up. Be careful; try to fight only one guard at a time. If you feel an ambush coming, retreat. Also remember that you have your team in this level, so let them help you out; and when they die, get their weapons. The next part is difficult as well. Remain in the top room and try to draw guards into the room one at a time. When fighting these guards, position yourself at an angle in front of the doorway. Try to knock them off the platforms. Once you've accomplished this, unlock the doors at the bottom by flicking a switch under the stairs. Instead of trying to jump the slime, go up a level and cross the platform to the other side. Now just fall in front of the door.

Mission 5

Laser Room

Don't mess with any of the computers; just make your way through the lasers. If you can manage to get 2/3 of the way through, just run through everything and you should be able to avoid most of the gas that is triggered.

Roof Tops

This part of the game is long, and there are very few Hypos. So be patient and try to fight one enemy at a time, just as you did at the Bio Research Lab. When you get off the roof, be sure to turn left down the alley and help your friends. They'll reward you well.

Hanger Roof

This is another tough spot. Try to knock the enemies off the ledges as much as possible; this will make fighting much easier.

Mission 6

Garage

A good trick to remember is to use the cars as a shield from enemy fire. Run around them until the energy has used up the clip. Also, once you leave the garage, practically every corner will bring lots of enemies, so try to take things as slow as possible.

Destroyed Platform

Take cover in the rooms and try to fight enemies as they enter. At the top, position yourself on the right side of the hole. Dash and then jump, and you should just make it. At the next destroyed platform, kill the guy and do the dash jump.

Red Room

After you cut the elevator cable, you'll enter a red room. To avoid getting hit by the guy above, go to the right and turn around. In the corner you'll find a cloaking device.

Mission 7

Fighting on Top

Obviously, you'll want to focus your fighting strategy on knocking the guys off of the bridge.

Mission 8

The Detonation

Run up the stairs and go through the door to the right and you should be safe.

Electric Pipes

As soon as the pipe is turned off, dash on top of the pipe. If you waste no time, you'll just reach the doorway.

Mission 9

Fighting

By now you should be a master of fighting, so I'll only say it once more. Simply lure one enemy at a time, if you can, and kill them as quickly as possible.

The Lasers

Make your way past all of the lasers on the upper floors, but be extremely careful not to trigger any of them, since you'll die in a matter of seconds. You can skip all of the doors. Make your way to the top floor, where you'll find the ninjas in the last room on the left.

Mukade

Hopefully you'll have a Phase Stream Projector to beat Mukade's cronies. Just beat these enemies and you will have completed the level.

Mission 10

The Roof Tops

Remain behind the metal fans as you fight to avoid enemy fire from other roof tops. Be careful not to fall, and jump when enemies have expended their ammo, or while they reload.

The Roof Tops II

Go up the stairs and just to your right, you'll see an opening in the fence. Jump from here. Be careful not to alert the enemy on the next roof top. Finally, be extremely careful of standing near an edge. There are snipers all over the place that will shoot you off of the buildings.

Rooftop Flipping

To make this frustrating little jump, just jump and crouch to do a jump flip. The key here is jumping just before you hit the apex (this bit of info was discovered courtesy of Bill's suggestion). However, before you do the jump, try to lure the guard over who is walking around above. When he comes, jump kick him till he is dead. This will help since there will be two other enemies to fight.

Mukade

Try to avoid blocking his moves, and dodge them instead. The key is to stick and move; when he makes a mistake, attack him. When he shoots red missiles at you, just run around and dodge them.

Mission 11

Muro 1
Considering he's suppose to be a tough guy, it's ironic that you can easily take him out by continually sweeping him!

Griffin

Take out the guards first, and then deal with Griffin. However, try to keep the stunner out of Griffin's hands; this makes things a little difficult. Also, just to the left, behind a pillar next to the wall, you'll find a Phase Cloak.

Mal (yourself)

It's very difficult. However, you can again sweep your way to victory against her.

Mission 12 and 13

BOSS
Nothing especially new; just find and flip some more boring switches.

Mission 14

Snipers and Weapons
Try to fight inside of the tents to avoid enemy fire from the towers. Also, check behind machinery and on top of crates to find weapons.

Mission 15

Muro
Let your allies help you out with the other enemies. If you find yourself being attacked by many guards, take them out first, and then go back to Muro. For fighting Muro, try to sweep him a lot, and change it up with throws. If you see an enemy with a weapon, immediately get it and attack Muro with it.

ONIMUSHA: WARLORDS

Alternate Costumes
Successfully finish a game and save. Begin a new game and the "Shinnosuke Normal/Special" option will appear. This version changes Samanosuke's costume to a Panda costume.

Onimusha 2 FHV Sequence

Successfully beat *Onimusha* and save. Begin a new game and the "Special Report" option will appear. This unlocks a small movie of the sequel!

Speed Trail Mini-Game

Collect all 20 Fluorites (blue rocks). Finish and save the game. A speed trail mini-game will be unlocked.

Bishamon O Flute

At two points, you'll see a man hanging

from the ceiling by his feet. Although he ignores you at first, later in the game, after using the Evil Plate to open a door, he will speak with you. This man will lead you to the Dark Realm. Kill monsters until two portals open—one to ascend and one to descend. Descend until the last level. Open the box to obtain the Bishamon O Flute. Use the flute in the last fight.

Bishamon Sword

In the Demon Realm, you'll find a save point and three doors. Proceed to the door that looks like an iron gate. Use the Bishamon O Flute to unlock the door. Sticking out of the Skull Demon wall is the sword; grab it.

Unlock The Panda Suit

Obtain 10 or more Fluorites in the game, complete it, and you'll receive the Panda Suit for Samanosuke. When you restart, select Samanosuke-Extra to play to get the suit. If you press **CR**, the bear head will be removed.

The Fluorites

The Vision Staff, which can be found near the Bishamon shrine in the West Area, is very helpful in locating Fluorites. As soon as you possess it, the rare items will shine, making them much easier to spot. However, you'll have to find the first nine on your own. Below, you'll find a list of every single Fluorite in the game.

1. In a small alcove with brown doors close to the Seiryu Vol.1.
2. Just after you defeat Osric, break a few pots and search the floor under them to find the Fluorite.
3. In the Keep, after meeting Kaede and Yumemaru, you'll find the Fluorite in cupboard over the treasure box.
4. On the top level of the Keep, go through the room that is past the red magic doorway on the walk. Go through the next room and the Fluorite is under the stairs near the treasure box.
5. After the scene where Tokichiru leaves, go to the upper part of the Keep. The Fluorite is hiding directly across from the Seiryu Vol. 2.
6. In the Keep Underground, go to the second hall of red samurai encased in glass. In the left corner you'll see the Fluorite.
7. In the torture chamber you'll find a Fluorite inside the iron maiden.
8. When playing as Kaede in the west area, you'll encounter a secret room. In front of the Buddha statue is a Fluorite.
9. In the same area as the last fluoroite, you'll step into a room that's on fire. Through the door left of the entrance lies a narrow

staircase. Next to it is a heap of barrels, where you'll find the Fluorite.

10. In the West area, the Fluorite is just outside the door after obtaining the Vision Staff with Samanosuke.
11. You can find a Fluorite on the hill with the sled just outside the castle in the west area.
12. You'll discover a blinking Fluorite on your way to the room with the statue, where you got the Matchlock.
13. In the East Area, on top of the roof you can see a bell. In the walkway encircling the bell is a Fluorite.
14. While using Samanosuke, you can find a Fluorite on the pier just past the Magic Mirror room in the East Area.
15. When you start using Kaede, you'll enter a shrine in the east area past the locked door you pick. The Fluorite lies on the ground to the right of the door.
16. When playing Kaede in the East Area, ascend a ladder at the Magic Mirror room of the bridge house. Destroy the crates and you'll find another Fluorite.
17. While playing as Kaede in the same area, there's another Fluorite on top of a chest in the room where get the last book of Suzaku.
18. You can find this Fluorite in the sixth level of the Dark Realm.
19. In the Eleventh level of the Dark Realm you can find the next to last Fluorite.
20. The final piece of Fluorite is in the Seventeenth level of the Dark Realm.

Unlock Oni Spirits

By collecting 20 Fluorites and then complete the game, the mini-game, Oni-Spirits, will be available.

Beat the Oni Spirits Game and

Unlock an Arsenal

Beating all 12 levels of the Oni Spirits mini-game, you'll unlock a mode that allows you to start a normal game with a bunch of unique items. In addition, you'll receive the Bishamon Sword, unlimited arrows and Bullets, and 99 Soul Absorbers. Finally, any magic used in battle will return after the attack.

The Grading Scale

The game provides players a grade based on a series of points. A perfect score is 30. Obtain 30 points and earn an S, then Kaede will get a special costume.

Time Taken

- 0 to 3 Hours..... 10 points
- 3 to 4 Hours..... 7 points

- 4 to 5 Hours..... 5 points
- 5 Hours +..... 3 points

Number of Demons Destroyed

- 0 to 399..... 3 points
- 400 to 499..... 5 points
- 500 to 599..... 7 points
- 600 +..... 10 points

Number of Souls Collected

- 0 to 34,999..... 3 points
- 35,000 to 44,999..... 5 points
- 45,000 to 54,999..... 7 points
- 55,000 +..... 10 points

Point Breakdown

- 0 to 9..... D
- 10 to 17..... C
- 18 to 24..... B
- 25 to 29..... A
- 30..... S

ORPHEN

Restart Value

Pause the game if a defeat cannot be avoided during a battle. Select "Equip" and resume the game at the start of the battle, with all energy restored.

PARAPPA THE RAPPER 2

A TRUE RAPPER'S REWARDS

Dog House Soundtrack

If you complete Parappa in the Yellow Hat, you will obtain a Dog House allowing you to listen to the music from any level that you've finished with a Cool rating.

Blue Hat

Finish Parappa to unlock this hat

Pink Hat

Finish Parappa with the Blue Hat to unlock the Pink one

Yellow Hat

Complete Parappa in the Pink Hat to unlock this yellow one

QUAKE III: REVOLUTION

Level Skip

To skip a level, hold **□** **△** **○** **○** **△** **□**, and press **△** **○** **△** **○** **△** **○** **△**. This will also work if you pause the game.

MAPS, CHARACTERS, AND TIPS

Maps

- Tier 1
Arena Gate
Place of Many Deaths
House of Pain
Power Station 0218
Hero's Odyssey

Tier 2

- Arena of Death
Hell's Gate
Temple of Retribution
Brimstone Abbey
The Forgotten Place

Just in case, when you get to the other side, retract the bridge so as to prevent any more enemies from following you.

Capture Gryphon (Executive Suites)

In the lower level, go through the door near the staircase. Enter the elevator. Follow instructions and go to the elevator at the other end. Pass a fountain, and enter the right doors. Talk to Gryphon. Pass the guard on the right. Go right, down the hall at the third elevator.

Via the Flamethrower (Barracks Entrance)

When you encounter the elevator and take it up a level, you'll encounter a couple of enemies that do not die with regular bullets. Pass them and you should soon encounter a red friend. Get the flamethrower from him and quickly spray the two enemies.

Tube Crawling (Abandoned Smelter)

Kill the guards and climb the ladder in the center of the room. Climb to the top, fall inside, go forward. At the end, jump out and activate the control panel on the above platform; jump inside the large moving cup. Ride it to the fan and pass carefully through the blades.

Main Control Room (Sub Bay)

After you've destroyed everything in the other rooms (scrutinize the rooms to be sure that you've actually destroyed everything), you'll find your undercover friend. Talk to him and go to the other side of the machine in the center of the room. Press the black button.

Small Base (Fighter Docking Bay)

Equip your grenades and go through the door. Launch them at the base and blow a hole in it. Eliminate all of the guards inside. Next to the medical box, you'll find two switches which control the gun turrets on the ceiling; hit them to turn the guns off.

Trashing the Robot (Refuse Disposal Plant)

Enter the doors across from where you begin. Lure the robot to the area with a large circular plate on the floor. When the robot come in, run up the ladder, start the fan, and then open the trash disposal door. Grab the items in the rooms and enter the trash disposal area.

Ice Diving (Icy Underwater Cavern)

Equip your 12mm and get to the end quickly. Take out the large whale ASAP. Get out of the water before you suffocate. Before you do, equip the shotgun, since there will be

guards waiting for you. Jump out, begin shooting. Hit the button on the computer to release the sub.

Capek (Capek's Inner Sanctum)

Kill the guards and hide under the ledge where Capek cannot hit you; if you're facing Capek, this is to the left. Your colleague will appear to help. Let her do the fighting. When Capek falls to the ground, dodge his fire. Immediately blast him with a rocket to end it.

The Train Ride (Tramway Tunnel)

The train will stop and meet enemies, so be prepared to fight in the train. Make use of the Rail Driver and hide behind doors and other objects while blasting enemies. If you run out of ammo, use the Precision Rifle while constantly dodging enemies with the Rail Driver.

Escaping the Space Station (Space Station Hub)

Kill all the enemies. In the Reactor room, flip the lower switch first, and then the switch at the top, since the top switch is closer to the exit. To find the escape pods, run to the bottom of the yellow vertical corridor, and then to the bottom of blue vertical corridor.

Masako (Masako's Lair)

Use your rockets to get past flying enemies; they should be your priority. When you encounter Masako, use the heavy machine gun to disable the shield while dodging her fire. Once you disable her shield, switch to the Precision Rifle and take her out.

Covert Operations (Capek's Lair)

Enter the Administrative area. Kill the guards and assistants. Kill the guy at the desk; get the key card on the second level. Return to the area with the hole in the floor and enter the left door. Take the lift up and get the med pack. Go down, enter the "Restricted" door.

Large Worm (Worm Food)

Shoot rockets at its open mouth to cause damage. If you run out of rockets, switch to the assault rifle. To dodge the green slime, get to one side of the wall. Before it shoots slime, start strafing in the opposite direction. Hit the switch behind the first worm to open the floor.

Communications Center Combat (Comm. Center)

Exit the elevator and quickly kill two guards to your left. Enter the bunker where the other guard is and grab the health. Use the Sniper rifle to kill the enemies emerging. When you get to the satellite control, activate it. Be sure to dodge and kill the enemy with

the Rail Driver.

Space Station Combat (Space Station Hub)

Use the Rail Driver often and shoot enemies through doors, since this area is quite tough. Plus, since there will be enemies with Rail Drivers here, too, which are very hard to dodge in the extremely narrow corridors. Be sure to shoot these enemies through doors and walls.

Return to the Mines (A Bridge Too Far)

After you return, make your way to a broken bridge with a jeep. Turn around and go back the way you came to find a small tunnel on the left. Go down it. Once you are captured, you'll break out. Take out those turrets ASAP. When you're done, enter the elevator and leave.

Disabling the Bomb (Masako's Lair)

Since the code is always random, the best way for completing this section is to get a piece of paper and write down the code. Since you can pause it, this last section shouldn't take you too long.

WEAPONS

Riot Shield

This is useful when you're near death, since you can block enemy bullets. The Regular Fire allows you to hit people with the shield, and the Alternate Fire simply blocks bullets. However, if you take too many hits, it will shatter.

12mm Pistol

This is your standard weapon. It is useful in the beginning of the game and in covert situations. Regular Fire simply allows for standard shooting, and the Alternate Fire allows you to shoot with the silencer.

Automatic Shotgun

The Shotgun is great, but only in melee situations. To dispose of an enemy in one shot, use Regular Fire to unleash two rounds at once. Use Alternate Fire to you pop off many rounds very quickly.

Assault Rifle

This is a standard rifle. It has decent power, okay range, and automatic capability. When you're going for precision, use the Regular Fire button. When you just want to blast everything, use Alternate Fire to go to full automatic.

Sniper Rifle

The Sniper rifle is great for long-range shooting, and deals considerable damage. In close combat, use Regular Fire to avoid scope mode. For the long range, Alternate Fire allows

you to access the scope to zoom in.

Precision Rifle

A significant improvement over the Sniper, the Precision Rifle deals as much damage, but can be fired much more quickly, and it allows for auto aiming in melee situations. Regular Fire and Alternate Fire are the same as the Sniper.

Submachine Gun

This is one of the most useful weapons when under close, heavy fire. It has only one type of fire. The Alternate Fire button is used to switch between ammo, since the SMG can hold two types of ammo.

Heavy Machinegun

This is similar to the SMG, but this one deals more damage and can hold more ammo. Use Regular Fire in melee situations to kill lots of enemies. Alternate Fire shoots slower, but with much better accuracy.

Flamethrower

This weapon destroys enemies quickest. Since the enemies won't die immediately, they'll run into you while on fire to deal damage. Alternate Fire allows you to remove the fuel canister and throw it like a big bomb.

Rail Driver

This weapon allows you to shoot through walls. Regular Fire allows for standard, but imprecise, shooting. The Alternate Fire is a zoom scope that detects body heat so that you can aim through walls, doors, floors, etc.

Rocket Launcher

This weapon is good for doing damage to groups of enemies or large robots. You can use it to destroy walls or floors to access new sections. Alternate Fire and Regular Fire appear to be the same.

Fusion Rocket Launcher

Just like the Rocket Launcher, but this deals more damage. It also reloads slower. Use it to cause damage to a boss or group of enemies. Alternate Fire and Regular Fire are the same.

Grenade

These are good for blowing up groups of enemies. Make sure that you throw it far enough from your position. The Regular Fire allows for explosion on contact, and Alternate Fire allows the grenade to roll for a while.

Remote Charge

This weapon's main use is to blow up door, floors, etc. to access new areas. You can throw the charges on people and watch them helplessly run around for help. You can use this up as a strategy to kill enemies.

R

**RESIDENT EVIL CODE:
VERONICA**
SECRET CHARACTERS

Unlock Battle Mode

Finish the game on any difficulty and it will automatically save to your card at the end of the credits. When you return to the title screen, the new option will appear!

Unlock First Person Perspective

In Battle Mode, pick up the Sniper Rifle at the end of Disc 1.

Unlock Alternate Claire in Battle

Perform well with Claire in Battle Mode.

Unlock Steve

In Battle Mode, get the Gold Luger from the basement office on Disc 2. You can also unlock Steve by performing well in Battle Mode as Chris.

Unlock Wesker

Grab Wesker's sunglasses off the floor in the Incubation Lab to unlock Wesker in the Battle mode. Wesker is also unlocked by performing well in Battle Mode with Steve.

Alternate Chris

Unlock Alternate Chris in Battle Mode by defeating Battle Mode using Wesker.

Unlock Hunk

In Battle Mode, beat the game on NORMAL difficulty in less than 3.5 hours, while collecting every single file, memo, note and letter.

**REZ
TRANSCENDENTAL SECRETS**

New Laser Types

Laser 1
Complete any combination of levels in Score Attack 5 times

Laser 2
Complete any combination of levels in Score Attack 10 times

Laser 3
Complete any combination of levels in Score Attack 15 times

Laser 4
Complete any combination of levels in Score Attack 20 times

Laser 5
Complete any combination of levels in Score Attack 25 times

Laser 6
Complete any combination of levels in Score Attack 30 times

**New Camera Views
(for regular game mode)**

Close
Get a ranking of number 1 in two levels in Score Attack

Distant
Get a ranking of number 1 in three levels in Score Attack

Dynamic
Get a ranking of number 1 in four levels in Score Attack

First-Person
Get a ranking of number 1 in five levels in Score Attack

Play as Morolien from Space Channel 5
To use this alien, shoot down everything in every level, or play the game for 10 hours

Beyond Mode Options
Over Drive Infinity
Get numerous super attacks by getting a ranking of number 1 in Boss Rush Mode

Unlock Trancemission
Obtain a ranking of number 1 in Lost Area

RIDGE RACER V

Image Effects

Press the **□** and **○** buttons to see three different graphical effects in the part of the intro sequence that uses in-game graphics. Press **□** once for black and white; press **○** again for a yellow tint; and a blur effect will appear, eliminating jaggies. Press **□** and backtrack through the various effects.

RIDING SPIRITS

Settle for third

Don't think you have to run at full-throttle in top gear all the time. Acceleration and safety are more important than top speed. Most of the time you'll be in 3rd and 4th gear, and it's much easier to speed up after slowing down than to recover from a crash.

Stop the (button) presses

If you roll off the track but you haven't yet fallen, do not hit the brakes. Release the throttle and down shift until you've gained control of the bike. You'll lose less time.

Turn it down, then turn it loose

Turning properly is obviously critical to success. Slow down and start your turn early, holding it through the entire turn and working outside in. As long as you stay on the track and don't brake, you won't skid, and slowing down loses much less time than falling. To accelerate quickly out of a turn, downshift for a couple of

seconds and open the throttle, then shift up when you red-line.

ROBOTECH: BATTLECRY

CAT SCAM: TIGER TO PUSSYCAT

The Setup

Your mission objective is to protect and escort the defenseless Cat's Eye radar craft through territory infested with battle pods and fighter pods. If played traditionally, it's simply brutal. If played our way, it's brutally simple.

Fight the Guardian

You'll spawn in Guardian Mode, which perfectly matches Cat's Eye's speed. This would lead you to believe that you should stay in G-mode. Wrong! Go with Fighter Mode - we'll tell you why in a second.

Practice proper pod preservation

Here's the first trick. The three battle pods will focus upon you and not the Cat's Eye. Kill one of the battle pods, but just one. As long as there are two left, no more will spawn. They're really no threat anyhow.

Chuck chaff for the chumps to chase

Now for the second trick - the fighter pods. Remember when we said to play this mission in Fighter Mode (if you don't remember, you've got some serious work to do on the ol' attention span - it was only about fifty words ago.) Anyhow, the reason for this is that Fighter Mode gives you a chaff/decay weapon that will keep the fighter pods' missiles from hitting Cat's Eye. Whenever there are fighter pods onscreen, launch chaff every 5-7 seconds to render them ineffective, and blow them away with your other weapons when not firing chaff.

MORE CODES

Go to the "New Game" screen, not the Main Menu. While holding down the trigger buttons press **←↑↓→** **⊕**. This will take you to a screen where you can type in the following codes.

Gunpod ammo refreshes faster
SPACEFOLD

Missiles refresh faster
MARSBASE

Both guns and missiles refresh faster
MIRIYA

Enable one shot kills
BACKSTABBER

Enable one shot kills in sniper mode
SNIPER

Unlock new paint schemes
MISSMACROSS

Unlock all levels
WEWILLWIN

Unlock all models and awards
WHERESEXAM

Create invincibility
SUPERMECH

Flip everything upside down
FLIPSIDE

Unlock all multiplayer levels
MULTIMAYHEM

RUMBLE RACING

EASTER EGGS

KZ0IEC1PU
Rookie Cup 2, Dragon and So Refined

KZ0IEC2PI
EA Rookie Cup, Mandrake and Passing Through

TLACOBTLA
Easter Egg Cobalt - Surf and Turf- In movie theatre garage

P7OATRTOI
Easter Egg Revolution - True Grits- Behind barn left side(corner)

HGIORLEL
Easter Egg High Roller - Flip Out- Bottom of 3 pipe tunnel jump (middle tunnel)

AMHBRAAMH
Easter Egg Stinger - Coal Cuts- behind third brown building on right side of the track.

UBTCKSTOH
Easter Egg Buck Shot - Passing Through- At beginning of the river right side behind large boulder

OPSRITISUC
Easter Egg Sporticus -Cargo- Behind cargo boxes near second tunnel with road arrows pointing.

BSUIGASUM
Easter Egg Gamecus -Sun Burn- First pool behind bush

RUNE: VIKING WARLORD
ENEMIES AND TIPS

Hornbori Pools
The hardest parts don't really come until the final third of the game. In Hornbori Pools, you'll encounter a giant fish and there's no way to kill him. Swim to the other chamber, where you'll see a weak-looking column. Put the column between you and the fish, and it will knock it down, enabling you to climb up on the platform.

The Dark Dwarf
Don't attack him directly, and hide behind columns when he attacks.

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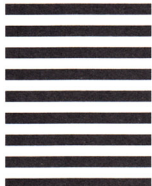
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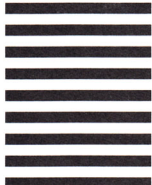
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**Unofficial
Unbiased
Universal**

IT'S ALL
I WANT!





Unfortunately, it can be quite challenging to figure out what events trigger what endings. That's why we've done all the work for you. Just follow these simple instructions and you'll be able to unlock all the endings in no time.

ENDING E

When talking to Margarete in the past, don't reveal that she might be an ancestor of yours. Then, get the note at the diner (in the present time) and give it to Dana the next time you see her.

ENDING D

Just like in Ending E, you can't tell Margarete that she's related to you. You also have to tell Dana go with your life (in the past) and not try to convince her to come back with you.

ENDING C

This is, by far, the most tragic ending you can get. If you want to see it, be sure and meet yourself in the city center (the juggler) and then tell Margarete you're related to her.

ENDING B

Immediately after speaking to Hugo, in the last chapter of the game, run over to the Fortune Teller and talk to her. She'll finally reveal who she is and why she's been helping you out.

ENDING A

To get this ending, bring the Homunculus back to Hugo after you talk to the Fortune Teller. This is the best ending in the game, but the hardest to get.

SHIFTERS

Secrets taking shape

At the main menu, press

⊙ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕

A green dot will appear to the upper left of the screen. When you enter the game, the following codes can be activated using a controller plugged into the second controller port.

Cycle form ⊕

Cycle class ⊕

Shift ⊕

God Mode ⊕+⊕, ⊕+⊕, ⊕⊕, ⊕⊕

⊕+⊕

(A text message will appear if you've entered the code correctly)

SHINOBI

BECOME A MASTER NINJA

Be a shuriken-bursting wall crawler Shuriken are invaluable for their ability to stun large packs of enemies. You can either double-jump and hit w to do a Shuriken Burst (it takes eight shuriken) or simply cling to a wall and chuck them at enemies from there. Follow up with a "Tate" (pronounced

"tah-tay") sequence, and head home.

Break enemies' guards

Some enemies guard head-on attacks. Dash around behind them or hold back + attack while locked on. This Kick will break through their guard.

I believe I can fly

When taking on multiple airborne enemies, you can perform a "Tate" (or multi-enemy combo attack) without touching the ground! Simply jump up and slash one enemy, then quickly execute a dash-attack to the second enemy, and so on.

Show the boss that you're the man

Slice is devastating against bosses. Tate and dice a group of sub-enemies, then make a bee-line for the boss--nail 'em in time, and you'll take off a lot of damage.

SLED STORM

ICY COOL CODES

Enter codes on the first front end screen while holding R1 and L1.

Unlock hover sled

⊙ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕

Unlock all default sleds for each rider

⊙ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕

Unlock all tracks

⊙ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕

Unlock all characters

⊙ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕

Unlock everything

⊙ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕

SILENT HILL 2

Scary Cheats

Beat the game once, then go to the options menu. Once there, press ⊕ or ⊕ to access a hidden submenu, which lets you do cool things, like change the color of monster blood, up the amount of ammo you find and turn off the noise filter! After playing the game all the way through, Silent Hill 2 looks like a completely different game with the filter off. It's amazing just how hi-res those textures actually are. Playing through the game a second time will also give you access to the chainsaw.

Fifth Ending

Play through the game a second time and there is a hidden subquest about half way through that will open up a fifth, incredibly weird ending.

DIFFICULTY AREAS AND PUZZLES

ADVENTURES

Clock Puzzle

You have three clues. One is a note,

describing the clock using Scott's name, which refers you to the old clock with the second hand stopped on 15. The second refers to three names written on the wall in the same room as the clock. Next to the names are three arrows which reveal the position that you should place the hands. Put it on 9:10:15.

The Third Coin

With the six pack of soda cans, go to the second floor on the west side. In the laundry room, there is a package stuck in the trash shoot. Throw the soda down the shoot. Go outside of the hotel where the trash emerges and grab the coin.

Coin Puzzle

Go to the second floor, to the room where you insert the coins in the desk. The order is in the picture below: blank, old man, prisoner, blank, serpent.

Boss

This boss is much easier than you might think. Simply beat on him with your nail stick until he crawls into the water. Attack him only after he swings his sword. To avoid the sword, simply move a lot.

HOSPITAL

Third Floor Code

On the third floor, you encounter a control panel with a set of buttons that have corresponding numbers. Input the code from the examination room: 7335.

Third Floor Locked Box

Use the keys that you've collected to remove the first two locks. The third and fourth locks are combinations. The combination of the padlock is 9897, which is written on a typewriter on the second floor. The cylinder lock combination is written in blood in a patient's room. The number is 7475.

Gameshow Box Puzzle

1. Lakeside Amusement Park (3)
2. Walter Sullivan (1)
3. Nathan (3)

MUSEUM/PRISON

Well

Simply equip your nail stick and bash at a particular spot on the wall three times, which will cause a secret, hidden door to be revealed.

Bug Room

Make sure that your light is on and go to the control panel next to the door. Enter the numbers 572 to leave the room.

Trap Door

Make sure that you have the Zippo, Wax Doll, and Horseshoe. The first

two are inside the prison, and the Horseshoe is in the courtyard. Place the plaques in the Gallows, and return to the entrance. Grab the Horseshoe and go to the trap door. Combine the Zippo, Wax Doll, and Horseshoe to open the door.

Cubical Head

Simply rotate the head to unlock doors in the room behind it. Turn it to the face with green eyes. Now flip it upside down to unlock a door.

Hangman Puzzle

Go to the room where you found six men hanging. Note their crimes. Go to the room at the end of the hall with five nooses. Read the poem at the entrance describing the crimes of the men. This gives you the order in which you should pull the nooses: Murderer, Kidnapper, Thief, Counterfeiter, Swindler, and arsonist. Return to the room with the hanging men to receive a key.

HOTEL

Suitcase Code

On the bed lies a picture inked out with a marker. Use the Paint Thinner, which you get in the basement elevator, to remove the marker, and reveal the code. The code is "love."

Snow White Music Box

In the pantry, which is full of rotten food, you'll find this item. When you walk in, the Music Box is on the right shelf. It is hard to see, but if you keep pressing your action button while against the shelf, you'll eventually get it.

Music Boxes

You must place the three music boxes in a certain order to solve it. Place the following three from right to left: Little Mermaid, Snow White, and Cinderella.

Pyramid Heads

Use your hand gun and shoot them a lot; just shoot and move to avoid damage. After a while, the bosses will impale themselves.

Last Boss

Shoot her continuously until she releases the butterflies. When she does, just run around until they disappear. Repeat this process. When she's down, shoot her again to finish her off.

SILENT SCOPE 2

BOSSES AND OTHER TIPS

Extra Continues, Health and

Time Limit

Continue more than 100 times, and get infinite continues. Continue more than 30 times and you'll get four continues. Continue more than 15 times and get 3 continues. If you die

a lot, the game will give you more health. Finally, if you constantly run out of time, you can increase the time limit. Check the Game Settings under Options to adjust this stuff.

Extra Options

Playing through the Arcade mode on different difficulty levels will also unlock a variety of features in Extra Options, including Scope View Type, No Marker, No Cursor, etc.

Half of a Health Pack for 5 seconds

In Arcade mode, pause during gameplay and input the following code: ↑↑↓↓←→←→⊗⊗

5 Seconds for Half of a Health Pack

In Arcade mode, pause during gameplay and input the following code: ⊗⊗←→←→↓↓↑↑

BOSSES

Tanya

Don't try to shoot her when she is running; shoot at the center of the flame once she stops. You can usually get off two shots before she moves again. If you hit her at least once, this should stop her from burning you.

Fox

Quickly take out the enemies in white so that you can concentrate on the boss. If you go for the head shot, good for you, but it's not necessary. If you continue to hit him on any part of the body, he will stop firing and miss you. Either method should work fine.

Cobra

The easiest way to dispose of him is with a head shot. In the beginning, position the crosshairs just to the right and down of the hostage's armpit. When Cobra throws something at you his head will stoop down into this area; when he does, shoot him immediately.

The Collector

The first part of the fight should be easy; just shoot the barrel of the tank a few times. When he gets out, he doesn't put up much of a fight. Like the second boss, either go for a quick headshot, or just shoot him a bunch before he can get off any shots.

The Star

You're more likely to run out of time than be killed by him. Your main objective should be to hit him in the head ASAP. It may seem easy, and you may think that you hit him in the head, but it can be quite tough. All that I can tell you is that you need to identify him when the scope isn't zoomed in, and when you find him, hit him.

Sho and Kane

I suggest that you go to the Boss Training mode to figure out their pattern. Since you have two enemies and they move quickly, time will be crucial; so go for the headshot. The best time to do this is when they are about to throw a knife at you, or when they charge at you—in both cases, they are momentarily stationary, making a headshot possible.

Big Boss

In the clock tower in the windows just above the clock's face, you'll notice Big Boss dancing with the chick. Although you're moving a lot, you should be able to nail him in the head for the final shot. After that, just be careful to hit the chain link and let him fly.

SILENT SCOPE

Unlock Challenge 100

Clear all 9 stages of Outdoor Shooting Range and Challenge 100 will be unlocked in the main menu screen. In Challenge 100, you can play 100 outdoor shooting ranges. Proceed to the next stage by getting a grade of 'A' or higher.

Unlock Real-Time Window

At the end of the game, succeed and fail at rescuing the president. After you see both endings, you'll unlock this secret.

Unlock Time Limit Option

If you play for five hours, a new option called 'Time Limit' will appear allowing you to select extra time for stages.

Input the following commands during the Mode Select screen:

Professional Mode

Hold down the **□** Button and press the Start Button ↑ times.

Night Vision Mode

Hold down the **□** Button and press the Start Button 5 times.

PRO Night Vision Mode

Hold down the **□** Button and press the Start Button 6 times.

No Crosshair Mode

→ → → ⊗

Romantic Mode

→ → ⊗

Interrupt Mode

(play at <60 processing speed)
↓ ↑ ← ⊗ ↓ ↓ ↓ → ⊗ ⊗

Mirror Mode

← → ⊗ ↓ ↓ ↓ ↑ ⊗ ↑ → ↓ ↑ ← ↓ ⊗

No Scope Mode

→ ↓ → ⊗ → ↓ → ⊗

Hidden Mode

→ ↓ → ⊗ ↑ ⊗ ⊗ ⊗ ↓ → ↓ → ⊗ ⊗

Night Mode

↑ ← ↓ → ↑ ⊗ ⊗

First-Person Mode

↑ ↑ ↑ ↓ ↓ ↓ ↓ ↓ ↓ ↓

No Enemy Targeting Mode

→ → → → ← ↓ ↑ →

Input the following commands during the pause menu of Story Mode:
Exchange Half Of Your Life For 5 Seconds
↑ ↑ ↓ ↓ ← → ← → ⊗ ⊗

Exchange 5 Sec. For Extra Life

⊗ ⊗ → ← → ← ⊗ ⊗ → ← → ← ↓ ↓ ↑ ↑

SILPHEED

Secret Code
Enter "XACALITE" as your code name to begin Stage 4 with all nine weapons available.

THE SIMPSON'S ROAD RAGE HOMER'S HIDDEN GOODIES

Hold **□** + **□** and press the following button sequences in the Options Menu. A sound effect will indicate a correct entry.

2D Mode

⊗ ⊗ ⊗ ⊗

Extra Cams

⊗ ⊗ ⊗ ⊗

Mo' Money

⊗ ⊗ ⊗ ⊗

Night Time

⊗ ⊗ ⊗ ⊗

No Map Mode

⊗ ⊗ ⊗ ⊗

Overhead Cam

⊗ ⊗ ⊗ ⊗

See Collision Lines

⊗ ⊗ ⊗ ⊗

Slow-Mo Mode

⊗ ⊗ ⊗ ⊗

Stop Time

⊗ ⊗ ⊗ ⊗
Press ⊗ to start timer, press it again to stop it. Press ⊗ once more to reset timer.

Turbo Mode

⊗ ⊗ ⊗ ⊗

Unlock Bender From Futurama

⊗ ⊗ ⊗ ⊗

Unlock Halloween Bart

⊗ ⊗ ⊗ ⊗

New Year Krusty

⊗ ⊗ ⊗ ⊗

Unlock Nuclear Bus

⊗ ⊗ ⊗ ⊗

Unlock Red Box

⊗ ⊗ ⊗ ⊗

Unlock Smithers

⊗ ⊗ ⊗ ⊗

Unlock Homer's Secret Car

In Mission Mode, beat all 10 missions. Then go to the Car Selection Screen and select Home.

Unlock Marge The Pilgrim

Set your PS2's internal date to November 22. She will appear as a selectable at the character selection screen.

Unlock Halloween Bart

Set the date to 10/31/2002 to unlock a Frankenstein version of Bart

Unlock New Year Day Krusty The Clown

Set the date to 01/01/2002 to unlock Krusty the Clown in a suit

Unlock Xmas Apu

Set the date to 12/25/2001 to unlock Apu in a Santa outfit

SLY COOPER

BE THE BOSS

The bosses in Sly aren't that difficult, but they can be a bit tricky. To help you out, we've revealed the best strategies to take them down. Don't read through them unless you really have to, though. Part of the game's fun is discovering what the weaknesses of the various bosses are and then exploiting them. Let your conscience be your guide.

TIDE OF TERROR

Boss#1: Sir Raleigh the Frog

Avoid the frog's pounces, but don't distance yourself too far away from him. Once he "deflates", hit him with a good swing. He'll jump back onto the center platform and all of the platforms with blinking red lights will fall away. Be sure that you're on the platform that isn't blinking. After the platforms have fallen, he will jump onto your platform. Again, avoid his pounces and hit him when he deflates. He'll jump back onto the center platform and all of the other platforms will rise back up. Get ready, though, because he's going to come



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THE GAME?™



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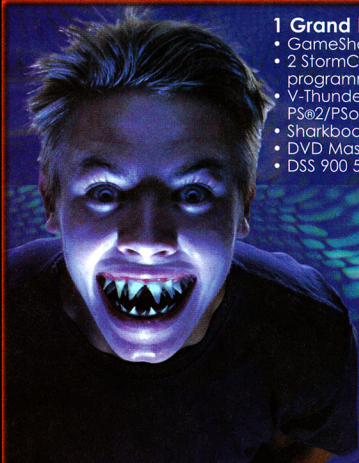
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GRAND PRIZE

FIRST PRIZE

SECOND PRIZE

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Or, simply send a postcard with your name, address, phone number, and age to:

GAMESHARK CONTEST c/o PSM Codebook Future Network USA 150 North Hill Drive Brisbane, CA 94005

Legal Stuff/Contest Rules: No purchase is necessary to win. Entries must be received no later than December 31, 2002. The winner will be chosen on or about January 10, 2003 and will be notified by email or regular mail. The odds of winning depend upon the number of entries received. The contest sponsor cannot be responsible for lost, misdirected or incomplete entries. The prize is nontransferable and no substitutions will be allowed. Winners will be determined by a single random drawing of all valid entries and the decision of the contest sponsor shall be final. You may obtain the name of the winner by sending a stamped, self-addressed envelope to the address above. This contest is open to residents of the United States only. Return of any prize or prize notification as undeliverable will result in disqualification and an alternate winner will be selected. The winner may be required to sign an affidavit of eligibility/release of liability/prize acceptance within seven days of receipt; failure to do so upon request will result in forfeiture of the prize. By acceptance of the prize, the winner agrees to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither InterAct Accessories, Inc., nor Future Network USA, Inc., (publisher of the PSM Codebook) shall be responsible for any damages or expenses that winners might incur as a result of this contest or the receipt of any prize. Winners are responsible for paying any income taxes on the value of the prize received. Void in Rhode Island, Puerto Rico and where prohibited by law.



he'll occasionally hit you through it, he'll also take heavy damage when it explodes. Retreat and repeat this process. If you run out of web fluid, use Tackle, or one of your double jump, punch/kick combos.

Never stop moving – Scorpion attacks relentlessly, and unlike most enemies, he can even blast you when you're hiding on the ceiling.

Green Goblin 1

The easiest strategy here is to simply pound the Goblin with long-range impact webbing. However, there's no greater feeling than dropping down onto the wing of his glider (using the same techniques that enabled you to ride Vulture) and bashing him right in the kisser.

The Goblin will eventually crash into a building—follow him in and resume the battle on the ground. He's a brutal melee fighter, so unless you've mastered your Tackle, it's wise to use web zip to stay a safe distance away. Goblin will still pelt you with pumpkin bombs. Defuse the bombs with a spritz of regular webbing, and shoot the Goblin with a burst of webbing to slow him down, followed by a web shot. Rinse and repeat. There's a respawning health spider on the ground in front of the door, and respawning web power ups in two of the arched windows near the ceiling. When he takes off again, repeat the cycle.

Green Goblin 2

Meet Mary Jane to a safe place immediately, but swerve around the building when you approach—if you go straight toward her, there's a strong chance that the first attack Goblin launches toward you will hit her instead.

Use the same tactics as in the first Goblin fight. Always keep him occupied or he'll go after Mary Jane again.

When on the ground, watch out for Goblin's glider—it will strafe you even when he's not riding it. And don't even try your web dome – he'll rip you right out of it. Just pound him from far away with your webbing, and Tackle, zip or jump away if he gets too close.

SPY HUNTER

UNLOCK IT ALL!

Unlock "Mak'ing Of" Video

Beat level 13 in 2:15. Access it in the Extras menu of Options.

Unlock Saliva Video

Unlock "Your Disease" video by beating the third level in 2:40. Go to

the Extras menu to watch it.

Unlock Camera Flip Cheat

Finish the eleventh level in 3:10 to flip the cameras. The cheat is available in the Cheat Grid of the Extras menu.

Unlock Concept Art Video

Beat level 9 in under 3:45. It is available in the Extras menu.

Unlock Early Test Video

Beat the fifth level in 3:25. It is available in the Extras menu.

Unlock Extra Cameras Cheat

Complete the sixth level in 3:45. This cheat is accessed in the Cheat Grid.

Unlock Fisheye Lens Cheat

Finish the tenth level in 3:15. The cheat is available in the Cheat Grid.

Unlock Green HUD Cheat

Finish every objective in the second level within 3:35. Go to the Cheat Grid of the Extras menu to access the cheat.

Unlock Hover Spy Cheat

Beat the entire game, and the cheat will be available in the Cheat Grid of the Extras menu.

Unlock Inverted Camera Cheat

Beat the eighth level in 3:05. Go to the Cheat Grid to access the cheat.

Unlock Night Vision Cheat

Finish level 4 in 3:15. Go to the Cheat Grid to access the cheat.

Unlock Puke Camera

Beat the level 12 within 3:30. Go to the Cheat Grid to access the trick.

Unlock Rainbow HUD Cheat

Complete level 7 in 3:10. The cheat is available in the Cheat.

Unlock Spy Hunter Video

Finish every objective on level 1 in 3:40. You can watch the video in Extras menu.

Unlock Super Spy Cheat

Clear all 65 objectives in the game. Access the cheat in the Cheat Grid.

Unlock Tiny Spy Cheat

Finish level 14 in 5:10. The cheat is available in the Cheat Grid.

SSX

Slick Codes

At the Options Menu, hold all four shoulder buttons and enter in the following codes:

Max Out Stats

ⓧ ⓧ ⓧ ⓧ ⓧ ⓧ ⓧ ⓧ

Unlock everything

↓ ← → ⊕ ⊗ ⊙ ⊕ ⊗

SSX TRICKY

ROCK ON!

Play As Master Mike

That's right: it is possible to play as SSX's acclaimed musician. To do so, go to the main title screen, hold ⊕ + ⊕ and press ⊗ ⊗ → ⊗ ⊗ ↓ ⊗ ⊗ ← ⊗ ⊗ ↑. Select any character, and he or she will be replaced by Mix Master when the race starts.

COOL CODES!

Unlock Pipe Dreams

Get a Medal in every Showoff level.

Unlock Untracked

Get a Medal in every Race level.

STAR TREK: ELITE FORCE

DEEP SPACE SECRETS

Get All Weapons

Pause the game and press all of the following buttons simultaneously:

ⓧ ⓧ ⓧ ⓧ L3 ⓧ

Lots of Health

Pause the game and simultaneously press ⓧ ⓧ ⓧ ⓧ ⓧ.

Recharge Your Armor

Pause the game and press and hold ⓧ ⓧ ⓧ.

STAR WARS: STARFIGHTER

Overseer

unlock everything except the bonus multi-player missions

Secret spaceship

BLUENSF—unlock a secret spaceship for the Bonus Missions

BONUS MULTI-PLAYER MISSIONS

ANDREW—unlock a two-player Canyon Race game and Capture the Flag game

Hidden Movie of James

JAMEZ—access secret movie of James

Spaceship and cast pictures

HEROES—unlock a spaceship and pictures of the cast

Enemy ship gallery

SHIPS—unlock a gallery to checkout all of the enemy ships

Pre-production art

PLANETS—unlock concept art of stuff that may not have made it

Pictures of Simon

SIMON—to checkout simon, input this

View development team

TEAM—check out the crazy developers by entering this one

Default screen

SHOTS, SIZZLE, HOTEL—why this code is here, we have no idea

Input the following codes in the codes option under the Options menu.

Invincible

MINIME

Director Mode

DIRECTOR

Jar-Jar Mode

Reverse pilot controls
JARJAR

Hidden Christmas Video

Nym Merry Christmas
WOZ

No Heads Up Display

NOHUD

View The Credits

CREDITS

Unlock The Gallery

SHIPS

STAR WARS: SUPER BOMBAQ RACING

Unlock Galaxy Circuit

Finish in at least third place on every track.

Mirror Mode

Complete Galaxy Circuit mode with a gold medal, using any character.

Race As Darth Vader

If you can finish the game with a gold medal using the innocent Anakin Skywalker, you'll unlock his future evil self, Darth Vader.

STAR WARS RACER REVENGE

BEST ROUTES

The Mos Espa Open

Stick to the right side when the path first splits. Go up the hill. When you come out, hit your boost, maneuvering your pod slightly to the right. There will be one more split after this; go to the right again. However, the last part doesn't seem to make much difference.

Soro Suub Facility

There aren't really any significant short cuts here. Just follow the pack once around, and you will have a feel for the track.

Orotoru G'Am

In the beginning, you will encounter a pillar directly in your path. Go to the left of it and avoid the first path going up, which everyone takes. Instead, go straight; you'll find another which isn't really any slower. It will also help you to avoid any traffic, as most of the other racers will take the first one.



Once you exit the area with the annoying pillars towards the outside of the track, you will find a few new paths stacked above each other. Move up to the top and to the left. This will save a little time.

Watchtower Run

At the first split, stay to the right. At the second one, stay to the left. The third split looks confusing, and you'll want to go right. However, stay to the left and go down the hill. For the fourth one, stay to the right. For the fifth one, try to practice and go through the center between two structures; you will see a large mechanical structure that looks like a spider on the right.

The Brightlands

There is only one split here, and it doesn't seem to make much of a difference taking one path over another. I did find, however, that the right path is a little easier to maneuver through.

The Badlands

At the first split, stay to the right. At the second, go to the left. At the ditch, don't jump over it, but fall into it. At the third split, go to the left. The right definitely takes a little longer. For the final split, go up to the left. Don't take the lower path. There are no obstacles up top, meaning that there is far less chance of making a mistake.

The Ballast Complex

You'll encounter a closed area with paths elevating you. However, it is better just to stay on the bottom and avoid the pillars. Next, you will encounter a long spiraling path going down. At the end, jump off of it to the left as soon as there is no barrier. After this, you'll enter a long tube. When you exit it, go to the left or right up the paths. This will help you avoid the obstacles on the ground.

Ruins of Carnuss Gorguul

The first split comes in three parts. Stay straight and go down the middle one. At the second split, go to the left, down the path. At the third split, go to the left again.

Serres Sarrano

You will make a very large jump first. Make sure you hit the boost a bit so that you enter the top path. Next you'll pass a lava pool on the left and then on the right. After that, you will encounter a large pool, with a platform taking you over the lava. Don't go up it. Instead, go to the right over the lava. This will take you to the cave you need to enter quicker. Next you will come to a big tube with a platform on top. Try to fall off towards the left if your boost is maxed. If not, ride the platform on top, and boost at

the end until you hit the ground. Almost immediately after, you will start racing up a hill. Just before it is a little ramp. Boost off this ramp until you get to the tunnel.

The Grand Reefs

You will come to white bone structure towards the end of the track. It acts as a sort of bridge over the last water section. You can also identify it by the two large statues residing at the end of the water. When you first enter it, there are long, white structures overhead. Just after you pass these, there is a small break in the structure on the left. Jump through the open part to the water. It will take you directly where you want to go, instead of going around on the platform.

The Citadel

At the first split, go to the right. At the second split, go to the right as well. When you get out to the open area, try to stay somewhat close to the wall. When you enter the cave, powerslide to the right.

The Nightlands

At the first split, I stay to the left, although it doesn't appear to make too much difference. At the second split, go to the right path. At the third split, go to the left this time. At the fourth split, head left. At the fifth split, head left (this one is small, but be sure to hit it). Also keep in mind that this map is very narrow most of the time, meaning that you have the opportunity to smash lots of other racers. I recommend doing this if your pod's defense and recovery is high. Otherwise, try to stay out of the way, since you will likely get hit a bit.

Boonta Eve Classic

You will enter a canyon; be sure to go up to the right, as there are many obstacles to dodge in the left path. You will then come to an open area with pillars. Try to stay in the middle; it is slightly more direct. Next you will come to a large ascending slope; do not miss this. When you jump off it, slam on your boost until you clear everything and hit the ground. You come to another open area. Go through the right-most arch. You should have a fairly clear path that requires little maneuvering from here. Plus at the end, you will have to enter a narrow opening. If you stay to the right, you can come in at a better angle. Now, you will enter a cave. You will encounter three paths. You'll be okay as long as you take one of the left paths; these seem more direct.

STAR WARS: STARFIGHTER

BONUS GOALS AND SECRETS

MISSION 1

Naboo Proving Grounds

Destroy All Bonus Mines

A relatively easy objective. Just be sure that after your targeting system stops locking onto them, you still nail them.

Complete Mission In Under Four Minutes

This can be tough, since it takes time to get through the mountain passages. Blast through them as quickly as possible. Don't trouble yourself with any of the other bonus objectives when trying to complete this one.

Beat Essara In The Race

This one is easy; just blow right by him during the race.

MISSION 2

The Royal Escort

The Royal Starship Takes No Hull Damage

Just concentrate on protecting the Royal Starship. You'll need to get a layout of the level and know where enemies spawn.

Destroy All Merc Daggers In Under One Minute

This one is tough as well. All I can say is that you need to find them ASAP, and then destroy them with extreme prejudice. Since they'll come in multiple waves, you need to get through the entire mission very quickly. Kill the first wave, then kill a couple of other ships. When the next wave comes, go after them. Also, save your missiles to use on these enemies.

Rhys Destroys All Merc Dianogas

Since you don't have a time constraint, just go after them whenever you see them. However, so that your allies don't destroy them, be sure to hit them hard when they do finally appear.

MISSION 3

Contract Infractor

Tag All Scarabs

This one isn't too tough. Just go after these things and blast them all first.

Complete Mission In Under Four Minutes

Actually, this one isn't too hard either. Just concentrate on completing the mission, and don't waste time doing anything else.

Destroy All Merc Fighters

Just like the first one, you simply need to identify, and destroy these fighters quickly.

MISSION 4

Secrets on EOS

Destroy Dispensers Before Droids Are Launched

Hit these dispensers fast and hard. For the first time around, you may even want to spend time on the level identifying every Dispenser. The second time through, go after them.

Destroy All The Miner Droids

This one is a little easier than the previous objective. Just find them and kill them.

Complete Mission In Under Eight Minutes

Although eight minutes seems like plenty of time, you'll need to work fast to complete this objective. Like the other timed objectives, concentrate only on completing the main objective.

MISSION 5

Piracy above Lok

Destroy 4 TF Freighters

You'll need heavy firepower to take these things out. You'll want to concentrate on blasting these freighters with everything you've got.

Complete Mission In Under 7 Minutes

Another timed objective means that you'll need to simply concentrate on finishing the mission.

Destroy Missile Frigate

These things can be dangerous, so take them out quickly when attempting this objective.

MISSION 6

Valuable Goods

Destroy Dropships Before Tanks Are Launched

You should find the first two directly in front of you from the start position. Blast them quickly. The third is way above, almost outside of the atmosphere. Since you cannot fly that high, take care of some of the other objectives. However, you'll want to keep an eye on it constantly. When you see it start to descend, attack it.

All Pirate Speeder Bikes Must Survive

This is the toughest mission of the three. You'll want to start blasting all enemies on the ground. Take them out quickly. As soon as this is done, start attacking the Dropships, so as to avoid letting the enemy deploy more tanks, which could destroy the Speeder Bikes.

Destroy Recovery Freighter

Right at the beginning of this level, you should be locked onto a freighter. To the left is the recovery Freighter. Go after it immediately and take it out



version of that level.

Mission Complete
After accepting a mission, press
←←←←⊙.

STREET HOOPS
SCOUTING REPORT

AO
Smooth guard out of Philly who can throw, cross up a defender and throw the ridiculous alley-oop.

Hot Sauce
New school guard out of ATL with a handle and moves so sick they ought to be illegal.

Headache
Harlem's finest. A flashy guard who will tell you what he's going to do, do it, and then let you know about it all day.

Future
Out of the Bronx, one of the originals, still holding it down with moves that the young bucks still can't match. Brought dance moves to the game, and they're here to stay.

Booger
BK's resident magician passer, dropping crazy dimes and making people look silly on the regular.

Speedy
Queens' best, taking people inside, outside and everywhere in between as he shoots over them, passes around them and runs past them.

1/2 Man, 1/2 Amazing
Coming out of Bed-Stuy, 100% heart and attitude. One of the toughest to play the game. Will step up to any challenge, big or small, little or tall and come out on top!

Main Event
The best dunker out there. Representing Jersey, but destroying backboards and egos from coast to coast.

Enable Jump Shot Release
⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙

Turn Momentum Meter Off
⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙

Unlock All Courts
⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙

Super Block Ability
⊙ ⊙ ⊙ ⊙

Super Steal Ability
⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙

STUNTMAN

Jump these codes
All codes are case sensitive.

Unlock all toys: MeFF
Unlock all trailers: Fella
Unlock all cars: CHUmP
Unlock everything: MUssON
Unlock all cars in Stunt
Constructor mode: spiDER
Unlock all driving games, cars and toys: Bindl

SUMMONER

Start With All Spells
At the title screen, hold ⊙ and press ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙. If you hear "I gotcha", you have entered the code correctly.

SUPER BUST-A-MOVE

Another Word
At the "Push Start Button" screen, press ⊙ ↓ ⊙ ⊙. If you entered the code correctly, an icon will appear in the upper right corner of the screen. Select puzzle mode, then the "Arcade" option to access more puzzles.

Bonus Characters
At the "Push Start Button" screen, press ⊙ ↓ ⊙ ⊙. If you entered the code correctly, an icon will appear in the upper left corner of the screen.

SWING AWAY GOLF

All Characters
Enter the following commands at the Main Menu:
⊙ ⊙ ⊙ ⊙ ⊙ ↑ ⊙ ↓ ⊙

All Courses
Enter the following commands at the Main Menu:
⊙ ⊙

All Game Modes
Enter the following commands at the Main Menu:
← ⊙ ↑ ⊙ ↓ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙

Left-Handed Player
At the Character Selection screen, press SELECT while pressing ⊙

Slow Motion Replay
Access Slow motion by pressing ⊙ + ⊙; keep pressing until replay starts.

Change Player's Driving Range Position
When selecting a driving range while pressing ⊙ + ⊙, a player can hit from the second floor. When selecting a driving range while pressing ⊙ + ⊙ + SELECT, a player can hit from the roof. Keep the buttons pressed until the screen fades and becomes the loading screen.

Change Effects
Enter the following commands at the Main Menu to change the sound effects:
⊙ ⊙

Change Costumes
Costume can be changed when selecting a character in Normal Mode by using the ⊙ and ⊙ buttons.

TEKKEN 4

General Tips
Tekken is all about combos. Spend some time in the training arena learning which moves can be chained together and which ones knock your opponent into the air. Then practice linking them together into combos until it's second nature.

You can move during the countdown to the beginning of the match. Get into position to either get the drop on your opponent or effectively counter his or her first attack.

Use the walls and other obstacles — they are the keys to victory. They restrict your enemy's mobility, and when you knock an enemy into one, it causes extra, often unavoidable damage, essentially for free, and often stuns them. Try pushing your opponent into a wall during a juggle, or just pinning them in a corner and bouncing them between the walls and your fists.

Be aware of your enemy trying to do the same to you, and perfect the Position Change moves. They may not seem like much, but if you're trapped in a corner, the ability to not only get out of the corner, but force your enemy into it instead can easily be the difference between an easy victory and a vicious beating.

Similarly, use the sideways moves to your advantage. As any *Soul Calibur* player will tell you, the ability to dodge off to the side and strike at an opponent's "dead angle" (the angle from which they cannot defend against an attack) is incredibly useful, especially in setting up throws and juggles.

When knocked into a wall, pressing any of the four buttons can sometimes make your character perform a tech roll off the wall — but it isn't easy.

A good, quick jab can disrupt an uncanny number of attacks. If you see your opponent coming in with a big hit, try to sneak in a poke before they get it off. But we're warning you: seasoned players will hate you for doing it.

No matter what character you've chosen, the key to victory in *TeKKen 4* is linking single attacks into huge chains of devastation that leave your opponent dazed and broken. Strive to think not in single attacks, but in

combos, and learn not only how to create them, but how to disrupt the combos of your opponent.

Scouting report: Steve Fox
Steve is a bit of a change for the Tekken universe, given that the only kick he has is a short-range heel stomp. Despite this lead-footedness, he's still a very powerful character. His dodging/swaying techniques make him an incredible defender, able to avoid almost any attack. Plus, even if you do hit him, his recovery time is quite short. (As a side note, if you're up against him, low attacks, particularly those that knock his legs out from under him, have the best chance of succeeding.)

Offensively, Steve is both quick and strong, and his punches chain together very well. He has only a few weaknesses: his reach is shorter because of his lack of kicks, and he tends to have weak juggles and throws. He also has very few low attacks, so a ground-bound opponent like Christie can be a pain.

The key to fighting with Steve is to remember that he's a boxer, and use him like one. Be very mobile, always circling your opponent to find the right attack angle (actually, you should try to do this anyway). Sidestep, back dash, and duck inside, throwing jabs until you're in the right place to unload some big punches. Then move again.

Steve's best single attack is probably his British Edge. It's easy to execute, and it chains to a ton of other moves. It may actually be the best first-link move in the game. His Heartbreak Shot is also great, for its ability to stun an opponent. And if you manage to get good with his Gatling Gun special, in which he pummels an opponent with a barrage of gut shots, forget it — they're toast. It's especially effective when your opponent is up against a wall, and each hit bounces them between your fist and a hard place.

Steve also has a second stance — the Flicker stance (← ⊙ + ⊙), which sacrifices some of his strength in favor of extra speed and even greater defensive capability. It's a good choice when facing off against particularly quick, yet fragile, opponents.

Groovy Moves (character Facing right)
British Edge
⊙
Sonic Fang
↘ ⊙ + ⊙
Rocket Launcher
→ Hold → ⊙
Stun Gun

health and armor, and you'll be fine. Oh, and never assume he's dead.

TEST DRIVE

MATCHING TRACKS AND VEHICLES

San Francisco

Event 5 (SF linear track 5)

Although in the "Underground" mode you originally have to play with the Cobra, it's fun to replay this track with the 68 Mustang. There are several 90 degree turns which the Mustang can navigate easily with a handbrake turn, and it's one of the better cars on jumps and bumps (too many Bullet fans on the dev team, so it had to be good).

Event 8 (SF circuit track 8)

This track feels a lot different to the other SF tracks because you spend a lot of time in the forested Presidio section. The Supra and the Cobra make good choices depending on your driving style. Power-sliders should use the Cobra, and precision drivers will want the Supra.

Tokyo Event 19 (Tokyo Circuit 9)

Use either Reese's Camaro (if you've unlocked it) or the 68 Mustang. The track has a good mix between slightly twisty bits through the forest section and the flat out freeway section (the top speed of the Camaro helps here). We also get a little nasty here, forcing the player to drive one of the tunnels against traffic.

London Event 28 (London linear 9)

This is by far my favorite London course—nice and dreary, just like London. Use the Viper (the best car you own so far) and concentrate on building up speed on the single lane road before the Tower of London and Tower Bridge.

Monte Carlo Event 34

(Monte Carlo Circuit 6)

The Jaguar XJ220 is the best car you're likely to have at this point. But, if you have the skills, the Lotus Elise is actually the best car to drive. It's slower, but it's also the most nimble. In fact, with a little skill you can beat all the Monte Carlo tracks using the Lotus.

Floor it!

Codes must be entered on the main menu.

Unlock everything

← → ⊕ ↑ ⊓ ⊔ ⊕

THEME PARK ROLLER COASTER

Everything Is Free

Inside the amusement park, enter ← ↓ ⊕ ⊕ (input this combination eight times)

Golden Tickets

Inside the amusement park, enter ↑ ↓ ← → ⊕ → ← ↓ ↑ ⊕ (enter this combination four times)

All Items Researched

Press ↑ ↓ ⊕ ↓ ← ↓ ↑ ⊕ (x8) in the park. A sound will confirm that code worked.

THE THING

MAKE SURE YOUR BOYS DON'T CRACK UP

Trust management 101

Attack and kill enemies in front of squad members to gain their trust. You can also gain their trust by giving them weapons and ammo, healing them, and particularly by giving yourself a blood test in front of them. Conversely, their trust in you will decrease if you attack them or another squad member in front of them.

Trust management 201

Additional ways to lose an NPC's trust: leaving one alone for too long, simply standing around with them for too long, failing to attack enemies when in their presence, taking ammo or weapons away, and especially attacking an unarmed cohort. This last one will get you tackled, disarmed, and shot with your own gun.

Fear itself

Fear can completely disable your buddies. It rises when they see evidence of the thing: dead bodies, bloody walls, or especially a living creature (the bigger the thing, the worse the effect). To combat NPC fear, give them weapons or an adrenaline hypo, kill enemies in front of them, and lead them to a less scary location.

TIGER WOODS PGA TOUR 2001

Red Shirt

Finish all 21 events in "Play Now" mode to unlock Tiger Woods' red shirt. This increases the range potential on all clubs, allowing for greater distance.

Distract Opponent

In a multiplayer game, press ⊕, ⊕ or ⊕ right when the opponent starts swinging. Each button produces a different sound. If you hold ⊓ or ⊔ while pressing the former buttons, other sounds can be heard.

Faster CPU Turn

When the CPU hits the ball, hold ⊕.

TIME CRISIS 2

HIDDEN MODES

Arcade Mode

Mirror Mode Finish the Storymode with one

- Automatic Weapon credit Finish Story mode twice
- Infinite Ammo Finish the Story mode using Auto Weapon
- Wide Ammo Finish the Story mode using Infinite Ammo
- One Stage Trial 2 Finish Stage 1 in Story mode
- One Stage Trial 3 Finish Stage 2 in Story mode
- Increase Credits Every time the player uses all credits in Story mode, one extra credit is added. After nine credits, the credits change to FREE PLAY.
- Arcade Special Unlock either Mirror or Automatic Weapon modes
- Special Arcade 2 Extra Unlock Shoot Away 2 Extra
- Crisis Mission Finish Story mode
- Crisis Mission Fail the mission a set number of times
- Hints Clear the majority of the previous day's missions.
- Days 2-5 and Final Day Finish all of the missions for that day
- Mission Ex Day 1-5 Finish all hidden missions as well as the Final mission
- Final Mission 2 Finish the very Final Mission
- Music Player Finish the very Final Mission
- Quick & Crash Additional Minigames Place within the top five in Standard or Final cup and you'll be able to unlock a variety of minigames.
- Shoot Away 2 Extra Mode Get the High Score in Retro mode of Shoot Away 2, and unlock the Extra mode.

It's a simple, but nostalgic, game.

TOKYO XTREME RACER 0

Other Cars

In "FREE RUN", press ⊕ when you enter the course select to show other cars on the course.

Normal Camera

When you're about to see the replay, hold down ⊕ to see the replay in regular camera angle.

Panning Camera

When viewing a replay in "DRIVER VIEW", press ⊕ + ⊕ to move the camera to the left or right.

The Meter

When viewing replay, press ⊕ to show the meter(s).

Alternate Horn

Select rear spoiler type 5 for R30 and R30M, to change the horn to siren.

Analyze Meter

In Pause Menu (except in the VS mode), hold ⊕ while you move the cursor to the bottom to show the "ANALYZE" option. Selecting this option will show the ANALYZE meter.

Ornaments

Hold down ⊕ + ⊕ + ⊕ + ⊕ when selecting "Shift Assist" option, to show ornaments in Driver view.

Zooming

In the Parts type select screen, selecting aero parts or exhaust will make the camera move toward the car, but pressing ⊕ will cause the camera to move close to the parts. Press ⊕ again to see a close-up.

Reset Data

In the Time Record screen, hold down ⊕ + ⊕ + ⊕ + ⊕ and ⊕ to reset the record data (this will also reset the Quick race high score).

Remove Pause Menu

Pause the game and press ⊕ + ⊕ to remove the Pause menu. You can't unpaue the game when the Pause menu is gone. Do this trick once more bring up the menu.

Nickname

Put a team sticker on the car you were driving for the team to get a special nickname.

TOM AND JERRY

TEX AVERY'S CODES

Auto refill health bars

⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕

Unlock all characters

⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕

Unlock all arenas

ⓐⓑⓓⓔⓕⓖⓗⓓⓔⓕⓖⓗ

Infinite ammo

ⓐⓑⓓⓔⓕⓖⓗⓓⓔⓕⓖⓗ

TRANSWORLD SURF

Wax up this code

To complete the level objectives or competitions for any level, enter the following code when in that level.

↑ ← → ↵ ← ↵

TONY HAWK 3

THE WRONG WAY TO WIN

Input all of the following codes at Cheat Menu under options.

Unlock All Skaters

YOHOMIES

Unlock All Levels

ROADTRIP

Unlock All Movies

PEEPSHOW

EVEN MORE CODES!

Newssoft Team Members

Input these names in the Create

Player option.

Joel Jewett

Sandy Jewett

Mike Ward

Trey Smith

Tony Hawk's Sons

Again, go to the Create Skater option

and input these names.

Spencer Hawk

Riley Hawk

Unlock All Cheats

Input "Backdoor" as a cheat code

More THPS3 Cheats

1,000,000,000 Points - Method 1
Turn on Perfect Grinds and go to Los Angeles. Go to the fountain and start a Nosegrind or FS 5-0 on its edge. Sit there until your points read 8,000,000. You must do two hidden combos constantly to build your trick strings to the max (251). Depending on your grind, they will be ↓↑ and ↓↓, or ↑↓ and ↑↑. Alternate between the two. Once you get Perfect Manuals, try jumping on and off the fountain.

1,000,000,000 Points - Method 2
Start a lip trick with Always Perfect Grind on. Hold the trick. Once in the Lip position, don't touch any other buttons except ⓐ. Now, alternate between a few hidden tricks: ←↵↵, →↵↵, ←↵↵, →↵↵. Repeat until 8,000,000 points times 251. Depending on the Lip trick you started with, different tricks will be executed.

SECRETS AND TIPS

Weird Objectives

SKATER ISLAND

Cannon Blasting

Grind over the cannons on the pirate ship to make them fire. Unfortunately, although this doesn't seem to do anything, it looks quite cool. Also, you seem to have to grind the ledge from the right.

LOS ANGELES

Grates

There are two sets of hidden grates to unlock. The first is through the windows of the building with the elevators. Go up the ramps to the platform with the grates; they have steam spewing from them. Grind the ledge that is to the right to destroy these grates and reveal a half-pipe. The second set of grates is on top of the building, where you must go to get on the bridge.

TOKYO

Hidden Ramp #1

Go up the overpass on the left side.

On the left, you will encounter a building that says Gateway Plaza. Grind the handrail next to it on the overpass, and jump and grind the sign of the Gateway plaza on the left. Here is a ramp area.

Hidden Ramp #2

Go to the ramp area at the other end of the level from where you begin. Go to the left side to the sign that says, "Yasuo Tokyo Ceramics." If you can get enough air, there's a hidden ramp behind this sign.

I suggest that once you get above the sign, grind the top of it and fall off into the new area.

Trash the Sign

Go to the end towards the big red sign that says Capsule. Don't go to the back area with the ramps; stay just in front of it. Go up the ramp to the right and try to grind the wire with the lights on it to the ledge. Grind the wire leading to the roof of the structure you started in. Once on the roof, grind the wire leading to the buildings on the left side. Now grind the sign that the wire takes you to. Boneless jump to the second sign and grind it. Now Boneless jump to the third sign and grind it. If done correctly, the light structure will collapse.

Hidden Area

Once you've trashed the sign, go to Hidden Ramp #1 and you'll notice that there is a new path leading up. Go up it by holding ↑ on the control pad, and without jumping or doing any other types of tricks. This will take you to an entirely new area. Cool!

CRUISE SHIP

Drain Pool

Just past the pool on one of the big, red structures is a white pole with a conspicuous valve on it. If you grind across the valve, you will drain the pool and now be able to skate inside of it.

HIDDEN COMBOS

GRINDS

FS Smith and FS Bluntside, and BS

Crooked and BS Nosebluntside

During a FS 5-0 grind, you can do either of these without having to jump, or alternate between them. They are ↓↑↵ and ↓↓↵. If you start with a Nosegrind, the secret grinds will be opposite: ↑↓↵ and ↑↑↵.

BS

BS Feeble/Overcook

Simply during a grind hit the ⓐ button.

BS Tailslide/Noseslide

During a grind, simply hit the ⓐ button.

FLIP TRICKS

Double Heelflip

→ⓐⓑ (hit ⓐ again for a triple)

Double Kickflip

←ⓐⓑ (hit ⓐ again for a triple)

306 Show-it

↓↵↵

MANUALS

Truckstand

→↵↵ (hit →↵ again to do a Truck Spin)

To Rail

←↵↵

Anti-Casper

←↵↵

Casper

→↵↵

COMPLETING THPS3

Each time you complete THPS3, the game rewards players with a secret character, level, or cheat. The following numbers before each sentence denotes the number of times you must beat it to unlock the secret.

1. Darth Maul
2. Wolverine
3. Warehouse (THPS1 level)
4. Officer Dick
5. Private Garrera
6. Burnside (THPS1 level)
7. Ollie the Magic Bum
8. Kelly Slater, the surfer
9. Roswell (THPS1 level)
10. The Demons
11. Cheat Menu and Snowboard mode
12. Always Special Mode
13. Perfect Rail Balance Mode
14. Super Stats Mode
15. Giant Mode
16. Slowmo Mode
17. Perfect Manual Balance
18. Tiny Mode

19. Moon Physics Mode

20. Expert Mode

21. Newssoft Eyeball

22. First Person Mode

SUPER TIPS

Grind Forever

There's an easy way to grind for major points. Around the periphery of the Rio park there are many structures: ramps, guard rails, concrete and wooden structures. Start grinding one of these, and Ollie from structure to structure. Each one lines you up with the next, so just worry about timing Ollies and grinds. Once mastered, edit your special tricks and put in a bunch of grinds.

Maximizing Points

Get the most out of your Grab tricks off ramps and half-pipes by doing multiple 360s at one time. Simply hold down ⓐ or ⓑ and perform a board trick; try a special if possible. It will take time to learn to land each trick well, but diligence will reward.

Sick Trip

To get through the game quickly, build a character and make him or her as small as possible. This will make the skater ultra fast and jump high, so getting difficult items, or getting through a level quickly, is easier. Also, put on Super Stats Mode to make this skater even better.

Insane Board Tricks

Once you get Slowmo Mode, you can perform a number of Special Board tricks in the air for major points. However, if you pause for more than a few seconds between tricks, you can't perform anymore special tricks until you fall. This technique works great in combination with the 1,000,000,000 point trick.

Sloppy Boardin'

If you put Snowboard Mode on, you can land sideways, which means that when performing elaborate tricks, you're less likely to fall. This mode is somewhat hard to control, so you will have to get used to it to become a master.

TOP GEAR DARE DEVIL

When in the Club house ON TV SCREEN:

Unlock All Cities

ⓐⓑⓓⓔ

Unlock All Bonus Levels

ⓐⓑⓓⓔⓕⓖ

Win Single Player Game

ⓐⓑⓓⓔⓕⓖ

Unlimited Time And Continues

In the middle of the game input: ↑ ↓ ↵ ← → ↵ ← → ↵

Win Stage

In the middle of the game input: $\uparrow \downarrow \uparrow \downarrow \leftarrow \rightarrow \leftarrow \rightarrow \downarrow \uparrow \leftarrow \rightarrow$

BOARD LOCATIONS

Although they change slightly, we will give all the possible locations of the Skateboards.

Foundry

1. Right from the start, turn to your right. Just above that ramp there is a board. Simply ride up the ramp, jump, and snag the board. This is perhaps the easiest one to get.

2. At the opposite end of the level, jump to the upper platform on the furthest wall. There is a board on either side just above the ramp, or directly in the center.

3. Jump onto the hanging platforms with the yellow handrails (the paths that lead you to the secret tape). Get on the left one. Grind the leftmost rail to the end, and Ollie. Land and grind the pipe above some cylindrical structures and you'll get the board.

Canada

1. Go to the first pool on the right; it is at the first corner you encounter from the starting position. Just above one of the skaters you must impress, you'll find a board. Jump up to grab it.

2. In front of the Canadian flag, straight and to the left of where you begin, there is another board. Jump up the ramp, which is formed by the front of the tractor, and you'll get it.

3. When doing the "Around the Horn" objective, you'll notice that there is a Board. If you simply complete the objective, you should have no problem getting it.

Rio

1. In the secret area beyond the wooden fence, there is a board just above the pool. Although there are three separate locations of the board, they are all somewhere just above the pool.

Suburbs

1. This board lies on the same ledge as the pumpkin of the nice-looking home. However, it is next to the roof and in front of the house. Grind the ledge or the side of the roof and you will shoot out to the street, obtaining the board.

2. At the top of the wooden structure (the house being built) is another board. There are ramps laying up against the wooden structure that lead to a wooden platform on it. Go up the ramp, with the \uparrow button held, and you'll land on it.

3. This last board position is on the power lines. When attempting to do the "Restore Power to the Dish" objective, you will see it.

Airport

1. Above the first set of Baggage checks, there is a board. Use the hand rail in the closest bathroom and ollie to the structures on the right; grind them, remembering to jump the gaps and grind the subsequent structures to the end.

2. On the exact opposite side of the Secret Tape is a board location on the top red rail. Go to the ramp where you gave your friend the ticket, ollie at an angle and grind until you reach the deck.

3. Go down the first escalator; on the first set of lights to the right, there is a board. Go to the circular baggage claim. Get on top of it and use the ramp to ollie to and grind the lights. Once on the lights, keep jumping to the right and grinding until you reach the board.

Skater Island

1. At the furthest ramp area from where you begin, there is another board. It's at the far end just above where the spectators sit.

2. The wooden structure that has the Pirates flag on it also contains a board. It is at the very top, where the structure dumps you out to the wooden pool ramp area.

3. From the beginning, go straight. On the left side of the wall, you'll notice some speakers up high. Here is also another board. Just Ollie up the lower ramp under it, and try to grind the white wire which holds the speakers. This will take you to the board.

Los Angeles

1. Go to the fountain area. Go to the area just behind it with the two ramps. If you face the building, you'll need to go up the ramp to the right. Go up at an angle and grind the power lines above; this will lead you to the board.

2. Near the fountain, above the lights of the intersection, there is a board. To get it, go to the top of the bridge; go to the section where you pushed the car off. You'll notice that the concrete rail on this last section is absent in the beginning. Position yourself in the middle of the hole. Boneless off of it and you should fall to the wire close to where the board lies. Grind the wire to get it.

3. On the platform under the sign marked, "Busters Cherry", there is a

board on the grey roof. Just fall from the sign area straight down to get it.

Tokyo

1. On the platform just above where you begin, there is a board. To get it, grind around the periphery, as if you were trying to unlock the secret area. Once on the platform, ollie and grab it.

2. Above the Matsubita sign, on the left close to where you start, there is another board. You can get it simply by using the method to open up the secret area here.

3. Go to the far end of the level in the set of ramps on the left. Above the left most sign marked, "Yasuo", there is another board. Simply ollie up the ramp as high as possible to get it.

Cruse Ship

1. On top of the center awning on the lower level of the ship, there is a board. You can either drop from an above deck to grab it, or grind the awnings to get it. Use the rail that is angled up to jump up. Grind the awnings to get the board.

2. Just off the middle boat in front of the Atrium, there is a board. To get it, get into the middle boat, and Boneless Jump towards it, holding up on the control pad.

3. Just to the left of where you begin, there is a board hanging off of the ledge. Don't try jumping off it to get it; you'll miss. Instead, jump off the small wooden ramp in front of the rail.

MULTIPLAYER STRATEGIES

TRICK ATTACK

Be conservative and don't get too greedy. If you're in a long trick, one of your opponents can knock you down, preventing you from scoring any points. I suggest that you make strings consisting of a couple hundred thousand points multiple times. You should go for more elaborate strings only if you know nobody is around. Also, don't forget to knock opponents over if you see them tricking for a while.

GRAFFITI

At the beginning of the competition, don't worry about tagging areas with elaborate tricks; quickly cover as many areas as possible in about 45 seconds, since your points are based on the number of areas you tag. Once that is done, tag areas with more elaborate tricks and steal your opponents tagged places. The other games are fairly straight forward and the in-game tutorial explains them enough. Good luck!

EXTREME TRICK STRINGS

Canada - The Million Pointer

At the start, immediately turn around and go up the ramp; come down into a revert and then a manual. Grind the ground rail; kickflip and then grind the fence. Grind the fence up to the wooden structure on the left. Kickflip onto it, and grind the wooden structure. Kickflip (or whatever) onto the ground into a manual. Go towards the ramp on the left; grind it around to the right towards the set of hand rails with the ramp at the end. Kickflip off the ramp into a manual; ride the manual to the hand rails. Grind the set of hand rails, doing various grinds until the end. Kickflip off to the ground into a manual. Go up the ramp at the end, and grind its lip to the right. When the ramp ends, kickflip onto and grind the next two signs. Kickflip off of the second sign to the right, and manual when you hit the ground. Ride the hand rails back up towards the first big ramp. Kickflip into a manual off of the rails. Ride the manual to the small rails on the right; grind them. Kickflip off of them, and manual back to the small ground rail/fence area. Grind the ground rail and fence back to the first ramp you went up. Go up the ramp and revert off it. Repeat this process for as long as you can maintain your balance.

Los Angeles - Grinds Galore

Immediately turn around and go up the ramp and do some tricks; fall out of it into a revert and then manual. Kickflip on to the left most concrete handrail. Kickflip out of that into a manual; ride the manual left towards the ramp. Go up the ramp and do a few simple tricks; fall out of into a revert and manual. Ride the manual straight to the Northern Quake rail ahead. Grind the rail and Kickflip off of the rail into a manual; ride the manual to the fountain. Grind the edge of the fountain until you get a Spectorator bonus. Keep grinding until the police pass by. Then lie yourself up with the Southern Quake rail. Kickflip off the fountain, and manual towards the Southern Quake rail. Ollie and grind the rail, jumping the gaps and grinding the concrete ledge. Before the last section of the concrete ledge, kickflip off, and manual to the edge of the building to the right. Ollie to the ledge and grind it across the chain; kickflip off and go into a manual. Ride the manual to the concrete stairs. Grind the stairs to the end. Kickflip off the stairs into a manual. Ride this manual to the ramp in front of the fire truck. Ollie up the ramp and try to hit the fire truck's ladder. Grind the ladder down, and end the trick. Keep going, if you're brave enough!

TRIBES AERIAL ASSAULT

KNOW YOUR ORDINANCE

Blaster

Good at everything, but great at nothing. It's handy for taking down enemy equipment and medium-range sniping. Not recommended for firefights, since it saps energy (and thus mobility).

Plasma Rifle

The ultimate indoor weapon. Small splash damage keeps you from hurting yourself.

Chain Gun

Easily chases through heavy armor. Great at close range, when your enemy is in the air, and when chasing an enemy flag carrier.

Spinfuser

The most commonly used weapon in the game. Its high level of splash damage means that you only have to get close with this one, although direct hits are a bonus.

Grenade Launcher

Indoors, you can bank the grenades around corners. Outdoors, they'll blow enemies away from defensive positions when you want to clear a path into a doorway or to the enemy flag.

Laser Rifle

A very deadly sniper weapon, but also hard to aim. Use it when you can predict the enemy's movements, such as when they are defending their flag, or on defense when they are coming after your flag. A headshot will kill all but the healthiest, toughest of enemies.

Fusion Motor

This is mobile artillery available only to the heavy armor. Use it to take out enemy fixed guns, and to clean out rooms before you enter.

Missile Launcher

Designed to take out enemy vehicles, it can also be effective against infantry who have let their jets get too hot. Also quite useful against fixed enemy assets.

Flare Grenade

They do no damage in and of themselves, but they're specially designed to attract heat-seeking missiles, thus keeping them away from you and your stuff.

Skilling

Play training mission 4 and learn to "ski" — it's the fastest, least energy-expensive way to travel. For instance, while it may seem faster to fly from hilltop to hilltop, it's actually quicker to ski down the hill and let your

momentum carry you up the other side with just a little help from your jets. This will help save your energy for fighting.

TRIPLE PLAY BASEBALL

Unknown Code

While playing a game, hold **Ⓢ+Ⓢ+Ⓢ+Ⓢ+Ⓢ** and press **↑Ⓢ→Ⓢ**. If you entered the code correctly, you will hear a sound.

TUROK: EVOLUTION

Infinite Ammo	MADMAN
Invisible	SLEWGH
All Weapons	TEXAS
Unlock All Levels	SELLOUT
Invincible	EMERPUS

TWISTED METAL BLACK

RELEASE THE FELONS

Get Axle

At the Freeway, go to the construction yard. Spot the two cranes and target the one on the right. Hit the control cage once with a missile. Line yourself up with the cage just in front of a small hill. Blast your turbo off the hill, and at the peak launch your missile at the target. When the crane lowers the box, drive over to it and shoot it until it unlocks. This will give you Axle.

Get Manslaughter

From the Prison Boat, drive to land. Go down to the front of the boat at the bottom, and to your left, there should be a few crates with a health pack on the top. Shoot the crate with a missile, and you'll create a ramp. Drive up the ramp and shoot at the boat directly in front of you. This will breach the hull, forming a hole the you can drive into. Inside you will see a control panel; shoot it to unlock Manslaughter.

ADDITIONAL CODES

Infinite Weapons

During the game, hold **Ⓢ+Ⓢ+Ⓢ+Ⓢ+Ⓢ**, input **↑Ⓢ←Ⓢ**.

Mega Machine Guns

During the game, hold **Ⓢ+Ⓢ+Ⓢ+Ⓢ+Ⓢ** and press **ⓈⓈⓈ**.

Special Freeze Attack

During the game, hold **Ⓢ+Ⓢ+Ⓢ+Ⓢ+Ⓢ**, and press **→←↑**.

Exchange Weapons For Health

During the game, hold **Ⓢ+Ⓢ+Ⓢ+Ⓢ+Ⓢ**, and press **ⓈⓈⓈⓈ**.

Translated Minion Codes

When playing as Minion, you notice there are a myriad of nonsensical numbers at the load screen. You can translate these numbers into words with a formula: 1=A, 2=B, 3=C, 4=D, etc.

Messages

1. I do not think this is real.
2. I must speak in code or he will discover me.
3. We are trapped in his head.
4. This is how he sees the world, how Sweet Tooth sees his life, it is not real.
5. All of us are trapped in his head.
6. I miss the old colorful world.
7. We will return to old world one day.
8. In the real world my name is Marcus A. Kane.

One Hit Kills

During the game, hold **Ⓢ+Ⓢ+Ⓢ+Ⓢ+Ⓢ** and press **ⓈⓈⓈ**.

FIGHTING TIPS AND SECRETS

THE LEVELS

Junk Yard

Large Pizza Man

Launch a few missiles or a Gas Can at the Pizza guy to destroy it. Once it's in pieces, to the left you'll notice that a piece acts as a ramp that allows you to jump on to the trash compactor. Do this to snipe enemies safely and obtain the items at top. Also, in front and to the right of the ramp, there's a bowling pin. Smash it to get health.

Airplane

Shoot the plane down for a big explosion. You'll notice that it flies around the periphery. Follow it up a dirt road to a factory. Don't enter the factory, but stand on the ledge that overlooks it to the left. Now shoot the plane with a missile. If it doesn't crash immediately, it will the next time around. Go down to the crash sight and enter the plane to find a hidden area.

OCEAN VOYAGE

The Blimp

There's a blimp flying around this stage. Follow it all the way around and you'll encounter a large hill that looks like a ramp. Ride up to the top and remain still. Face in the direction of the blimp and launch a missile; you'll destroy the blimp and cause a very big, and very very long, explosion. This seems to activate the draw bridge to come down. On it is a myriad of items, and a passage to the top of the cargo ship.

Sadistic

Towards the front of the Cargo Ship, close to the main exit, you should see three victims sitting in electric chairs on top of a stone, rectangular structure. In front of this is a small box marked, "danger." Shoot this box to electrocute the people.

SUBURBS

Ferris Wheel

Destroy the supports at the bottom to release the wheel. It will cause damage to anything in the way.

However, be sure not to hit it, since you will also take damage. Destroy the other circus kiosks surrounding the wheel for goodies.

The Church

Blow a hole in the church to reveal an energy pack. Remember this spot throughout the entire match, since it will constantly respawn and enemy cars probably won't grab it.

The Hills

Throughout the hills you'll notice a mansion, a super market, and a warehouse. Blast these things open to find a myriad of weapons and a few other items.

DRIVE-IN THEATER

Fighting Techniques

Since there is no Regenerator and the area is quite tiny, the key to winning will depend on how well you can dodge fire. Try driving around the periphery, and grabbing the health on the bridge. In the middle of the arena and inside the destructible house on the right, you'll find more health. Remember not to cause too many confrontations, so as to avoid as much damage as possible. Also, destroy Darkside and Sweet Tooth first. Use your shield as much as possible.

The Movie Screen

Blast out the supports of the movie screen on the left and right; use missiles, or launch a few Gas Cans. Although it creates a cool explosion, and hurts any car it falls on, it doesn't seem to unlock any secrets.

FREEWAY

The Hospital

Go to the right, up an ascending freeway ramp and blast through the building windows. Here you will find a bunch of special weapons and other items—stocking up here is probably the first thing that you should do. Oh yeah, you can hit the patients rolling around in the wheel chairs, and walking with supports—twisted!

Battle Stadium

Depending on where you start, the stadium will be on the right or left. Ride towards the center of the map and you'll find an open stadium full of cars (it's actually in the middle of the entire level). Here you'll find a few weapons, medical kits, and the Regenerator! Don't stay here too long, as it is very open, which provides enemies with the opportunity to lay waste to your vehicle.

SNOWY ROADS

Combat Tips

This level should not be overly difficult, at least compared to the



TU

previous stages. Try to use the environmental weapon here, since it can be extremely effective. Jet out of the way of any trouble with turbo, and return attacking enemies with prejudice. You may also find it useful fighting around the buildings, since they can provide fair cover. Finally, in the middle of the level, you'll find the Regenerator just to the side.

Over the Edge

You'll notice in a couple of areas that there are a few items hovering just over the edges of the cliffs. You can certainly obtain all of them, but you must be careful not to fall over, or you don't get a missile in the butt that will push you over.

**DOWNTOWN
Secret Building Access**

The building across the street from Joe's Diner (which is on a corner just before an overpass) and the building directly to the left of the diner have destructible doors. Destroy them and go inside. Go down the hall a little ways, and enter the small crevice leading to an elevator. Ride the elevator to the top of the building. Here you will find weapons, items, etc.

Extra Health

On one side of the city, just down the street from the Regenerator, you'll find an area somewhat hidden behind four or five pillars. If you go behind here, you'll find a health pack that will respawn. A second health pack is next to the bridge on one side. Finally, there's one more health pack in the middle of the bridge.

ROOF TOP

The Buildings
On top of the building that the plane leads up to is a small glass tower. Bust the glass and enter; don't worry, you only fall one floor. Round up all of the items and get out. Inside of here, you will also find a Regenerator.

Battle Strategy

This place can be dangerous, so play conservatively and carefully; don't do anything too crazy. Also, it may be prudent to just drive around for 5 minutes or so, because a few enemies will just fall off the buildings on their own, freeing you from having to destroy them. Once there are 5 or 6 enemies left, locate the Regenerator on the roof of one of the buildings and stay around it. Let the enemies come to you and just destroy them.

WEAPONS

Normal Weapons
Machinugun: This isn't that great, since you don't get many rounds. Use it only when you know that you can

drill the enemy.

Satellite: Once you activate it, you have about 10 seconds before the missiles come down. You can bring them down at will by pressing the fire button again. If you hit the enemy in the middle of the Bull's eye, you cause extra damage.

Zoomy: This launches multiple missiles. Just make sure that you have one enemy in clear sight, so that you can hit the enemy with every missile and cause extra damage.

Reticle: This is a more severe version of a homing missile. Just launch when you lock onto an enemy.

Gas Can: Get the enemy in the center of the bull's eye to cause maximum damage.

Fire: This will cause slightly more damage than the homing missile, but has a limited homing capability.

Power: This missile is extremely destructive, but it doesn't have a lock-on feature. So, you will have to be close to an enemy to ensure that it hits. This is also a great follow-up weapon to the Freeze.

Homing: This weapon isn't very strong, but it will follow an enemy to the ends of the earth, so you can be fairly sure that it will hit once launched.

Ricochet: This weapon is quite cool. You can launch it directly to cause decent damage. However, the more times it ricochets off of walls, the more damage it causes when it connects with a car. Try launching it in narrow places full of enemies.

Environmental Weapon: This weapon simply depends upon the level that you are playing. Try to figure out what it activates in each stage and use it if it helps.

SUPER WEAPONS

Junkyard Dog: Press the Fire Weapon button once to launch the projectile and a second time to bring it down on the target.

Brimstone: After you launch the sinner, start firing other weapons to cause even more damage.

Outlaw's Extra Special: Line up the opponent in the laser sight and rapidly press the Fire Weapon button to launch numerous missiles.

Mr. Grimm: His super weapon is relatively hard to land. To ensure that you hit the enemy vehicle, freeze

the enemy first, and then shoot the super.

Roadkill: Charge up the Special by holding down the Fire Weapon button. Watch the indicator lights. The more lights, the more damage will be caused.

Crazy 8: Tap the Fire Weapon button repeatedly for max damage. Direct the electric field by tapping the directional button rapidly three times in the direction of the enemy, then press the Fire Weapon button.

Spectre: Lock onto a target by making sure the opponent's "trailing" is red before firing.

Darkside: This Special can also be fired backwards. More damage occurs from "T-sliding" or ramming an opponent into the wall.

Shadow: Fire the Special weapon to launch it and press the Fire Weapon button again to detonate it.

Sweet Tooth: Use this when an enemy is coming at you, frozen, or caught in another enemy's fire. Keep in mind that the missiles always hit the closest car.

Minion: His super is effective as well, but can be a little slow. Try ramming enemies to flip them over, or freeze them, and then do activate his super.

**BOSSES
MINION (MID BOSS)**

He is quite the tough guy. First you must disable his shield. Do this by doing a drive by every so often, hitting him as much as you can. It may be necessary to just duke it out to cause serious damage. Once his shield is disabled, use the same method to get rid of him. To avoid damage and collect a number of power-ups, weapons, and health, just drive around in a circle on the top platform. Minion should not be able to hit you. Also, it may be worth noting the location of every health pick-up; there are three. Since they respawn, pass their way every so often.

WARHAWK (FINAL BOSS)
This is one of the cheapest battles in the game. First you'll notice the circular helpaid in the middle of the arena. Drive in circles around it to avoid most enemy fire. Stop when you see the truck in your sights. Blast the truck until it's disabled. When the Warhawk is in the vicinity of the truck, blow it up to damage the Warhawk's shields. Do this until the shield is gone. Then circle

around the helpaid until the Warhawk stops firing, and then begin blasting it. Although this fight may take you a while, just remember to circle the helpaid to minimize damage.

TY, THE TASMANIAN TIGER

CRACK THIS VEGEMITE ADVENTURE

Walk on water
The Frostygang can create icebergs on water, so sometimes you can create your own platforms to reach your objectives.

Vampire bats vs. bat vampire
Having trouble hitting those pesky bats? Don't try. Instead, jump into the air and press the bite button when they are close.

Weigh the scales
Getting injured too much? Try spending some time in Rainbow Cliffs—if you collect all 25 Rainbow Scales that are hidden around the level and take them to the Bunyip Elder you will get twice the normal amount of health.

Bomb that wombat
Can't beat Andy the Wombat in time attack? Try pulling out your Kaboomerang and smack him with it as he starts the race.

Map quest
Thunder Egg objectives are a bit difficult to figure out sometimes, but their location is revealed on the map in the pause screen. Use it to find out where you can go to earn yourself some thunder.

Bull in a china shop
When riding Bull, make sure to break all objects in the level such as sheds, houses, etc. Many opals and golden eggs are located in these objects.

Burst Criskey's bubbles
Is Criskey the shark boss treating you like Charlie the tuna? Look for the bubbles coming from the ocean floor—the objects you find are the key to defeating Criskey.

Fired-up Fluffy
When fighting Fluffy the giant snow boss, you will find that throwing the boomerang through the flames will boost the power of the boomerang.

UFC: THROWDOWN

If you're trying to tackle your opponent, don't give up on your first failed attempt. Often, a second press of the combo buttons will succeed in taking him down with an extra-effort push.



different types of basic throws: High, Low, Ground, and Combo. High throws require an opponent to be standing and are escapable; low throws require the opponent to be crouching and are escapable; ground throws require the opponent to be laying on the ground and are not escapable; Combo throws are used in conjunction with a combo or special move, and they are usually not escapable.

2. Squaring throws can be quite complex. Usually, though, if you are caught in a basic throw, press Punch+Guard right when you're about to be thrown to escape. However, there are a number of throws that are more complicated, which require a directional motion+Punch+Guard. So, for example, if an enemy performs a throw by inputting a half circle forward+Punch+Guard, you must press Forward+Punch+Guard to escape it. If it is a half circle back, you must press Back+Punch+Guard.

Buffering

This is a sort of trick that allows you to input moves with a delay. The easiest way to do this is to quickly press Punch, Kick. For most characters this will produce a three hit combo. You'll notice that you pressed all three buttons before they were actually executed; this is buffering. This also applies to infighting moves when guarding. For example, while holding the guard button, if you input a move that requires a quarter circle forward motion, release the guard button just before you press kick or punch. This allows you to more safely input complicated moves. You can also use this trick when recovering as you rise, or from a stun.

COMBOS

KEY:

- B** = Back
- DB** = Down Back (Diagonal)
- D** = Down
- DF** = Down Forward (Diagonal)
- F** = Forward
- UF** = Up Forward (Diagonal) =Up
- UB** = Up Back (Diagonal)
- P** = Punch
- K** = Kick
- G** = Guard
- WC** = White Crouching

Note: the terms in parenthesis after the Reversals for each character refer to the moves that those reversals are effective against.

AKIRA YUKI

Openers

- 1. B, F+P
- 2. D, DB, B+P

3. WC press D, DF, F+P+K

3. F, F, F+P

Combos

- 1. B, F+P to K to F, F+K, K
- 2. Against a wall, WC, F+P to D, DB, B+P to D+G+K to F+K to B, F+P
- 3. WC press F+P+K to F, F+P to F, F+K, K.
- 4. D, DB, B+P to P to B, F+P

Reversals

- 1. B+P+K (High Punch, Elbow, and Kick)
- 2. DB+P+K (Mid Punch, Elbow, and Kick; Kick Flip; and Knee)
- 3. D+P+K (Low Punch and Kick)
- 4. B+P+K+G (Inashi High Punch, High Kick, Low Punch)
- 5. B, P+K+G, F, P (Inashi High Punch, High Kick, Low Punch)

Sabaki

- 1. DF, F+P+K (High Punch and Elbow, and Low Punch)

AOI UMIENOKUJI

Openers

- 1. F, F+P+K (must be against wall or in corner)
- 2. B,B+P+K
- 3. F+K
- 4. B+P
- 5. DB+P
- 6. FB+P

*Most of these openers can be linked with a standard combo such as P, P, P, K or P, P, P, D+K.

- 1. B, B+P to F, F+K to F+K to DF+P+G (can't do this in a corner). If you're in the corner, don't use the F+K part. Or, from B, B+P+K go to P, P, P to DF+P+G.
- 2. This opener isn't a combo, but can act to throw people off and lead to a combo. F+K+G, P from here you can finish it with P, P, D, D+K; or go to F, F+K to F+K to DF+P+G.
- 3. Half Circle Forward or B+P+G to B+D or F+D + P+G to D+U or U+D+P+G.
- 4. U,B,D,F P+G to Half Circle K+G.

Reversals

- 1. B+P+K (High Punch, Elbow, Kick; Crescent Kick)
- 2. DB+P+K (Mid Punch, Elbow, Kick; Knee; and somersault)
- 3. D+P+K (Low Punch and Kick; Sweep)
- 4. P+K (Ground Reversal)

Sabaki

- 1. F, B+P or B+P (High Punch and Kick, Mid Punch and Kick, and Mid-Elbow)

Note: for combos 4 and 5, there isn't any particular timing to executing the subsequent throws. So, just input the commands as quickly as possible.

JACKY BRYANT

Openers

- 1. F+K
- 2. WC, DF+P
- 3. P+K, P

Combos

- 1. Against Wall F+K, P, P, P, D+P+K, K, K. K. You won't always get nine, hits, but you should get at least six.
- 2. Away from the wall, do F+K, P, P, P, DF+K, DB+K.
- 3. DF+K, P+K, P, K
- 4. F+K, F+P+K, P, D+K, D+K
- 5. P+K, P, P, P, D+K, D+K

Reversals

- 1. Auto Inashi - Stick at neutral (blocks high and medium punches and high elbows)

JEFFRY MCWILD

Openers

- 1. B, F+P
- 2. Against Wall B, F+K
- 3. Against Wall DF+P, P
- 4. F+K
- 5. F+P+K

Combos

- 1. B, F+P to K, K, P
- 2. Here is a deadly one. Notice that Jeffry always throws the right when he does a power Slam (F, B+P+G). If a wall is close by to your right, do a power slam. The opponent will bounce off of the wall and be open for a juggle. Use P, P, P for an easy finish; use K, K, P for a tougher, but more devastating finish.
- 3. F+K or B, F+K+P to D+P to D,DF+P to B, DF+P, P
- 4. B, F+P to K, K, P; or if in corner, F+K to K, K, P (easy and deadly combo)
- 5. Against Wall, F+K, P, B+P+K, K, DF+P, P

Note: He doesn't have any reversals, but he has an abundant of throws to master. I suggest building much of your strategy around these and short, heavy hitting combos.

KAGE-MARU

Openers

- 1. Against Wall WC, DF+P
- 2. DF+P
- 3. B+K+G
- 4. UF+K+G

Combos

- 1. Against Wall, WC, DF+P to D+P+K, K or D+K+G
- 2. DF+P to DB+PP to D+P+K, P
- 3. Against Wall, WC, DF, F+K to P, P, P to D+P+K, K
- 4. B+K+G to B+K+G to B+K+G to UB+K
- 5. UF+K+G to D+P to B+K+G, to D+K+P, K

Note: Mix this combo up with a few different moves, as a lot can be done here.

6. With your back to your opponent, P+K, K to B+K+G to B+K+G to D+P+K, K

Reversals

- 1. B, P+K (High Punch)
- 2. DB, P+K (Mid Punch)
- 3. P+K+G (Jumonji stance Mid Kick)
- 4. Neutral Jumonji Stance (High Punch Inashi)

Sabaki

- 1. F, B+K (Low Punch and Kick, and Sweep)
- 2. B+K (High Punch and Kick, and Medium Punch and Kick)
- 3. P+K (High Punch and Kick)

LAU CHAN

Openers

- 1. B+P, K
- 2. DF+K+P
- 3. P+K (Full Charge)
- 4. UF+K
- 5. B, D+P+G

Combos

- 1. B+P, K to D+K, K to D+K, K
- 2. Against wall, press B+P, K to P, P, K
- 3. B, F+P to P, B+P, P
- 4. DF+K+P to F+P, P to F+P to D+K to D+K
- 5. P+K (for full charge) to F+P, P to D+K to D+K
- 6. UF+K to P, B+P, P
- 7. B, D+P+G to DF+P+K to DF+P+K to DF+P+K to D+K to D+K

*Reversals: Lau doesn't really have any.

LEI-FEI

Openers

- 1. B, F+P+K
- 2. P+K
- 3. UF+K+G
- 4. DF, DF+P
- 5. DF+P+G
- 6. UF+K

Combos

- 1. Against Wall, P+K to F+P, P, P, D+K
- 2. Against Wall, UF+K to P, P to P, P, P
- 3. P, F+P+G, to P+K, P, P to D+P+G, P
- 4. Go into the stance you get after P. Against Wall in this stance, hit P to K to K, K to D+K.
- 5. Go into P, P stance. K,K to P+K, P, P to D+K+G
- 6. Go into P, P stance. G+K to UF+K+G to P+K, P, P
- 7. DF, DF+P, P to B+P, P to D+G+P

Reversals

- 1. IN Reversals (Independent System (U, P+K+G) stick at Neutral)

Sabaki

1. D, DF, F, P+K (High Punch, Mid Punch and Elbow)
2. P or P+K (High Punch and Kick, Mid Punch, Elbow, and Kick)

LION RAFALE

- Openers**
1. D, DB, B+P, P
 2. F, F+P
 3. B+P+K
 4. B, B+K, K+P
 5. B, DF+P

Combos

1. Against Wall, F, F+K, K to D+K, K
2. B+P+K to B, B+K, K+P to D+K, K
3. B, B+K, K+P to U+P+K to D+K, K
4. B+P+K to K, K to D+K, K
5. Against Wall, press U+K to K, K to D+K, K
6. B+K+P to B, B+K to K+P to B, F+K+G

Reversals

1. DF, P+K+G
2. UF, P+K+G
3. B, P+K+G

*These aren't really reversals as much as they are dodging attacks. However, this is the closest thing he has to reversals.

PAI CHAN

- Openers**
1. F, F+K+G
 2. K
 3. F+K, K

Combos

1. F, F+K+G to P, P, P to D+K
2. F, F+K+G to F, F+P, K to D+K, K
3. F, F+K to F, F+P to F, F+P, K to D+K, K

*Her Combos are pretty easy to execute, and most of them consist if the combos previously mentioned or with starters mentioned.

Reversals

1. F, P+K+G (High)
2. B, P+K (High)
3. P+G (Parry)
4. DF, P+K (Mid)
5. DB, P+K (Mid)

Sabaki

1. F, B +P (High Punch)

SARAH BRYANT

Openers

1. UF+K
2. F+K
3. DB+K
4. F+P, K
5. UB+K+G

Combos

1. UF+K to DB+K to DB+K to DB+K
2. F+K to P, P, P, B+K
3. DB+K to P to DF+P, K to U+K

4. F+K to P to DB+K to B+K to U+K
5. Against wall F+K to B+K to DF+P, K to U+K
6. F+K or DB+K to DF+P, K to P, P, B+K
7. UB+K+G to P to DB+K to DB+K to DB+K

Sabaki

P+K (High Punch and Kick, and Mid Punch, Kick, and Elbow)

*Sarah doesn't really have any reversals.

SHUN DI

Openers

1. D, DF, F+P
2. DB+K, K
3. D+G+K
4. U+K
5. F, F+K

Combos

1. D, DF, F+P, P to p to DB+P, K
2. Against wall, D, DF, F+P to B, P+K to F+P, P, K
3. D+G+K to DB+K, K to DB+K, K
4. Against wall D, DF, F+P, P to K, K to DB+K, K
5. F, F+K to DF+P, P, K
6. Against Wall D, DF, F+P to K, K, D+P, K to D+K

Reversals

1. P+K (Low Punch)

VANESSA LEWIS

Openers

1. B, F+P+K
2. DB+K+G
3. B, B+K+G
4. DF+K (Hold K)
5. DB+K+G

Combos

1. B, F+P+K, P to D+K to D+K
2. DB+K+G to D+K, P, P to D+K
3. Against Wall DB+K+G to B, F to P, K to D+K
4. B, B+K+G to K to D+K to D+K+G (In Kick Boxer Stance)
5. Against Wall, DF+K (HOLD) to F, F+P, P to D+K
6. DB+K+G to P, P, P, K to D+K+G

Reversals

1. Neutral (High and Mid Punches) - Press K or D+K or P+G from this position to inflict damage.
2. B, P+K (High Kick, High Punch)
3. DB, P+K (mid Punch, Mid Kick)

Sabaki

- DB+P (Low Punch and Kick, and Sweep)
- B, F+K (High Punch and Kick, and Mid Punch and Elbow)
- D+P (Low Punch and Kick, and Sweep)

WOLF HAWKFIELD

Openers

1. F+K
2. B, F+P+K
3. F+K+G
4. B, DF+P

Combos

1. F+K+G to B, F+P+K to P, P, P to D+K, K
2. Close to a wall press D+P+G to K, K. Just before the enemy hits the ground, press D+P+G. It won't cause a hit, but your enemy will be disoriented, which will hopefully allow for another hit. If you just want to end the combo, do D+K, K.
3. In corner, F+K to K, K to D+K. Simple but powerful.
4. B, F+P+K to B, F+P+K to B, F+P+K to B, F+P+K to D+K
5. B, F+P+K to P to Half Circle Back+P, P to D+K
6. B, DF+P to B, F+P+K to B, F+P+K to D+K

Reversals

- B, P+K (High Kick)
- DB, P+K (Mid Kick) D, P+K (Low Punch)

WAY OF THE SAMURAI

Skewer enemy samurai

You don't have to interfere with every event that goes on around you. While it's tempting to play hero and quash every vile act you see (or to play villain and help the wrongdoers along any chance you get), there are many, many people here who can carve you into lunchmeat without breaking a sweat. It's often better to be a spectator than a shish-kebab.

To learn new attacks, practice fighting in unusual situations. Many skills can only be learned when fighting from a downed position, when your health is low, against jumping enemies, or when using dodge, parry, and counter maneuvers. Straightforward attacks may defeat enemies, but they won't expand your library of techniques.

The best way to learn attacks is the RT dodge maneuver. The chance of learning a technique can be as much as 1:3 or 1:2. The trick is to use a sword with either lots of experience, or very little. Swords with moderate experience have a low chance of learning attacks.

RT can also keep you from incurring additional damage when you are thrown. If you press RT before you hit the ground, you'll assume the defensive position, which will typically protect you from follow-up attacks.

Never commission the swordsmith to do a job you can't afford. He won't demand payment until after the job, so it'll probably seem like he's working for charity - right up until the

moment he tries to kill you for shorting him. You can defeat him easily, but he won't be fixing many swords afterwards.

Your behavior, whether good or evil, has no bearing on the way the game evaluates your performance (though it will dictate the terms of your relationships with the game's various characters). So don't think you have to be a goody two-shoes to score highly.

For example, to attain the elusive "serial killer" ranking, you must kill 180 men. The easiest way to pile up corpses is at the Blast Furnace in the southwest corner of the map. Kill the guard there, and endless clones arrive - just keep killing until you rack up the necessary score.

The Codes of Bushido

Recover Life
On the pause menu, hold **□** and **□**, then **↑ ↓ ↑ ↓** → **⊙**

Recover sword strength
On the pause menu, hold **□** and **□**, then **→ → ← ← ↓ ↑ ⊙**

Get a new sword (type is random)
In the sword warehouse, hold **□** and **□**, then **⊙ ↓ ↓ ↓ ↑ ↑ ↑ ⊙**

Unlock all characters in story mode
Go to the character select menu, and make sure there is a cursor selected where you enter your name. Press **□ □ □ □ □ □ □ □ □ □**, then keep pressing **□** and **⊙**.

Become the only player shining
This code can be entered at any time or place. Hold **⊙** while turning the left analog stick four times.

Unlock Vs. Mode
At the title screen, hold **□** and **□**, then press **⊙** and **⊙** simultaneously.

Unlock all moves in Vs. Mode
At the Vs. Mode pause menu, hold **□**, then **□ □ □ □ □ □ □ □**, then let go of **□** and press **⊙**.

WDL WAR JETZ

MORE HIGH FLYING CODES

Enter these in the Code Entry Screen.

Level Select	JMPTT
Invulnerable	DNGDM
Thick Armor	MRRMR
Overlords	WVLRDS
All Cheats	TWLVCHTS
Fast Planes	ZPPY
Bigger Guns	HMPMR
Biggest Guns	QD
Rapid Fire	FRHS
Speed Shots	NSNTN
Double Bux	TWFSTD
Every Movie	GRTD
Ghost Mode	SNKY



GAME SHARK CODES SECTION



GAME SHARK®

WANNA BEAT THE GAME?

If you really wanna beat the game, the codes on the following pages will give you powers and abilities you never thought possible! However, you will need InterAct's GameShark Enhancer. For more information about GameShark and for the latest codes available 48 hours after every game release, visit www.GameShark.com.



GAME SHARK BLOOD OMEN 2 - FI 2002

Show Coordinates
DE9CDF6BCA99B83

Show Time Debug Info
DE9CDE06BCA99B83

Ultra Jump Kain
DEBE533AF8AADA03
DEBE53C2002ABB83

Always Target Dark Jump
DE9BC87ECCA99B42
DE9BCD06CCA99B8A

Matrix Kain (Slow Motion)
DEB5A22EFAF56750

Hyper Kain (Ultra Speed)
DEB5A22EFC299B83

Matrix Enemies (Slow Motion)
DEB5A22EFAF56750

Hyper Enemies (Ultra Speed)
DEB5A22EFC299B83

BRITNEY'S DANCE BEAT

Must Be On OE3C7DF21853E59E
EE9EFED2BCD4F42A

Have Best Pass
CEA99016BCA99B89

Tons Of Points
CEA9900EBCA99E6A

DINO STALKER

Must Be On OE3C7DF21853E59E
EEF8DFEBBCDDA0302

Max Points DEAFDF3ABC413102

Inf Health CEAFDF94BCA99B23

Max Recovery Aid
CEAFDE76BCA99CE6

Max Resuscitation
CEAFDE72BCA99CE6

Max Antidotes
CEAFDE7EBCA99CE6

Have Ampoule
CEAFDE06BCA99C84

Max Tachyons CEAFDE02BCA99C292

DOWNFORCE

Must Be On OE3C7DF21853E59E
EE8BD0CB6CC540A

Enable All Trophy Modes
CEAE6DA2BCA99D88

Enable Tokyo-Beginner
CEAE6C32BCA99B83

Enable Florida-Beginner
CEAE6C2ABCA99B83

Enable Sydney-Beginner
CEAE6CC6BCA99B83

Enable Las Vegas-Inter
CEAE6C1ABCA99B83

Enable Singapore-Inter
CEAE6C26BCA99B83

Enable Hong Kong-Inter
CEAE6C2EBCA99B83

Enable Tokyo-Inter
CEAE6C1EBCA99B83

Enable Florida-Inter
CEAE6CCEBCA99B83

Enable Sydney-Inter
CEAE6C22BCA99B83

Enable Toronto-Inter
CEAE6C16BCA99B83

Enable Las Vegas-Expert
CEAE6C7ABCA99B83

Enable Singapore-Expert
CEAE6C06BCA99B83

Enable Hong Kong-Expert
CEAE6C0EBCA99B83

Enable Tokyo-Expert
CEAE6C7EBCA99B83

Enable Florida-Expert
CEAE6C0ABCA99B83

Enable Sydney-Expert
CEAE6C02BCA99B83

Enable Geneva-Expert
CEAE6C12BCA99B83

Las Vegas-Gold-Beginner
CEAE6EEBCA99B83

Singapore-Gold-Beginner
CEAE6EE8BCA99B83

Hong Kong-Gold-Beginner
CEAE6EEABC99B83

Tokyo-Gold-Beginner
CEAE6EF4BCA99B83

Florida-Gold-Beginner
CEAE6EF6BCA99B83

Sydney-Gold-Beginner
CEAE6EFOB99B83

Las Vegas-Gold-Inter
CEAE6DFEBCA99B83

Singapore-Gold-Inter
CEAE6DF8BCA99B83

Hong Kong-Gold-Inter
CEAE6DFABCA99B83

Tokyo-Gold-Inter
CEAE6D84BCA99B83

Florida-Gold-Inter
CEAE6D86BCA99B83

Sydney-Gold-Inter
CEAE6D80BCA99B83

Toronto-Gold-Inter
CEAE6D82BCA99B83

Las Vegas-Gold-Expert
CEAE6D8EBCA99B83

Singapore-Gold-Expert
CEAE6D88BCA99B83

Hong Kong-Gold-Expert
CEAE6D8ABCA99B83

Tokyo-Gold-Expert
CEAE6D94BCA99B83

Florida-Gold-Expert
CEAE6D96BCA99B83

Sydney-Gold-Expert
CEAE6D90BCA99B83

Geneva-Gold-Expert
CEAE6D92BCA99B83

Enable Pilot-Free Race
CEAE6C96BCA99B84

Enable Kim 1-Free Race
CEAE6C92BCA99B84

Enable Kim 2-Free Race
CEAE6C9EBCA99B84

Enable Kim 3-Free Race
CEAE6C9ABCA99B84

99 Points Championship
CEAE6E24BCA99B86

DROPSHIP

Must Be On OE3C7DF21853E59E

Infinte Health
FIDA0937BCA99B84

Infinte Ammo
FIDA0936BCA99B84

All Missions Unlocked
FIDA082EBCA99B84

ENDGAME

Must Be On OE3C7DF21853E59E
EE983936CCEDD42

Inf Ammo Six Shooter
C191345EBCA99B89

Inf Ammo Who's The Boss
C19F997EBCA99B89

Unlock Great Britain
CE949BE6BCA99B84

Unlock France
CE949BE2BCA99B84

Unlock Germany
CE949BEEBCA99B84

Unlock Italy
CE949BEABC99B84

Unlock Switzerland
CE949BF6BCA99B84

Unlock Arcade Mode
CE949BF2BCA99B84

Unlock Mighty Joe Ep. 2
CE949A8ABC99B84

Unlock Mighty Joe Ep. 3
CE949A96BC99B84

Unlock Mighty Joe Trilogy
CE949A92BC99B84

Unlock Alien Skeeet
CE949727BCA99B86

Unlock Duck 'N' Cover
CE94977EBCA99B86

Unlock Chicken Run
CE94977ABCA99B86

Unlock Pot Shot
CE949706BCA99B86

Unlock Rapid Fire
CE949702BCA99B86

Unlock Chain Reaction
CE94970EBCA99B86

Unlock High Noon
CE94970ABCA99B86

Unlock Save Andromeda
CE949716BCA99B86

Unlock Six Shooter
CE949712BCA99B86

Unlock Who's The Boss
CE94971EBCA99B86

Unlock Jukebox
DE949A9EBCA99B84

Unlock Hyper Arc Mode
DE949A3EBCA99B84

Unlock Arc Mode Machinegun
DE949AFABCA99B84

Unlock Arc Mode Cane Gun
DE949A86BCA99B84

Unlock Arc Mode Shotgun
DE949A82BCA99B84

Unlock Mirror Mode
DE949A8EBCA99B84

Inf Ammo Alien Skeeet
C192871EBCA99B89

Inf Ammo Duck 'N' Cover

CE80828EBCA99B89

Inf Ammo Chicken Run
CE82783EBCA99B89

Inf Ammo Pot Shot
C197ECCEBCA99B89

Inf Ammo Rapid Fire
C19D3C7EBCA99B89

Inf Ammo Chain Reaction
C19C833EBCA99B89

Inf Ammo High Noon
C19A342EBCA99B89

Inf Ammo Save Andromeda
C19E6D6EBCA99B89

Inf Health Cadet Training
OE93877EBCA99B83
CE9387EBCA99B86

FI 2002

Must Be On OE3C7DF21853E59E
EE8E47DEBCDD0442

All Cards-Toyota
DEA340AABDA9C84
DEA340B6BDA9C84
DEA340B2BDA9C84
DEA340BEBDA9C84
DEA340B8BDA9C84
DEA34046BDA9C84

All Cards-Minardi
DEA3405ABDA9C84
DEA34066BDA9C84
DEA34062BDA9C84
DEA3406EBCA9C84
DEA34068BDA9C84
DEA34076BDA9C84

All Cards-Arrows
DEA34072BDA9C84
DEA3407EBCA9C84
DEA3407ABDA9C84
DEA34006BDA9C84
DEA34002BDA9C84
DEA3400EBCA9C84

All Cards-Sauber
DEA3400ABDA9C84
DEA34016BDA9C84
DEA34012BDA9C84
DEA3401EBCA9C84
DEA34018BDA9C84
DEA34026BDA9C84

All Cards-BAR
DEA34022BDA9C84
DEA3402EBCA9C84
DEA34028BDA9C84
DEA34036BDA9C84
DEA34032BDA9C84
DEA3403EBCA9C84

All Cards-Jaguar
DEA3403ABDA9C84
DEA34036BDA9C84
DEA34032BDA9C84
DEA3403EBCA9C84
DEA34038BDA9C84
DEA34034BDA9C84

All Cards-Renault
DEA34002BDA9C84
DEA3400EBCA9C84
DEA34008BDA9C84
DEA340E6BDA9C84

GM

DEA340E2BDA9C84
DEA340EEBDA9C84
All Cards-Jordan
DEA340EABDAA9C84
DEA340F6BDDA9C84
DEA340F2BDA9C84
DEA347FEBDA9C84
DEA347FABDA9C84
DEA34786BDDA9C84
All Cards-Williams
DEA34782BDA9C84
DEA3478EBDA9C84
DEA3478ABDA9C84
DEA34796BDDA9C84
DEA34792BDA9C84
DEA3479EBDA9C84
All Cards-McLaren
DEA3479ABDAA9C84
DEA34746BDDA9C84
DEA34742BDA9C84
DEA3474EBDA9C84
DEA34746BDDA9C84
All Cards-Ferrari
DEA34782BDA9C84
DEA3478EBDA9C84
DEA3478ABDA9C84
DEA34746BDDA9C84
DEA34742BDA9C84
DEA3474EBDA9C84
Basic Gold Toyota
DEA341FABC99B85
Basic Gold Minardi
DEA341FBC99B85
Basic Gold Arrows
DEA342F2BC99B85
Basic Gold Jaguar
DEA342F6BC99B85
Basic Gold Renault
DEA342EABC99B85
Basic Gold BAR
DEA342EEBC99B85
Basic Gold Jordan
DEA342E2BC99B85
Basic Gold Sauber
DEA342E6BC99B85
Basic Gold Williams
DEA342DABC99B85
Basic Gold McLaren
DEA342DEBC99B85
Basic Gold Ferrari
DEA342D2BC99B85
Adv Gold Toyota
DEA341B6BC99B85
Adv Gold Minardi
DEA341AABC99B85
Adv Gold Arrows
DEA341AEBBC99B85
Adv Gold Jaguar
DEA341A2BC99B85
Adv Gold Renault
DEA341A6BC99B85
Adv Gold BAR
DEA3419ABC99B85
Adv Gold Jordan
DEA3419EBC99B85
Adv Gold Sauber
DEA34192BC99B85
Adv Gold Williams
DEA34196BC99B85
Adv Gold McLaren
DEA3418ABC99B85
Adv Gold Ferrari

DEA3418EBC99B85
All Quick Race Tracks
DEA35D4ABC99B87

FIRE BLADE

Must Be On 0E37DF21853E59E
EE93C576BCBF7D2
Mission 1-1-Inf Rockets
C1098BFBC99B97
Mission 1-1-Inf Missiles
C1098DEBC99B88
Mission 1-1-Inf Armor
C17CB40EBC99AEOB
Mission 1-2-Inf Rockets
C17355DEBC99B9A
Mission 1-2-Inf Missiles
C173543EBC99B88
Mission 1-2-Inf Armor
C166756EBC99AEOB
Mission 1-3-Inf Rockets
C166729EBC99B9A
Mission 1-3-Inf Missiles
C16671FBC99B88
Mission 1-3-Inf Armor
C159932EBC99B2F3
Mission 1-4-Inf Rockets
C168270EBC99B9A
Mission 1-4-Inf Missiles
C168266EBC99B88
Mission 1-4-Inf Armor
C15B479EBC99AEOB
Mission 1-5-Inf Rockets
C10E3ACEBC99B9A
Mission 1-5-Inf Missiles
C10E392EBC99B88
Mission 1-5-Inf Armor
C16155EBC99AEOB
Mission 2-1-Inf Rockets
C10E539EBC99B9A
Mission 2-1-Inf Missiles
C10E52FEBC99B88
Mission 2-1-Inf Armor
C1617C2EBC99AEOB
Mission 2-2-Inf Rockets
C1697DEBC99B9A
Mission 2-2-Inf Missiles
C1697D3EBC99B88
Mission 2-2-Inf Armor
C15C96EBC99B063
Mission 2-3-Inf Rockets
C11D2B4EBC99B9A
Mission 2-3-Inf Missiles
C11D2AAEBC99B88
Mission 2-3-Inf Armor
C17054DEBC99AEOB
Mission 2-4-Inf Rockets
C1108DCBC99B9A
Mission 2-4-Inf Missiles
C1108C2EBC99B88
Mission 2-4-Inf Armor
C103AD5EBC99AEOB
Mission 3-1-Inf Rockets
C100012EBC99B9A
Mission 3-1-Inf Missiles
C10000EBC99B88
Mission 3-1-Inf Armor
C17321BEB99AEOB
Mission 3-2-Inf Rockets
C1050AEBC99B9A
Mission 3-2-Inf Missiles
C105A7CEBC99B88
Mission 3-2-Inf Armor
C178C07EBC99AEOB

Mission 3-3-Inf Rockets
C11A7DAEBC99B9A
Mission 3-3-Inf Armor
C11A7C8EBC99B88
Mission 3-3-Inf Armor
C10D9E3EBC99AEOB
Mission 3-4-Inf Rockets
C10B05EBC99B9A
Mission 3-4-Inf Missiles
C10B0ABEBC99B88
Mission 3-4-Inf Armor
C17E34EBC99B2F3
Mission 4-1-Inf Rockets
C1651ACEBC99B9A
Mission 4-1-Inf Missiles
C165192EBC99B88
Mission 4-1-Inf Armor
C1583A5EBC99AEOB
Mission 4-2-Inf Rockets
C11F82EBC99B9A
Mission 4-2-Inf Missiles
C11F82EBC99B9A
Mission 4-2-Inf Armor
C172A31EBC99AEOB
Mission 4-3-Inf Rockets
C165AC7EBC99B9A
Mission 4-3-Inf Missiles
C165A35EBC99B88
Mission 4-3-Inf Armor
C158C8EBC99B2F3
Mission 4-4-Inf Rockets
C157200EBC99B9A
Mission 4-4-Inf Missiles
C157276EBC99B9A
Mission 4-4-Inf Armor
C14A409EBC99AEOB
Mission 4-5-Inf Rockets
C11303EBC99B9A
Mission 4-5-Inf Missiles
C11302CEBC99B88
Mission 4-5-Inf Armor
C106237EBC99AEOB
Unlock Mission 1-2
CEA8C66EBC99C84
Unlock Mission 1-3
CEA8CEE2BC99C84
Unlock Mission 1-4
CEA8D66BC99C84
Unlock Mission 1-5
CEA8CDDABC99C84
Unlock Mission 2-1
CEA8CC5EBC99C84
Unlock Mission 2-2
CEA8CCD2BC99C84
Unlock Mission 2-3
CEA8C356BC99C84
Unlock Mission 2-4
CEA8C3ABC99C84
Unlock Mission 3-1
CEA8C24EBC99C84
Unlock Mission 3-2
CEA8C2C2BC99C84
Unlock Mission 3-3
CEA8C146BC99C84
Unlock Mission 3-4
CEA8C13ABC99C84
Unlock Mission 4-1
CEA8C0BEBC99C84
Unlock Mission 4-2
CEA8C032BC99C84
Unlock Mission 4-3
CEA8C7B6BC99C84
Unlock Mission 4-4

CEA8C72ABCA99C84
Unlock Mission 4-5
CEA8C6AEBC99C84
All Medals Mission 1-1
CEA8CE5ABC99B9A
All Medals Mission 1-2
CEA8CEDEBC99B9A
All Medals Mission 1-3
CEA8CD52BC99B9A
All Medals Mission 1-4
CEA8CD68BC99B9C
All Medals Mission 1-5
CEA8CC4ABC99B7C
All Medals Mission 2-1
CEA8CCCEBC99B9C
All Medals Mission 2-2
CEA8C342BC99B9A
All Medals Mission 2-3
CEA8C3C6BC99B9C
All Medals Mission 2-4
CEA8C2BABC99B74
All Medals Mission 3-1
CEA8C3EBC99B9C
All Medals Mission 3-2
CEA8C1B2BC99B9C
All Medals Mission 3-3
CEA8C136BC99B9C
All Medals Mission 3-4
CEA8C0AABC99B74
All Medals Mission 4-1
CEA8C02EBC99B9C
All Medals Mission 4-2
CEA8C7A2BC99B9A
All Medals Mission 4-3
CEA8C726BC99B9C
All Medals Mission 4-4
CEA8C69ABC99B9A
All Medals Mission 4-5
CEA8C61EBC99B7C

GRAVITY GAMES: BIKE

Must Be On 0E37DF21853E59E
EE85786BCC2F182
High Score DEA710F2C19E7B82
Task 1 Complete
CEA7DC5EBC99B84
Task 2 Complete
CEA7DC7EBC99B84
Task 3 Complete
CEA7DC1EBC99B84
Task 4 Complete
CEA7DC3EBC99B84
Task 5 Complete
CEA7DCDEBC99B84
Task 6 Complete
CEA7D3FBC99B84
Task 7 Complete
CEA7D39EBC99B84
Task 8 Complete
CEA7D3BEBC99B84
Task 9 Complete
CEA7D35EBC99B84
Task 10 Complete
CEA7D37EBC99B84

GTC AFRICA

Must Be On 0E37DF21853E59E
EE887446BCBD004A
All Cars-Team Lithium
C13B1FAABC99B87
All Cars-Team All Stars
C13B1E3EBC99B87
All Cars-Team Cobra

C13B1C42BCA99B87
All Cars-Team Tech-X
 C13B13D6BCA99B87
All Cars-Team Pro-Racing
 C13B115ABC99B87
All Cars-Team Tornado
 C13B10EEBCA99B87
All Championships
 C13B14CABC99B86
All Cars-Single Race
 C13B1906BCA99B8C
Unlock Speed Pursuit 1
 C13B0EABCA99B84
Unlock Downhill 1
 C13B09FEBBCA99B84
Unlock Timed Catch Up
 C13B0882BCA99B84
Unlock Hillclimb 1
 C13B0F96BCA99B84
Unlock Timed Pursuit 1
 C13B0E9ABCA99B84
Unlock Speed Pursuit 2
 C13B0DAEBCA99B84
Unlock Timed Pursuit 2
 C13B0CB2BCA99B84
Unlock Downhill 2
 C13B0346BCA99B84
Unlock Point To Point 1
 C13B024ABC99B84
Unlock Checkpoint
 C13B015EBCA99B84
Unlock Hillclimb 2
 C13B0062BCA99B84
Unlock Downhill 3
 C13B0776BCA99B84
Unlock Performance
 C13B067ABC99B84
Unlock Overtake Pursuit
 C13B050EBCA99B84
Unlock Point To Point 2
 C13B0412BCA99B84
Disable Timer and Opponents
 CE85537EBCA99B83
Start On Lap 3
 0EA03902BCA99B83
 CEA03902BCA99B86
Start On Lap 4
 0EA03902BCA99B83
 CEA03902BCA99B87
Start On Lap 5
 0EA03902BCA99B83
 CEA03902BCA99B88
999 Points P1
 C13B1F92BCA99E6A
 CE4D69EABCA99E6A

GUNGRAVE

Must Be On OE3C7DF21853E59E
 EE8EF686BC4360A
Inf Demolition Shots
 CE9DE12BCA99B8C
999 Beat CE9E894EBCA99E6A
Inf Shield CE9E8944BC99DDCB
Inf Health CE9E8988BC99DE03

HUNTER

Must Be On OE3C7DF21853E59E
 EE85F566BC99B62
Immortal Hero
 DE4664D2BCA99B84
Invulnerable Hero
 DE4664DABCA99B84
Blind Enemies

Infinite Ammo
 DE4658FABCA99B84
Immortal Enemies
 DE4658B8ABCA99B84
 DE4664DEBCA99B84
Square Boarder
 DE465876BCA99B84
Show Stream Debug
 DE4664E2BCA99B84
Show Enemy Debug
 DE4664EEBCA99B84
Show Bike Debug
 DE4664EABCA99B84
Show Audio Debug
 DE465AF2BCA99B84
Low Total VR Time
 DE4632A6BCA99B83
R3 = Clipping Off
 OE74330BCA99A7E
 DE4935EEBCA99B83
L3 = Clipping On
 OE74330BCA99A80
 DE4935EEBCA99B84
No Reload SMG
 CE492F96BCA99B81
No Reload Missiles
 CE492F26BCA99B81
Access Star Locker
 CE907796BCA99E83
 CEBOA686BCA99E83
No Reload-Stim Auto
 CE4928BEBCA99B8D
Infinite Health
 CE49346BCA99DD4B
Infinite Adrenaline
 CE493468BCA99DD4B
Max Skill Points
 CE46659BCA99E383
No Reload-Scorp Neuro
 CE4928CEBCA99B8D
No Reload-Stim Auto Plus
 CE492806BCA99B93
No Reload-Shotgun
 CE492F5EBCA99B88
No Reload Stim Mkl
 CE492EC6BCA99B88

HIDDEN INVASION

Must Be On OE3C7DF21853E59E
 EE8C9146BC17EFA
Super Heroes
 DE80E892BCA99B84
Super Deformed
 CE80E842BCA99B84
Bouncy Stuff
 CE80E84EBCA99B84
2P Same Characters
 DE80E84ABC99B84
Select = More Time
 OE99D5F8BCA99A81
 DE80EF82FE199B83
Quick Score
 OE994020BCD99BE6
 CE994202BCA99A82
P1 Inf. Lives
 FE994223BCA99BE6
P1 Inf. Grenades
 FE994C32BCA99BE6
P1 Inf. Pistol Ammo
 FE994C36BCA99BE6
P1 Inf. Weapon Ammo
 FE994D2C99A9BE6
P2 Inf. Lives
 FE994433BCA99BE6
P2 Inf. Grenades
 FE9946C2BCA99BE6
P2 Inf. Pistol Ammo
 FE9946C6BCA99BE6

KING'S FIELD THE ANCIENT CITY

Must Be On OE3C7DF21853E59E
 EE9E4FEBBCB5F92
Max HP
 CE8DBF1EBCA99E6A
 CE8DBF22BCA99E6A
 CE8DBF21BCA99E6A
Max MP
 CE8DBF1EBCA99E6A
 CE8DBF21BCA99E6A
Quick Level Gain
 DE8DBFCE19E7B82
Max Physical
 CE8DBF26BCA99B82
Max Magical
 CE8DBF22BCA99B82
Inf Gold
 DE8DBFC219E7B82
Level 99
 CE8DBFBCA99BE6
Max Slash-Att
 CE8DBFDEBCA99E6A
Max Hit-Att
 CE8DBFD8BCA99E6A
Max Stab-Att
 CE8DBFE4BCA99E6A
Max Fire-Att
 CE8DBFE6BCA99E6A
Max Earth-Att
 CE8DBFE8BCA99E6A
Max Water-Att
 CE8DBFE2BCA99E6A
Max Light-Att
 CE8DBFE0BCA99E6A
Max Dark-Att
 CE8DBFE4BCA99E6A
Max Slash-Def
 CE8DBDE8BCA99E6A
Max Hit-Def
 CE8DBDE8BCA99E6A
Max Stab-Def
 CE8DBDE8BCA99E6A
Max Fire-Def
 CE8DBDE8BCA99E6A
Max Earth-Def
 CE8DBDE8BCA99E6A
Max Wind-Def
 CE8DBDE8BCA99E6A
Max Water-Def
 CE8DBDE8BCA99E6A
Max Light-Def
 CE8DBDE8BCA99E6A
Max Dark-Def
 CE8DBDE8BCA99E6A
Inf HP
 CE8DBEA8BCA99E6A
Inf MP
 CE8DBE86BCA99E6A
Inf Air
 CE8DBDE42BCA99F83
Inf Physical Gauge
 CE8DBDE2BCA99E0B
Darkwood Club
 FE866C6BCA99B84
Dwarven Pickax
 FE866C0BCA99B84
Short Sword
 FE866C2BCA99B84
Fiery Sword
 FE866C8BCA99B84
Rapier
 FE866C8BCA99B84
Lethal Rapier
 FE866C8BCA99B84
Long Sword
 FE866C8BCA99B84
Earththinder
 FE866C8BCA99B84
Knight Sword
 FE866D4BCA99B84
Holy Crest
 FE866D7BCA99B84
Frostbite
 FE866D0BCA99B84
Fire Carver
 FE866D1BCA99B84
Fire Carver
 FE866D0BCA99B84
Earth Carver
 FE866D3BCA99B84
Wind Carver
 FE866D2BCA99B84
Water Carver
 FE866DD8BCA99B84
Broad Sword
 FE866D0BCA99B84
Venomblade
 FE866DEBCA99B84
Bastard Sword

FEA866D8BCA99B84
Battle Sword
 FE866DDBCA99B84
Dwarven Sword
FEA866DABCA99B84
Great Sword
 FE866E5BCA99B84
War Sword
FEA866E4BCA99B84
Broken Katana
 FE866E7BCA99B84
Windslayer
 FE866E6BCA99B84
Wavescraper
 FE866E1BCA99B84
Scorpion
 FE866E0BCA99B84
Black Scar
 FE866E3BCA99B84
Tsunami
 FE866E2BCA99B84
Crystalline Blade
 FE866EEDBCA99B84
Earthquake
 FE866ECCBCA99B84
Dark Defiler
 FE866EFBCA99B84
Queen's Staff
FEA866EEBCA99B84
Ancient Sword
 FE866E9BCA99B84
Triple Fang
 FE866E8BCA99B84
Lawful Blade
 FE866E8BCA99B84
Moonlight Sword
FEA866EABCA99B84
Hand Ax
 FE866GF4BCA99B84
Morning Star
 FE866GF7BCA99B84
Battle Hammer
 FE866GF0BCA99B84
War Hammer
 FE866GF3BCA99B84
Hammer of Woe
 FE866GF2BCA99B84
Crescent Ax
 FE866GFDBCA99B84
Bow
 FE866GFBCA99B84
Crossbow
 FE866GF8BCA99B84
Widda's Bow
 FE866GF5FABCA99B84
Caretaker's Map
 FE866GA9BCA99B84
Zastari's Map
 FE866GA8BCA99B84
Earth Folk's Map
 FE866GABBCA99B84
Widda's Map
 FE866GABCA99B84
King's Map
 FE866G85BCA99B84
Herb Liquid
 FE866G87BCA99B85
Forest Fruit
 FE866G86BCA99B85
Antidote
 FE866G81BCA99B85
Forest Root
 FE866G80BCA99B85
Dried Amphibia
 FE866G83BCA99B85
Mushroom
 FE866G82BCA99B85
Dragon Flower
 FE866GD8BCA99B85
Crystal Vial
 FE866G8BCA99B85
Healing Water
 FE866GFBCA99B85
FE866GF8BCA99B85
FE866GF9BCA99B85
Poison Water
 FE866G88BCA99B85
Power Seed
 FE866G45BCA99B85
Widda Needle
 FE866G44BCA99B85
Wise Man's Fruit
 FE866G43BCA99B85
Fool's Fruit
 FE866G42BCA99B85
Bone
 FE866G4FBCA99B85
Scale
 FE866G4EBCA99B85
Claw
 FE866G49BCA99B85
Earth Stone
 FE866G48BCA99B85
Leather Shield

K

Buckler FEA8658B8CA99B84
 Buckler 2 FEA8658B8CA99B84
 Knight Shield FEA86595BCA99B84
 Earthen Shield FEA86597BCA99B84
 Crusader Shield FEA86596BCA99B84
 Kite Shield FEA86591BCA99B84
 Kite Shield (Grendel) FEA86593BCA99B84
 Tower Shield FEA86592BCA99B84
 Tower Shield (Black) FEA8659D8CA99B84
 Tower Shield (Gold) FEA8659C8CA99B84
 Blessed Shield FEA8659F8CA99B84
 Crystal Shield FEA8659E8CA99B84
 Flame Shield FEA86599BCA99B84
 Guardian Shield FEA86598BCA99B84
 Chaos Shield FEA86599BCA99B84
 Mammoth Shield FEA8659ABC99B84
 Ancient Shield FEA865A5BCA99B84
 Lord Myu's Shield FEA865A4BCA99B84
 Leather Helm FEA865A2BCA99B84
 Iron Helmet FEA865ADBCA99B84
 War Helm FEA865AFBCA99B84
 War Helm (Silver) FEA865AEB8CA99B84
 Plate Helm FEA865A9BCA99B84
 Knight Helm FEA865AB8CA99B84
 Crusader Helm FEA865B5BCA99B84
 Cavalier helm FEA865B7BCA99B84
 Great Helm FEA865B1BCA99B84
 Champion Helm FEA865B0BCA99B84
 Blessed Helm FEA865B3BCA99B84
 Angelic Crown FEA865B2BCA99B84
 Shadow Mask FEA865BD8CA99B84
 Sacrificial Mask FEA865BC8CA99B84
 King's Crown FEA865BF8CA99B84
 Crystal Helmet FEA865BEB8CA99B84
 Ancient Helmet FEA865B9BCA99B84
 Lord Myu's Helmet FEA865B8BCA99B84
 Leather Vest FEA865BABC99B84
 Leather Armor FEA86544BCA99B84
 Iron Breastplate FEA86546BCA99B84
 Chain Mail FEA86540BCA99B84
 Scale Mail FEA86543BCA99B84
 Scale Mail (Bronze) FEA8654DBC99B84
 Knight Plate FEA8654FBCA99B84
 Crusader Plate

Cavalier Plate FEA8654EBCA99B84
 Sacred Plate FEA86549BCA99B84
 Blessed Armor FEA86548BCA99B84
 Enchanted Armor FEA8654ABC99B84
 Ice Armor FEA86555BCA99B84
 Fire Mail FEA86554BCA99B84
 Demon Armor FEA86557BCA99B84
 Crystal Armor FEA86556BCA99B84
 Ancient Armor FEA86551BCA99B84
 Lord Myu's Armor FEA86550BCA99B84
 Leather Gloves CEA86552BCA99C84
 Arm Guard CEA8655EBCA99C84
 Gauntlets CEA86558BCA99C84
 Gauntlets (Blued) CEA8655ABC99C84
 Blessed Gloves CEA86564BCA99C84
 Sacred Gloves CEA86566BCA99C84
 Bone Hands FEA86560BCA99B84
 Knight Gloves FEA86563BCA99B84
 Crusader Gloves FEA86562BCA99B84
 Cavalier Gloves FEA8656D8CA99B84
 Blessed Arms FEA8656C8CA99B84
 Silvery Gloves FEA8656F8CA99B84
 Venom Gloves FEA8656EBCA99B84
 Crystal Arms FEA86569BCA99B84
 Ancient Gloves FEA86568BCA99B84
 Lord Myu's Gloves FEA8656B8CA99B84
 Wooden Shoes FEA86574BCA99B84
 Forest Shoes FEA86577BCA99B84
 Leather Boots FEA86571BCA99B84
 Iron Boots FEA86573BCA99B84
 Plate Boots FEA8657C8CA99B84
 Iron Boots (Gold) FEA8657F8CA99B84
 Leg Guards FEA86579BCA99B84
 Mystic Guards FEA86578BCA99B84
 Knight Greaves FEA8657B8CA99B84
 Cavalier Greaves FEA865048BCA99B84
 Crusader Greaves FEA86507C8CA99B84
 Blessed Greaves FEA86506BCA99B84
 Absorption Boots FEA86501BCA99B84
 Demon Legs FEA86500BCA99B84
 Crystal Greaves FEA86503BCA99B84
 Ancient Greaves

FEA86502BCA99B84
 Lord Myu's Greaves FEA8650DB8CA99B84
 Ring of Sight FEA8650F8CA99B84
 Ring of Wisdom FEA8650EBCA99B84
 Widda's Ring FEA86509BCA99B84
 Ring of Fire FEA8650B8CA99B84
 Ring of Earth FEA8650ABC99B84
 Ring of Wind FEA86515BCA99B84
 Ring of Water FEA86514BCA99B84
 Clarity Bracelet FEA86511BCA99B84
 Widda's Bracelet FEA86510BCA99B84
 Power Bracelet FEA86513BCA99B84
 Feather Bracelet FEA86512BCA99B84
 Guardian Bracelet FEA8651D8CA99B84
 Spider Armband FEA8651C8CA99B84
 Fortune FEA8651EBCA99B84
 Lucky Pendant FEA8651B8CA99B84
 Widda's Necklace FEA8651ABC99B84
 Healing Amulet FEA86525BCA99B84
 Water Talisman FEA86524BCA99B84
 Purity Amulet FEA865278CA99B84
 Thieves Necklace FEA865268CA99B84
 Myu's Necklace FEA86521BCA99B84

LEGION: LOE
 Must Be On 0E3C7DF21853E59E
 EE8EFCCEBCDFCE2

Merlin Max Health D16D7BC7E3B8C292
 Merlin Max Stamina D16D34EE3B8C292
 Merlin Max Attack C16D8350BCA9E9A3
 Lancelot Max Health D16DA3AE3B8C292
 Lancelot Max Stamina D16DA23EE3B8C292
 Lancelot Max Attack C16DA2C0BCA9E9A3
 Nimue Max Health D16D9A2E23B8C292
 Nimue Max Stamina D16D9976E3B8C292
 Nimue Max Attack C16D9978BCA9E9A3
 Anguish Max Health D16D76BAE3B8C292
 Anguish Max Stamina D16D758EE3B8C292
 Anguish Max Attack C16D7590BCA9E9A3
 Tons Of Money D16D7EC19E7B82
 Arthur Max Health D16DD652E3B8C292

Arthur Max Stamina D16DD5A6E3B8C292
 Arthur Max Attack C16DD5A8BCA99E6B
 Gwen Max Health D16DCD8AE3B8C292
 Gwen Max Stamina D16DCDDEE3B8C292
 Gwen Max Attack C16DCD0E8CA99E6B
 Percival Max Health D16DC5C2E3B8C292
 Percival Max Stamina D16DC416E3B8C292
 Percival Max Attack C16DC418BCA99E6B

LETHAL SKIES

Must Be On 0E3C7DF21853E59E
 EE8CE2C6BD12B5A

M01 = 'S'Rank DEB9766ABCA99B83
 M02 = 'S'Rank DEB97672BCA99B83
 M03 = 'S'Rank DEB9767ABCA99B83
 M04 = 'S'Rank DEB97602BCA99B83
 M05 = 'S'Rank DEB9760ABCA99B83
 M06 = 'S'Rank DEB97612BCA99B83
 M07 = 'S'Rank DEB9761ABCA99B83
 M08 = 'S'Rank DEB97622BCA99B83
 M09 = 'S'Rank DEB9762ABCA99B83
 M10 = 'S'Rank DEB97632BCA99B83
 M11 = 'S'Rank DEB9763ABCA99B83
 M12 = 'S'Rank DEB976C2BCA99B83
 M13 = 'S'Rank DEB976CABCA99B83
 M14 = 'S'Rank DEB976D2BCA99B83
 M15 = 'S'Rank DEB976DABCA99B83
 M16 = 'S'Rank DEB976E2BCA99B83
 M17 = 'S'Rank DEB976EABCA99B83
 M18 = 'S'Rank DEB976F2BCA99B83
 M19 = 'S'Rank DEB975FABCA99B83
 M20 = 'S'Rank DEB97582BCA99B83
 M01 = Low Time DEB976EBCA99D12
 M02 = Low Time DEB97676BCA99D12
 M03 = Low Time DEB9767EBCA99D12
 M04 = Low Time DEB97606BCA99D12
 M05 = Low Time DEB9760EBCA99D12
 M06 = Low Time DEB97616BCA99D12
 M07 = Low Time



Weapons Don't Bounce Or St
DE86486BF899B8B
DE86486ABC99883

Infinite Health
DEA13BC6BCA99B84

Infinite Arrows
DE86BA5EBF899B8B
DE86BA5ABC99883

Frozen AI
DE82ADAEBF899B8B
DE82ADAABC99883

All Challenges
DEA16E2ABC99B84
DEA16E3EBC99B84
DEA16E2C99B84
DEA16ED6BC99B84
DEA16EDABC99B84

Turbo Mode
DEA13E26CF75674D
DEA13E2F4C728D
DEA13E3F6E91CE8

Sel+R1=Walk
Through Walls
01EE154BCA99281
DE85CF06BF899B8B
01EE154BCA99281
DE85CF02BCA99883

Sel+R2=Walk
Through Walls O
01EE154BCA99881
DE85CF06E3669A43
01EE154BCA99881
DE85CF02BB589BA3

MEN IN BLACK II

Must Be On
0E3C7DF21853E59E
EE8FE7ABCCDDBA

Unlock Agent Data
CE5D49DEBCA99C84

Unlock Alien Data
CE5D49D8BCA99C84
DE5D49D8BDA9C84
DE5D49E6BDA9C84
DE5D49E2BDA9C84
DE5D49E6BDA9C84
DE5D49EABDA9C84
DE5D49F6BDA9C84
CE5D49F0BCA99C84
FE5D49F2BCA99B84

Unlock Making Of
FE5D49F0BCA99B84
DE5D48FE8BDA9C84
DE5D48FABDA9C84
DE5D48E6BDA9C84
DE5D48E2BDA9C84
DE5D48E8BDA9C84
DE5D48E8BDA9C84
DE5D48E8BDA9C84
DE5D48E8BDA9C84
DE5D48E8BDA9C84
DE5D48E8BDA9C84

Unlock Boss Modes
DE5D49D2BDA9C84
DE5D49E3BDA9C84
DE5D49E3BDA9C84

Super Score
DE70D9361C9E7B82

Inf Health
CE70D90C99D04B

Inf Lives
CE70D97ABCA99C8C

Inf Xenobombs
CE70D922BCA99C8C

Unlock Level 2
CE5D49C0BCA99C84

Unlock Level 3
CE5D49CCBCA99C84

Unlock Level 4
CE5D49C8BCA99C84

Unlock Level 5

CE5D49D4BCA99C84

MIKE TYSON HEAVYWEIGHT BOXING

Must Be On
0E3C7DF21853E59E
EE83A322CC8427A

Enable Job Adv
DE9D54F2BCA99B84

Have Job Adv
DE9D48FEBCA99883

Enable Job Expert
DE9D48FBACA99B84

Have Job Expert
DE9D4886BCA99883

Enable Uppercut Adv
DE9D488ABC99B84

Have Uppercut Adv
DE9D4896BCA99883

Enable Uppercut Expert
DE9D4892BCA99B84

Have Uppercut Expert
DE9D489EBCA99883

Enable R Cross Adv
DE9D48A2BCA99B84

Have R Cross Adv
DE9D48A8BCA99883

Enable R Cross Expert
DE9D48A8BCA99B84

Have R Cross Expert
DE9D48B6BCA99883

Enable L Cross Adv
DE9D48B8BCA99B84

Have L Cross Adv
DE9D4846BCA99883

Enable L Cross Expert
DE9D4842BCA99B84

Have L Cross Expert
DE9D484EBCA99883

Enable R Body Adv
DE9D4852BCA99B84

Have R Body Adv
DE9D485EBCA99883

Enable R Body Expert
DE9D485ABC99B84

Have R Body Expert
DE9D4866BCA99883

Enable L Body Adv
DE9D486ABC99B84

Have L Body Adv
DE9D4876BCA99883

Enable L Body Expert
DE9D4872BCA99B84

Have L Body Expert
DE9D487EBCA99883

Enable R Hook Adv
DE9D4802BCA99B84

Have R Hook Adv
DE9D480EBCA99883

Enable R Hook Expert
DE9D480ABC99B84

Have R Hook Expert
DE9D4816BCA99883

Enable Cntr L Adv
DE9D481ABC99B84

Have Cntr L Adv
DE9D4826BCA99883

Enable Cntr L Expert
DE9D4822BCA99B84

Have Cntr L Expert
DE9D482EBCA99883

Enable L Hook Adv
DE9D4832BCA99B84

Have L Hook Adv

DE9D483EBCA99883
Enable L Hook Expert
DE9D483ABC99B84

Have L Hook Expert
DE9D48C6BCA99883

Enable Cntr R Adv
DE9D48CABC99B84

Have Cntr R Adv
DE9D48D6BCA99883

Enable Cntr R Expert
DE9D48D2BCA99B84

Have Cntr R Expert
DE9D48DEBCA99883

Enable Elbow Adv
DE9D48E2BCA99B84

Have Elbow Adv
DE9D48EEBCA99883

Enable Elbow Expert
DE9D48EABC99B84

Have Elbow Expert
DE9D48F6BCA99883

Enable Low Blow Adv
DE9D48FABC99B84

Have Low Blow Adv
DE9D4886BCA99883

Enable Low Blow Expert
DE9D4882BCA99B84

Have Low Blow Expert
DE9D488EBCA99883

P1 Inf Health
CE95AA58BC99D04B
CE95AA64BC99D04B
CE95AA60BC99D04B
CE95AA6C99D04B

P1 Low Health
CE95AA58BC99D04B
CE95AA64BC99D04B
CE95AA60BC99D04B
CE95AA6C99D04B

P1 Inf Energy
CE95AA40BC99D04B
CE95AA48BC99D04B
CE95AA44BC99D04B
CE95AA4C99D04B

P1 No Energy
CE95AA40BC99D04B
CE95AA48BC99D04B
CE95AA44BC99D04B
CE95AA4C99D04B

P2 Inf Health
CE95AD48BC99D04B
CE95AD54BC99D04B
CE95AD50BC99D04B

P2 Low Health
CE95AD48BC99D04B
CE95AD54BC99D04B
CE95AD50BC99D04B

P2 Inf Energy
CE95AD80BC99D04B
CE95AD86BC99D04B
CE95AD82BC99D04B

P2 No Energy
CE95AD80BC99D04B
CE95AD86BC99D04B
CE95AD82BC99D04B

P1 Never TKO'd
CE95AA0ABC99883

P1 Easily TKO'd
CE95AA0ABC99883
CE95AA0ABC99885

P2 Never TKO'd
CE95AD7ABC99883

P2 Easily TKO'd
CE95AD7ABC99883
CE95AD7ABC99885

P1 Combo
CE95AA08BC99D04B
Unlock Maskav
CE9AC44ABC99B84
Unlock Grant
CE9AC452BC99B84
Unlock Nicholson
CE9AC45ABC99B84
Unlock Johnson

CE9AC462BC99B84
Unlock Byrd
CE9AC46ABC99B84
Unlock Tua
CE9AC472BC99B84
Unlock Witherspoon
CE9AC47ABC99B84

Unlock Williams
CE9AC402BC99B84

Unlock Holmes
CE9AC40ABC99B84

Unlock Rahman
CE9AC412BC99B84

Unlock Iron Mike
CE9AC422BC99B84

Unlock Silver Title
CE9AC42ABC99B84

Unlock Gold Title
CE9AC432BC99B84

Unlock Tyson's Challenge
CE9AC42BC99B84

All Customs-Max Guard
CE9D4D3ABC99B82

All Customs-Max Stamina
CE9D4D4ABC99B82

All Customs-Max Fitness
CE9D4D5ABC99B82

All Customs-Max Chin
CE9D4D6ABC99B82

All Customs-Max Speed
CE9D4D7ABC99B82

All Customs-Max Duds
CE9D4D8ABC99B82

All Customs-Max Job Power
CE9D4D9ABC99B82

All Customs-Max Outside Pouch
CE9D4DEABC99B82

All Customs-Max Inside Pouch
CE9D4DDABC99B82

All Customs-Max Cheat Skill
CE9D4DE6BC99B82

Custom 1-Max Earnings
DE94B04AC19E7B82

Custom 1-Max Bank
DE94B056C19E7B82

Custom 2-Max Earnings
DE94A8E8C19E7B82

Custom 2-Max Bank
DE94A8E8C19E7B82

Custom 3-Max Earnings
DE94A5C2C19E7B82

Custom 3-Max Bank
DE94A5C2C19E7B82

Custom 4-Max Earnings
DE94A5C2C19E7B82

Custom 4-Max Bank
DE94A5C2C19E7B82

MLB SLUGFEST 20-03

Must Be On
0E3C7DF21853E59E
EE8D9686BCD98AA

Home Team Score 0
CEA1CDBEBCA99883

Home Team Score 20
CEA1CDBEBCA99B97

Away Team Score 0
CEA1CDBABCA99B83

Away Team Score 20
CEA1CDBABCA99B97

1 Out Per Inning
CEA1CDBEBCA99B83
CEA1CDBEBCA99B85

2 Outs Per Inning
CEA1CDBEBCA99B83

CE7819C8BCA99B83
CE7819CABCA99B83
Zeon Never Defeated
CE77F318BCA99C13
CE77F31ABCA99C13
Zeon Always Defeated
CE77F318BCA99B83
CE77F31ABCA99B83

NCAA COLLEGE FOOTBALL 2K3

Must Be On OE3C7DF21853E59E
EE8983EBCEBD6772

Always 1st Down
CEI C4D3ABCA99B84

Always 4th Down
CEI C4D3ABCA99B87

1 Down Per Poss
OEI C4D3ABCA99B84
CEI C4D3ABCA99B87

2 Downs Per Poss
OEI C4D3ABCA99B84
CEI C4D3ABCA99B86

3 Downs Per Poss
OEI C4D3ABCA99B84
CEI C4D3ABCA99B85

Inf Play Time DE1 C4836FD55C20D
Inf Visits (Legacy)
CEBD0A0EBCA99B95

Inf Training Pts
CEBD784EBCA99B95

Home Score 0 Q1
CEI937E2BCA99B83

Home Score 10 Q1
CEI937E2BCA99B8D

Home Score 20 Q1
CEI937E2BCA99B95

Home Score 0 Q2
CEI937EEBCA99B83

Home Score 10 Q2
CEI937EEBCA99B8D

Home Score 20 Q2
CEI937EEBCA99B95

Home Score 0 Q3
CEI937EABCA99B83

Home Score 10 Q3
CEI937EABCA99B8D

Home Score 20 Q3
CEI937EABCA99B95

Home Score 0 Q4
CEI937F6BCA99B83

Home Score 10 Q4
CEI937F6BCA99B8D

Home Score 20 Q4
CEI937F6BCA99B95

Away Score 0 Q1
CEI92C4ABCA99B83

Away Score 10 Q1
CEI92C4ABCA99B8D

Away Score 20 Q1
CEI92C4ABCA99B95

Away Score 0 Q2
CEI92C56BCA99B83

Away Score 10 Q2
CEI92C56BCA99B8D

Away Score 20 Q2
CEI92C56BCA99B95

Away Score 0 Q3
CEI92C52BCA99B83

Away Score 10 Q3
CEI92C52BCA99B8D

Away Score 20 Q3
CEI92C52BCA99B95

Away Score 0 Q4
CEI92C5EBCA99B83
Away Score 10 Q4
CEI92C5EBCA99B8D
Away Score 20 Q4
CEI92C5EBCA99B95

NCAA GAMEBREAKER 2003

Must Be On OE3C7DF21853E59E
EE820F4EBCC2878A

Inf Time Outs Away
CE493C0BCA99B86

No Time Outs Away
CE493C0BCA99B83

Inf Time Outs Home
CE493C0BCA99B86

No Time Outs Home
CE493C0BCA99B83

Always 1st Down
OE493C3ABCA99B84
CE4683A6BCA99B84

Always 4th Down
CE493C3ABCA99B87
CE4683A6BCA99B87

2 Downs Per Poss
OE493C3ABCA99B84
CE493C3ABCA99B86

OE493C3ABCA99B84
CE4683A6BCA99B86

3 Downs Per Poss
OE493C3ABCA99B84
CE493C3ABCA99B86

OE493C3ABCA99B84
CE4683A6BCA99B86

Inf Play Time DE493C0ABCAB085
Select=No Play Time
OEAAD238BCA99A81
DE493C0ABCAB9C83

Home Scores 0
CE493D36BCA99B83

Home Scores 50
CE493D36BCA99B85

Away Scores 0
CE493D3EBCA99B83

Away Scores 50
CE493D3EBCA99B85

LI+L2=Home Win
OEAAD238BCA99582
CE493D36BCA99B85

OEAAD238BCA99582
CE493D3EBCA99B83

R1+R2=Away Win
OEAAD238BCA99082
CE493D36BCA99B83

OEAAD238BCA99082
CE493D3EBCA99B85

NFL GAMEDAY 2003

Must Be On OE3C7DF21853E59E
EE820C4EBCC2701A

Inf Time Outs Home
CE4704D6BCA99B86

No Time Outs Home
CE4704D6BCA99B83

Inf Time Outs Away
CE4704DOBCA99B86

No Time Outs Away
CE4704DOBCA99B83

Inf Creation Points
CE5B3D04BCA99B8F

Low Created Salaries
CE5B8B8ABC99B84

Inf Play Time
DE47FB1ABDBBA095
Select=No Play Time
OEABED38BCA99A81
DE47FB1ABDBBA095

Home Scores 0
CE4704C6BCA99B83

Home Scores 50
CE4704C6BCA99B85

Away Scores 0
CE4704CEBCA99B83

Away Scores 50
CE4704CEBCA99B85

L1+L2=Home Win
OEABED38BCA99582
CE4704C6BCA99B85

OEABED38BCA99582
CE4704CEBCA99B83

R1+R2=Away Win
OEABED38BCA99082
CE4704C6BCA99B83

OEABED38BCA99082
CE4704CEBCA99B85

NFL 2K3

Must Be On OE3C7DF21853E59E
EE89FAABCBBEA0A

Always 1st Down
CEI EC52ABCA99B84

Always 4th Down
CEI EC52ABCA99B87

2 Down Per Poss
OEI EC52ABCA99B84
CEI EC52ABCA99B86

3 Down Per Poss
OEI EC52ABCA99B84
CEI EC52ABCA99B85

Start On 2nd Quarter
OE053A2EBCA99B84
CE053A2EBCA99B85

Start On 3rd Quarter
OE053A2EBCA99B84
CE053A2EBCA99B86

Start On 4th Quarter
OE053A2EBCA99B87

No Time Outs 1st Q-H
OE053A2EBCA99B84
CEI EC0A0ABC99B83

No Time Outs 2nd Q-H
OE053A2EBCA99B85
CEI EC0A0ABC99B83

No Time Outs 3rd Q-H
OE053A2EBCA99B86
CEI EC0A0ABC99B83

No Time Outs 4th Q-H
OE053A2EBCA99B87
CEI EC0A0ABC99B83

No Time Outs 1st Q-A
OE053A2EBCA99B84
CEI EC046BCA99B83

No Time Outs 2nd Q-A
OE053A2EBCA99B85
CEI EC046BCA99B83

No Time Outs 3rd Q-A
OE053A2EBCA99B86
CEI EC046BCA99B83

No Time Outs 4th Q-A
OE053A2EBCA99B87
CEI EC046BCA99B83

Max Stats Created 1
DE2D5812200DFE7
DE2D581E200DFE7
DE2D581A200DFE7

DE2D5826200DFE7
DE2D582200DFE7
DE2D582E200DFE7
DE2D582A200DFE7
DE2D5836200DFE7
DE2D5832200DFE7

Max Stats Created 2
DE2D58E200DFE7
DE2D58EA200DFE7
DE2D58F6200DFE7

DE2D58F2200DFE7
DE2D58FF200DFE7
DE2D59A200DFE7

DE2D59E200DFE7
DE2D59F6200DFE7
DE2D59FA200DFE7

DE2D59FE200DFE7
DE2D5A200DFE7
DE2D5A6200DFE7

DE2D5A8200DFE7
DE2D5A96200DFE7
DE2D5AA200DFE7

DE2D5AB200DFE7
DE2D5AC200DFE7
DE2D5AD200DFE7

DE2D5AE200DFE7
DE2D5AF200DFE7
DE2D5B200DFE7

DE2D5B6200DFE7
DE2D5B8200DFE7
DE2D5BA200DFE7

DE2D5BC200DFE7
DE2D5BD200DFE7
DE2D5BE200DFE7

DE2D5BF200DFE7
DE2D5C200DFE7
DE2D5C6200DFE7

DE2D5CA200DFE7
DE2D5CB200DFE7
DE2D5CC200DFE7

DE2D5CE200DFE7
DE2D5CF200DFE7
DE2D5D200DFE7

DE2D5D6200DFE7
DE2D5D8200DFE7
DE2D5DA200DFE7

DE2D5DC200DFE7
DE2D5DE200DFE7
DE2D5DE6200DFE7

DE2D5DF200DFE7
DE2D5E200DFE7
DE2D5E6200DFE7

DE2D5EA200DFE7
DE2D5EB200DFE7
DE2D5EC200DFE7

DE2D5ED200DFE7
DE2D5EE200DFE7
DE2D5EE6200DFE7

DE2D5EF200DFE7
DE2D5F200DFE7
DE2D5F6200DFE7

DE2D5F8200DFE7
DE2D5FA200DFE7
DE2D5FB200DFE7

DE2D5FC200DFE7
DE2D5FD200DFE7
DE2D5FE200DFE7

DE2D5FF200DFE7
DE2D5FF6200DFE7
DE2D600200DFE7

DE2D6006200DFE7
DE2D600A200DFE7
DE2D600C200DFE7

DE2D600E200DFE7
DE2D600F200DFE7
DE2D601200DFE7

DE2D6016200DFE7
DE2D6018200DFE7
DE2D601A200DFE7

DE2D601C200DFE7
DE2D601E200DFE7
DE2D602200DFE7

DE2D6026200DFE7
DE2D6028200DFE7
DE2D602A200DFE7

DE2D602C200DFE7
DE2D602E200DFE7
DE2D603200DFE7

DE2D6036200DFE7
DE2D6038200DFE7
DE2D603A200DFE7

DE2D603C200DFE7
DE2D603E200DFE7
DE2D604200DFE7

DE2D6046200DFE7
DE2D6048200DFE7
DE2D604A200DFE7

DE2D604C200DFE7
DE2D604E200DFE7
DE2D605200DFE7

DE2D6056200DFE7
DE2D6058200DFE7
DE2D605A200DFE7

DE2D605C200DFE7
DE2D605E200DFE7
DE2D606200DFE7



DE2D5DFE200DFFE7
 DE2D5DFA200DFFE7
 DE2D5D86200DFFE7
Max Stats Created 9
 DE2D5DB2200DFFE7
 DE2D5DBE200DFFE7
 DE2D5DBA200DFFE7
 DE2D5D46200DFFE7
 DE2D5D42200DFFE7
 DE2D5D4E200DFFE7
 DE2D5D4A200DFFE7
 DE2D5D56200DFFE7
 DE2D5D52200DFFE7
Max Stats Created 10
 DE2D5DOE200DFFE7
 DE2D5DOA200DFFE7
 DE2D5DI6200DFFE7
 DE2D5DI2200DFFE7
 DE2D5DI E200DFFE7
 DE2D5DI A200DFFE7
 DE2D5D26200DFFE7
 DE2D5D22200DFFE7
 DE2D5D2E200DFFE7
Inf Play Time DE1EC026FEC2788E
Select=No Play Time
 OE0220B8BCA99A81
 OE0220CFB1F8BF5
Home Scores 0
 CE1ECOAEBCA99B83
Home Scores 50
 CE1ECOAEBCA99B85
Away Scores 0
 CE1ECOBABCA99B83
Away Scores 50
 CE1ECOBABCA99B85
L1+L2=Home Win
 OE0220B8BCA99A82
 CE1ECOAEBCA99B85
 OE0220B8BCA99A82
 CE1ECOBABCA99B85
R1+R2=Away Win
 OE0220B8BCA99A82
 CE1ECOAEBCA99B83
 OE0220B8BCA99A82
 CE1ECOBABCA99B85
Inf Time Outs Home
 CE1ECOABCA99B86
No Time Outs Home
 CE1ECOABCA99B83
Inf Time Outs Away
 CE1ECO46BCA99B86
No Time Outs Away
 CE1ECO46BCA99B83

ONIMUSHA 2

Must Be On OE3C7DF21853E59E
 EE8A60D6BC0A096
 All Extras D160F3AABBA89A82
 Jubei as Elvis D1613EE6BCA99C83
 Jubei the Pimp D1613EE6BCA99D83
Oyu-Inf Dagger D160FEFABCA99B6
 Kotaro-Inf.Shurken D160FE82BCA99B6
Magoichi-Inf Bomb D160FE42BCA99B6
 Ekei-Inf Charm D160FEABCA99B6
GAME STATS:
 Low Time D17A4FFBACA9A053
 Max Defeated C1611532BCA9C292

Max Critical C160F39ABCA9C292
Max Total Souls D161165ABC413102
Always 1st Save D17A4E76BCA99B83
HAVE WEAPONS:
 Buraitou Lv1 D161FA42BCA99B84
 Buraitou Lv2 D161FA4BCA99B84
 Buraitou Lv3 D161FA52BCA99B84
 Hyoujin-Yari Lv1 D161FA5ABCA99B84
 Hyoujin-Yari Lv2 D161FA62BCA99B84
 Hyoujin-Yari Lv3 D161FA6ABCA99B84
 Senpumaru Lv1 D161FA0ABCA99B84
 Senpumaru Lv2 D161FA12BCA99B84
 Senpumaru Lv3 D161FA1ABCA99B84
 Dokoutsui Lv1 D161FA22BCA99B84
 Dokoutsui Lv2 D161FA2ABCA99B84
 Dokoutsui Lv3 D161FA32BCA99B84
 Tanegashima D1610542BCA99B84
 Tanegashima+NB D161FADABCA99B84
 Tri-Barrel Gun D161054ABCA99B84
 Tri-Barrel+BB D161FAE2BCA99B84
 Rekka-Ken D161FA72BCA99B84
 Bow D161FA3ABCA99B84
 Fire Bow D161FAC2BCA99B84
 Sponge Stick D161FAEABCA99B84
HAVE ARMORS:
 Hat & Slinglasses D161FAF2BCA99B84
 Yagyu Armor Lv2 D161F982BCA99B84
 Yagyu Armor Lv3 D161F98ABCA99B84
 Yagyu Foot Armor Lv2 D161F99ABCA99B84
 Yagyu Foot Armor Lv3 D161F9A2BCA99B84
 Yagyu Arm Armor Lv2 D161F9B2BCA99B84
 Yagyu Arm Armor Lv3 D161F9BABCA99B84
 Red Necklace D161FF8ABCA99B84
 Blue Necklace D161FF92BCA99B84
 Yellow Necklace D161FF9ABCA99B84
 Green Necklace D161FFA2BCA99B84
 White Necklace D161FFAABCA99B84
 Black Necklace D161FFB2BCA99B84
 Purple Necklace D161FFBABCA99B84
 Orange Necklace D161FF42BCA99B84
HAVE ITEM:
 Herbs D1610052BCA99B6
 Medicine D161005ABCA99B6
 Secret Medicine

D1610062BCA99B6
Perfect Medicine D161006ABCA99B6
Magic Liquid D1610072BCA99B6
Special M.Liquid D161007ABCA99B6
Super M.Liquid D1610002BCA99B6
Power Jewel D1610632BCA99B6
Magic Jewel D161063ABCA99B6
Gold Scale D161FF02BCA99B84
Scarlet Key D161FFCABCA99B84
Great Powder Tube D161056ABCA99B84
Snake Key D161FFF2BCA99B84
Crescent Key D161FF1ABCA99B84
Cherry Key D161FF12BCA99B84
Circle Key D161FFDABCA99B84
Golden Key D161FF22BCA99B84
Sacred Flute D161FF22BCA99B84
Key Plate D161FF2ABCA99B84
Nobunaga's Knowledge D161FF2ABCA99B84
Nobunaga's Reign D161FF32BCA99B84
Nobunaga's Dignity D161FF3ABCA99B84
Red Stone Pole D16100D2BCA99B84
Blue Stone Pole D16100DABCA99B84
Red Wedge D1610572BCA99B84
Blue Wedge D161057ABCA99B84
Green Wedge D1610502BCA99B84
Purple Wedge D161050ABCA99B84
Ring Of Takajo D161047ABCA99B84
Siaga Bomb D16100F2BCA99B84
Purify Charm D1610462BCA99B84
Bronze Mask(Right) D161FF72BCA99B84
Bronze Mask(Left) D161FF7ABCA99B84
Red Ring D161000ABCA99B84
Mountain Permit D1610012BCA99B84
Fossilized Bone D161049ABCA99B86
Talisman D1610032BCA99B6
Red Bracelet D160FDDABCA99B84
Green Bracelet D160FDE2BCA99B84
Blue Bracelet D160FDEABCA99B84
Yellow Bracelet D160FDF2BCA99B84
Buraitou Tech1 D160FD42BCA99B84
Buraitou Tech.2 D160FD4ABCA99B84
Hyojujin-Yari Tech.1 D160FD5ABCA99B84
Hyojujin-Yari Tech.2 D160FD62BCA99B84
Senpumaru Tech.1 D160FD72BCA99B84
Senpumaru Tech.2 D160FD7ABCA99B84
Dokutsui Tech1 D160FDOABCA99B84

Dokutsui Tech.2 D160FD12BCA99B84
Buraitou Secret D160FD32BCA99B84
Hyojujin-Yari Secret D160FD3ABCA99B84
Senpumaru Secret D160FDC2BCA99B84
Dokoutsui Secret D160FDCABCA99B84
Charity Orb D161FF4ABCA99B84
Faith Orb D161FF52BCA99B84
Honesty Orb D161FF5ABCA99B84
Respect Orb D161FF62BCA99B84
Strength Orb D161FF6ABCA99B84
Ekei's Keepsake D161F9D2BCA99B84
Fashionable Goods D161FFC2BCA99B84
Normal Bullets D160FE8ABCA99B6
Burst Bullet D160FE92BCA99B6
Normal Arrows D160FEAABCA99B6
Fire Arrows D160FE2BCA99B6
HAVE GIFT:
Abacus D161068ABCA99B84
Anient Coin D16107DABCA99B84
The Analects D16106A2BCA99B84
Ancient Document D161058ABCA99B84
Ashura Garment D161F852BCA99B84
Beetle D1610FC82BCA99B84
Black Beer D161077ABCA99B84
Black Pill D161051ABCA99B84
Blue Parrot D1610FC6ABCA99B84
Boquet D161048ABCA99B84
Bread D161077ABCA99B84
Broken Bell D16106FABCA99B84
Brown Chick D161061ABCA99B84
Brown Chicken D16104AABCA99B84
Brown Egg D16107F2BCA99B84
Calligraphy Kit D16104B2BCA99B84
Cameo D16105A2BCA99B84
Chalk D161045ABCA99B84
Chick D1610FC42BCA99B84
Chicken D1610FC4ABCA99B84
Chinese Fiddle D16107CABCA99B84
Cloth D1610492BCA99B84
Comb D16106C2BCA99B84
Conch Shell D161078ABCA99B84
Confetti D1610522BCA99B84
Copper Coin D16107D2BCA99B84
Crown D1610732BCA99B84
Crystal Ball D1610562BCA99B84
Dead Flowers D1610442BCA99B84
Deer Horn D160FC9ABCA99B84
Dice D1610582BCA99B84
Dumpling Cake D1610782BCA99B84
Egg D1610FCBAC99B84
Emblem D161073ABCA99B84
European Hat D161072ABCA99B84
Fairy Tale Book D161060ABCA99B84
Fancy Paper D161FFE2BCA99B84
Folding Fan D1610682BCA99B84

GAME SHARK ANIMUSHA 2 - SCORPION KING

ONLINE

Fish Rice D160FCA2BCA99B84
Fork D160FCB2BCA99B84
Frog D160FC92BCA99B84

Fudo Leg Guard
D161F86ABC99B84

Fur Skin D16105E2BCA99B84
Gabishi D161F93ABC99B84

Glass D161071ABC99B84
Gold Choke D1610722BCA99B84

Gold Chicken D160FC8ABC99B84
D160FC72BCA99B84

Gold Coin D16107EABC99B84
Gold Egg D161FF0ABC99B84

Goraishinki D161F81ABC99B84
Ground D16105BABC99B84

Green Parrot D160FC62BCA99B84
Grilled Fish D1610532BCA99B84

Hair Oil D16104A2BCA99B84
Hair Ornament

D16105AABC99B84
Hard Boots D161F90ABC99B84

Hien Kyahan D161F8FABC99B84
History Books (All)

D16106AABC99B84
History Books Vol.1

D16106B2BCA99B84
History Books Vol.2

D16106BABC99B84
History Books Vol.3

D1610642BCA99B84
History Books Vol.4

D161064ABC99B84
History Books Vol.5

D1610652BCA99B84
History Books Vol.6

D161065ABC99B84
History Books Vol.7

D1610662BCA99B84
History Books Vol.8

D161066ABC99B84
History Books Vol.9

D1610672BCA99B84
History Books Vol.10

D161067ABC99B84
Houtengeki D161F8AABC99B84

Incense D161002ABC99B84
Kaleidoscope

D16107C2BCA99B84
Keimyo Hachimaki

D161F892BCA99B84
Lemon D160FC52BCA99B84

Loaded Dice D16105B2BCA99B84
Load Potion D161059ABC99B84

Magnetic Compass
D16106F2BCA99B84

Melon D1610702BCA99B84
Mirror D161055ABC99B84

Music Box D161070ABC99B84
Naughty Navel

D161062ABC99B84
Oolong Tea D161075ABC99B84

Pair Ring D16106DABC99B84
Pandora's Box

D160FCAABC99B84
Persian Carpet

D16105F2BCA99B84
Phirangi D161F94ABC99B84

Pick D16106CFABC99B84
Pickled Plum

D1610772BCA99B84
Pickled Vegetables

D16105C2BCA99B84
Pipe D161072BCA99B84

Pirate Costume D161F8CABC99B84
Plant Book D1610592BCA99B84

Playing Cards D1610482BCA99B84
Pocket Watch

D16105FABC99B84
Potassium Nitrate

D161001ABC99B84
Raw Fish D1610692BCA99B84

Recorder D161069ABC99B84
Red Parrot D16106C5ABC99B84

River Fish D161F962BCA99B84
Rotten Fish D161044ABC99B84

Rogue D16105DABC99B84
Sake From Kaga

D161074ABC99B84
Salt D161052ABC99B84

Scarf D16105EABC99B84
Silver Armor D161F972BCA99B84

Silver Coin D16107E2BCA99B84
Sponge Cake D161076ABC99B84

Stamina Drink D161006ABC99B84
Tajeki D1610602BCA99B84

Taizo Mandala D16104FABC99B84
Tale Of The Heike

D1610622BCA99B84
Tea D1610762BCA99B84

Telescope D16106E2BCA99B84
Tengu Mask D16106EABC99B84

Textile Fabrics D161048ABC99B84
Tube For Pigeon Leg

D1610512BCA99B84
Unique Mushroom

D16105D2BCA99B84
Vodka D1610742BCA99B84

Wasabi D16105CABC99B84
Water Melon D161053ABC99B84

Western Boots D161F8E2BCA99B84
Wind Bell D16106D2BCA99B84

Wine D1610752BCA99B84
Wonder Flower

D16107A2BCA99B84
FILE BOOKS:

Play Instructions D1610FE1ABC99B84
Gift Exchange

D1610FE22BCA99B84
Demon Wall Scroll

D1610FE2ABC99B84
Fortinbras Book

D1610FE32BCA99B84
Jujudormah's Diary

D1610FE3ABC99B84
Oni's Sacred Place

D1610FE2C2BCA99B84
Oni's Super Weapon

D1610FE3ABC99B84
Lift Instructions

D1610FD2BCA99B84
Gogandantess Shield

D1610FD6EABC99B84
Five Oni Orbs

D1610FD6FABC99B84
Demons' History

D1610FD82BCA99B84
Hunting Schedule

D1610FD8ABC99B84
Human as Food

D1610FD92BCA99B84
Golden Evil Statue

D1610FD9ABC99B84
Tokichiro's Diary

D1610FDA2BCA99B84
Guildenstern Letter

D1610FDAABCA99B84
FILE PICS:

Album D161FAB2BCA99B84
4 Guardians: Left

D1610FEEABC99B84
4 Guardians: Right

D1610FEE2BCA99B84
4 Guardians Art

D1610FEE2BCA99B84
HAVE MAP:

Yagyu Village D1610FE4ABC99B84
Imasho Town D1610FE52BCA99B84

Gold Mine D1610FE5ABC99B84
Demon Cave D1610FE62BCA99B84

Gifu Keep Tower D1610FE6ABC99B84
Gifu East Area

D1610FE72BCA99B84
Fog Valley D1610FE7ABC99B84

Oni's Place 1 D1610FE02BCA99B84
Oni's Place 2 D1610FE0ABC99B84

Oni's Place 3 D1610FE12BCA99B84
M.I.B. CODES:

Infinite Time D090E4F6BCA9E1C6
Film 1 D1610F7ABC99B84

Film 2 D1610FC02BCA99B84
Film 3 D1610FC0ABC99B84

Film 4 D1610F12BCA99B84
Film 5 D1610FC1ABC99B84

Film 6 D1610FC22BCA99B84
Film 7 D1610FC2ABC99B84

Film 8 D1610FC32BCA99B84
Film 9 D1610FC3ABC99B84

Film 10 D1610FC2CABC99B84
Film 11 D1610FC2CABC99B84

Film 12 D1610FC0DABC99B84
Film 13 D1610FC2BABC99B84

Film 14 D1610FC2BABC99B84
Film 15 D1610FC2BABC99B84

Film 16 D1610FC2BABC99B84
Film 17 D1610F3FABC99B84

Film 18 D1610F382BCA99B84
Film 19 D1610F38ABC99B84

Film 20 D1610F392BCA99B84
Infinite Money

D161153ABC8DDC2
Max Health C1613D3ABC9A783

Infinite Health C1613D3ABC9A783
Max & Inf Health

D1613D3ABC9A783
Max&Inf Ogre Power

D161164AC8A9A783
D16110FEC8A9A783

Inf.Enhance Points D161165EBCAA8B83
Full Weapon OHGI

D161108EBCA99B82
Always Onimusha

D161176EBCA99B88
Scenario Route

F160F3ACBCA99B84
RED CARD 20-03

Must Be On 0E3C7DF21853E59E
EE897EA6BCBAC22

No Time DEA0C656B8A9A82
Home Team-Apes

CE74E02ABCA99B86
Home Team-Tonathul

CE74E02ABCA99B87
Home Team-Xochicalco

CE74E02ABCA99B88
Home Team-Dolphins

CE74E02ABCA99B89
Home Team-Martians

CE74E02ABCA99B90
Home Team-Matadors

CE74E02ABCA99B91
Home Team-SWAT

CE74E02ABCA99B92
Away Team-Apes

CE74E036BCA99B86
Away Team-Tonathul

CE74E036BCA99B87
Away Team-Xochicalco

CE74E036BCA99B88
Away Team-Dolphins

CE74E036BCA99B89
Away Team-Martians

CE74E036BCA99B90
Away Team-Matadors

CE74E036BCA99B91
Away Team-SWAT

CE74E036BCA99B92
Max Offense

CE79A54EBCA99B7
Max Defense

CE79A55EBCA99B7
Max Stamina

CE79A55EBCA99B7
Max Speed

CE79A56EBCA99B7
Inf Turbo P1

CEA1354BCA99D48
No Turbo P1

CEA1354BCA99D48
Inf Turbo P2

CEA10864BCA99D83
No Turbo P2

CEA10864BCA99D83
Home Team Scores 0

CEA0C608BCA99B83
Home Team Scores 20

CEA0C608BCA99B87
Away Team Scores 0

CEA0C62BCA99B83
Away Team Scores 20

CEA0C62BCA99B87
First Goal Worth 5-Home

CEA0C6D6BCA99B84
First Goal Worth 5-Away

CEA0C6D6BCA99B88
SCORPION KING

Must Be On 0E3C7DF21853E59E
EE9E5F4BCCT92

Have Best Gauntlet D0E9077BEBCA99B88
Have Best Sword

D0E9077BEBCA99B88
Have Best Large Sword

D0E9077BEBCA99B88
D0E9077BEBCA99B88

GAME SHARK SCORPION KING - STITCH

Have Best Spear

DE907742BCA99B88

Hit Anywhere/Collect Every

DE8FE68BF899B88

DE8FE682BCA99B83

Low Gravity Moon Jump

DE9C5CDA7DA99B83

Raising Jump

DE9C5DF200756750

Big Head Enemies

DE92E082BCA99B84

Tiny Enemies

DE92E0A6BCA99B84

Save Anywhere

CE95CA4EBCA99B83

Inf Stamina

CE9079C8BCA99D4B

Max Endurance

CE9078B8CA99DF43

Maximum Strength

CE9078BCA99DF43

All Bonuses Unlocked

DE916656BBA89A82

DE916652BBA89A82

DE91665EBA89A82

DE91665ABBA89A82

DE916666BBA89A82

DE916662BBA89A82

DE91666EBA89A82

SEGA SPORTS TENNIS

Must Be On

OE3C7DF21853E59E

EE8E8476BC480B2

Ranked #1-Male

CE902A16BCA99B84

Ranked #1-Female

CE902A12BCA99B84

Enable Statue Shop

CEA348FABC99C84

Enable Iceberg Shop

CEA348B6BCA99C84

Enable Equator Shop

CEA348G2BCA99C84

Enable Nomad Shop

CEA3481EBCA99C84

P1-1 Point To Win

CEB9B4AEBCA99B86

P1-Never Win

CEB9B4AEBCA99B83

P2-1 Point To Win

CEB9B4AABCA99B86

P2-Never Win

CEB9B4AABCA99B83

Infinite Cash

DE902A26C9E7B82

All Requests

DEA3E182BBA89A82

All Apparel

DEA3E2EABBA89A82

DEA3E2F6BBA89A82

DEA3E2F2BBA89A82

DEA3E1FEBBA89A82

All Etc.

DEA3E186BBA89A82

All Stages

DEA3E1FABBA89A82

SHIFTERS

Must Be On

OE3C7DF21853E59E

EE9F329ABC6E7042

Attribute Points

FE41D0ABC99B82

FE41D016BCA99B82

Inf. Form Pts

FE41D0D6BCA99B82

Max Mind

FE3DD296BCA99BE7

Max Body

FE3DD291BCA99BE7

Max Spirit

FE3DD290BCA99BE7

Max Gold

FE3DD28AC19E7B82

Max Level

CE3DD286BCA99B82

Quick Level Up

CE3DD282BCA99A82

START WITH FORMS:

Beastials

FE3DD25DBC99B83

Deadspawn

FE3DD25CBC99B83

Kreegan

FE3DD25FBC99B83

Genies

FE3DD25EBC99B83

Hybrids

FE3DD259BC99B83

Automatia

FE3DD258BC99B83

QUICK EVOLVE:

Beastials

OE3DD249BC99B87

FE3DD2498CA99B87

OE3DD249BC99B87

Deadspawn

OE3DD248BC99B87

FE3DD2488CA99B87

OE3DD248BC99B87

Kreegan

OE3DD247BC99B87

FE3DD2478CA99B87

OE3DD247BC99B87

Genies

OE3DD246BC99B87

FE3DD2468CA99B87

OE3DD246BC99B87

Hybrids

OE3DD255BC99B87

FE3DD2558CA99B87

OE3DD255BC99B87

Automatia

OE3DD254BC99B87

FE3DD2548CA99B87

OE3DD254BC99B87

Max Health Potion

CE3DD99ABC99E6A

Max Mana Potion

CE3DD99ABC99E6A

Max Life Elixir

CE3DD99ABC99E6A

Max Restore Potion

CE3DD99ABC99E6A

Max Invisible Potion

CE3DD99ABC99E6A

Max Speed Potion

CE3DD99ABC99E6A

SIMPSONS ROAD RAGE

Must Be On

OE3C7DF21853E59E

EAD6696BCD99AE2

Max Money

DEAC0AECE19E7B82

DEACF652C9E7B82

Self+1 For More Time

OE8E9838BCA99681

DEAC8E2BCAD3383

Self+2 For No Time

OE8E9838BCA99681

DEAC8E2BCA99B83

Easy Pick Up/Drop Off

DEADB84A01599B83

All Missions Open

DEACF586BCA99B8E

Have Willie

DEACF57EBCA99B84

Have Krusty

DEACF57ABC99B84

Have Apu

DEACF506BCA99B84

Have Barney

DEACF502BCA99B84

Have Moe

DEACF50EBCA99B84

Have Otto

DEACF50ABC99B84

Have Chief Wiggum

DEACF516BCA99B84

Have Flanders

DEACF512BCA99B84

Have Mr. Plow

DEACF51EBCA99B84

Have Rev. Lovejoy

DEACF51EBCA99B84

Have Snake

DEACF516BCA99B84

Have Prof. Frink

DEACF522BCA99B84

SOCCOM U.S. NAVY SEALS

Must Be On

OE3C7DF21853E59E

EE88C72EBCBF9792

Idiot AI

DEB63496BCA99B83

SPACE RACE

Must Be On

3EABFE1FC83CA2B

DE131412A0A2890F

Max Race Points

CE000F2EBCA99E6A

Inf ACME Tokens

DEA5CC0EC19E7B82

Extra Characters

CEA5CC24BCA99C82

All Galleria Items

DEA5CC22BCB89A82

All Events

DEA5CC2EBCB89A82

All Planets

CEA5CC1EBCA99A82

All Gold-Tourney

CEA5CC30BCA99A7B

Infinite Retries

FE344FOA0AD4C23

SPIDER-MAN

Must Be On

OE3C7DF21853E59E

EE91248ABCFA9EA2

Infinite Health

DE4E5216BCA99B84

Play As Peter Parker

C10A4776BCA99B84

Play As Wrestler Spidey

C10A4772BCA99B84

Play As Evil Spidey

C10A477EBCA99B84

Play As Green Goblin

C10A477ABCA99B84

Play As Mary Jane

C10A4706BCA99B84

Play As Shocker

C10A4702BCA99B84

Play As Scientist

C10A470EBCA99B84

Play As Thug 1

C10A470ABC99B84

Play As Thug 2

C10A4716BCA99B84

Play As Thug 3

C10A4712BCA99B84

Play As Helicopter Pilot

C10A471EBCA99B84

Play As Matrix Spidey

C10A471ABC99B84

Play As Police Officer

C10A4726BCA99B84

Unlock All Art/Most Movies

C10A4736BCA99B84

Unlock Vulture Movie

C10A476EBCA99B84

Unlock Shocker Movie

C10A476ABC99B84

Unlock Secret Store Costume

C10A4522BCA99B84

Have Dual Fists Combo

D10A423EBCA99B84

Have Field Goal Combo

D10A423ABC99B84

Have Gravity Slam Combo

D10A42C6BCA99B84

Have Web Hit Combo

D10A42C2BCA99B84

Have Backflip Kick Combo

D10A42CEBCA99B84

Have Sting Combo

D10A42CABCA99B84

Have Palm Combo

D10A42D6BCA99B84

Have High Web Hit Combo

D10A42D2BCA99B84

Have Dive-Bomb Combo

D10A42DEBCA99B84

Have Head Hammer Combo

D10A42DABCA99B84

Have Dive Kick Combo

D10A42E6BCA99B84

Have Uppercut Combo

D10A42EABC99B84

Have Flip Mule Combo

D10A42F6BCA99B84

Have Low Web Hit Combo

D10A42F2BCA99B84

Have Elbow Slam Combo

D10A41FBCA99B84

Have Scissor Kick Combo

D10A41FABCA99B84

Have High Stomp Combo

D10A4186BCA99B84

Have Tackle Combo

D10A418EBCA99B84

All DNA-Got Gas CE7C5376BCA99B85	CE7C51A2BCA99B84	FE94D456BCA99BE6	DE964C4ABCA99B84
All DNA-Caverns & Chasms CE7C5372BCA99B85	Unlock Hyperdrive CE7C51AEBCA99B84	L3=Team1 Advantage OEAAD378BCA99A80	Lord-La Playa DE964C5EBCA99B84
All DNA-Greema Falls CE7C537EBCA99B85	Unlock Pudge's Story CE7C51AABCA99B84	FE94D452BCA99BE6	Lord-Queen's Park DE964C62BCA99B84
All DNA-Hotfoot CE7C537ABCA99B85	Unlock This Is Scrumptious CE7C51B6BCA99B84	OEAAD378BCA99A80	Lord-Acropolis DE964C52BCA99B84
All DNA-Habitatlas To You CE7C5306BCA99B85	Unlock Meeting Bubbles CE7C51B2BCA99B84	OEAAD378BCA99A80	Lord-Tribal Park DE964C66BCA99B84
All DNA-Meet The 7005 CE7C502BCA99B85	Unlock Practical Woodoo CE7C51BEBCA99B84	R3=Team2 Advantage OEAAD378BCA99A7E	
All DNA-Soldier Trail CE7C530EBCA99B85	Unlock Falling Star CE7C51B7BCA99B84	FE94D452BCA99B83	TEST DRIVE
All DNA-Jungle Flight CE7C530ABCA99B85	Unlock Arrival On Earth CE7C5146BCA99B84	OEAAD378BCA99A7E	Must Be On OE3C7DF21853E59E
All DNA-The Aviary CE7C5316BCA99B85	Unlock Meeting Lilo CE7C5142BCA99B84	FE94D456BCA99BE6	EEBFEECEBBCCAF5A
All DNA-Sibling Rivalry CE7C532BCA99B85	Unlock Adopting Stitch CE7C514EBCA99B84	DEACB48EBBA89A1F	Computer Cars Go Crazy DE9874663BA89A82
All DNA-Energy Lines CE7C531EBCA99B85	Unlock Bounty Hunters CE7C514ABCA99B84	Team 1 On Fire DEACB48EBBA89A1F	Li+L2=More Time-Nav OE9564F8BCA99582
All DNA-Ring Around The Las CE7C531ABCA99B85	Unlock Ugly Dog CE7C5156BCA99B84	Team 2 On Fire DEACB48EBCA99BE7	DE004E9ABCAB9B2F3
All DNA-Welcome Aboard CE7C5326BCA99B85	Unlock Bike Ride CE7C5152BCA99B84	No Fire DEACB48EBCA99B83	R1+R2=More Time-Circuit/Lin OE9564F8BCA99082
All DNA-Error 626 CE7C5322BCA99B85	Unlock Jumba Disguised CE7C515EBCA99B84	Left=Team1 Advantage DEACB48EBBA89A1F	DE00789ABCAB9B2F3
All DNA-Stitch In Space CE7C532EBCA99B85	Unlock Arriving Home CE7C515ABCA99B84	Right=Team2 Fire OEAAD378BCA99A62	Li+R1=Reset Lap Time OE9564F8BCA998E2
All DNA-Old Friends CE7C532ABCA99B85	Unlock Evil Koala CE7C5166BCA99B84	FE94D452BCA99B83	DE981B468CA99B83
All Reels-Greema Jungle CE7C520EBCA99B8A	Unlock Jumba Attacks CE7C5162BCA99B84	DEACB48EBCA99BE7	OE9564F8BCA998E2
All Reels-Rotten Eggs CE7C520ABCA99B8A	Unlock Gantu's Ambush CE7C516EBCA99B84	PressUp=More Time OEAAD378BCA99A7E	DE981FOEBCA99B83
All Reels-Got Gas CE7C5216BCA99B8A	Unlock Exile On Earth CE7C516ABCA99B84	CEACB482BCA9E1D4	Have All Cars DE9A2E22BDAAC9C84
All Reels-Caverns & Chasms CE7C5212BCA99B8A	Unlock Interstitial 1 CE7C5176BCA99B84	CEACB482BCA99B43	DE9A2E2BDDAA9C84
All Reels-Greema Falls CE7C521EBCA99B8A	Unlock Interstitial 2 CE7C5172BCA99B84	PressDown=No Time OEAAD378BCA99A42	DE9A2E2ABDDAA9C84
All Reels-Hotfoot CE7C521ABCA99B8A	Unlock Interstitial 3 CE7C517EBCA99B84	DEACB482BCA99B43	DE9A2E36BDDAA9C84
All Reels-Habitatlas To You CE7C5226BCA99B85	Unlock In-Game Cinema 1 CE7C517ABC A99B84	Infinite Cash DEAB87DEC9E7B82	DE9A2E32BDDAA9C84
All Reels-Meet The 7005 CE7C5222BCA99B8A	Unlock In-Game Cinema 2 CE7C5106BCA99B84	UNLOCK COURTS: The Dome, MD DE98A946BCA99B84	
All Reels-Soldier Trail CE7C522EBCA99B8A	Unlock In-Game Cinema 3 CE7C5102BCA99B84	11th&Lombard, PA DE98A942BCA99B84	TOP ANGLER
All Reels-Jungle Flight CE7C522ABCA99B8A	Unlock In-Game Cinema 4 CE7C510EBCA99B84	Jackson Park, IL DE98A94EBCA99B84	Must Be On OE3C7DF21853E59E
All Reels-The Aviary CE7C5236BCA99B8A	Unlock In-Game Cinema 5 CE7C510ABCA99B84	Mosswood Park, CA DE98A94ABC A99B84	EE8B9366CB8B4CC2
All Reels-Sibling Rivalry CE7C5232BCA99B85	Unlock In-Game Cinema 6 CE7C5116BCA99B84	The Cage, NY DE98A956BCA99B84	BE9807F2BC89B84
All Reels-Energy Lines CE7C523EBCA99B8A	Unlock In-Game Cinema 7 CE7C5112BCA99B84	Venice Beach, CA DE98A952BCA99B84	FEFFEF9BCA99B83
All Reels-Ring Around The L CE7C523ABCA99B8A	Unlock In-Game Cinema 8 CE7C511EBCA99B84	Rucker Park, NY DE98A95EBCA99B84	Inf Natural Lures BE98077EBC89B84
All Reels-Welcome Aboard CE7C52C6BCA99B8A	STREET HOOPS	DE98A95ABC A99B84	FEFFEFBBCA99B83
All Reels-Error 626 CE7C52C2BCA99B8A	Must Be On OE3C7DF21853E59E	Queen's Park, UK DE98A962BCA99B84	Inf Appeal Lures BE98077EBC89B84
All Reels-Stitch In Space CE7C52CABCA99B85	EEBFEDA6BCCCEBF2	Acropolis, Greece DE98A96EBCA99B84	FEFFEFBBCA99B83
All Reels-Old Friends CE7C52CABCA99B85	Finals-Lord OTC OE964C7EBCA99B83	Tribal Park, Congo DE98A96EBCA99B84	Inf Natural+Appeal Lures BE98077EBC89B84
Unlock Stitch's Trial CE7C519ABCA99B84	Team 1 Scores 0 FE94D452BCA99B83	Lord-Run N'Shoot DE964C6EBCA99B84	FEFFEFBBCA99B83
Unlock Breaking Free CE7C51A6BCA99B84	Team 2 Scores 0 FE94D456BCA99B83	Lord-Shakespeare DE964C5ABC A99B84	FEFFEFBBCA99B83
Unlock Cruiser Chase	Team 1 Scores 99 FE94D452BCA99BE6	Lord-Farmers DE964C56BCA99B84	FEFFEFBBCA99B83
	Team 2 Scores 99	Lord-The Dome DE964C6ABC A99B84	FEFFEFBBCA99B83
		Lord-11th&Lombard DE964C42BCA99B84	Big Swim Bait CE6F07F2BCA99B84
		Lord-JacksonPark DE964C4EBCA99B84	Buzz Bait CE6F07FCBCA99B84
		Lord-Mosswood DE964C46BCA99B84	Crayfish CE6F06FEBCA99B84
		Lord-The Cage DE964C4EBCA99B84	Deep Crank CE6F06F8BCA99B84
		Lord-Venice Beach DE964C4BABC A99B84	Shallow Crank CE6F06FABCA99B84
		Lord-Rucker Park	Double Swisher CE6F0684BCA99B84
			Frog CE6F0686BCA99B84
			Curly Tail CE6F0680BCA99B84
			Metal Jig CE6F0682BCA99B84
			Floating Minnow CE6F068C8CA99B84
			Suspended Minnow CE6F068EBCA99B84
			Sinking Minnow CE6F0688BCA99B84
			Noisy CE6F068ABC A99B84
			Paddle Tail CE6F0694BCA99B84
			Pencil Bait CE6F0696BCA99B84
			Popper CE6F0690BCA99B84
			Rubber Jig&Pork CE6F0692BCA99B84
			Lizard CE6F069C8CA99B84

GAME SHARK TOP ANGLER - UFC THROWDOWN

Rubber Jig CEF6069EBCA99B84
 Shad Plug CEF60698BCA99B84
 Suspended Shad Plug CEF60698BCA99B84
 Shad Tail CEF606A4BCA99B84
 Spinner CEF606A6BCA99B84
 Spinner Bait Type-A CEF606A0BCA99B84
 Spinner Bait Type-B CEF606A2BCA99B84
 Spoon CEF606A8BCA99B84
 Stick Bait CEF606A6BCA99B84
 Straight Tail CEF606A8BCA99B84
 Hand Made Lure CEF606AABCA99B84
 Swisher CEF60684BCA99B84
 Tube CEF60686BCA99B84
 Vibration CEF60680BCA99B84
 Inf Natural Big Swim Bait CEF6077EBCA99B86
 Inf Natural Buzz Bait CEF60778BCA99B86
 Inf Natural Crayfish CEF60777ACBA99B86
 Inf Natural Deep Crank CEF60704BCA99B86
 Inf Natural Shallow Crank CEF60706BCA99B86
 Inf Natural Double Swisher CEF60700BCA99B86
 Inf Natural Frog CEF60702BCA99B86
 Inf Natural Curly Tail CEF6070CBCA99B86
 Inf Natural Metal Jig CEF6070EBCA99B86
 Inf Natural Floating Minnow CEF60708BCA99B86
 Inf Natural Suspended Minnow CEF6070ABCA99B86
 Inf Natural Sinking Minnow CEF60714BCA99B86
 Inf Natural Noisy CEF60716BCA99B86
 Inf Natural Paddle Tail CEF60710BCA99B86
 Inf Natural Pencil Bait CEF60712BCA99B86
 Inf Natural Popper CEF6071CBCA99B86
 Inf Natural Rubber Jig&Pork CEF6071EBCA99B86
 Inf Natural Lizard CEF60718BCA99B86
 Inf Natural Rubber Jig CEF6071ABCA99B86
 Inf Natural Shad Plug CEF60724BCA99B86
 Inf Natural Suspended Shad CEF60726BCA99B86
 Inf Natural Shad Tail CEF60720BCA99B86
 Inf Natural Spinner CEF60722BCA99B86
 Inf Natural Spinner Bait Type CEF6072CBCA99B86
 Inf Natural Spinner Bait Type CEF6072EBCA99B86
 Inf Natural Spoon CEF60728BCA99B86
 Inf Natural Stick Bait CEF60724BCA99B86
 Inf Natural Straight Tail CEF60720BCA99B86

CE6F0734BCA99B86
 Inf Natural Hand Made Lure CEF60736BCA99B86
 Inf Natural Swisher CEF60730BCA99B86
 Inf Natural Tube CEF60732BCA99B86
 Inf Natural Vibration CEF6073CBCA99B86
 Inf Appeal Buzz Bait CEF6073EBCA99B86
 Inf Appeal Crayfish CEF60738BCA99B86
 Inf Appeal Deep Crank CEF6073ABC99B86
 Inf Appeal Shallow Crank CEF6074BCA99B86
 Inf Appeal Double Swisher CEF607C6BCA99B86
 Inf Appeal Frog CEF607C0BCA99B86
 Inf Appeal Curly Tail CEF607C2BCA99B86
 Inf Appeal Metal Jig CEF607CCBCA99B86
 Inf Appeal Floating Minnow CEF607CEBCA99B86
 Inf Appeal Suspended Minnow CEF607C8BCA99B86
 Inf Appeal Sinking Minnow CEF607CABCA99B86
 Inf Appeal Noisy CEF607D4BCA99B86
 Inf Appeal Paddle Tail CEF607D6BCA99B86
 Inf Appeal Pencil Bait CEF607D0BCA99B86
 Inf Appeal Popper CEF607D2BCA99B86
 Inf Appeal Rubber Jig&Pork CEF607DCBCA99B86
 Inf Appeal Lizard CEF607DEBCA99B86
 Inf Appeal Rubber Jig CEF607D8BCA99B86
 Inf Appeal Shad Plug CEF607DABCA99B86
 Inf Appeal Suspended Shad P CEF607E4BCA99B86
 Inf Appeal Shad Tail CEF607E6BCA99B86
 Inf Appeal Spinner CEF607E0BCA99B86
 Inf Appeal Spinner Bait Type CEF607E2BCA99B86
 Inf Appeal Spinner Bait Type CEF607ECBCA99B86
 Inf Appeal Spoon CEF607EEBCA99B86
 Inf Appeal Stick Bait CEF607E8BCA99B86
 Inf Appeal Straight Tail CEF607EABCA99B86
 Inf Appeal Swisher CEF607F4BCA99B86
 Inf Appeal Tube CEF607F6BCA99B86
 Inf Appeal Vibration CEF607F0BCA99B86

TRIPLE PLAY BASEBALL

Must Be On OE3C7DF2185359E
 EE8E7B2BCDA1FD

Home Team Score 0 CEAS7A6BCA99B83
 Home Team Score 50 CEAS7A6BCA99B85
 Away Team Score 0 CEAS7A6BCA99B83
 Away Team Score 50 CEAS7A6BCA99B85
 Home Team Start w/5 Runs OEAS7A6BCA99B83
 CEAS7A6BCA99B88
 CEAS7A6BCA99B88
 Away Team Start w/5 Runs OEAS7A6BCA99B83
 CEAS7A6BCA99B88
 CEAS7A6BCA99B88
 1st Run=Grand Slam Home OEAS7A6BCA99B84
 CEAS7A6BCA99B87
 1st Run=Grand Slam Away OEAS7A6BCA99B84
 CEAS7A6BCA99B87
 3 Balls To Walk OEAS7A6BCA99B84
 FEAS7A6BCA99B84
 2 Balls To Walk OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 1 Ball To Walk OEAS7A6BCA99B84
 FEAS7A6BCA99B86
 2 Strikes Per Out OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 2 Strikes Per Out OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 1 Strike Per Out OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 1 Strike Per Out OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 2 Outs Per Inning OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 1 Out Per Inning OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 Easy Home Run Mode DEAGFDAGB099B83
 3 Balls To Walk-Home OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 2 Balls To Walk-Home OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 1 Ball To Walk-Home OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 2 Strikes Per Out-Home OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 1 Strike Per Out-Home OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 2 Outs Per Inning-Home OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 1 Out Per Inning-Home OEAS7A6BCA99B84
 FEAS7A6BCA99B85
 Easy Home Run-Home OEAS7A6BCA99B84

DEAGFDA68B099B83
 OEAS7DABCA99B83
 DEAGFDA68B099B83
 3 Balls To Walk-Away OEAS7DABCA99B83
 OEAS7DABCA99B83
 FEAS7DABCA99B83
 2 Balls To Walk-Away OEAS7DABCA99B83
 OEAS7DABCA99B83
 FEAS7DABCA99B83
 1 Ball To Walk-Away OEAS7DABCA99B83
 OEAS7DABCA99B83
 FEAS7DABCA99B83
 2 Strikes Per Out-Away OEAS7DABCA99B83
 OEAS7DABCA99B83
 FEAS7DABCA99B83
 1 Strike Per Out-Away OEAS7DABCA99B83
 OEAS7DABCA99B83
 FEAS7DABCA99B83
 2 Outs Per Inning-Away OEAS7DABCA99B83
 OEAS7DABCA99B83
 FEAS7DABCA99B83
 1 Out Per Inning-Away OEAS7DABCA99B83
 OEAS7DABCA99B83
 FEAS7DABCA99B83
 Easy Home Run-Away OEAS7DABCA99B83
 DEAGFDA68B099B83
 OEAS7DABCA99B83
 DEAGFDA68B099B83

TUROK: EVOLUTION

Must Be On OE3C7DF2185359E
 EAC8B52BCC5308A
 Enable Cheats CEG171C6BCA99B84
 All Weapons CEG171C6BCA99B84
 Unlim Ammo CEG171C6BCA99B84
 Invincible CEG171D6BCA99B84
 Invisible CEG171DEBCA99B84
 Big Heads CEG171EEBCA99B84
 Title Screen Target Game CEG171F6BCA99B84
 Extra Level (Select Cheat) CEG170FBCA99B84
 Enable All Levels CEG171E6BCA99B84

UFC THROWDOWN

Must Be On OE3C7DF2185359E
 EE9E3DEBCC9CFA2
 Infinite Challenge Points FEB45502BCA99B87
 Max Endurance DEB4556ABC99B83
 Max Stamina DEB45576BCA99B83
 Max Punch Skill DEB45572BCA99B83
 Max Kick Skill DEB4557EBCA99B83
 Max Grappling Skill DEB4557ABC99B83
 Max Speed DEB45506BCA99B83
 Current Level DEB4328ABC99B85
 DEB43276BCA99B85
 DEB432D2BCA99B85



DEB431BEBCA99B85
DEB4311ABC A99B85
DEB430868BCA99B85
DEB430628BCA99B85
DEB430C8BCA99B85
DEB437AABCA99B85
DEB43716BCA99B85
DEB437F2BCA99B85
DEB4365EBCA99B85
DEB4363ABC A99B85
DEB435A6BCA99B85
DEB43502BCA99B85

P2 Controls CPU

FEF457C6BCA99B83

Super Career Fighter

DEB4556ABCA99A82
DEB45576BCA99A82
DEB45572BCA99A82
DEB4557EBCA99A82
DEB4557ABC A99A82
DEB45506BCA99A82

WAY OF THE SAMURAI

Must Be On

OE3C7DF21853E59E
EE89B636BCBA1D3A

All Moves-Slot2

DE7122FEBEAB9D85
DE7122FABEAB9D85
DE712286BEAB9D85
DE712282BEAB9D85
DE71228EABEAB9D85
DE71228ABEAB9D85
DE712296BEAB9D85
DE712292BEAB9D85
DE71229EABEAB9D85

All Moves-Slot3

DE71267EABEAB9D85
DE712606BEAB9D85
DE712602BEAB9D85
DE71260EABEAB9D85
DE71260ABEAB9D85
DE712616BEAB9D85
DE712612BEAB9D85
DE71261EABEAB9D85
DE71261EABEAB9D85

All Moves-Slot4

DE7119FEABEAB9D85
DE7119FABEAB9D85
DE711986BEAB9D85
DE711982BEAB9D85
DE71198EABEAB9D85
DE71198ABEAB9D85
DE711996BEAB9D85
DE711992BEAB9D85
DE71199EABEAB9D85

All Moves-Slot5

DE711D7EBEAB9D85
DE711D7ABEAB9D85
DE711D06BEAB9D85
DE711D02BEAB9D85
DE711D0EABEAB9D85
DE711D0ABEAB9D85
DE711D16BEAB9D85
DE711D12BEAB9D85
DE711D1EABEAB9D85

All Moves-Slot6

DE7110FEABEAB9D85
DE7110FABEAB9D85
DE711086BEAB9D85
DE711082BEAB9D85
DE71108EABEAB9D85
DE71108ABEAB9D85
DE711096BEAB9D85

DE711092BEAB9D85

DE71109EABEAB9D85

All Moves-Slot7

DE71147EABEAB9D85
DE71147ABEAB9D85
DE711406BEAB9D85
DE711402BEAB9D85
DE71140EABEAB9D85
DE71140ABEAB9D85
DE711416BEAB9D85
DE711412BEAB9D85
DE71141EABEAB9D85

All Moves-Slot8

DE710FFEBEAB9D85
DE710FFABEAB9D85
DE710F86BEAB9D85
DE710F82BEAB9D85
DE710F8EABEAB9D85
DE710F8ABEAB9D85
DE710F96BEAB9D85
DE710F92BEAB9D85
DE710F9EABEAB9D85

All Moves-Slot9

DE71037EABEAB9D85
DE71037ABEAB9D85
DE710306BEAB9D85
DE710302BEAB9D85
DE71030EABEAB9D85
DE71030ABEAB9D85
DE710316BEAB9D85
DE710312BEAB9D85
DE71031EABEAB9D85

All Moves-Slot10

DE7106FEABEAB9D85
DE7106FABEAB9D85
DE710686BEAB9D85
DE710682BEAB9D85
DE71068EABEAB9D85
DE71068ABEAB9D85
DE710696BEAB9D85
DE710692BEAB9D85
DE71069EABEAB9D85

All Moves-Slot11

DE711FA7EABEAB9D85
DE711FA7ABEAB9D85
DE711FA06BEAB9D85
DE711FA02BEAB9D85
DE711FA0EABEAB9D85
DE711FA0ABEAB9D85
DE711FA16BEAB9D85
DE711FA12BEAB9D85
DE711FA1EABEAB9D85

All Moves-Slot12

DE70FDFEABEAB9D85
DE70FDFABEAB9D85
DE70F086BEAB9D85
DE70F082BEAB9D85
DE70F08EABEAB9D85
DE70F08ABEAB9D85
DE70F096BEAB9D85
DE70F092BEAB9D85
DE70F09EABEAB9D85

All Moves-Slot13

DE70F07FEABEAB9D85
DE70F07FABEAB9D85
DE70F106BEAB9D85
DE70F102BEAB9D85
DE70F10EABEAB9D85
DE70F10ABEAB9D85
DE70F116BEAB9D85
DE70F112BEAB9D85
DE70F11EABEAB9D85

All Moves-Slot14

DE70F4FEABEAB9D85
DE70F4FABEAB9D85
DE70F486BEAB9D85
DE70F482BEAB9D85
DE70F48EABEAB9D85
DE70F48ABEAB9D85
DE70F496BEAB9D85
DE70F492BEAB9D85
DE70F49EABEAB9D85

All Moves-Slot15

DE70E87EABEAB9D85
DE70E87ABEAB9D85
DE70E806BEAB9D85
DE70E802BEAB9D85
DE70E80EABEAB9D85
DE70E80ABEAB9D85
DE70E816BEAB9D85
DE70E812BEAB9D85
DE70E81EABEAB9D85

All Moves-Slot16

DE70E3FEABEAB9D85
DE70E3FABEAB9D85
DE70E386BEAB9D85
DE70E382BEAB9D85
DE70E38EABEAB9D85
DE70E38ABEAB9D85
DE70E396BEAB9D85
DE70E392BEAB9D85
DE70E39EABEAB9D85

All Moves-Slot17

DE70E77EABEAB9D85
DE70E77ABEAB9D85
DE70E706BEAB9D85
DE70E702BEAB9D85
DE70E70EABEAB9D85
DE70E70ABEAB9D85
DE70E716BEAB9D85
DE70E712BEAB9D85
DE70E71EABEAB9D85

All Moves-Slot18

DE70DAFEABEAB9D85
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DE70DA82BEAB9D85
DE70DA8EABEAB9D85
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DE70DA96BEAB9D85
DE70DA92BEAB9D85
DE70DA9EABEAB9D85

All Moves-Slot19

DE70DE7EABEAB9D85
DE70DE7ABEAB9D85
DE70DE06BEAB9D85
DE70DE02BEAB9D85
DE70DE0EABEAB9D85
DE70DE0ABEAB9D85
DE70DE16BEAB9D85
DE70DE12BEAB9D85
DE70DE1EABEAB9D85

All Moves-Slot20

DE70DDFEABEAB9D85
DE70DDFABEAB9D85
DE70D186BEAB9D85
DE70D182BEAB9D85
DE70D18EABEAB9D85
DE70D18ABEAB9D85
DE70D196BEAB9D85
DE70D192BEAB9D85
DE70D19EABEAB9D85

All Moves-Slot21

DE70D57EABEAB9D85
DE70D57ABEAB9D85
DE70D506BEAB9D85

DE70D502BEAB9D85
DE70D50EABEAB9D85
DE70D50ABEAB9D85
DE70D516BEAB9D85
DE70D512BEAB9D85
DE70D51EABEAB9D85

All Moves-Slot22

DE70C8FEABEAB9D85
DE70C8FABEAB9D85
DE70C886BEAB9D85
DE70C882BEAB9D85
DE70C88EABEAB9D85
DE70C88ABEAB9D85
DE70C896BEAB9D85
DE70C892BEAB9D85
DE70C89EABEAB9D85

All Moves-Slot23

DE70C77EABEAB9D85
DE70C77ABEAB9D85
DE70C706BEAB9D85
DE70C702BEAB9D85
DE70C70EABEAB9D85
DE70C70ABEAB9D85
DE70C716BEAB9D85
DE70C712BEAB9D85
DE70C71EABEAB9D85

All Moves-Slot24

DE70C7FEABEAB9D85
DE70C7FABEAB9D85
DE70C786BEAB9D85
DE70C782BEAB9D85
DE70C78EABEAB9D85
DE70C78ABEAB9D85
DE70C796BEAB9D85
DE70C792BEAB9D85
DE70C79EABEAB9D85

All Moves-Slot25

DE70BB7EABEAB9D85
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DE70BB06BEAB9D85
DE70BB02BEAB9D85
DE70BB0EABEAB9D85
DE70BB0ABEAB9D85
DE70BB16BEAB9D85
DE70BB12BEAB9D85
DE70BB1EABEAB9D85

All Moves-Slot26

DE70BF6FEABEAB9D85
DE70BF6FABEAB9D85
DE70BE86BEAB9D85
DE70BE82BEAB9D85
DE70BE8EABEAB9D85
DE70BE8ABEAB9D85
DE70BE96BEAB9D85
DE70BE92BEAB9D85
DE70BE9EABEAB9D85

All Moves-Slot27

DE70B27EABEAB9D85
DE70B27ABEAB9D85
DE70B206BEAB9D85
DE70B202BEAB9D85
DE70B20EABEAB9D85
DE70B20ABEAB9D85
DE70B216BEAB9D85
DE70B212BEAB9D85
DE70B21EABEAB9D85

All Moves-Slot28

DE70B5FEABEAB9D85
DE70B5FABEAB9D85
DE70B586BEAB9D85
DE70B582BEAB9D85
DE70B58EABEAB9D85
DE70B58ABEAB9D85

WTA TOUR TENNIS

DE70B596BEAB9D85	Max Hardness Slot27	Must Be On	OE3C7DF21853E59E	CE93BE3CBCA99B83
DE70B592BEAB9D85	FE712922BCA99B87	EE979786BCFC6BA		L.Davenport-1st Place
DE70B59EBEAB9D85	Max Hardness Slot28	DE776466C9E7B82		CE93BE3EBCA99B83
All Moves-Slot29	FE712932BCA99B87	Max Earnings	DE774622C9E7B82	L.Davenport-Last Place
DE70A97EBAEAB9D85	Max Hardness Slot29			CE93BE3EBCA99B86
DE70A906BEAB9D85	FE7129C2BCA99B87	Start On Lap 2	0E9178CEBCA99B83	L.Davenport-Max Money
DE70A902BEAB9D85	Max Hardness Slot30	CE9178CEBCA99B84		DE93BDFEBC413102
DE70A90EBAEAB9D85	FE7129D2BCA99B87	Start On Lap 5	0E9178CEBCA99B83	L.Davenport-No Money
DE70A90ABEAB9D85	Infinite Stamina	CE9178CEBCA99B87		DE93BDFEBCA99B83
DE70A916BEAB9D85	Everything Unlocked	0E9178CEBCA99B83		S.Williams-Max Total
DE70A912BEAB9D85	CE7018FEBCA99A82	Start On Lap 10	0E9178CEBCA99B83	CE93BDFABCA9C292
DE70A91EBAEAB9D85	Infinite Yen	0E9178CEBCA99B83		S.Williams-Low Total
All Moves-Slot30	Tons Of Kills	CE9178CEBCA99B8C		CE93BDFABCA99B83
DE70ACFEBEAB9D85	Max Samurai King			CE93B8D84BCA9C292
DE70ACFABEAB9D85	CE701366BCA99E6A			S.Williams-Low Quality
DE70AC86BEAB9D85	Max Ultimate Samurai	Must Be On	OE3C7DF21853E59E	CE93BD84BCA99B83
DE70AC82BEAB9D85	CE701362BCA99E6A	EE809B6ECCBF9AA2		S.Williams-1st Place
DE70AC8EBEAB9D85	Max Samurai Master	M.Hinging-Max Total	CE93BDFDABCA9C292	CE93BD86BCA99B83
DE70AC8ABEAB9D85	CE70136EBCA99E6A	M.Hinging-Low Total	CE93BDFDABCA9C292	S.Williams-Last Place
DE70AC96BEAB9D85	Max Rumored Samurai	M.Hinging-Max Quality	CE93BDFDABCA99B83	CE93BD86BCA99B86
DE70AC92BEAB9D85	CE70136ABC99E6A	M.Hinging-Max Quality	CE93BFE4BCA9C292	S.Williams-Max Money
DE70AC9EBEAB9D85	Max S.Apprentice	M.Hinging-Low Quality	CE93BFE4BCA99B83	DE93BD46BC413102
Max Hardness Slot02	CE701376BCA99E6A	M.Hinging-1st Place	CE93BFE6BCA99B83	S.Williams-No Money
FE71A922BCA99B87	Max Ordinary	M.Hinging-Last Place	CE93BFE6BCA99B83	DE93BD46BCA99B83
Max Hardness Slot03	CE701372BCA99E6A	M.Hinging-Max Money	DE93BEA6BC413102	M.Seles-Max Total
FE71A2A2BCA99B87	Max Inexperienced	M.Hinging-No Money	DE93BEA6BC413102	CE93BD42BCA9C292
Max Hardness Slot04	CE70137EBCA99E6A	J.Dokic-Max Total	CE93BEA2BCA9C292	M.Seles-Low Total
FE71A2B2BCA99B87	Max Punk	J.Dokic-Low Total	CE93BEA2BCA99B83	CE93BD42BCA99B83
Max Hardness Slot05	CE701306BCA99E6A	J.Dokic-Max Quality	CE93BEA2BCA9C292	M.Seles-Max Quality
FE71A422BCA99B87	Max Delinquent	J.Dokic-Low Quality	CE93BEA2BCA99B83	CE93BD4CBCA9C292
Max Hardness Slot06	CE701302BCA99E6A	J.Dokic-1st Place	CE93BEA2BCA99B83	M.Seles-Low Quality
FE71A522BCA99B87	Max Heretic	J.Dokic-Last Place	CE93BEA2BCA99B83	CE93BD4CBCA99B83
Max Hardness Slot07	CE70130EBCA99E6A	J.Dokic-Max Money	CE93BEA2BCA99B83	M.Seles-1st Place
FE71A622BCA99B87	Max Rich Samurai	J.Dokic-1st Place	CE93BEA2BCA99B83	CE93BD4EBCA99B83
Max Hardness Slot08	Max Random Slasher	J.Dokic-Last Place	CE93BEA2BCA99B83	M.Seles-Last Place
FE71A722BCA99B87	CE70130ABC99E6A	J.Dokic-Max Quality	CE93BEA2BCA99B83	CE93BD4EBCA99B86
Max Hardness Slot09	Max The Beast King	J.Dokic-Low Quality	CE93BEA2BCA99B83	M.Seles-Max Money
FE71A822BCA99B87	Max Total Kills	J.Dokic-1st Place	CE93BEA2BCA99B83	DE93BD0EBC413102
Max Hardness Slot10	DE701322BC8DDC2	J.Dokic-Last Place	CE93BEA2BCA99B83	M.Seles-No Money
FE71A122BCA99B87	Endings Complete	J.Dokic-Max Total	CE93BEA2BCA99B83	DE93BD0EBCA99B83
Max Hardness Slot11	CE70133EBCA99B8C	J.Dokic-Max Quality	CE93BEA2BCA99B83	A.Coetzer-Max Total
FE71A222BCA99B87		J.Dokic-Low Total	CE93BEA2BCA99B83	CE93BD22BCA9C292
Max Hardness Slot12		J.Dokic-1st Place	CE93BEA2BCA99B83	A.Coetzer-Low Total
FE71A322BCA99B87		J.Dokic-Last Place	CE93BEA2BCA99B83	CE93BD22BCA99B83
Max Hardness Slot13		J.Dokic-Max Money	CE93BEA2BCA99B83	A.Coetzer-Max Quality
FE71A2C2BCA99B87		J.Dokic-Max Quality	CE93BEA2BCA99B83	CE93BD22BCA9C292
Max Hardness Slot14		J.Dokic-Low Quality	CE93BEA2BCA99B83	A.Coetzer-Low Quality
FE71A2D2BCA99B87		J.Dokic-1st Place	CE93BEA2BCA99B83	CE93BD22BCA99B83
Max Hardness Slot15		J.Dokic-Last Place	CE93BEA2BCA99B83	A.Coetzer-Max Quality
FE71A2E2BCA99B87		J.Dokic-Max Money	CE93BEA2BCA99B83	CE93BD22BCA99B83
Max Hardness Slot16		J.Dokic-Max Quality	CE93BEA2BCA99B83	A.Coetzer-1st Place
FE71A2F2BCA99B87		J.Dokic-Low Total	CE93BEA2BCA99B83	CE93BD22BCA99B83
Max Hardness Slot17		J.Dokic-1st Place	CE93BEA2BCA99B83	A.Coetzer-Last Place
FE71A292BCA99B87		J.Dokic-Last Place	CE93BEA2BCA99B83	CE93BD22BCA99B83
Max Hardness Slot18		J.Dokic-Max Total	CE93BEA2BCA99B83	A.Coetzer-Max Money
FE71A292BCA99B87		J.Dokic-Low Total	CE93BEA2BCA99B83	DE93B9EBCA99B83
Max Hardness Slot19		J.Dokic-1st Place	CE93BEA2BCA99B83	J.Capriati-Max Total
FE71A29A2BCA99B87		J.Dokic-Last Place	CE93BEA2BCA99B83	CE93B9ABC9C292
Max Hardness Slot20		J.Dokic-Max Quality	CE93BEA2BCA99B83	J.Capriati-Low Total
FE71A29B2BCA99B87		J.Dokic-Low Quality	CE93BEA2BCA99B83	CE93B9ABC99B83
Max Hardness Slot21		J.Dokic-1st Place	CE93BEA2BCA99B83	J.Capriati-Max Quality
FE71A2942BCA99B87		J.Dokic-Last Place	CE93BEA2BCA99B83	CE93BC44BCA9C292
Max Hardness Slot22		J.Dokic-Max Money	CE93BEA2BCA99B83	J.Capriati-Low Quality
FE71A2952BCA99B87		J.Dokic-Low Total	CE93BEA2BCA99B83	CE93BC44BCA99B83
Max Hardness Slot23		J.Dokic-1st Place	CE93BEA2BCA99B83	J.Capriati-1st Place
FE71A2962BCA99B87		J.Dokic-Last Place	CE93BEA2BCA99B83	CE93BC46BCA99B83
Max Hardness Slot24		J.Dokic-Max Total	CE93BEA2BCA99B83	J.Capriati-Last Place
FE71A2972BCA99B87		J.Dokic-Low Total	CE93BEA2BCA99B83	CE93BC46BCA99B86
Max Hardness Slot25		J.Dokic-1st Place	CE93BEA2BCA99B83	J.Capriati-Max Money
FE71A2982BCA99B87		J.Dokic-Last Place	CE93BEA2BCA99B83	DE93BC66BC413102
Max Hardness Slot26		J.Dokic-Max Quality	CE93BEA2BCA99B83	J.Capriati-No Money
FE71A2992BCA99B87		J.Dokic-Low Quality	CE93BEA2BCA99B83	DE93BC66BCA99B83
FE71A2912BCA99B87				



GAME INFO PUB EA SPORTS BIG | DEV EA CANADA | TYPE RACING | MAX PLAYERS TWO | ESRB RATING EVERYONE



SSX TRICKY

PSM
MUST-BUY
SILVER

▲ Tokyo Megaplex is even crazier than in the first game, with a multitude of roller coaster-like rails to grind.

It's not a whole new game, but EA's "director's cut" is a blast

With the sequel to any big blockbuster, there's always the difficulty of ensuring it lives up to the original. *SSX Tricky* (while not billed as a bona fide sequel per se) manages to be every bit as good, albeit not quite as original as we'd have liked.

We know what you're thinking: It's still an *SSX* game, so how original could it really be? Well, our biggest gripe with *SSX Tricky* is that most of its courses are the same as the original with some lifts and tucks here

and there — some major, some minor. Most of the changes have been for the better, while a handful actually seemed to take away from the original tracks. The course design

is still much better than 99% of other racers, so don't worry too much. Speaking as diehard *SSX* nuts, we'd still have liked to see more brand-new runs to carve powder on, though.

Now that you've heard what we don't like, there's thankfully a lot that we do. For starters, the control is every bit as good as the first game. The new characters (and changes to



▲ New special effects and better lighting help enhance the old courses. There are also cinemas to build up the rivalries.

<< SPEAKING AS DIEHARD SXX NUTS, WE'D STILL LOVE TO HAVE SEEN MORE BRAND-NEW RUNS TO CARVE POWDER ON >>



▲ Along with the cool particle effects and far-out camera perspectives from the original, new effects like volumetric fog give the courses visuals some extra punch.

returning ones) are excellent, too and the hiring of Hollywood actors to provide their voices gives them a lot more personality. Beyond this, the gameplay system has been beefed up significantly with Ubertricks, which are easily some of the coolest things we've ever seen in a game. The new Tricky system doesn't really seem like a big deal at first, but it really gives the game a boost (as in infinite boost for landing enough Ubertricks) over its predecessor. We also love how the Showoff Mode really beefs up the courses with lots more rails and ramps

DVD Trimmings

Not only does SSX Tricky load a lot faster because of the DVD format, but the disc is also packed with cool extras. There are all kinds of featurettes on the making of the game, plus the whole game is presented in true 5.1 channel DTS surround sound!



▲ Y SSX Tricky's creators at EA Canada take players through every element of the game's design. We hope more developers take this route with their DVD games!



PSM BREAKDOWN

An up-close look at the game in action



! These icons indicate how aggressive your opponents are. If they turn red, you're in for a real beatdown!

! The characters have even more animations this time around, plus some great voices by Hollywood stars.

! The course map can be used to see if other racers are taking paths you didn't know about.

! You can only perform Ubertricks when your boost meter is full. Land six Ubers and you get infinite boost.

to take advantage of.

The new emphasis on rivalries and knock-downs is great, too. You get more boost from being aggressive, but nail someone enough, and they'll pursue you relentlessly. So there's a lot more strategy involved this time around.

Visually, the game is very similar to the original, but with two big differences. The game runs at 60fps nearly all the time now (there are still some hiccups here and there), and there are some new special effects (like volumetric ice fog) that really add atmosphere.

Since SSX Tricky isn't a "true" sequel, we had a hard time deciding how to score it. All its basics are as good as or better than the original game, and the new opponent AI and Tricky system are nice pluses. But what it ultimately came down to was the fact that newer games such as MGS2, Devil May Cry, and GT3 have put the original SSX into better per-

spective within the grand scheme of things. Also, a LOT of people who'll play Tricky have played the first, and the shortage of totally new courses diminishes it a little more for them. That said, SSX Tricky is still one of the top PS2 games this year, and one experience you definitely DON'T want to miss. **RANDY NELSON**

PSM 9 OUTSTANDING

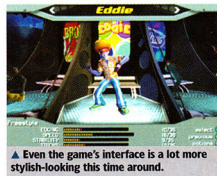
It's as good as the original, but could have used more new courses. If you can only have one flavor of SSX, make sure this is it!

FINAL SCORE

HOW IT STACKS UP

SSX	10
SSX TRICKY	9
SPLASHDOWN	8
ESPN SNOWBOARDING	7
COOL BOARDERS 2001	6

▼ Garibaldi is the new beginner's course, but that doesn't mean it's tame. There are still loads of trick opportunities.



▲ Even the game's interface is a lot more stylish-looking this time around.



GAME INFO | PUB SQUARE | DEV SQUARE | TYPE RPG | MAX PLAYERS ONE | ESRB RATING TEEN

✓ The cast is all here, ready to protect Yuna from any trouble she is about to encounter.



FINAL FANTASY X

X marks the spot for RPG fans



Fortunate — the best way to describe PS2 owners. For the past few months, some of the best games ever created have

appeared on Sony's so-called "programmer's nightmare." *Final Fantasy X* continues this upwards trend, easily

surpassing any fan's expectations of the series.

Obviously, gamers will immediately drool over *FFX*'s superficial aspects. The graphics rival the best seen on PS2, and the music outshines any composition in the series. Furthermore, most of the dialogue

now supports voice acting, which is top-notch overall. This welcome addition not only enhances the overall presentation, but it makes the characters more three dimensional.

The added voices seem to compliment the new direction Square has

taken the story, although the plot is still typical of the series — destroy the boss that threatens life. Compared to previous *FF* games, Square seems to focus more on character interaction and development using the conflicts as a catalyst, rather than concentrating the characters on the ultimate conflict (the final boss). Combined with clever plot twists, a surprise ending, and some new story concepts, *FFX* is the most compelling of the series.

The improvements don't stop with the storyline, either; Square also enhanced the gameplay. First, you'll notice that *FFX* reverts to true turn-based fighting — the Active Time



▲ The graphics in the game are amazing. The CG and the real-time cinemas never fail to impress. Check 'em out!

Crazy Secrets

Like most *FF* games, there are many secrets to find. These include hidden treasure, a large number of secret areas, and numerous special battles. Finding the secrets often yields cool items and weapons.



▲ This is sort of a battle. Yujimbo is a hidden Aeon, who you must find and pay in order to use.
▼ Every fan should recognize this guy. Since this battle happens only occasionally, be sure you can defeat him before he kills you, or runs away.



Battle meter is gone — to help speed up combat. Second, weapons and armor now lack various stats; each of these items now differentiates itself through specific abilities, such as being "Fireproof". Instead, players increase their stats through AP (experience points), which dictate how far your character can move on an abilities grid. The grid contains various attributes like spells, attacks, extra HP and MP, etc. It seems strange initially, but I found the freedom of this system gratifying, since it allows players to build their characters in various manners.

Since you'll gain AP relatively



▲ *FFX*, unlike other *FF* games, seems to offer many more puzzles to figure out. This one looks like Tetris.

PSM BREAKDOWN

An up-close look at the game in action



► You'll quickly realize that every enemy in the game presents a fair challenge, unlike previous *Final Fantasy* games. However, since players can equip the ability Scan to their weapons, you can more easily discover enemies' HP and weaknesses.

► Here is the list of your characters, which players can call in to battle at anytime. This new element allows players more easily to use every character in the game, and build each character up so that they're all useful.

▲ The camera angles in *FFX* during battle are much more dynamic. When you chose an attack, the camera will often shift in a variety of ways, at least making the battles look more exciting. Furthermore, the point of view of the battles changes as well. Sometimes they're conducted from behind, the side, or almost from the top.

<< COMBINED WITH CLEVER PLOT TWISTS, A SURPRISE ENDING, AND SOME NEW STORY CONCEPTS, *FFX* IS THE MOST COMPELLING IN THE SERIES. >>

quickly, players need not spend considerable time leveling up, if you simply wish to finish the game. Plus, Square even managed to decrease the frequency of random encounters (something I've always disliked) throughout most of the game, which leaves less frustration to exploring the

secret areas. However, in the end, where most of the exploring takes

place, battles did occur way too often, but by that point, most players should find weapons that prevent encounters.

My complaints are few — random encounters, a few cheap bosses, and a few weird story elements — and they in no way hinder the overall quality. With a cool new minigame, Blitzball, over 140 hours of gameplay, and a stellar story, nobody should miss Square's latest and greatest. **TOKYO**

PSM 10
FINAL SCORE

CLASSIC

Although *FFX* feels a little different from previous *FF* games, it still maintains the quality typical of the series.

HOW IT STACKS UP

FINAL FANTASY X	10
SHADOW HEARTS	9
DRAGON WARRIOR VII	8
FOREVER KINGDOM	6
OKAGE: SHADOW KING	6



▲ The overdrive attacks look spectacular.

▼ The story is quite an amazing one. I never found it dry or boring at any point.



GAME INFO | PUB CAPCOM | DEV CAPCOM DIGITAL | TYPE PLATFORM | MAX PLAYERS ONE | ESRB RATING TEEN



MAXIMO GHOSTS TO GLORY

Capcom delivers old-school fun with new-school style

▲ Maximo captures the essence of its predecessor while adding new gameplay and a new look.



It could be said that *Jak and Daxter* showed gamers the new direction of the platforming genre with its massive, seamless go-anywhere world.

Maximo, on the other hand, returns us to the more constrained realm of the “traditional” level-based 3D platformer, with the main focus being on fine-tuning classic platformer gameplay to the nth degree. The first PS2 game from Capcom’s newly formed U.S. studio, it’s not only a sterling initial effort, but also one of

the best overall examples of the genre we’ve ever played. In fact, a lot of the crew behind the game previously worked on the *Crash Bandicoot* series, and it shows in a lot of ways. The pacing is similar, the overall control shows the same attention to tuning, and, most of all, the cartoon-like qualities of its characters and world. But it’s a different and overall better game for a number of reasons.

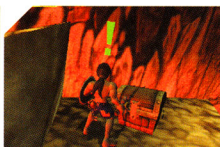
First up are the core play mechanics themselves. The number

of actions that Maximo can perform is downright mind-boggling, but at the same time, every one has a very specific use and advantage. I can’t say how many times I said “wow” after getting a new power-up and realizing what it did, or smiled at how it changed the way I played the game. Maximo’s shield, which could have been just an afterthought, becomes a central play mechanic — you’ll often need to block attacks before returning blows, and the shield throwing ability becomes incredibly strategic later on.

The ability to throw the shield more precisely from a first-person viewpoint would have been a welcome addition, but is not missed too much.

Probably the best aspect of the control, however, is that the moves (even the basic ones, like Maximo’s double jump) all feel very rewarding to perform — there’s a really visceral feeling to playing the part of Maximo in this game. You can even combine items, such as the Shield of Midas (which sucks in items) and the Shield Throw to reach far-away power-ups. It’s these sort of things that you can almost see the game’s creators winking at.

My only real control complaints are that Maximo can’t grab ledges and there’s no way to center the camera behind Maximo while he’s moving — it would have made some situations less hectic (and deadly). Overall, though, the camera system is



▲ Scattered throughout the numerous worlds are an abundance of secrets. Can you find all of them? Can you stay alive?



▲ All of the bosses' attacks are very old-school. Each has a discernable pattern that must be figured out and exploited in order to win.

▼ Fortunately, each level contains checkpoints that can revive you in case you die.



one of the best I've encountered (better than *Jak and Daxter's*) in a platformer, and even goes as far as to employ some cool "crazy" camera angles for effect.

The same attention to detail and tuning extends to the enemies themselves. While there are a cast of basic foes that you'll always come across no matter what level you're in, they each have specific weaknesses to learn. There are also level-specific enemies that are not only tougher, but even more clever in their attacks. The boss encounters (of which there are five) are challenging, but not too hard — once you learn to pick up the visual cues they give, in classic form, about their weak points.

Then there are, of course, the levels themselves. I'd rank them right up there with *Jak and Daxter* in my list



▲ Wizards can change Maximo into an old man or a tot.



▲ Although the game is in total 3D, the path you must travel is often limited. This is somewhat similar to the environments in the *Crash Bandicoot* games.

of favorites — there's just so much to see, do, and find in them. And while they're always driving you forward, there's just enough room to explore. The one aspect of the worlds I'd like to have seen expanded are level-specific events. The first one has some (such as trees crashing through bridges and rising ground), but they seem sadly forgotten as you get further into the game.

Overall, I'd classify *Maximo* as "very technically polished" — right down to the title screen. While its worlds could have benefited from some extra smoothness on objects, or more texture variety, it's still very detailed,



▼ As you proceed through the game, the enemies get progressively more difficult, which makes finding every hidden treasure a necessity. Since treasure chests sometimes contain extra armor, you'll want to find every single one.

and, most of all, highly atmospheric. Lots of fog, rain, and lighting effects are employed to give each world its own unique feel. The first world (the graveyard) is still a stand-out in terms overall polish and wow factor, but they all look great. The characters — designed by Japanese artist Susumu Matsuhashi — also have a style all their own, and *Maximo* definitely has what it takes to be more than a one-shot mascot. He and the rest of the

cast are animated extremely well, conveying a lot of body language and emotion. Even the items and power-ups have character!

Audio-wise, the boisterous music will have you humming along, although it seems a little too subdued in world two. The sound effects remain consistently good throughout, though, with the large number of voice effects used for *Maximo* really helping to give him more character — he yelps, grunts, and reacts audibly to enemies and various different level events.

In terms of challenge, *Maximo* is about average. It's a game that can be played casually or thoroughly — you can get through the levels fairly quickly if you want by just taking out

<< I CAN'T SAY HOW MANY TIMES I SAID 'WOW' AFTER GETTING A NEW POWER-UP AND REALIZING WHAT IT DID >>

PSM BREAKDOWN

An up-close look at the game in action



▼ Maximo can learn new fighting techniques as the game progresses, which adds variety to the gameplay.

▲ This gate can also hide secret areas which can only be unlocked if you find certain keys. It won't be easy...

► Items like this torch often contain power-ups and coins, so you'll want to slash them with your sword.

► The enemy AI isn't easy, since they will block and slash just like you would. Be patient when attacking.

HOW IT STACKS UP

MAXIMO: GHOSTS TO GLORY	9
JAK AND DAXTER	9
RAYMAN 2: REVOLUTION	9
KLONQA 2: LUNATEA'S VEIL	8
CRASH BANDICOOT: TWOC	6



▲ Maximo also has the ability to throw his shield.



▲ Maximo teams up with the Reaper to return dead souls.



▲ One reward for winning is a gallery of game art.



▲ The first person view can sometimes be just a little disarming!



▲ Every enemy destroyed produces collectable items.

key enemies, but you won't have the items or money you'll need to do a lot later on — or get the most fun out of the experience. It never feels especially unforgiving, but there are definitely times when you'll be cherishing that extra life or continue. Thankfully, as with the coin-based system for purchasing power-ups, the spirit-collecting mechanic that results in "Death Coins" (continues) actually works really well.

The fact that you must collect 100 coins to save or move between

worlds, however, doesn't. It just seems archaic to make players do this nowadays, especially when a lot of games are making the move to "save anywhere" systems. It's not too huge of a pain, but it's still annoying, nonetheless.

That said, there is a real benefit to going back and getting a higher completion rate in each level: you'll gain access to extra features, such as a very cool art gallery and movie mode. You can even buy designer boxer shorts for Maximo, so he can dash

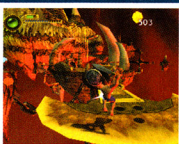
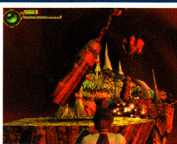
around in style when his armor's knocked off.

Good (and great) points aside, I do have some nit-picky gripes. For one, I really wish that the cutscenes would have been done in-game; they don't seem to fit into the mix that well. Plus, there's still the old-schooler in me that wishes they'd called this *Ghosts 'n Goblins 3D* (which it technically is) and stopped hinting at its classic theme in the music — Maximo even hums it while idle, for goodness sake!

<< NOT ONLY AN EXCELLENT FIRST EFFORT, BUT ALSO ONE OF THE BEST OVERALL EXAMPLES OF THE GENRE WE'VE EVER PLAYED >>



▲ The depths of Hell hold many terrors for our underwear-clad hero. Watch out for surprise attacks!



▲ There are many traps hidden throughout every level in the game. If you're not constantly on the lookout, death may strike suddenly! Sinkholes are the most deadly type of trap.

Suffice to say, if you buy *Maximo* — and you most definitely should — you'll be playing one of the best 3D platformers in a long time. It's polished, challenging, lots of fun, and deserves to be placed right up there

with Naughty Dog's seasoned efforts in *Jak and Daxter*. There's still plenty of room to explore in a sequel, though, and we can only hope the team is already well underway on planning one. **RANDY NELSON**

PSM
FINAL SCORE

9 **OUTSTANDING**

From its excellent mechanics to its superb level design and personality, this is one of the best 3D platformers yet.

Style equals substance

Maximo doesn't change his outfit for the sake of style — it tells how he's doing. Each bit of armor equals another stage of his life bar, and can be powered up to limited invincibility. If he's running around in his boxers, he's about to die. And not just from embarrassment, either...



▲ Maximo can upgrade his armor, shield, and even his boxer shorts, which are also available in cow spot prints!



▲ The ice looks so real you'll swear that you're cold.



▲ Even the Hub worlds are filled with extreme danger.



▲ The shield defense is necessary when you are surrounded.



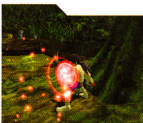
▲ Lack of armor means you're very nearly dead, not to mention cold.



▲ The volumetric fog adds an eerie effect to this scene.



► Some enemies require a more defensive posture.



▲ Your armor, weapons and shield can all be powered up to provide extra capabilities on offense and defense.

GAME INFO PUB VIVENDI UNIVERSAL | DEV MONDLITH | TYPE ACTION/ADVENTURE | MAX PLAYERS ONE | ESRB RATING TEEN



▲ Combining style and substance, *NOLF* has a cool visual design and great stealth-heavy gameplay with superb AI.

NO ONE LIVES FOREVER

Grab your gadgets – PS2 lands another solid spy sim



Wannabe super-spies, there's no better place than PS2. First we got *James Bond 007 in Agent Under Fire*, and now the considerably more comical *No One Lives Forever* has infiltrated our favorite system.

Thankfully, like *Agent Under Fire*, *NOLF* is a formidable spy sim, and one that out-does Bond's outing in several respects.

Set in the 1960s, the game borrows some of its style and humor from the *Austin Powers* movies, but it's very much its own game. In fact, the first high point of *NOLF* is its solid storytelling and off-the-wall humor. While playing, I found myself being constantly surprised by the plot and

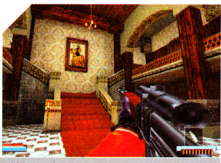
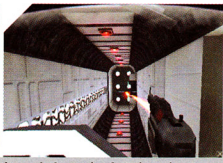
cracking up at the surprisingly well-acted dialog — there are even laugh-out-loud-funny scenes that play out between lowly guards. Its characters, especially the villains, are very well designed and round out an overall top-notch story. The game's pacing is excellent, and its numerous scripted events, puzzles, and inventive

scenarios keep things interesting throughout the rather long and challenge-filled adventure.

Gameplay wise, *NOLF* is fairly traditional FPS material at its core, but it's all the trimmings that really make it so solid. For one, the number and variety of spy gadgets at your disposal is really impressive.

Everything from exploding lipstick to a hair barrette that is a combination lockpick/poisoned blade have been included, and there are plenty of opportunities to use them.

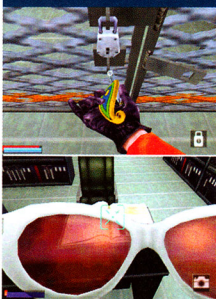
Beyond this, the game's enemy AI really shines. These guys (and gals)



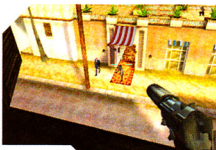
▲ The game is packed with well-designed, action-packed scenarios, featuring twists, turns, and interesting surprises.

Go-Go Gadgets

Lead character Cate Archer has a number of inventive dual-purpose inventions at her disposal. While some are weapons, some help solve puzzles. Whatever their function, they really showcase *NOLF's* solid game design.



▲ Cate's lockpick comes in handy throughout the adventure. The sunglasses are required to obtain certain Intelligence Items; they also work as night vision goggles.



▲ The game's focus on gameplay variety is showcased from the get-go. Cate starts out her mission by sniping enemies who are after a very important figure.

PSM BREAKDOWN

An up-close look at the game in action



▶ The game's enemies are one of its biggest highlights. They'll duck for cover, call reinforcements, run away, and even hunt you down.

▼ Cate's weapons can use multiple types of ammo that have different effects on enemies. Her exotic guns are topped only by the super-cool gadgets at her disposal.

◀ Unlike most FPSs, *NOLF* doesn't have health power-ups. Instead, you find body armor to keep Cate safe.



▲ There's even an underwater episode.



▼ Cate utilizes vehicles on her missions. If you've seen a spy movie, you'll appreciate *NOLF's* take on the genre.

HOW IT STACKS UP

HALF-LIFE	9
AGENT UNDER FIRE	8
NO ONE LIVES FOREVER	8
QUAKE III ARENA	8
RED FACTION	8

<< I FOUND MYSELF BEING
CONSTANTLY SURPRISED BY THE PLOT
AND CRACKING UP AT THE SURPRISINGLY
WELL-ACTED DIALOG >>

are smart — they'll call reinforcements, hunt you down, check on fallen comrades, and generally act very much like real foes should. This, combined with an almost *MGS2*-like emphasis on stealth (there are security cameras everywhere, bodies must be disposed of, and enemies hear your footsteps) makes for a very

non-traditional — and interesting — FPS experience.

Visually, the game is a solid conversion of the PC original, which is both good and bad. On the one hand, the visual design itself is very stylish and unique. On the other, it doesn't look quite as smooth as most PS2-exclusive FPSs, with some pretty basic

environments at times. Thankfully, the framerate is smooth (if not super-fast), plus the score and voice acting are especially well done.

As solid as it is, *NOLF* does have two downsides that stood out. First, there's no multi-player mode. This isn't a cardinal sin on consoles, and the PC version's was nothing extraordinary, but it would've added some replayability. Secondly, like *Half-Life*, there's no

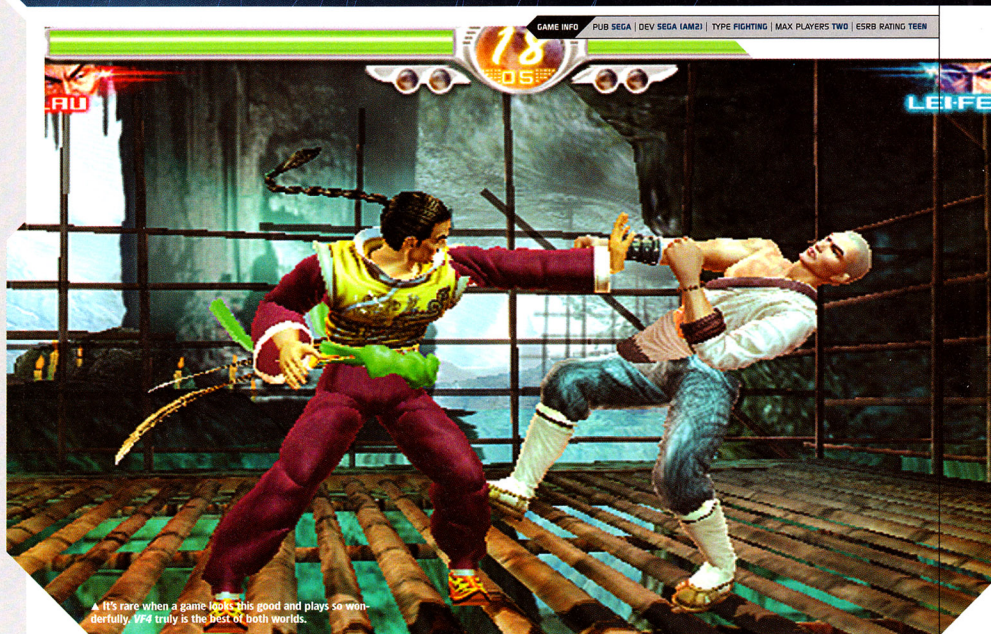
fast switching of weapons, which can sometimes make surviving intense firefights tricky.

Fortunately, these are fairly minor points when compared to the greater whole, which is ultimately a great single player experience that really rewards FPS fans — and all those would-be spies out there.

RANDY NELSON

PSM 8 VERY GOOD
Great storytelling, gadgets, and enemy AI make this FPS one of the most original we've played on PS2.

FINAL SCORE 8



It's rare when a game looks this good and plays so wonderfully. VF4 truly is the best of both worlds.

VIRTUA FIGHTER 4



The definitive 3D fighting series makes its new home on PS2

It's been a long hiatus for 3D fighting games. Aside from *Tekken Tag Tournament* — which was just an upgraded version of *Tekken 3* — and *DOA2*, the number of quality titles released in recent years is amazingly low. Fortunately, the vacation for this once-popular genre has just ended with a wake-up call from none other than Sega. With *Virtua Fighter 4*, famed producer Yu Suzuki and his legendary AM2 development team have shown not only what can be done on the PS2 technologically, but also in which direction fighting games should be headed.

It's quite difficult to translate the traditional arcade fighting game formula, on which *VF4* is based, into

a strong single-player experience for the home. Fighting games, inherently, are designed as multiplayer competitions and tend to suffer when played solo. That's why the *VF4* developers have spent considerable time designing additional modes and features that cater to the single individual. Granted, these additions might not be as impressive as *Soul Calibur*'s Mission Mode or *Tekken 4*'s Force Mode Assault, but they certainly do a better job of teaching you how to play the actual game.

The first of these additions is the "Trial" training mode, which basically shows you a lot of the fundamentals and tactics that veteran *VF* players rely on. After performing a particular move or strategy, the computer then

asks you to do the same. Complete it successfully and you'll be able to move onto the next one. Keep messing up, however, and you'll be presented with useful advice or another demonstration, only this time it's in slow-motion. In "Kumite", players are actually able to go up against computer-controlled characters which play almost identically to

▶ Since each of the characters (except Sarah and Jacky) use a different style, the attacks are so amazingly varied.



real-life *VF* champions. By using an advanced AI system, the difficulty of the mode is adjusted according to



Train to be the best

Generally, most fighting games expect that you understand how to play them. They do little to teach you any sort of basics or general strategy. Fortunately, *VF4* has a very thorough training mode that gets you off to a good start.



▲ There are a total of three different training modes: Command, Trial and Free. Depending on what you want to learn, you can select the appropriate mode.



▲ Some of the levels feature extra details, like snow or water, that react realistically as the characters move through them. It makes the game look especially nice.

your own personal skill level. Continue to improve and you'll be able to make your way up the rank of champions, while unlocking secrets and special items which can be used to change the appearance of your characters. You can even make them look like their original polygonal models found in the very first game.

These additions, coupled with some rather impressive, yet not quite arcade-perfect visuals, help to propel *VF4* to the front of the line, making it

▶ Each of the *VF4* characters cater to a slightly different type of player. Pal, for example, is best used by players who are just learning the game.

PSM BREAKDOWN

An up-close look at the game in action



▶ The PS2 version of *Virtua Fighter 4* keeps track of your stats just like the arcade game. You're assigned a rank, which can be seen next to your name, that shows your skill level.

▼ This info box appears before each round of a fight. It lists the number of wins/losses that you have had and the percentage of total wins you've earned.



▲ Unlock new costumes, like Ige's.

▼ Several of the levels, like these ancient ruins, feature walls that can be busted through. Others have no walls at all.



HOW IT STACKS UP

VIRTUA FIGHTER 4	9
TEKKEN TAG TOURNAMENT	8
KENGO: MGB	8
BLOODY ROAR 3	7
STREET FIGHTER EX3	6

one of the finest, most-balanced fighters ever and certainly the best 3D fighter available on the PS2. It has an amazing level of depth to it, but beginners should have fewer problems coming to grips with the gameplay. And with several hundred

<< THIS GAME IS DEFINITELY TAKING THE GENRE IN THE RIGHT DIRECTION. I JUST HOPE EVERYONE ELSE FOLLOWS >>

items to unlock, there's certainly a decent amount of replayability to be found. There could have been a few more additional modes, but I'm not

going to complain too much about that. This game is definitely taking the genre in the right direction. I just hope everyone else follows. STEPHEN FROST

PSM 9 OUTSTANDING
VF4 does an amazing number of things right. If more single-player modes were included, we wouldn't have had any complaints.



GAME INFO | PUB BIDS | DEV:ION STORM | TYPE:ACTION/RPG | MAX PLAYERS:ONE | ESRB RATING:MATURE

Maxima captures the essence of its predecessor while adding new gameplay and a new look.



DEUS EX: THE CONSPIRACY

Now we know what those PC guys were shouting about...



It's pretty rare that there is a consensus on game of the year, but two years ago, PC gamers were certain about one thing: *Deus Ex* was the best game released in 2000. Now PS2 owners know why. There really is nothing like it on consoles up until now, and it's nothing short of superb.

So what's so great about a two-year-old PC game? *Deus Ex* is a brilliant combination of first-person shooter with a great RPG system, all wrapped around a cool story full of conspiracy, disease, shadow governments, Hong Kong triads, and more.

You get to slip on the stylish black shades of J.C. Denton, a cybernetic operative for a mysterious government agency known as UNATCO. A

few years into our future, a global plague has broken out, and only a few powerful organizations can control the release of the vital antidote. J.C. is ordered to take out the terrorists who attempt to hijack the distribution of the vaccine, but he discovers layer after layer of conspiracy and deceit.

The story itself is really only half the fun. What is so great about *Deus Ex* is the ability to play the game however you want. Because J.C. has cybernetic enhancements, he has several different abilities that can be enhanced up to four levels of focus. So it's possible, for example, to focus on speed and stealth, giving yourself

the ability to see through walls and snipe with perfectly deadly accuracy.

Or if you don't care for the delicate touch, you can master strength and melee weapons and slice your way through the competition. I know one editor who mastered



Will you be a stealthy sniper or a brutal face cracker? *Deus Ex* lets you play the game exactly the way you want to.



▲ Switching weapons or nano abilities will instantly pause the game, so the action never gets overwhelming.



▲ The plot is packed with twists.

demolition and destroyed everything in his wake, while another editor succeeded in finishing the game without directly killing anyone. Just about every problem in the game has multiple solutions. Having trouble getting through a locked door? You can try hacking the computer system, or picking the lock, or blowing through it with a grenade. No other game has attempted, and achieved, the sort of gameplay flexibility that *Deus Ex* offers.

While *Deus Ex* is a great game, it's also marred by some technical glitches. It is based on the now ancient *Unreal* engine, which simply doesn't look that hot any more. Some of the graphics are downright butt ugly in places. And the dodgy AI from the PC version is present here, too, with some guards acting a little dumber than bricks.

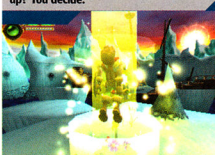
Nonetheless, these are the only weaknesses in an otherwise superb experience. From the terrorist attack on the Statue of Liberty to the three different possible endings, *Deus Ex* is a fun and absorbing adventure the likes of which we definitely need to see more of on the PS2. **JIM PRESTON**

A man of means

A typical problem in *Deus Ex* will have at least four or five solutions. Sometimes you can get past guards by shooting them, or shooting the explosive barrels next to them. Hackers can take over the security system and order the automated turrets to shoot the guards. Even the challenge presented by locked doors (see below) can be tackled in multiple ways.



▲ Waste time kicking it in or just blow it up? You decide.



▲ The spectacle of weaponry is quite impressive, everything from energy blades to flamethrowers. Fire!

<< NO OTHER GAME HAS ATTEMPTED, AND ACHIEVED, THE SORT OF GAMEPLAY FLEXIBILITY THAT DEUS EX OFFERS >>

PSM 9 OUTSTANDING

Although the graphics are outdated and the AI needs some polish, *Deus Ex* is a brilliant shooter/RPG.

PSM BREAKDOWN

An up-close look at the game in action

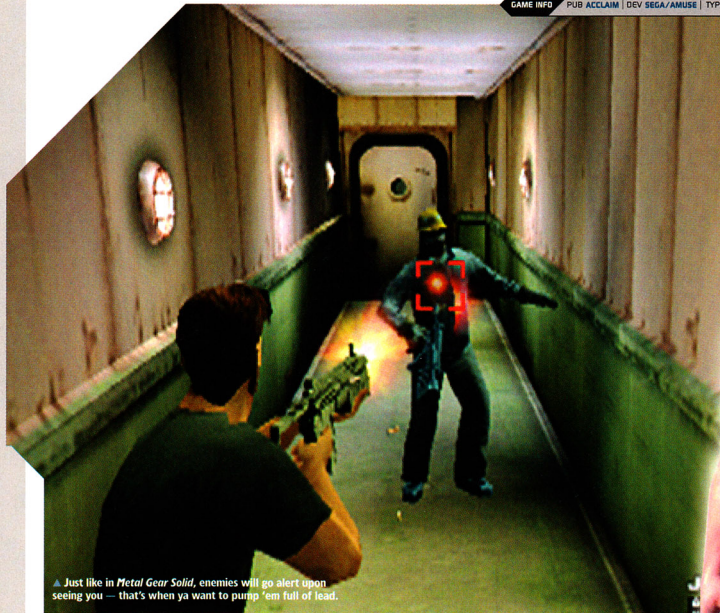
► The HUD has a life meter and compass, but its most important feature is an energy meter that's tied into the nano skills.

► Since this is an RPG at heart, you'll encounter lots of non-player characters (NPCs) to interact with, not just shoot at.

▲ These icons represent your nano abilities — special skills that you choose and develop during the course of the adventure.

HOW IT STACKS UP

HALF-LIFE	9
DUES EX	9
NO ONE LIVES FOREVER	8
DOT: AGENT UNDER FIRE	8
RED FACTION	8



▲ Just like in *Metal Gear Solid*, enemies will go alert upon seeing you — that's when ya want to pump 'em full of lead.



HEADHUNTER

The next *Metal Gear*? Not quite — but it gives it a good shot

Although it might look a lot like a *Metal Gear Solid* wannabe at first glance, *Headhunter* is very much its own game. More akin to Koei's *Winback*, its gameplay is clearly focused on almost pure action — in this case, playing as a bounty hunter. And while it doesn't bring anything truly groundbreaking to the genre, it's executed pretty damn well, overall.

Its gameplay is broken up by a series of missions and bounty hunter license tests. Each license test requires players to complete a set of increasingly difficult motorcycle and VR-style missions. Each time you

complete one, you receive a new mission and additional gear for your arsenal. The control is tight and seamless, easily allowing you to dodge fire and lock onto enemies, while the enemies and bosses are varied, forcing you to use every

weapon available. There are also a number of situations where covert tactics will offer better results. While it's not quite as extensive as

MGS2 in this respect, breaking necks, sneaking past guards, and avoiding cameras are still integral elements.

Of course, *Headhunter* also varies the action with numerous puzzles. Unlike many action titles, these are actually quite challenging and inter-



▲▶ Environments range from ships to high-tech labs; the cinemas are highly detailed; the weapon selection is solid.



esting and don't detract from the action element. Furthermore, there are a variety of puzzle types, which means that you won't simply flip the same old switches throughout the entire adventure. Many other developers would do well to study



**PSM
MUST-BUY
BRONZE**

Hide and sneak

Headhunter borrows a page (several, actually) from *Metal Gear*'s book, especially when it comes to stealth gameplay. It's an integral part of surviving — we just wish you could hug to walls by pressing against them. As it is, you hit the triangle button to stick/unstick.



▲ There's more than one way to be sneaky in *Headhunter*. You can peek around corners, sure, but you can creep up ever so silently on your quarry, too.



▲ The boss encounters are largely entertaining, but we did have problems with some of them. Specifically, their weak points didn't always make sense.

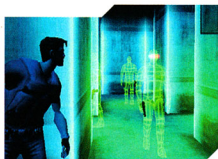
PSM BREAKDOWN

An up-close look at the game in action

▶ The game's heads-up display not only automaps the level you're on, but also indicates enemy locations and the direction they're facing. It'll even fuzz out when you're detected — sound familiar?

◀ The game's enemies are pretty smart. Like their *Metal Gear Solid 2* counterparts, they'll be alerted by security systems and your own presence. They'll also roll, duck, and generally attempt to make hitting them as hard as possible.

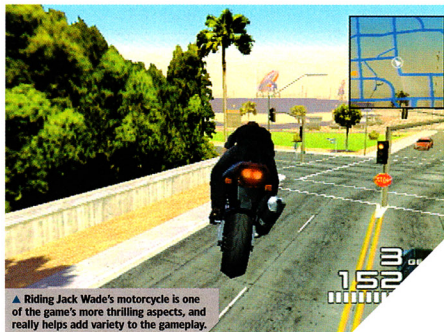
◀ In addition to the main character, Jack Wade, players can assume the role of the Sarah Bryant look-alike Angela Stern. Her moves are similar, but she's definitely a lot easier on the eyes.



▲ The bounty hunter tests are tough.

HOW IT STACKS UP

METAL GEAR SOLID 2	10
MAX PAYNE	8
HEADHUNTER	8
WINBACK	7
BLOOD OMEN 2	5



▲ Riding Jack Wade's motorcycle is one of the game's more thrilling aspects, and really helps add variety to the gameplay.

<< WHILE IT DOESN'T BRING ANYTHING TRULY GROUNDBREAKING TO THE GENRE, IT'S EXECUTED PRETTY DAMN WELL, OVERALL >>

Headhunter's puzzle system for their games.

Headhunter has a cool look to it overall, although I'd have to question generic-hero-with-beard design choice. Since it started out as one of Dreamcast's best looking games, it manages to look surprisingly at home

on PS2. The news clips between missions are also a nice touch, but it's really weird to see live-action anchors interviewing CG characters with a straight face.

Although *Headhunter* succeeds where many action games tend to fail, it does suffer from a few weaknesses.

For one, the camera will occasionally get hung up on the environment, or simply present a poor angle, making some of those intense battles slightly difficult to manage. Second, the story can get quite cheesy (and even nonsensical) at times, but I actually liked it and thought it suited the game well; keep in mind, though, that I also think bad B action movies starring Dolph

Lundgren are great forms of entertainment. I also found the weak points of a couple of the bosses a little cryptic, which made defeating them a little more tedious than was necessary. Overall though, *Headhunter*'s solid design and tight gameplay easily outweigh these gripes, making it a definite bright spot in PS2's cluttered action game lineup. TOKUYA

PSM 8 VERY GOOD
FINAL SCORE

Head Hunter isn't completely original, especially after having played *MG2*, but it is still a very solid addition to PS2's action genre.

GAME INFO | FUI: ELECTRONIC ARTS | DEV: ELECTRONIC ARTS LA | TYPE: FPS | MAX PLAYERS: ONE | ESRB RATING: TEEN



While a good number of the missions are solo-based, you'll be able to work as part of a team from time to time.

8

MEDAL OF HONOR FRONTLINE



EA delivers one of the best FPS experiences on PS2

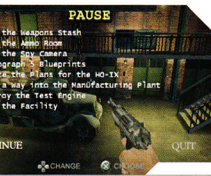
People tend to say that the third time's the charm and that's especially true of the *Medal of Honor* series. Despite the previous two PSone titles being absolutely amazing, it was only on the PS2 (with its increased graphical and audio abilities) that the series was able to truly come to life. *Frontline* absolutely does an amazing job of pulling you in and immersing you in the experience of war. From the excellent sound effects to countless adrenaline-pumping moments, it really feels like you're in the middle of a life and death situation. I actually found myself sweating from nervousness and

trembling from fear during many of the levels. And, needless to say, that doesn't happen in many other games. In fact, I think the original *Resident Evil* was the only other game to do that to me.

Moving on, it's easy to see that

the intelligence of the enemy soldiers has dramatically improved since the days of the PSone. They react more realistically, looking for cover or ways to get the upper hand on you. They'll even try to outflank or get a sniper on you from a distance. Generally, they

present a good challenge that isn't just tipped in their favor because of sheer numbers, but rather because of their thinking abilities. Unfortunately, however, this isn't always the case. You'll also come across a decent number of enemies



▲ One of the greatest features of this game is the sheer number and variety of the mission objectives. There are so many.

that just stand there, in the open, trying to reload their weapons, despite the fact that you have a clear shot at them. Apparently not all of them got a passing grade in "Finding Cover 101". Go figure.

Anyway, since framerate is so important for games in this genre, I paid careful attention to it in *Frontline*. And, fortunately, while it tended to fluctuate from time to time, I never found it to be too problematic during combat conditions. Granted, a magical 60FPS would have been great, but I can't complain too much, especially when you consider that the entire game generally moves quite smoothly. This is even true during levels where

there's a lot going on, such as the Omaha Beach mission that begins the game.

Aside from those complaints and the fact the difficulty curve could have been a bit smoother, there isn't much more I can say negatively about this game. *Frontline* does a wonderful job of building upon the *Medal of Honor* franchise without diluting it. There are a large number of missions and the variety in them should please all but the most jaded of gamers. If you're even remotely a fan of first person shooters, then make sure to set your sights on this title. It may not be completely innovative, but it's definitely a perfect example of what makes this

<< I ACTUALLY FOUND MYSELF SWEATING FROM NERVOUSNESS AND TREMBLING FROM FEAR DURING MANY OF THE LEVELS >>

genre so great and a testament to the love and care that the developers

obviously put into it. EA definitely hit close to the bulls-eye with this one.

STEPHEN FROST

PSM
FINAL SCORE

8

VERY GOOD

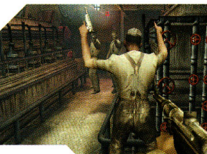
A brilliant single player experience that surpasses virtually everything else in the genre. This is easily the best *MOH* title yet.

Armed to the teeth

Those of you familiar with the *MOH* series will be happy to know that virtually all of your favorite weapons return in this PS2 sequel. However, they've also got some brand new friends to keep them company.



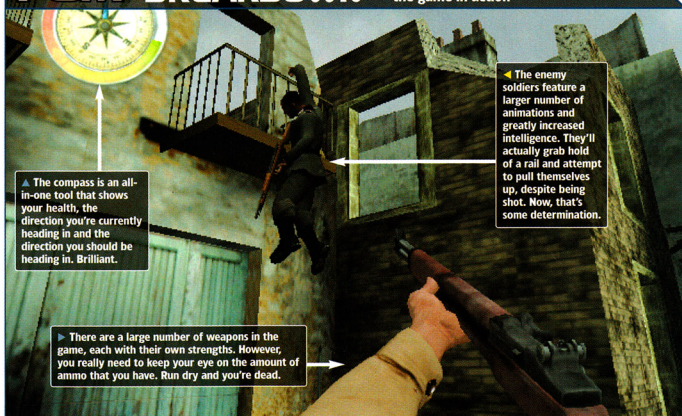
▲ From grenades to bazookas, this game has everything you'll need to blow up those pesky German soldiers. Just don't run out of ammo, whatever you do.



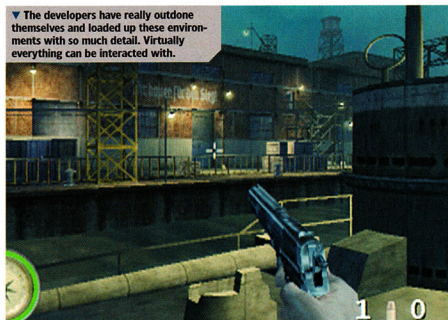
▲ You can sometimes get the troops to surrender if you manage to sneak up on them. Just don't turn your back.

PSM BREAKDOWN

An up-close look at the game in action



▲ The explosions look way cool!



HOW IT STACKS UP

DEUS EX: THE CONSPIRACY	9
MEDAL OF HONOR FRONTLINE	8
007: AGENT UNDER FIRE	8
PROJECT EDEN	8
RED FACTION	8

GAME INFO | PUB ACCLAIM | DEV Z-AXIS | TYPE SPORTS | MAX PLAYERS TWO | ESRB RATING TEEN



▼ What you're not seeing in this screen is the MASSIVE area that lies beyond this already track-line filled room.

AGGRESSIVE INLINE

Gigantic and challenging – extreme inline skating hits PS2



Best known for the *Dave Mirra BMX* series, *Z-Axis* has already been accepted as a developer who “gets” extreme sports. Recently bought by Activision and headed into the world of *Mat Hoffman*, the company still had a few games left to produce for Acclaim before heading off into the sunset. And with the popularity of the

extreme sports genre growing stronger with every passing day, there probably wasn’t a better time than now to create the all-out skating adventure *Aggressive Inline*.

We say skating *adventure* because that’s exactly what it is. Instead of just being thrown into a nameless town and asked to perform a couple of tricks like countless games before it, *Aggressive Inline*

tosses you into entire *worlds*. Where one stage may start off on a narrow street with a couple of lines and jumps, it will eventually open up into a massive sprawling movie lot with multi-story buildings, insane pipes, and cleverly hidden puzzles. Knock over structures and objects or destroy some aspect of the area in any way, and it stays in that form forever. By enabling you to permanently alter the

landscape, the interactivity of the levels truly propels the genre forward unlike any other extreme sports title before it. And just when you thought you’ve found everything a level has to offer, you could stumble across a secretive floating key to open things up even further.

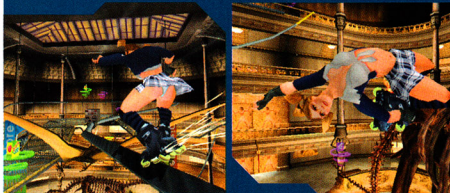
Much like other games in the extreme brotherhood, there’s a healthy dose of licensed and fantasy characters to choose from as well. Whether you’d prefer to play as real life superstars Jaren Grob and Chris Edwards, or fictional Britney Spears-wannabe “Chrissy”, there are plenty of alter egos to fit your individual taste. Continued success at pulling off tricks and completing challenges will up your skater’s experience points RPG-style and increase their abilities in many categories, including



▲ Not only do the game’s environments look great, but its characters are also very detailed and well-animated.

Rated x-treme

Extreme tricks? Check. Extreme levels? Check. Extreme... jiggle? *Aggressive Inline's* no-holds-barred style also extends to its skaters, including the Britney Spears look-alike, Chrissy, who likes to show off her physique as much as her moves. Yowza!



▲ Oops — she did it again. Chrissy takes extreme sports babes to the next level... just don't tell Britney.

jumping, spinning, fakies, wallrides, and manuals. Completing those challenges, however, is where *Aggressive Inline* really gains replay value (or frustration level, depending on how much patience is exercised).

Because of the nature of the sport, there are moves and nuances unique to riding on inline skates that you won't find in any other extreme sports game. New techniques and stunts, such as vaulting off an elevated concrete flower planter onto the roof of a nearby office building, or zany things like grinding from a rail onto a pole which you can then spin off and use to perform even more

whacked out tricks, are now an entirely possible proposition.

Overall, *Aggressive Inline* is a highly impressive extreme sports title. While it's guilty of exhibiting a couple of

One of the coolest play mechanics is the ability to swing from poles above and next to your skater to reach new levels.



PSM 9
FINAL SCORE

OUTSTANDING

Despite some technical hiccups, *Aggressive Inline* still shines as one of the best and most challenging "extreme" titles on PS2.

JEREMY DUNHAM

<< The interactivity of the levels truly propels the genre forward unlike any other extreme sports title before it >>

minor graphical problems, and may be difficult for beginning skaters, *Z-Axis'* crowning effort is still a solid title worthy of any gamer's library.

▼ Picking up where *Tony Hawk 3* left off, *Aggressive Inline* creates the most living, breathing city locales yet in an extreme sports title — they're loaded with activity.



HOW IT STACKS UP

TONY HAWK PRO SKATER 3	10
SSX TRICKY	9
AGGRESSIVE INLINE	9
TRANSWORLD SURF	7
X GAMES SNOWBOARDING 2K2	7



▲ Balancing takes on a new dimension.

PSM BREAKDOWN

An up-close look at the game in action

▼ All of the stages are multi-leveled, with trick lines that sometimes go several screens high.

► Each area has its own share of moving obstacles in addition to trick opportunities.

◀ The skaters are all finely modeled, and benefit from Z-Axis' expertise at creating smoothly-transitioning animations that match their unique trick-morphing system.

! This is just one small section one of the HUGE areas the game has to offer!



▲ You don't just race other drivers in *NFS:HP2*—you also race against relentless cops and the courses themselves!

NEED FOR SPEED: HOT PURSUIT 2

The biggest, best arcade racer on PS2



Fast, furious, and fantastically deep, *Need For Speed: Hot Pursuit 2* is a worthy heir to one of the greatest PSone racers ever to grace

that system. Electronic Arts has pulled out all the stops to create a racing game that does almost everything right: it controls like a dream, features an excellent selection of exotic cars, and has superb course design. But, most of all, it delivers a gameplay experience that's unlike anything else in the genre.

Breaking The Law

NFS:HP2 features a "traditional" road racing mode that would make for an extremely solid game in its own right, but the real meat of this title is its *Hot Pursuit: Ultimate Racer* mode. It's basic premise—running from the

cops—isn't new by any means (and was, in fact, seen in the original *NFS: Hot Pursuit*), but the way it's been executed is truly nothing short of amazing.

It's one thing to race against other cars, but this is a game where you truly have three opponents: other racers, the course itself, and, most importantly, the cops. These guys are smart, well coordinated, and will do whatever it takes to stop you. Unlike other games with police elements, where the fuzz simply tailgate you, here they cut you off, shove you, use nitro boost—and that's just the basic stuff. Tick them off enough, and they'll set up road blocks, call in flash-bang dropping helicopters, and lay spike strips. All the while, you hear their radio chatter (which is essential to outsmarting them) and

► How do you catch a speeder in a Porsche Carrera GT? Easy: you get behind the wheel of an even faster Lamborghini Murcielago pursuit car!



marvel as they individually pursue other racers and work strategically to stop you. If you can hold out long enough, there are few more satisfying victories than outrunning and out-thinking this game's cops.

Behind the Wheel

The game's feel is a solid balance between arcade and sim, with less emphasis on power-sliding than seat-of-your-pants precision driving through traffic (and there's lots of it). In fact, the traffic is especially handy—it's easy to run opponents or cops into oncoming cars or cause

wrecks to block them.

The course designs are superb as well. Whether point-to-point or circuit-based, each one is huge (some up to 15 miles) and loaded with shortcuts and alternate routes (essential to avoiding road-blocks and losing the fuzz).

What's also great: both of the main modes are broken down into an event tree (there are 60 events total) where you can see the objective and reward for each race. You can then select your "rewards path", and once you've completed it, go back and take a different one until you've unlocked everything. This creates a lot of replay

The thrill of the chase

The sheer craftiness of *NFS:HP2*'s cops is what takes the game to the next level. They won't hesitate to ram you, block you, blow out your tires, or even drop explosive barrels in your path using helicopters!



▲ First the cops just ram you off the road.



▲ Then they use roadblocks and helicopters to trap you.



▲ The course variety is superb, spanning dusty desert runs to sunny seaside drives.

<< NOTHING IS MORE SATISFYING THAN OUTRUNNING AND OUTTHINKING THESE COPS >>

value, as does the fact that you can play a side game as the cops, or grab a friend and play a thrilling round of cops-and-speeders.

Showroom Shine

Like its cars, *NFS:HP2*'s presentation is polished to near perfection. The car models, track visuals, and effects (the reflections are some of the best we've seen) are all eye-popping—we only wish the game ran at a full 60fps and

PSM BREAKDOWN

An up-close look at the game in action

Record 2:22.64
Current 56.57
XXX ★★★★★

1 + B 32
2 Player1 0.03
3 - 0.03
4 - 0.11

▼ The cops play downright dirty—they'll do anything in their power to stop you.

▲ Get busted three times and you're out of the race. The stars indicate how many cops are after you.

▲ More than in any other racer, you really have to keep an eye on the course map. It'll help you keep from speeding past shortcuts.

▲ Using the various shortcuts and side roads is the key to shaking the cops and your opponents.



▲ Playing as the cops, you can deploy roadblocks and 'copters—it's very strategic.

HOW IT STACKS UP

GRAN TURISMO 3 A-SPEC	10
NFS: HOT PURSUIT 2	9
BURNOUT	8
TEST DRIVE	7
SUPERCAR STREET CHALLENGE 6	

5th / 8

Record 52.66
Current 52.66
XXX ★★★★★

1 + S 24
2 Player1 0.59
3 - 0.24
4 - 0.24
5 - 0.24
6 - 0.24

▲ The mix of exotic and luxury sports cars is solid, and, unlike in other licensed racers, you can actually smash them in crashes.

better. Besides fixing the framerate shortfall, we would like to have seen opponent indicators (they sometimes get hard to spot in all the traffic) and a better way to get a sense of the cop's positions in relation to yours—maybe a radar-like display? Most of all, though, this game really needs car performance customization. Even a small

amount would have helped, and definitely put it over the top.

Minor nits aside, *NFS:HP2* is easily the best arcade racer available on PS2, and one of the best games ever in the genre. If you're feeling the need for some very pulse-pounding speed, you definitely need to get yourself behind this game's wheel.

RANDY NELSON

PSM 9

FINAL SCORE

OUTSTANDING

Phenomenal tracks, control, and police interaction combine to create one of the most unique and challenging arcade racers ever—and the best on PS2.

GAME INFO | PUB BLOODS | DEV PRRR RADICAL | TYPE FPS | MAX PLAYERS SIXTEEN | ESRB RATING TEEN



Despite the improved character models and background detail, the framerate is still at 60 and rarely ever drops.

TIMESPLITTERS 2

Bigger and faster than the original

The original *Timesplitters* definitely set a standard for console-based first person shooters. Not only did the game run at a near

constant 60FPS, it also featured a myriad of mini-games and challenges. These additions were designed to lengthen the single-player experience, especially since there wasn't any sort of real story mode. Regardless, it was a good game that, despite its problems, provided a lengthy and fun experience. Now, almost two years later, comes the release of *Timesplitters 2*, a sequel that addresses many of the problems of the past game and also

throws in a lot more depth and gameplay.

First off, a true single player mode has been added and explains more of the background story and why you're running around the levels shooting people. Everything's a bit cliché, but at least there's a reason for everything now. It doesn't just feel like a bunch of random levels put together for no reason. The levels them-



PSM MUST-BUY SILVER

selves are quite well-designed and, except for a few of them, are balanced nicely. Some of our favorites include the Hangar and Robot Factory. What's great is that as you complete more of the Challenge mode, more and more levels become unlocked.

To be honest, *TS2* isn't the best-looking FPS of all time, but its visual style is

definitely unique and more apt to leave an impression on you. Perhaps it's due to the cartoon-like character designs or the highly varied and colorful environments. This is also one of the more challenging titles in the genre with a difficulty that ramps up pretty quickly. You're definitely going to have to practice, practice, practice in order to unlock everything.

Also, while promised earlier in its development cycle, *TS2* doesn't feature any sort of internet-based online gameplay. Apparently, the developers ran out of time. However, they did manage to throw in both i.Link and LAN (Local Area Network)



▲ There must be close to a hundred different characters in this game, ranging from the normal to the more bizarre.



▲ The Robot Factory is one of the cooler levels because of the high-tech weapons that you can use.

compatibility, which is sort of a good thing. Far less people are going to be able to take advantage of it, but at least it's there, right? Still, there are countless multiplayer modes and options for you to discover, including everything from the returning "Capture the Bag" to the clever "Vampire", where each kill replenishes a little bit of your life bar. In all, there are well over 16 different game types for you to learn and master.

When you look at the whole package that is *TimeSplitters 2*, you

have to imagine that the developers are proud of their accomplishment. Virtually all of the problems that were present in the first game are gone, replaced by a greatly improved single player experience and a highly enhanced multiplayer component. Even the soundtrack is to be commended because it's both well-orchestrated and non-intrusive. Sure, we would have loved to have seen online support, but that would have just been extra icing on an already sweet cake. Even without it, *TS2* is a great game and definitely deserves its time in the spotlight. **STEPHEN FROST**



► This is like some strange sort of stand-off. She appears to have more guns than you, though.

<< TS2 IS A GREAT GAME AND DEFINITELY DESERVES ITS TIME IN THE SPOTLIGHT >>

Improvements Everywhere

Virtually everything in this sequel has been greatly improved over the original game. This includes the sheer number of modes, characters and features.



▲ With countless characters, challenges and an excellent map editor, *TS2* really delivers the action.

HOW IT STACKS UP

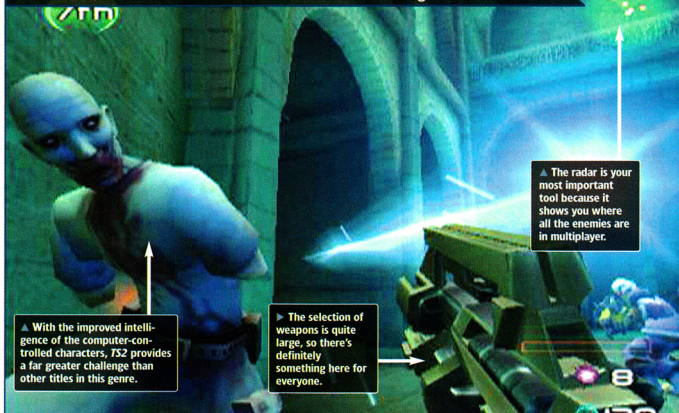
TIMESPLITTERS 2	9
DUES EX: THE CONSPIRACY	9
MEDAL OF HONOR FRONTLINE	8
007: AGENT UNDER FIRE	8
TIMESPLITTERS	7

PSM 9 OUTSTANDING
TimeSplitters 2 is a great multiplayer game and has plenty of modes and secrets to unlock. The difficulty curve is a little rough, though, so be prepared to practice a lot.

FINAL SCORE

PSM BREAKDOWN

An up-close look at the game in action



▲ With the improved intelligence of the computer-controlled characters, *TS2* provides a far greater challenge than other titles in this genre.

► The selection of weapons is quite large, so there's definitely something here for everyone.

▲ The radar is your most important tool because it shows you where all the enemies are in multiplayer.

GAME INFO | PUB: SONY | DEV: INSOMNIAC | TYPE: PLATFORM | MAX PLAYERS: ONE | ESRB RATING: TEEN



▲ Have big gun, will travel: Ratchet & Clank have a wide array of devices to help them out, including the Devastator—also known as a rocket launcher.

► Ratchet and his pal Clank defend the universe in what may just be the platform title of the year! You need to get this game!

RATCHET & CLANK

Insomniac stays up to deliver a fantastic platformer



Lots of people are going to take one look at *Ratchet & Clank* and think it's simply *Jak & Daxter* in space. And to be honest, they're right. This is *Jak & Daxter* in space, but with lots of guns, lots and lots of explosions, 30 other gadgets, like grind boots and inflatable decoys, a bigger storyline, more humor, far less collecting, and... You get the idea, right? *Ratchet & Clank* is not *Jak & Daxter* (or any other game) in space. It's something altogether different.

Technologically, the game actually manages to blow *Jak & Daxter* away, which is no easy task. The levels are huge, and filled with intricately detailed architecture and hordes of enemies. The framerate is solid, the

animations need to be seen to be believed, and the color palettes almost explode off the screen. Simply put: it's gorgeous.

A Regular Inspector Gadget

The rest of the game is equally solid, and deceptively sophisticated. It starts off feeling like a typical, slightly funnier than usual platformer. However, as you progress, the gameplay gets deeper and deeper, taking on an RPG feel. This is mostly because Ratchet is a regular Inspector Gadget, constantly buying new gizmos that can open up new areas, or give you new killing methods, or unlock new minigames (including



<< THE COLOR PALETTES ALMOST EXPLODE OFF THE SCREEN. SIMPLY PUT: IT'S GORGEOUS >>

SSX-inspired hoverboard races). These devices run the gamut from creative to outlandish. The Hydro Displacer enables you to move a swimming pool's worth of water from one place to the next, and the Suck Cannon actually inhales small enemies and then recycles them into ammo. Then there's the R.Y.N.O., a weapon named for its ability to "Rip You A New One" — this one's perhaps less creative, but you really want a R.Y.N.O. now, don't you?

This vast selection of gadgets gives the game great freshness and tactical depth (especially in the boss battles), taking it beyond the scope of a traditional platformer. In fact, *Ratchet & Clank* may be the first platform-action shooting RPG to grace the PS2... or any other system.

Tuned to Perfection

Problems are very few and very minor. The Blaster's targeting is a tiny bit flaky at long range, the music is

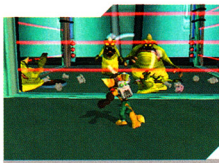
PSM BREAKDOWN An up-close look at the game in action



▲ Enemies are different on every planet, and often require specific strategies to defeat.

► Ratchet has more toys than Wal-Mart, and most of them make things explode.

▲ Big busy levels packed with details and other moving things like traffic, trees, and enemies – lots of enemies.



▲ Your Mine Glove can waste these nasties right through the laser force field. It's very sweet... messy, but sweet.

HOW IT STACKS UP

RATCHET AND CLANK	9
JAK AND DAXTER	9
SLY COOPER	8
KLONKA 2: LUNATEA'S VEIL	8
TY THE TASMANIAN TIGER	8

fine, but forgettable, and the camera will cause you some troubles at first. It doesn't follow the player's every move, so we occasionally took damage because we were hit by something in front of us when the camera was beside Ratchet rather than behind him. However, this is



▲ Enemies typically explode into bolts when destroyed. Which is good, because bolts are money. Bling, bling!

probably intentional—the controls are so tight and Ratchet so mobile that, if the camera were always directly behind him, the player would be motion sick in minutes. At any rate, the camera is freely adjustable, and stays out of the walls, so this is a minor inconvenience at best.

Ratchet & Clank is ambitiously designed and expertly constructed.

Most importantly, its gameplay has been tuned to perfection. Give it a try — it's one of the PS2's best games.

ERIC BRATCHER



▲ Clank gets to go solo from time to time, seeing as how Ratchet can't breathe in the cold vacuum of outer space and all.

PSM 9 OUTSTANDING
FINAL SCORE

Ratchet & Clank has it all: a funny, solid engine, good characters and a gory story, and an envelope-pushing gameplay design blessed with tight controls.

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