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REVIEWED

**Gran Turismo
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VOTED TOP SOLUTIONS MAGAZINE BY READERS

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Why we're better than all the rest

CHECK this out. It could save you from serious brain blight or that final lurch to suicide. Why? Because we have zapped all those duff guides, crap cheats and totally useless tips which some other PlayStation mags pass off as perfection - driving us all to the lager larder in the process.

Every game in Zone gets the fully check - by experts. Call it quality control, customer service or attention to detail if you like. We call it 100% common sense - all part of the Crap Free Zone policy. What you get it what you can count on.

So take care...we do!

Andy Sharp
Editor

100%
zone
checked

86

86

Meet The Z Team



Editor Andy Sharp knows more about gaming than a

Las Vegas dealer on a high roll. Known as The Huntsman (because he's never been out-foxed), Andy likes designer beer, Lara Croft and killing zombies - not in any particular order.



Jonathan Eves has played more games than most of

us have had hot dinners (he doesn't have time for hot dinners). An expert tactician and a ruthless executioner, his reviews and expert analysis come straight from the hip. Crap cheats send him crazy.



Brendan Watson once forgot to go to bed for three

days, having caught the dreaded disease known as Resident Evil 2. He beat that one and is now butcher's dog fit to take on anything that moves (except Lara Croft - she's Andy's).



Simon Cowley, a former computer programmer,

found PlayStations more of a challenge. The challenge became an obsession to the point where he now switches the screen on and off five times a la Jack Nicholson. He has an answer everything.



James Cannon likes to get to grips with little green

mutants...but that's enough about the lads at the office. A gamester supreme, his dedication is notorious. He has even been known to put the playing of Diablo before buying a round of drinks in the pub.



Big Mack is a former boyfriend of Lara Croft - a

blind date which developed into a blind drunk. He was adopted by Zone because he could open beer bottles with his teeth. His pungent vocabulary (and body odour) makes him a forceful presence.

PlayStation Zone was brought to you by: Editor: **Andy Sharp** Art Director: **Dean Wilson** Art Editor: **Mark Nolan** Production Editor: **Tony Jackson** Contributors: **Vade Mecum, Lewis Pek, James Cannon** Ad Sales: **Carrie Nash** Marketing Manager: **Steve Tagger** Scanning: **Mark Forbes** Production Manager: **Alan Capper** MD: **Ian Bloomfield** Publisher: **Robin Wilkinson** Assistant Publisher: **Carol Ann Barrett** Circulation Director: **David Wren** Address: **PlayStation Zone, Rayner House, 23 Higher Hillgate, Stockport SK1 3ER** Editorial Contact: Telephone: 0161 480 9811 Fax: 0161 429 6028 Sales & Marketing: Contact: 01625 87888 All copyrights and trademarks acknowledged



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He's back to finally put paid to Dr. Knarf

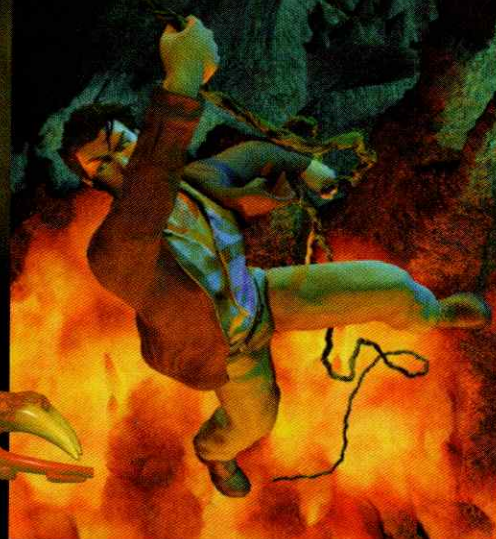
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Get your motor runnin'



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Dust up your fighting skills in this Platinum classic

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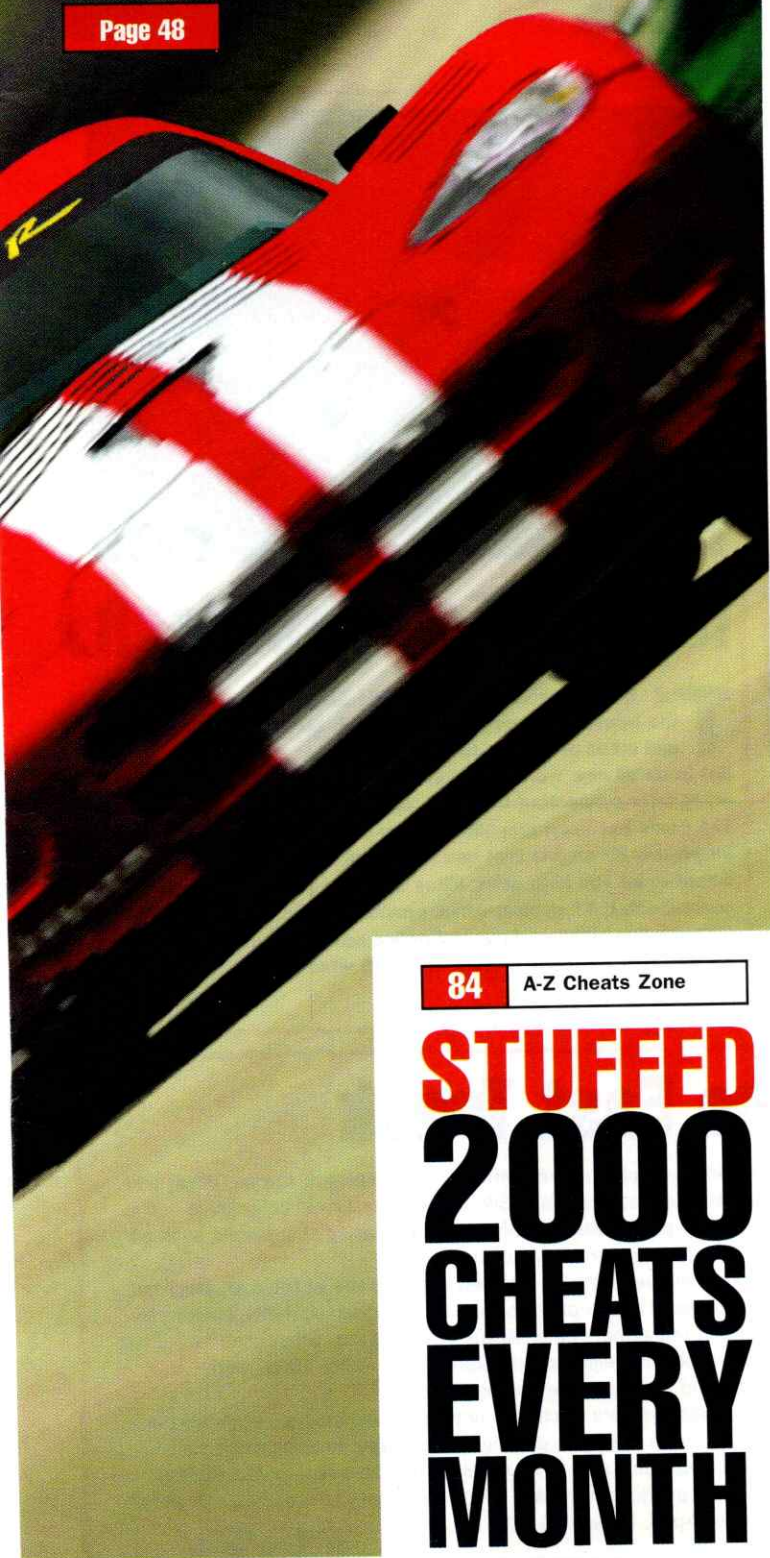
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Get your motor runnin'



New Gran Turismo
licence and car guide
plus souvenir race
track pull-out

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STUFFED
2000
CHEATS
EVERY
MONTH



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Padding Up For England

PATRIOTIC players who want to feel part of the World Cup can now get the official England joypad, complete with the Three Lions shield and team colours — white casing and blue action buttons.

Leda Media Products — the UK's number one manufacturer of PlayStation and Nintendo gaming essentials — has secured the FA licence for its Official England Joypad which features all the controls necessary for PlayStation games — four action buttons, four shoulder buttons, select and start buttons and a circular D-pad that pivots about a fixed point to make gameplay easier for tricky goal scoring shots.

The gizmo is available in two packs — a stand-alone joypad for £11.99 and a special limited edition value pack featuring an Official England Joypad with a Blue Memory Card, complete with England team shield, for £19.99.

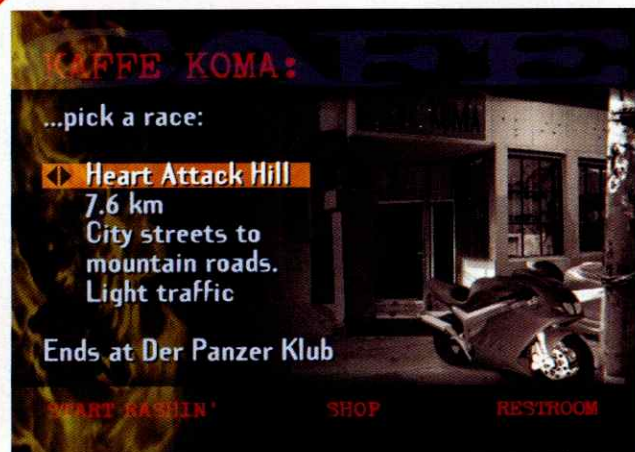


Seconds Out!

SECOND hand software could get a Samurai chop in Japan if Sony has its way. The company, trying to outlaw the sale of used products, says that such sales are draining cash from publishers — not as much money being spent on new items — as well as creating customer confusion.

OK, so Sony might have some sort of a case when they see games being sold at half price only a week after launch, but how would any ban be operated?

If Sony succeed in Japan it seems likely it will turn its sights to the UK. Gamers, you've been warned.



Itching For The Rash

THE Rash is spreading. Electronic Arts is all set to bring you the latest in the series— Road Rash 3D — and with it miles and miles of biking mayhem.

Set in an all new world, you have to clock up a series of wins along inter-connecting freeways, city streets, alleys and bridges. The game has been graphically revamped and there is an innovative 3D engine that can handle multi-level detail, surround-sound to let you hear other bikes screaming up on you, and a sophisticated AI system which provides distinctive personalities for each enemy biker gang and police squad members. There are six different weapons in Road Rash 3D which rides into town later this year.

Feel Of The Fast Track

ANOTHER handy helper new on the market is the Gamester PSX Analogue Joypad, developed by Leda Products and boasting total accuracy and 360-degree freedom in compatible games. It is especially useful for playing PlayStation sports and racing simulations such as F1 '97, Porsche Challenge and TOCA Touring Car Championship.

The PSX features two miniaturised analogue joysticks, situated in the centre of the pad, which are topped with circular pads and manoeuvred by the player's thumbs. Improved dexterity, longer play and less finger fatigue is the name of the game. The analogue thumb sticks, when used in conjunction with the regular pad controls, can also provide players with faster turns, more graduated acceleration and braking and precise angles of movement.

A Digital/Analogue mode switch enables players to change between three modes - an Analogue mode for activating the thumb sticks for precision gaming, an Analogue Joystick mode for compatibility with the Sony analogue accessory and Digital for use as a regular PlayStation joypad. The pad also features Independent Turbo and Auto Fire buttons and comes complete with 10 action buttons and a full D-pad. Price: £19.99.



ChartZone

Week ending 16th May 1998 - Charts supplied by Chart Track

1	←	Gran Turismo	Sony
2	←	Resident Evil 2	Platinum
3	←	Tomb Raider	Platinum
4	←	Tekken 2	Platinum
5	←	Crash Bandicoot	Platinum
6	↑	Micro Machines v3	Platinum
7	↑	Die Hard Trilogy	Platinum
8	↓	Three Lions	Take 2
9	↑	Int Super Star Soccer	Platinum
10	↓	FIFA: RTWC '98	Electronic Arts
11	←	Pandemonium	Platinum
12	↑	Porsche Challenge	Platinum
13	↓	Grand Theft Auto	Take 2
14	↑	Destruction Derby 2	Platinum
15	↓	V-Rally	Infogrames UK
16	↑	Croc	Electronic Arts
17	↑	Wipeout 2097	Platinum
18	↓	Soviet Strike	Platinum
19	↑	G-Police	Psygnosis
20	↓	Worms	Platinum
21	↓	Mortal Kombat Trilogy	Platinum
22	↓	Rayman	Platinum
23	↑	Tomb Raider 2	Eidos
24	↓	Formula 1 '97	Psygnosis
25	↑	Theme Hospital	Electronic Arts
26	↑	Gex 3-D	Take 2
27	↑	Ridge Racer Revolution	Platinum
28	↓	Jurassic Park: LW	Electronic Arts
29	↓	TOCA: Touring Cars	Codemasters
30	↓	Deathtrap Dungeon	Eidos



HIDE

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Blast 'Em To Hell

THERE'S nothing more satisfying than just sitting there blasting away everything in sight. Such therapy comes with Viper from Infogames UK, a follow up to the highly successful Tunnel B1. Xample have put two years hard graft into this one — a pure see and kill number for those basic instincts. We await the opening shot with interest.



Touch Of Evil

GETTING through the police station and sewers in Resident Evil 2 takes a touch of genius — your shaking hand might need a little help in the shape of the Resident Evil Pad. ASCII has announced the launch of this custom designed peripheral, licensed from Capcom, for use with Resident Evil, Resident Evil Director's Cut and Resident Evil 2.

Ultimate blasting control comes with gun grip trigger and the makers claim the pad provides the best character movement, best control and maximum comfort. Recommended price is £24.99.

STUCK? STUFFED? SUICIDAL?

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You will then need the four digit PIN NUMBER:

Free use of this facility expires on July 30 when Issue Number 3 of PlayStation Zone appears with A NEW FREE ACCESS PIN NUMBER for the GAME OF THE MONTH. Before then you can get the complete passwords for Theme Hospital, sample Deathtrap Dungeon and, of course, enter a new prize competition.

The Zone Cheat Hotline is being made exclusively available by the CHEETAH LINE GAMES CLUB. Offering the most advanced dedicated PlayStation games solutions service in the world, Cheetah is a truly unique source of instant information for PlayStation blockbuster titles.

Get the complete walkthrough to Deathtrap Dungeon on the Guides and Walkthrough Line. New cheats for Gex 3D, Crock, Pandemonium and lots more can be found on the Super Fast Cheats Tips and Codes line together with a new competition.

The expert Cheetah team delivers ALL THE TOP TIPS, SOLUTIONS and CHEATS before anyone else.



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Guides and Walkthroughs

08961 108 800
Super Fast Cheats Tips and Codes

Calls charged at 60p and £1 per minute respectively



More Than A Match

DOMINOES, of course, is a game for sad old men who don't know a PlayStation from a garden shed. Not so. A new wacky character from JVC is about to make domino freaks of us all.

Mr. Domino is a new action/puzzle game which is a lot more fun than you would think. You play Mr. Domino by laying a trail of dominoes behind you while moving through a series of levels, linking up hotspots. Once round the course and the doms will begin to fall — if you've completed the link you are off to the next level. Sounds too easy doesn't it? Well, it's not that black and white. Get ready for some serious frustration when Mr. Domino is released this summer.



Fancy a street fight?

THE STREETS of San Francisco have seen plenty of burnt rubber. Remember Steve McQueen in Bullitt? Remember San Francisco Rush, GT Interactive's racing mayhem game which was an arcade killer and a fairly big number when it came on the N64? Well, the Rush will shortly be driving onto your PlayStation. It will feature six tracks and eight cars plus a bag of hidden stuff. The promise of all that hardware to crash round the camel-hump roads of 'Frisco is a drool-grabber. We're getting ready to rev it up.



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Win a wheel!

Top Cheats are a winner

Dear PlayStation Zone

Firstly, congratulations on Issue No. 1. I found it excellent value for money. Tips and cheat, however 'dishonourable', allow consumers to get the most from their games and, after all, maximum enjoyment is what you are looking for when you've just shelled out £45.

I found the AZ cheats guide very comprehensive, although I noticed one mistake which may frustrate Tomb Raider 2 fans. For the blow up Lara, level skip and weapons cheats, players should first light a flare before attempting the manoeuvres. Also, a backflip must be performed instead of just a simple jump (this is achieved by jumping forward and immediately pressing O). For the level skip success is accomplished when the game freezes in mid-air. For the weapons cheat there appears to be no acknowledgement of your success. Don't worry, just check out your inventory and prepare to have some serious fun with an M16 (this cheat also gives you 50 large and small medi packs).

Well, that's all. Good luck with future issues which I will definitely be snapping up when they appear.

Darren Cross, Kettering, Northants.

● Listen up - the Tomb Raider 2 cheats were checked before they were printed. Shouldn't have been any problems with them. I mean, I should know, what with me and Lara, right... If there were any faults we can only grovel - it was definitely not one of our lads. Must have been a last minute cock up by one of the suits.



One lucky reader each month will win THE ULTIMATE ESSENTIALS FROM GAMESTER! Officially the UK's best-selling range of video game accessory essentials is offering the winner of the top cheat a bumper stash of PlayStation gear to give you the competitive advantage in your next full-on gaming marathon. The lucky reader will win: PSX Steering Wheel complete with foot pedals PSX II Joypad complete with Turbo and Auto Fire features PSX 1Mb Memory Card. Cheat entries should be sent to PlayStation Zone, Rayner House, 23 Higher Hillgate, Stockport SK1 3 ER If you want any more information on the Gamester gear, check out their web site at www.leda.co.uk



Secret boards: Enter free ride mode with all the tracks and break all the records.

Mirror mode: When you have all the tracks press R1 + O on free ride mode.

Alternative outfits: Highlight snowboarding combined and press Down, R1.

Chris Doman, Fairstead, Essex

● Spliff me.

Alternative outfits?

What do you mean? At least they can add new spice to this winter sports classic.

Dungeon guide

Dear PlayStation Zone

Could you please find me some cheats for Deathtrap Dungeon and Final Fantasy VII because I am really stuck on them?

David Briggs, Spennymoor, Co. Durham

● There are no cheats to speak of for Final Fantasy

VII so boff off.. Our guide for Deathtrap Dungeon in this issue should see you right.

Nice and nasty

Dear PlayStation Zone

I thought that your first issue was excellent, it was great value for money. I always write to PlayStation magazines but my letters have never been published.

I'm sure you'll be kind enough to make it a first.

Anyway, here's my question. I am playing Final Fantasy VII and I'm on the third disk. I have a gold chocobo and loads of money, but unfortunately I missed the 'W-Item' materia in Midgar. Is there anywhere else I can get it?: Please help, I want to be able to

get it without killing Emerald Weapon.

Daniel Thomas, Prestatyn, Denbighshire

● Andy told me I've got to use this letter. What a larra crap. It's bad news as far as the W-item is concerned. You can't go back and get it. So weep. Hope you've saved your game regularly.

Bear necessity

Dear PlayStation Zone

Here's a cheat for Crash Bandicoot 2. After completing warp room one you will be warped into warp room two.

Find the door marked Bear It, jump continually on the polar bear sitting outside the door to gain ten extra lives.

Wesley Kneller, Leicester

● Errm.

Hair restorer

Dear PlayStation Zone

Please, please, please. Do you have any cheats, tips, infinite

lives etc. for Jersey Devil, Rascal and Deathtrap Dungeon? I'm pulling my hair out.

David Haines, Cheltenham
P.S. Great mag, great vfm, great guides and walkthroughs.

● What do you want, blood. You shouldn't need any cheats for Jersey Devil now our guide is concluded. Rascal is a possibility for a future guide. As for DD, your troubles should be over by now.

Getting your goat

Dear PlayStation Zone

I know it's old, but please - how do I get past the goat in Broken Sword 1?

N. Houghton, London

● You can get past the goat by moving the plough. Then move over to the left and the goat will butt you. Quickly click on the hole which you need to get down. You should get up and make a run for it. Right, I'm off up the offy.



Z-Mail

Sends us all your cheats and letters. NOW

Big Mack used to write lots of letters to Lara (or at least try to), so we gave him the job of Z-Mail editor. What better way of getting to know Zone readers? Why not drop Big Mack a line? Letters should be addressed to: Big Mack, PlayStation Zone, Rayner House, 23 Higher Hillgate, Stockport SK1 3ER



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Walkthrough was spot on

Dear PlayStation Zone

£10 winner

I think your first issue was great and proved to be very helpful as I was stuck on Resident Evil 1 for months and your walkthrough just did the trick.

Well, the game wasn't mine but I'm saving up for it. The problem is which one should I buy - Resident Evil 1 or Resident Evil Director's Cut? Please help me, I can't decide. I bought the 10 minute demo of Resident Evil 2 and read your cheat about the clothes change. I've got the special key, but just can't make it to the room where you use the key. But I'm sticking with it.

I've taken the time to put down some easy killing tips for Resident Evil 1 & 2:

Res 1 - when you meet the Tyrant for the first time there is an easier way of killing him. Well, here goes - equip the rocket launcher with acid rounds. Stand slightly to the left of him and as you go to shoot him quickly press up & X. This should shoot higher than usual and should give the old timer a heart attack. One to three shots will kill him.

Res 2 - instead of wasting vital ammo on trying to kill the S.T.A.R.S. member near the police station down the alley; ready, aim, fire and hold X button. This will make Leon fire constantly so it should only take five bullets in total for him to fall to the ground. then you just walk over, let yourself be mauled at the ankles and then Leon will stamp on his head.

Alex Curran, Portstewart, Co. Londonderry

● Yeh, yeh creep. So you get the tenner. It took Andy bloody hours to do that solution and he downed most of my lager - waster. For more guts 'n gore check out the Director's Cut, the original is included with some new puzzles to suss in the advanced game.

Check out Diablo

Dear PlayStation Zone

Well, I'm writing to you because I've just bought an Action Replay for my PlayStation and a copy of another PlayStation tips mag, but the codes for Resident Evil 2 don't work. Can you tell me why? Please send the proper one if possible and can you also send me codes or cheats for Diablo.

Thanks for your help on this, and I think your mag is "brill."

Michael Pullen, Keighlon

● I could tell you to barf off, fancy buying another crap tips mag. We don't, as a rule, bother with Action Replay codes because we can't cram more into our stonking mag. Maybe in future OK. As for why they don't work, don't ask me mate, get your money back off the over-priced mag involved. Stuck on Diablo are you? Well, bleed baby or just check out our huge guide in this very issue. The second part will be included next month.

Distress call

Dear PlayStation Zone

At Christmas I got Final Fantasy VII. I am getting very distressed, so please do you have any cheats to kill Demon Gate? .

Matthew Chapman, Borrowash, Derbyshire

● Distressed! You'd be distressed with my job putting up with Andy and his habits. Build your materia and experience by fighting the smaller monsters which give you more experience, and when you reach Demon Gate try using different spells to match the creature. Work out which one does the most damage. Use this the most.

Add a little spice

Dear PlayStation Zone

Here's some cheats for Coolboarders 2. Play as Alien or Snowman. Complete all 100 moves in the master mode and break all of the records in the free ride mode.

Incoming



Gran Turismo – Sony

It's certainly been a long time coming but the wait is almost over. The real driving simulator is upon us any moment now and it offers a whole new spectrum for driving fans everywhere.

Offering in excess of 200 cars from Mazdas to Aston Martins you can enter the races in the full knowledge that the more successful you are the more you can customise and upgrade your car to give it extra clout. Whether you buy better

tyres, change your gearbox and suspension all of the changes you make will actually make a difference to the overall handling of your car.

Another aspect which guarantees a longer life for GT is the inclusion of various tournaments and skill driving games. You can begin the full game of GT but you will need to obtain your licence to race on the tougher courses. This works well due to the fact that as well as

earning the right to race the tracks, you gain some of the driving skills necessary to get you round in one piece.

It's worth mentioning however that this is in no way an instantly playable game. You need to

practice if you're to get up to speed. You will begin with limited cash for the duration and need to be successful to gain more money for the improvements to your car. If you struggle to gain

positions you're going to struggle making the crucial improvements for the trickier races on the horizon. A gem

rated: ★★★★★



Preview + Preview + Preview + Pre



CRIME KILLER – Interplay

We first heard about this last year sometime and now it's almost upon us. Running at an impressive 50 fps it's another furiously paced police chase around some cities of the future. Whether you ride your powerbike or rule the streets in your ultimate cop mobile, the choice is yours.



WCW NITRO – THQ

Once feared by everyone, THQ have offered us few surprises down the years. Nowadays, we seem to get the odd gem from time to time. WCW Nitro is one of these. Offering a host of ridiculous outfits and over 60 (that's right) impressive wrestling heroes it's all a bit of a giggle really.

In the interest of safety, before setting off on any journey,
repeat the words, "I am not playing
Gran Turismo, the most realistic driving
experience ever with unparalleled graphics and
two player dual shock controller" three times.



DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION



Wreckin' Crew – Telstar

Get yourself geared up for the far from serious alternative to Gran Turismo. Nowhere near a driving simulator and taking in vehicles which wouldn't go amiss in Wacky Races, Wreckin' Crew is a fast paced cartoon style beast.

The wacky theme is enhanced with several bonus items such as coins, turbo boosts and weapons for some cheeky cheating to gain your glory. On top of this a little brawling with opposing drivers enhances your road rage tendencies.

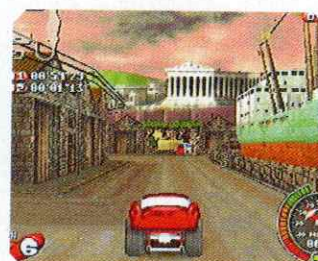
Unlike many straightforward racers the circuits are there to be abused. Shortcuts are your best hope for victory (along with your pagga skills and cunning trickery). As you may have gathered there's not much chance of a black flag being produced by an over keen marshal, because there isn't one.

In total there are four environments to race through

from the city streets of Sydney to an overcrowded theme park. Add to this several different game modes such as a two player head to head death match and cup competitions there's enough fun and variation packed in here to make even the most miserable sod crack a smile.

If there's a downside to Wreckin' Crew its only minor flaw is that its lasting appeal is far from assured. However, played for quick bursts it's got all the right elements for that quick fix we all need from time to time.

rated: ★★★★★



Preview + Preview + Preview + Preview



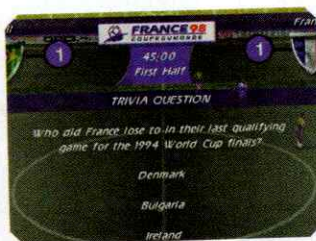
VMX RACING – Funsoft

Imagine yourself lined up, revving that engine and getting ready for some serious scrambling satisfaction? Can't find enough dirt to satisfy you? Well, fear not because Funsoft have added that rarest of beasts to the PlayStation world. The scramble bike racer. Makes a change from cars when all is said and done!



BEACH VOLLEY HEROES – Funsoft

They're a little like buses Funsoft. Nowhere for ages and then a bunch of them turn up all at once. This time around it's Volleyball which gets the nod and on the evidence we've seen so far it's a cross between said volleyball and a beat 'em-up. Not because you kick the living crap out of the opponents but because you can pull off special moves. Odd, and surprisingly enjoyable.



World Cup '98 – Electronic Arts

The steady flow of EA sports games continues with the official World Cup licence. Hot on the heels of FIFA 98, your joypads will still be glowing from the great competitions had in the Road To World Cup.

Now it's time for the real thing. All the people who found FIFA just a little too simple to complete then you're in for some battles of strength in the World Cup. The computer teams are now much stronger than before so winning the most treasured prize of them all will have to be earned. And then some.

The basic gameplay from RTWC has been kept so it still plays like a dream. The main difference is in the speed of the players. World Cup 98 plays at a greater pace than any before and really is quite spectacular.

Each of the stadia contained in the competition is the exact specifications of its real life



counterpart and before each of the matches you're given a view of the cities you're playing in. EA are now getting the quality of their sports games so high that it's going to be a task for anybody else to come close.

rated: ★★★★★



Preview + Preview + Preview + Preview



PHAT AIR EXTREME SNOWBOARDING – Funsoft
See, you just can't get away from them. Funsoft tempt us away from the beaches into the snow topped mountains for the latest in a long line of snowboarding games. Whether it will compete with Cool Boarders, Snow Racer and the rest is another matter entirely. But, you never know.



KULA WORLD – Sony
Fancy a bit of brain candy. Then here it is. This could possibly be the finest puzzle packed moment since the heady days of Tetris. Oddly you must guide a beachball through a 3D environment avoiding traps, drops and a host of other hazards. You can stick to any solid surface so gravitational pull isn't a problem but you can jump and float off into oblivion. Freaky and frustrating.



World League Soccer – Eidos



After the frantic pace and playability of their Soccer '97 it will come as no surprise to learn that WLS is a step up from last year's outing. Having more in common with FIFA than Soccer '97 it's going to surprise any fans of the footballing genre.

With everyone's attention firmly fixed on the coming World Cup tournament there's a huge influx of games winging their way into the shops. It's no doubt going to be a tough decision for many wishing to buy a new footie game. EA's World Cup is obviously high on the agenda but this definitely shouldn't be overlooked.

Featuring teams from the top



flights across the globe there's one hell of a lot of choice. This theme continues into the options and team strategies where it isn't found wanting.

Some of the realism is second to none and goals can be scored in many different ways which is much more rewarding than simply finding an optimum shooting point.

Where it slips up slightly is in the gameplay, it's nowhere near as instantly playable as others, but a little perseverance will reap rewards.

Rated: ★★★★★

Zone Recommended games

- | | |
|-------------------|-------|
| Everybody's Golf | ★★★★★ |
| Resident Evil 2 | ★★★★★ |
| Gran Turismo | ★★★★★ |
| World Cup '98 | ★★★★★ |
| Tomb Raider 2 | ★★★★★ |
| Gex 3D | ★★★★★ |
| Micro Macines v3 | ★★★★★ |
| TOCA Touring Cars | ★★★★★ |
| Theme Hospital | ★★★★★ |
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Gran Turismo



Theme Hospital



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DEATHTRAP DUNGEON

Jump straight into this with your size tens and get busy with your chopper. Nobody can stop you now



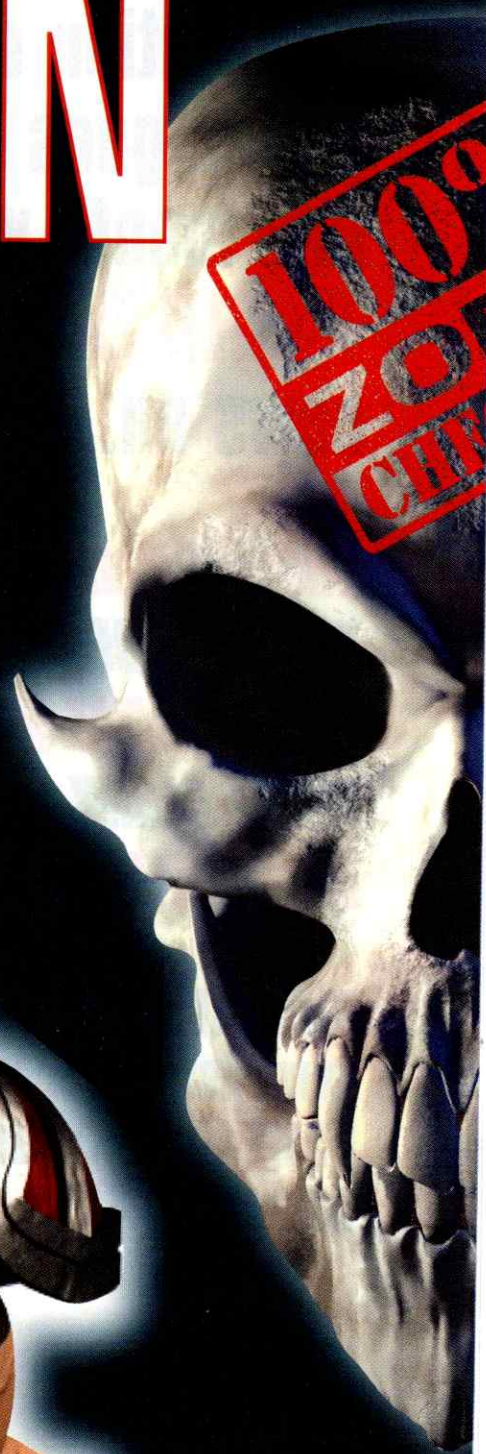
Nobody, but nobody has ever stumbled from the dreadful labyrinth in the hills surrounding the city of Fang Andy Sharp takes you into a

huge area filled with traps and creatures of doom. Owned by Baron Sukumvit, who rules over the city using fear and violence no vigilante warrior has liberated the people of Fang to date. Can Deathtrap Dungeon ever be overcome? Well, it can be now if you've got the bottle and the stomach for the job. This first part will take you through half of the quest.

Chaindog — The Hero

His name was gained in the savage war pits where he fought for the sickening entertainment of the local nobles.

Being what can only be described as an animal he was chained up to protect others around him before entering the arena. After making good his escape and exacting revenge on his holders he makes his way to Fang to tackle Deathtrap Dungeon. Could this be his final resting place? Not a chance



Potions, Charms Keys & Treasure

1. Health Potion



It's the age old health bonuses which can save the day. Collect as many as possible. Use them sparingly

2. Antidote



If you're hit with poison from any of the enemies then you're going to need this to make a full recovery

3. Strength



It's a bit like a get out of jail free card. Use it and the vermin you're fighting will fall thick and fast

4. Speed



If you're in need of making some progress very quickly indeed, this is the baby you're going to need

5. Charm Of Icy Cool



This will protect you from the fire breathing antics of dragons or the attacks of fire traps for a little time.

6. Warding



Crucial to any player who comes under heavy attack. This lowers the damage their blows will inflict

7. Anti-magic Charm



This is exactly what it says. If enemies use magic against you then this is the protection you'll require

8. Invisibility



Use these when you are up against beasts you know you won't defeat or feel are best avoided

Instant Effect Charm

Ankh of Vitality



Arguably the most important pick-up. It adds a hundred hit points to your total, giving you some serious energy

Keys



These are located throughout and are stored in the icon so you know which you are holding at any time

Treasure



Coins and crowns will increase points at the end of a level. They also allow you to buy saves at the save points

Red Lotus — The Heroine

Seized at an early age by pirates she endured a life of slavery. The suffering she's seen has stood her well. She knows all the tricks in the book and has become skilled in the art of war. That's right, war. She knows it all and can scrap with the best of them. She's feared wherever she goes and now it's the turn of Fang to see what she's capable of. She's out for fame and wealth and nothing and nobody will stand in her way. Will Deathtrap Dungeon prove too much for her? It's doubtful





Weapons

Close Combat Weapons



1. Sword
Your basic fighting weapon while you look for something better



2. Warhammer
It's a slow weapon due to its weight but packs a mean punch



3. Red Sword
Effective on dragons and demons this is a powerful weapon indeed



4. Black Spirit sword
Can inflict great damage to opponents but also drains your energy levels



5. Silver Sword
Highly effective on the undead. Send them back to where they belong



6. Venom Sword
This sword is highly effective against spiders and snake girls



7. Magic Warhammer
The only weapon which can harm Rockmen you will encounter



8. Unarmed
Self explanatory really. If you're a masochist this is the one for you

Ranged Weapons



1. Blunderbuss
Fires a volley of nails and lead shot at the enemy. A great weapon to have



2. Bomb
Tricky to use successfully. Don't get caught in the blast or you're in trouble



3. Grenadier's Companion
This launches sulfurous grenades at an unsuspecting enemy



missiles

4. Infernal Device
Very rare so use sparingly. This hurls powerful fireworks



bathes the enemy in flames

5. Firethrower
Another self explanatory weapon which



very powerful weapon

6. Flamelance
Firing pulses of magical energy, this is a



can't get lost

7. Chalk
This will mark the ground for your future reference. Now you



1 The pillars can do your work for you here. 2 The knackerers are exactly that. Keep well clear or you're in big trouble. 3 The Imps are a pain if you're surrounded

Spire 1 (0 secrets)

Run forward through three double doors. Avoid the fireballs, climb up to the ledge using the blocks and pull the lever to unlock the exit door. Go to other end of the ledge and collect the pickups, make a jump across to other side and collect more pickups. Go back to the ground floor, open the door and proceed. You will drop down through the falling slabs into Spire A.

Spire 2 (2 secrets)

Enter the central area, kill the orcs and collect the silver key. Go through the door to the left as you entered the area and kill both imps to open the portcullis door.

Go down through the Portcullis door, pull the lever and enter the right-hand area, pull the lever to lower the lift in the previous room, go back and get on the small lift. Go up to the platform, walk around and pull the lever. Cross the central room and go through the opposite portcullis. Go up on the lift. In the large room with floating platforms in, kill the imps on ground level, go up on the platform to the right and cross the room to the moving platforms - kill the imps. Head into the next room and pull the lever to drop some rockets. Once the orc has died a lift will rise, get on and go down. Go into the corridor, turn right and kill

another orc avoiding the fireball trap which is sprung about halfway down the corridor. Continue into the alcove on the left and pull the lever.

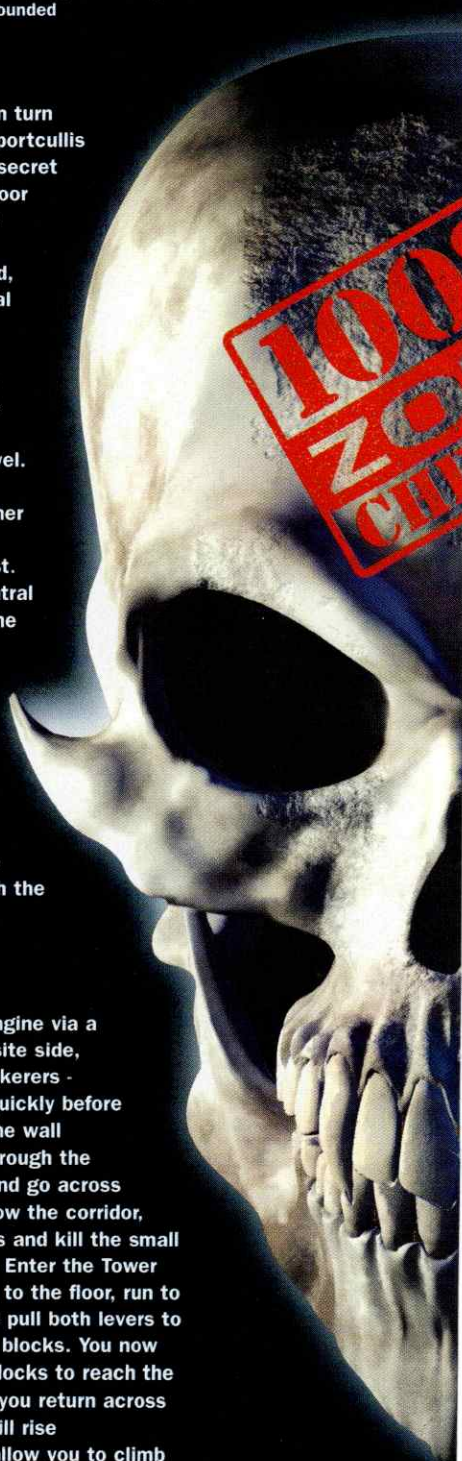
Retrace your steps and pull the lever in the newly revealed alcove and then go back again.

Turn right, then left and pull the 2nd large lever. The cage in the central room will rise allowing access to the work lever. Return and pull the lever. A spiral staircase is

activated which in turn reveals a hidden portcullis which leads to a secret area, enter this door and collect flame lance, there is a hidden door ahead, open this to reveal lever, pulling the lever opens the portcullis door at the bottom of the lift shaft which leads to upper level. Behind this portcullis is another secret area containing a chest. Return to the central room and climb the staircase into large room with moving platforms in. Kill the two spiders with your flame lance and negotiate the platforms to reach the end of this level.

Spire 3 (2 secrets)

Enter the giant engine via a door on the opposite side, avoiding the knackerers - move up the lift quickly before the fire traps in the wall activate. Move through the upper portcullis and go across the platform. Follow the corridor, pick up the bombs and kill the small robot using them. Enter the Tower Room. Drop down to the floor, run to base of tower and pull both levers to drop the climbing blocks. You now need to use the blocks to reach the venom sword. As you return across the blocks, one will rise automatically to allow you to climb onto lift, if you drop off of this lift, you will see a hole revealed beneath it. It contains a secret area and pickups, climb back up and return to the corridor. Continue





1 The best way to dispose of imps is to use jabs as opposed to great chops 2 Lob a bomb in here to take this blighter out of the equation 3 Leap over these rockets

along the corridor and go up on the lift to another secret area which contains a chest. Then you must descend again and continue. There is a see-saw with two imps operating flame traps which block your exit. The imps can be killed by pulling the two floor levers and activating more fire traps. You can now exit the level in safety.

Spire 4 (1 secret)

Go through the portcullis and avoid the pendulums. Go through the portcullis and into the crushing machine room. Kill all the snake girls by either forcing them under the crushers or using the Flamelance and proceed to the next room. You must find two levers to open the end of level door. Turn right, kill the warrior priestesses and collect the pickups from chests, go through the hidden door to your right and pull the first lever. Turn left in the large chamber and go up on the lift. If you drop out of the window while the lift is still raised, you can drop into the lift shaft to discover a secret area and pickup. Climb out and pull the lever on a wall nearby to lower the lift again. Fight the warrior priestesses and pull the lever at the back of the room. The end of level door opens.

Labyrinth (1 secret)

Once you're in the main area find the hidden door to the right. Run forward, activate the door and rush back (in order to avoid the flame trap). Then enter the open doorway. Once inside you must kill the imps,

open the solid portcullises and get the pickups. Then you must open the normal portcullis and use the stopcock lever - this turns the flametraps off. Run back into the main area and find the other hidden door. Use the levers to release the creatures, defeat them and collect the pickups. There is a lower area on the right of this corridor as you enter. Hidden in here is a minotaur which you must kill. Drop down, search for a lever and use it. You can now get into the main part of Vertigo. Whilst there open the chest and before leaving this room pull the lever to your right which activates a teleport. Return to the main area again. Once there, you need to climb the blocks and follow either of the corridors avoiding falling slabs and the flame traps.

Locate and open the wooden door, defeat the imps guarding it and go up to the next floor on the lift. Follow the walkway along, ignore the bridge across the level and the archway to your right. Go through an archway around to the end and enter the corridor. Go through the solid portcullis in the left hand wall, open a hidden door to your right, climb up and pull the lever - this makes the next section safe. Follow the imp through two secret doors, then kill him and pull the lever. Run back out to the walkway overlooking the main area. Next run back the way you came but this time go into the archway on your left. Take the lift up a level, follow the walkway along, find and pull a lever - this allows you to reach the blunderbuss. Go back the way you came, killing the imps on your way.

After going back down on the lift go across the bridge to the main area. Then head up on the lift you find. Once there, open the hidden door on the right to get the secret warhammer. Pick it up whilst avoiding the falling slab.

Jump onto the ledge, move along and go into the alcove. Pull the lever. The ledge now moves so that you can reach the blunderbuss. Go back

Spells

1. Firefly



This is the way to light those dark and gloomy areas you will stroll into. Your fear of the dark is over

2 Starspell



Hurts the undead and lights the area ahead, inflicting damage to all in the proximity

3. Fireball



A great weapon to keep enemies at bay. Fires a ball of lethal flame at lurking beasts ahead

4. Razorspell



It's a bit like throwing a collection of Stanley blades. Very dangerous to others but great fun

5. Jetspell



Launches an avalanche of rocks at the enemy. Keep away from them however as you may feel the force

6 Great Razorspell



Powerful and lethal in the extreme. Only one can be carried at a time so use it very wisely

7 Arc Of Power



Calls upon the Storm god to strike three foes with a bolt of lightning. Very scarce but highly effective

8 War Pigs Of Doom



Summons suicidal pigs. Obviously. They bound off to their death towards some terrified enemies

and jump down onto the platform below.

Open the hidden door in the right hand corner and pull the lever. This makes picking up the key safe. Open the chest and collect the pickups, then the gold key.

Follow the walkway all the way around until you reach the end. Enter the corridor and at the end is the gold door you need the key for. Now you can exit this level.

If completed in time, you will be rewarded with spells and charms.

Labyrinth 2 (1 secret)

Exit the lift that you entered the level on and turn immediately to the right. Kill the imp. Go forward and open the portcullis on the right. Waste the imps within. Enter the alcove you have opened and pull the lever.

Go through the portcullis opposite which has now opened and kill the imps behind it. Pull the lever beside



1 The clowns move quickly and attack with quick jabs and slashes 2 The Venom Sword needs to come into play at this situation 3 Blast the clowns before they can get close

the gold portcullis. Head back the way you came. The third portcullis is now open and reveals the gold key.

Grab the key and go through the gold door, making sure you collect the pickups. Open the portcullis and defeat the minotaur in front of you. Next, continue through the solid portcullis, jump diagonally into the right hand side corridor, over the falling slabs. Find and pull the lever. This reveals another lever across the falling slabs. Go across and pull that lever. Then continue into the level killing the imp and pulling the lever on the right.

Run across the walkway dodging the rockets by using the moving platforms.

Get over to the left hand corner window and pull the lever there. This will shut the rocket trap down. Get back onto the walkway, pass through the archway and turn left. Follow the corridor. You should come across two alcoves. In the alcove to the right there is a stopcock. Use this to make the chest safe. Open the chests and collect all of the pickups.

Go back the way you came and take the first left. Pull the

lever at the end of the corridor and drop down through the falling slab.

Open the solid portcullis, kill the imps and return to where you landed. Stand on the ledge that has descended and press activate. Go up, jump across, go up again and jump across again so you can collect the pickups and the red key. Drop down and go through the portcullis at the end of the corridor. Enter the teleporter. Run back across the walkway and dodge the fireworks. Pull the lever again to close the rocket trap. Get back onto the walkway and turn right. Kill the minotaur at the end of the corridor and then the imps. Jump up onto the end ledge and pull the lever. Next you must destroy the imps which appear. Make sure that you collect the pickups in the revealed areas.

Head now back the way that you came and take the first right. Follow the corridor and lift until you reach another teleporter.

Step into the teleporter. Open the hidden door and make sure you rush back dodging the bolts. Now you can open the hidden doors on either side of the walkway making sure you destroy the robots and that you pull the levers inside.

Next you should find the hidden door at the end of the left hand corridor as you first enter this floor and collect the pickups including the silver key. As you leave the room an alchemist will attack you. Waste him.

Head across the walkway and take the platform on the left and go through the portcullis and take the left hand path. Go into the red key room and collect the secret pickups. Leave again and go straight on.

Turn to the right and open the hidden door. Kill the robot behind it and then activate the lever.

You must now retrace your steps and return to the walkway. Cross

to the other side and enter the portcullis. Go into the corridor on the left and open the door at the end on the right. Activate the switch to open the door.

You must now defeat the robot and the alchemist. Enter the robot's room and pull the lever. Retrace your steps again to the middle of the walkway and turn right. Go through the solid portcullis and towards the silver door. Kill the final alchemist and exit the level.

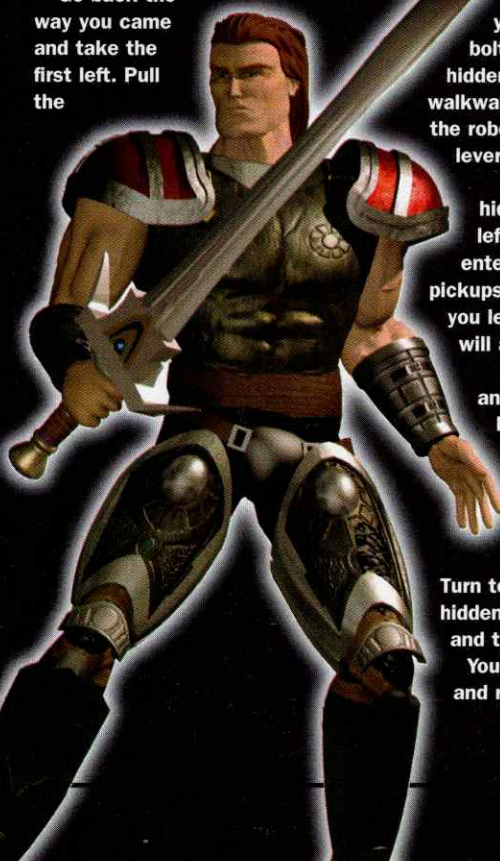
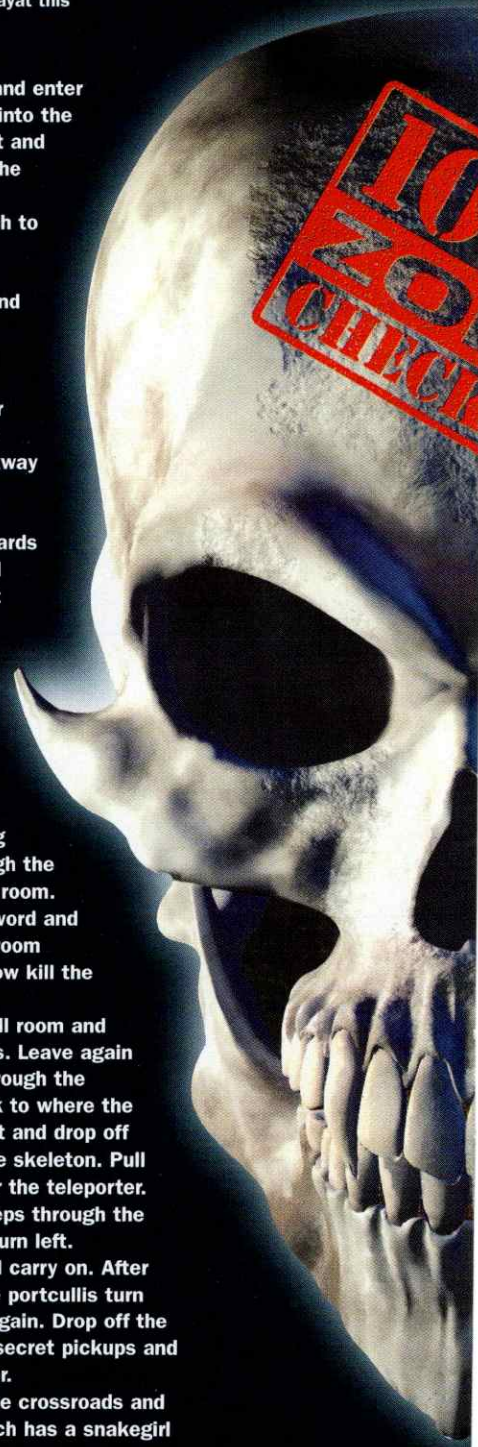
Circus 1 (1 secret)

Pull the lever on the right slightly behind the starting position. Go through the door into the next room. Grab the venom sword and return to the last room where you must now kill the snakegirls.

Go into the small room and collect the pickups. Leave again and go straight through the double doors. Walk to where the walkways intersect and drop off the walkway by the skeleton. Pull the lever and enter the teleporter.

Retrace your steps through the double doors and turn left. Kill the clowns and carry on. After you go through the portcullis turn left and then left again. Drop off the ledge, collect the secret pickups and enter the teleporter. Next go back to the crossroads and enter the door which has a snakegirl motif above it.

Follow the corridor, killing the clowns as you go and enter the snakegirl room. Kill the snakegirls and open the portcullis. Once you've defeated the next wave of snakegirls a secret





1 The jack-in-a-boxes hold surprises both pleasant and nasty. 2 The lightning attacks from witches can be devastating 3 A direct hit from the witch is another way to get yourself poisoned

door opens. Go through to find two levers.

Pull them both. Head through the left door and follow the corridor around until you find and open the jack-in-a-box. Collect the key and return via the other passage.

Retrace your steps again back to the crossroads and go through either of the other two unexplored doors. Follow the corridors, killing the clowns as you go until you come across a perpendicular corridor which contains

snakegirls. Defeat the snakegirls and exit the level

Circus 2

(4 secrets)

Descend on the lift and follow the corridor. Go through both of the solid portcullises. At the junction turn to the right. Pull the lever to open the portcullis. Avoid the knackerer and pull the lever. This opens two portcullises. Enter the one on the left as you enter the room.

Open the jack-in-a-box opposite the portcullis. Follow the corridor around. Avoid the knackerer and get to the central alcove. Avoiding the bomb-in-a-box pull the lever and run around to one of the side portcullises. Leave the way you came. Get back to the junction and kill the clowns before following the corridor to the next door. Go through the door and again kill the clowns. Go down the second corridor on the right then run back to avoid the knackerer. Pull the lever by the entrance to the corridor to shut the knackerer in a room opposite.

Go back down the corridor, find and activate a stopcock lever. This will switch a flame trap off.

Turn right at the end of the corridor and go through the portcullis to the right. Get the secret pickups behind the two secret doors on the right. Follow the corridor around and kill the clowns. Follow the corridor again through two sets of solid portcullises and you will arrive at another junction.

Go through the door on the right. Kill all the enemies, continue ahead and find the witch. Defeat her. Pull the levers to reveal four hidden rooms; two are in the room where you found the witch, the other two are secret doors in the previous room. Retrace your steps to the junction, pass through the remaining door, kill the remaining clown and exit this level.

Circus 3 (1 secret)

Move to the crossroads and turn to the left. Get onto the lift and go up. Kill the clowns, continue to the top and jump down the pit so you can collect the pickups. Return to the crossroads.

Go straight on into the snakegirl temple. On the left is a hidden door with the secret pickups behind. Go around the central area off to the left. Find and pull the lever on the back wall before killing the snakegirl. Return and go left to enter the room on the left. Collect the pickups in this room.

Go to the left, find and open the hidden door. Follow the corridor up and around. Make sure you pick up the red key, continue along the corridor and drop into the caged area in the centre of the snakegirl temple. Collect the venom sword and kill the snakegirls. You should now leave the temple.

At the crossroads take a right and head down on the lift. Go through the door. Open the chest to collect the pickups, open the portcullis and enter the first arena. Defeat the clowns and exit the arena.

Again collect the pickups from the chest and enter the second arena. Here you must defeat the snakegirls and then leave.

Here again you must collect all

the pickups before venturing into the third arena. It contains Zombies, avoid their axes as you fight them. Once you have killed them all you can head into the fourth arena. To exit this level you must enter the fourth arena and defeat the final Pit Fiend.

Pit 1 (3 secrets)

Open the door and enter first room. Kill the warrior priestesses. Collect all of the pickups, health and strength.

Secret #1. There is a hidden door in the opposite wall to the portcullis. Walk over to it and press activate to open it. Collect all of the hidden pickups you can.

Exit the room via the portcullis. Enter the corridor and head left or right. You will come to a large room. Waste the warrior priestess and watch out for the witch.

Secret #2. Once you have killed the witch you can press activate in front of the altar, a hidden lift descends. Use the lift to get to the ankh of vitality.

Secret #3 Facing the ankh, walk forward. There is a hidden door in the wall on the right of the chamber which holds the ankh. It's made visible as the brickwork doesn't match the rest. Walk to the wall and press activate. You can collect a venom sword and a white save point appears.

Go back to the floor and exit via the portcullis. Make a note of the save point through window.

Turn left, find the hidden door to your left. Collect the blunderbuss. Use the newly acquired blunderbuss to destroy the barrels. They hide a secret lever. This deactivates the trap under the save point beyond the hidden wooden door.

Turn around and enter the next room containing the red urns. Defeat the warrior priestesses. Collect all of the pickups you can.

Continue into the next room. The exit is to your right. You cannot leave at the moment however. Use the lift in the floor to descend to the next section. Defeat all of the warriors



1 You're best advised to use a far more powerful weapon against this beast if you have one 2 A good point to remember is that you don't have to be facing the enemies to slash them into submission 3 Try to bring the enemies into the open

and the four armed demon. Collect the flame lance and use the gold lever to activate the exit lift. Return to the exit lift and leave.

Pit 2 (3 secrets)

Find the portcullis which opens and take the lift down. Defeat the warrior priestess. Enter the first temple room. Defeat another warrior priestess. Find the lever which deactivates the flame trap in the corner of the room. Pull the lever in the corner of the room just past the red portcullis.

Enter the next temple room. Defeat all of the inhabitants. Ring the bell by pressing activate when you're next to it. You must ring two bells to summon the witch. Pull the lever and you can now access the other half of the dungeon. Return to your starting position and go through the other portcullis.

Secret #1. You are ambushed by a couple of warrior priestesses. They have come from a hidden door in the wall. In the opposite wall there is another hidden door. Press activate when you are standing next to it in order to open it. Inside is a lever which you must pull. Leave the hidden room and continue down the sloping corridor. At the end you should turn right. Another warrior priestess will probably attack. Along the next corridor on the left there is a ledge which is now exposed. Climb up and there should be a white save point.

Kill the warrior priestesses. Enter second half of temple. Defeat the inhabitants. Locate the three hidden doors, collect the pickups and get access to the next part of this massive dungeon. Secret #2. Once you have killed all the warrior priestesses a hidden door (one of the

three mentioned above) opens, revealing spells, health and a venom sword. Inside this room there is another hidden door at the opposite end to the health. Press activate to open it. Inside there is an ank of vitality.

You need to find the lever which opens the silver door. It is in the room next to silver portcullis (on left as you face silver door). Defeat the warrior priestess, find the silver sword behind a hidden door and open the silver portcullis. Follow the corridor, defeat skeleton guards and ring a second bell.

Return to the first temple, find and defeat the witch. With the red key you should open the red door and navigate the platforms.

Secret #3. On the final platform, stay on it as it moves across the room, when it moves against a white brick wall, (above the portcullis through which you entered the room) you will notice that the brick work does not match up. Press activate and a hidden room is revealed. Collect all of the pickups inside.

Open the hidden door to the left of the wood handle. Pass the red save point and open the hidden door in front of you.

There is a third hidden door in front of you. Defeat the four armed demon inside, pull lever and walk across the bridge. Turn off the flame traps with the circular lever and open the doors with the gold lever. Pick up

the gold key and leave.

Pit 3 (2 secrets)

Enter the corridor, collect pickups and defeat the four armed demon. Enter the first part of the cathedral. Kill the warrior priestess guards. Collect the silver sword and all of the health pickups.

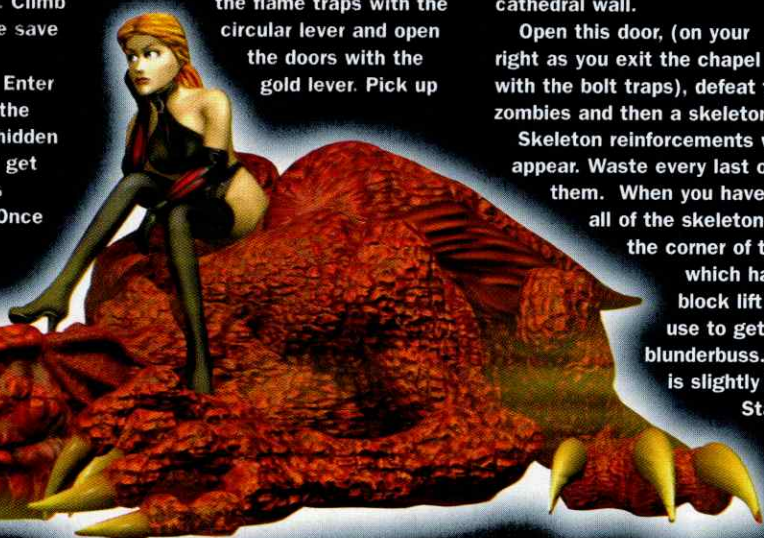
As you enter this room there's a chapel on either side of you. Both are trapped.

The left chapel is trapped by a pendulum blade. The switch to make it safe is hidden behind a secret door in this room. The chest holds numerous pickups.

The right chapel is trapped by bolt traps. Again the trap is deactivated by a hidden switch. The switch is hidden behind a secret door. Pull the lever. This unlocks the large door on the right of the cathedral wall.

Open this door, (on your right as you exit the chapel with the bolt traps), defeat the zombies and then a skeleton.

Skeleton reinforcements will now appear. Waste every last one of them. When you have defeated all of the skeletons go to the corner of the room which has the block lift that you use to get to the blunderbuss. The floor is slightly bowed. Stand in the





Remember the spiders can poison you so make sure you use the Venom Sword to clear them quickly. Skeletons usually attack in packs. The further you progress the tougher the enemies become. Use your weapons with care.

centre and press activate. A lift lowers down and you can now get to the precious pickups.

When the last skeleton is destroyed, a zombie will appear. When the zombie is killed he will drop a key. Use this to lower the lift in one of the corners of the room. Find this, climb on it and travel up to reach a lever. This gives you access to the next part of the level.

Enter the next part, defeat the witch and the zombie guards. Again there are two chapels.

The one on the right as you enter this section is trapped with spear traps. It holds a lever. Pull it and then run

back to the first area.

When you get to the first area where you fought the warrior priestesses, stand with you back to the entrance.

Diagonally to your left you will see a wall has moved to reveal a new area. Run inside and follow the corridor down. Collect the pickups. Then stand in the centre of the chamber and press activate. A lift will descend.

Secret #2 This area is trapped. When the lift reaches the bottom you will see a corridor ending in a deadend. Face the corridor, to your left you are able to open a hidden alcove. As you run down the corridor a wall at the end opens and spears are fired at you. You can use the revealed alcove to avoid the spears. The chamber at the end of the corridor contains many valuable pickups. The chapel on the left is the one you need.

Avoid the trapped coins and find the skeletons. Pummel them and find two hidden doors. One holds a lever which activates the lift to reach the

upper level. Travel up on the lift. Make a jump across to the other side. You can now see the red key. Face the red key and there is a hidden door to your left. Open the door and kill the witch otherwise she will attack you with spells as you grab the red key.

Behind the red key is a hidden door. Open the hidden door and collect all of the pickups. Now jump across the level and open the hidden door with the red skulls on either side and the silver sword in front of it.

You will now enter an area with two parallel corridors. Do not walk across the skeletons on the floor. This activates some bolt traps. Walk through the corridors and jump across to the other side.

Defeat the two four-armed demons. Jump back across. Find the lever to lower the lift. Step onto the lift and descend into the central area between two large walls. Kill the two witches that appear. Exit this huge level.

Pit 4 (2 secrets)

Turn around and enter the corridor to find the silver sword. Kill the skeletons. Leave this corridor and walk forward to the next step below. Here you must kill two zombies and pull two levers. These open the portcullises, releasing two skeletons and a ghost. When these are destroyed pull the grey lever. This will activate a teleport and switches the sliding block trap on the left of the player start position off. Rush past the deactivated sliding block trap and down two steps. Enter the corridor to the left of the standing stone. You need to find a switch in this area whilst defeating skeletons. Pulling the switch will move a wall. The wall is on the right when you first enter this part of the dungeon. Kill the spiders which are now roaming about and go thru the hidden wall that opened. Collect the pickups and the gold key.

Run back to the area with the gold skulls on the floor. As you run onto it you will activate the floor slab

(because of the gold key). This lifts the block on the other side of the dungeon. It also releases zombies. They arrive from the main shaft. Kill them all and a teleport will be activated back out in the main shaft area under a standing stone. This takes you back to the start area.

Secret #1 If you go back to the area where you had to pull two levers to open two portcullises (the first area that you dropped down to) you will find a second teleport. This takes you to a ledge above the area with the gold skulls on the floor. Collect the pickups and return. Move down three steps (past the area where you pulled the grey switch), avoid the zombie and open a hidden door.

Follow the corridor and lift, waste the two skeletons. You should arrive at a pit. Jump onto the ledge on the left. Pull the lever to open a portcullis opposite.

Move along the corridor and come out by the main shaft. Open the portcullis and go to the right. Avoid the flame traps in the alcove and pull the lever. This will switch the flames off. Turn right and walk forward, do the same again. You should now do the same with remaining alcove. Pulling the lever calls a lift across the shaft.

Exit the flame trap area and use the lift to cross the level. Move down to the next step and kill the skeletons. Move through the wooden doors and find the silver key. To do this you should turn left and left again after the wooden doors.

The silver key allows you access to the room full of coffins. Destroy the ghosts which attack you. After you've destroyed all of the ghosts a lever will be revealed. It's located just around the corner. Activating this allows you to exit this level. You have to avoid a zombie ambush before you exit. Once this is complete, go past the red save and drop down onto the lift that you raised before exiting.

Secret #2. As you come out of the ghost room and get back to where you first fought the skeletons turn



1 When poisoned you had better hope you have an antidote or you're in real trouble 2 Use your warding if you're struggling for energy or are under a massive attack 3 The Pit Fiends are best kept at bay with ranged weapons

left. You will find a hidden door has opened. It's close to a health potion that is/ was next to a drop. Inside is a lever, activate it. This will lower a lift and shows a hidden area being revealed. Take a long run up, run out onto the lift and jump onto a platform. Use caution however as this platform will soon collapse. Jump onto the ledge over to the pickup area. Collect the pickups and then exit the level.

Pit 5 (3 secrets)

Descend on the lift, step down to the next step and head through a wooden door. Go along the corridor. Note the hidden door that opens, move up to it gently, be ready to jump back and a load of bolts will be fired. The hidden door will close.

Press activate and jump to the left to avoid the bolts. The door should remain open. Pull the lever within and move to the open portcullis. Move down this corridor on the right hand side and get ready to jump to the left, then to the right to avoid the flights of spears. There is a lever at the end which

opens the next portcullis.

Go to this portcullis. Head down the corridor and jump over three flights of bolts coming from behind you. Continue to the end of the corridor and press activate, this will open a hidden door. Pull the lever and this will open a hidden door at the other end of the corridor. Go there and pull the lever. This opens the final portcullis.

Move forward to the end of this final corridor and open the hidden door. This reveals a lever, activate it to get access to the rest of the level.

Move down another step, kill the skeletons and a hidden door will open. Secret #1. Opposite the hidden door is another. Go to it and press activate. Grab the rocket launcher.

Move into the alcove room, kill the spider and the skeletons.

On the left hand side, in the middle alcove, is a hidden door. Open it and this opens a portcullis in the far right hand side of the room. Move through the portcullis into a large chamber.

There should be a skeleton on a floating platform. Kill it, jump onto the platform and pull the lever. Jump back, move down the step to an area with two levers and a lift. Pull both of the levers (far one first) and step onto the lift. You should move across to the room and step off onto the platform. Secret #2 There is a hidden door in this chamber. It is located in the opposite

wall as you enter the chamber. Press activate to open it.

Follow the steps down into a small chamber containing numerous pickups and a lever. Pulling the lever moves you to a new location.

Pull the lever here and exit room. Move along the ledge to an archway and enter. Kill the skeletons and avoid flame traps. Head over to the final archway and exit the level.

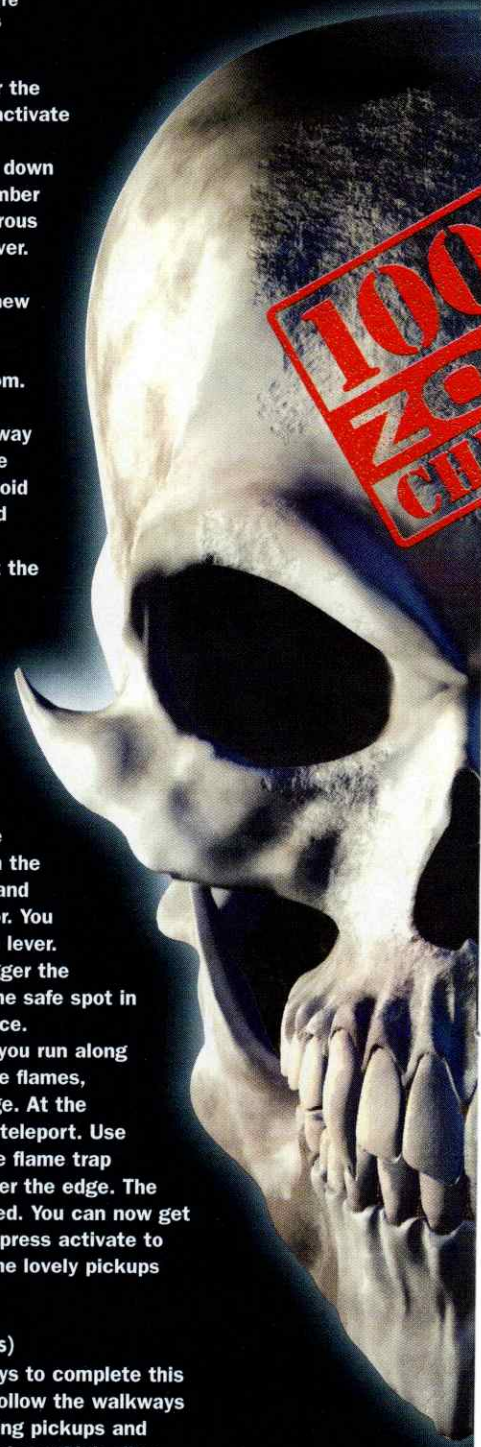
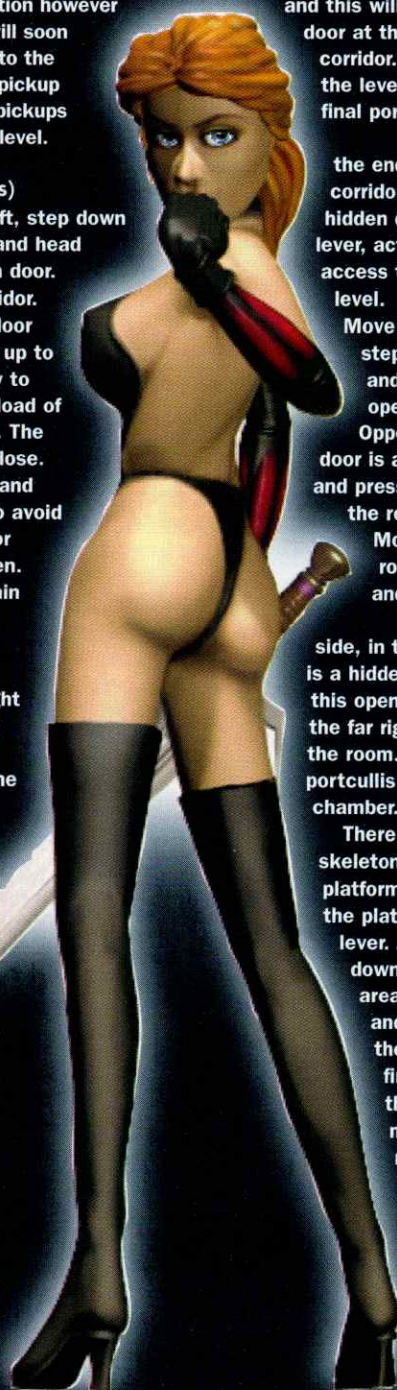
To learn the flame sequence you must find a hidden door just as you enter the area with the skeletons (before the chamber with the flames). Open it and follow the corridor. You should come to a lever. Activate it to trigger the flames and see the safe spot in the flame sequence.

Secret #3. As you run along trying to avoid the flames, drop over the edge. At the bottom there's a teleport. Use it and re-enter the flame trap chamber. Drop over the edge. The teleport has moved. You can now get to a hidden door, press activate to open it. Collect the lovely pickups inside.

Pit 6 (2 secrets)

There are two ways to complete this level. You either follow the walkways you start on, finding pickups and locating two switches which allow you to continue down to the floor below or you can drop down to the floor below.

On the floor there is a maze patrolled by two Pit Fiends. They





1 Do not leave chests unopened. They all contain plenty of goodies vital to your survival 2 When fighting against groups of enemies try to stay back and use a ranged weapon 3 War Pigs can certainly cause headaches when used against you

chase you one at a time. If you followed the upper route you have the pickups to destroy them with. If not there are two trap areas where you can lure the Pit Fiends to and then destroy them. These areas are located on the ground level to the right of where you start. Once the Pit Fiends are no more you can safely find the red key and open the red door. The red key is in a chest in an alcove near the magic force doors which hold the second T-Rex. Secret #1 Next

to the trap area which has the lifts that lower a T-Rex into the flames there is a

hidden wall. Open it and inside are valuable pickups

Secret #2 As you run into the second part of the ground floor area, (not through a rough stone winding corridor, but through a stone corridor made of stone blocks with a walkway above you on the left) there is a hidden door on the right side, with a wooden surround. Inside are some valuable pickups.

Follow the slope, open the portcullis by defeating the four armed demon. She will try to ambush you from behind. Behind the portcullis is a lift. This takes you into Agrash's lair.

Here you're aim is simple, destroy Agrash and the four armed demons which he will summon.

Belfry (1 secret)

Go down on the lift and pull the forward lever before getting back onto the lift. It's of great importance that you don't activate levers marked by skulls. Exit this level via the drawbridge and head into the next tower. Kill the Priestesses and go

down on the lift. There is time to open two chests before the flame traps activate - watch the dials for a clue and continue to next tower. Kill all of the occupants and open the chest. Take the gold key and proceed left across the walkway to the next tower.

Kill the knights and pass through the first room. You must now go to the right hand corner of the room and activate the teleport. Enter the teleport to collect venom sword from a secret area.

Go down on the lift to the ground floor. Exit the rooms to the exterior. Head over to the base of the second tower and enter the portcullis. Collect the silver key and return to the interior.

Enter the four portcullis lift shaft and ascend on the lift to collect the red key. Return to the central tower. Kill the knights and continue to the end of level tower.

Belfry 2 (1 secret)

Before entering the keep turn right and follow the path. You should come to a large pit containing a Pit Fiend. There is a partially concealed button which when pressed will lower a small lift over the pit. Jump onto it quickly and it will take you up to a secret area. Take the lift back down and continue to the end of the path where a hidden door can be opened to reveal a strength potion. Run past the pit fiend and trap him by running over the falling slabs.

Enter the keep and use the strength potion to kill the occupants. Open the double doors. A hidden door opens instead revealing a red knight. Pull the lever in the side room to open the double door. In the

courtyard you must kill the knights and collect the War Pig.

Turn right and open the hidden door to access the east tower. Destroy the knights and head up on the lift. Leave the room and go onto the battlements. Enter the keep's upper floor and cross the room. Enter west tower via a portcullis. Negotiate the jumping trap to push three levers, leaving the opposite lever until last. A hidden door opens allowing you access to the end of level.

Belfry 3 (1 secret)

Jump between the rafters, turn right and then right again. Follow the path to collect the silver sword. Return and cross to the opposite side of the room. Turn right, kill the knights and ghosts using silver sword. Go down on the lift.

Kill the giant hand.

There are three buttons to press in order to open the end of level door. It's no great problem as they can be activated in any order.

Octagonal Room: Go to the lift and open the hidden door. Kill the knights, cross the room and open the opposite door. Inside this next room you must kill the knights and pull the lever to open the diagonal walls and allow access to a button.

Rafted Room: Kill the black and red knights. Enter the dark area and use your light spells to find the ledge. At the end of this dark corridor there is also a hidden door concealing a secret area. Climb up and proceed to a rafted area. Kill the demon and go to the end of the room. Turn right and press the button. Knight's Room: Go in portcullis and up on the lift. Kill the red knights in the alcove and pull the lever to open a portcullis. Kill the knight and pull the lever in a small room. A block will drop allowing you to climb up. Jump back across the gap and run the stop-cock to deactivate the flame traps. Jump back and along the path. A floor folds down allowing you to cross it and press the final button to open the end of level door.



Continued next month



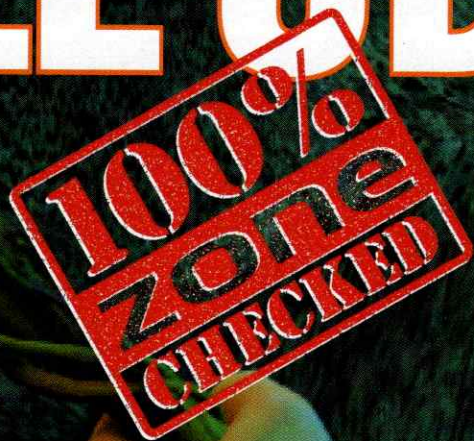
Pitfall 3D

PITFALL 3D

Pit your wits against the evil Scourge and stop the bitch from taking over the world. PITFALL 3D can make you a hero but have you really got the balls?



THE evil Scourge has enslaved the Moku people, taken their lands and caused them great suffering. Guide Harry Junior through the 11 levels to save the Moku, rescue his heart throb Mira and close the rift to stop the invasion of Earth. All in a days work for the son of the famous Pitfall Harry. By Brendan Watson





Level 1 The Wilderness

The first level requires Harry to work his way to the Rift Gate which will transport him into the City of Shenrak. Treat this level as a training level. You need to familiarise yourself with Harry's jumps and dives which will allow you to progress through the game.

At the start of the level turn right, run forward and jump over the gap and you'll find some hidden crystals and an extra life. Return to the start and follow the arrows on the floor.

You'll soon come across a couple of Darters. These guys can be

tricky so be prepared for their attack. They will hover for a few seconds, then swoop to strike. If you're facing them a quick swipe with your rock pick just before they reach you will deal with them.

Just after the first Moku continue symbol there are two double platforms to cross. If you stand in the middle of the second double platform and face the camera you'll see a moving platform in front of you. Jump on the platform when it comes into range, work your way right and you'll find a second hidden area

1 At the start run right and you'll find a secret area.

2 Entering the blue portals will recharge your energy, as long as you have the crystals to pay for it. **3** At the first set of platforms jump towards the camera and you'll find some extra bonuses.

4 To swing from vine to vine press jump when the two come together. **5** Deal with Scorpions by crouching before you lash out with your pick.

with more crystals and another extra life. At the fourth Moku continue symbol carry on right instead of heading away from the camera. This will take you to another secret area. Watch out though as there is a Scorpion to deal with. To take out Scorpions you need to be crouching before you swipe with your pick.

Level 2 The City Of Shenrak



In the City of Shenrak, Harry needs to find 4 orb keys to lower the force field so you can progress down to the underground caverns. You'll find the first orb key and the force field in front of you through a corridor of missiles. However, halfway through the corridor there is a room off to the right. Go in and you'll find a couple of Flash Bombs, you'll also meet your first Papwa Ipo. These monkeys require two hits to kill them, watch out though as they will throw rocks at you as you approach. To avoid the rocks roll in a zigzag pattern towards them.

Once you reach the force field you can head left, right or forward. There is an orb key in each direction so it doesn't really matter which way you head first. Taking the right route will soon bring you to a junction where you can go forward or right. If you go forward you'll come to a room filled with bonuses and a gold bar. Run

around the spinning beams in time collecting all the bonuses, then return to the junction and turn right. At the second floor marker you'll see a room off to the left. Work your way through the room and the corridor on the far side killing all the Papwa Ipos on the way and you'll find a second room full of bonuses.

Return to the second marker, follow it and you'll eventually end up leaving the city and will soon come across the second orb key. Carry on following the path and you'll eventually come back to the city where you started. Return to the force field and turn left. After the first continue head towards the camera. At the end head right. At the end of the path jump diagonally right towards the camera and you'll access a secret area with a bar of gold and an extra life.

At the second continue run towards the top of the screen and jump over

1 Halfway through the corridor of missiles you'll find a door off to the right. Go through and you'll be rewarded with plenty of bonuses.

2 Smash the barrels and you'll discover secret items.

3 Return to the Rift Gate and head left to find the third Orb Key.

4 Stay on the path and it'll bring you to the last key, once you have it return to the Rift Gate to go to the next level.

the crumbling wall, at the end of the corridor you'll find another bar of gold. After a while you'll leave the city. Follow the trail and you'll find the third orb key. Once you have it carry on following the track and it will bring you back to the city.

Return to the force field and head forward. At the end of the corridor get on the lift which will take you to the top. Once you reach the top you'll have several spinning beams to deal with. If they are low level beams you need to run around them keeping in time with their turning speed, alternatively you can jump them.

You will also find several high beams. To avoid these you need to crouch down and crawl underneath them. Follow the path and eventually you'll come to the fourth orb key. Collect it and you'll see the force field being lifted. Carry on working your way along the path and it'll bring you back to the Rift Gate.



- 1 Smash the crystal shards to reveal hidden objects. 2 Look out for the Demon Bats, get them before they get you. 3 You'll need to change directions in mid swing. 4 It's very easy to lose control on the Lucense so be gentle on the D-pad.

Level 3 The Underground Caverns

Harry's mission in the caverns is to turn on the five Lucense Extractors that will return power to the city. The caverns are filled with Lucense, a strange liquid that has a levitating effect on anything placed above it, including Harry, so be prepared. You will only get the option to go in one direction at the start of this level so follow the path. Look out for the crystal shards which stick up out of the ground. These can be smashed to collect hidden items. On this level you'll meet Demon Bats for the first time. These flying terrors will home in on Harry and carry him over a steam jet or large drop before they release him. To deal with these overgrown bats simply wait for them to start their homing run on Harry, you can then face them and hack them out of the air with your pick.

After a short while you'll come to your first Lucense spills. This liquid is responsible for all the Moku's energy. As soon as Harry steps over it he'll be levitated into the air. Once you're in the air you need to be really gentle on the controls. If you hold down a direction on the D-pad for too long you'll find that you pick up too much speed which will then make it extremely difficult to regain control. To the left of the first big patch of Lucense you'll see a couple of warning shields. Jump over these and use the moving platforms and you'll be taken to a hidden area containing lots of bonuses. You'll also meet your first



5 The Earth Soldiers will throw large rocks at you, avoid them by zigzagging towards them. 6 Activate the Extractors by jumping under the hooks. 7 To make the next ring you need to press jump when you reach the highest point of your swing. 8 Adjust the direction you travel from the spinning rings by pressing jump when you're travelling in the direction you want to go.

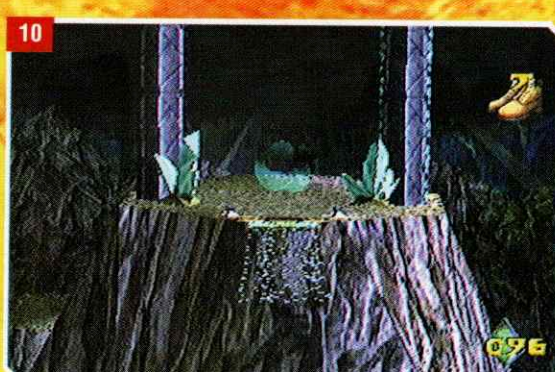
Earth Soldiers on this level. These troops require two hits to kill although after the first they will sink into the ground and reappear somewhere else. They will throw rocks at you as you approach them but they can be easily dodged by rolling diagonally right then left, as soon as you're close enough strike with your pick. You'll know when you reach the first Extractor because you won't be able to progress any further. To activate it walk under the diamond shaped hook and jump up. Harry will then hang on the switch activating the Extractor and a light bridge that will allow you to continue. Just after the



first Extractor you'll find a set of diamond shaped rings which you need to negotiate. Jump under the first ring and Harry will hook on with his pick, he'll then start to swing forward and back.

To make it to the next ring you need to press jump just as your feet reach the highest point of the swing. Further along the rings you'll come to some spinning rings. To cross these you need to time your jump so that the momentum you've gathered will take you across to the next ring. In other words, don't press jump until you're facing the direction you want to travel in. You will also come across dropping

or rising rings. To make these jumps you need to jump when the two rings are level with each other. For the last two Extractors you'll be given a choice of routes, it doesn't matter which one you chose as they both take you to an Extractor. Once you've activated the last two a light bridge will have appeared to the Rift Gate.



- 9 Remember to use your special weapons. 10 The last two Extractors will each open half the bridge to the Rift Gate.

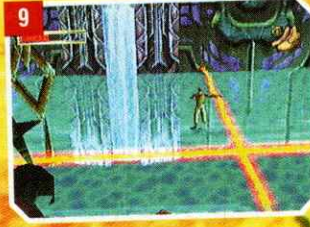
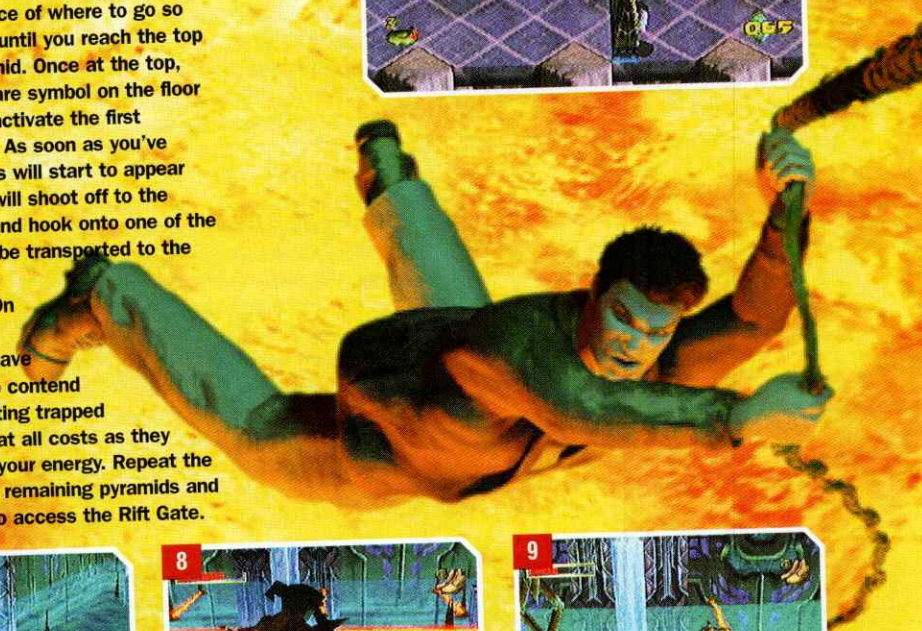


1 Follow the path round the pyramid and it'll take you to the first lens. 2 The Green floor plates will allow you to perform some giant jumps. 3 Once the lens has been positioned jump on the rings and you'll be taken to the next side of the main pyramid. 4 Follow the platforms, they'll lead you to the next lens. 5 Be careful not to get trapped between the moving walls.

Level 4 The Moku Temple

Level 4 requires Harry to make his way to the top of the four surrounding pyramids and to activate each of the four Lucense channelling devices. Like level 2 there are plenty of barrels around which contain hidden bonuses so be sure to smash all of them. You'll also find pulsing green hexagons on the floor. Walking over these allows Harry to jump extra high and reach objects previously out of reach. You'll meet plenty of Darters, Scorpions and Papwa Ipos, so use the same tactic as you did for the previous levels. You'll also meet Rollers. These little pests will roll around in a ball until they hit you, then they'll change into a rock creature and attack you. They're invulnerable to your pick when they are curled up into a ball so you may wish to simply run from them. Alternatively, you may wish to hit them with one of your special weapons. As soon as they stand up you'll be able

to hack them down using your pick. There are also plenty of spinning beams so be ready to jump them when they come around. As on the last level, you won't get a choice of where to go so follow the route until you reach the top of the first pyramid. Once at the top, step on the square symbol on the floor and you'll then activate the first Lucense device. As soon as you've activated it rings will start to appear above it which will shoot off to the right. Jump up and hook onto one of the rings and you'll be transported to the next side of the main pyramid. On the second pyramid you'll have moving walls to contend with. Avoid getting trapped between them at all costs as they seriously drain your energy. Repeat the process for the remaining pyramids and you'll be able to access the Rift Gate.



The Gladiator, Guardian of the Lucense

To defeat the Gladiator you need to turn each of the four valves and flood his chamber. You need to work quickly though as he will lower the level of the Lucense if you take too long. You'll need a delicate touch if you're going to reach the four valves as the room is completely flooded with Lucense and there are laser beams moving about.

You can take as long as you want to reach the first valve, so use this time to get used to the controls.

To reach valve number 1 you need to work your way right, then forward and finally back to the left. Once you've opened the first valve the camera angle will change. To reach the second one

(which is in the opposite corner) you need to head right, then cut back left behind the Gladiator so you avoid his swings. At the end go forward and then right and you'll be able to reach the platform. To reach the third you need to head left at the start. At the end you need to wait for the laser beam to stop, then head forward. Repeat this process all the way around the outside and you'll be able to reach platform number 3. To reach platform number 4 you need to make your way forward, then cut left. From here you must head towards the camera and at the end head forward again. Once the room is totally flooded head to the middle and climb out using the chain.

6 Head right to start with, you need to work your way all the way around the outside. 7 Once you reach the first valve turn it and the level of the Lucense will rise. 8 When heading to valve number two go round the back of the gladiator, this will stop him attacking as you pass. 9 For valve number three you need to wait for each beam to stop before you can progress, keep moving all the time to avoid the gladiator's axe. 10 Once you've activated all the valves quickly head for the chain in the middle.





1 You'll start in the centre of the level, each path leads to one of the mobile mining units. **2** Time your jumps so you can avoid the jets of fire. **3** Don't get too close to the Magmoids or they'll pick you up and throw you away. **4** Once you've destroyed each unit you'll be able to access a teleport which will take you back to the start of the level.

Level 5 The Blister Fields:

Level 5 requires Harry to work his way through the blistering fields locating and destroying five mobile mining units. At the start of the level you'll find yourself in the centre of the level with five paths leading off in all directions around you. Each route will take you to a mobile mining machine, so you'll need to check out each one in turn however, it is up to you which order you do this in.

Look out for the hexagonal boxes, these can be smashed to reveal hidden bonuses. There are also some large boxes that you'll need to jump on to reach some of the bonuses. To jump on them you need to walk up to them and press jump without pressing a direction. This will give you extra height allowing you to reach the boxes. When you're at the top of your jump tap the direction of the box and you'll be able to land on the edge of it.

Again, the level will be filled with Scorpions and Rollers so use the tactics you did on the previous levels to kill them. You'll also be faced with Magmoids. If you can, take them out using your special weapons. They throw blobs of lava at you so dispose of them as quickly as possible. If you don't have any special weapons then you'll have to fight them with your pick. The best way to do this is to approach them rolling from side to

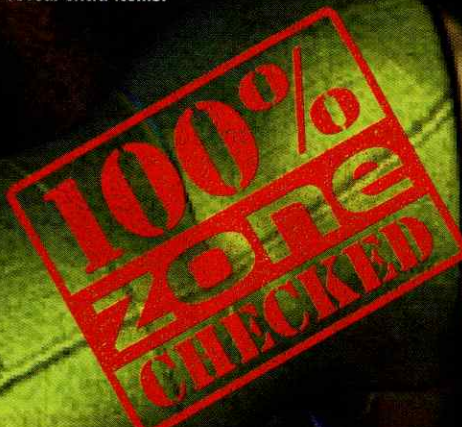
side to avoid their shots. Once you reach them hack down with a couple of swift blows. If you don't get your shots in quickly enough then they'll pick you up and throw you away. As well as the Magmoids, you'll also be faced with giant fireballs that are spewed out of the lava. Once they've locked onto you they'll chase you until you've lost them. Don't bother trying to fight them as they are indestructible, your only hope is to run as fast as your legs will carry you. It's also not worth trying to stop for bonuses if one is on your tail. Instead keep running until you've lost them, then you can return in your own time to collect everything you've missed.

At the end of each path you'll find one of the mobile mining machines guarded by a Magmoid. Take out the Magmoid and go up to the lever, pull it and there will be a large explosion and the machine will disappear. Behind each machine you'll find extra bonuses and a gold portal. Jump at the portal and you'll be transported back to the beginning of the level, you can now explore the next path. Repeat the process for each of the routes and the Rift Gate will appear in the centre of the circles at the start.

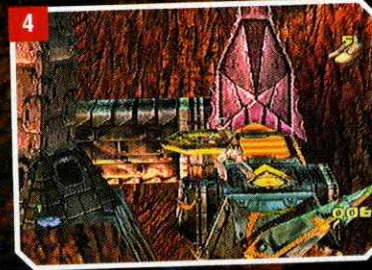
Remember to look down all the passages, even if the arrows point the other way. There's always something of use to find.



5 Smashing the hexagonal boxes will reveal extra items.



6 To blow up the mining units simply run up to them. **7** Sometimes you just have to turn and run, especially when you're being chased by a giant fireball.



1 Use the bouncing platforms to allow you to reach extra bonuses. **2** The item boxes are diamond shaped on this level. **3** Look out for conveyors travelling in opposite directions, if you jump onto these before you know which way they're going you may be thrown into the lava. **4** The lava valves are large yellow wheels, to turn them simply walk up to them.

Level 6 The Decent Into the Volcano

Level 6 requires Harry to make his way through the Scourge's Red Lucense processing plant turning off all the valves that control the flow of lava.

There is only one route to take through this level so follow the paths. You'll find the boxes on this level are inverted diamond shaped so be sure to keep your eyes out for them.

As in the previous level, you'll find plenty of Magmoids to deal with as well as some Demon Bats. You shouldn't have a problem with the bats but treat the Magmoids with the greatest respect as they are still highly dangerous. There are also more of the indestructible fire balls to face, so be ready to run, again don't bother collecting any bonuses until you've lost them.

Harry needs to work his way along various sections of pipework which are particularly narrow, so take your time. If you go too fast you're sure to slip up. Look out for the bouncing platforms, avoid stepping onto them until they have stopped moving or you'll be crushed below them.

Often you'll find switches along the way. Activate these by hitting them with your pick and you will activate platforms that were previously stationary. At times you may need to retrace your steps to find out exactly what the switch has done as it won't be obvious at the

time. All the switches will open up platforms to hidden bonuses, so they are all worth finding.

Many of the pipes are bright orange with red stripes, these are conveyor belts so be aware. You can tell which way and how fast they're going by looking at the stripes. If they're going really fast the only way you'll be able to progress along them is to jump. Running along them will simply hold you in place. Use this to your advantage by releasing the direction button for a second to readjust your landing position from your next jump.

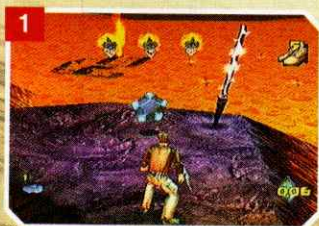
Along some of the pipes you'll find fan blades spinning round. These can do serious damage so be careful, the best way to avoid them is to wait just in front of them readjusting your position on the conveyer. Then as soon as they've spun round you'll be able jump or roll through to safety. Sometimes the blades will be in groups, slightly offset. Then you will need to slowly edge your way forward through them to avoid running into the next blade.

You will now have to deal with Imps. Imps are floating heads which are on fire.

On their own they're not too much trouble, nothing a couple of swings of your trusty pick won't sort out. However, the majority of the time they attack in groups so it's worth using a special weapon to clear them all out.



5 The best way to get through the spinning fans is to jump or roll. **6** Again you'll have to deal with more fireballs so be ready to run.



Level 7 The Blazing Flood

Having destroyed the Scourge's processing plant Harry must make his escape as quickly as possible before the whole volcano floods. There is only one route to take at the start, so follow the path. Look out for the falling rocks and crumbling platforms, if you fall into the lava you'll be deep fried.

There are plenty of Imps in groups of three, by backing off when you meet them you can take them on one-on-one.

Just before the first teleport you'll meet your first Fire Djinn. These warriors will throw large fireballs at you but they are easy to avoid by simply running left and right in front of them. If you have a special weapon it's worth using here. If not you're going to have to hack into them with your pick. They'll take three hits to put down so be prepared. To avoid being hit between swings you should step back to safety after each attack.

After the first teleport you'll be faced with a series of conveyors and fan blades, there will also be giant fireballs waiting to chase you. As soon as you see them you should run away

as fast as you can, if you're quick enough they won't even start to chase you. Once you've gone through the second teleport you'll find there are robot lava guns. If you stand still for too long they'll be able to hit you so keep moving. If you're waiting for a rope or platform keep jumping over their shots.

Just before the third teleport there's a large path circling clockwise. You'll need to run all the way here as there are two fireballs waiting for you. Stop Just before the teleport because there's a Fire Djinn guarding it. Don't worry about the fireballs as you'll have lost them by now. After you've been through the third teleport you'll find another circling path with yet more fireballs. Run through this section and you'll come to a series of disappearing platforms. On the far side of these is the Rift Gate, again guarded by Fire Djinn.

1 Again there are plenty of Imps to deal with. **2** You'll meet your first Fire Djinn on this level, dodge left and right to avoid his shots before you take him out. **3** Run as fast as you can across the crumbling platforms or you won't make it in time. **4** The guns will track you around the screen, to avoid their shots jump over them. Once you're in close they'll stop firing.

Kryll Thular-The Scourge's Lord

Start off by killing the Fire Djinn to the left, then jump over the three platforms to the right, then across the four in front of you. The snake will leap up in front of the platforms so wait till he's appeared before crossing each section. Once you reach the first power up a gun will start shooting at the platform you're on so work your way back to the start as quickly as possible.

Once you reach the start leap onto the hexagonal platform to the left. This will activate a bridge to the gun turret. Climb in and shoot the snake. You'll only get five shots per power up so make them count, avoid the snake's fireballs at all costs when you're in the gun as you'll lose any unused shots if you're hit.

When you're out of ammo jump out of the gun and work your way left, then forward across the platforms. At the

end you'll find another power up. Once you have it return to the gun and repeat the process. After your first two power ups the snake will make the stationary platforms move, although you can use this to your advantage when dodging his fireballs.

Keep collecting the power ups and, returning to the gun, you'll soon finish this boss. If you've collected a power up and then fall in the lava you'll still have it when you restart so don't bother trying to collect another, just leap into the gun.



4 Take out the Fire Djinn as soon as you start. **5** At the end head forward, jumping the fireball as you go. **6** As soon as you jump onto the ammo platform you'll come under fire so be ready to side step.

Level 8 The Cell Blocks



1 The red alarm lights can be smashed to reveal extra items.

Harry has been captured and thrown into the detention centre. To escape, you need to find the switches that activate the security bridges. You'll find lots of red flashing lights spread out over this level, smash them with your pick and you'll find hidden bonuses. Watch out for the electrified gates, some of them pulse so wait for them to switch off before jumping through. Others will pulse between high and low bolts, if they're high you can crawl under them, low ones can be hurdled.

You'll also meet Bomswags for the first time. These wolf-like creatures guard the prison together with Earth Soldiers. They're quite hard and require three hits to put them down. They can hit you from anywhere on the screen using magic, so you need to take them out as quickly as possible. There are plenty of special weapons around so

they're easy to spot. To activate them walk below them and press jump. You'll then be able to see the bridges dropping into place. It's worth walking to the pivot of each bridge because there are often bonuses hidden there.

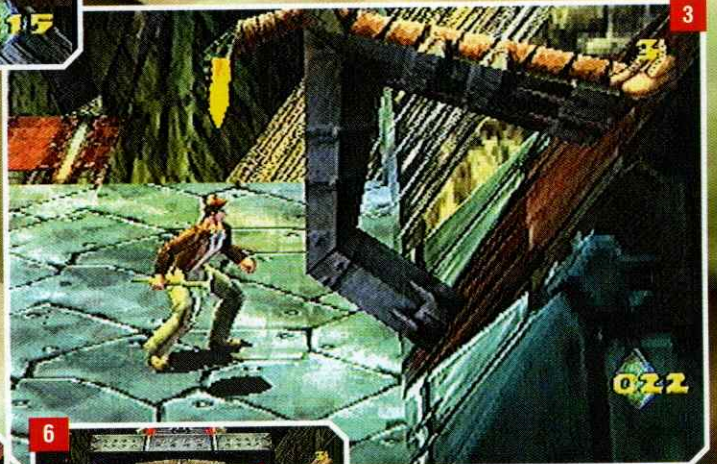
After you have activated the first couple of security bridges you will have to use the prison transportation boxes to get around. The boxes will flow between two points so jump on the top and hitch a ride. There will be Electrified Barriers to stop people doing this but you'll be able to jump these by pressing jump without touching the D-pad. If the boxes go under beams you'll need to duck under or jump on top of them. The other important thing to remember is to jump off the boxes early. If you don't you'll be trapped when they go back in the wall and eventually forced off the edge into the acid. Look out for Fire Djinnns and Earth Soldiers when you're on the moving boxes, they will appear at the sides out of your reach. They will continually shoot at you, so you need to take them out as quickly as possible. The best way to do this is using the Boomerang power up you'll find at the start of the level.

Further on in the level you'll come across giant crushers that smash the blocks you use to get about on. The secret to these is to jump across them really quickly before the stamps come down and crush you, it's close but you'll be able to make it.



2 Run up to the Acid Guns jumping to avoid their shots, then you can smash them.

use one of these if you can. There are also acid guns to deal with. You can avoid their shots by jumping them, then run up to them and smash them with your pick. You'll know when you've found a security bridge as there will be no way of progressing any further. The switches are bright yellow so



3 To activate the security bridges walk under the yellow switches and press jump. 4 You'll meet your first Bomswags on this level. Try to take them out as quickly as possible or they'll hit you with their magic. 5 The crushers are reasonably slow so you won't have a problem rolling under them. 6 You'll need to use the mobile prison blocks to get around on, remember to duck under those beams though. 7 To clear the Electrified Fences you need to jump straight in the air.

100%
ZONE
CHECKED



Level 9 The Life Extraction Plant

To complete level 9 you need to destroy the Extraction machines used by the Scourge to produce the evil Red Lucense. You'll start off in the middle of the level with a large Red Lucense indicator in front of you. You can tell how close you are to finishing the level by returning at any point and checking the indicator.

Behind the indicator you'll see the Rift Gate, protected by a force field. There are two Extractors off to the left and two to the right. It doesn't matter which way you go first, so it's up to you. Again you'll find that there are plenty of Acid Guns and Electrified Barriers as well as Bomswags.

Head left and jump over the first two Electric Barriers and you'll come to a junction, each path will lead you to one of the Extractors. Take the left path and you'll eventually come to a door. Go through and you'll see more of the prison boxes from the previous level. Jump on them and let them take you to the next platform.

Continue working your way left until you come to some crushers. Go forward under them and then work your way right. Pass through the door and you'll be able to cross the exploding platforms to the first Extractor. To



destroy it you need to smash the red lens at the front. This will then uncover a jump spot which will take you back to where you first jumped on the prison boxes.

Return to the junction and head forwards. Go through the door and you'll see a rising hook to the left. Jump across the two hooks and you'll land on a platform with two crushers. Jump across to the falling platforms and work your way across. On the far side, head right across the two rings and through the door. Jump and duck your way through the three Electric Barriers and turn left. From here you want to head back towards the camera, then turn left to the second Extractor. Jump off the revealed jump spot which will eventually bring you back to the door you entered at the start. Return to the start of the level and head right. Again after a while



you'll come to a junction, carry on right to the next Extractor. Go through the door and make your way forward across the boxes. On the far side run right under the crushers, then head back towards the camera. The third Extractor is located just off to the left. Blow the lens and work your way back to the door by leaping off the newly revealed jump point.

For the last Extractor go back to the junction and head forward. Jump on the moving box and let it take you to the other side, remembering to avoid the Beams and Electric Barriers on the way. From there work your way along the falling platforms to the left, then cut back towards the camera through the Electric Barriers. Follow the path and it will bring you to the last Extractor. Return to the start of the level and the Force Field protecting the Rift Gate will have disappeared.



1 The spinning rings can be quite tricky so take your time. **2** Return to the junction and head straight on for Extractor number two. **3** Once you've destroyed all four return to the start and you'll now be able to access the Rift Gate.

Level 10 The Dark Vale

This is the wilderness which surrounds the Scourge's fortress. Harry has no choice but to hack his way through if he's going to save the Moku. The Dark Vale is a deadly place so extreme care is required. There are plenty of Earth Soldiers and Bomswags to deal with. You'll also meet some rather nasty Death Mines. Some move in patterns and are easy to avoid however, the dark ones will follow you like the fireballs did so be ready to run.

At the start you need to dodge the two large holes which open and close in front of you, once past the holes jump right onto the platforms. On the sixth one turn right and leap onto the vine. This will bring you to a bonus area. Watch out though as it is filled with Lucense.

Once you have all the items head towards the camera and you'll find some solid ground. Head right and jump over the spiked rollers, at the end jump on the platform and use the vines to get back on the path. To make it through the next section you're going to have to go like the wind. You need to jump over all the Electric Barriers while avoiding the Death Mines. Follow the platforms to bring you back onto the main path. Keep your eyes peeled for the crystal shards, these can be smashed to reveal bonus items.

After the first check point go left instead of following the arrow right. This will bring you to another bonus area. Go up to the middle Lucense

device and smash it with your pick and you'll reveal a secret gold bar. From the first checkpoint follow the track right, jump over the big Electric Barrier and smash all the red crystal shards. They will reveal a jump point that will take you to another secret area filled with bonuses. Once you've collected all the bonuses head right across the spiked rollers, follow the path round until you come to the third Checkpoint. Jump onto the moving platform then, from the crumbling one, jump right onto a hidden platform. This will take you to yet another area packed with bonuses.

Once on the far side of the series of platforms an arrow will lead you off to the left, instead jump over the Electric Barrier and work your way forwards. This will take you to another area of Red Lucense. Be careful here as the path is quite narrow and it's easy to bounce off the edge.

Return to the arrow and head left. Jump over the series of spiked rollers until you reach the dip with three roller in a row. From here head towards the camera, then take the left route over the Electric Barriers. This will bring you to a series of bonuses in a circle. Head left over the Lucense bridge and you'll be brought into a massive open area filled with bonuses. It's worth having a good look around here as there are plenty of smaller areas on the sides of the main one.

Once you have all the bonuses head back to the rollers and go left to find the Rift Gate.



1 Smash the crystal shards to reveal hidden jump points. **2** Be careful on thin sections of the Lucense or you'll slip off the edge. **3** The platform leads to a hidden area but you'll have to jump over a number of Electrified Barriers.

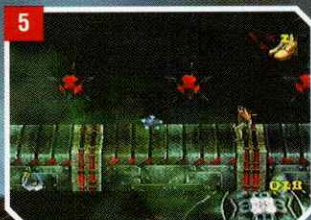
Level 11 The Crystal Matrix



1 Use the pulsing red floor plates to catapult yourself across the gaps.



2 Jump over the Fire Djinn's shots as you get close to him. **3** If you don't need to fight the Djinn then don't bother, you'll just waste energy. **4** If you don't have any special weapons you need to get in close as soon as possible. **5** Look out for the Death Mines, they'll knock you off if they hit you.



The evil Scourge is preparing an invasion of earth using a giant Rift Gate she's formed from ten large crystals. Harry must close the gate by destroying all the crystals before he can finally get after the Scourge.

You'll start off in the middle of the level again with the choice of two routes to take. Use the red pulsing floor plates to leap across the large gaps. There are lots of Death Mines to contend with as well as Fire Djinn's guarding the majority

of the crystals. Because you are on thin paths you need to jump to avoid their shots. If you try to roll under them you'll find you will take a real hammering before you even reach them.

Start off by heading left, follow the path round avoiding all the jets of fire until you come to the split arrows. Run left onto the moving platform. Again, you'll come to another split arrow.

Continue left crossing the three ropes and it will bring you to the first crystal. Smash the crystal and follow the path on the far side, killing the Fire

Djinn on the way. The path will eventually bring you to the second crystal guarded by two more Fire Djinn's. Once you've dealt with them jump on the platform to the left and work your way back to the second split arrow. This time follow the

other arrow and you'll find the third crystal. Once you've smashed it return to first split arrow and run towards the camera again. Jump across the series of platforms and you'll find the fourth crystal, again guarded by a Fire Djinn.

Follow the path ahead and step onto the moving platform at the end. You will be taken to the last crystal in this half of the level. There are two more Fire Djinn's to beat, so be ready. Once you've destroyed the crystal return to the start of the level.

Go right, following the platforms. Eventually you'll come to another split arrow. Go right, jumping across the platforms and red pulsing floor plates. At the second split arrow go right and take out the sixth crystal, then return to the arrows and run towards the camera.

When you reach the jump point leap left along the disappearing rings and you'll find crystal number seven. Once it's destroyed return to the first split arrow. Continue left and you'll come to yet another split arrow. From here you'll find crystal number eight unguarded.

For the last two you need to run left through the Death Mines, then jump forward across the platforms. Destroy the ninth crystal and follow the platforms on the far side to the last one. Once it's destroyed return to the start and you'll find the force field guarding the Rift Gate has been well and truly removed.

The Scourge

Harry must now face the evil Scourge herself, a big challenge normally but not for our hero. You'll start off by standing at the back of a grid of beams with the Scourge standing at the back protected by a shield. She'll be throwing bombs at you so you need to keep moving all the time, if possible staying at the front. When the shield comes down you need to leap forward at the same time as swiping with your pick. If you're not quick enough the shield will go back up and you'll be knocked to the floor. You'll know if you hit her because there will be a small cloud of green smoke. Collect all the crystals that appear as they will boost your energy. If you do happen to fall off you can return to the back of the

screen and climb back on using the lower platforms. After three good hits she'll run off down a track, you'll follow her but be ready to jump the gaps she smashes on the way. You'll then come to another room, identical to the previous one. The only difference is that this time you can't afford to fall on the floor. Once you've hit her another three times she'll run off again down another track. You'll follow her again so be ready to avoid the gaps. She'll end up in her court room. Look out for the spells she casts, they can be avoided by jumping over them. Again collect all the crystals to keep your energy up. Hit her another three times and Mira will appear and grapple with the Scourge. You can then go up and finish her off.

Handy Passwords:

- For 10 extra lives enter the password GIVEMELIFE.
 - For 99 extra lives enter the password STEVECRANEME
 - To play the original Pitfall enter the password CRANESBABY
 - To stop Harry's annoying commentary enter the password STOPTALKING
 - To view the cut comic scenes enter the password PITFALLCOMIC
 - To view all the film scenes enter the password PLAYMOVIES
 - To play as Harry in 2D enter the password 2DHARRY.
 - To play as a weightless Harry enter the password ZEROGHARRY.
- Level Passwords:
- Level 1 CAKEWALK. Level 2 METROPOLIS.
 - Level 3 DEEPDARK. Level 4 TEMPLEME
 - The Gladiator GEEHEISBIG. Level 5 HOTROCKS.
 - Level 6 GOINGDOWN. Level 7 WOVTHATSHOT
 - Kryll Thular BIGWORMGUY. Level 8 JAILBREAK.
 - Level 9 THUNDERDOMES Level 10 MAGICGARDEN.
 - Level 11 SPOOKYMESAS. The Scourge BESTFORLAST.



Theme Hospital



Theme Hospital gives you the opportunity to build up and run your own Hospital. Whether you will be a caring and kind Doctor or take your patients for everything they own, it's entirely down to you. Whichever you choose, Jonathan Eves is here to find the miracle cure for all your ills.

Getting Started

At the start of each level you'll be given a set amount of cash and building space to start your Hospital. Have a look around the area you're given at the start and make a mental plan of what you want to go where.

At the beginning of each level you'll be given one month to build up your Hospital before you're asked if you want to open or defer for another month. After the third month your Hospital will open automatically and the patients will start to come in. Use the time before you open to develop your basic facilities, this will allow

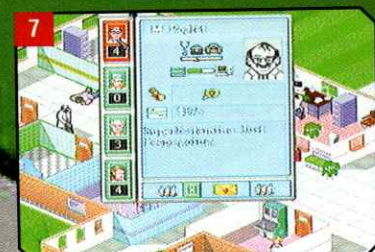
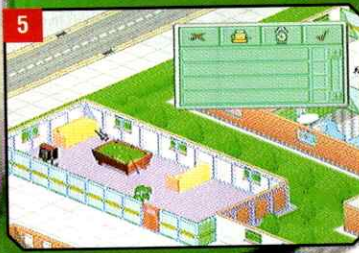
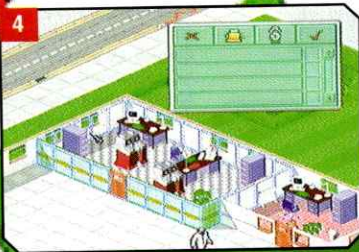
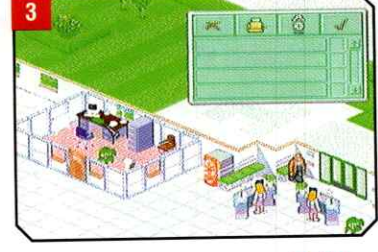
you to treat the first few patients that come in and generate extra capital. You should start by setting up a Reception, the size and facilities will change depending on the brief at the

start of each level but generally you want to follow this guide. Start off by building a Reception Desk, a GPs' Office, a General Diagnosis Room and a Pharmacy. Once you have these in place you can start treating patients while you build up the rest of the Hospital. The next step is to build a Psychiatry Unit and employ a Doctor who is a Psychiatrist. The Psychiatry Unit is particularly useful as it acts as both a diagnosis and cure room. After this you want to set up Toilets, a Staff Room and a Research Department. From here you'll be in a good position to develop the rest of your Hospital.



1 The Doctor always knows how best to treat his patients. **2** You'll find that the Hospital reception holds some unusual cases. **3** It's not all hard work. **4** Rushing to surgery could save you those vital seconds. **5** Once you've set up some treatment clinics the money will start rolling in.

100% ZOD CHIT



1 If you need to build more than one of each room try to group them together. 2/3 By making the rooms bigger you'll increase the performance of the staff. 4 Build yourself a nice big Research Department so you can have more than one Researcher working at once. 5 It's also important to have a large Staff Room.

Developing Your Hospital

A good Hospital will be a well planned one so think about where every thing is going to go. If you're going to have more than one of each room you should place them as close as you can to each other. This will allow you to shuffle the queues around and will stand you in good stead to deal with emergencies as they arise. To improve the efficiency and morale of your staff you should increase the size of the rooms. As well as this you should add extra furniture and windows, this is particularly important as far as the Staff Room is concerned as it's important to keep your staff happy.

It's less important to build large well equipped clinics though as they are only used when they are needed. Outside each room you should provide seating for the patients, not only will it increase the time your patients are prepared to wait but it will allow you to clearly see who's waiting for what. Place plenty of plants and fire extinguishers about to impress your patients and employ a Handyman to stay on permanent watering duties. Patients can also be influenced by the temperature so put radiators in every room, however, you'll need to employ plenty of Handymen to keep the Boiler in good condition.

One of the most important rooms you can build is the Research Department, this should be large with plenty of equipment. Ideally you want two desks and computers, you can then place more than one Researcher

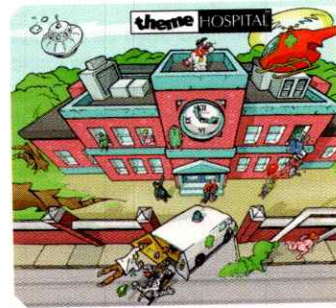
there which will increase the speed that you can develop new diagnosis and cure machines. When building the Ward you should make it slightly larger than the default size so you can incorporate more than one bed. You should also build it as close as you can to the Operating Theatre as this is where the patients will be prepared for surgery.

Staff

The staff you hire will have a direct influence on the performance of your Hospital so you need to have a good hiring strategy. The best way to ensure that you end up with a good spread of staff is to go to the Hire Staff Screen as soon as you start the level, from here you can hire all the good staff at the start before they are snapped up by competing Hospitals. If you see a Doctors with a specific skills who are hardworking and have a good attitude then you should hire them even if you don't think you'll need them for a while.

If possible you should hire as many Surgeons as you can, they are quite rare so it may not be possible to hire more than two. Snap up as many as you can because they will often ask for stupidly large pay rises. If you have more than two you won't have to be blackmailed into agreeing a higher pay deal.

Employ plenty of Handymen and split them up into teams, get a couple to concentrate on watering, four or five to concentrate on cleaning and four or five to concentrate on maintenance. This may seem like too many but they are cheap to hire and rarely ask for pay rises.



6 Place plenty of benches and fire extinguishers around to keep the patients happy. 7 Only hire staff if they are going to be beneficial to your Hospital. 8 You can order the Handymen to concentrate on specific tasks such as cleaning.



Disasters and Emergencies

There are a number of disaster that can fall upon your Hospital so it's important to be able to deal with them quickly and efficiently. On some of the later levels your Hospital will be hit by Earthquakes, they are particularly nasty and can have a devastating effect. Often you will feel a small tremor, this is a warning that there is a bigger one on the way.

As soon as one hits get your Handymen to go round repairing all your damaged machines, even if a machine is slightly damaged you should still get it repaired as a second shock could finish it off. Also anyone in the room when a machine explodes will be killed which in turn will have an impact on your reputation.

If you fail to keep your Hospital clean you'll end up with an infestation of rats, once you have them they're almost impossible to remove. The best tactic to adopt here is an avoiding one, keep your Hospital spotless and you shouldn't have a problem. Failing to keep your Hospital clean can also result in Vomiting Waves going round, again once they start it's difficult to bring under control so keep your Hospital as



clean as you can. If you don't have enough Handymen on maintenance duties you may well suffer a Boiler Breakdown. If you are hit by one there's nothing you can do about it until the Boiler is automatically fixed.

Every now and again you'll be faced with the opportunity to respond to emergencies, an emergency is when you'll have a helicopter bringing in a number of patients with the same ailment. If you accept the emergency a clock will start to count down displaying how long you have to deal with all the patients.

Only accept them if you know you can deal with them. If you fail to heal over three quarters of the patients it will have a large impact on your reputation. A general guide to follow is to allow about six patients per treatment room, if you have any more come in you'll need to set up extra cure rooms. If you don't think you can handle it you should reject it.

1 Make sure your emergency patients can get from the H-pad to their treatment as quickly as possible. 2 If the emergency contains more than 6 patients you may need to build extra treatment rooms. 3 After you've treated a few patients you'll need to repair your machines, put the pointer over them and press action button when it turns into a cog. 4 Watch out for people starting to drop litter. 5 As the litter builds up it starts to become a real problem. 6 If the litter builds up too much people will start to feel ill and your Hospital will be infested by rats.

100% ZONE CHECKED



7 If you don't keep an eye on the state of your machines they will be destroyed when you suffer an Earthquake. 8 Once a machine has been destroyed you'll no longer be able to use that room so it's vital to keep them in tip top shape.



Level Passwords

Level 2

*, ●, ■, ▲, ▲, ●, ■, *

Level 3

●, ●, ▲, ■, *, ▲, ●, ▲

Level 4

■, ▲, ●, ■, *, *, ▲, ●

Level 5

●, ▲, ■, ●, *, ▲, ●, ■

Level 6

■, ▲, ■, ●, *, ■, *, ●

Level 7

■, ▲, ▲, ●, *, ■, ▲, ●

Level 8

*, ▲, ■, ●, ▲, ●, ■, *

Level 9

▲, ■, *, ▲, ●, *, ▲, ■

Level 10

●, ■, *, ▲, ■, *, ●, ■

Level 11

▲, ●, ■, ●, ▲, ■, ●, *

Level 12

●, ■, *, *, ■, ●, ■, ▲





Level 1

The first level is designed to get you used to the controls, it will help you understand the different types of room and the different skilled doctors you'll need. To progress to the next level you're only required to cure 10 patients and keep your reputation above 300. As soon as you start the level select the Corridor Items Menu and buy a Reception Desk, a Drinks Machine and a couple of Benches. Place these around the doors at the front of the empty building remembering to leave enough space for people to move around. Your next step is to hire a Receptionist to look after the desk and a Handyman to roam about clearing up any rubbish. Once you

have the Reception area set up you can concentrate on diagnosis. The most common and important diagnosis room is the GPs' Office so build one of these first, then hire a good quick Doctor to work there. Once you have the GPs' Office in place build a General Diagnosis Room and hire another Doctor, you'll now be in a good position to open your Hospital. Rather than building the Psychiatric Department now it's wise to build a Pharmacy and hire a Nurse. This will allow you to start curing patients and generating income. Next build a Staff Room and Toilets to keep everyone happy. You can now build your Psychiatric Department and hire a psychiatrist, these are doctors with a Blot Test card in their diploma bar. The only other thing you'll need to build is an Inflation Room to cure patients with Bloaty Heads.



1 Level 1 is the first section on the board. 2 As soon as you start the level set up a small Reception. 3 Your next step is to hire a good quality Receptionist. 4 Once you've set up a GPs' Office, a General Diagnosis Room and a Pharmacy you're ready to open for business. 5 Build a Psychiatry Room and hire a good Doctor.



1 Level 2 moves you onto the car crash section. 2 Start off as you did before starting with a Reception. 3 Once you have a couple of diagnosis rooms and a Pharmacy you can open up to the public. 4 You'll need to build yourself a Research Room.

Level 2

Level 2 is slightly more challenging as you are now required to cure 30 patients. To add to this you'll have to treat a new illness, Slack Tongue. There is currently no cure for this illness so you'll need to set up a Research Department to investigate both diagnosis and cure. At the start set your Hospital up as you did for the first level starting with the Reception, then build a GPs' Office, General Diagnosis, Pharmacy and Psychiatric Department. Set up an Inflation Room to cure Bloaty Head and build up your staff and patient facilities.

Under the Facilities Menu you'll now find you can build a Research Department, build this as soon as you have the chance and employ a

Research Doctor to work there. The Research Doctors have a light bulb in their diploma bars. Once you've placed the Researcher in the room go to the Research Screen and adjust the time spend on each aspect, concentrate 50% of the Researchers time developing new diagnosis machines and 50% developing new cure machines. After a short while you will get the option to build a Cardiogram Unit to improve your diagnosis and a Slicer to cure Slack Tongue. You can increase the speed you develop new machines by increasing the number of Researchers, remember that each Researcher needs a machine to work on, either a desk, a computer or a filing cabinet. The only other thing that you need to worry about is the number of diagnosis rooms, build a Ward and extra GP offices to handle the inflow of patients.



5 The more Researchers and equipment you have the faster you'll be able to carry out research. 6 To speed the research up even more go to the Research

Cure Equipment	50%
Diagnosis Equipment	50%
Drug Research	0%
Improvements	0%
Specialisation	0%
Allocated Amount	100%



1 Level 3 will take you onto the emergency stage marked with a helicopter. **2** This time start off by placing two reception desks. **3** Build two GPs' Offices to cope with the number of patients. **4** The emergency patients will come in from the H-pad so place your facilities as close as you can to save time.

Level 3

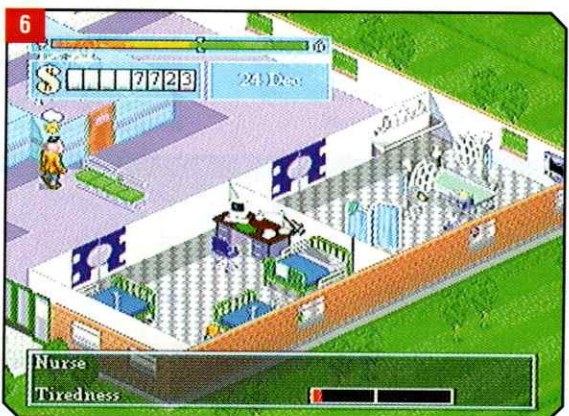
The third level is a little more demanding than the previous two, basically you need to achieve a healthy profit of \$20,000. To add to this you'll need to carry out extensive research in order to improve both your diagnosis and cure equipment. Start off as you have for the last couple of levels, only this time build two Receptionist's Desks and hire two Receptionists. This will stop patients being delayed in seeing Doctors. It is also worth building two GPs' Offices as this again will speed up the diagnosis process.

It is important to get your Research Department up and running as soon as possible. Try to make it slightly larger than the standard room and include some extra equipment, this will allow you to develop your Hospital faster. Once the Research

Department is up and running go to the

Research Screen and adjust the time devoted to each aspect as you did before. The Research Department will allow you to build a Cardiogram and X-ray Units to improve your

diagnosis as well as a Slack Tongue Clinic. You'll also be able to develop an Operating Theatre which should be placed as close as possible to the Ward so that patients can be prepared for operations. You will also need two Surgeons to work

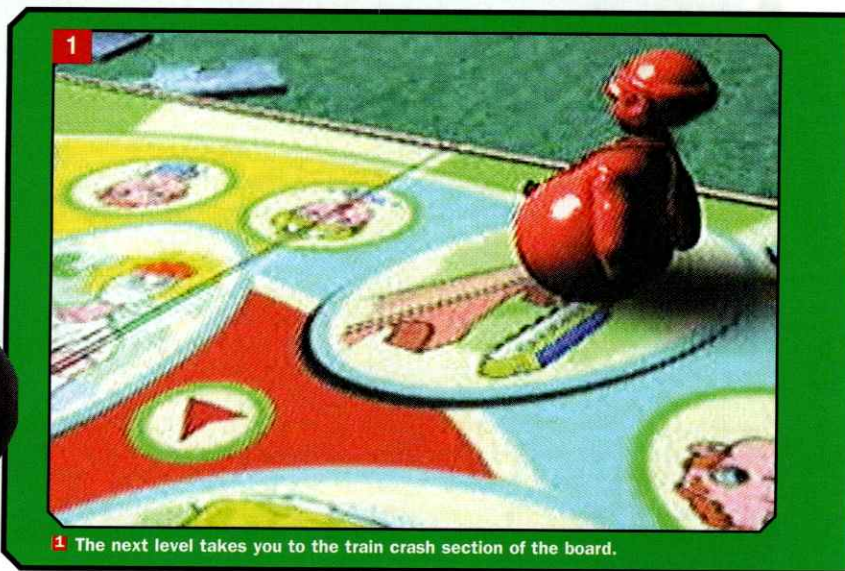


5 Build your Operating Theatre next to your Ward as that's where your patients will be prepared for surgery. **6** Once you have the X-ray machine, Operating Table and Slicer you'll have completed all the cure and diagnosis research on this level.

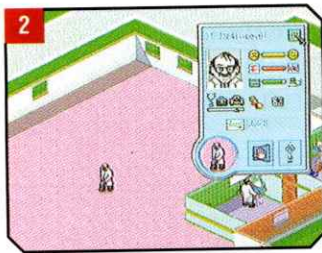
in the Operating Theatre, they are marked with a scalpel in their diploma bar. You should avoid the careless or lazy ones though as they are prone to making costly mistakes resulting in patient deaths. You'll also find that

the Surgeons are often the first to demand a pay rise, if they are good and it's a small rise then give it to them. If they ask for a ridiculous sum give them the sack if you have others you can call on. For this reason it's worth hiring multi-talented doctors at the start to build up a good staff base.

You'll also have your first opportunity to respond to emergencies as they arise. The emergencies offer you the chance to make extra bonuses so they should be considered with some thought before you reject or accept them. Click on the Emergency Icon when it pops up and you'll be given the number of people infected. You should make sure you have the facilities you need to deal with the emergency before you accept it, on average you should allow 5 or 6 people per room to ensure you can deal with the emergency in the time allotted. The patients will be brought in via the H-pad found near the front of the building so it is important to set up the facilities you'll need as close to this as possible to cut down on walking time. If one of your treatment rooms is clogged up you can quickly set up another one and shuffle the queue accordingly. Treatments such as the Operating Theatre can be slow to set up so make sure you have everything in place before the patients start to arrive.



1 The next level takes you to the train crash section of the board.



Level 5

Level 5 poses a new challenge because the majority of the Doctors available to hire are poorly trained or don't care about the job. Occasionally you'll see a really good Doctor. If you do find a good one hire him right away even if you don't need him at that point in time as you'll definitely find a use for him later. To combat this lack of skilled workers you are given three Consultants at the start, each one being an expert in either Surgery, Research or Psychiatry. Keep the Consultants happy by giving them a good sized Staff Room and meeting their pay demands as they are your only means of getting quality staff. Build a couple of Training Rooms and place a consultant in each of them. If you then place a Doctor or Junior Doctor in the room the Consultant will start to teach him, eventually passing on his specific skill. Try to avoid putting more than one or two Juniors in a Training Room as it will slow down the speed the Consultant teaches at. Don't worry when the Doctors and Consultants leave the Training Rooms to go to the Staff Room as they will return as soon as they've rested.

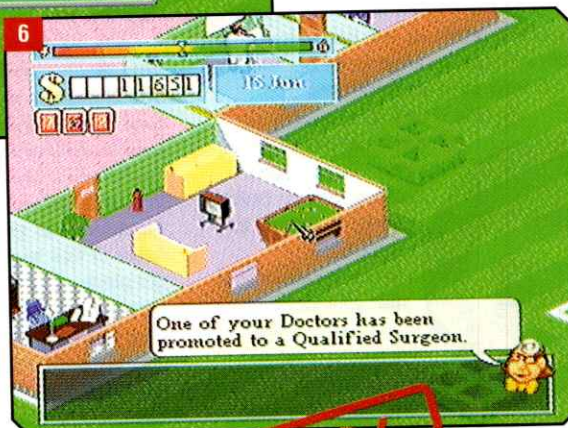
To complete the level you'll have to juggle your staff around until you have a full complement of well trained Doctors at your disposal. Keep checking the staff availability by



By placing extra Computers in your Research Department you'll increase its productivity. It's vital to keep your Consultants happy so build them a well equipped Staff Room.

entering the Hire Staff Menu, if you see a good Doctor hire him. You'll also be effected by Earthquakes so have plenty of Handymen on standby to repair your machines. As soon as you feel the first tremors check round all your machines for damage. Repair the machines even if they're only slightly damaged as the second shock will be much bigger and liable to destroy any damaged equipment. If a machine is destroyed you'll no longer be able to use that room. To go onto the next level you need to cure over 100 patients maintaining a reputation of at least 500 so make sure your Hospital and its staff are top notch.

The next level is the training level. At the start you'll be given three Consultants who are experts in each of the specialist fields. Build three Training Rooms at the start and place a Consultant into each, then place a normal Doctor in each and the Consultants will start to lecture them. Once you have the training facilities set up build the basic rooms you need to open your Hospital.



100%
ZONE
CHECKED

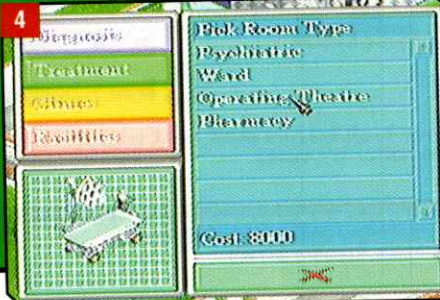
Level 4

Level 4 requires you to achieve a reputation of 400 or above so you don't want any avoidable deaths.

To be sure of getting a good reputation you want to hire the best staff, a good move here is to buy up all the staff at the start before you need them, this gives you the pick of the best staff before they are employed in any of the competing Hospitals. If you do need to hire a poor member of staff you can always sack him at a later date when someone better becomes available. Again you'll need to set up a Research Department to develop new treatments although you don't need to research the Operating Theatre so you can set that up as soon as you need to. Don't worry too much if your profit is low in the first year as it will soon grow in line with your reputation. Basically you can treat this level like it's another training level.



2 Set up your Reception at the top end of the building, this is where you'll find the H-pad. 3 By buying up more staff than you need at the start you get to hire all the best staff. 4 This time you won't have to research the Operating Table, it will be available under the Treatment Menu.





1 Level 6 takes you onto the ambulance section of the board. 2 At the start keep hiring Doctors until you have a complete line up of quality staff. 3 Get your Researchers to concentrate on diagnosis first, then swap over to cure equipment. 4 Place at least three Researchers in the Research Department to get your Hospital up and running as soon as possible.

Level 6

Level 6 requires you to set up a smooth and well run Hospital which will turn over a good profit. To move onto the next level you'll need to earn \$100,000 as well as curing 150 patients. As soon as you start your Hospital go to the Hire Staff Screen. From here hire as many quality Doctors as you can before the other Hospitals snap them up. Set up your Reception remembering to

include plenty of seating, radiators and plants, then you're ready to start building rooms. Build two GPs' Offices to start with, otherwise you'll find that your Doctors can't keep up with the numbers of patients coming in.

Once you have your two GPs' Offices build a Psychiatric Room, a General Diagnosis Room and Pharmacy. You'll now be in a good position to open up your Hospital to the general public.

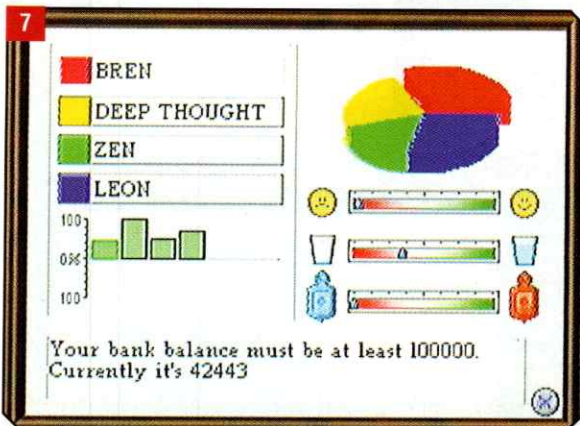
After the Hospital has opened you need to build a Research Department, try to make it reasonably large with extra windows and equipment. This will increase the efficiency of the room and allow you to place extra staff there so you can develop your treatment and diagnosis machines at a faster pace. As soon as your

Research Department is up and running go to the Research Screen and concentrate 100% of your efforts on developing new diagnosis equipment. If you fail to develop all the Diagnosis Equipment quickly it will not be possible to diagnose many of the patients, once you've developed all your diagnosis machines concentrate on developing cure equipment.

Look out for patients with a £ over their heads, these are rich patients and should be looked after to the best of your abilities. If you treat them successfully you will be given an extra cash bonus. The best way to ensure they are well looked after is to shuffle the queues to get them to the front. Again in this level you'll find that you get plenty of Earthquakes so have a good supply of Handymen you can call on if you need to. Keep track of your machines as regularly as possible to prevent any exploding. If they do explode you'll lose any member of staff in that room at the time. The only other thing that you'll have to deal with are staff demanding pay rises, look at what they are asking for and decide if they are worth it. Surgeons will often ask for an extra \$300 to \$500, if they do you may have to pay them if there are no other Surgeons available. A good Surgeon who is paid a high salary is better than a poor Surgeon who is cheap.



5 Don't be afraid to go to the bank for a loan. 6 At the end of the year go to the Awards Screen and select the best award.

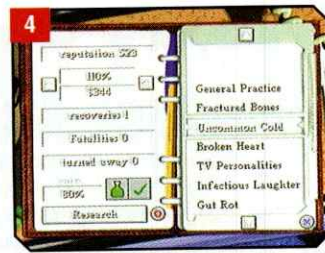


7 You can always check your performance by going to the Overview Screen.

Level 7

Level 7 requires you to get both a highly profitable and popular hospital so providing a good service is vital. To ensure you complete the level you need to have a good team of staff. As you did for the previous level, you need to hire as many good staff as you can at the start before they are employed by any of your competing Hospitals. Hiring good quality staff will keep patient deaths to a minimum, which in turn will keep your reputation up. If you do start killing patients you'll find it will put a big dent in your reputation which is difficult to recover from.

Be careful with your money, one of the easiest traps to slip into is to keep topping up your loan from the bank so that you can develop the latest equipment. If your loan is too high you'll have real problems paying it off, although the interest repayments are not very high it will take you much longer to go into credit and ultimately progress to the next level. Again have a good supply of Handymen available to repair your machines before and after Earthquakes, keep one or two of them on constant cleaning duty though as there will be plenty of VIPs visiting your Hospital.



1 Level 8 is the plane crash section of the board. **2** Start off by building a mini Reception. Don't bother spending lots of cash making it look nice, instead concentrate on streamlining your Hospital. **3** Keep all your rooms small and don't bother trying to add extra furniture. **4** As soon as you get a chance select the Case Book, from here you'll be able to increase the charge for each treatment.

Level 8

Level 8 is an out and out cash run requiring you to make at least \$180,000 before you can graduate to the next stage. You can afford to be a ruthless operator and con your patients out of as much money as possible. Build up your Hospital as quickly as possible so that you can deal with all the patients that come in, this will allow you to maximise your earning ability. Get a well equipped Research Department up and running at the start and place at least two Researchers in it, then go to the Research Screen and concentrate about 70% of your efforts into new methods of diagnosis and 30% into new cure methods. Once you have all the diagnosis machines you need put all your efforts into finding new cures.

In order to increase the rate at which you accumulate cash you can increase the price for various treatments, this will allow you to finish the level with relative ease in a



short space of time. To do this go to The Casebook, from here you can increase the price of the different treatments to increase your revenue. Remember though that if you increase the price too much your patients will leave without paying. You'll be able to increase the majority of treatments to 112% without it upsetting your patients, any more and they'll start to complain. Take on all the emergencies you can as they will also add to your profits. Also keep your Hospital as clean as you can to impress visiting VIPs, they will then give you cash rewards.



5 Take on all emergencies and VIP visits as they'll add to your cash income. **6** If you need to buy extra space buy it immediately. Use the bank if you have to, remember that you need to get up and running as fast as you can.



100% ZONE CHECKED



1 Level 7 takes you onto the burning building stage. **2** Start off by setting up a nice Reception with plenty of plants and fire extinguishers. **3** Build your Operating Theatre and Ward in the second building so patients can be rushed in from the H-pad. **4** Try not to take out too larger loan or you'll have difficulty paying it back. **5** Keep all the diagnosis rooms in the first building.

Level 9

Once you reach level 9 you need to remember that you have to become a caring Doctor again. You are required to cure 350 patients and raise the value of your Hospital to at least \$185,000, you'll also have to make a profit of \$250,000. In order to meet these requirements you need to be extremely organised. You will find that you are faced with an ever increasing number of different ailments. As soon as you start the level you'll need to set up a Research Department, this is because you will be faced with several conditions you haven't had to face before such as Hairlytis. Build a reasonably sized and equipped Research Department and place three Researchers in there. Concentrate about 35% of your time on researching diagnosis machines and about 65% of your time on cures.

Keep your Hospital neat and use your space efficiently. Build a good stock of Handymen and divide them up into teams, get some to concentrate on cleaning while others are constantly repairing machines. Every time you receive an Earthquake warning check all your machines for damage, remember that you may experience several small tremors before the big one hits. Only take on emergencies if you are positive you can deal with them. If you do lose some of your emergency patients your reputation will be seriously tainted. Place plenty of radiators and drinks machines to keep your patients happy, also try to provide seating outside each room.



1 Level 9 takes you onto the start of the red section of the board. 2 Open up a Research Department at the start of the level as there are several new ailments to look into. 3 The next step is to set up your basic facilities so you can open your Hospital to the public. 4 Group all your treatment facilities together, this will help you keep organised, allowing you to keep a track of the condition of all your machines. 5 Split your Handymen into teams, then get each team to concentrate on a specific task.



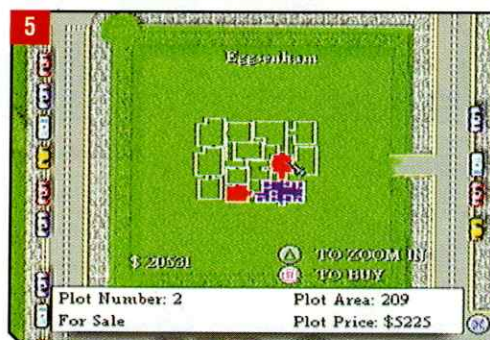
1 Level 10 brings you ever closer to your final goal. 2 Leave plenty of space so that if you need to you can add extra rooms to deal with large emergencies. 3 Keep your eyes peeled for Consultants.



Level 10

To complete level 10 you'll need to ensure that you end up being \$300,000 in credit and that your Hospital has a reputation of at least 600. At the start buy all the Doctors you can as the supply will dramatically drop, also keep your eyes peeled for Consultants with specific areas of expertise as you'll need them to train future staff. It is vital to get your Research Department up and running as soon as possible and concentrate initially on diagnosis. Once you have all the new diagnosis options change your research so you're now concentrating

on cure and drug enhancement, to progress you'll need to increase the efficiency of your drugs from 75% to 80%. You'll be faced with plenty of emergencies so ensure you have the facilities to deal with them. The best way do this is to leave plenty of space around the various rooms so if you need to you can add a second room to take off the pressure, remember you can't afford deaths. You will also find that you have plenty of VIPs visiting your Hospital, accept every visitor as they'll reward you if they're impressed by what they see. The best way to impress them is to employ plenty of Handymen to keep your Hospital clean and in a good state of repair.



4 Build yourself a couple of spare Training Rooms, then if you do find a Consultant you can start up some staff training. 5 Buy extra land rather than trying to cram rooms in tightly, you never know when you may need to add an extra treatment room or two.



1 Level 11 requires you to build the ultimate Hospital, not only will you have to treat every illness known to man but some alien ones as well. **2** Keep your patients happy by placing benches, plants and fire extinguishers. **3** Concentrate most of your efforts on developing new diagnosis equipment at first, then swap over to concentrate on cures. **4** Only take on emergencies if you feel you can handle them.

Level 11

Level 11 will provide you with your hardest challenge yet. You are required to set up the ultimate Hospital covering all ailments, you'll also have to get your reputation up as high as possible so avoid hiring poor quality staff. You are also required to get the value of your Hospital up to \$220,000 and your bank balance up to \$380,000. Fortunately, you're setting up in a relatively rich area so you can afford to increase the cost of your treatments.

At the start set up a Reception Area, GPs' Office, General Diagnosis and a Pharmacy so you can start to treat the first patients. Then build a big Research Department and place three or four Researchers inside. Success on this level will depend on how quickly you can improve the service your Hospital can provide so it's vital to concentrate on improving your diagnosis facilities

first. To start with concentrate 70% of your time researching new diagnosis machines and 30% on cure equipment. Once you have the Scanner and the X-ray machines in place you can even cut your research to 50% for each.

There are plenty of Earthquakes to deal with so have a big supply of Handymen to call on, also you will be faced with dealing with specialised emergencies. For these it's vital to make sure your hospital is advanced enough to deal with them, don't accept any cases of Alien DNA until you have the DNA Fixer or your reputation will take a nose dive.



5/6 Watch out for emergency patients coming in with cases of Alien DNA.



Level 12

Level 12 is the last level and as you would expect it's the ultimate challenge so be ready. To finish this one you're going to have to bring together all you've learnt over the past 11 levels. This time you're required to cure 550 people and earn \$450,000, you're also required to gain a reputation of 720 which is three quarters of the bar so you can't afford any deaths. Take your time on this level, if you try to build up too quickly you'll find that you run out of money. Instead take your time and concentrate on building up your service. Place plenty of radiators and drinks machines to keep your patients happy with the facilities, also make sure there are plenty of plants and fire extinguishers. Set up a good Research Department which can support at least three Researchers. Also you'll need to set up two Training Rooms so you can train your own Surgeons. When building a treatment room try to build two next to each other. This will stand you in good stead to deal with emergencies without having to risk patient deaths, it will also add to the value of your Hospital. When placing rooms make sure you leave plenty of space round them. This will allow you to place benches outside each room. You'll then be able to easily see who's in which queue and adjust the queues accordingly. Employ a large force of Handymen to keep your Hospital in good shape, get three or four to concentrate on watering, four or five on cleaning duties and the rest on permanent repairing duties. Try to Keep all your machines in good condition as you'll be faced by ever increasing Earthquakes.



1 You've finally made it to the last level, complete this one and you'll be the ultimate Hospital manager. **2** Start by setting up the perfect Reception, place plenty of benches and plants. **3** You'll have to build up your Hospital slowly but surely otherwise you'll run into debt really quickly. **4** Don't try to cram your Hospital into a small space, instead buy extra land so you can increase the size of your rooms. **5** Build up a couple of nice training rooms as you'll need to train your own staff.





Gran Turismo

GRAN TURISMO

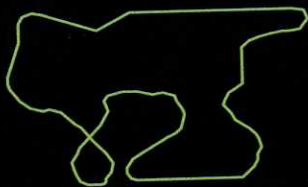
Road Rage will carry you through the day. Or at least our guide will. All you need to know is here



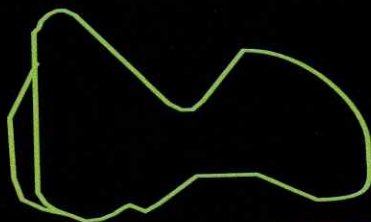
PLAY
STATION
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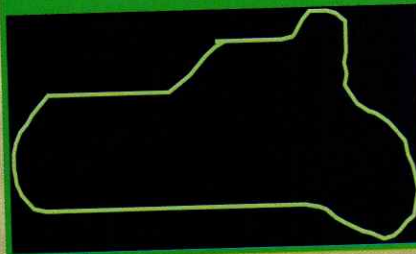
Autumn Ring



Autumn Ring Mini



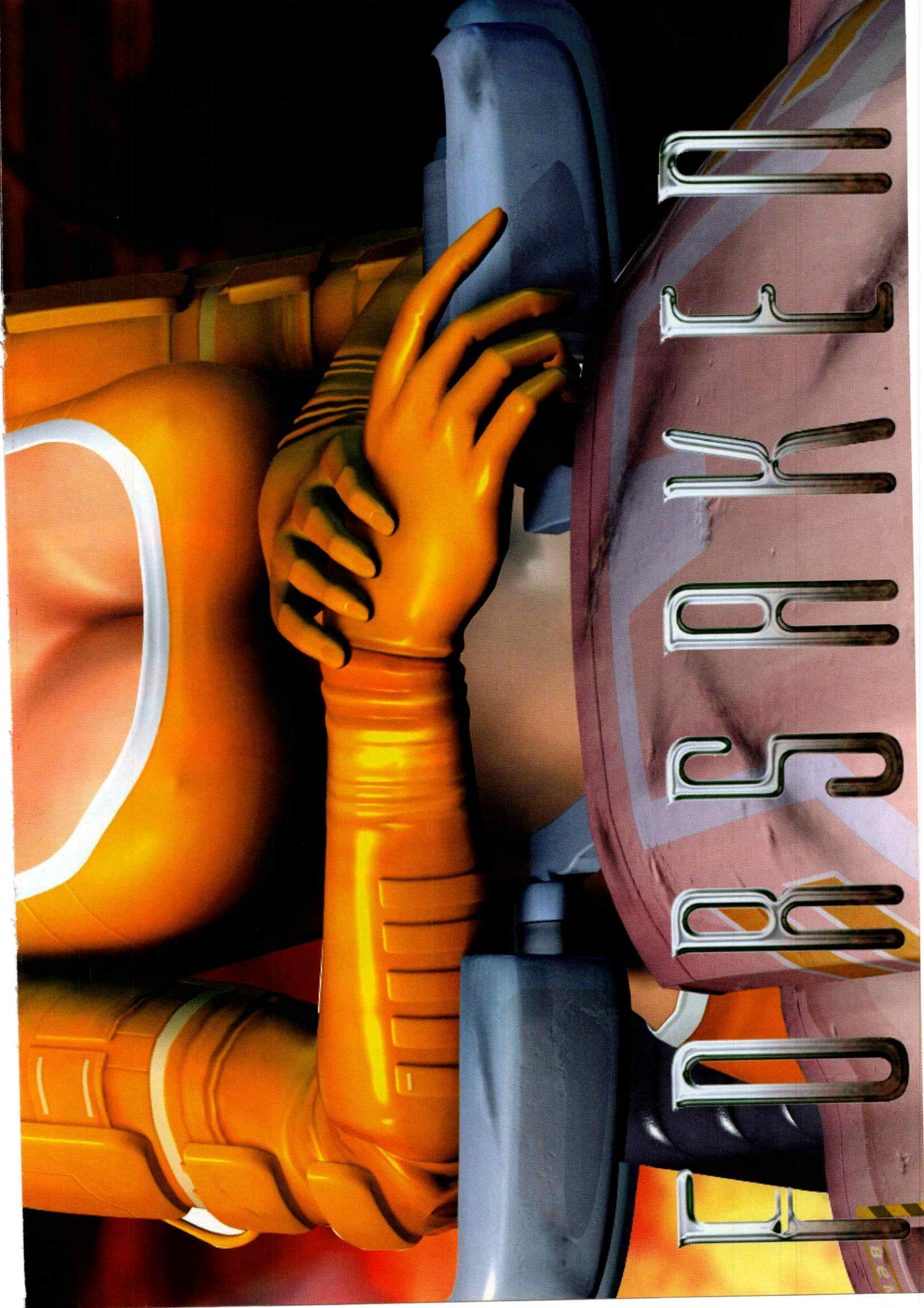
Clubman Stage R5



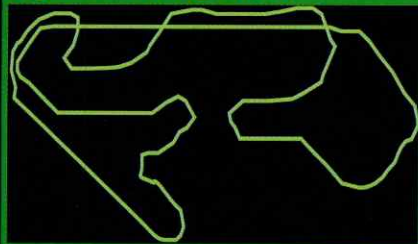
PLAYSTATION
STATION

Playgirl
of the month

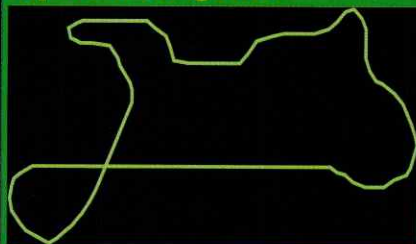




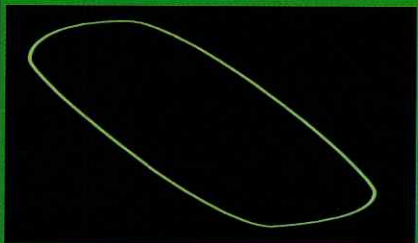
Special Stage R11



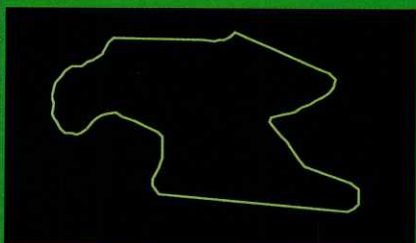
Special Stage R5



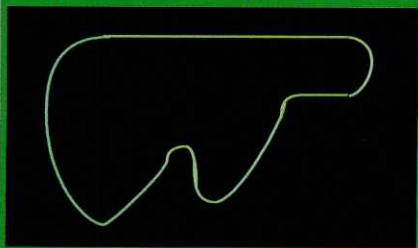
Test Circuit



Trial Mountain



High Speed Ring



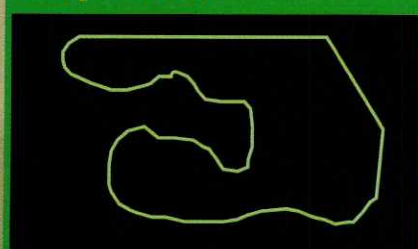
Grand Valley East



Grand Valley



Deep Forest







Lose those p^Lates

To get the maximum enjoyment from this ball busting racer you will need to obtain each of the three licenses. The first two shouldn't be too difficult for even the most useless Sunday driver. The final license however is fit for all budding psychopaths with its break-neck speeds and testing circuits. Hopefully this should point you in the right direction to being the ultimate speed freak.

Licence B

Test 1

Getting to the line and stopping in the chequered box within 36 seconds is trickier than you would expect for the sole reason that you're in one of the slowest cars imaginable. Keep your revs high at the start to get off to a flier.

Test 2

It's essentially the same test as the last one only in a more powerful car, hence the 27 second time limit. Hit your brakes around the 900 metre mark to stop in the chequered area.

Test 3

As with any test you can't go off the circuit or it's instant failure. Reach the line after the left hand bend within 29 seconds. If you stick to the racing line it's a simple turn so don't go overboard with your braking.

Test 4

Take the left hand bend again in a faster car this time. This alters how hard you need to brake to get around safely within 26 seconds.

Test 5

You should know the score on the left hander this time but things are a little tougher as you have to get round in under 25 seconds. The car is very fast and can get around the bend with only a tap of the brakes.

Test 6

You must get around the right then left bends in under 28 seconds. Stick to the racing line and you shouldn't have too many troubles.

Test 7

It's the same test but with a



different car and a 27 second time limit. Again if you stick to the racing line it won't pose many problems although the steering is much less responsive this time.

Test 8

Now you've practised for long enough you must complete a lap of the course in under 1 minute 22 seconds. If you're any kind of driver you will stick to the racing line a glide around the corners when possible by letting up on the gas.

Licence A

Test 1

Get around the two bends within 34 seconds. The first

bend is no problem but because of the slope down to the second bend you will need to brake before you enter the corner.

Test 2

Hammer round the bends within 26 seconds. The final bend is a very tight hairpin so you must brake heavily to get a good line and exit the corner safely.

Test 3

Being successful on this track is down to taking the final hairpin with speed and skill. Enter wide and cut the apex after braking hard. Accelerate out again and you will be successful. Maybe not the first time but relatively soon after beginning. For sure.



will get you through this grueller.

Test 3

A very difficult test with a poor handling car. Be sure to brake early for corners as the chances of spinning are high. This course must be rounded within 2 minutes and 3 seconds.

Test 4

As shorter test which must be completed within 1 minute and 23 seconds. Your car turns badly so again you need to brake early for the corners.

Test 5

The hairpin bends are your worst enemy here. Handbrake turns can get you round the corners quickly but by now you should know that one mistake can be the end of it all. With a bit of practice this should be lapped in just under 1 minute and 24 seconds.

Test 6

To progress beyond this you need to conquer the restricting limit of 1 minute and 33 seconds. Luckily it's not too difficult in comparison with some of the others and has relatively few sharp bends.

Test 7

A long circuit to complete in under 2 minutes 11 seconds. It's very difficult so your best using a bit more caution than speed.

Test 8

With all that's gone before you should have a pretty good idea of what's involved in getting around these things. All you need to know is that it must be lapped in under 1 minute and 59 seconds. And not a second more. You will now be a fully qualified racing guru.

Test 4

Finish this test in under 39 seconds. Your car handles like a tank and poses a great problem to your progression. The key to being successful lies in the navigation of the final bend.

Test 5

Get this one cleared within the 32 seconds allowed and you're definitely refining those driving skills. The third bend is the key here as it's a very tight one which requires you to stay on the racing line. A slight misjudgement and failure beckons.

Test 6

Complete this within 27 seconds. Although your car is

very quick indeed you will need to be very quick through all of the bends. Again it's the final bend which can (and usually does) ruin your day.

Test 7

This is a tough test which tests your driving skills to the limit. You must do five laps of the very short and tight circuit within 33 seconds. To do this you must keep very close to the central block and power slide around.

Test 8

Another full lap of a circuit which houses many tight turns. It's difficult but your power slide and hard braking should see you through. Complete this within 1 minute and eight seconds.

Advanced Licence A

Test 1

As with every time trial here you must complete a full lap within the limit. This circuit must be cleared within 1 minute and 7 seconds. The first test gives you a car with fantastic grip so cornering isn't much bother.

Test 2

Things hot up considerably on this second test. It's a dark circuit so initially it can be a little difficult to see what's up ahead. There are some very tight corners but eventually you should get to grips with the racing line. This is what

Now you've gathered all the licences you're ready to tackle every challenge in the GT world. How will you fare against the other drivers and most importantly, which car will you acquire? A race tuned FTO Limited Edition or a shockingly bad Mazda Demio? The choices can be overwhelming. Well, thankfully we're here to help. Just turn the page to gain even more vital information to becoming the ultimate racing machine. Good luck and happy shopping!



Burn rubber

A good rule of thumb is don't immediately buy a super-powerful FR (rear wheel drive car) – they're the most difficult cars to drive, and if you're a novice you'll be spinning out on every corner. This can be really frustrating, so instead, choose a 4WD (four wheel drive) or FF (front engine, front wheel drive), since these cars are much more forgiving and easier to drive.

Big tip: when cornering, remember the racing adage, "slow in, fast out". It's the key to success. Learn to brake early and get on the power as early as possible so you accelerate out of a bend. Don't brake late - you'll still be out of control and decelerating deep into the corner, and you'll end up coming out of the corner slowly and quite possibly still not in full control of the car.

Straight to the top

Here's the quickest way to win all the races with the least amount of cars and thus earn the most amount of money to spend on the best cars. Go and get a B licence, then buy a used Honda Prelude and win the Sunday Cup GT race. Sell both the Prelude and the Demio A-Spec that you win, buy an '89 Nissan GT-R and spend the rest of the money on a muffler, hard roll bars and tuned ROM (and anything else you can afford with the cash you've won).

Enter and win the 4WD Event Race. Sell the Subaru SVX (or Mitsubishi Lancer if you don't get the maximum 45 points) and pour your winnings into fully modifying the Nissan GT-R. SS racing tyres, the rest of the suspension modifications and a ROM tune should make the car competitive enough to win the Bronze League GT race. Assuming you do that, sell the Z28 Camaro 30th Anniversary Edition. Now go and get your A licence.

You should be able to completely finish tuning the Nissan GT-R by

1 Only the soundtrack by bands like Ash, and Garbage can improve on these visuals

2 The game replays are some of the most stunning ever seen on a home console

3 Taking your car out for a little spin can dirty its paintwork. Luckily you can then go to the car wash

4 From this screen you have access to all the dealers, races and licence tests



buying everything available, including the all-important weight reduction – don't buy the racing body, though. Enter the Japanese Vs US Event race. Win this and you get the Mitsubishi FTO Limited Edition – the best all-round car in the game. Select this and enter and win the Silver and Gold GT Races. Now you should be getting rich.

Select the Nissan GT-R, compete in the Mega Event race and sell the Toyota Soarer that you win. Now buy the Viper RT/10 and enter the Normal Race. It's fairly easy to win with this car since it's twice as powerful as its closest rival (Honda NSX Type S-Zero).

Now you should be ready to

get the A-International License. Once you've got it, use the Nissan GT-R to win the tuned race (with 939 ps, you should be able to win this with ease). Now you should be absolutely loaded up with cash. Use the Mitsubishi FTO Limited Edition to win the Japanese Vs US race, and use the Viper GTS-R that you win in that race to win the US Vs British race and thus complete the international race series. Use the Viper GTS-R to win the FR Class race and buy an FTO GP-R Version, which you should then fully modify (except for the racing body, which is optional). Use this to win the FF and Lightweight Class races and you're set for the last three challenges.

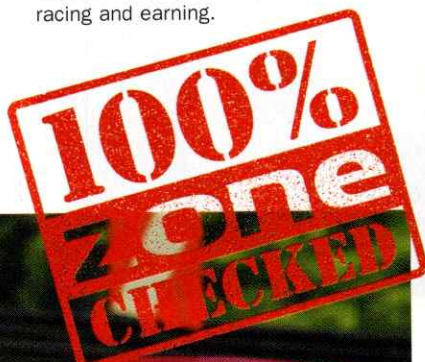
The Mitsubishi FTO Limited Edition is tailor made for the Valley 300. Just





be prepared to put in about an hour and 50 minutes of racing, 'cos that's how long the race takes. The last two Stage 11 races (both take about 45-50 minutes) can be won with the cars you have – the Mitsubishi FTO Limited Edition is good for the Racing Class, and the Nissan GT-R for the Tuned Class.

And that's it. By the time you've completed all those races you should have way, way over US\$100,000,000 and can buy anything you want. So spend! Spend! Spend! And have fun playing with the cars on the Machine Test course, or just keep on racing and earning.



Power to the pedal

Without doubt, the most powerful car in the game is a race tuned Nissan GT-R Vsp c, giving out 969 ps. This car is also the most powerful 4WD. However, if you want to know the top and bottom specification cars in Gran Turismo, here they are...



1 Lightest car – race tuned Mazda Demio A-Spec is 549 kg



2 Fastest car – race tuned Mitsubishi GTO MT can be tweaked to go over 400 kph



3 Most powerful lightweight/FF car – race tuned Mitsubishi FTO GP-R Version bangs rated 376 ps



4 Most powerful stock car – Viper RT/10 (Viper GTS has the same ps, but is slightly heavier)



5 Best power-to-weight racing car – Viper GTS-R



6 Lightest tuned non-racing car – NSX S-Zero (990 kg)



7 Best all-rounder – FTO Limited Edition combines power, reasonably light weight, 4WD and impressive top speed to devastating effect





The Wacky Races

To win the races in Gran Turismo you'll need to pick the right car for the task. Here's our list of the best cars for each of the races in Gran Turismo mode. Now all you've got to do is win every race.

SUNDAY CUP GT RACE

Pretty much anything that's tuned up will smoke the sad vehicular slugs that make up this field.

BRONZE CUP GT RACE

As long as your car has over 300 ps and good suspension modifications you'll win with ease.

SILVER CUP GT RACE

A fully-tuned car is what you need to win this one. Any Nissan GT-R is a good pick, even though it's really too powerful for these courses. But who cares if your racing is a little ragged when you can blow the competition away with brute force.

GOLD CUP GT RACE

Like the previous race, a fully-tuned car that weighs less than 1300 kgs and sports more than 600 ps is required to win this. So that means any of the "big five" – Mazda RX-7, Toyota Supra, Mitsubishi GTO, Honda NSX or Nissan GT-R. However, the Mitsubishi is a bit of a lard-ass, so it's slow on the twisty

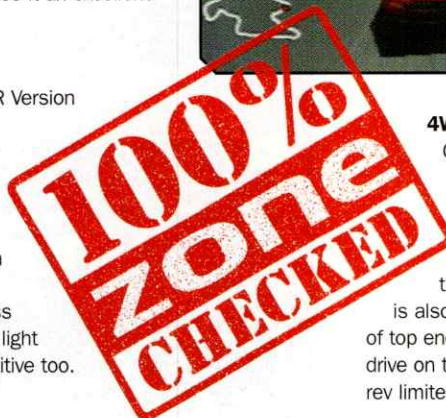
courses. The Mazda and Toyota, due to the massive power being delivered to their rear wheels only, need an experienced driver to really get the best out of them. The light weight of the NSX (less than 1000 kgs and around 550 ps) gives it blistering acceleration and top end – although like the Mazda and Toyota, its rear wheel drive means it's easy to spin out on the twisty bits. The 4WD of the Nissan makes it an excellent all-round car to race.

FF RACE

The Mitsubishi FTO GP-R Version is the best car for this class, although both the Honda Prelude VTEC and Toyota Celica SSII are just as fun to drive and give it a good run for its money. The Honda Civic-R is less powerful, but due to its light weight makes it competitive too.

FR RACE

The Mazda RX-7, Toyota Supra and Honda NSX are kings here. The rear wheel drive Nissan GT-R is also good, but nowhere near as powerful as a top-of-the-line Supra. Thanks to its enormous tyres, gives it copious grip and very good handling.



4WD RACE

Once again the ominous Nissan GT-R rules the roost here. The Mitsubishi FTO Limited Edition is less powerful, but is easier to drive, and the Subaru Impreza Rally Edition is also a good one, although its lack of top end makes it a bit annoying to drive on the straights (because it hits the rev limits at only 265 kph in top gear).

LIGHTWEIGHT

The Mitsubishi FTO GP-R Version is the vehicle of choice here. It's by far the most powerful car in this class. But for comedy fun driving, race tune the Mazda Demio A-Spec. With a measly 218 ps under the hood, but weighing in at a



Get out of the way you piece of crap. Why is it that you always get behind a Sunday driver in these races?

featherlight 549 ps, it's like driving a shopping kart. And it also happily corners on two wheels (indeed, once you get skillful enough, you can actually drive some distance with the car balanced on two wheels!), which makes it great fun to drive. The Honda Civic-R is the final choice in this category. It's not as fast as the FTO, but it's a total laugh to drive.

US Vs JAPANESE

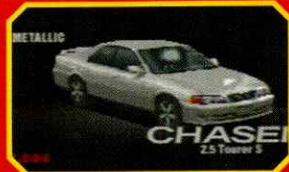
The Mitsubishi FTO Limited Edition

Winner takes all

Here's a list of the bonus cars you get for winning each race in the Gran Turismo mode of the game. Happy racing...

BRONZE LEAGUE CUP
Z28 Camaro 30th Anniversary Edition

GOLD LEAGUE CUP
Nothing (you get the game credits)



SILVER LEAGUE CUP
Toyota Chaser Limited Edition

FF RACE
Honda Civic Type R
Nissan Silvia K'S 1800

LIGHTWEIGHT
Mazda Eunos
Honda CRX Sir

JAPANESE Vs US
Mitsubishi FTO Limited Edition
Honda CRX Limited Edition

STAGE 11 RACING
Nissan Silvia Limited Edition



FR RACE
Nissan 180 Type-X Sil Eighty

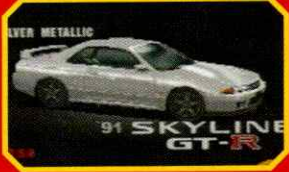
BRITISH Vs US
Chrysler Concept Car
Mazda RX-7 A-Spec Limited Edition

JAPANESE Vs BRITISH
Chrysler Viper GTS-R
Aston Martin DB7 Coupe



VALLEY 300
Castrol Supra GT

MEGA GT
Toyota Soarer 2.5 GT-T VVT-I



NORMAL RACE
'91 Nissan GT-R

4WD RACE
Subaru Alcyon SVX S4
Mitsubishi Lancer GSR Evolution IV



SUDAY CUP
Mazda Demio A-Spec

SUDAY CUP
Mazda Demio A-Spec



TUNED RACE
Toyota Supra RZ

STAGE 11 TUNED
Nissan GT-R Nismo

destroys the competition in this race thanks to high power and 4WD. But if you want variety, any of the "big five" work here, and a fully-tuned Dodge Viper also offers laughs aplenty if lurid tail slides are your thing.

JAPANESE Vs BRITISH

Like the above, the Mitsubishi FTO Limited Edition rocks. Any of the "big five" are competitive. If it's a British racer you're after, there's nothing better than a race-tuned Cerbera – although its huge rear-wheel power and super-light weight makes racing an oversteer spectacular (the back spins out when the power is poured on too early).

BRITISH Vs US

The Viper GTS-R is king for this one, although the Cerbera (fully tuned with racing body) is a really good alternative. Again, just be careful with the power – both cars are very powerful and lightweight and tend to oversteer.

MEGA

Power and speed are the keys to this race. Any fully-tuned high-spec Mazda RX-7, Toyota Supra RZ, Nissan GT-R, Honda NSX or Mitsubishi GTO will win this with ease. My favourite is the GT-R, though, since its 4WD makes it easier to drive than the rear-wheelers (it's far more forgiving when you're really pushing for those very tight record lap times).

NORMAL

The best car for this series is the Viper

RT/10. Marginally lighter than the Viper GTS and producing the same ps, this car smokes everything – including the other killer car in this class, the NSX Type S-Zero. The only thing that's tricky is initially learning to drive the Viper – once you've mastered it, you won't have any problems winning this series.

TUNED

This is a hard race, since you're up against some very powerful, medium weight cars. A 4WD rally car makes a lot of sense for this, but all of them tend to lose out on the high speed courses to cars like the Supra, GT-R and NSX. Go for brute force – a Skyline GT-R tuned to 965 ps and sporting every tuning feature except the racing conversion. It's difficult to drive on some of the tighter courses, but its huge power advantage and 4WD makes it a formidable car.

VALLEY 300

Here's where the going gets really tough: a 300 mile, 60-lap race of the East Valley track. It's certainly a test of endurance rather than skill. Choose the FTO LM racing car for this (which you should have won long before you try this race). Its perfect balance of medium weight and high power coupled with 4WD gives it supreme



handling and makes it a really easy car to race – it's plenty forgiving if your concentration starts to lapse. It's also a very fast car, and with reasonably fast, consistent racing it's easy to build up a huge margin between you and the second-placed car.

STAGE 11 RACING

Another massive race, this one weighing in at around 50 minutes. Again, choose the FTO LM for this – it's the best all-round car in the game. And again, steady and consistent racing is the key to success.

STAGE 11 TUNED

Chose the trusty old overpowered GT-R for this, going for raw power again. The problem is that it wears its tyres out incredibly quickly, so expect to be pulling into the pits every 15-19 laps for new rubber. Despite that, the GT-R is still king of this one, since its combination of 4WD and immense power blows away the opposition.



DIABLO

Mystical beings and sorcery are back for more



Hack and slash your way through 16 levels of monsters and demons to defeat the evil Diablo and save the land. On the way you'll be

asked to complete various quests for people in return for favours and prizes. Use this definitive quest guide to help you on your way.

When playing Diablo one player you'll find that a random selection of the following quests will appear in each game. The only ones which are always available are Lazarus and Diablo. When playing two player some of the quests won't be available or they will appear in a different format. Jonathan Eves shows you which way to go.

Selecting a Character



1 The Warrior is a real power house but he lacks in mental ability. **2** The Rogue is a master of the bow making her a deadly adversary. **3** The Sorcerer has a good understanding of magic but in a hand to hand situation he'll take a real hammering.

The Warrior

The Warrior is a real hand to hand fighter who excels in using all close combat weapons. He is very strong and can inflict more damage than either of the other characters with any of the close combat weapons, however, he's not particularly fast. He also has extremely high vitality which means he can afford to wade in without suffering too much damage. His real weak area is his magical ability, even if you add points to his magic he'll never be as efficient at casting spells as the others.

The Rogue

The Rogue is a real archer, being highly fast and skilled. She can out perform either of the other characters with any of the bows which makes her a deadly adversary as she can just sit at the back of the screen taking people out at will. However she is not very strong and her vitality is low making her ineffective in hand to hand combat. If you're playing using her you should always retreat if you feel that you are getting too close, otherwise you'll find your game will be cut tragically short. The Rogue is perfect for a one player game and makes an ideal partner for the Warrior in a two player game.

The Sorcerer

The Sorcerer is the best character when it comes to magical ability. However, he is weak and poor at fighting with traditional weapons. He's a particularly hard character to use as he can only take a few hits before he's in real trouble. If you can complete the first few levels with out getting killed then you can improve his characteristics and he becomes quite a good contender.



1 Standing in the centre of the town you'll find Cain the Elder, also you can see that the water is yellow so you'll know that the Poisoned Water Supply will appear in your game. 2 Above Cain you'll find Griswold the Blacksmith, a very handy person to know. 3 South East of Cain you'll find Farnham the Drunk. As you would expect most of what he tells you is of little relevance.

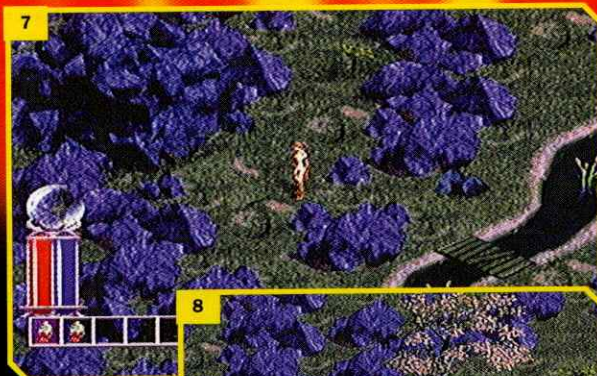


4 West of Cain is Pepin's house, he'll cure any wounded person who visits his house. 5 Due North of Cain you'll find Ogden, he owns the tavern and will initiate a number of the quests. 6 Gillian the Barmaid knows little of interest although everyone seems to tell you to try speaking to her. 7 To find Wirt you need to cross the river to the West of the town.

The Town of Tristram

At the start of the game you'll find yourself in the town of Tristram, your safe haven. You will often need to return to buy new items or to complete quests so it's worth familiarising yourself with its layout and various townsfolk. In the main town you'll find the majority of the characters. Near the well in the centre of the town you'll find Cain the Elder. If you ever need an item identified he can help you but it will cost you 100 gold pieces. Just to the right of Cain you'll find the Blacksmith, Griswold. He is one of the characters you will have to visit quite often as he will allow you to buy and sell weapons and armour as well as repairing things for you. Just below Cain you will see a house, on the far side of it you'll meet Farnham the Drunk. Most of the things he tells you are not that useful. However, every now and then he will give you some handy tips so he's worth chatting with. To the left of Cain is the house of Pepin the Healer. He will be able to sell you healing potions and scrolls whenever you see him which makes him a useful character to visit. Also every time you speak to him your health bar will be charged up to full for free. Next door to the Blacksmith's house you'll find the

local tavern and Ogden, it's owner. Ogden is a useful character to talk with and initiates a number of the quests. To the left of the tavern is the house of Gillian the Barmaid, again the majority of what she tells you is not that useful but she is still worth speaking with every now and again. If you make your way West out of the town you'll come to a stream with a bridge across it. Cross the bridge and work your way North and eventually you'll come to Wirt the Peg-Legged Boy. This little con man will sell you powerful magical weapons but his prices are extremely high, he'll also charge you 50 gold pieces just to have a look at what he has to offer. If you make your way East out of the town again you'll eventually come to a stream. Cross it via either of the bridges and you'll find a shack, this is the home of Adria the Witch. She will sell you potions of Mana as well as various magical scrolls and books. She will also buy, sell or recharge staves for you so she is worth a visit whenever you're in the area. To the North West of the town you'll find the church that leads down to the first level, this is where your adventure will begin. Once you've familiarised yourself with the various townsfolk you should head for here.



8 Wirt can then be found due North.

9 Crossing the river East of the town will take you to an island.

10 In the North of the island you'll find Adria the Witch, another handy person to know.



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1 To start this quest you need to speak to the wounded man at the entrance to the first level. 2 You'll not meet The Butcher until level 2 so clear out level 1 to improve your character. 3 Keep your eyes peeled for rooms with doors, often they will be full of treasure.



4 Once you're down in level 2 you'll need to deal with specific characters such as Pukerat the Unclean. 5 You'll know when you've found The Butcher's lair, what ever you do don't let him out until you've cleared the level. 6 You'll also meet Soulpus, he'll take a fair beating but he's reasonably slow so you shouldn't have a problem.

Quest For The Butcher

If you've been given the quest for The Butcher you'll find a fatally wounded townsman at the entrance to the church. Talk to him and he'll tell you of how Lazarus led the people of the town down into the labyrinth in search of the lost prince. However, it was a trap and everyone was killed by a Demon called The Butcher. With his dying breath he'll ask you to kill The Butcher. The Butcher's Lair is located on the second level so use the first to get used to your character and to advance

yourself a couple of character levels. When you go down to the second level run round clearing the labyrinth of all monsters before you think about letting The Butcher out of his lair or you'll just make your task harder. You'll know his lair when you see it, it's a square room filled with blood and mutilated bodies. Keep your eyes peeled for a couple of Zombie leaders on this level, Soulpus and Rotfeast the Hungry. They are both quite hard and will take a serious amount of punishment before they eventually go down. When you do eventually kill them they will both give you magic items. Once the level is clear you're ready to face The Butcher. His weapon (a meat cleaver) is

enchanted and causes horrific damage so it's really not worth taking him on in hand to hand combat. You should only fight him close up if you have a suitable magic item. A Bear weapon works well as it will keep knocking him back out of range for him to counter attack. You can also take him on hand to hand if you have a magic fast attack weapon but you'll still need plenty of health potions and armour.

A far better and safer method of dealing with this foul demon is to locate a room with a door and iron grate walls. Once you've found one retrace your steps back to The

Butcher's lair and open the door, remember to stand back from the door once you've opened it or he'll suddenly be on top of you. As soon as he runs out you need to dash back to the room with the door. If he's too close to you when you reach the door do a quick couple of circles to put a bit of space between you, then run through the door and slam it shut behind you. If you're too close to him when you run through the door you'll run the risk of shutting yourself in with him in a confined space which is a real recipe for disaster. Once you're safely on the far side of the grates you can simply

7 Once the level is clear go back and release The Butcher, as soon as the door is open run like hell.

8 To beat The Butcher the best method is to find a room with a door and iron bar windows, you can then lock yourself in and shoot him from safety. 9 Your reward for killing The Butcher is his mighty cleaver, a good weapon but not very durable.



repeatedly hit him using a bow and magic. If you have a Scroll of Firewall you can lay it along the far side of the grate wall and the stupid demon will run up and down in the fire until he is cooked to a crisp. Once he's dead he will drop his cleaver which you can either use or sell. If you do decide to use it you'll find it inflicts massive amounts of damage but it's only got a durability range of 10 which means it's not that practical.

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1 You'll need to identify The Butcher's cleaver so take it back to Cain, if you notice the water in the well is yellow you'll know you have the poisoned water supply quest. 2 Go to Pepin and he'll start you on the quest. 3 The entrance to the underground lake can also be found on level 2. If you find it before you talk to Pepin you'll have to go back to the town and speak to him before entering.



4 You'll find you come out in a narrow cave. 5 There are plenty of Carvers to kill, although they're no real challenge. 6 This will be the first time you meet the Flesh Clan, watch out for these guys as they take quite a few hits to put down.

The Quest For The Poisoned Water Supply

You can tell from the beginning if this quest will be available in your game by going to the fountain next to Cain the Elder in the town. If the water is yellow you'll know that it's poisoned and that you'll have to complete the quest. If it's blue then you won't be able to complete the quest in this game. To initiate this quest you'll have to go back to the town after you've finished the first level. Once you're back in the town go to the home of Pepin the Healer and talk to him. He will tell you how the town's water supply has been poisoned and that everyone will die unless you can find out what's causing the problem.

On the second level you'll find a small square block with a crack in the wall which is surrounded by candles. As you approach it a message will appear saying "A Dark Passage". If you go through the crack in the wall you'll be transported to a sub level. To complete the quest all you have to do is clear the sub level of all creatures. The level is mainly inhabited by Devil Kin which are red, and Carvers which are blue. Watch out for the Devil Kin as they are twice as strong as the Carvers and take quite a beating. Both these species however, share a common weakness which you can exploit to

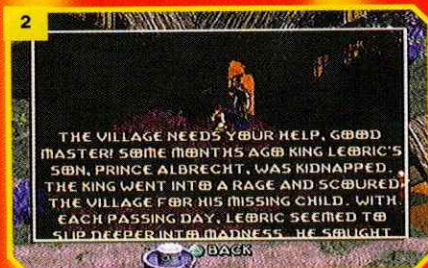


your advantage. As soon as you kill one of them they will temporarily rout and start to run away before they stop and attack again. If you work your way slowly through this level you'll only have to fight one at a time as they will always keep backing off. If you try to work your way through too quickly you'll soon end up being surrounded which can be deadly. The other creatures that inhabit this sub level are Flesh Clan which are half human half goat. They are quite hard so don't just waste in thinking that you won't have a problem. Instead advance until you can see one, then retreat attacking them as you do so. You'll also find a Flesh Clan Archer, unless you have a bow you're just going to have to pile in to take him out. Once you've killed all the creatures you'll hear a horn and the water will turn from yellow to



7 When you see the river you'll notice that it's yellow, watch out here as there is a Flesh Clan Archer to take out. 8 Once you've cleared out the rest of the creatures you'll hear a loud horn. 9 Return to the river and you'll see that it has changed back to blue. 10 Go back to Pepin and he'll give you the Ring of Truth.

blue. Work your way back to the town either using a Scroll of Town Portal or by retracing your steps through the first two levels. Once in the town go and talk to Pepin and he will congratulate you on successfully saving the town and will give you a ring. Take the ring to Cain and he'll tell you that it's a Ring of Truth. The Ring of Truth will add 10 points to your vitality, take 1 point off every enemies attack and will reduce special attacks by 10%.



- 1 You'll find the King's tomb on level 3. 2 If you haven't already, return to the town and speak to Ogden. 3 At the bottom of the stairs you'll find a couple of skeletons so be ready.



- 4 Start off by clearing just the first room, in particular the archers. 5 The next step is to clear the room at the bottom and pull the lever. 6 Slowly make your way into the next big room, you need to take out all the king's guards first.



The Quest For Leoric The Skeleton King

The Quest for King Leoric is different depending on if you are playing two or one player. If you are playing two player the king will be wandering round the 3rd level waiting to hack into you. If you're playing on your own you'll find a sub level on the 3rd level that leads down to the King's tomb. To initiate this quest you'll have to go back to the town from level 2 and speak to Ogden. He will tell you that the king is going to raise an army of Skeletons and that he will attack the town if you don't kill him. Go down to level 3 and clear out all the creatures to gain experience and equipment before you go down to the King's tomb, people playing two player will have to avoid the king while they clear the level before they finally face him.

Look out for the following creatures when you're clearing level 3. Bongo the Devil Kin leader, Brokenhead Bangshield the Burning Dead leader, Goretongue the Corpse leader and El Chupacabarus the Plague Eater leader. Each will take a lot of beating but you'll be awarded a magic item from each of them. Once the level is clear head down into the King's tomb. Once you've entered the tomb you need to take it easy, work your way forward slowly or you'll end up being surrounded. If you do see the King you can just run away from him as he's quite slow and won't

follow you for long. The King has a huge army of Skeletons and Skeleton archers so be prepared. If you're going to fight them hand to hand you'll need to use a blunt weapon that will smash through their frail bones. Alternatively, using a bow works well because you can pin them down as they try to pile through the doorways. If you have a Book or Staff of Holy Bolt you'll find it comes in very handy as well as it will drop each Skeleton with one hit.

Once you've taken out all his guards you can start on the King. There are a number of methods that all seem to work well so it's up to you to decide which is most effective for your character. Again Holy Bolt works particularly well and will soon send him to the floor. Alternatively if you have a Book or Scroll of Stone Curse you can freeze him and hack into him with a nice blunt weapon. However, be aware that the Stone Curse will weave off eventually so you may need to retreat and attack with an alternative weapon. The bows also work but it'll take you a long time to finish him. However, using a bow will allow you to keep your

- 7 Attack the king using a bow and the Holy Bolt spell. Try not to get too close.



- 8 Killing the king will give you the Undead Crown, quite a nice piece of armour.

- 9 After you've killed the King shoot the four crucified skeletons in each corner and you'll open up a secret room.

- 10 Watch out in the secret room as it is filled with yet more skeletons.



distance and thus avoid being hit. You can also use a Bear weapon which will knock the King back every time you hit him, this will allow you to avoid being cut down by his huge Broad Sword. Once he's dead you'll be able to pick up his Crown, a unique item ideal for hand to hand fighters. After you have finished him run round the corners of his chamber shooting the 4 crucified Skeletons and you'll open a further secret area where you'll find extra magic items.



1 If you come across a large square room divided into four you'll know you have the quest for the Tavern Sign. 2 Go up to Snotspill and he'll tell you to bring him the sign. 3 Look out for Pulsecrawler and his Bone Gasher followers.



4 On the far side of the square room you'll find a load of Overlords, watch out for these guys. 5 Go into the other room and kill all the Overlords. 6 On the far side of the Overlords you'll see a large chest.

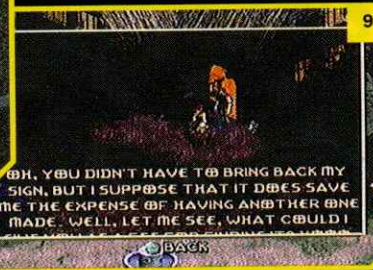


The Quest For The Tavern Sign

You'll know if you have this quest in your game as you won't be able to progress to level 5. If you go back to the town and speak with Ogden he will tell you a strange tale. He will tell you that he awoke in the night to the sound of demons stealing his tavern sign. Return to the labyrinth and clear out level 4 of the majority of the creatures. Look out for Spine Eater and Pulsecrawler, a couple of Plague Eater leaders. Both are fairly hard to kill and will attack with a group of normal Plague Eaters. The best way to deal with them is to retreat taking out their followers as you go. Once you have them in a large room run in circles attacking them as you go. Both will take quite a beating but will give you handy magical items.

As you're battling your way around the labyrinth you'll come to a large square room divided into four smaller rooms with doors to each on the outside walls. If you go into the lower left room you'll meet Snotspill, a Fallen One leader. Snotspill will tell you to go and find the sign and bring it to

him. The sign is located in the top right room and is guarded by a few Overlords. The Overlords are quite strong but soon die once you start hacking into them, they also have no immunity to magic which means you can finish them even quicker. The sign is located on the far side of the Overlords in a large chest. If you try to get it before you speak with Snotspill you'll not be able to open the chest so make sure you've talked to him first. Once you have the sign use a Scroll of Town Portal and take it back to Ogden. If you try to take the sign back to Snotspill he will release a hoard of Fallen Ones from behind a secret wall and attack you. The problem is that by the time the attack comes you're in the middle of the room and it's easy to end up being surrounded. Ogden will give you a magicians hat called the Harlequin's Crest, a unique item. Then when you go back to Snotspill his hidden



7 Open the chest and you'll find the sign.

8 & 9 Rather than taking it to Snotspill you should take it back to Ogden, he'll then give you the Harlequin's Crest.

10 When you go back to Snotspill he'll attack with his tribe, a couple of Firewalls helps here.

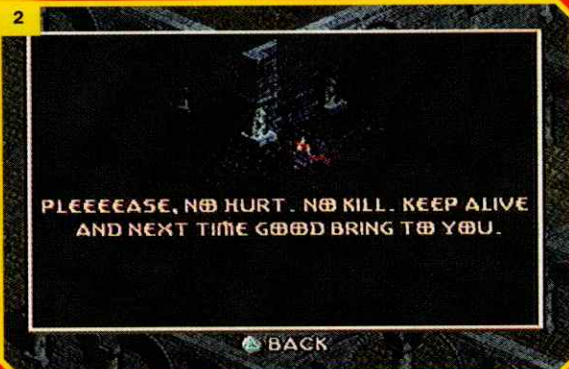


followers will be in view. This allows you to sit just outside the door and fight them one at a time. Magic also works well against the Fallen Ones so use it if you have the ability. Firewalls are particularly useful and will seriously diminish Snotspill's forces. If you don't have a Firewall just blast a few Inferno spells through the door. Once you've dealt with all the Fallen Ones you can pass through to the next room where you'll find the stairs leading down to level 5.

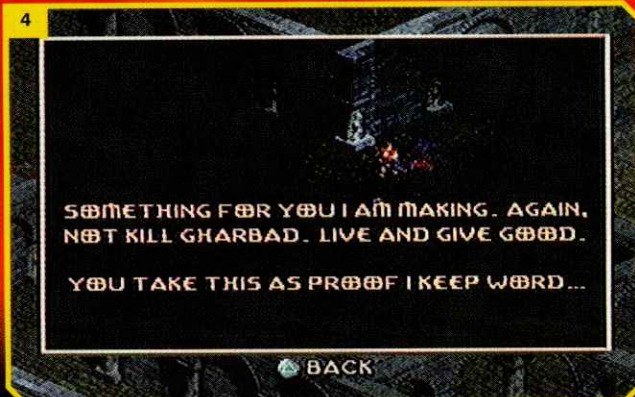
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- 1 To start this quest walk up to Gharbad and talk to him.
- 2 He'll tell you he's making something for you, but it will take a while.



- 3 Leave him and carry on with your maiming.
- 4 Return to Gharbad and he'll tell you he's not quite finished and that you should return later. He'll also give you a gift to show you he'll keep his promise.



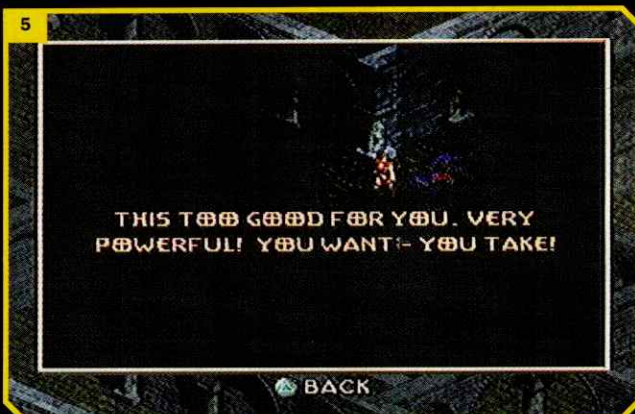
The Quest For Garbad The Weak

Garbad the Weak can also be found on level 4. If you have this quest you'll find a Flesh Clan that you can't shoot, this is Garbad. Start by killing any creatures around him, then to initiate his quest walk up to him and start talking. He will plead with you not to kill him and offer to make you a magical item. He will also give you an item to prove that he will keep his word. The item he gives you is usually not much use but on the odd occasion he'll give you a real gem such as an amulet or ring. Once you have the item leave him in peace and carry on exploring the level. Again keep your eyes out for Spine Eater and Pulsecrawler, they will probably both be located reasonably close to each other so avoid the temptation to get too far ahead of yourself or you'll end up in real trouble. A good way to deal with these two is to trap them in a doorway using a Bear weapon which will keep them out of attacking range. Alternatively you can use magic to take out their followers allowing you to concentrate your attacks on them. Whatever happens you should avoid being surrounded at all costs.

Once you've dealt with them go back and talk to Garbad

again. He'll tell you that he's almost finished and that you should come back in a while. Leave him again and explore the labyrinth some more. You may have to repeat this process several times before he's finally finished the item for you. If you've already explored the whole level it doesn't really matter, just keep leaving the room where Garbad lives and returning after a few seconds.

When he finally finishes the item he'll decide that it's too good for you and that he's going to keep it. You'll now have to fight him to get it so be prepared. For someone called Garbad the Weak he is actually quite strong so try to avoid getting into a real slogging match with him as his blows do a considerable amount of damage. His real weakness is his lack of Hit



- 6 Return to him two more times and he will decide that it's too good for you so you'll have to kill him for it.

Points which means you can finish him relatively quickly using a bow or magic without having to get too close. Alternatively blades and swords also work well but you need to be in close to use them. Once he's dead you'll be able to collect the item he made for you which may be of use to you or not. Even if the item he gives you is not suitable for your character to use you should still keep it and take it back to the town to sell.



- 7 Avoid getting too close to him as his attacks do quite a lot of damage.
- 8 Once he's dead you can take your gift although it will probably not be of much use to you.

7	LENGTH	42
	MAGIC	25
	DEXTERITY	40
	VITALITY	42
	TIGHT	70%
	DAMAGE	7-10
	LIFE	66/87
	MANA	52/52
	AC	26
	MAGIC	0%
	FIRE	0%
	LIGHTNING	0%
	GOOD	3921

FLAIL	DAMAGE: 2-12	DUR: 10/36
	NOT IDENTIFIED	REQUIRED: 30 STR



1 You'll find it's pretty dark on level 5, there are also plenty of Night Clan running around. 2 Work your way slowly when you're searching for the Magic Rock as you can be overrun really quickly. 3 If you open up a door and find hundreds of creatures inside retreat along the wall and take them out as they come through the door.



4 You'll find the Rock mounted on pedestal. 5 The Rock will take up four squares in your backpack so make sure you have the room. 6 Once you have it make your way back to the town.

The Quest For The Magic Rock

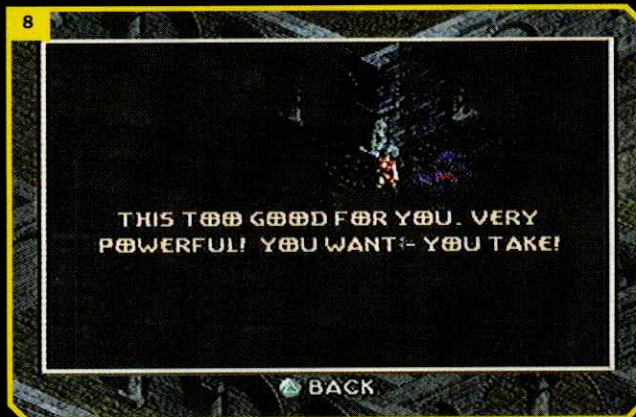
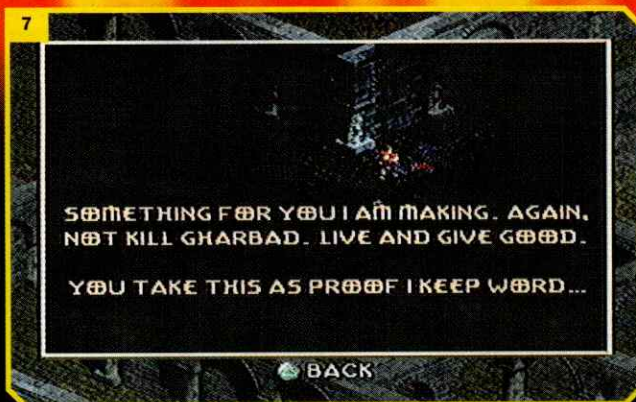
This quest is started by going back to the town from level 4 and talking to Griswald the Blacksmith. He'll tell you that a caravan passed through the town some time ago and that it was carrying a rock that dropped from the heavens. The caravan was ambushed and the rock was stolen and taken into the labyrinth. He tells you that if you were to find it he might be able to fashion something useful for you. Go back to level 4 and work your way through until you find the stairs leading down to level 5.

Once you're down in level 5 start to explore working your way slowly through the tight corridors. You are looking for a small pedestal with a rock on it. The pedestal is usually reasonably well guarded so take your time reaching it. A good tactic is to advance, then turn on your heals and run away. This will allow you to draw out a small number of creatures at a time making it easier to deal with them. You may be lucky on this quest and find that the pedestal is relatively unguarded but this is not usually the case. The rock is reasonably large and takes up 4 squares in your backpack so you may need to drop some of your equipment but you can always come back for it later.

The only other thing you'll need to

look out for is a Burning Dead leader called Shadow Drinker. He is particularly tricky as he can rise from the ground and attack, then retreat back into the ground out of harms way. He is also fairly fast and will take quite a hammering so be ready for quite a long battle. If you have a Bear weapon or a Holy Bolt spell you shouldn't have a problem in dealing with him. The only real thing to avoid is letting him draw you into unexplored areas of the labyrinth. You'll find that he will run off and go into the ground forcing you to run after him, before you know it you'll be surrounded by creatures that were previously concealed. To avoid getting into trouble while you're running after him chase him when he goes to ground, then as soon as he rises up run back to safety drawing him with you.

Once you have cleared the level and you have the magic rock click on the



7 Take the Rock to Griswald and he'll take it off your hands. 8 Griswald will make you a ring from chips of the Rock, the ring will give you a 20% increase in light as well as adding 2 points to each attribute.

map and you'll see that there are three exits instead of two. If you look round them you'll find that one is a short cut back to the town. Go up the steps and you'll come out at the small crypt next to the church (this short cut will be available for the rest of the game). Take the rock back to Griswald and he will give you the Embryean Band which will add 2 points to each characteristic as well as providing you with fast hit recovery and a 20% increase in your light radius.



1 You'll know if you have this quest in your game as you'll see a room containing a book. 2 In the book room you'll find a few Horned Demons so take care. 3 Once the room is clear read the book to start the quest.



4 A room will now open in front of you, go in and place the Blood Stone on the Pedestal of Blood. 5 A room will have opened up on the left wall, again you'll find more Horned Demons. 6 In the room you'll find another Blood Stone. Take it back to the pedestal and another room will open to the right.

The Quest For Valour

The quest for valour can be found on level 6, you'll know if you have this challenge as you'll find The Book of Blood. In order to start this quest you need to walk up to the book and read it. In the room beyond the book you'll see a Blood Stone on the floor, this is the first of three you need to find. Before you can read the book you're going to have to deal with a couple of Horned Demons. It's best not to take these guys on hand to hand as their horns make an very effective weapon against humans. They also occasionally decide to suddenly charge at you, if you see one come flying towards you the only thing you can do is try and dodge them, even a Bear weapon can't stop them once they've started to charge. If you have a high damage weapon or a Bear weapon then you can take them on in a slugging match but remember you can quickly lose a lot of energy when they start head butting with their horns. A much safer option is to take them out from a distance using a bow or your magic.



They have no immunities to hide behind so you can use whichever spell you prefer (or have access to). If you are using a bow there are two tactics that work well. If you stand a little way in front of the doorway you can prevent them taking you on together by firing a quick volley of arrows as they step into the doorway. Alternatively you can wait tight against the wall standing a little way back from the door, then as soon as one sticks his head through the door you can nail him. Once there is no longer a threat in the room read the book and pick up the Blood Stone, now place the stone on the Pedestal of Blood. By placing the Blood Stone You'll open another room, click on the map and you'll be able to see the new area. You'll find more Horned Demons here so use the same tactics as you did previously. Once you've disposed of the demons you can enter the room and collect the second Blood Stone.

Clear out some more Horned Demons and enter the room. You'll find the final Blood Stone here. Take the final Blood Stone back to the pedestal and a room will open up in front of you. Kill the Horned Demons and collect the magic armour. Cain will then identify it to you as Arkain's Valour, very nice armour indeed.

10	ENH	44
MAGIC	48	
DEXTERITY	48	
VITALITY	55	
TB HIT	92%	
DAMAGE	0-11	
LIFE	100/100	
MANA	51/51	
AC	42	
MAGIC	0%	
FIRE	0%	
LIGHTNING	0%	
GOLD	1639	

Go back to the Book room and place the second stone on the pedestal. This will open another secret area where you'll find the final Blood Stone. Place the last Blood Stone on the pedestal and you'll open up another secret room containing the Valour Armour and another gang of Horned Demons. Take the armour back to the town and Cain will identify it as Arkaine's Valour which gives the owner 10 extra health points as well as taking 3 points off each enemy attack.





1 The Chamber of Bones quest can be started by reading the Mythical Book at the start of level 6. 2 The entrance to the chamber can be found on the opposite side of the level. 3 Start by just clearing the area around the stairs. You will always then have a place to run to.



4 Work your way down the left side taking out the Horned Demons using Lightning spells. At the end you'll find a lever to pull. 5 Next work your way down the right side and pull the lever at the end. 6 This will open up two secret rooms full of magic items.

The Quest For The Chamber Of Bone

The Quest for the Chamber of Bones is initiated by reading the Mythical Book on level 6, you should find it reasonably close to the staircase where you entered the level. The book tells of a hidden chamber filled with treasures and warns that certain death awaits anyone who tries to raid the tomb (any one that is except you). Work your way through the level clearing out all the monsters and eventually you will come to a staircase leading up to the Chamber of Bones, climb the stairs and prepare yourself for a big fight.

Be very careful from now on or you'll quickly run into trouble. At the top of the steps work your way around the wall which surround the staircase before you venture any deeper into the chamber. This is very important as you may need to retreat to here if you get into trouble and the last thing you want is to run into more creatures when you're pulling back. Once you've cleared the first square you can make your way into the next section of the chamber. As you move into the next section you'll see a Horned Demon, take him out at the same time as retreating, it's really not worth getting into a hand to hand battle with these creatures as they can inflict extreme damage. In front of you you'll now see a door, don't open it yet. Instead work

your way down either side taking out any monsters. You'll need to take all these out before opening the door, again so you have a place to run to if you have to. You'll also find two levers either side of the door at the end of each corridor. If you pull both the levers you'll find two secret rooms open up off to the right side corridor. Each secret room is guarded but holds three magic weapons, clear each room and return to the door you left earlier.

Behind the door you'll find about 40 Horror Captains all waiting to slice and dice you. There are a number of tactics that work here so it's up to you to decide which is best. If you have a Firewall spell or Scroll you can open the door and fill it with fire, killing or wounding every one in the room. If you have a Bear weapon you can just sit outside the door taking them on one at a time. Whatever you do you can't afford to let too many out at once or they'll surround you and cut you down in seconds. If you aren't able to use any of the above methods you'll need to open the door and run like mad. The majority of the Horror Captains won't be able to follow you as they can't get through the door

7 Go back to the door you left earlier and cast an Infravision spell if you can.

8 When you open the door cast a couple of Firewalls and stand back taking out the Horrors as they come through the door.



9 You only need to deal with a couple more Horned Demons before you get your prize.

10 For clearing the level you'll be given the Guardian spell.

quick enough. Once you've finished off the ones who follow you go back and tempt out a few more. Repeat this process until you've cleared the room. On the far side of the room there are four Horned Demons to kill, if you run to the book on the pedestal a Guardian Dragon will appear and help you clear the room. From now on you'll always have access to the Guardian Spell.

Continued next month



Get deadly with the Doc and give him a fatal prescription of your own

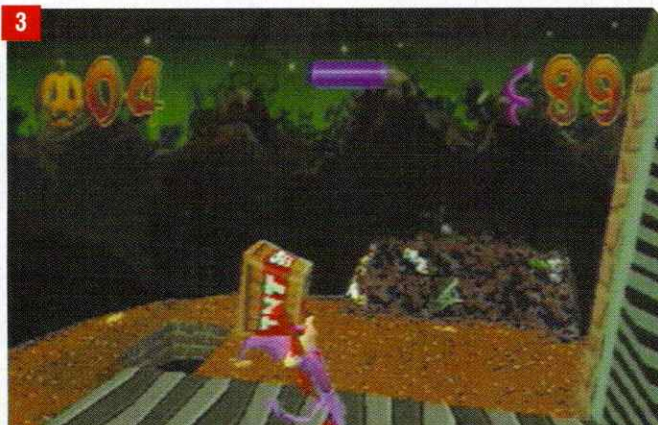


JAMES CANON takes you on the second part of the quest to defeat the infamous Dr. Knarf who is threatening Jersey City. The twisted genius is continuing his experiments in his many labs - and these labs have to be destroyed along with the warehouses where his mutant making supplies are stored. The legendary hero/monster Jersey Devil has a score to settle with Knarf, so head straight to the chemical plant for the start of some serious ass-kicking!

Jersey

**100%
zone
CHECKED**

K&D'S CHEMICAL PLANT



Devil

The first letter is on top of the green van, and another can be found above the see-saw girder. When you've collected them knock the stack of tyres into the toxic puddle and bounce across them to pick up letter 'A'. At the other side of the puddle you'll discover another two letters, one is behind the fridge. Knock the next stack of tyres into the puddle and get around to the locked door, passing through the pipe beyond and continuing on to the lava pit. Bounce across the tyres again, avoiding the barrels being thrown by factory boy. Now cross the platforms

1 The green van is where the first letter is situated.

2 Bounce across to grab another precious letter.

3 Grab that TNT crate to do some serious damage.

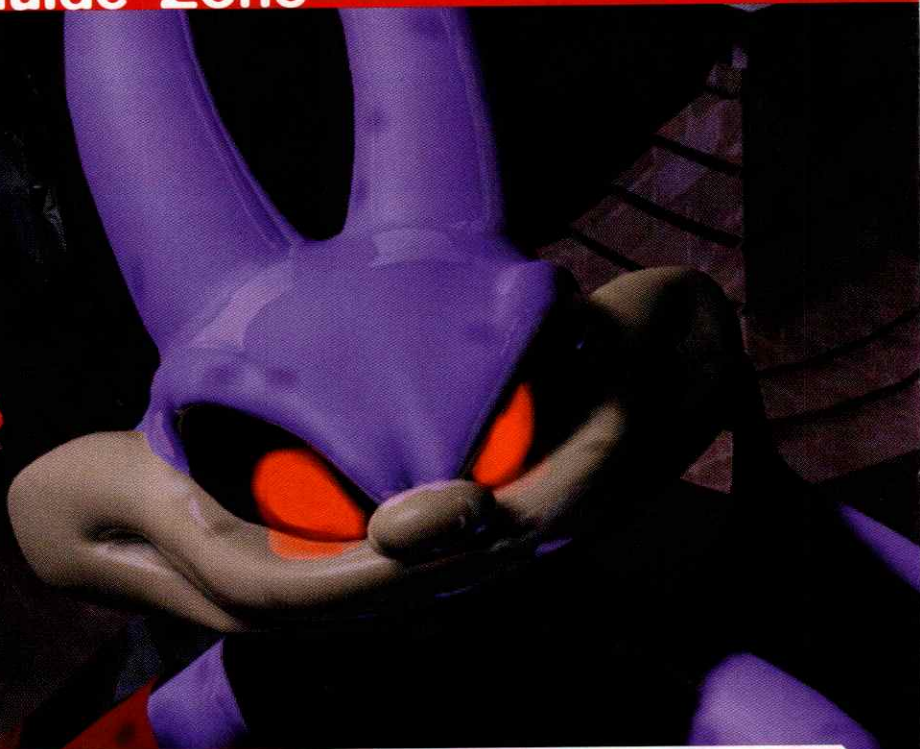
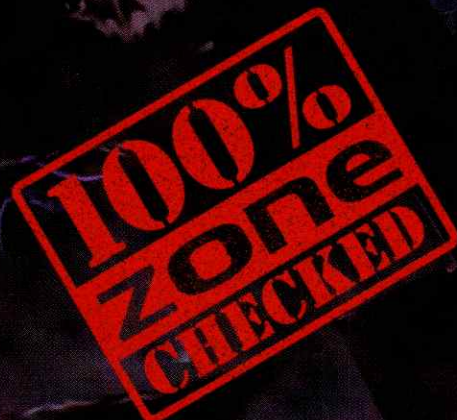
4 Get across those conveyor belts.

5 The pipes won't cause too much trouble if you use a little caution.

steering clear of any probes before entering another pipeline. At the other side climb the sloping floor and follow the ledge to the next pipeline, when you come out at the other end defeat the lager lout in the same way you took care of McTelord and drop down into the tunnels that lead to the factory.

Hitch a ride with the turtles to reach the factory. Jumping on them will make them pause, making your journey that little bit easier. Just follow the route they take you on and the factory will loom into view. To get inside you'll have to slap the barrel thrower and use his belly as a trampoline to access the roof. Once up there pick up the TNT box and fall off the far side of the roof to the ledge below and blast through the grill on the wall to enter the factory. When you've successfully entered Knarf's chemical palace take Jersey Devil into the room of conveyor belts, watching out for any tomato throwing robots. Pull the lever on the right hand side of the room and cross the conveyor belts to get into the next chamber. Keep going along the ledges and platforms and past the man eating plants, until you reach the next conveyor belt. Jump on for some extra lives or take the steps into the next area.





K&D'S CHEMICAL PLANT



6 Spin and give the enemies all they deserve



7 Get down that slide boy



8 Get yourself over those platforms or you're fried!



9 Give that Toxican a right good crack to complete the level

Fall through the hole in the grill to the ledge below then follow the path of the conveyor belts and moving platforms until you are atop of the green and orange pipe. Jump onto the nearest belt and work your way around to the next room where you'll have to take out all of the tomato throwing robots in turn, picking up the letters they leave, to exit into the next chamber. In this place you must cross the platforms until you meet a plastered bloke who's guarding a lever (drinking on duty eh?). Take him out and activate the lever before returning to the gangway. Follow the route around to the right, pulling two more levers that will activate many water jets, you can cross them by standing on the pipe caps which they support. When you've reached the large blue pipe drop inside.

Run along the pipeline until you reach the two blue and

orange pipes on the right. You'll find two 'K' boxes on top of them so jump across and once you've picked them up return to the main pipeline and continue on your way, carrying on ahead at the first junction. Get the letter and return to the junction, this time turning right. Cross over the water jets to reach the gangway, then follow it to the door at the top watching out for the flames from the burners beneath. When you've travelled up the tower you must get across another toxic puddle using the pipe caps that elevate, hurry up or your little purple ass is gonna be fried in acid! When JD emerges from the next tower, take him over the see-saw platforms, the moving platforms and the pipes until you reach the four way junction. You should go left here, then keep on a straight course until you're beside the electrodes. Navigate your way through them to trip the switch,

then pass the electrodes once more to return to safety. Take a left at the first cross-roads that you come across, open the door and go left again before jumping into the tower. The cable will take you up to the next area where the skill is to walk along the conveyor belts without getting crushed by the big hands and hammers, get past this bit and get ready to rumble, this time with Spraycula - the toxic monster. Steer clear of his toxic breath and give a wide berth to his cape spinning attack then rush in and give him a crack. Repeat this process and you shouldn't have too much trouble.

MISSION 2

Go back into the grounds of the Chemical Plant. You'll notice that the green van has now moved closer to the electric fence enabling you to reach the other side, but before you jump over collect the first five 'K'

boxes. Once on the other side of the fence enter the pipeline. Travel down the slide hitting the targets to activate the doors which block your path, picking up any letters and goodies that you pass. At the bottom you'll find a platform, a door, and an elevator. Take the elevator to the top of the slide to pick up anything that you may have missed, and when you are sure that all of the routes down the slide have been exhausted, collecting three letters, pull the lever at the bottom. This will open up a second slide where the remaining letters are waiting for you. So ride back up in the elevator and complete your key. Now enter the large door at the bottom of the two slides where you'll be greeted by Toxican.

Escort him to his slimy grave by throwing TNT boxes at him, much the same way as you did with the huge frog on the Green Park level.



1 Pull that lever and get on that turtle. **2** The turtle carries you along. Duck the water jets and leap over the yellow pipes **3** The crates hide your access to the rooftops

THE OLD PORT

To reach the Old Port drop into the manhole where the green truck was parked. Tail strike the barrels to make them fall into the sewerage and ride the turtles and alligators until you reach a lever. Pull it, then go back through the door that has just opened. Keep going along the same lines until you reach a junction where a line of barrels will be suspended in front of you. Take the left turning, ducking the water jets and jumping the yellow pipes. Pull the lever then go back to the line of barrels and take the route beyond. Go through every door that you open and pull all of the levers until a rope will fall from a manhole, giving you a handy escape from the sewers up into the harbour.

Behind the stack of crates to the left you'll find a large 'K' barrel, use it to gain access to the roof of the nearby building. Run along the roof top until you reach a handle which when hit will extend the platform ahead. Cross over to the next roof and collect the letter before venturing around the corner and descending to the two 'K' barrels. The far one contains a letter which will be released when you strike the smaller surrounding barrels in the correct order, when it's in your possession get onto the adjacent roof. On the other side of the building you'll find the third letter at floor level behind a fence. Pick it up, return to the rooftops and drop down to the ground on the other side of the fence. Now you need to get to the other end of the rail track and get on top of the wagon which is rolling from one side of the harbour to the other. It'll take you over to another letter, but don't jump off the wagon once you've collected it. Instead, keep riding back to the other end of the track then disembark to the left. The final letter can be reached via the life boat at the

water's edge. When your key is complete open the door that bars access into the Western building.

Enter into the building and push the loose crate. Find the two switches and activate them before carrying on to the water pits which can be covered by striking the handles close by. Cross the first pit, hit the switch, then go back and turn right. Once the large blue block, Block 2, is out of the way turn left and push the crate before going right and activating the three switches in this area to remove Block 3. Before advancing past Block 3 retrace your steps and find the wall switch. Activating it will bring a platform down to ground level and JD must hop on and ride up into the room above where four large shark cubes must be arranged so they cover the swing doors in the floor. With the

entrance to the room behind you, arrange them in this order:

Red, left. Yellow, right. Blue at the far side with green opposite. Get back down and carry on past where Block 3 was. Venture straight up and around to the right to find Block 4.

Push the crate on the right out of the way and find the pit with the laser beams. Push the crate into this pit and when the beams are broken a platform in the adjacent pit will elevate enabling JD to reach the switch above. Run back over the crate that is still in the laser pit and turn left,

activating the handle at the entrance to the next room which will make the red cube that you positioned earlier fall into the water. Activating all of the handles in the centre of the room will make the rest of the cubes fall into the water so that you can reach the switches on the walls and remove Block 4, when this is done make your way into the area beyond collecting the five letters to open the door leading to the next location.

Drop down and activate the two switches then follow the path around to

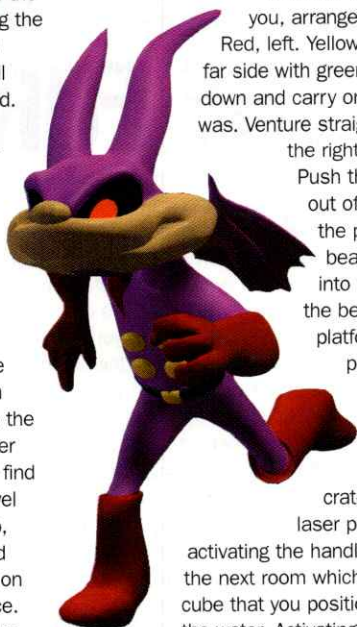
Block 5 where you should go right. Activate the switch to the left of the pit and smash the crates on the right before jumping down to another switch. Strike it then exit this little area, turning right to return to Block 5. At the next blue block you should climb the crates and hit the switch to remove it from your path. Then simply collect all of the letters and open the gate before dropping down the gaping hole in the floor back into the sewers. Travel through the sewers once more to find a way into the Eastern building, and when you get there activate the switch on the left wall then find the room that is home to the forklift truck. Stand on it to reach the first switch in this room and cross the platform that it activates. Run around the perimeter of the room activating the switches along the way and picking up the letters. The remaining letters are located at ground level, two are in the large 'K' barrels and one is under the platform at the entrance to this room. When you're ready to get out of here journey over the platforms once more to open the door at the end. You'll now be standing on a large conveyor belt. Run up to the other end, collect the letters and open the door to meet the next boss who is a gorilla. The gorilla is only vulnerable when he is immobile, so wait until the cheeky monkey is inspecting his banana before you attack. Once this chumps has had enough he'll escape (animal rights and all that), don't worry about it, just return to the Downtown area.

MISSION TWO

Drop back through the manhole that leads to the Old Port and make your way to the harbour as in mission one, collecting as many 'K' boxes as you can once you arrive. Now find the gorilla who escaped at the end of mission one (he'll be wandering around feeding his face with bananas) and lead him over to the crane by the rail track. Leave him to settle beside the handle and jump onto the box at the foot of the crane's cable and the gorilla will do the rest.

You find yourself at the top of the crane on a wooden crate, swinging in the

Jersey Devil



ISSUE 2

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THE OLD PORT

breeze. Jump across the path of crates and moving containers, watching out for those swinging nets which are full of today's catch. Take out the pirate and cross the TNT boxes to reach the next platform where another pirate is waiting, once he's out of the way you should strike the crate which is suspended above you to make it descend. Hop on and it'll take you up to another crate which can be mounted in the same way. At the top of these crates you'll need to jump across to the blue container and down onto the large crates which are suspended beneath large rotating arms. Travel from crate to crate to reach a small shack and then continue across more crates and a line of blue see-saw containers to arrive back at the crane where you should jump onto the top level. Run down the

arm of the crane and onto the crate that hangs beneath and you'll be lowered down to the hull of the boat below.

Drop down onto the deck of the boat and collect the five letters which are located there. To reach 'F' and 'R' find the switch in the floor and stand on it to lower the crate which is underneath letter 'F'. Get onto the crate before it rises and these two letters will be within your grasp. Now strike the crate which carried you down from the crane making it fall to open a hatch in the deck below revealing letter 'K' then do the same with a second crate to find letter 'A'.



4 Throw those TNT crates onto the evil enemies to leave the old port

The final letter can be collected by locating all of the small black barrels and striking them in the correct order. You can now access the boat's cargo bay through the door in the top of the chimney stack at the boat's stern. Travel through the boat activating the levers to open the

doors barring the way, then collect the letters from above the large TNT boxes in the water before defeating the two pirates to collect the remaining

letters. In the next chamber you need to jump from platform to platform, avoiding the rotating blades, until you reach the large platform at the height of the

room. Once JD reaches it the platform will descend opening a large door which leads down into the heart of the boat where a final key must be found. To complete the key the barrels must be smashed, once again in the correct order. However, the barrels which are in the water can only be broken open by throwing TNT boxes at them. Collect all of the letters from the top of the large 'K' barrel, open the door at the centre of the bridge then jump down into the lab to meet Doctopus. You'll have to kill all of the small octopuses before he decides to take you on, and when he does steer clear of his tentacles whilst throwing TNT boxes into his ugly face.

Hit him enough times and all that will be left is a tasty bowl of tentacle stew, mm nice.



1 One of those huge rockets is about to take flight. 2 Use these plants to get across that gaping chasm 3 Get up that staircase 4 Set this boulder rolling to clear the way ahead



5 This is the plant to take you to the next stage 6 It's like some kind of beanstalk this baby! 7 Helix takes the good hiding he's been asking for

THE FOREST

Once all of the other levels have been visited the fountain at the centre of the Downtown area will turn inside out revealing two rockets. Dennis will fly off on one of them and Jersey Devil must take the other one to reach the Forest. When you touch down follow the path through the forest, up the stone columns and past the rolling logs using the special plants to be catapulted across chasms. When you've safely passed the logs turn left and make for the rocky area. Pass through the gap in the rocks, taking care not to be crushed by the falling boulders, and turn right. Follow the route to the top of the staircase and set the boulder at the top rolling to clear the brick wall that is blocking the way ahead. Jump across the gap and get to the top of the ramp where a special plant will take you to the next stage.

Animate the boulder and cross the tree that it knocks over. Get to the top of the steps and use the ropes, webs and plants to reach the next piece of firm ground where you'll find a tree.

Open the door in its trunk and enter inside, then climb up the inside of the trunk using the special plants. At the top you'll need to glide across to the nearby tree before travelling through the tree tops until JD reaches another hollow trunk. Drop inside and collect the letters needed to access the next tree trunk then travel up to the top and across the tree tops once more. The next stage that you reach is where the final confrontation with Knarf begins.

You'll find a drawbridge that is currently impassable. To get across you must first activate the lever at the top of the 'K' token staircase to the left of the drawbridge. These tokens represent the 'K' tokens in the Downtown area which float above the entrance points to each of the levels. If any of these tokens are still transparent it means that those particular levels have yet to be fully completed by destroying either the labs or warehouses in mission one or mission two. To reach the top of the 'K' token staircase you'll have to return to the Downtown area via the hole in the

rocks and complete the remaining missions, successfully destroying Knarf's places of evil.. Once this is done you can re-enter the forest level at the 'K' token staircase by stepping through a new opening in the wooden fence close to the gates of the park.

When all of the 'K' tokens have become solid climb to the top of them and pull the lever to close the drawbridge. Cross over the rope bridge on the other side and climb the leaves at the end before crossing another rope bridge which in turn leads to two more. Take the one on the right hand side, climb to the top of the leaves and advance past the rope bridge at the top and the drawbridge beyond that. Hop up to the next bridge and then jump up more leaves until you reach the island where a flower bud remains unopened. Get onto the island and after striking the bud a large vine with more bouncy leaves will bloom and you should, of course, bounce up to the top. Hop across the flowers before descending to another flower bud which will again grow into a leafy vine and you should carry on up the leaves and across more flowers to reach firm ground and yet more leaves. This time you'll have to strike the leaves before JD can stand on them, once you have managed that, climb up and continue on your merry way until you reach a group of rabid pink bunnies. Killing them will activate the drawbridge leading to Knarf's house and give you the letters you need to enter it.

Right then, this is it. Time to teach the Knarfster who's boss in this town, but before you get a pop at the Highland Toffee hero you'll have to take out his new pumpkin headed sidekick, Helis. When you've despatched that seedy menace you'll face Knarf on his own in the final confrontation. To beat him and finish the game simply use the same attacking method as with McTelord, then watch him fall from his platform into the pool of toxic waste below.

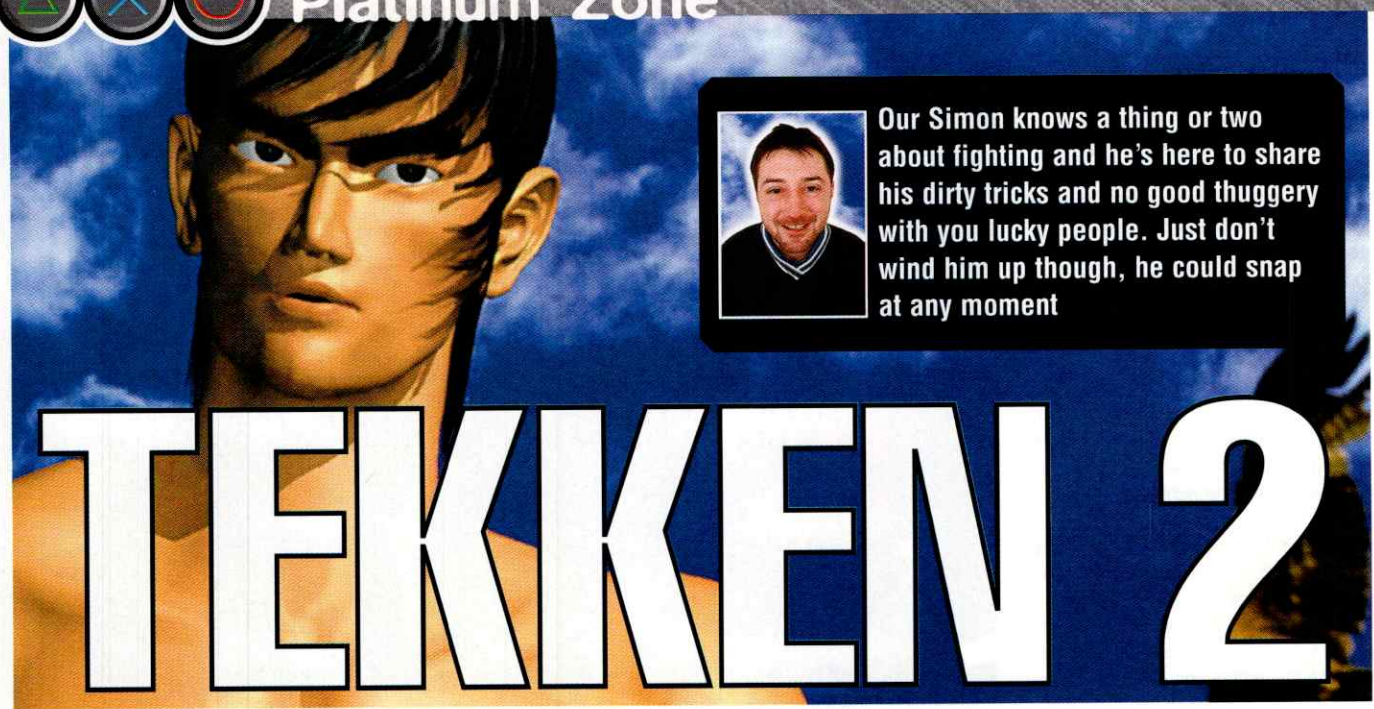
And that's it. Knarf's been shown the way out of town, Jersey City is once more free from the clutches of evil and the game is completed... or is it?

Well... not quite yet.

You may have noticed elements of scenery throughout the game that are labelled with power symbols such as the statue in front of the Museum. These objects lead to bonus areas which can only be accessed when Jersey Devil has reached the appropriate power level to move these heavy objects. All that remains is to complete these bonus levels to finish the game with a perfect score and to avoid being called a wimp by the entire gaming community. So what are you waiting for?

Happy playing Jersey Whizzkid.





Our Simon knows a thing or two about fighting and he's here to share his dirty tricks and no good thuggery with you lucky people. Just don't wind him up though, he could snap at any moment

Think you're tougher than old leather?
There are 23 guys and gals here that say you're not.



JUN KAZAMA

GRAPPLING TECHNIQUES

- x + ●
- + x
- ↘ + x + ▲

SPECIAL MOVES

- , ■
- , x
- + ▲
- ↓ + x + ●
- , ■, ●
- , ■, x
- x + ●
- + ●
- ← + x
- ← + x, ▲
- ← + x, ●, ●, ●, x
- ↘ + ● or x, ●
- + x
- ← + ■ + x or ← + ● + ▲

- Punch, Screw Punch
- Punch, Shin Kick
- Charging Uppercut
- Can Can
- Punch Screw Can Can Combo
- Punch Screw Field Goal Kick
- Cartwheel Kick
- Lightning Roundhouse
- Backflip Kick
- Backflip Kick, Charging Uppercut
- Backflip Kick, Sweeps, Cartwheel Kick
- Sweeps
- Spinning Heel Drop
- Attack Reversal

MULTIPARTS

- 1) ■ + ●
- 2) ▲, ■, ■, ●
- 2) ▲, ●
- 2) ▲, ↓ + ●
- 2) ▲, ■, ●, ●, ●, x
- 2) ▲, ■, ■, x

- White Heron
- Can Can
- Lightning Crescent
- Low Crescent
- Sweeps into Cartwheel Kick
- Shin Kick Finish

TENSTRINGS

- 1) While standing + ▲, ■, ■, ■, ▲, ■, ●, x, ● + x
- 2) While Standing + ▲, ■, ■, ■, ▲, ■ + ●, ■, ● + x

JACK 2

GRAPPLING TECHNIQUES

- + ▲
- + ▲ or ■ + x
- ↘ + ● + ▲
- ↘, ↘ + ● + ▲
- ↓, ↘, → + ■
- ↓, ↘, ← + ▲
- ↘, → + ■ + ▲

MULTIPARTS

- 1) ■ + x
- 2) ● + ▲
- 1) → + ■ + ▲ or →, → + ■ + ▲
- 2) ■ + ▲
- 2) ↘ + ▲
- 1) ↓ + ● + x
- 2) ● + x
- 2) ■, ▲, ■, ▲

SPECIAL MOVES

- , ■, ■
- ▲, ■, ▲
- ←, ← + ■, ■
- ←, ↘, ↓, ↘ + ▲
- ←, ↘, ↓, ↘ + ■
- While crouching + ■ + ▲
- ↓, ■ + ▲
- + ▲, ■ + ▲
- While standing + ■ + ▲, ■ + ▲
- ↓, ↘ + ■, ▲, ■ or ↘ + ▲, ■, ▲
- ↘ + ■, ■, ■, ■, ■, ▲
- ↓, ■, ▲
- ↘ + ● + x
- While Standing + ■
- ↘ + x, ●, x, ●, x
- ↓, ↘ + ■, ▲, ■, ▲
- ↓ + ■ + ▲, ■, ▲, ■, ▲

- Gorilla Press Slam
- Super Shot (when behind opponent)
- Rising Hell Far
- Rising Hell Close
- Pyramid Driver
- Backbreaker
- Piledriver

- Press Slam
- Face Smash
- Power Scissors
- Meltdown
- Megaton Blast
- Sit Down
- Hop Forward
- Hoochie Booty

- Hammer Combo
- Triple Smasher
- Gigaton
- Megaton Blast
- Megaton Sweep
- Bravo Knuckle
- Meltdown
- Double Hammer, Double Uppercut
- Double Uppercut, Double Hammer
- Hammer Rush
- Machine Gun Knuckle
- Megaton Strike
- Hip Press
- Violent Uppercut
- Cossack Kicks
- Wild Swing into Backfist
- Spring Hammer Rush (when on ground)

TENSTRINGS

- 1) While crouching + ▲, ■, ■, ■, ▲, ■, ▲, ■, ■ + ▲, ■ + ▲
- 2) While crouching + ▲, ■, ■, ■, ▲, ■, ▲, ■, ▲ + ▲, ■ + ▲
- 3) ↘ + ■, ■, ●, x, ●, ■, ▲, ■, ■ + ▲, ■ + ▲
- 4) ↘ + ■, ■, ●, x, ●, ■, ▲, ■, ↓ + ■ + ▲, ■ + ▲

KING

GRAPPLING TECHNIQUES

▲ + ●
▲ + ●

■ + ×
■ + ×

↓ + ■ + ▲
↓, ↓ + ■ + ▲
↓, ↓ + ■ + ▲
⇒, ↓, ↓, ⇒ + ■ + ▲

While crouching + × + ●
●, ●, ●, ▲, ■, ×

MULTIPARTS

1) ⇒, ⇒ + ▲

2) ■ + ▲
2) ■ + ▲, ↓, ↓, × + ●
1) ↓, ↓, ← + ■
2) ■ + ▲
2) ■ + ▲, ×, ●, ■ + ▲

1) ⇒, ↓ + ● + ▲ or ■ + ×
2) ▲, ■, ■ + ▲
3) × + ●, ■ + ▲
4) ■, ▲, × + ●
5) ▲, ■, ×, ●

On the third part wait until you hear the growl before commencing

1) ⇒, ↓ + ▲ + × Standing Achilles Hold
2) ■, ▲, ×, ■, ■ + ▲ STF
2) ■ + ▲, ×, ■, ■ + × Sharpshooter
2) ■ + ▲, ■, ×, ■ + ▲ + ● Indian Death Lock
3) ■ + ▲, ×, ●, ■ + ▲, ■ + ▲ + ● + × Surfboard

All of these moves should be done just as the previous move is starting:

SPECIAL MOVES

⇒, ⇒ + ●
↓ + × + ●, ●, ●
●, ●
↓ + × + ●, ▲
⇒, ⇒ + ▲
⇒, ⇒ + ▲ + ■
⇒, ⇒ + × + ●
× + ●
⇒, ⇒, ⇒, × + ●
↓, ↓ + ▲
↓ + ■ + ▲
↓ + ■ + ▲
↓ + ■, ▲
↓ or ↑ or ↓ + ● + ▲
↓ + × + ●
⇒ + ■ + ▲
⇒ + ■ + ●

TENSTRINGS

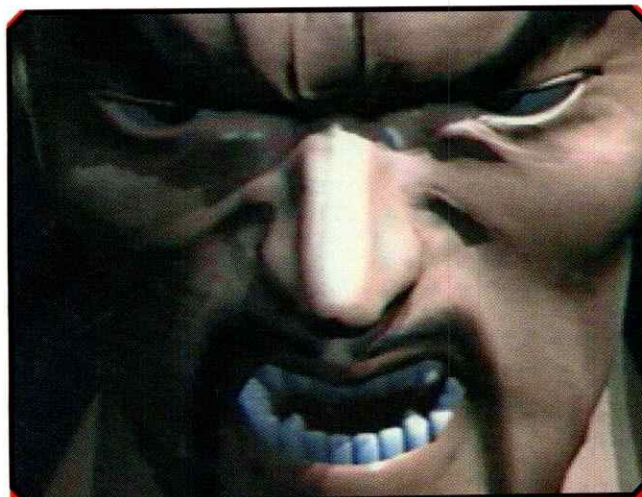
1) ■, ▲, ■, ■, ▲, ●, ●, ●, ■ or ×
2) ■, ▲, ■, ■, ×, ×, ●, ×, ▲, ■ + ▲
3) ■, ▲, ■, ■, ×, ×, ●, ●, ■ or ×

Suplex
Abdominal Stretch (when behind opponent)
Coconut Crush
Half Boston Crab (when behind opponent)
Figure Four Leglock
DDT
Tombstone Piledriver
Giant Swing
Frankensteiner
must hit on counterhit
Octopus Special

(must connect on counterhit)

Stomach Smash
Backbreaker
Leaping Powerbomb
Jaguar Drive
Flying Press
(when opponents feet leave ground)
Boston Crab
Reverse Arm Clutch
Back Suplex
German Suplex
Powerbomb
Giant Swing

Jail Kick
on counterhit
extra Ali Kicks
Ali Kick into Middle Smash
Middle Smash
Head Dive
Drop Kick
Delayed Drop Kick
Satellite Drop Kick
Dynamite Uppercut
Knuckle Bomb
Short Elbow Drop
Rapid Jab Uppercut
Elbow Drop
Double Knee Drop
Jaguar Clothesline
Moonsault



HEIHACHI MISHIMA

SPECIAL MOVES

↓, ↓, ⇒ + ▲
↓ + ■, ▲
↓ + ×, ●
■, ■, ▲
■, ▲, ▲
⇒, ↓, ↓ + ▲
⇒, ↓, ↓ + ■
While standing + ●, ●
●, ×
↓ + ■, ▲
⇒, ↓, ↓ + ●, ●, ●
⇒, ↓, ↓ + ●, ● + ●, ●
↓ + ●, ●
⇒ + ▲
⇒, ↓, ↓ + × or ×
←, ← + × + ●
↓ + ●

TENSTRINGS

1) ⇒, ⇒ (pause for a second) ▲, ■, ▲, ▲, ×, ●, ●, ■, ▲, ■
2) ↓ + ×, ▲, ▲, ●, ●, ■, ▲, ▲, ■
3) ↓ + ×, ▲, ▲, ●, ●, ■, ●, ●, ▲, ● or ■

Death Fist
Tile Splitter, Death Fist
Screw Blade Leg Attack
Flash Punch Combo
Demon Slayer
Rising Uppercut
Dragon Uppercut
Double Hit Axe Kick
Flipkick
Twin Pistons
Hell Sweeps
Hell Sweeps into Axe Kick
Spinning Devil Kicks
Lifting Elbow
Slice Kick or Low Slice Kick
Sneaky Escape
Demon Stomp (when opponent is on the ground)
Demon Tile Splitter

●, ×, ●
↓, ↓, or ↑ or ↓ + ●
↓, ↓ or ↑ or ↓ + ● + ×
↓, ↓ + ●
↓, ⇒, ⇒ + ×
⇒, ⇒ + × + ●
⇒, ⇒ + ×, ●
↓ + ●, ●, ●
While standing + ×, ×, ↓ + ×, ×, ×, ×
↓ + × + ●
↓ + ■ + ▲
TENSTRING
↓ + ■, ▲, ▲, ■, ×, ×, ×, ●, ×, ●

Shaolin Spin Kick
Flip Kick Low/ High
Flip Kick Drop
Blazing Kick
Dragon Slide
Hop In Dragon Slide
Scissor Kick
Razor Edge Combo
Infinite Combo
Silver Cyclone
Dragon Fang

KUMA

GRAPPLING TECHNIQUES

■ + ×
← + ● + ▲
● + ▲
⇒ + ● + ▲
● + ▲ or ■ + ×

MULTIPARTS

Hell Press
Bear Headbutt
Bearhug
Bearbites
Bear Shot (when behind opponent)

Spinning Neckbreaker
Dragon Smash
Bulldog (behind opponent)
Dragon Knee

Rave War Combo

LEE CHADLAN

GRAPPLING TECHNIQUES

■ + ×
● + ▲
■ + × or ● + ▲
⇒, ⇒ + × + ●

SPECIAL MOVES

⇒ + ▲, ▲, ▲



1) ↓ + ● + ×
2) ■, ▲, ■, ▲
SPECIAL MOVES
→ + ■, ■, ■
■, ■, ■
▲, ■, ▲
←, ↘, ↘ + ▲
→ + ■ + ▲ or → + ■ + ▲
■ + ▲, ■ + ▲
While standing + ■ + ▲, ■ + ▲
↓, ↘ + ■, ▲, ■ or ↘ + ▲, ■, ▲
↘ + ● + ×
↓, ↘ + ■, ▲, ■, ▲
↓ + ■ + ▲, ■, ■, ■, ▲

←, → + ▲ + ×
← + ■ + ▲

← + ■ + ▲
TENSTRING

While crouching + ▲, ■, ■, ■, ▲, ■, ■, ▲, ■ + ▲, ■ + ▲

Sit Down
Hoochie Booty

Bear Heaven Cannon
Hammer Combo
Triple Smasher
Megaton Blast
Power Scissors
Double Hammer, Double Uppercut
Double Uppercut, Double Hammer
Hammer Rush
Hip Press
Wild Swing into Backfist
Spring Hammer Rush (when grounded)
Salmon Fishing
Bear Roll (when you rotate the pad clockwise to ↘)
Terrible Claw



PAUL PHOENIX

GRAPPLING TECHNIQUES

■ + ×
■ + ×, hold ←
▲ + ●
↘ + ■ + ▲
→, → + ■ + ▲

MULTIPARTS

1) ↘ + ■ + ▲
2) ▲, ■, ▲, ■, ▲
2) ↓ + ▲, ■, ■
+ ■, ■, ●, ■, ■ + ▲

SPECIAL MOVES

↓, ↘, → + ▲
While crouching + ■, ▲
While crouching + ●, ■
→, → + ×, ● or ↘ + ×, ●
→, → + ▲
↓, ↘ + ▲, ■
↓, ↘ + ▲, ▲
→, → + ●
↓ + ▲
■ + ▲

← + ■ + × or ← + ● + ▲
← + ■ + ▲

TENSTRINGS

■, ▲, ×, ■, ●, ▲, ■, ●, ▲, ■
■, ▲, ×, ▲, ■, ▲, ■, ●, ▲, ■

Shoulder Throw
Reverse Flip Throw
Flip Throw
Striking Shino- Rage
Shoulder Ram

Ultimate Tackle
Pummel
Neutral
Ultimate Punishment

Death Fist
Tile Splitter Death Fist
Falling Leaf Combo
Scissor Kick
Quick elbow
Gut Buster
Stone Breaker
Forward Somersault
(when opponent is grounded)
(when someone is about to leather you)- Ultimate Escape
Attack Reversal
Super Death Fist

ANNA WILLIAMS

GRAPPLING TECHNIQUES

■ + ×
● + ▲
→ + ■ + ×
■ + × or ▲ + ●

MULTIPARTS

1) ↓, ↘, → + ■ + ▲
2) ×, ●, ×, ■ + ▲
2) ■, ×, ▲, ■
3) ×, ■, ●, ■ + ▲, ■ + ▲
3) ▲, ■, ×, ●, ■ + ▲
3) ▲, ×, ■ + ▲, × + ●, ■ + ▲
1) ↓, ↘, → + ■ + ▲
2) ■ + ×, ●, ■ + ▲
3) ■ + ▲, ●, ×, ■ + ▲, ■ + ▲, ■ + ▲

SPECIAL MOVES

↓, ↘ + ▲
↓, ↓, ↘, → + ■
↓, ↓, ↘, → + ▲
← + ■, ■, ■
↓, ↘ or ↑ or ↘ + ●
→, → + ■ + ▲
→ + ■ + ▲
→, → + ●
→, →, →, ×
■, ▲, ● or ×
●, ×, ▲
●, ×, ● or ↓ + ●
■, ▲, ↓ + ×, ▲ or ●
■, ▲, ■, ●
↘ + ×, ●
↘ + ×, ×, ×, × or ● or ▲ or ■
↘ + ×, ▲, × or ↓ + × or ● or ▲
↘ + ●, ×, ●
← + ▲ + × or ← + ■ + ●
↓ + ■ + ▲
↘ + ■ + ▲

TENSTRINGS

1) ■ or ↘ + ■, ▲, ■, ▲, ×, ×, ▲, ■, ▲, ●

Arm Flip
Body Toss
Neck Throw
Three Way Snap (when behind opponent)
Falling Elbow

Palm Jab
Rolling Single Arm Break
Single Arm Break
Double Arm Break
Falling Single Arm Break
Double Arm Throw
Palm Jab
Elbow Strike
Severe Arm Snap

Cold Blade
Cat Thrust
Right Hand Stab
Triple Slapper
Flip Kick Low/ High
Palm Push
Delayed Palm Push
Can Opener
Bone Cutter
Triple Smash
High Low Uppercut
Jamming Combo High/ Low
Low Uppercut
Spark Combo
Head Ringer
Rapid Kick Combo
Swan Combo
Hunting Kicks
Attack Reversal
Bloody Scissors
Hunting Swan

BEAK DOO SAN

GRAPPLING TECHNIQUES

■ + ×
● + ▲
■ + × or ● + ▲

MULTIPARTS

1) ←, ← + ×
2) ← or →
2) ← + ×
2) ×
2) ↓ + ×
2) ×, ×, ●
2) ×, ●, ●, ×
2) ×, ●, ●, ●, ×

SPECIAL MOVES

→, ↓, ↘ + ×
×, ●, ×
×, ×, ×, ● or ↓ + ● Butterfly Combo
×, ×, ●, ●, ×
×, ×, ●, ●, ●, ×
↓ + ●, ×, ×, × or ↓ + ×
While standing + ●, ●, ●, ×
While standing + ●, ●, ×
↓ + ×, ×, × or ↓ + ×
While standing + ×, ×, ●
While standing + ×, ●, ●, ×

Inside Leg Trap
Belly to Belly Fall Away Suplex
Reverse Neck Toss (when behind opponent)
Leg Hook Throw

Flamingo
Flamingo Movement
Cutting Heel
Hunting Heel
Low Kick
Flamingo Wave
Flamingo Distraction
Flamingo Hurricane

Wing Blade
Break Blade
Black Widow Combo
Mantis Combo
Rush Combo
Flaming Hawk
Albatross Combo
Snake Combo
Wave Needle
Heat Distraction

NINA WILLIAMS

GRAPPLING TECHNIQUES

■ + ✕
● + ▲
⇒ + ■ + ✕
■ + ✕ or ▲ + ●

↘, ↘ + ■ + ▲

MULTIPARTS

The second and third parts have to be done as quickly as possible if they're to be successful.

- 1) ● + ▲
- 2) ■, ▲, ■, ▲, ✕
- 1) ↓, ↘, ⇒ + ■ + ▲
- 2) ✕, ●, ✕, ■ + ▲
- 2) ■, ✕, ▲, ■
- 3) ✕, ■, ●, ■ + ▲, ■ + ▲
- 3) ▲, ■, ✕, ●, ■ + ▲
- 1) ↓, ↘, ⇒ + ■ + ▲
- 2) ▲, ✕, ●, ▲, ▲
- 3) ■, ✕ + ●, ■, ▲, ■ + ▲
- 1) ↓, ↘, ⇒ + ✕ + ●
- 2) ✕ + ●, ✕, ●, ■ + ▲
- 2) ✕ + ●, ●, ▲, ■ + ▲
- 3) ✕, ■, ●, ● + ▲
- 3) ■, ✕, ● + ▲, ✕ + ●, ■ + ▲

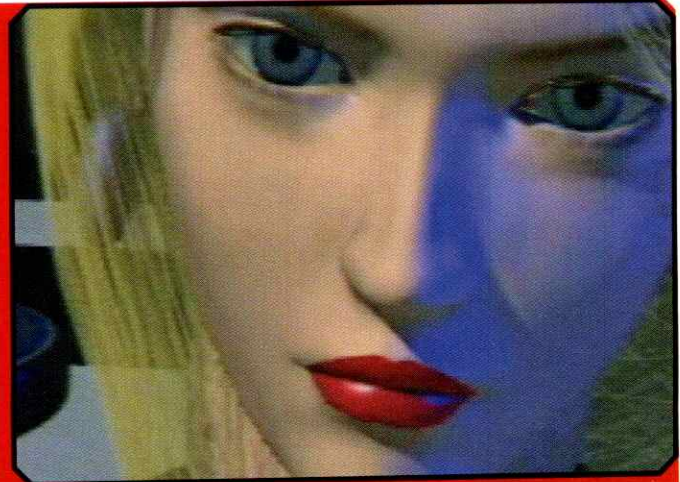
SPECIAL MOVES

⇒, ⇒ + ■ + ▲
⇒ + ■ + ▲
⇒, ⇒ + ●
⇒, ⇒, ⇒, ✕
← + ■
← + ▲
■, ▲, ● or ✕
●, ✕, ▲
●, ✕, ● or ↓ + ●

Arm Flip
Body Toss
Neck Throw
Three Way Snap (when behind opponent)
Falling Elbow

Lifting Toss
Arm Break
Palm Jab
Rolling Single Arm Break
Single Arm Break
Double Arm Break
Falling Single Arm Break
Palm Jab
Knee into Neck Snap
Falling Neck Snap
Crab Claw
Rolling Arm Break
Falling Leg Snap
Leg Stretch
Reverse Figure Four Leglock

Palm Push
Delayed Palm Push
Can Opener
Bone Cutter
Sidestep Chop
Slicing Forearm
Triple Smash
High Low Uppercut
Jamming Combo High or Low



↓ + ●
↓ + ✕
↓ + ●, ✕
■, ▲, ↓ + ✕, ▲ or ●
■, ▲, ■, ●
↘ + ✕, ●
↘ + ✕, ■, ▲, ■ + ▲
↘ + ✕, ✕, ✕, ✕ or ● or ▲ or ■
↘ + ✕, ✕, ✕, ■, ▲, ■ + ▲
↘ + ✕, ▲, ✕ or ↓ + ✕ or ● or ▲
↘ + ✕, ▲, ↓ + ✕, ■ or ●
↘ + ✕, ▲, ↑ + ✕
↓ + ●, ✕, ●
← + ▲ + ✕ or
← + ■ + ●
↘ + ■ + ▲

TENSTRINGS

- 1) ■ or ↘ + ■, ▲, ■, ▲, ✕, ✕, ▲, ■, ▲, ●
- 2) ■ or ↘ + ■, ▲, ■, ▲, ✕, ✕, ▲, ■, ●, ✕
- 3) ■ or ↘ + ■, ▲, ■, ▲, ●, ✕, ●, ▲, ●, ✕

Falling Ankle Kick
Lifting Back Kick
Falling Ankle Kick into Lifting Back Kick
1-2 Low Uppercut
Spark Combo
Head Ringer
Assault Combo
Rapid Kick Combo
Rapid Kick into 1-2 Double Palm
Swan Combo
Alternative Swan Combo
Wind Edge Combo
Hunting Kicks

Attack Reversal
Hunting Swan

While standing + ✕, ●, ●, ●, ✕

⇒ + ●, ✕
⇒ + ●, ●, ✕
⇒, ⇒ + ✕
⇒, ⇒ + ●
↘ + ✕, ●, ✕
↘ + ✕ + ●

TENSTRINGS

- 1) ●, ✕, ✕, ●, ✕, ✕, ✕, ●, ✕, ✕
- 2) ●, ✕, ●, ✕, ✕, ✕, ✕, ●, ✕, ✕

ARMOR KING

GRAPPLING TECHNIQUES

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

MULTIPARTS

- 1) ● + ▲
- 2) ↓, ↓, ↓ + ■ + ▲

SPECIAL MOVES

↑ or ↘ + ● + ✕ or ↓ + ✕ + ●, ●, ●
⇒, ⇒ + ▲
⇒, ⇒ + ▲ + ■
⇒, ⇒ + ✕ + ●
✕ + ●
⇒, ⇒, ⇒, ✕ + ●
↓, ↘ + ▲

Hurricane Distraction
Knife Heel
Triple Threat
Axe Kick
Hammer Heel
Hunting Hawk
Heel Explosion

Coconut Crush
Vertical Supplex
DDT
Tombstone Piledriver
Giant Swing
Jaguar Driver
Frankensteiner

Vertical Supplex
Steiner Screwdriver

Jail Kick
Jump In or Normal Ali Kicks
Middle Smash
Head Dive
Drop Kick
Delayed Drop Kick
Satellite Drop Kick
Dynamite Uppercut

↘ + ■ + ▲
↓ + ■, ▲
↘ or ↑ or ↘ + ● + ▲
↘ + ✕ + ●
⇒, ⇒ + ▲
⇒, ↓, ↘ + ■
⇒, ↓, ↘ + ▲
← + ■ + ●
⇒ + ■ + ●
↘ + ■ + ▲, ↓
↘ + ■ + ●, ↓

TENSTRINGS

- 1) ■, ▲, ■, ■, ▲, ●, ●, ●, ■, ✕

P.JACK

GRAPPLING TECHNIQUES

■ + ✕
↘ + ▲ + ✕
■ + ✕ or ● + ▲

MULTIPARTS

- 1) ● + ▲
- 2) ■ + ✕ or ↓, ↘ + ▲
- 1) ↓ + ● + ✕
- 2) ■, ▲, ■, ▲

SPECIAL MOVES

↓ + ■, ▲
⇒ + ✕ + ●
←, ↘, ↓, ↘ + ■
■, ■, ■
▲, ■, ▲
←, ↘, ↘ + ▲

Knuckle Bomb
Rapid Jab Uppercut
Elbow Drop
Double Knee Drop
Stomach Smash
Dragon Uppercut
Rising Uppercut
Black Arrow
Dark Shoulder
Super Knuckle Bomb
Moonsault

Hell Press
Body Smash
Fall Away Press Slam (when behind opponent)

Lift Up
Megaton Blast
Sit Down
Hoochie Booty

Tile Splitter, Death Fist
Superman Dive
Exploder
Hammer Combo
Triple Smasher
Megaton Blast



YOSHIMITSU

GRAPPLING TECHNIQUES

■ + x
 ● + ▲
 ■ + x or ● + ▲
 ↓, ↘, ← + ■ + ▲

SPECIAL MOVES

x, ●
 ⇒, ⇒ + ●
 ↘ + ● + x
 ← + ■, ■, ■, ■, ■, ■
 ↘ + x, x, x, x, x
 ↘ + ▲, ▲, ▲, ▲, ▲
 ↓, ↘ + x
 ← + ● + x
 ●, x
 ⇒, ⇒ + ■ + ●
 ←, ← + ■
 ←, ← + ■ + ■
 ↘ + ■ + ▲
 ↓, ↘, ← + ■
 ↓ + ■
 ⇒, ⇒ + ■ + ●
 ↓ + ■ + ●

MULTIPARTS

1) ⇒, ⇒ + ● + x
 2) ■ + ▲
 3) ● + x
 1) ↓ + ● + x
 2) ⇒ or ←

TENSTRINGS

1) ■, ▲, ■, ●, ●, ■, ■, ■
 2) ●, ●, ■, ●, ●, ■, ■, ■
 3) ■, ▲, ■, ●, ▲, ▲, ●, ■
 4) ●, ●, ■, ●, ●, ●, ● + x
 5) ■, ▲, ■, ●, ●, ●, ■, ● + x

Flying Body Press
 Hilt Smash
 Yoshimitsu Special
 Rainbow Drop

Lightning Kicks
 Jumping Knee
 Flipping Stomp
 Spinning Hilt Strikes
 Spinning Leg Sweeps
 Spinning Fist Strikes
 Sweep Knockdown
 Side Spin
 Kangaroo Kick
 Fake Turning Suicide
 Sword Stab
 Web Of Death
 Helicopter Slice
 Samurai Knee Cutter
 Shoulder Cut
 Turning Suicide
 Standing Suicide

Spiral Launch
 Spiral Dive
 Kangaroo Kick
 Sit Down2) Neutral pad Life Heal
 Teleport behind opponent if close

⇒ + ■ + ▲ or ⇒, ⇒ + ■ + ▲
 ■ + ▲, ■ + ▲
 While standing + ■ + ▲, ■ + ▲
 ↓, ↘ + ■, ▲, ■ or ↘ + ▲, ■, ▲
 ↘ + ■, ■, ■, ■, ■, ▲
 ↘ + ● + x
 ↓, ↘ + ■ + ▲
 ↓ + ■ + ▲, ■, ▲, ■, ▲

⇒ Keep tapping to rotate the D-pad clockwise

Gigaton Punch

x + ●

⇒ + ●, ■

TENSTRINGS

While crouching + ▲, ■, ■, ■, ▲, ■, ▲, ■, ■ + ▲, ■ + ▲

Power Scissors
 Double Hammer, Double Uppercut
 Double Uppercut, Double Hammer
 Hammer Rush
 Machine Gun Knuckle
 Hip Press
 Wild Swing into Backfist
 Spring Hammer Rush (when grounded)

Dive Bomber
 Darkness Cutter

GANRYU

GRAPPLING TECHNIQUES

■ + x
 ● + ▲
 ■ + x or ● + ▲
 ⇒ + ● + ▲
 ⇒, ⇒ + ▲ + x

SPECIAL MOVES

■, ■, ■
 ▲, ■, ▲
 ←, ↘, ↘ + ▲
 ←, ↘, ↘ + ■
 ↓ + ●
 ↘ + ●, ●, ●, ●, ●
 ↘ + ▲ + x
 ⇒ + ■ or ■, ▲, ■, ▲, ■, ▲, ■, ▲
 ↘ + ▲, ■, ■, ■
 ⇒ + ■ + ▲ or ⇒, ⇒ + ■ + ▲
 ↓, ■ + ▲
 ■ + ▲, ■ + ▲
 While standing + ■ + ▲, ■ + ▲
 ↓, ↘ + ■, ▲, ■ or ↘ + ▲, ■, ▲
 ↘ + ■, ■, ■, ■, ■, ▲
 ↘ + ● + x
 ↓ + ● + x
 ↓, ↘ + ■, ▲, ■, ▲
 ↓ + ■ + ▲, ■, ▲, ■, ▲

← + ■ + ▲

TENSTRINGS

None

KUNIMITSU

GRAPPLING TECHNIQUES

■ + x
 ↘ + ■ + x
 ● + ▲

MULTIPARTS

1) ⇒, ⇒ + ● + x
 2) ■ + ▲

SPECIAL MOVES

x, ●
 ⇒, ⇒ + ●
 ↘ + ● + x
 ← + ■, ■, ■, ■, ■, ■
 ↘ + x, x, x, x, x
 ↓, ↘ + x
 ↘ + ▲
 ← + ▲
 ⇒, ⇒ + ▲

TENSTRINGS

▲, ■, ▲, ●, ●, ●, ■, ▲, x, ▲

Body Slam
 Hip Toss
 Reverse Face Slam
 Back Drop
 Face Slam

Hammer Combo
 Triple Smasher
 Megaton Blast
 Megaton Float
 Sumo Stomp
 Kabuki Palm
 Thunder Palm
 Devil Thrusts
 Uppercut, Devil Thrusts
 Power Scissors
 Palm Lift
 Double Hammer, Double Uppercut
 Double Uppercut, Double Hammer
 Hammer Rush
 Machine Gun Knuckle
 Hip Press
 Sit Down
 Wild Swing into Backfist
 Spring Hammer Rush (when grounded)
 Giant Tackle

Flying Body Press
 Judo Throw
 Sickle Bash

Spiral Launch
 Spiral Dive

Lightning Kicks
 Jumping Knee
 Flipping Stomp
 Spinning Hilt Strikes
 Spinning Leg Sweeps
 Sweep Knockdown
 Kunai Stab
 Kunai Murder
 Kunai Advance

BRUCE IRVIN

GRAPPLING TECHNIQUES

■ + x
 ● + ▲
 ■ + x or ● + ▲

MULTIPARTS

This is undoubtedly one of the most difficult moves to pull off for any character so timing is essential.

1) ⇒, ↘ + ■ + ▲ + ●
 2) ■ + ▲, ■ + ▲, ■ + ▲
 2) x, x + ■ + ▲
 3) ■, x, ■ + ▲ + ●
 4) ▲, ●, ■ + ▲ + x

SPECIAL MOVES

⇒, ⇒ + ●
 ⇒, ⇒ + x
 ⇒ + ■ + ▲

Rising Knee
 Right Knee
 Reverse Neck Toss (when behind opponent)

Turning Knee
 Turning Fling
 Side Knee
 Right Knee
 Leaping Knee

Bazooka Leg
 Slice Kick
 Sidestep Spinning Elbow



LEI WULONG

GRAPPLING TECHNIQUES

- + ✕
- + ▲
- + ✕ or ● + ▲
- ⇒, ⇒ + ■ + ▲

SPECIAL MOVES

- + ▲
- ✕, ✕
- , ✕
- ✕, ● hold ↑
- ⇒ + ●, ■, ▲, ✕ or ●
- ✕ + ●, ●
- , ●, ✕, ✕
- ⇒, ▲, ■, ▲, ■
- ⇒, ■, ▲, ■, ▲, ✕ or ●
- ⇒, ✕, ● or ↓ + ●
- ← + ■ + ●, ✕, ✕, ✕, ✕
- ← + ■ + ●, ●

TENSTRINGS

- 1) ■, ▲, ■, ● + ✕, ▲, ■, ●, ■, ▲, ✕
- 2) ■, ▲, ■, ● + ✕, ▲, ■, ●, ●, ●
- 3) ■, ▲, ■, ● + ✕, ● + ✕, ● + ✕, ■, ■, ▲

MULTIPARTS

- 1) ← + ✕ + ●

- Thrust Kick
- Neck Snap
- Bulldog (when behind opponent)
- Turning Toss

- Spinning Punches
- High Kick into Turning Heel Sweep
- Flying Wheel Kick into Quick Drop
- Crescent Kicks (up to 3 kicks)
- Hook Kick, 1-2 into Sweep or Mid Kick
- Foot Sweep to Hook Kick
- Dropping Shin Kicks to Lift Kick
- Guard Melting Punches
- Rushing Punches into Sweep or Mid Kick
- Power Arch Kick into Mid Kick or Sweep
- Hopping Sidekicks
- Phoenix Kick



- 2) ▲
- 2) ■
- 2) ↓ + ■
- ✕ + ●, ✕ + ●, ✕ + ●
- 2) ↓ + ●, ●
- 1) ↓ + ✕ + ●
- 2) ✕ + ●
- 2) ✕, ●
- 2) ↓ + ■
- 3) ●, ✕

- Turning Uppercut
- Backfist
- Sweeping Backfist
- Backflicks
- Foot Sweep to Hook Kick
- Play Dead
- Kangaroo Kick
- Foot Sweep to Hook Kick
- Roll Over to Face Down
- Dragon Slide

- + ▲
- ←, ← + ✕ + ●
- ←, ← + ✕ + ●, ●
- ✕ + ✕, ■
- ⇒ + ●, ▲
- ⇒ + ●, ✕, ●
- ⇒ + ■, ▲, ■
- , ▲, ■, ▲
- ↓ + ✕ + ●, ✕
- ← + ●, ✕, ●
- ← + ●, ✕, ↓ + ●
- ✕, ▲, ■, ●
- ← + ✕, ●
- ← + ✕, ▲
- , ▲, ●
- , ▲, ✕
- , ●, ✕
- ←, ✕ + ▲

TENSTRINGS

None

- Overhead Smash
- Back Headspring
- Back Handspring into Bazooka Leg
- Cyclone Edge into Tornado Uppercut
- Double Facebreaker
- Slow Shaolin Spin Kick
- Triple Sock Combo
- Left Right Combo
- Side Low to High Kick
- Triple Knee
- Double knee to Low Kick
- Gatling Combo
- Stopping Kick, Stun Knee
- Stopping Kick, Straight Right
- Southern Lights Combo
- Northern Lights Combo
- Southern Cross Combo
- Sidewinder

- ← + ■ + ●

- Short or Long Spinning Dragon Punch (Depending on how long you hold left)

TENSTRINGS

- 1) ⇒, ⇒ + ▲, ■, ▲, ✕, ●, ●, ■, ■
- 2) ⇒, ⇒ + ▲, ■, ▲, ▲, ✕, ●, ●, ✕, ▲, ■
- 3) ⇒, ⇒ + ▲, ■, ●, ●, ▲, ●, ✕, ▲, ■

WANG JINREI

GRAPPLING TECHNIQUES

- + ✕
- + ▲
- ✕, ✕ + ● + ▲
- ✕ + ■ + ✕ + ●
- + ✕ or ● + ▲

SPECIAL MOVES

- ↓, ✕, ⇒ + ▲
- , ■, ■
- ↓ + ●, ●
- ↓ + ●, ■
- ↓ + ●, ↓ + ●
- While standing + ▲, ■, ■
- ⇒, ⇒ + ■ + ▲
- ⇒ + ■ + ▲
- ✕ + ▲, ■

- ← + ▲ or ▲, ←, ■ + ▲

- ↓, ✕ + ▲, ■
- ✕ + ▲ + ▲
- ⇒ + ▲
- , ↓ + ●, ●

- , ↓ + ●, ●

- , ↓ + ●, ■
- ← + ■ + ✕ or ← + ● + ▲
- ←, ← + ■
- ← + ■ + ▲

TENSTRING

- 1) ▲, ■, ■, ▲, ✕, ✕, ✕, ●, ●, ■

- Spin into Reverse Neck Toss
- Leg Trip
- Spin Behind Elbow Smash
- Hurricane Throw
- Reverse Neck Toss (when behind opponent)

- Death Fist
- Catapult Combo
- Sweep into High Kick
- Sweep into Uppercut
- Double Sweep
- Slice Uppercut Into Catapult Combo
- Double Palm Push
- Delayed Double Palm Push
- Death Push Into Big Punch (first hit must connect)
- Hit And Spin into German Suplex
- Penetrating Bow Leg
- Double Fist Strike
- Right Front Strike
- Triple Kick Low Finish (when you hold down)
- Triple Kick High Finish (when you tap down)
- Double Kick Uppercut Finish
- Attack Reversal
- Heaven Cannon
- Indigo Punch

KAZUYA MISHIMA

GRAPPLING TECHNIQUES

- ✕ + ■
- + ▲
- ⇒, ⇒ + ■ + ▲
- ✕ + ■ or ● + ▲

MULTIPARTS

- 1) ✕ + ■ + ▲
- 2) ▲, ■, ▲, ■, ▲

SPECIAL MOVES

- , ■, ▲
- , ▲, ▲
- ⇒, ↓, ✕ + ▲
- ⇒, ↓, ✕ + ■ (✕ or ●)
- While standing or ✕ + ●, ●
- , ✕
- ✕ + ■, ▲
- ⇒, ↓, ✕ + ●, ●
- ✕ + ●, ●, ●, ●
- While standing + ▲
- ⇒

- Double Kick
- Hip Toss
- Headbutt
- Reverse Neck Toss (when behind opponent)

- Ultimate Tackle
- Pummel

- Flash Punch Combo
- Demon Slayer
- Rising Uppercut
- Dragon Uppercut (Side Kick Sweep)
- Double Hit Axe Kick
- Flipkick
- Twin Uppercuts
- Hell Sweeps
- Spinning Devil Kicks
- Gut Punch
- Side Step



MARSHALL LAW

GRAPPLING TECHNIQUES

■ + ▲
■ + ▲ or ● + ▲
⇒, ⇒ + ● + ×

MULTIPARTS

1) ● + ▲
2) ■, ▲, ■ + ▲

SPECIAL MOVES

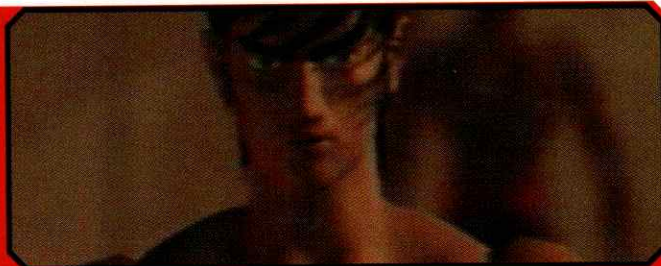
⇒ + ▲, ▲, ▲
●, ×, ●
↓, ↘ or ↑ or ↖ + ●
↓, ↘ or ↑ or
↖ + ● + ×
↓ + ●, ×
● + ×, ×
● + ↑ + ×
While standing + ●, ×
While standing + ×, ●
×, ●

Dragon Dive
Bulldog (when behind opponent)
Dragon Knee

Dragon Smash
Bulldog

Rave War Combo
Shaolin Spin Kick
Flip Kick Low/ High

Flip Kick Drop
Low Kick into Flip
Double Flip Kick
High Kick into Flip
Front Kick into Flip
Side Kick into Flip
High Kick into Flip



↓, ↘ + ×, ●
↓ + ▲, ×
↘ + ●
↓ + ×, ×, ×, ×, ●
↓, ↘, ↘ + ×
↘ + ■ + ▲

TENSTRINGS

1) ↘ + ■, ▲, ▲, ×, ×, ×, ×, ●, ×, ●
2) ↘ + ■, ×, ▲, ▲, ×, ×, ×, ×, ●, ×, ●
3) ↘ + ■, ▲, ▲, ×, ×, ×, ×, ↓ + ×, ×, ●, ●
4) ↘ + ■, ×, ▲, ▲, ×, ×, ↓ + ×, ×, ●, ●
5) ↘ + ■, ▲, ▲, ▲, ↓ + ■, ↓ + ■, ●, ●, ●

Low Spin Kick into Flip
Low Punch into Flip
Dragon's Tail
Low to High to Flip
Dragon Slide
Dragon Fang

MICHELLE CHANG

GRAPPLING TECHNIQUES

■ + ×
● + ▲
↘ + ■ + ▲

SPECIAL MOVES

⇒ + ■
■, ■, ■
↓, ↘ + ●, ×
● + ×, ●, ↓ + ●
↘ + ▲, ■
■ + ▲
↓ + ●, ●
↓ + ●, ■
↓ + ●, ↓ + ●
■, ■, ●, ×
●, ↓ + ●, ●
●, ↓ + ●, ●
●, ↓ + ●, ■
⇒, ⇒ + ■
↓, ↘ + ■ or ▲
■, ▲, ■ or × or ●

Belly to Belly Suplex
Perfect Plex
Double Arm Underhook

Rushing Uppercut
Catapult Combo
Penetrating Bow Leg
Sidespin, High Kick into Leg Sweep
Death Push, Big Punch
Double Punch
Sweep into High Kick
Sweep into Uppercut
Double Sweep
Bows and Arrows
Triple Kick Low Finish
Triple Kick High Finish
Double Kick Uppercut Finish
Dashing Left Elbow
Dashing Punch or Right Elbow
Dashing Punch, Big Punch or High Kick or Low Kick
Dashing Left Elbow, Skyscraper Kick
Punch Kick Special
can be used to begin her moves

⇒, ⇒ + ▲, ●
▲ + ×, ■
▲ + ×

While standing + ▲
While standing + ▲, ▲
While standing + ▲, ■, ■
While standing + ▲, ↓ + ●, ●
While standing + ▲, ●, ■
While standing + ●
↘ + ● + ×
← + ▲ + ■ + ▲
⇒ + ■ + ●

Uppercut, Elbow
Uppercut Cannon Combo
Uppercut, Sweep, Fan Kick
Uppercut Sweep Uppercut
Skyscraper Kick
Earthquake Stomp
Spin Hit to German Suplex
Heaven Cannon

TENSTRINGS

1) ▲, ■, ■, ▲, ×, ×, ×, ●, ●, ■
2) ▲, ■, ■, ▲, ×, ×, ▲, ×, ▲, ■
3) ▲, ■, ■, ▲, ×, ×, ▲, ■, ●, ×

ROGER/ALEX

GRAPPLING TECHNIQUES

■ + ▲
● + ×
■ + ▲ or ● + ×

Headbutt
Leaping Powerbomb
Reverse Neck Toss (when behind opponent)

↓, ↘, ⇒ + ■
↘, ↘ + ■ + ▲
↘ + × + ●

SPECIAL MOVES

⇒, ⇒ + ●
↓ + × + ●, ●, ●
⇒, ⇒ + ▲
⇒, ⇒ + ▲ + ■
⇒, ⇒ + × + ●
× + ●
⇒, ⇒, ⇒, × + ●
↓, ↘ + ▲
↘ + ■ + ▲
↓ + ■ + ▲
↖ or ↑ or ↗ + ● + ▲
↘ + × + ●
⇒, ⇒ + ▲
⇒, ↓, ↘ + ■
↘ + ×
← + × + ●, ■, ×, ●, ×, ×, ×, ←

Jaguar Driver
DDT
Frankensteiner

⇒ + ■, ▲, ■, ▲, ■

⇒ + ■

← + ■ + ▲

TENSTRINGS

None

DEVIL/ANGEL

GRAPPLING TECHNIQUES

× + ■
● + ▲
⇒, ⇒ + ■ + ▲
× + ■ or ● + ▲

SPECIAL MOVES

■, ■, ▲
■, ▲, ▲
⇒, ↓, ↘ + ▲
⇒, ↓, ↘ + ■
While standing + ●, ●
×

Double Kick
Hip Toss
Headbutt
Atomic Drop (when behind opponent)

↘ + ■, ▲
⇒, ↓, ↘ + ●, ●
↘ + ●, ●
■ + ▲
● + ×

TENSTRING

⇒, ⇒ + ▲, ■, ▲, ▲, ×, ●, ●, ■, ▲, ■

Flash Punch Combo
Demon Slayer
Rising Uppercut
Dragon Uppercut
Double Hit Axe Kick
Flipkick
Twin Uppercuts
Hell Sweeps
Spinning Devil Kicks
Ground Laser
Air Laser

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Here at PlayStation Zone we pride ourselves on checking each and every hint, tip and cheat. This directory has been updated to include a few new releases and the most popular of the older releases we still know and love.



ACE COMBAT 2

Music player

By clearing the game with a rank higher than "First Lieutenant", a music player mode will show up in the option menu. All 28 tracks of music can be accessed. Here are the controls:

L1 or **L2** to skip forward, **R1** or **R2** to skip backward, **○** to select track, **SELECT** to toggle screen, **■** or **▲** or **X** to end.

Lock viewpoint

During replay, hold the "map" button. Change mission map viewpoint. On the mission selection screen, put the cursor over "MISSION" and hit **SELECT** for 3 different viewing angles.

ADVENTURES OF LOMAX

Helicopter Mode - Only activated when the above cheat is set. Select the chopper, then press **L1** and **○** to fly around levels.



AREA 51

Play as an alien Kronnhunter: As you begin a game, shoot nothing

else but the first three Staar Team members you see. The game will restart and you will now be playing as a Kronnhunter.

ASSAULT RIGS

All Weapons and Items: **←, →, ←, →, ←, →, ↑, ↓, ↑, ↓, ↑, ↓, ↓** Enter during game.

Here are the level codes for levels

- | | |
|----------------|------------------|
| 2) NEXTGEN | ■, X, ■, X, ▲, ■ |
| 3) THISWAY | ▲, ■, ■, ○, ○, ▲ |
| 4) JOYJOY | ▲, ■, ▲, ▲, ○, ▲ |
| 5) NODDY | ■, ▲, ▲, ▲, X, ▲ |
| 6) WASTELANDS | ▲, ■, ○, ○, X, ■ |
| 7) VERTIGO | X, ■, ■, ■, ○, ■ |
| 8) GEMTOWER | ▲, ■, X, ■, ■, ▲ |
| 9) BRIDGE | ■, ▲, ■, X, ▲, X |
| 10) OBLITERATE | ▲, ▲, ○, ■, X, ■ |
| 11) ARENA | ▲, ▲, X, ▲, ○, ■ |
| 12) PBM | ○, ■, ▲, ▲, ▲, ○ |
| 13) RAMPS | ▲, ■, ○, X, X, ■ |
| 14) OASIS | ▲, X, X, ■, X, X |
| 15) HALLS | ○, X, ▲, ▲, ▲, ▲ |
| 16) COASTER | ○, ■, ○, ○, ○, ■ |
| 17) MINE | ▲, ▲, ▲, ○, ▲, ■ |
| 18) LOOK UP | ■, ○, ■, X, ■, ▲ |
| 19) DEADLINE | X, X, ■, X, ▲, ○ |
| 20) FORT | X, ■, X, ▲, ▲, ■ |
| 21) STAIRWAY | ▲, ■, ▲, ■, ▲, ▲ |
| 22) PARK A LOT | ■, ■, ▲, ○, ■, ▲ |
| 23) ZAMCAM | ○, X, X, X, X, ▲ |
| 24) SHOOT ME | ▲, ■, ■, ▲, ▲, ▲ |
| 25) WILD | ▲, ○, ▲, ▲, ○, ○ |
| 26) OIL RIG | ■, X, ○, X, X, X |
| 27) RIGHT WAY | X, X, ■, ▲, ▲, ■ |
| 28) WASTE TWO | ■, ○, ■, ■, ■, ■ |
| 29) DODGE | ▲, ■, ○, X, ○, ○ |
| 30) AIR | ■, ○, X, ○, X, ▲ |
| 31) JUMP | ○, ■, X, ▲, ○, ▲ |
| 32) ROOM 101 | ▲, ■, X, ○, ■, X |
| 33) FIREPOWER | X, X, ▲, X, X, ■ |
| 34) WAVE | X, ○, ■, ○, ○, ■ |
| 35) PUSH OFF | ○, ▲, X, ▲, X, ▲ |
| 36) PERIMETER | X, ▲, ▲, X, X, ■ |



ACTUA SOCCER

Hidden Team: To access the hidden Dream Team at the Title Screen hold: **R2, L2, SELECT, ↑, ←**. When you select a team you will find a new one called Gremlin Showbiz XI.

- | | |
|----------------|------------------|
| 37) SPIRAL | X, ▲, ▲, X, ▲, ■ |
| 38) THE CASTLE | ■, ▲, ■, ▲, ■, X |
| 39) FORTRESS | ■, X, ▲, X, X, ▲ |
| 40) LIFTS AHOY | ▲, X, ▲, ○, ■, X |
| 41) PUSH ME | ○, X, ▲, ○, ▲, ■ |

BLOOD OMEN: Legacy of Kain

During the game, jump into "Area Map" mode (**L2**) and enter any of the following codes:
 Refill Blood: **↑, →, ■, ○, ↑, ↓, →, ←**
 Refill Magic: **→, →, ■, ○, ↑, ↓, →, ←**
 Access to all the FMV sequences in Dark Diary: **→, ■, ○, ↑, ↓, →, ←**
 There are no sounds or signals to show that the code worked, so there is no immediate way to tell if you did it right or not. The codes can be done more than once, but a new screen has to load in before you can execute it again.

BRAHMA Force: The Assault on Beltlogger 9

Easy Mode

When you get to the screen that flashes "Start", press and hold **↑ + X + ■**, then press **START**. When you start the game, you will have more time to finish the level. The enemies will also be weaker.

Flight Mode

Finish the game in less than two hours and leave your memory card inside slot one. At the title screen, press the **START** button. During the game, press and hold **L2** and **R2** on controller two. Next, press the **X** button on controller one. This should activate the Flight Mode. The Flight Mode allows you to use the



DIABLO

NEW Loads of Gold

Select a character and play through until you have at least 4000 gold. Save the character and start another character in a two player game while using your first character as one of the two characters. Drop everything you want more of (money, weapons etc.) from the first character and have the second character pick it up. Save only the second character but not the first. Quit the game and use two of the second character. Your wealth will be enhanced massively.

access the cheat menu:

←, ●, ×, →, ●, ×, ↓, ●, ×

Level Select:

Enter the following to access any level: P3NDLDQNY2

DESTRUCTION DERBY

Choose "Wreckin' Racing" and "Championship" and enter the name "REFLECT!". Now go to the main menu again and choose "Wreckin' Racing" again. Select "Practice" and go to the main menu. You should have a new course available.

For invincibility, enter "IDAMAGE!" as your name

To select the number of cars on the track, start a Championship and enter "NPLAYERS" as your name. You will then be asked for the number of players that are racing.



DESTRUCTION DERBY 2

First, select any type of race. Then, enter Championship Mode and enter the following password as the name: MACSrPOO

You will be required to reenter the 'select race type' area and choose practice mode. Now, when you return to the main menu you will be able to select any race track.

For animated credits select any type of race, then enter championship mode and enter the following

password as the name:

CREDITZ!



DIE HARD TRILOGY

DH1: Die Hard

Skeleton Mode AAAAAAAAAARRRR

Silly Mode DOODAD

God Mode/Map Editor RUDE

50 grenades and 5 bullets REDO

Unknown DOLEUEL

Fat mode REED

Villains float upward when dead

DETD

Backward=Forward

/Forward=Backward REAR

Unknown OOEEER

Coordinates LODE

Infinite Shotgun RUDDER

15 bullets DEER

DH2: Die Harder

God Mode/Map Editor RUDE

Fergus Mode (everyone looks alike)

ODDEXE

Skeleton Mode DEAD

Unknown DARE

Fat Mode LARD

Lots of ammo RELOAD

DH3: Die Hard with a Vengeance

Flat Shade Mode DULLDULLDULL

Fat Mode LARD

FERGUS! ODDAXE

God Mode/Map Editor RUDE

Car floats in air RELAXED

Slow motion LULLED

Sky cam mode ORDEAL

Very slow motion ODDER

999 turbos OOEEDDXX

Infinite lives LOUDER

Unknown LETDER

Unknown DEARDEAR

Unknown ROLLED

Unknown READXXX

Unknown DODO

Ultimate Code!

Begin one of the 3 games and press Start to pause Press and hold R2 and then press ←, →, ↑, ↓. Each game will exhibit different results:

Die Hard With a Vengeance

Press Start on Controller 2 for the extra options. Press to toggle the clock and to select your level

Get Beretta in Die Hard 2

When the game begins a helicopter will come in from the left.

Blast it with your gun as many times as possible It'll explode and a Beretta will drop down The Beretta will have twice the firepower

Infinite Ammo (default gun only)

At the end of any level when the clock is ticking down, waste all your ammo in the default gun down to ONE bullet. Position yourself in the doorway to the bomb so that you can roll into the bomb (sideways in the doorway).

Shoot the last bullet then roll into the bomb. If you touch the bomb before your gun reloads then you will have a gun that never needs reloading, so you can keep shooting.

DUKE NUKEM 3D

When in a bathroom, walk up to a toilet and press ▲ (the Action Button). This makes Duke go to the bathroom, but his health goes up 10 points.

Slow Health Revive

To slowly revive your health, shoot a water fountain, fire hydrant, and then stand in the water. While standing in the water, hold the Action Button to slowly revive your health.

DYNASTY WARRIORS

Hidden Characters:

SUN SHANG XIANG

At title screen press ←, ←, ↑, ▲, ■, L1, R1. A chime will sound to confirm correct code entry. Shun Shang Xiang will be to the right of Lu Bu on the character select screen and you don't have to beat the game with anyone to get her.

NOBUNAGA

You must first earn the boss Lu Bu, then at the title screen press ■, ↑, ▲, ↓, ●. A chime will sound to confirm correct code entry.

Nobunaga will be to the right of Shun Shang Xiang on the character select screen.

TOUKICHI

You must first earn the boss Cao Cao, then at the title screen press ↓, ↓, →, ↑, ●, ▲, R1, R2. A chime will sound to confirm correct code entry. Toukichi will be to the right of Nobunaga on the character select screen.



EXCALIBUR 2555 AD

Full Health

To heal yourself, pause the game and press ▲, ▲, ▲, ■, ■, ■, ■.

Full Sword Power

To power-up your sword, pause the game and press , ▲, ■, ■, ●, ●, ■, ■.



DISRUPTOR

Level passwords

2. Chemical Factory
3. Rooftops
4. Jupiter Station
5. Triton
6. Mars
7. Antarctica
8. IO
9. Reactor
10. Orbiting Habitat
11. Dream
12. Prison
13. Fortress

■, ×, ×, ●, ▲, ▲, ×, ×, ●, ■, ×, ■
 ×, ▲, ■, ●, ■, ×, ▲, ●, ▲, ▲, ▲, ▲
 ▲, ×, ▲, ■, ●, ●, ×, ●, ×, ▲, ■, ■
 ×, ●, ▲, ●, ■, ▲, ×, ×, ■, ●, ●, ▲
 ●, ×, ●, ▲, ×, ×, ■, ●, ●, ×, ▲, ×
 ■, ●, ×, ▲, ▲, ●, ■, ×, ▲, ■, ▲
 ●, ■, ●, ×, ▲, ▲, ×, ●, ×, ▲, ×, ×
 ■, ×, ●, ●, ▲, ×, ×, ■, ●, ▲, ●, ●
 ■, ●, ×, ×, ■, ×, ▲, ●, ■, ●, ▲, ■
 ▲, ▲, ×, ×, ●, ●, ▲, ▲, ■, ■, ●
 ●, ■, ▲, ●, ×, ●, ■, ▲, ×, ×, ●, ■
 ▲, ▲, ×, ■, ▲, ▲, ●, ×, ●, ■, ×, ●

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Level Skip

Pause the game, and press ■, ●, ■, ▲, ●, ▲, ▲, ▲

Passwords

Level Password

- 1 ●, ■, x, ●, ●, ▲
- 2 ■, x, ▲, ▲, x, ●
- 3 ●, x, ●, ▲, ■, x
- 4 x, ●, ▲, ■, ●, ●
- 5 ■, ■, ●, ●, x, ▲
- 6 ●, x, ■, ▲, ▲, ■

Special Moves

To perform a spinning slice, press x, ▲, ●, ■.

For a roundhouse swing, press x, ■, ●, ▲.



FADE TO BLACK

To use the following level codes, select Resume at the Main Menu and enter the codes using the password screen.

- Level 1: ■, ●, ▲, x, ●, ■
 Level 2: ▲, ●, x, ●, ■, x
 Level 3: x, ●, x, ●, ▲, x
 Level 4: x, ■, ▲, ●, ●, ▲
 Level 5: ■, ■, ▲, x, x, ▲
 Level 6: ▲, x, x, x, x, ●
 Level 7: ●, ●, ▲, x, ▲, x
 Level 8: ■, ■, x, ▲, ■, ■
 Level 9: ▲, x, x, ▲, ●, ▲
 Level 10: x, ▲, ■, ●, ▲, x
 Level 11: ●, ■, x, x, ■, x
 Level 12: ■, ▲, x, ■, ●, x
 Level 13: x, x, ●, ▲, ●, ▲
 (if you fail to save Sarah.)

Go to Password Screen and enter the Cheat enable code ■, ▲, ●, x, ●, ▲. Press START, an "Invalid Code" warning will appear, ignore this and exit the screen. Go back into the Password Screen and enter codes.

Unlimited Shield

■, ●, ●, ■, ▲, x

Invincibility

▲, ▲, ■, ▲, ▲, ■, ●

FELONY 11-79

Camera View

Hold **SELECT** and press ▲ during the game to select a different camera angle.



Secret Vehicles

Complete the following objectives to unlock these vehicles :

- 360** Complete the Metro City track with over \$2.5 million
- BUS** Complete the Seaside track
- CIV** complete the Downtown track within 4 minutes
- DAM** Complete the Metro City track within 4 minutes
- DBL** Complete the Metro City track within four minutes
- DTK** Complete the Metro City track
- ELS** Complete the Seaside track with over \$2.5 million
- FD7** Complete the Downtown track within 4 minutes
- FML** Complete the Downtown track with no accumulated money and no damage
- GTI** Complete the Seaside track within 4 minutes
- GTK** Break the speed limit on the freeway section of the Seaside track by at least 60 to 75 mph
- GTR** Complete the Seaside track
- GTS** Complete the Downtown track with over \$1 million.
- LIM** Complete the Metro City track
- NSR** Complete the Downtown track within 4 minutes
- PLC** Complete the Seaside track with no accumulated money and no damage
- PCS** Complete the Downtown track within 4 minutes
- RCC** Destroy the displays on the left wall at the Shopping Mall in the Metro City level, and complete the rest of the track before the time expires
- SIR** Complete the Downtown track
- SSP** Exceed 144 mph at the speed checkpoint on the Seaside track
- TAK** Complete the Metro City track within 4 minutes
- TNK** Complete the Metro City track with no accumulated money and no damage
- VPR** Complete the Downtown track with over \$1 million



FIGHTING FORCE

Invincibility and Level Select
 Hold ◀, L1, R2, ■



FIFA: Road To World Cup '98

Codes

Unlimited Player Attributes in Player Edit Screen L1, L2, x, ■, x

Editable Bankroll in Club Transfers Screen ■, x, ■, L2, L1

Perfect players

Go to player edit and go to someone from another team. Take all their skills down to 35 and when you are on the + side which is green, go to your team and make any player perfect. So you can make every one in your team perfect.

at the Main Screen until 'cheat mode' appears at the bottom of the screen.

Quickly select Options to access the cheats that enable invincibility or a level select.



FINAL DOOM

Level Codes

- 2 Y90CDJLHVX
- 3 3JJCMK8W64
- 4 Y9SJ3VRWWW
- 5 !DDSQ7J3!8
- 6 04MSK2X921
- 7 YTTLCXXLV
- 8 09SMBY04YW
- 9 7KKBLDV53
- 10 FM4217GSGJ
- 11 H!13WDGLD8
- 12 07QPDW26WY
- 13 WLLTXOY!02
- 14 RBR4G!LDLN
- 15 2PTLCXXLV
- 16 548C7DFWYX
- 17 JOC89DZPQS
- 18 JGB9CTONRT
- 19 9QLTKR0!02
- 20 LM85X135BD
- 21 S!61FHVOJG
- 22 33QHFTT6WY
- 23 VBGQPJ!446
- 24 ZYKTLW7V53

- 25 0DJSM4HW64
- 26 MDF0SB1BHG
- 27 ZDJSMVRW64
- 28 1YKTX4QV53
- 29 J7K438DMNL
- 30 DJX07Q4HTR

Cheat Codes

To enter the following cheats, simply pause the game. Cheats can be combined, just pause, restart, pause, etc.

All-Powerful Mode

↓, L2, ■, R1, →, L1, ←, ●

Goodies

x, ▲, L1, ↑, ↓, R2, ←, ←

Level Warp

→, ←, R2, R1, ▲, L1, ●, x

Map All Things

▲, ▲, L2, R2, L2, R2, R1, ●

X-Ray Eyes

L1, R2, L2, R1, →, ▲, x, →



FINAL FANTASY VII

Loads of items cheat

To gain loads of items you will need the W-item materia. Get into a fight with a weak opponent but don't



FIFA SOCCER '97

Lighting Effects

Hold down **R1** when viewing the Instant Replay to mess about with the lights and press **↑, ↓, ←, →** to change the angle and length of the shadows.

attack him. Instead open the window for W-item and select the item you wish to duplicate. Select a character and give the item to that character. Now for the second item select a different item and press **SELECT**, but this time don't choose a character to give it to, instead press cancel (**X** button) and your first item will increase by one. Press **SELECT** again and then press cancel to keep increasing your horde to the max of 99.

FIRESTORM: THUNDERHAWK 2

Level Codes

LEVEL 1: **7FGK48T6R8ME4NI**
LEVEL 2: **8JGK48VUR8MA5JQ**
END: **T7GK28U2SCMM40I**

FORMULA 1

German Mode

The following code has to be entered at the last selection screen before racing. The screen will say "Race Qualify" in the top left corner. Hold down the **SELECT** button while entering the codes. A box will appear in the middle of the screen if the code was entered correctly.

For the German Mode enter:
↓, ↑, ←, ←, ■, ●, X

Gibberish Mode

The following code has to be entered at the last selection screen before racing. The screen will say "Race Qualify" in the top left corner. Hold down the **SELECT** button while entering the codes. A box will appear in the middle of the screen if the code was entered correctly.

For the Gibberish Mode enter:
→, ●, ↑, ↓, ↓, →, X, ■, ■

Spanish Mode

The following code has to be entered at the last selection screen before racing. The screen will say "Race Qualify" in the top left corner. Hold down the **SELECT** button while entering the codes. A box will appear in the middle of the screen if the code was entered correctly.

For the Spanish Mode enter:
▲, ●, →, ●, ▲, ●, →, ●

Bike Mode

After selecting your driver and track, at the Practice Qualify and Race screen, hold down the **SELECT** button while pressing: **↓, ↑, ●, ▲, →, ↑, ■, ▲**

Bonus Track

After selecting your driver and track, at the Practice Qualify and Race screen, hold down the **SELECT** button while pressing: **←, ●, ●, ▲, ▲, ●, ↑, →**
After you've done the code, choose a course, then quit from the course and go back to the track select screen. You should now be able to choose the bonus track.

Buggy Mode

After selecting your driver and track, at the Practice Qualify and Race screen, hold down the **SELECT** button while pressing: **→, ↑, ▲, ←, ↑, ■, ▲**

Gibberish Mode

After selecting your driver and track, at the Practice Qualify and Race screen, hold down the **SELECT** button while pressing: **←, ●, ↑, ↓, ↓, →, ●, ■, ■** The announcer will now speak total gibberish.

Lava Mode

After selecting your driver and track,

at the Practice Qualify and Race screen, hold down the **SELECT** button while pressing:
■, ●, ↑, →, →, ●, X

FORMULA 1 97

Cheat Codes

Enter the following drivers names to activate the appropriate cheats:

BILLY BONUS Extra tracks (including black & white 1960's track)

BOX CHATTER Gibberish commenting (this can lock up your machine)

CATS DOGS Frogs drop out of the sky instead of raindrops!

LITTLE WEELEZ Infact huge wheels

OEAN ALESI Jump to Round 16 in the Championship

PI MAN Wipeout 2097 mode

SWAP SHOP Drum 'n' bass sound effects

TOO EASY All tracks have the easy setting

VIRTUALLY VIRTUAL VR mode

ZOOM LENSE Helicopter view mode



G-POLICE

Cheat Codes

For all weapons and unlimited ammo hold **L1, L2, R1, R2, ●, ▲, ■, ←** at the weapons loadout screen after the mission briefing. A sound will confirm correct code.
NOTE: you cannot progress further into the mission tree when this code is activated

Secret Missions

Enter **PANTALON** in the password screen and the word 'cheat' will appear in the lower left hand corner to confirm correct entry. You can then access the six secret missions including driving a car and controlling a combat droid...

Level Passwords

- 1 **MADGAV**
- 2 **DOLMAN**
- 3 **SONAGAV**
- 4 **ACEDUF**
- 5 **JOJOGUN**
- 6 **WENSKI**
- 7 **SAEGGY**
- 8 **MAZMAN**
- 9 **DAZMAN**
- 10 **DELUCS**
- 11 **ANDOOOO**

- 12 **KIMBCHS**
- 13 **ANDYMAC**
- 14 **YERMAN**
- 15 **OLLIEB**
- 16 **THEYOLK**
- 17 **TONYMASH**
- 18 **ANDYCROW**
- 19 **BIONIC**
- 20 **TSATER**
- 21 **IAINTHOD**
- 22 **JONRITZ**
- 23 **CLAIREC**
- 24 **STEEBOT**
- 25 **ANGUSF**
- 26 **EUANLEC**
- 27 **EDFIRE**
- 28 **STUBOMB**
- 29 **THONBOY**
- 30 **JIMMAC**
- 31 **PUGGER**
- 32 **ROSSCO**
- 33 **CAKEBOY**
- 34 **NIKNAK**
- 35 **SAGLORD**



GEX

To use any of the following codes, you must first pause the game with the Start button then while the game is paused press and hold **R1**. While holding **R1** with the game paused, enter the following codes. If done right the game will "unpause" by itself when you are finished.

Infinite Lives:

↑, ●, ▲, ↓, →, ■, ↓

Ice Weapon:

●, ●, ←, ↓, ●, ↑, →

Super Jump:

X, ●, ↑, ↑, ↓, →, →

Fire Balls:

X, ↑, →, ↑, →, →

Electricity:

→, ←, →, ●, ▲, →, ●, ↓, →

Invincibility:

X, ■, ↓, ↓, ↑, ↓, →

GUNSHIP

After receiving your mission orders start the game and at the loading screen hold **L1 + R1 + L2 + R2** buttons. When the mission starts you will see "Cheat" in the corner and your chopper will be invulnerable.





GRAND THEFT AUTO

Enter your name as:

GROOVY All weapons

WEYHEY 9999990 points

BLOWME Coordinates

EATTHIS Wanted level max

FECK Liberty city 1&2

TVTAN San Andreas and Lib city Parts 1&2

URGE All cities Parts 1&2

CAPRICE All cities Parts 1&2

CHUFF No Police

TURF All cities

MADEMAN All cities and weapons

THESHIT All cities, all weapons infinite and 99lives

BSTARD Access to all maps, lots of money and all weapons



JET RIDER

To get all the tracks without beating the season:

Goto the options screen

Set the difficulty to 'amateur' and the trophy presenter to 'male' Then go back to the main screen by pressing start

Enter in the following code:

↑, →, ↓, ←, ↑, →, ↓, ← Go back to the options screen by going left once and pressing. Set the difficulty to 'prof.' and the trophy presenter to 'riders choice'.

Then hit start to go back to the main screen Now enter in the following: **↑, ←, ↓, →, ↑, ←, ↓, →**

You will then here a noise to signify that it worked

JET RIDER 2

All tracks:

Use the following steps to enable all tracks, including the alternate tracks. Set master difficulty and five laps per race at the options screen. Press **×** on Li'l Dave at the 1 player select screen, then go back to title screen.

Press **↑, ↓, ←, →, R2, R1, L2, L1** within four seconds at the title screen.

Set three laps per race at the options screen.

Press **×** on Wild Ride at the 1 player select screen, then go back to title screen.

Press **↑, ←, ↓, →, R2, L2** within four seconds at the title screen.

Set amateur difficulty and turbos off at the options screen.

Press **×** on Bomber at the 1 player select screen, then go back to title screen.

Press **↑, ↓, ←, →, ↑, ↓, ←, →** within four seconds at the title screen.

Set professional difficulty and turbos on at the options screen.

Press **R2, R1, L1, L2, R2, R1, L1, L2** within four seconds at the title screen.

Race as Enigma:

Set master difficulty and 6 laps per race at the options screen.

Press **←, R1, ↓, ↑, →, L1, R1** within four seconds



JURASSIC PARK: THE LOST WORLD

Character Select

To play as the following characters, you need to enter the following codes at the Password screen:

Character-Password

Hunter **■, ×, ●, ▲, ×, ●, ■, ▲, ■, ×, ●, ×**

Prey **▲, ×, ▲, ×, ●, ×, ■, ▲, ▲, ■, ●, ×**

Raptor **■, ×, ●, ▲, ×, ●, ■, ▲, ×, ■, ●, ×**

T-Rex **▲, ■, ●, ■, ×, ▲, ▲, ●, ■, ▲, ▲, ×**

View Galleries

To view a gallery of a character, enter one of the passwords below at the Password screen.

Gallery Passwords

Compy **×, ▲, ▲, ■, ×, ●, ▲, ■, ▲, ●, ×, ●**

General **■, ●, ■, ●, ●, ●, ■, ●, ■, ●, ■, ●**

Hunter **▲, ×, ■, ▲, ●, ×, ■, ●, ▲, ■, ×, ●**

Prey **▲, ■, ●, ■, ×, ▲, ▲, ●, ×, ■, ▲, ▲**

Raptor **●, ■, ▲, ×, ●, ▲, ■, ×, ●, ■, ×, ▲**

T-Rex **▲, ▲, ●, ■, ▲, ×, ▲, ■, ■, ×, ▲, ●**

Sarah **●, ●, ×, ×, ▲, ×, ▲, ■, ×, ×, ▲, ▲**

Start Game with 59 Lives

At the "Press Start" screen, press **▲, ×, ■, ▲, ●, ×, ■, ●, ■, ▲, ×, ●**.

The game starts but the sound effects will be off. Now exit the game, fix the sounds by accessing the Options screen, and then re-enter the code.

Level Select

At the Password screen, press **■, ×, ●, ▲, ▲, ×, ■, ●, ▲, ●, ×, ■**. Note that the code must be entered three times.



MACHINE HUNTER

Activates Game Exits

Go to the Password Screen and enter the following:
NO MISSION

Invincibility

Go to the Password Screen and enter the following:
INVINCIBLE

One Shot Kills

Go to the Password Screen and enter the following:
GRIMREAPER

See Game Credits

Go to the Password Screen and enter the following:
SHOWCREDIT

Unlimited Continues

Go to the Password Screen and enter the following:

URANUS

Unlimited Weapon Upgrades

Go to the Password Screen and enter the following:
2 UNLIMITED

View Added Intro Movie

Go to the Password Screen and enter the following:
SHOWDROIDS

View End Movie

Go to the Password Screen and enter the following:
SATURN



MADDEN 97

To view all the cinematics in Madden 97, press **L1** and **R1** together at the beginning when you first turn it on. At the Sony symbol, hold these buttons until it will go to a screen that says cinematics. To view them just click on to them at the bottom.

At the exhibition screen, Hold **L2** and **R2** until you get the hidden team. You can get extra teams by putting in "high scores" or "tiburon" at the user record screen. Then, then until you get back to where you choose the teams.

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appears at the bottom of the screen. All codes are case-sensitive. Enter them exactly as they appear, or they won't work.

4. Press Circle to activate the Secrets menu. From here you can type in new codes and activate codes you've already entered.

To activate a new code:

1. From the Secrets menu, highlight 'ENTER SECRET CODE:' and press **X**.
2. Enter a new code just as you would enter a user name, then press START. If you typed the code correctly, it becomes available.

To change options for a code you've entered:

Highlight the code and D-Button left/right. Most codes have more than setting, so cycle through the options until you've seen them all. The settings that are active when you exit from the Secrets menu will be used in the next game you play. Code settings remain in effect until you change them or turn off your PlayStation game console.

Save your settings to a memory card IMMEDIATELY after you enter the code. This way, you'll never have to type in the code again. Find all the codes and save them for a turbo-powered NBA Live 98 experience every time you play.

Aqua Court

Secret Code: Seaweed
Description: Underwater seaweed court

Halloween Team Home

Secret Code: Scary
Description: Home Team dresses up in Halloween costumes

Halloween Team Away

Secret Code: Freaky
Description: Away Team dresses up in Halloween costumes

Home Invisible

Secret Code: Cloak home
Description: Home team selected player is invisible.

Away Invisible

Secret Code: Cloak away
Description: Away team selected player is invisible.

Player Eyepatch

Secret Code: Eyepatch
Description: Create player w/ eyepatch.

Player Monocle

Secret Code: Monocle
Description: Create player w/ monocle

EA Toque

Secret Code: Toque
Description: Create player EA Toque.

Prisoners

Secret Code: Prisoners
Description: Hitman, be FREE!

Chameleon Home

Secret Code: Lizard
Description: Chameleon Home Team.

Chameleon Away

Secret Code: Reptile
Description: Chameleon Away Team.

New Halloween Costume

Secret Code: Pin rocks
Description: Adds bear costume to halloween team.

To Change Options For A Code You've Entered Highlight the code and press left/right on the D-Pad. Most codes have more than one setting, so cycle through the options until you've seen them all. The settings that are active when you exit from the Secrets menu will be used in the next game you play. Code settings remain in effect until you change them or turn off your PlayStation game console.

NEED FOR SPEED

Arcade Mode:

In Lap Choice hold **L1, R1**

Bonus Track:

In Tournament Mode type in **YZHJQY** at the Password Screen to access the Las Vegas track.

Full Screen Mode:

When a new begins, hold **↓** and **←** or **↓** and **→** whilst the traffic signal counts down.

Rally Mode:

Select any track except for Rusty Springs and hold **L1, R1**. In order for this to work, you must be in Time Trial, Head-to-Head or Single Race Mode.

Secret Car:

To race the secret car, exit Tournament Mode after entering the Bonus Track code. When selecting another car hold **L1, R1**

Warrior Car:

To access the Warrior car hold **L1, R1** at any car select. (Basically, access the Warrior car without following on from the Bonus Code).

Weapon Cheat:

Following the selection of your opponents vehicle, hold **L1, ●, ■**.

NFL GAMEDAY '97

Easter Egg Screen:

At one of the pre-game screen where options are: START GAME/ROSTER/OPTIONS/STATISTICS
The top of the screen says either SEASON or PRESEASON— it depends on which one of the two seasons you are playing— and the NFL logo is spinning in the upper left corner of the screen. At this screen push these buttons successively to enter the Easter Egg Screen: **L1, R1, L2, R2**. Push the **X** button to enter or remove the codes below (pushing the **●** button when a letter or number is highlighted will select that letter or number).

ASSASSIN

BAZOOKA Strong Passing Arm
BIG GIRLS Extra Big Cheerleaders
BIG STARS Star Players Are Extra Big

BLASTERS

BLIND REF Less penalties
BLIZZARD Very Strong Winds In Snow

BO KNOWS

BRITTLE More Injuries
BROADWAY JOE Increase QB Accuracy
BUSY REF More Penalties

BUTKAS

CREDITS Rolls Credits
CRUNCHY Hits are louder
DARK NIGHT Play in the dark
DEFENCE Better Defense

DEVISH or DERVISH DOC

ELECTRIC FB Players Twitch
EQUALIZER
FLEA CIRCUS Tiny Players
FRIDGE Extra Big Players
FROG High-Long Dives And Hurdles
GB SPEED Makes the game as fast as NCAA GameBreaker
GD CHALLENGE Really Hard To Beat CPU

GENIUS

GOLIATH Extra Huge Players
HANG TIME High Kicks
HATCHET Jump very high. When you jump you will stay the air for a few seconds
HOGS Offensive Line Blocks Better
HOME COOKING Players are fatter
ICE SKATES Loose Physics
POP UPS Adds popups from the last game

JUGGLER

JUICE Super Fast Speed Burst
KARATE Turns forearm shiver on defense into a karate chop

KRAIG

LONG JUMP
MANDARICH Makes the defensive lineman faster and stronger
NO TIME Game Clock Never Moves, Play For Ever

NYSE
OFFENSE Better Offense

OUCH

PANCAKE
PINBALL Forearm shiver is stronger on defense
REJECTION Jump higher
SAYERS Running back is faster and stronger
SHOUT Extra Loud Crowd
SLO MO Slow Moving Players
STERIODS Strong Stiff-Arm

STRETCH

SQUALL Very Strong Winds In Rain

TEMPEST

TIGHT COVER Players Are Covered Closely

TOAST

TORRETA QB Lobs Passes
TWISTER Very Strong Winds



↑, ← Your horn should then be replaced with a machine gun.

NEED FOR SPEED 2

Cheat Codes

Enter the following passwords to access a couple of cheats:
SHOTME—Race on bonus track – Monolithic Film Studios
POWRUP—Upgrade engine –faster acceleration

Camera Cheat

Hold **R1, R2, L1, L2, ■, ▲, ●, ✕** when a track is loading and until the ace begins. This allows you to choose from 9 camera angles instead of the default of 4 angles.

Tournament Passwords

Proving Grounds	LDKMTD
Outback	GROWPG
Northern Country	HTYSBG
Mediterrano	WGVLQG
Mystic Peaks	BRQQRR

Secret Vehicles

The following codes must be entered on the password screen. If you wish to play a 2-player game, then substitute ME with U to allow the 2nd player to use the same vehicle.

ARMYME Army Truck
BEETME Car with sunroof
BMRME BMW
BNZME Mercedes-Benz
BUGME VW Beetle
BUSME Bus
CRATME Wooden Crate
LCME Landcruiser
LIMONE Limo
LILZIP Bonus Car
LOGME Log
OUTHME Outhouse
QUATME Audi Quattro
SEMIME Semi
SNOWME Snowplough
STDAME Product Stand
STDBME People of The Temple Stand
STDCME News Stand
TRAMME Train
TREXME T-rex
VANME Van
VOVME Volvo station-wagon
WAGOME Wagon

SHORTCUTS

North Country Shortcut:

Prior to the first hairpin right after the grey tunnel, slow down and take a sharp right just past the fence. You will bypass the first hairpin by doing this.

Offroad in Monolithic Studios:

Race in Monolithic Studios until you reach the Jurassic Park segment. After you pass the first two huts or wooden houses on your right, drive about 20 feet and you will be able to

turn right into the jungle.

Pacific Spirit Shortcuts:

1. At the part where you see the parking lot on your left, enter the parking lot. Now drive straight through the grass until you reach the road again.

2. Drive down a logging road, when you reach the long straight by the sea. Slow down and veer right towards the trees. There is enough room to go between them, you will then have a straight stretch on a logging road that runs parallel to the road. Beware it ends where the black mountains start. Exit the same way, between the trees and to your left.



NHL '98

Cheat Codes

3RD Selects the teams 3rd jersey's if they have any
BIGBIG Huge players
BRAINY All players have huge heads
EAEAO Enables the EA Blades team
FREEEA Adds the game developers to the free agents list
NHLKIDS Turns players into small kids
PLAYTIME Tiny players with normal heads and large goalies with large heads
STANLEY View the Stanley Cup final video

Super Players:

To get super players create a player and enter any of the names from the credits list in the back of the instruction manual.

NHL FACEOFF '98

Bonus Players

For super players, go to the CREATE PLAYER screen and enter any of the names from the developers list (in the back of the manual.) These bonus players have 99's for all their stats.

PANDEMONIUM

To get 31 lives, 7 hearts, and go to the last boss, type in **ALMABHOL** at the password screen.



PANDEMONIUM 2

Enter the following codes at the Password Screen.

Code	Effect
GETACCES	Access All Levels
SKATBORD	Speed Greed
HORMONES	Full Health
IMMORTAL	31 Lives
MAKMYDAY	Permanent Weapon
NEVERDIE	Invulnerable
GENETICS	Mutant
JUSTKIDN	Enemies Regenerate



PORSCHE CHALLENGE

Enter the following at the Main Menu:

Unlimited Retries

L1 + L2, R1 + R2 + ■

All Cars Jump

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

Fish Eye Lens

▲ + ■ + ●, L1, L2, R2, R1

High Voices

↑, ▲, ↑, ▲

Hyper Car

SELECT + ■, SELECT + ●, SELECT + ■ + ●

Invisible Car

■ + ●, L2 + R2, ■ + ●, L1 + R1, ■ + ●

Mad Racer

↑, ←, → + SELECT

Mirror Mode

← + ●, ↓ + ▲, → + ■

Race the Interactive Tracks

↓ + Start, ↑ + Start, SELECT, Start Race the Long Tracks ↑ + SELECT, ↓ + SELECT, Start, SELECT

Black Porsche

→ + ■, ← + ● + SELECT

Tune Test Driver

← + ●, → + SELECT + ■

View Ending

■, ●, ← + SELECT, → + SELECT

Your Car Jumps

■, ●, ■



STAR GLADIATOR

Zelkin Transform Combo

First do his Plasma Combo then immediately press A, A, FORWARD, GUARD, B. Zelkin should start to transform. Press A to turn left, press B to turn right, KICK to change size and GUARD to stop transforming.

Funky Heads

To get big heads and small feet, press and hold **→ + START + ● + ■** until the round starts.

To get small heads, press and hold **← + START + ● + ■** until the round starts.

Change Camera View During Taunt

After you beat your opponent, press and hold **● + ✕** before it switches to the winning pose. Use the D-pad to move the camera. Use **■** to zoom in and Triangle to zoom out.

Fighting Kappa

You must have the timer at 00 when you beat the opponent in Round 3. Kappa will be the fourth opponent.

Fighting Real Bilstein

In order to fight the real Bilstein, and see the real ending for your character, you must beat all the characters before the timer reaches six minutes (or three minutes in a one-round game). You will then be able to fight the real Bilstein.

Night Fighting

Before the round begins, press **L2 + R2** and down on the D-pad. The screen will black out, but you'll be able to see the player's weapons.

Play As Bilstein

In Arcade Mode, press and hold **SELECT**, move the cursor to Gore, and enter **✕, ●, ✕, ●, ■, ■, ■, ▲, ▲, ▲, ● + ✕**.

Play As Blood

First make sure you have Bilstein

STAR WARS: Masters Of Teräs Käsi

NEW There are a few ways to gain a little extra from this great space battler. A few characters are hidden and can be used once you've completed the game using a standard character.

Play as DARTH VADER: Complete the game with LUKE SKYWALKER
Play as STORMTROOPER: Complete the game with HAN SOLO
Play as PRINCESS LEIA: Beat the game with PRINCESS LEIA
Play as MARA JADE: Beat the game with DARTH VADER
Play as JODO KAST: Beat 10 opponents in survival mode
Stage select: Beat the game with CHEWBACCA

and Kappa (see other codes for more help). Go into Arcade Mode, press and hold **SELECT**, and move the cursor left to Bilstein and enter ***, *, *, *, *, ***. While still holding **SELECT**, move the cursor right one space to Kappa and enter ***, *, *, *, *, ***. Press **←** for Kappa.

Play As Kappa

After you have gotten Bilstein (see other code for instructions), go into Arcade Mode. Press and hold **SELECT**, put the cursor on Hayato, and enter ***, *, *, *, *, ***. Press **←** for Kappa.

Wall Mode

Beat the game once with any character, get the best ending, and then go to the Option Mode. A new mode called "Wall" will be there, which will place a wall in Versus mode around the ring, disabling Ring-Outs.



SPACE JAM

Cheat Menu:

To activate the Cheat Menu, hold **L1, L2, R1, R2** at the Options Screen and press *****.

TEKKEN 2

To get Devil/Angel simply complete the game with Kazuya

For those who need it here are the facts. You can do all of this at easy with one round



Sub-Bosses: Obviously beat the Devil with each character.

Kazuya: Beat the Devil with ANY sub-boss.

Devil/Angel: Beat the Devil with Kazuya. You will see Rodger here but you can't keep him. damn;-) Hit punch or kick to get either Angel or Devil.

Rodger/Alex: Beat the final round of the THIRD match getting a "great". In other words let your power dwindle quite low before finishing off your opponent. Don't go madtoo early or you will have to restart. Better to let the opponent beat you and continue.

When you play with Rodger there is a lot of animal bashing going on. You will fight Kuma AND Alex.

Big heads/bodies: hold **SELECT** when choosing fighter. Hold **SELECT** AGAIN during a round change to get REALLY big ugly.



TIME CRISIS

1. On the screen with story mode

and time attack, shoot off screen and you will see the word easy in the story box at the top left hand corner. This will give you 5 lives and more time.

2. At the title screen, shoot the centre of the 'R' once, and the centre of the crosshair twice. A cheat menu will appear.



TOCA TOURING CARS

Cheat Codes

Enter the following codes as your name to enable the following cheats:

Access All Cars **CMGARAGE**
Cartoon Background **CMTTOON**
Disco Fog **CMDISCO**
Film Camera View **CMFOLLOW**
Go-Kart View **CMCHUN**
Helicopter View **CMCOPTER**
Lock Up Tracks **CMLOCK**
Low Gravit **CMLOGRAV**
No Collision Detection **CMNOHITS**
Pink American Beast **FLEX**
Rains Upwards **CMRAINUP**
Overhead View **CMMICRO**
Starry Skyline **CMSTARS**
TOCA Showdown Championship **PATSCREEN**
Turbo Speed **XBOOSTME**
Unlock All Tracks **JHAMMO**



TOMB RAIDER II

Blow Up Lara

Take one step forward, take one step back. Spin right three times (i.e. 360 degrees x 3). Jumpforward OR do a backflip.

Level Skip

Step left, step right, step left, step back, step forward, spin three times, forwards twist flip.

Weapon Cheat

Step left, step right, step left, step back, step forward, spin three times, backwards twist flip.

Tips

Level 2 When you have the speedboat, press ***** for a burst of speed.

To make the Butler break wind you must run into the back of him and then run about 3ft from him. He will then break wind and say ufffff or something like that.

TWISTED METAL 2

Go out of the screen on the stage where you can see the Hollywood sign, you can go anywhere in the background. Is this a glitch in the game or is there a trick to this?



V-RALLY

Cheat Codes

When the Infogrames logo appears wait until the 's' from Infogrames is drawn and then quickly enter **↑, ↓, ▲, ●**. This code must be entered quickly, you'll know if you're successful as "lock off" should be displayed.

Following the successful completion of entering the above code, you must input any of the codes below before the Infogrames logo disappears :

← + L1 Removes arcade time restrictions
← + L2 Access narrow tracks
← + R1 Access extra 4 x 4 car and track
← + R2 Race restarts enabled
←, → Debug mode

When you call up the Debug Mode in V-Rally, you'll get an extra menu "Memory" in the Options Screen.

WORMS

Exploding Sheep

Enter Worms Option Screen then enter Weapons Options Screen and move the cursor from the Exit selection and enter: ***, *, *, *, ***. Repeat the process to stop the cheat.

Weapon Cheat

To access extra weapons go to the Weapon Options screen and press **←** and ***** together eight times. Note: The cursor must not be touching any words when you activate the cheat.

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