

Secrets of the SEGA Sages

Volume I, #5

August 1994

INTRODUCTION

Welcome to the sixth issue of “Secrets of the SEGA Sages.” This list contains hundreds of playing tips, secrets, Easter eggs, and passwords for SEGA Genesis and SEGA CD video games. In this issue I’ve added a new section with mailing addresses of game manufacturers. As always, new or updated items are marked with the word “**NEW**” and corrections with the word “**FIXED**.”

Here’s a little background for the history buff. In the not-so-distant past, Bryan Newell created a list called “Sega Genesis Secrets” and maintained it until he sold his Genesis. Bob Rusbasan took over the list on October 20, 1991, and has maintained it and a similar list for CD games since then. In November of 1993, I merged his two lists, rewrote the result for consistency, and added many new items. The result is the file you are reading now.

I hope you enjoy this list, and ask that you please help by sending corrections, suggestions, and contributions to sega@sunsite.unc.edu. When submitting a contribution, please use the current format and indicate if you’d like to be added to the list of contributors. Thank you.

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GENESIS GAMES

AERO THE ACRO*BAT

NEW (Cheat Mode) From the “Start/Options” screen, press C, A, **RIGHT**, **LEFT**, C, A, **RIGHT**, and **LEFT**. Now go to the first level. When Aero appears, pause the game and press **UP**, C, **DOWN**, B, **LEFT**, A, **RIGHT** and B. Now, in Pause mode hold A and C. Keep holding these buttons until the Cheat Mode screen appears.

AFTERBURNER II

(Level Select) At the title screen, press A, B, and C at the same time and hit **START**. You will be able to go up all the way to level 20.

(Extra Missiles) Before you reach the refueling plane, enter one of the following codes depending upon your level.

Level	Code
3, 13, 16	LEFT+B
5, 11, 21	RIGHT+B
9, 19	B

(Continue) To continue a game after losing your last plane, press **LEFT**, **LEFT**, **LEFT**, B, B, B, C, C, C, **START** at the title screen.

(Reverse Controls) To reverse your plane’s controls, hold down A and B on Controller Two and push **START** on Controller One.

AIR DIVER

(Level Select / Invincibility) On the Mission Select screen, move the cross-hair to a place on the map that’s not an area. Hold **START** and press A, B, C, B, A, A, B, C, B, A, B. Release **START** and you will hear a soft ping. Now move the cross-hair to the area you wish to attack. Hold **START** to be invincible, A to square off against the Fighter Ace, B to fight the Super Carrier, and C to battle the Last Fighter. You have to hold the button until the area begins. Note that you can hold down **START** with any of the others. For example, hold down **START** and C to take on the Last Fighter and be invincible.

ALADDIN

(Debug Mode) At the title screen, highlight “Options.” Next press A, C, A, C, A, C, A, C, B, B, B, B. Pressing the first A will send you into the Options screen, but don’t let that confuse you. Just follow the sequence and you will hear Aladdin say, “Yeah!” followed by a picture of the lead programmer with a caption that says, “Ah!,

<name>, what is your wish?" You will then go to a screen that lists the specs of the game, like memory used, memory free, etc. At the bottom of the screen there are four options you can play with, including level select and invulnerability!

(Skip Level) Pause the game, then press **A, B, B, A, A, B, B, A**. You will skip to the next level.

ALEX KIDD IN THE ENCHANTED CASTLE

(Defeat the Gorilla) You can defeat the Gorilla in Janken by using the signs: **PAPER, PAPER, SCISSORS, ROCK, ROCK, SCISSORS, SCISSORS, PAPER**. This set of signs will not work for the Wizard, Bear, or Queen.

(Avoid Bosses) To continue the game without having to play scissors-paper-stone, go to any boss and as soon as the chit-chat is out of the way, press **START** to get the select screen, then **START** again to proceed.

ALIEN STORM

(Unlimited Life) To use this trick, you must play as Scooter, and you must have enough energy to self-destruct. When your life gets to zero, self-destruct and you can continue the game without dying.

ALIENS 3

(Passwords) Use these passwords to begin at any stage.

Level	Password
2	QUESTION
3	MASTERED
4	MOTORWAY
5	CABINETS
6	SQUIRREL

(Skip Level) Go to the Options screen. With Controller Two, enter **C, UP, RIGHT, DOWN, LEFT, A, RIGHT, DOWN**. You should hear a power-up sound. Now, start the game. If you pause the game and hit **C, A, B**, you should get some vertical green lines. Un-pause the game, and you will go to the next level.

ALISIA DRAGON

(Preparation) Before using any of the tricks for Alisia Dragoon you must do the following. First, turn on the game. When the word "Sega" disappears, hold **A**. When "Produced by Game Arts" disappears, release **A** and hold **B**. When "Associated with GAIMAX" disappears, release **B** and hold **C**. When "Music Composed by Mecano Associates" disappears, release **C** and press **START**. You'll hear a bubbling musical sound if you've done this correctly. Now you can use any of the following tricks.

(Slow Motion) Press **A** on Controller Two for slow motion. Press **B** on Controller Two to resume normal speed.

(Healing) Press **A** on Controller Two, then hold **UP** on Controller One while pressing **B** on Controller Two. Alicia's hit point gauge will refill.

(Increase Magic) Press **A** on Controller Two, then hold **LEFT** on Controller One while pressing **B** on Controller Two. Alicia's thunder magic will increase one level.

(Increase Companion's Abilities) Press **A** on Controller Two, then hold **RIGHT** on Controller One while pressing **B** on Controller Two. This will increase the magic level and hit points of your current companion.

(More Powerful Magic) Press **A** on Controller Two, then hold **B** on Controller One while pressing **B** on Controller Two. The thunder magic becomes powerful enough to kill most enemies with a single blast.

(Skip Level) Press **C** on Controller Two to skip the current level.

(Level Select) You can warp to any level by pressing **C** on Controller Two while holding down one of these codes on Controller One.

Level	Code
1	C
2	B
3	B+C
4	A
5	A+C
6	A+B
7	A+B+C
8	START

ALTERED BEAST

(Continue) When you die, hold down **A** and press **START** repeatedly until you appear on the screen on which you died.

(Options / Level Select) From the title screen, hold **B** and press **START**. To select a level, choose a round on the Options screen, then hold **A** and **START** at the Title screen.

(Attack the Credits) When you rescue Athene and the credits appear, kick or punch them to scroll them downwards.

(Monster Select) To select any monster on any round, hold **DOWN-LEFT** and press **A**, **B**, **C** and **START** at the title screen.

(Sound Test) From the title screen, press and hold **A**, **C**, **UP**, **RIGHT**, and **START**.

ARCUS ODYSSEY

(Role Reversal) Enter “EEEEEEEEEE” as the password to start on level five with six reverse dolls.

(Passwords) Start your odyssey off on the right foot with these passwords.

Level	Bead Shia Password
Act 2	FA2HAIADRR
Act 3	FI4IAIAESB
Act 4	HK3CDIILDO
Act 5	HL0DAQIPMX
Act 6	HN0DE5IQVR
Act 7	HN0DE5IVWZ
Act 8	KR0DE2IZX5

Level	Erin Gashuna Password
Act 2	HJIAAIAABB
Act 3	HIIYAIAGC3
Act 4	HIIAQQIKDK
Act 5	HIIKQYIOUZ
Act 6	HIKEQYIRVC
Act 7	HIKEQYIVOH
Act 8	HJKBQYIZPK

Level	Diane Fireya Password
Act 2	GJEIACRT
Act 3	GJWZAIAEKM
Act 4	GIRCTQIJ1X
Act 5	IISDUXIPUI
Act 6	I IUHUZMRNZ
Act 7	IIXBUYIUGW
Act 8	IJXBU2J0HB

Level	Jedda Chef Password
Act 2	GDHAAIAABZ
Act 3	GIEIAAAECA
Act 4	GJECAILL1Q
Act 5	IJCECJIOU0
Act 6	KICBEPIQ3F
Act 7	KICBHIIVWG
Act 8	KJCBHNTYXR

ARNOLD PALMER GOLF

(Super Shot) Enter your name as “Eve” and you’ll be able to hit the ball great distances.

(Guaranteed Win) Enter “F1nLvJoNaAFA+SqzQ3AoDG6Wi3wFIKENIG9+” as your password to play the final tournament with twice as much cash as the nearest opponent. Even if you don’t win the tournament, you’ll win the game!

(Secret Game) Putt 100 times on a hole to see a screen from Fantasy Zone when the game is over. Now press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A**. You can now play a limited game of Fantasy Zone until you reset the game.

(Secret Tournament) Enter “FFFFFFFFFFFFFFFFFFFFFFFF999999999999999999” at the password screen. This will begin a new tournament and give you a new and more experienced caddie.

(Match Play) Use this password in competition play to start in match play: “QhVaT-zouio'ABBh96iVCoVskmBgAcgIz13XHQ.”

ARROW FLASH

(Unlimited Arrow Flashes) Here's a way to arrow flash your way through an entire level. Go to the Option screen and change Arrow Flash from "Stock" to "Charge." Exit the Option screen and let the demo play all the way through once. Now start the game, and press C to activate the arrow flash. Hold C down, and your arrow flash will last a very long time. Sometimes it will go out at the midpoint of a level, but just press and hold C to reactivate it. This way, you can zip through the entire game!

BACK TO THE FUTURE, PART 3

(Level Skip) Get back to the future with this trick. When you want to skip a level, pause the game, hold A, and press **UP, DOWN, LEFT, RIGHT** to advance a level.

BARKLEY: SHUT UP AND JAM

NEW *(Passwords)* Here's all the passwords for this basketball game.

Level	Password
2	3MJK 1VZ3
3	3MGH 2VVW
4	3MQR 2X9M
5	3MNP 21?N
6	3MST ?161
7	3MBC ?208

BATMAN

(Extra Lives, Level 3) In level 3, at the far-right end of the museum's first level is a 1-Up; grab it and jump onto the rising platforms. When you reach the third platform or until the screen starts to scroll up, jump back down and the 1-Up should be there again.

(Extra Lives, Level 5) Play the fifth level until you get to the second platform at the top. Now walk off the left side and fall in a straight line. You'll pick up three 1-Ups and lose one life.

BATMAN: REVENGE OF THE JOKER

(Passwords) First, enter the password "5257." After you've entered this code, a row of six mushroom-like objects appears across the bottom of the screen. To go to any stage in the game, enter one of the following passwords.

Level	Password
Stage 1-1	1100
Stage 1-2	1200
Stage 1 Boss	1300
Stage 2-1	2100
Stage 2-2	2200

Level	Password
Stage 3-1	3100
Stage 3-2	3200
Stage 3 Boss	3300
Stage 4-1	4100
Stage 4-2	4200

Level	Password
Stage 4 Boss	4300
Stage 5-1	5100
Stage 5-2	5200
Stage 6-1	6100
Stage 6-2	6200
Stage 6 Boss	6300
Stage 7-1	7100
Final Fight	7200

BATTLETOADS

(Warp to Level 3) To do this trick you must be *very* quick! In the beginning of the first level, head-butt the two pigs that appear and then quickly run over to the first platform on the right. Jump onto the platform and there will be a glowing warp. Move into the warp and you'll get a screen that tells you that you can advance two levels! Make sure that you are fast or the warp will disappear.

BATTLETOADS / DOUBLE DRAGON

NEW *(Level Select / 10 Lives)* This toadally hot level-select will give you the jump on any opponent. At the character-select screen, press **DOWN, UP, UP, DOWN, C, A, B**. Select your Toad or Dragon, then press **START**. You'll get ten lives and a Level Select screen will appear. Note that you won't see the "real" ending if you beat the game using this trick.

NEW *(5 Lives)* At the character select screen, press and hold **UP, A, and B** and then press **START**. You'll have five lives instead of three. Beat the Dark Queen and the Shadow Boss using this trick and you should get the normal game ending.

BEAST WRESTLER

NEW *(Sound Test)* When the title screen appears, simultaneously press **A, B** and **C**, then press **START**. When the word "Test" appears in the lower left-hand corner, press **UP** and **DOWN** to change the sounds. Press **A** to select a sound, and **B** to exit the sound test.

BELLE'S QUEST

NEW *(Level Select)* At the second title screen, press **B, UP, B, B, A, UP, RIGHT, A, B, A, DOWN, LEFT, A, and DOWN**.

BIO-HAZARD BATTLE

(Level Select) Turn on the game. When the Sega logo appears, press and hold **C**. Continue to hold **C**. When the title screen appears, make a full clockwise circular motion with the joystick, starting and ending in the **UP** position. You should hear a noise if the cheat worked. Then press **START** and you can start from any level!

B.O.B.

(Passwords) Make B.O.B.'s life a little easier with this complete set of passwords.

Level	Password
Goth 2	171058
Goth 3	950745
Goth 4	472149

Level	Password
Anciana 1	672451
Anciana 2	272578
Anciana 3	652074

Level	Password
Anciena 4	265648
Anciena 5	462893
Anciena 6	583172
Anciena 7	743690

Ultraworld 1	743690
Ultraworld 2	103928
Ultraworld 3	144895
Ultraworld 4	775092
Ultraworld 5	481376

BUBSY IN: CLAWS ENCOUNTERS OF THE FURRED KIND

(Passwords) At the title screen, press **A** to bring up the Options menu. Move to the password option and press **RIGHT**. Now enter one of these passwords to claw your way to the top.

Level	Password
1	JSSCTS
2	CKBGMM
3	SCTWMN
4	MKBRLN
5	LBLNRD
6	JMDKRK
7	STGRTN
8	SBBSHC
9	DBKRRB
10	MSFCTS
11	KMGRBS
12	SLJMBG
13	TGRTVN
14	CCLDSL
15	BTCLMB
16	STCJDH

BUDOKAN

(Easy Wins) To defeat Tetsuo Okabe (Match 5) and Miyuki Hirose (Match 8), select the Bo as your weapon. When the match begins, press A, B, or C and hold **LEFT**. You will block all of your opponent's attacks. Wait until you have maximum Ki, then strike your opponent. One hit will win you the match.

BULLS VS. LAKERS AND THE NBA PLAYOFFS

(Passwords) To play the last round as the Chicago Bulls against the Utah Jazz, enter "NXOBBBBL." To see the ending ceremonies, enter "NXWBBBBD."

(Easier Game) For an easier game against the computer, press C while displaying your team's statistics screen. This will display your opponent's statistics. Put the worst players into your opponent's lineup. During the game, the computer will replace its bad players with its best. When this happens, repeat the same sequence between quarters or during a substitution, and put the weaker players back into the computer's lineup.

BURNING FORCE

(Ten Lives) Press B, A, B, A, A, C, A, A, and start your game. You can also use this sequence to continue with 10 men.

BUSTER DOUGLAS BOXING

(Rematch) You can demand a rematch from any boxer by pressing **UP**, B, and **START** at the same time. You can only use this once with each boxer.

(Sound Test) To listen to the game's tunes, press **START** on Controller Two at the Game Select screen.

CASTLEVANIA BLOODLINES

NEW *(Harder Game / Extra Lives)* For those who have mastered the difficult level of this game, have a real challenge with the Expert Level. First go to the Options screen and set BGM to 5 and SE to 73. Now go back to the title screen and press **UP**, **UP**, **DOWN**, **DOWN**, **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, B, A, **START**. You should hear a chime if the code was entered correctly. Now go to the Options menu and cycle through the Game Level settings. A new one should appear labeled "EXPERT." To see the "real" ending of the game, finish it on this level of difficulty. You'll also be able to select up to 9 lives.

CENTURION — DEFENDER OF ROME

(*Passwords*) Enter this password at the Save Game screen to have control of many ancient countries and one fleet of ships.

BN4Q AUIV W6IQ
ZCA5 555S 73IJ

This password starts the game at one of the hardest levels with eleven consular legions and 35,000 talents.

TAGY V6P5 QAAA
AH3K VKVA MIES

Here's a password to own the world!

QDUA YQ25 5555
55NK VKXW IPJI

(*Diplomacy*) Here are the correct responses to the ambassadors when you are negotiating with other countries for alliances. For all of these, answer “Low” when asked what tribute you require. To seduce Cleopatra, respond with Warm, Gentle, Accept.

Country	Minimum Rank	Legion Size	Response
Sicilia	Centurion	Infantry	F, N, A
Dalmatia	Tribune	Calvary	N, A
Germania	Legatus	Cavalry	N, F, F, A
Gaul	General	Cavalry	N, FR, F, A
Hispania	General	Cavalry	F, N, A
Thracia	Consul	Consular	F, F, A
Macedonia	Consul	Consular	F, F, A
Armenia	Consul	Consular	F, F, A
Mesopotania	ProConsul	Consular	F, F, A
Arabia	ProConsul	Consular	F, N, A
Aegyptus	ProConsul	Consular	FR, FR, A
Mauretania	ProConsul	Consular	F, N, A

Legend: F=Formal, FR=Friendly, N=Nasty, A=Offer Alliance,
W=Warm, G=Gentle, AC=Accept

CHAKAN: THE FOREVER MAN

(*Elemental Plane*) To get to the elemental plane, you need the potions for “teleport alchemy.” Take these potions to the little ledge above the air portal. Use the potions here and you’ll be teleported to the elemental plane!

(*God Powers*) Give yourself all the potions and weapons you want with this code! Immediately after turning on the game, hold down C and **START** buttons on both controllers. You should hear a funny sound. To get all the weapons, enter the Alchemy Screen and press **UP, DOWN, LEFT, RIGHT** on Controller Two. To get all the potions, enter the Alchemy Screen and press **START, A, B, C** on Controller Two.

(Level Select) Enable God Powers. Whenever you want to switch levels, press **B**. A menu (of sorts) should appear in the lower left-hand corner. Press **B** to scroll through the levels, and press **START** to warp to your selection.

CHUCK ROCK

(Skip Level) At the title screen, press **A, B, RIGHT, A, C, A, DOWN, B, RIGHT, A**. After you do this, press and hold **A, B,** and **C** and press **START**. While you are in the starting level, press **UP** while holding **A**. This will advance you to the next level. If you do this in each level, you will warp all the way to the very last level where you will be able to fight the last boss by pressing **RIGHT** and **A** together.

COLUMNS

(Magic Jewel) Here's a trick to summon the magic jewel. Play the game in Easy Arcade mode. When you begin to lose, fill the far left or far right two columns as high as possible with jewels. When you've completed the column, a magic jewel will appear.

(Extra Magic Jewels) There is a way to trick the game into giving you a second magic jewel. To do this you must set up the screen in a certain way. Have one row of the normal jewels stacked up almost to the top of the playfield. There must be vertical space for only two of the three jewels in the next block to come on the screen. Watch the "Next Block" preview box. When you see that the magic jewel block is next, get ready to quickly move it on top of your prepared stack. After the magic jewel eliminates the 'touching' color jewels, all of the remaining jewels will drop down as will the one magic jewel that was off the screen. This magic jewel will drop down and eliminate another group of colored jewels!

(Free Points) To get a fast and easy 10,000 bonus points, have one vertical column empty all the way to the bottom of the playfield. When you get the block of magic jewels, position it so that it falls down this column, all the way to the bottom. Since you don't get to use it to eliminate any colored jewels, the game gives you 10,000 points instead.

COOL SPOT

(Debug Mode) Go to the Options screen and press **A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C, C**.

(Skip Level / Invincibility) While playing, press **START** to pause the game. Now **C, A, B, C, B, A, C, A, B, C, B, A, C**. If you did this correctly you will hear a tone. Immediately afterwards, you will see the "Level Completed" screen and will advance to the next level, where you will be invincible.

CRÜE BALL

(Skip Level) Choose “Music Demo” from the title menu and select #6 (Twisted Flipper.) Now press A, C, A, B and begin the game. Before you launch the ball, press and hold **UP** and B to advance to the next level. To back up, press and hold **DOWN** and B.

(Sound Test) Enable “Skip Level.” You’ll be able to enter a full sound test at any time during the game by pressing A, B, and C together.

CYBERBALL

(Playing Tips) Here are some playing tips.

Easy scores on offense:

- *Axle Grind:* To score quick touchdowns, throw to the left wide receiver.
- *Sunday Ride:* For quick yardage to cross the 50 yard line, throw to the left running back.
- *Zig-Zag:* For quick yardage or for scoring inside the 10 yard line, throw to the left running back.
- *Suicide:* To score extra points after touchdowns or for scoring inside the 10 yard line throw to the left running back.

Defensive moves to stop the computer cold:

- *Prevent:* For the sack, blitz your linebacker around the left side of the offensive line.
- *3-4 Defense:* When the computer is inside your 10 yard line, blitz your linebacker around either side. Be sure to use your powerbooster to get to the quarterback.

Score on kick returns:

- To score on kick returns, run between the two men on the right and then run up the sideline. If you do this correctly, you’ll score everytime!

CYBORG JUSTICE

(More Options) This trick will give you a new option menu in the middle of the game! First start your game. Next, make your cyborg in the assembly room. Go into the actual game and pause it after you begin game play. At this point, press C, B, B, C, C, A, C, B *very fast!* If you have done this correctly a new Options screen will appear.

DAVID ROBINSON'S SUPREME COURT

(Passwords) Here are two passwords for this game.

Level	Password
Most Valuable Player	IIDSREQUS
Championship	IIDSREQ3R

(Change Game Length) To adjust the length of your game, enter the Options menu. Next press and hold **A**, **B** and **C**. You can now adjust the quarter lengths from 15 minutes to 20 seconds.

DEADLY MOVES

(Password) To skip to the final level, enter “EYV G9DG 2Q7” as your password.

DECAPATTACK

(Airwalk) To walk on air, jump and press **C** rapidly.

(Life Refill) You probably know that the red poles can throw you long distances, but did you know they can heal you? Use the airwalk to position yourself over one of the poles, then drop straight down onto it. Each time you do this you will gain a half of your heart back and one of the segments on the pole will turn white.

(Skip Second Boss) Here's how to bypass the second round boss. As you approach the last fall before Toady (the second boss), float to the ledge on your left and then jump from ledge to ledge until you see the sign that says you've cleared the round. Be careful, though, you must get the special item before you leave the level. If you fail to do this, you will have to go back to the level and find the item, plus you will run into the second round boss!

DESERT STRIKE

(Extra Lives) To start the game with five lives, enter the password “TQQQLOM”. You may enter any campaign password after this, if desired.

DEVILISH

(Extra Lives) From the title screen, press **A**, **C**, **LEFT**, **START** for 99 balls!

DRAGON'S FURY

NEW *(Passwords)* The dragon won't get his revenge if you know these passwords.

Level	Password
1	LSRCIE8
2	CSABMJM

Level	Password
3	DSI36KR
4	ETTS8DL
5	FT438XR
6	HV5395S

(Final Level) Enter “6RENAXUEMW” at the password prompt to skip to the final stage of this furious game.

(8 Balls) Enter “DEVILCRASH” at the password prompt for eight balls.

(99 Balls) Enter “UFELFO78TL” at the password prompt for 99 balls and 13,000,000 points!

(Music Select) Enter “OMAKEBGM0#” at the password prompt. ‘#’ is a number from 0 to 4, indicating the music you wish to hear during the game.

DR. ROBOTNIK’S MEAN BEAN MACHINE

NEW *(Passwords)* Here are all the passwords for the Hard and Hardest difficulty levels.

HARD	
Level	Code
2	Green, Clear Bean, Yellow, Yellow
3	Yellow, Clear Bean, Purple, Clear Bean
4	Blue, Green, Clear Bean, Blue
5	Red, Purple, Green, Green
6	Yellow, Yellow, Clear Bean, Green
7	Purple, Clear Bean, Blue, Blue
8	Clear Bean, Yellow, Has Bean, Yellow
9	Purple, Blue, Blue, Green
10	Clear Bean, Green, Red, Yellow
11	Blue, Yellow, Yellow, Has Bean
12	Green, Clear Bean, Clear Bean, Blue
13	Has Bean, Clear, Purple, Has Bean

HARDEST	
Level	Code
2	Blue, Blue, Green, Yellow
3	Green, Yellow, Green, Clear Bean
4	Purple, Purple, Red, Has Bean
5	Green, Red, Purple, Blue
6	Blue, Purple, Green, Yellow
7	Blue, Purple, Green, Has Bean
8	Clear Bean, Purple, Has Bean, Yellow
9	Purple, Green, Has Bean, Clear Bean
10	Green, Blue, Yellow, Has Bean
11	Green, Purple, Has Bean, Red
12	Red, Green, Has Bean, Blue
13	Red, Red, Clear Bean, Yellow

Here are the passwords to the last stage in the Easy and Normal difficulty levels.

Difficulty	Password
Easy	Yellow, Has Bean, Blue, Blue
Normal	Purple, Yellow, Has Bean, Clear

NEW (*Jumping Beans*) On the title screen, press A, B, and C to make the beans on the title jump up and down.

DYNAMITE DUKE

(*More Options*) Select Options and press C ten times. Then press **START** and you'll get a Super Options menu, which includes a level select, extra lives, extra continues, and more!

ECCO THE DOLPHIN

(*Options*) You can call up an options menu at any time during a game. Move Ecco left and right, and pause the game while Ecco is facing you (toward the screen.) Next, press **RIGHT**, B, C, B, C, **DOWN**, C, **UP**. A menu will appear, offering you several options including level select, sound test, and invincibility.

(*Passwords*) Swim your way to victory with these passwords.

Level	Password
The Undercaves	AAAAAAAAA
The Vents	AANNAANN
The Lagoon	NDRBRIKR
Ridge Water	HYAUGFLV
Open Ocean	FNCQWBMT
Ice Zone	DWFFZBMV
Hard Water	ANANANAN
Cold Water	MCLFRQLW
Jurassic Beach	MDEBRCBO
Pteranodon Pond	JNXFRCBS
Origin Beach	AAAANNNN
Island Zone	NNNNAAAA

Level	Password
Deep Water	EILQQQLC
The Marble Sea	XAKUQQLS
The Library	FDGXQQLC
Deep City	AANNNNAA
City of Forever	DETSWCIY
Trilobite Circle	DETSWCIY
Dark Water	NNAANNAA
Deep Water 2	EQAAKNLC
City of Forever 2	ZBPIGPLD
The Tube	KUVEKMLK
The Machine	NNNNNNNN
The Last Fight	KNLMLMLC

(Music Off) To turn off the background music, pause the game and press **A**.

(Invincibility) When the level name appears, hold down **A** and **START** until the level begins. When the game screen appears, unpause and you've got invincibility!

(Unlimited Air) Here are some passwords for unlimited air. For unlimited air in a new game, enter "LIFEFISH" as your password.

Level	Password
The Undercaves	LEVELSCT
The Lagoon	SHARKFIN
Open Ocean	KHDBVRIS
Ice Zone	XRGQXRIX
Hard Water	MAGLXRLM
Cold Water	LNXXHRLB
Island Zone	DVJLURIC
Deep Water	OEWSURLC
The Tube	FIVEPODS
The Machine	ECCOFMLY

EL VIENTO

(Instant Magic) This trick will allow you to collect every magic power without picking up any items. Pause the game and press **UP, LEFT, RIGHT, DOWN, C**. You will get one magic each time you do this. Repeat this for all five magic powers.

(Slow Motion) Start the game and pause it any time. Now press **UP, LEFT, RIGHT, DOWN, A**.

(Skip Level) At any time during play, pause the game and press **UP, LEFT, RIGHT, DOWN, B**. You will now skip the current level.

(Color Test) Here's a unusual code for you, a color pattern for adjusting your TV or monitor! At the Wolf Team logo screen, hold down **A, B, C** and press **START**.

E-S.W.A.T.

(Level Select) At the Game Over screen, press and hold **DOWN** and **LEFT** while pressing **A, B** and **C**, then press **START** until the music repeats.

NEW *(Sound Test)* To enable the sound test, you must first beat the game. At the ending screen, press and hold **A, B, C, DOWN** and **LEFT**. While holding these buttons, press **START** until the Sound Select screen appears.

EVANDER HOLYFIELD'S "REAL DEAL" BOXING

(Perfect Fighter) Choose the "Career Mode" option at the title screen, and create a new boxer named "The Beast." You will now have maximum power!

EX-MUTANTS

(Cheat Menu) Go to the Options screen and set Music to “05” and Sound FX to “21.” Now highlight Exit and hold **A**, **B**, and **C** while pressing **START**. You’ll hear Shannon say “Too easy!” and move to the “Cheater Cheater” menu. This menu offers level select, unlimited weapons, nine lives, and a full energy bar. Note that you can only select one of these, as the game will automatically start after selecting one.

F-15 STRIKE EAGLE II

(Re-Supply) From the Options menu, select “See Credits.” At the credits screen, press **UP**, **LEFT**, **DOWN**, **RIGHT**, **UP**, **RIGHT**, **DOWN**, **LEFT**, **UP**. If you did this right, you’ll hear a fanfare. Start the game, and you’ll see a new “Re-Supply” enter in your in-flight options menu. Use it to max out your weapons, fuel and decoys.

F-22 INTERCEPTOR

(Surprise) Enter the password “GTGAUO”. Now land your plane for a surprise.

(Harder Game) For a real challenge, enter “GPRJCM” for a password. You’ll face an aerial onslaught of F-22’s, KC-135’s and MIGs.

(More Options) During your game, simultaneously press **B** and **C**. An Option screen will appear where you can select unlimited firepower, invincibility, automatic targeting, and more!

FAERY TALE ADVENTURE

(Infinite Keys) If you’re low on keys, save the game before you use one. Now open a door and restore the game. You’ll keep the key, and the door stays open!

(End Game) Enter “7R2KUL6RSZXSK6NHGSDCB720663RI2HO785P” to skip to the end game.

(Matter Copier) Stock up on inventory items by repeating this move. When you find something you need, grab it and then save and restore your game.

FANTASIA

(Maximum Lives and Magic) You can max out your lives in the water stage. First fight your way to the second stage to the point where there are platforms that go up. Once you get there you have to jump up the platforms to the top and you’ll get a 1-up. Next fight through the level until you get to the point where you’re right before the magic book. Take the magic book and keep moving to the right until you see a treasure chest. Go into the chest and you’ll come out just past the platforms. Go to

the left and jump back up the platforms. Do this trick as many times as you would like!

FATAL FURY

(Unlimited Continues) Here is a tip to get unlimited continues. After losing, the Continue screen will come up with the number of credits shown in the left-hand corner. Hold **UP** and press **A**, **B** and **C** simultaneously. Release **A**, **B** and **C**, then press them again to gain a credit. This trick can be repeated as often as desired.

(Never Ending Fight) Choose “Control” from the Options menu, then highlight the Point option. Next, hold **B** and set point to 0. Now challenge a friend to a two-player “Vs.” battle. Your point globes will be replaced by counters that show how many rounds you’ve won. To end the game, press **RESET**.

FATAL LABYRINTH

(Extra Weapon) The Punch is a powerful undocumented weapon, especially useful against creatures that destroy weapons. Go to the Options screen, choose the Weapon icon, and discard your equipped weapon. You can pick it up again.

FIGHTING MASTERS

(Easier Game) For an easier game, go to the Options screen and set Level Select on “Easy” and Continue on 5. Now go to Music Select and play 8C, 8B and 8A. Finally, go to Sound Select and play 90.

(Harder Game) Perform the same procedure as above, but set Level Select to “Hard” instead of “Easy.”

FLASHBACK

(Walk Through Walls) While playing, walk up to any wall. Turn away from the wall, then hold **A** and press away from the wall. (I.e., if the wall is on your right, face right, hold **A** and press **RIGHT**.) The instant Conrad starts to run, release **A** and face toward the wall. He should be able to walk through it. Note that this appears to be a bug, as if you walk through a wall with nothing behind it you’ll die or crash the game.

(Passwords) These passwords will refresh your memory (and Conrad’s) in short order. To see the ending, enter “CYGNUS.”

Level	Passwords		
	Easy	Normal	Expert
1	PIXEL	FALCON	CLIO
2	BETSY	DATA	ACTRC
3	PANCHO	MILORD	BLOB

Level	Easy	Passwords	
		Normal	Expert
4	STUDIO	QUICKY	STUN
5	TOHO	BIJOU	MIMOLO
6	AKANE	BUBBLE	HECTOR
7	INCBIN	CLIP	KALIMA

FLINTSTONES, THE

(Level Select) At the title screen, simultaneously press **A**, **B**, **C** and **LEFT**. Continue to hold these buttons, then press **START**. Use the directional pad to choose any of the six levels in this game.

FORGOTTEN WORLDS

(Infinite Continues) When playing the two-player game, you can always continue as long as one player is still alive. By pressing **START** on the second controller before the game ends, a single player can live forever!

GAIARES

(T-Blaster Weapon) Fire the TOZ six times before capturing an enemy. You will receive the T-Blaster weapon when you capture your next enemy.

(Secret Level) Fire the TOZ 128 times.

(Level Select) From the title screen, go to Configuration Mode by holding any button and pressing **START**. Set B.G.M. to 18. Now press and hold **A** on Controller Two and exit the Configuration Mode. A Stage Select screen will appear when the game begins.

(Weapon Select) Enter the Level Select mode. After starting, pause the game and hold **UP** and press **A** to select your weapon.

(Weapon Power Up) Enter the Level Select mode. After starting, pause the game, hold **UP**, and press **A** twice. Unpause the game, and fire the TOZ for full power.

(Invincibility) Pause the game, then hold **A** and **C** while pressing **LEFT**. The screen will freeze. Unpause the game, and you'll be invincible until you finish that level. You can repeat this trick on each level.

GAIN GROUND

(Level Select) Go to the Options screen and press **A**, **C**, **B**, **C**.

GALAHAD

(Unlimited Lives) Enter the starting world in the Options screen as “LTUS.” When you die, you will always come back with nine lives.

(Skip Level) Enable unlimited lives. Press **A** and **START** at the same time to skip the current level.

GHOSTBUSTERS

(Unlimited Money) To get extra cash for better weapons and equipment, go to the high-rise building. There’s a safe inside that’s full of money. Take the money, leave the building, then re-enter. The safe reappears each time!

GHOULS 'N GHOSTS

(Level Select) To go to any level in the game, press **UP**, **DOWN**, **LEFT**, **RIGHT** at the title screen. Repeat until you hear a tone. Then use the following codes to choose a level. Press **A** to go to the second half of a level.

Level	Code
The Execution Place	START
The Floating Island	A, START
The Village of Decay	UP, START
Town of Fire	UP, A, START
Baron Rankle’s Tower	DOWN, START
Horrible Faced Mountain	DOWN, A, START
The Crystal Forest	LEFT, START
The Ice Slopes	LEFT, A, START
Beginning of Castle	RIGHT, START
Middle of Castle	RIGHT, A, START
Loki	DOWN, RIGHT, START

(Invincibility) Wait for the “Start” message, then push **A**, **A**, **A**, **A**, **UP**, **DOWN**, **LEFT**, **RIGHT**. You should hear a chime. Then press and hold **B**, then **START**. You should hear another chime. Finally, press and hold **C**, then push **START**.

(Change Game Colors) Enable invincibility and choose level 5. Pass the three Minstral Winds and the Cyclops on the wall, climb the ladders, and stand on the highest block. Walk to the edge facing the pit, turn around, and walk to the other end of the block. The game should automatically reset (if it doesn’t, repeat the back and forth walking). Repeat the invincibility code, choose level 5 again, and repeat the pacing on the wall until the game resets again. Press **START** at the Title screen, and notice how strange the colors have become!

(Secret Bonus Points) At the end of each stage you can grab the key and receive a bonus 5,000 points. Have the key on your left side, stand close to it, and jump towards the left. It takes a bit of practice to get the timing down. If you get the key as

you begin your jump you should see the message “Nice Catch!” and receive 5,000 extra points.

(Slow-motion) Use the Level Select, Invincibility, or Japanese Play tricks. While the game is paused, press **START** to pause the game. Hold **B** to play in slow motion.

(Japanese Play) To play the Japanese version, select “Option” from the opening screen. Choose “26” for music and “56” for sound. Then hold **DOWN-LEFT**, **A**, **B**, **C** and **START** simultaneously.

(Japanese Title Screen) First you insert a “Super Thunder Blade” cartridge and let the title screen appear. Then remove the cartridge without shutting off the power. Then insert the “Ghouls & Ghosts” cartridge and hit **RESET** and the title will appear in Japanese.

! [Disclaimer: As with any trick involving handling cartridges under power, perform at your own risk.]

GODS

(Passwords) Here are some passwords for this game.

Level	Password
2	NASHWAN
3	COYOTE
4	FOXX

GOLDEN AXE

(Level Select) Enter the Options screen and select Arcade Mode. Now hold **LEFT**, **B**, and **START** simultaneously. A number will appear in the upper left-hand corner of the screen. Press **UP** and **DOWN** to choose your starting level.

(More Continues) Enter the Options screen and select Arcade Mode. Now hold **DOWN-LEFT** on Controller One. The characters should spin continuously. As you do this, press **A** and **C**. Now let all the buttons go and press **START**. You should have nine continues.

GOLDEN AXE II

(Level Select) When the game starts, hold **A**, **B** and **C** and press **START**. Release **B** and **C**, but keep holding **A**. Go to the Options screen and press **B** and **C** at the same time to enter it. Without releasing the **A** button, move the cursor down to “Exit” and press **B** and **C** again. Keep holding the **A** button, press **B** and **C** together to make your choice of one or two players. Press again to choose a character and, without releasing **A**, hold **UP** and press **B**, **C** and **START** simultaneously. Select your round with the **A**, **B** and **C** buttons.

(More Continues) To get extra continues in arcade mode, after switching on the game, press and hold **A**, **B** and **C**. Hit **START** to go to the Options menu. While in options, release **A** (keep pressing **B** and **C**) and select the options you want to play with. Next, exit the Options menu, still holding **B** and **C**. Select either 1 or 2 players, and you will now have eight continues.

(Extra Magic) You can only get this option for player one and you must be using the “Special Magic” option. When you hear the music before the first boss (the Big Red Minotaur), hold **C**. Defeat the boss while holding **C**, and just as you see the screen swirl to black, release **C**. Now, while in the special level don’t press any button or move at all. If you were successful, when you start the next level, your character will cast a special spell and your magic points will fill up to 255.

GRANADA

(Flying Tank) Play until level 2, then drive the tank off the edge *exactly* as the timer runs out. Your tank will explode and the timer will reset. Your new tank will be able to fly around and attack from outside the ship until the timer expires.

(Hidden Power Ups) A hidden power-up lies on the second level. When you get to the tip of the left wing, move down past the last pipe and wait. A head icon will appear that gives a super cannon blast!

GREENDOG: THE BEACHED SURFER DUDE

(Slow Motion) Pause the game, then press **DOWN**, **A**, **C**, **UP**, **LEFT**, **LEFT**. To return to normal speed, pause again and press **LEFT**, **RIGHT**, **UP**, **DOWN**, **A**, **C**.

(Free Weapons) To gain three Frisbees, pause the game and press **C**, **A**, **B**, **A**, **LEFT**, **LEFT**.

(Secret Room) There is a secret room in the first Aztec temple. Before the first ped-alcopter level, while jumping over the springs that nail you to spikes on the ceiling, ride the last spring and pull right. You will travel through the spikes and find three treasure chests worth a lot of points! To leave this room, walk left.

GRIND STORMER

NEW *(Unlimited Continues)* At the title screen, press and hold **A**, **B**, and **C**. While holding these buttons, go to the options screen and quickly press **START** 100 times. Go back to the Options Screen, go down to “Credit Limit,” and select a new option titled “FREE PLAY.” This will allow you to play with unlimited continues and it will work in both versions of game play (Grind Stormer and V-V.)

HARDBALL!

(*Passwords*) Each of the following passwords launches you into the World Series with a commanding lead of three games to none.

Level	Password
Boston vs. Texas	iAAEIGbe
California vs. Baltimore	kcB3GIDi
Chicago (AL) vs. Chicago (NL)	2cA2cADi
Chicago (NL) vs. Chicago (AL)	2AAGGAbf
Cincinatti vs. New York (AL)	dcA2FHD8
Cleveland vs. Houston	KcD0acDK
Detroit vs. Milwaukee	acA7HJD2
Houston vs. Boston	ccA7EGD6
Kansas City vs. Cleveland	0cA7IKDa
Minnesota vs. Cleveland	1cB5IKDa
Montreal vs. San Diego	gAAEGEbK
New York (AL) vs. New York (NL)	FAIeBHbf
New York (NL) vs. Atlanta	hAAEHFbh
Oakland vs. New York (AL)	jcA2FHD2
Philadelphia vs. Los Angeles	eAAEECb5
Pittsburgh vs. San Francisco	fAAEFDb2
St. Louis vs. Cincinatti	dAAEDBb7
San Diego vs. Cleveland	gcA7HKDg
San Francisco vs. Boston	fcA7EGD3
Seattle vs. Toronto	3cC6JbDE
Texas vs. Los Angeles	eAAjFbbA

(*Special Pitch*) If you switch pitchers during the game, substitute the pitcher with a player that is not a pitcher. The new player will have a special pitch called “FAT.” It is a rather worthless pitch, but it is something to see.

HARD DRIVIN’

(*Traffic on the Practice Track*) Play a regular game. When you finish and return to the title screen, press **C** to enter the Options screen and set the game to Practice. Hit **B** and **C**, then press **START** to exit the menu and start the game. You’ll be practicing with the traffic of the regular game!

(*Beat the Phantom*) If you can’t beat the Phantom on the stunt track then beat him on the speed track. In the championship lap, turn right instead of going straight ahead. You’ll pass over the turn signs and find yourself battling the Phantom on the speed track!

(*Have a Cow, Man*) When you’re just coming onto the Stunt Track, aim for the cow on the side of the barn. Hit it, and you’ll hear a hysterical moo!

HELLFIRE

(More Continues / Harder Game) For an increased challenge and 99 continues, go to the Options screen. Select 8 on Sound Test. When the music stops you will automatically play on “Yeah, Right” level with 99 continues. Or go to the Options screen, set the difficulty to “Hard” and wait. After a while, “Hard” will change to “Yea, Right” and the game will begin in Expert mode. You will have 99 continues.

HERZOG ZWEI

(Passwords) Enter these codes at the password screen to select a starting level.

	Abgrund	Vulkan	Loch	Strand
Type A	GOGHCACACNI	GAGJGAGPKME	GIGECDCDCNL	GMGPGGGJKLD
Type B	FLHGGFGJEME	HAGCGKHEMMJ	FNHAGGGKEMG	HMGOGMHCLB
Type C	CBGJGACAGNP	GHGCHKGOOLH	CHGPGGCDGMK	
Type D	EGEAEPBIND	ELGGHBHJAMM	EAEGEJCHIND	

	Stadt	Eisfrei	Waldung	Case
Type A				
Type B				
Type C				
Type D			JLJOIGNAOKL	JLJOIGBAOLH

HIT THE ICE

(Passwords) Hit the ice as the Sky Blues with these passwords.

Level	Password
Blues	1QQ3
Pinks	2A13
Yellows	2R93
Purples	3AH3
Greens	3RQ3
Grays	4B13

HUMANS

(Passwords) Climb up the evolutionary chain with these passwords.

#	Password
2	YHQBSBGTSFXYY
3	DGTUQBWBXBJNC
4	PBGPQHQMZGT
5	TMHCPYPCDQHQ
6	DTMFCPWJWFPW
7	KFNMZXDGJKBW
8	XSJKNQLMFHWZ
9	DVDQTNKTMHSF
10	VYJMDMPVXHHD
11	SDKJRGJHDWZQ
12	HCDFWZSNXCPH
13	CBJHXXDMHSVL
14	FPYBCXGPMMP
15	SRQHNLDRDWP
16	NYZKBLPGZXM
17	ZGXMLRRNWHLK
18	RKLLKDZHYNQP
19	VCRMFKNSRDMF
20	WDFGNXGRRMPN
21	YXLPSLBXWHBQ
22	XQHHWPQBJMPC
23	VYNSJGFQJHCB
24	SDMFCJKBCJGZ
25	TKJXCLWLZTWP
26	CUYXWHYRGDWD
27	WTBDCBXKTWL
28	QXJKDYRMLSTC
29	VSPQXYVCLVCB
30	MFKTJGNSXQJM
31	FHWHHMT CJSPN
32	FTWFSBZLYNXS
33	LWLSTSLVWDRX
34	WXTXBCHBWL DG
35	ZSRGHXCZYFLQ
36	ZGHWLXJSXSZM
37	RSBMVGVST SBL
38	CZQNJYZWLWFQ
39	ZFPKPYXJCRGX
40	NSFLKXCBJDWF
41	HQVQNQVMVGPQ
42	FCTRRYFMZMVK
43	BYNNYHYTGDT C
44	BDMBGXDYLKHG
45	TNLQVNQPJBZQ
46	PZFC THKXBVXM
47	DFGFGFWRRCXW
48	VNWLGXTRQNC F
49	ZWNSXGFYNMHS
50	PDJTKPCTYXDK
51	HHJYFSXNNPFG
52	BPHGLQXJHWJY

IMMORTAL, THE

(Skip Level 3) Find a red gem. Pick it up in the Spike Room. When the flame in the circle turns purple, walk in, use the Gem, and get teleported out of there. When you land, head for the ladder. The exit is below.

(Passwords) These passwords take you to any level with the appropriate equipment.

Level	Password
2	cddff10006f70
3	f47ef21000e10
4	8fdfe31001eb0
5	94bfb43000eb0
6	563ff53010ac1
7	c250f63010ac1
8	e011f730178c1

INSECTOR X

(Unlimited Continues) When your game is over and the timer is counting down, hold **LEFT** and **UP**, then press C. With every press of C, the number of continues increased by one.

JAMES “BUSTER” DOUGLAS KNOCKOUT BOXING

(Continues) To have a rematch against any boxer, press **UP**, **B**, and **START** together. This allows one rematch against each boxer.

(Sound Test) To listen to all the sounds and music in the game, press **START** on Controller Two at the Game Select screen.

JAMES POND

(Hidden Warps) In the first mission you must save all the lobsters for two warps to open. The first is located in the seaweed to the left of the entrance pipe next to a white rock. Position yourself over the seaweed and push down. This will take you to mission 6.

Also on Mission 1 is a warp that will take you to Mission 11. Once you have saved the last lobster, go to the far left, and jump out of the water onto the ledge. Move to the edge and push down.

You can find a warp in Mission 2 that will take you to Mission 10. Save all the fish from the toxic waste, then move to the right of the entrance pipe at the start of the flat ground and push down.

JAMES POND II — CODENAME: ROBOCOD

(Infinite Lives) To get infinite lives in the sports level, pick up items in the following order. Lips, Ice cream, Violin, Earth, Snowman. The first letters spell “LIVES.”

(Refill Power Meter) Pick up these items in order to refill your power meter: Penguin, Oil can, Wine glass, Earth, Racket. This spells “POWER.”

(More Options) From the title screen, press and hold DOWN-LEFT, A and C. While holding these buttons, press START. Release everything and you’ll see a new menu with level select, sound test, and controller configuration options.

JENNIFER CAPRIATI TENNIS

(Harder Game) For more competition, enter the password “GRAND.SLAM” and prepare for an ace. You’ll find you’re able to access a new lineup of 24 players — 12 women and 12 men.

JOE MONTANA SPORTSTALK FOOTBALL ’93

(Team Select / Level Select) This code will enable you to play with any team you want in any week. First enter the password screen. Then fill in the blanks in the password “_YP_??KDJ”. The first blank corresponds with your team, and the second blank is the week you want to play. For example, to play in the first round play-offs as the Broncos, enter “J” in the first blank and “W” in the second. The completed password in this example would be “JYPW??KDJ”.

Team	Code
Falcons	B
Bills	C
Bears	D
Bengals	F
Browns	G
Cowboys	H
Broncos	J
Lions	K
Packers	L
Colts	M
Chiefs	N
Oilers	P
Raiders	Q
Rams	R
Dolphins	S
Vikings	T
Saints	V
Patriots	W
Giants	X
Jets	Y
Eagles	Z
Cardinals	0
Steelers	1
Chargers	2
Seahawks	3
49ers	4
Buccaneers	5
Redskins	6

Week	Code
Week 2	D
Week 3	F
Week 4	G
Week 5	H
Week 6	J
Week 7	K
Week 8	L
Week 9	M
Week 10	N
Week 11	P
Week 12	Q
Week 13	R
Week 14	S
Week 15	T
Week 16	V
1st Play-Offs	W
2nd Play-Offs	X
Super Bowl	Y

JOHN MADDEN FOOTBALL

(Passwords) With these passwords, you can play in tournament play as either of the two teams mentioned.

Teams	Password
New York at Washington	0700100
New England at Buffalo	0600100
Los Angeles at Chicago	6504500
Atlanta at Chicago	5002300

(Stop Opponent From Making Extra Points) While your opponent is trying to kick a field goal, keep going offside until the ball is on the goal line. When your opponent tries to kick the ball, it will be too low.

(Recover The Ball) If you are kicking off, here's how you can recover the ball. Make sure the indication arrow is on the kicker, then press C repeatedly. When the kicker is about to make contact with the ball, press A.

JORDAN VS. BIRD: SUPER ONE-ON-ONE

(Continue) Pause the game when the timer hits 00:00. Press A to call a time-out. This will add 36 minutes to the clock. If you do it when the game ends again, it will add 100 minutes.

JUNGLE STRIKE

(Passwords) Been MIA for too long? Get back in the action with these codes.

Level	Password
Sub Attack	RL6YXVTLZYV
Training Ground	9V6HK39W4HS
Night Strike	XT6DBRV76GG
Puloso City	VNH3TL6HDB6
Snow Fortress	WSDWSCFYVNV
River Raid	THCFKV7NLML
Mountains	7GBTMJYK3XJ
Return Home	N4SC9WL4SPH

(Co-pilot Select) These passwords will let you use any co-pilot in any level, including the winning screen.

Level	Password
Washington DC	B46HKRWT7SW
Sub Attack	R46HKRWT7SW
Training Ground	946HKRWT7SW
Night Strike	X6PBV4HPGFR
Puloso City	V46HKRWT7SW
Snow Fortress	W46HKRWT7SW
River Raid	T6PBV4HPGFR

Level	Password
Mountains	746HKRWT7SW
Return Home	N46HKRWT7SW
Win Screen	L46HKRWT7SW

(Campaign 5, Attack Cycle) To get the Special Forces Attack Cycle, you must destroy the Computer Labs. The labs are the two black high-rise buildings in the downtown area. After you've destroyed them, go to the Police Station and shoot out the Radar Dish. Finally, land the chopper and get the Cycle.

(Campaign 6, Power-Ups) The Snow Fortress is one of the hardest levels. Fortunately this is offset with a number of hidden goodies.

- *Village Supply Depot:* There's a village with hidden power-ups to the left of the starting point. You'll find it next to the Igloo and the Landing Pad. To grab the power-ups you'll need to battle two tanks and some soldiers, but the results are worth it. Blow up the building to reveal the Super Winch, an Extra Life, and Armor Repair.
- *More Armor Repair:* You'll find another Armor Repair South of the POW camp. To find it, destroy the building South of the guard tower. You'll find another disguised as a snow dune in an underground tunnel. It's Southeast of the POW camp, near two barren trees and an enemy chopper.

(Campaign 7, Extra Lives / Armor Repair) In Campaign 7 there are four lives hidden just northeast of the Landing Pad in the beginning of the campaign. Blast the pyramids to reveal them. There are also three Armor Repairs in this campaign. The first is in the sector's upper-left area, under the Humvee and next to the Radar. Another is in the upper-fright sector, under a Sheridan Tank. The third is under a Humvee, between a bridge and a temple in the lower-left sector.

JURASSIC PARK

(Level Select / More) From the title screen, enter and leave the options screen. Now go to the password screen and enter any correct password. Next, move the cursor over '<<' or '>>'. Finally, press and hold **A**, **B**, **C** and **START**. You should see a new screen where you can select your starting level and more.

- ***FIXED*** *(Walk Through Walls, Power-up, Slow Motion)* Enter "NYUKNYUK" for a password. The words, "Second Controller Enabled" will appear. You can now use Controller Two's directional pad to walk through walls, or press **A** to refill your life and ammo, and **B** for slow motion. If you push **START** on Controller Two, the game will return to normal play.

(Passwords) Here are passwords for selecting levels as Dr. Grant and the raptor in Easy, Normal and Hard modes.

	Level	Dr. Grant	Raptor
1	Easy	0HHNSIDK	G21G0014
	Normal	0RJTRMA6	G21G0025
	Hard	08BI9UR7	G21G0036
2	Easy	2BINHKE9	I21G0016
	Normal	277166RO	I21G0027
	Hard	2QMH7DB2	I21G0038
3	Easy	4LBVGIIN	N/A
	Normal	4BFP64V0	
	Hard	4SNP67FC	
4	Easy	66RHEH2P	K21G0018
	Normal	64DHCDEF	K21G0029
	Hard	6QLNTNRR	K21G003A
5	Easy	8KN0SHUU	M21G001A
	Normal	85BGLNTH	M21G002B
	Hard	8DCIDDR8	M21G003C
6	Easy	A717MUP6	N/A
	Normal	AH745EJC	
	Hard	A6C8EDJI	
7	Easy	CPLPHMMG	O21G001C
	Normal	C7UBL67U	O21G002D
	Hard	C7DH56B7	O21G003E

(Harder Game) For the sadistic paleontologist, here are passwords to start each level as Dr. Grant with no weapons!

	Level	Password
1	Easy	00000011
	Normal	00000022
	Hard	00000033
2	Easy	20000013
	Normal	20000024
	Hard	20000035
3	Easy	40000015
	Normal	40000026
	Hard	40000037
4	Easy	60000017
	Normal	60000028

	Level	Password
5	Hard	60000039
	Easy	80000019
	Normal	8000002A
6	Hard	8000003B
	Easy	A000001B
	Normal	A000002C
7	Hard	A000003D
	Easy	C000001D
	Normal	C000002E
	Hard	C000003F

KRUSTY'S SUPER FUN HOUSE

(Passwords) Lead the rats to oblivion with these codes.

Level	Password
2	WHOAMAMA
3	FLANDERS
4	BROCKMAN
5	SIDESHOW

(Unlimited Lives / Open Doors) Enter "SMAILLIW" for a password. You'll start the game with unlimited lives and all doors open.

LAKERS VS. CELTICS

(Passwords) To get into the finals with the Celtics, enter “JGQ CGK.” Here are some other passwords.

Teams	Password
Celtics vs. Spurs	CZ2 QKT
Lakers vs. Bulls	LLQ RJK
Suns vs. Celtics	RP2 HJT
Blazers vs. Celtics	TY6 HJK
Spurs vs. 76ers	8W2 QJS
76ers vs. Spurs	H12 QJT
Bulls vs. Trailblazers	6RQ QJJ
Pistons vs. Lakers	G72 Q0J

LAST BATTLE

(Continue) When “Legend of the Final Hero” appears, press and hold A, B, and C, then press **START**. Press **UP** or **DOWN** to select the chapter you wish to start from, then press **START** to begin play. This only allows you to select a chapter up to the highest chapter you last played, so in effect it’s a continue.

LHX ATTACK CHOPPER

(Passwords) Take to the skies with these passwords.

Libya Level	Password
Majestic Twelve	CQAAAF A
Anterior Nova	CQAAIEA
Reindeer Flotilla	CQAAQHA
Phoenix	CQAAAVC
Rainbow Veil	CQAAAVC
Chess	CQAAIUC
Lobster Quadrille	CQAAQXC
Hen House	CQAAYWC
Desert Two	CQAABFE
Flaming Arrow	CQAAJEE
Plain Aria	CQIERDG

Central Europe Level	Password
Domino Mirror	CSIEIYE
Chess	CSIEQ6E
Arc Lite	CSIEY4E
Anterior Nova	CSIEBJC
Reindeer Flotilla	CSIEJIC
Hop Toad	CSIERLC
Olympic Torch	CSIEZKC
Lobster Quadrille	CSIEBZA
Grand Theft Hokum	CSIEJYA

Central Europe	
Level	Password
Flaming Arrow	CSIER6A

Vietnam	
Level	Password
Lobster Quadrille	CQIEZCG
Reindeer Flotilla	CQIEBRE
Flaming Arrow	CQIEJQE
Hen House	CQIERTE
Lava Lamp	CSIEZSA
Anterior Nova	CSIEAJG
Gemini	CSIEIIG
Chess	CSIEQL6
Binary Rainstorm	CSIEYKG
Freedom Train	CSIEAZE

LIGHTENING FORCE

(Options) Before the game begins, simultaneously press **A** and **START** to bring up a Configuration screen. This screen lets you set the controls, number of ships, difficulty level, and preview sounds.

(Extra Lives) At the Config Screen, set Ship Stock to 0. You now have 99 ships.

(Extra Music) After you finish the game, you'll get several new selections to play in the Music Test (in the Config Screen).

(High Score Stars) When entering your initials at the high scores screen, you can control the movement of the stars with the control pad.

(Extra Weapons) Pause the game and press **UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP, B**. Now press **UP** to add all weapons, **RIGHT** to add or remove the claw. Select a weapon with **C** and push **DOWN** to remove it.

(Free Points) Near the beginning of Level 9 (shortly after the first power up) a white, blobish enemy will be crawling on the bottom of the screen. It will jump up at you. If it grabs on to your ship it won't kill you, but it will weigh you down for a while and go away and give you about 10,000 points.

LOST VIKINGS

NEW *(Passwords)* The vikings may be lost, but you won't be with these passwords.

Level	Password
2	TLPT
3	GRND
4	LLMO
5	FLOT
6	TRSS

Level	Password
7	PRKS
8	CVRN
9	BBLS
10	TR33
11	VLCN

Level	Password
12	QCKS
13	PHR0
14	CIR0
15	SPKS
16	JMNN

Level	Password
17	SNDS
18	TMPL
19	TTRS
20	JLLY
21	PLNG
22	BTRY
23	JNKR
24	RVTS
25	CBLT
26	HOPP
27	SMRT
28	V8TR
29	NFL8
30	WK99
31	CMB0
32	8BLL
33	TRDR
34	FNTM

LOTUS TURBO CHALLENGE

(Automatic Qualification) Enter “MANSELL” as your password and you can race through the entire circuit without worry about qualifying. No matter what happens, you’ll automatically qualify for the next race.

(Super Car) For a super-powered Lotus, enter “SLUGPACE” as your password. Your new car can accelerate from zero to 60 MPH in two seconds and has a top speed of over 170 MPH!

(Passwords) These turbo-charged passwords will give you a boost.

Level	Password
2	SLEEPERS
3	HERBERT
4	BUSINESS
5	APPLEPIE
6	STANDISH
7	MALLOW
8	TEACUP

M-1 ABRAMS BATTLE TANK

(Invincibility) During the demo, press B, B, C, B, C, C, C, B, C, B, B, C. You are now invincible!

MADDEN NFL '94

NEW *(Level Skip)* With this trick, you can skip the Playoffs entirely. When you select a playoff game, press **START**. You’ll see that all games are finished. Go right and press **START** again. You can continue this trick until you reach the Finals.

MARIO LEMIEUX HOCKEY

(Password) Skate to Mario’s final round with this password: “E7BE MBD2 EJFC.”

(Black Ice) Enter the password “CEME NTBL ADES” and press **START**. The game will say, “Bad Password.” Select “Cancel” and press **START**. Start the game and you’ll be playing on black ice.

(Change Team Skills) Enter the password “ABRA CADA BRA2” and press **START**. The game will say, “Bad Password.” Select “Cancel” and press **START**. Now play an exhibition game or tournament. At the “Today’s Match” screen, you can press **UP** or **DOWN** to highlight any skill and press A or B to change it.

MARVEL LAND

(Level Select) Enter the password “ARDE.”

(Digest Mode) To play in Digest Mode, use the password “GIL AND KI.”

(Maximum Lives) On level 2–7, go up the spike filled passage. When you get to four falling platforms, a medusa head, and two chests, break the chests open and get the flying power plus the weapon. Then go down and to the left into two rooms that have movable blocks. Get past these and go through the door. Once inside, wait for the flying power to wear off. Use small leaps to open the two chests which contain 1-Ups. Collecting the rest of the things in the room will give you points. Exit the room and go down, and to the right of the arrow should be another 1-Up chest. Complete the level and when you are pumping up balloon in the game room, lose intentionally. You will be thrown to the beginning of the level, but you will have only lost one life. All of the items will be in the exact same place, so you can go through and get the 1-Ups again.

MAZIN SAGA

(Skip to Bosses) Here’s a trick that enables you to fight the bosses without playing through the stages. Go to the Option screen, highlight Sound Test, and select sound 18. Then choose the Sound Effects Test option and select sound 72. Exit the Options menu and press **START**. Begin your game, and you’ll skip straight to the first boss.

MCDONALD’S TREASURELAND ADVENTURE

NEW *(Level Select)* At the title screen, press **LEFT, RIGHT, A, B, C**. You will hear a sound if the code was accepted. Press **START** to go to the Stage Select screen.

MEGA TURRICAN

NEW *(Find the Hidden Level)* To make this trick work, collect all of the Diamonds in Stage One. Make sure your Score has double zeros in it (6800, 2001, etc.) Once you reach the bottom get to the elevator that travels down. Don’t shoot any enemies or your score will change and the trick won’t work. When you reach the bottom of the elevator, run to the right and you will have access to a hidden stage!

NEW *(Unlimited Energy)* For unlimited power, press **START** to pause the game. Now press **A, A, A, B, B, B, A, A, A**. Press **START** to unpause the game and the Energizer Bunny will envy you!

NEW *(Level Skip)* To skip stages, press **START** to pause the game. Then press **RIGHT, LEFT, DOWN, RIGHT, B**. Press **START** to unpause and you’ll be taken to the “Stage Cleared” screen.

MERCS

(Harder Game) To enter a really challenging game, go to the original mode and press **A**, **B**, and **C** at the same time. While holding these down, press **START** and you will enter a tough battle, as your enemies are now faster and more intelligent.

MICHEAL JACKSON'S MOONWALKER

(Level Select) Hold **UP**, **LEFT** and **A** on Controller Two while you turn on the game. While holding these buttons, press **START** on Controller Two. Now push **START** on Controller One and select a one-player game. After pushing **START**, you will see the words, "Round 1." Press **LEFT** or **RIGHT** to select the levels and push **START**.

(Become the Mechanical Robot) By rescuing the children in the correct order, you can become the mechanical robot. Here's how to rescue them.

- In round 2-1, if you rescue the girl in the window located in the upper left first, a shooting star will appear. Jump to get the star and become the robot.
- In Level 2-2, go to the top of the garage and rescue the only child up there.
- In Level 2-3, get in the elevator and go up one floor. Now rescue the child on that floor to get the shooting star.
- In round 3-2, rescue the first girl, located behind the rock.
- In level 3-3 go to the left side of the waterfall. Look straight up and rescue the child above you.

In all of these cases, the child-hostage noted must be the first one rescued when you reach that level.

MICKEY MOUSE: CASTLE OF ILLUSION

(Secret Passageways) There are several hidden passageways in this game. Here are a few to get you started.

- Level 1-1: To find Level One's secret passage jump down from the second angled ledge and go underground. The first passageway to the left has a false wall which Mickey can pass through. At the end of the passageway there's a variety of bonus goodies.
- Level 1-2: Go to the cliff by the forth rope and drop off the left side while holding to the right and you'll get ten apples!
- Level 1-4: Jump into the hole by the fifth tree and walk to the left through the rocks to find a room with a free mouse and two stars.

- Level 3-1: There's an identical secret passageway, just before you go underground. Proceed just as in Level 1-1 and you'll find another false wall and goody room.
- Level 4-3: When you find a tea cup, jump in for a swim and you'll find all types of power-ups. Be careful of the sugar cubes!

(Ghost Mickey) Hold down A, B, and C, then press **START**. You will now be able to fly through the air, walls, enemies, and items! Repeat to return to normal.

(Max Out Your Marbles) At the end of the second level in Toyland, you'll come across a bag of marbles. If you pick the bag up and proceed to the right far enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,000 points and extra marbles (up to 30.)

(Max Out Your Points) As long as you are on the vines in the second part of level 1-1, you're invincible. Swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

MICKEY & DONALD: WORLD OF ILLUSION

(Passwords) Here are some passwords for this game.

Level	Player	Password
2	Mickey	K♣, Q♥, K♥, K♦
	Donald	K♠, K♦, K♣, Q♠
	Both	K♠, K♥, Q♠, K♣
3	Mickey	K♥, K♠, K♦, Q♠
	Donald	K♣, K♥, Q♥, K♠
	Both	K♦, Q♠, K♥, Q♥

MICRO MACHINES

FIXED *(Infinite Lives)* While playing the game, press B, **DOWN**, C, **DOWN**, **UP**, **DOWN**, **LEFT**, **RIGHT**.

(Improved Traction) To increase your vehicle's grip on the road, press A, **UP**, B, **DOWN**, C, **LEFT**, **START**, **RIGHT**.

(Worse Collisions) To increase the impact of collisions, press C, **UP**, **LEFT**, **RIGHT**, A, B, A, C.

(Faster Car) Press **UP**, **DOWN**, A, B, **LEFT**, **RIGHT**, C, **START**.

(Harder Game) Press **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, **UP**, **DOWN**, **START**, **DOWN**.

(Much Harder Game) Press **LEFT, DOWN, UP, DOWN, RIGHT, DOWN, A, DOWN.**

MIDNIGHT RESISTANCE

(Skip Level) At the title screen, highlight the “Start Game” option, hold **C** and press **START**. From now on, you can skip a level by pausing the game and pressing **A**. Skipping past the last level gives you the High Scores Screen.

MIG-29

NEW *(Level Select)* To select any mission from Training to Iron Hand, enter the password “WEXBJOISGIITES.”

MIGHT AND MAGIC

(Free Food) This trick will enable you to never buy food again! In your list of commands, select “SHARE” and then “FOOD.” Do this several times and your entire party’s food supply will increase. You may go beyond the limit of 40 units with this trick!

(Secret Treasure) In order to do this trick you have to place two hirelings in your party. Once you have two hirelings, allow yourself to be attacked by an enemy. After you beat the enemy, dismiss one of your hirelings and search for the treasure chest. When you open the treasure chest, you will find a nice surprise inside (lots of gold, gems, and powerful weapons.)

MIKE DITKA’S POWER FOOTBALL

(Password) To play the finals as the Buffalo Bills, enter “FyC42u” for a password.

MOONWALKER

(Level Select) Hold **UP-LEFT** and **A** on Controller Two when you turn the game on. While holding these, press **START** on Controller One, and select a one-player game. After hitting **START**, you’ll see the words “Round 1,” use **RIGHT** and **LEFT** to select a level, then press **START** (you can’t get to level 6 this way).

MORTAL KOMBAT

(Hidden Character) There is a glitch in the game that allows you to play against another character not meant to be there. It is not like Reptile, who was programmed in. Instead, it looks similar to the old “boss” code for the original SNES Street Fighter II. To get to this character, you must first put in the blood code and the cheat code. Turn on flags 0 and 2. Now, when you get to the endurance matches one of them must be

in the pit. Beat the character without using block, get a double flawless victory, and perform the fatality. Reptile will once again appear. Beat him, and the hidden character will jump down.

(Blood Code) From the Code of Honor screen, press **A, B, A, C, A, B, B**. If this was done correctly, the code of honor fonts will turn yellow and you will hear Scorpion say “Get over here!”

(Cheat Menu) On the screen where you can choose to start or change options, press **DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN**. A new menu choice, “Cheat Enabled,” should appear. Here are descriptions of each item on this menu.

PLAYER ONE	Chooses who is on the left in the scrolling side bar, the medal display, and the “Test Your Might” screen.
PLAYER TWO	Chooses who is on the right in the scrolling side bar, the medal display, and the “Test Your Might” screen.
PLAN BASE	Select from four orders in which your character will fight other characters. You can pick a set order or choose “Random” which allows the computer to choose one for you. This takes effect for the game and for the demo.
MATERIAL	Picks the material for the “Test Your Might” screen.
CHOP 1/2	Picks the number of rounds between each “Test Your Might” screen. Takes effect in one-player mode. Enter 0 to disable “Test Your Might”.
DEMO	Demonstrates different parts of the game.
CAMEO	Displays background information on PLAYER ONE.
PLAN BASE	Displays the plan base as selected in PLAN BASE.
BIOGRAPHY 1/2	Displays biography screens for PLAYER ONE.
MEDAL	Shows the winning screen after you beat someone in two-player mode showing PLAYER ONE as having 20 consecutive wins vs. PLAYER TWO.
CHOP-CHOP	Brings up PLAYER ONE vs. PLAYER TWO in the “Test Your Might Screen,” chopping the material selected above.
FLAG 0	Brings the right player’s energy to DANGER at beginning of the round. If Reptile appears, the player has full strength for the first match. During endurance matches, the second oppo-

nent has full strength.

FLAG 1	Brings the left player's energy to DANGER at beginning of round. If Reptile appears, the player has full strength for the first match. During endurance matches, the second opponent has full strength.
FLAG 2	Guarantees shadow appearances on the Pit Stages.
FLAG 3	Changes shadows on the moon to a face or the initials "BYC". Works when the sound, music, and effects test are not all set to 1.
FLAG 4	Reptile appears with hints at the start of each stage.
FLAG 5	Infinite continues (credits never decrease).
FLAG 6	The computer will use fatalities.
FLAG 7	Locks background screen as "The Courtyard" until the fight before Goro.
BLOOD CODE	Turns blood on and off just like ABACABB.
CHEAT CODE	Turns off all cheats and clears all flags (FLAG 1, 2, ...). If the cheat menu is exited with CHEAT CODE off, the Cheat Enabled choice disappears from the menu.
FIRST BACKGROUND	Chooses which background appears first.

(Guaranteed Reptile Fight) Enable the Cheat Menu. Now go to the cheat menu and set FIRST BACKGROUND to "The Pit," FLAG 1 to ON, and FLAG 2 to ON. When you start, you're at the pit screen, and the moon shadows will always be there (you'll see Santa Claus, the witch, etc.) To guarantee a fight with Reptile, *never* block, get a double flawless, and do the fatality. Good luck!

[Editor's Note: See the "Mortal Kombat FAQ" for more information.]

MUHAMMAD ALI'S HEAVYWEIGHT BOXING

(Harder Game) For an unusual match, enter the password "H07007Z" while in Tournament mode. You'll be fighting as Ali with a #1 ranking, no wins, and no losses. Your opponent is an elderly gentleman named Ali Mohammed. This guy looks strangely familiar, except for the white eyebrows, mustache, and clothing. Don't let appearances deceive you, he may look rickety, but he's tough as nails.

(Easier Game) For a more run-of-the-mill fight, enter “H074W57Z” while in Tournament mode. You’ll then be fighting for the title as Ali with a number-two ranking, 40 wins, and no losses.

M.U.S.H.A.

(Full Power Cannons) Pause, then press B, B, C, B, B, C, **UP, DOWN**, A, then un-pause. This only works once per game.

(Extra Options) Pause, then press **UP, UP, UP, DOWN, DOWN, DOWN, LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT**, C, C, B, A. This only works once per game.

(Extra Ships) Pause, then press **RIGHT, DOWN, RIGHT, DOWN, LEFT, UP, LEFT, UP**, B, C, A. This only works once per game.

(Level Select) To start at any round hit **RESET** ten times, then hold **DOWN** and **LEFT** and go to the Option mode and you will get a Level Select option.

MUTANT LEAGUE FOOTBALL

(Kill Referee) You can only do this play once. Press **A** when lining up, then press **C** twice. Sit back and watch the team tear into the referee.

(Instant Replay) Press **START** after a play and you will be able to see the last play. **A** rewinds, **B** moves forward “frame-by-frame,” and **C** is for fast forward.

(Team Select) Use these codes to enter the Mutant League Bowl with any team.

Team	Password
Darkstar Dragons	FMK3XYSL1Q
Deathskin Razors	1CK111111H
Icebay Bashers	2CK111111D
Killer Konvikts	HGK111111J
Midway Monsters	3CK111111F
Misfit Demons	JH1111111G
Psycho Slashers	GMK111111D
Rad Rockers	5CK111111M
Road Warriors	BDK111111J
Screaming Evils	KLK111111L
Sixty Whiners	CBK111111J
Slaycity Slayers	LJK111111M
Terminator Trolz	MLK111111J
Turbo Techies	NMK111111Q
Vile Vulgars	4CK111111L
War Slammers	DCK1111112

MUTANT LEAGUE HOCKEY

NEW (*Passwords*) To play as the Lizard Kings against the Mutant Monsters in the Monster Cup Championship, enter “3BFL2XLBKRRSL” as your password. To play as the Darkstar Dragons in the playoffs, uses these passwords.

Level	Password
Round One	J6J2F99GP74KJ
Round Two	87TVBNL4QZFQG
Championship	JGHB26V2FLXWF

MYSTICAL FIGHTER

(*Bonus Screens*) Here’s how to find three hidden bonus screens.

- The first screen is located in the first half of level one. Near the beginning of the level, you pass a small red building followed by two pairs of sliding doors. Push **UP** in front of the sliding doors. Inside, you’ll find many crates with special items.
- The second bonus screen is in level two. When you reach the waterfall, press **UP** in front of the middle of the falls. Catch raindrops to restore your health.
- The third bonus screen is in level four. At the beginning of the level, you’ll see a small bridge made of logs. Press **UP** in the middle of the bridge. This screen is similar to the first bonus screen.

NBA JAM

NEW (*Juice Mode*) This is called the “juice” game, where everything gets sped up. To toggle on/off at tonight’s matchup screen, press **A** 13 times, and then hold **B** and **C** until the court appears.

NEW (*Special Characters*) To select a special character, enter the first two initials, then place the cursor over the third initial and hold **START**. With these buttons held, push the button shown. When you reach the Team Select screen, your character should appear. He joins you no matter what team you choose, trading places with one of the normal players. If he’s taking the place of a player you want to keep, switch the team’s order to swap players.

Player	Initials	Button
Air Dog	AIR	A
Al Gore	NET	B
Bill Clinton	ARK	A
Chow-Chow	CAR	C
Sal DiVita	SAL	C
Jamie Rivett	RJR	B
Kabuki	QB	A
Mark Turmell	MJT	A

P-Funk	DIS	C
Scruff	ROD	B
Warren Moon	UW	none
Weasel	SAX	C

- *NEW*** (*Shot Percentage Display*) This code rates the likelihood that you'll make a shot, excluding dunks. It's not very accurate however, as shoot likelihood is largely determined by your player's attributes and whether computer assistance is on. To get this display, press any button once at the "Tonight's Match-up" screen, then press and hold **A**, **B** and **DOWN** until the tipoff.
- *NEW*** (*Powered-Up Defense*) For a better defense, wait for the "Tonight's Match-up" screen to appear, then press any button five times. On the fifth tap, press and hold the button until the tipoff.
- *NEW*** (*Powered-Up Interceptions*) Steal the easy way with this code, especially if your team has speed or defense problems. Wait until the "Tonight's Match-up" screen appears, then hit any button 15 times while rotating the directional pad clockwise. On the fifteenth tap, hold the button until the tipoff.
- *NEW*** (*Powered-Up Fire*) To be "On Fire" for the entire game, wait until the "Tonight's Match-up" screen appears, then hit any button seven times. Then, press and hold **B**, **C** and **UP** until the tipoff.

NFL SPORTS TALK '93

(*Passwords*) Use these codes to take the 49ers all the way to the Super Bowl.

Level	Password
Week 2	4W1DCBBBDD
Week 3	4W1FFBBBDD
Week 4	4W1GKBBBDD
Week 5	4W1HTBBBDD
Week 6	4W1J?BBBDD
Week 7	4W1K?CBDD
Week 8	4W1L?FBDD
Week 9	4W1M?KBDD
Week 10	4W1N?TBDD
Week 11	4W1P??BBDD
Week 12	4W1Q??CBDD
Week 13	4W1R??FBDD
Week 14	4W1S??KBDD
Week 15	4W1T??TBDD
Week 16	4W1V??BDD
Play-Offs	4W1W??CDD
Championship	4W1X??FDD
Super Bowl	4W1Y??KDD

NHL HOCKEY

(1991 Play-Offs) Play as the Chicago Blackhawks in a play-off scenario that mirrors the real-life 1991 setup. Simply enter all B's as your password, and hit the ice!

(Passwords) Here are some Stanley Cup passwords:

Teams	Password
Boston vs. Vancouver	H5MNCCBX4L4H73Z7
Los Angeles vs. Buffalo	G757ZSVP2WF8VWO2

Final of Best of Seven — Two Teammates (3–0)

Teams	Password
Kings vs. Bruins	D444M8HZV86KZZMT
North Stars vs. Bruins	BLDWLRNF1XCVOPYH
Canucks vs. Penguins	G5GG16PHX7CFNBLW

Final of Best of Seven — One Player (3–0)

Teams	Password
Kings vs. Penguins	H2V6F3Y5Z4ZVHW98
Penguins vs. Blues	BLHP7M21P76Y29JT
Flames vs. Bruins	BZDL33G58PG9PTTB

ONSLAUGHT

(Extra Territories) Choose “Password” and enter zeros for all the number positions. When you start the game, the map will be covered with territories you own.

OUTRUN

(Harder Game) For a greater challenge, press C ten times before selecting the Options screen. Now when you select the Options screen, there will be a new difficulty level called “Hyper.” You will be able to accelerate faster if you choose this option!

(More Options) From the title screen, press **START**, then press A eleven times, B three times, and C eight times. The Options menu will be renamed “Hyper Options” and have some new items, including a level select.

OUTRUN 2019

(Music Select) From the Stage Select screen, hold C and press **START**. From here you can choose the background music.

OUTRUNNERS

NEW *(Play as Virtua Formula)* The Virtua Formula is a fast car with great control. To race with it, do the following. From the title screen, press **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, B, C, A. You'll hear a noise if it worked. Press **START** and choose Arcade

Mode with C. To the left of the first car is the Virtua Formula! Wait for the pictures and stats of the cars and you'll eventually see the Virtua Formula car!

Note: This trick worked on a pre-production version of the game. If you can confirm or deny this trick on the production version, please let me know.

PAT RILEY'S BASKETBALL

(Free Freethrow) Bring the ball down the court. Stand and don't move inside the opponents' 3-point line. He will draw a pushing foul!

PHANTASY STAR II

(Slow Motion) While traveling the countryside, pause the game by hitting **START** and holding down B. While B is held down, you'll move around normally but in slow motion.

(Avoid Enemies) While exploring, continually move the menu screen up and down as rapidly as possible. Move around normally while doing this.

(Bring Nei back to Life) Even though Nei will be killed while fighting Neifirst, it is possible to bring her back to life while the three remaining characters are fighting. Before going to Climatrol have Shir steal some Moon Dew. Give it to one of the characters, except Nei. After Nei is killed, and during the fight with Neifirst, use the Moon Dew to bring her back to life.

PHELIOS

(More Continues) At the Chapter One screen when all that is on the screen is the title and Apollo, press this sequence really fast: C, A, B, A, C, A, B, A. This will give you nine continues.

(Expert Mode) After you finish the game in Advanced mode, return to the options screen. There should be an Expert Mode added to the list!

PIGSKIN FOOTBRAWL

(Sound Test) To hear Pigskin's gruesome sounds, wait until the title screen appears, then simultaneously press A, B and C on Controller One. Then press **START** on the Options Screen.

PINK PANTHER IN "PINK GOES TO HOLLYWOOD"

NEW *(Level Select, Invincibility)* This trick requires two controllers. Turn on the Genesis and simultaneously press A and C on Controller One and B on Controller Two. If you hear a crash sound after the TecMagik logo fades, the trick worked. Now, when

your game begins, press **START** on Controller One to activate the cheats. Press **C** to make the cheat menu appear. Press **LEFT** or **RIGHT** to choose the level you want to play. Press **B** to become invincible, and **A** to restore your health. Press **START** again to unpause the game and resume play with the cheats in effect.

PIRATES OF DARK WATER

NEW (*Passwords*) If you're stuck, use these passwords but be sure to explore all the terrain of this fantastic game.

Level	Password
The Port of Pandawa	IITBDIA
The Citadel	RITAZIM
Bobo Mountain	JESSICA
Janda Town	SCOOBYD
Sunken Bridge and Andorus	STOYODA
The Maelstrom	ALARTUS
Dark Dweller's Lair	RADARAL

PIT FIGHTER

(*Hidden Game*) Two players can now compete in a game of "Mercy". Press the **A** button when the title screen appears and go to the Options screen. From there, choose "Practice" mode and then choose your fighters. Once in the arena, move your fighters to stand facing each other, then push **A** and **B** simultaneously on both controllers. Your fighters will be holding hands, trying to push each other down. The two players will have to push buttons **A**, **B**, and **C** rapidly and faster than each other in order to win. Whoever loses will fall and get a knockdown!

POPULOUS

(*Level Select*) Select "New Game" and start to enter a password. Hold down **B** while you scroll through the letters and numbers will appear. Now put in a number five times the level you want to play (i.e., to play on level 10, enter 50).

POWERBALL

(*More Teams*) Press **B**, **B**, **C**, **B**, **B**, **C** during the original team display. Now press **DOWN** to select from four additional teams.

(*Sound Test*) Go into "League Continue Mode" and select "China" as your team. Enter the password "KWGEN" and hit **START**.

POWER MONGER

(Conquest Password) Select the “Restore Conquest” option and enter the password “2MNOA2WSD”. Now select the “Continue Conquest” option and you’ll find every one of the territories on the map can be selected.

PREDATOR 2

(Passwords) Turn the Predator into prey with these passwords.

Level	Password
2	KILLERS
3	CAMOUFLAGE
4	LOS ANGELES
5	SUB TERROR
6	TOTAL BODY

PRINCE OF PERSIA

NEW (Passwords) You'll be royalty in no time with these passwords.

Level	Password
2	QYZUSR
3	QYZHRM
4	QYZUPH
5	QYZHOC
6	QYZUMX
7	QYZHLS
8	QYZUJN
9	QYZHII
10	QYZUGD
11	XOPCHS
12	EUUTAA
13	QYZHCO

QUAD CHALLENGE

(Passwords) Breeze through the race with these passwords.

Normal Races	Code
5	9F2J
6	13RB
7	PNF5
8	CR11
9	5JE8
10	8SWG
11	HGLY
12	Q44E
13	WHCM
14	TVGZ
15	SNDN
16	B16A

Hard Races	Code
2	LTR9
3	693F
4	VJSU
5	TENF
6	ERU7
7	DH2F
8	YZ25
9	AGT3
10	PB4V

RANGER X

(Skip Level) Pause the game, then press **UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT**. The music will resume. Press **B** to skip to the next level.

NEW (Slow Motion) Pause the game, then press **UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT**. The music will resume. Now press **A** and all of the action on the screen will be in slow motion when you move or fire. Press **START** to resume normal speed.

RBI BASEBALL '93

(Team Select) Take the plate with any of the 1992 teams against the Tengen team with these codes. Just fill in the blank in “D_WWD2CHCCSY” with one of the codes below. For example, to play as Cleveland, enter “DSWWD2CHCCSY”.

Code	Team
A	Los Angeles
B	Florida
C	Missouri
D	Baltimore
E	Colorado
F	Chicago (NL)
G	New York (AL)
H	Boston
I	Michigan
J	Cincinnati
K	Chicago (AL)
L	All-Stars
O	Milwaukee
P	St. Louis
Q	San Diego
R	New York (NL)
S	Cleveland
T	Seattle
U	San Francisco
W	California
X	Texas
Y	Kansas City
Z	Oklahoma
9	Atlanta
8	Pittsburgh
7	Houston
6	Toronto
4	Detroit
3	Philadelphia

(Sound Test) On the main menu screen, choose the options mode and press **START**. Choose to continue and press **START** again. You will now be in Sound Test mode and you will be able to choose your sound by pressing **UP** and **DOWN**. Press the **A** button to hear the current sound and press **B** or **C** to stop. Press **START** to exit the sound test.

RBI BASEBALL '94

NEW *(Tengen Team)* For a challenge, enter the password "THECHALLENGE" to play against the people who worked on the game. For a tougher challenge, beat the Tengen team and you'll play against the Dream Team!

REVENGE OF SHINOBI

(Unlimited Shurikens) For unlimited shurikens, set the number of shurikens on the Options screen to 0 and wait about 20 seconds. The zero will turn into an infinity symbol, giving you an unlimited number of shurikens.

(Unlimited Men) In round 4-2, there are many power-ups hidden that are revealed only by shooting them. On the first platform, jump and shoot and you'll reveal a 2-up on the platform across your position. Get it, die, and repeat! There's another 2-up on level 3-2. Go to the second elevator and locate the crates that are in the middle of the screen (on the second level). Then shoot the bottom-left crate until the 2-up appears.

(Special Bonus) Finish any level with enough shurikens to equal 11 times the number of lives remaining, and you will receive 30,000 bonus points (i.e., if you have 7 lives left, finish the round with exactly 77 shurikens.)

ROAD RASH

(Passwords) Try these passwords to give you a top bike and a large sum of money for each level. Note the difference between the 'O' and the zero '0.'

Level	Password
1	00000 07DJ1 12G9A 1786E
2	00000 07O71 13IJJ 2N7SR
3	00000 07QF0 03JS3 37GL5
4	00000 083O0 12NIK 473FC
5	00000 083S1 12K38 5782A

(Unlimited Money) Enter "34441 01MS0 NV8UC 3QJ8R" at the password prompt to start on the fourth level with over \$7,000,000 in your credit account!

ROAD RASH II

(Bike Select) Begin your game and go to the Options screen. Choose “Set Player Mode” and select “Mano A Mano” at any level. Then exit and go to the Bike Shop. Choose any bike you’d like. Return to the Options screen and select “Set Player Mode” again. Next, choose the type of game you want. Select “Take Turns” and copy the password. Use the password to race with the bike you’ve chosen! When it’s player two’s turn, they can choose their bike with the same procedure.

(Super Bike) At the title screen, press and hold **UP**, **A** and **C** simultaneously, then press **START**. You’ll receive a super bike, the “Wild Thing 2000,” which goes 200 mph, has unlimited Nitrous, and can’t spin or slide out! Alternatively, enter the password “00DA 1V0N.”

(Extra Level) If you qualify on all five tracks of level 5, you will advance to a special level 6 in which you race all cops. The password “8PC8 5VNE” will put you at level 5, qualified on all tracks except Arizona. This is the only way to get there since the password system does not work for level 6.

(Password Structure) The following is a breakdown of the password structure.

Each of the eight password characters is a 5-bit value represented by the characters “0” (00000) through “V” (11111).

The first four characters of the password how much money you have in units of \$10. Only the high-order 4 bits of each of these characters are used; the use of the low-order bit is unknown, but it contributes to the checksum in the 8th character.

The 5th character indicates the current level (1–5) in the low order three bits.

The 6th character indicates one of the 16 available bikes in the high-order 4 bits as a value from 0 (intro bike) to 15 (binary 1111, “Wild Thing,” available only through a special startup sequence or via the password).

The 7th character indicates the tracks on which you have qualified in the order (high bit to low bit) Vermont, Arizona, Tennessee, Hawaii and Alaska.

The 8th character is a checksum.

How to Get More Money:

To increase the amount of money you have by tens of thousands of dollars, increase the value in character 1 in increments of 2 and decrease the value in character 2 by the same amount (you must adjust both to allow the checksum value in the 8th character to remain valid).

How to Increase Level:

Increase the 5th character by one to four (to a maximum value of “5”) and also increase the 8th character by the same amount. If you get “password invalid”, try changing the 8th character until it works.

How to Select a Different Bike:

Increase the 6th character in steps of 2 and decrease the 4th character by the same amount. This will also slightly reduce your money, but it allows the checksum value (character 8) to remain valid. To select the undocumented bike named “Wild Thing”, you must be on the intro bike, set the 6th character to “V” then increase the 4th character by 2.

How to Mark Tracks as Qualified:

Select the appropriate value for the 7th character then experiment with the 8th character until the password is accepted. For example, to qualify on all tracks but Arizona, the value 10111 is required, which translates to an “N” (see description above). Change the 7th character to “N” then find an 8th character that works.

ROAR OF THE BEAST

NEW (*Level Select*) At the second title screen, press **UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN, B, UP, B, B,** and **A.**

ROBOCOP VS. TERMINATOR

NEW (*The Real Game*) This trick will let you see the game as it was meant to be played. Begin a game, then pause. Now press **C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A.** When you unpause the game the all-male cast will be joined by skeletons and female killers. You’ll also see a new “Game Over” message.

(*Extra Lives*) On level 2 there is a secret portal that will transfer you to the OCP Underground Offices. When you get there you will be fighting against Red Terminators. If you succeed you will receive some extra lives. To get there, ride the second tightrope and fall. Walk behind the building and jump. If you did it right you will be teleported.

NEW (*More Extra Lives*) For even more lives, begin a game, then pause. Now press **C, C, A, A, B, B, C, C, A, A, B, B.** If you did the trick correctly you’ll hear an explosion and you’ll transport to a secret level where you’ll receive a message from John Botti, the game’s programmer. Once you fight your way out of this level, you’ll have 54 lives!

NEW (*Weapons Select*) To take your pick from any weapon in the game, start a game, then pause. Now press **B, A, C, C, C, A, B, B, A, C, C, C, A, B.** If you did the trick correctly you’ll hear a machine gun firing. Now unpause the game and press and hold

DOWN, **A**, **B** and **C**. A row of weapon icons will appear at the top of the screen. While holding these buttons, scroll through the icons until you find the weapon you want, then release the buttons to select it.

NEW (*TurboCop*) For more speed and higher jumps, begin a game, then pause. Now press **A**, **B**, **C**, **C**, **B**, **A**, **C**, **B**, **A**, **C**, **B**, **A**, **A**, **A**, **C**, **A**, **C**, **B**, **C**, **A**, **C**, **A**, **C**, **A**, **B**, **C**, **B**. If you did the trick correctly you'll hear a zippy sound effect and you'll be TurboCop.

NEW (*Immortality*) For immortality, start at the game's "Trainer" level and enter TurboCop mode. Now move RoboCop to the far left and press **UP** and **C** to jump up. You're now in the immortality level where you'll receive another secret message from the game's designers and immortality!

ROLLING THUNDER 2

(*Passwords*) Here are the level code for rounds 1–6. The codes in parenthesis are for much higher levels of difficulty.

Level	Password
1	(A ROLLING PROGRAM SMASHED THE GENIUS)
2	A MAGICAL THUNDER LEARNED THE SECRET (A CURIOUS RAINBOW LEARNED THE FUTURE)
3	A NATURAL FIGHTER CREATED THE GENIUS (A MAGICAL ISOTOPE BLASTED THE DEVICE)
4	A ROLLING NUCLEUS SMASHED THE NEURON (A PRIVATE LEOPARD PUNCHED THE NEURON)
5	A CURIOUS PROGRAM PUNCHED THE POWDER (A SLENDER FIGHTER ELECTED THE GENIUS)
6	A LOGICAL LEOPARD BLASTED THE SECRET (A DIGITAL RAINBOW MUFFLED THE SECRET)

ROLLING THUNDER 3

(*Play as Ellen*) Enter "GREED" as your password to play as Ellen.

ROLO TO THE RESCUE

(*More Options*) On the title screen, simultaneously hold **A**, **B**, **UP**, and **LEFT**. Keep holding all of these and press **RESET**. When the title screen appears again, left go of everything and press **B**. A new Options screen will appear, allowing you to open the map, get infinite lives, invincibility, etc.

(*Extra Lives*): On the very first level of the game, take Rolo and go to the man who holds the keys to the cages. Leap onto his head and rescue the rabbit in the cage. Press **START** and then transfer control to the rabbit. Hop left, to the beginning of the level and jump straight up to collect the 1-Up. Press **START** and go to the map. Go into the same level that you were just in and do the same process over and over again to collect as many 1-Up's as you like.

SAGAIA

(Level Select) At the title screen, press C, A, C, B, C, A, B, A, B, C, A, C. The words “Zone Select” should appear at the bottom of the screen.

(Harder Game) At the title screen, press C twelve times.

(Free Play) At the title screen, press B, B, B, C, A, A, A, B, B, C, C, C.

(Play Data Screen) At the title screen, press A, B, C, A, B, C, A, B, C, A, B, C.

(Sound Test) When entering a high score, enter “ZTT” to see the Sound Test screen. To exit, press **RESET**.

SAINT SWORD

(Passwords) Earn your wings with these passwords.

Level	Password
3-1	IQW1EL
4-2	KWWKQQ
6-1	S2YY2Y
6-2	S0GZAL
3-1, 2 nd Quest	I0FUSM
4-1, 2 nd Quest	K2J0CK
4-2, 2 nd Quest	O2VNW5
5-1, 2 nd Quest	Q2XWG2
5-2, 2 nd Quest	QW10C2
6-1, 2 nd Quest	RWEFAQ
6-2, 2 nd Quest	VYWMU7
7-1, 2 nd Quest	Y3XKWJ
7-2, 2 nd Quest	XXKSIS

SHADOW BLASTERS

(Invincibility) Select a two-player game and choose your characters. When the game starts let player one’s energy drop down to 1 block, then hit START rapidly on Controller Two while player one loses the last energy block. Player one will reappear at the center of the screen flashing, and he’ll be invincible until he grabs energy. This can be repeated for each character.

(Beat Ashura) There is an easy way to beat Ashura, the final boss. When you reach Ashura start spinning in circles and blast him when you get the chance. You’ll take some hits but if your ship is high you’ll blow Ashura away in no time at all.

SHADOW DANCER — LEGEND OF SHINOBI

(Practice Mode) At the Sega logo, hold down **A**, **B** and **C** and press **START**. Repeat at the title screen. This will enable you to practice almost any level (no bosses) with the third Option. Almost every screen has a union lizard coin (worth 1 or 2 lives).

(Extra Lives) In the Bonus Level, you can get 1-ups depending on the number of hits you get, as reflected in this table:

Hits	Bonus
0	1-Up
48	1-Up
49	2-Up
50	3-Up

(Hidden Extra Men) Here's where you can find some hidden extra men:

- Stage 2-2 — Where the fence starts for the second time, you can jump and shoot a 1-Up.
- Stage 3-1 — On the third floor, walk to the far right. There's a man on the two boxes. Shoot him with a power shuriken, go to the next level and you'll be able to jump down and retrieve a 2-Up.

SHADOW OF THE BEAST II

(Skip Boss) This trick allows you to bypass the first level boss. Jump down the waterfall and battle the Blue Water Demon. Deliberately fall off the rocks and let the water sweep you to a rope that says "GRAB". Jump on the rope, then press **RIGHT** to clear the small outcropping of rocks to your right. Let the current carry you again, and you'll end up past the boss and in the latter part of the first stage.

(View Credits) For a list of credits, wait until the Psygnosis logo appears, then simultaneously press and hold **A**, **B**, **C**, then press **START**.

SHINING FORCE

(Name Every Character) Start a new game and name your character. After you are done go to the "End" and press these buttons: On controller 2, hold **A**, **B**, **C** and press **START**. On Controller 1 press **A**, **C** and **START** simultaneously. A new character will appear. Name the character and another one will appear, etc. This will go on until you have named every character in the game.

(Battle Test) Hold **UP** and **START** on Controller Two, then press **RESET**. Let go of the buttons as soon as the Sega logo begins to appear, then hold **A** and **C** on Controller Two. While holding these buttons, select "Continue" and skip through until the girl's message begins with "Good Luck." Hold **A** on Controller One. This takes you to a Battle Test screen, where you can fight in any of the game's 30 battles.

(Message Test) In the beginning of the game, hold **B** when the girl says, “Good Luck.” A menu will appear where you can read any of the game’s text.

SHINOBI III: RETURN OF THE NINJA MASTER

(Unlimited Weapons) At the title screen, choose “Options.” In the Options menu, select “Shuriken” for Sound Effects, “Shinobi” for Music, and “Shuriken Hits” for Voice. Now move back up to the “Shuriken” option and set them to 00. Stay on this option and wait until it turns into an infinity symbol.

(Invincibility) At the title screen, choose “Options.” In the Options menu, move down to the “S.E.” command and use the **B** button to play these songs in order: “He Runs,” “Japonesque,” “Shinobi Walk,” “Sakura,” and “Getufu.” Exit the Options screen and start your game. You are now invincible!

SHOVE IT! THE WAREHOUSE GAME

(Passwords) These passwords will keep you stocking.

Level	Password
2	MARINA!!
3	MALIBU
4	SANPEDRO
5	VENTURA?
6	SANDIEGO
7	PASADENA
8	/BEVERLY
9	MELROSE
10	PODEO/?/
11	WESTWOOD
12	WILSHIRE
13	VENICE??
14	FIGUEROA
15	SUNSET
16	ORANGE
17	HARBOT
18	CENTRAL
19	WESTERN/
20	?VALLEY?
21	GLENDALE
22	FOOTHILL
23	VANNUYS
24	CRENSHAW
25	IMPERIAL
End	!AYASAM!

SKITCHIN'

NEW (Passwords) These passwords will get you to Miami in no time.

Level	Password
San Diego	VDRL HFXB YYRU
Seattle	NA3L PSFB ADF0
Los Angeles	5VHT C0Y3 GT3I
Washington	UAZK W0CH STVV
Detroit	5MWZ EOTQ SIDN
Chicago	CQFC TYZW 0BH3
Miami	05AB 0SFM SSZS

SLAUGHTER SPORT

(Character Select) Normally during the game you play the hero, Rex. However there is a way to play any of the other 16 characters in the game including Mondu, and fight against Rex. To use this trick, press the button sequences shown below:

Character	Code
Bonapart	UP, A, C
Brainiac	RIGHT, RIGHT, C
Buff	LEFT, C, B
Edwina	LEFT, B+C, C
El Toro	B+C, A, UP
Guano	UP, RIGHT, A+B
McFire	DOWN, C, RIGHT
Mondu	A+B, DOWN, LEFT
Ramses	RIGHT, LEFT, A
Robochic	RIGHT, UP, DOWN
Sheba	B+C, B, B
Skinny	RIGHT,DOWN,RIGHT
Spidra	A, DOWN, B
Stump	A+C, RIGHT, C
Webra	A+C, UP, RIGHT
Weezil	DOWN, RIGHT, UP

SONIC THE HEDGEHOG

(Level Select) At the title screen, hold **A** then press **UP, DOWN, LEFT, RIGHT**, then you will hear a chime. Then hit **START**. You can then start from any level or test the sounds. If that doesn't work, try this: at the title screen, press **UP, DOWN, LEFT, RIGHT**, hold **A**, and press **START**. After doing this once, you only need to hold **START** and **A** to enter the level select.

(Get All Emeralds) This cheat allows you to start at the First Level with all the Emeralds, and with lots of Continues. Use the Level Select cheat (see above) to get to the Special Zone. When you get the Emerald, and have entered into the First Zone, press **RESET**. Use the Level Select cheat to get to the Special Zone again. When you get the next Emerald, and have entered the First Zone, press **RESET** again. When you finally have all the Emeralds *do not* press **RESET**, just continue on with First Level. You get to keep the Emeralds and the Continues accumulated so far.

(Control Mode) At the title screen, press **UP, C, DOWN, C, LEFT, C, RIGHT**. This will give you special techniques during the game. While paused, pressing **A** will reset the game, pressing **B** will allow you to play in slow-motion (while **B** is held down), and pressing **C** will advance the game one frame at a time.

(Debug Mode) Enter Control Mode. After pressing **START** to begin a game, hold down **A** until you see Sonic on the screen. If you see a bunch of hex numbers on the top of the screen, you're in Debug Mode. To start "debugging," press **B**, then you can select any sprite in that level and put it on the screen. To select a different sprite, press **A**, and to place it on the screen, press **C**. Note that sprite selection is different from Zone to Zone. Also, instead of displaying the time elapsed, it displays the number of sprites currently on the screen. Control Mode functions work as well. This only works on the first production releases of Sonic.

(Confused Demo) You can confuse Sonic during the demo by pressing all three action buttons repeatedly. Sonic will lose his place in the pattern and possibly even die.

SONIC THE HEDGEHOG 2

(Level Select / Slow Motion) From the main screen, select Options. Select "Sound Select" and play sounds 19, 65, 9, 17, then push **C**. Press **START** to get back to the main screen. When Sonic and Tails appear, hold down **A** and press **START**. This will let you choose the level in which you begin your game. When playing, you can pause the game and use **A** to restart, **B** for slow motion, and **C** for frame advance.

(Super Sonic) To become Super Sonic without getting all the Chaos Emeralds, first enable the level select. At the level select menu, go to the sound test item, and play sounds in this order: 4, 1, 2, 6. You should hear the music you get when you win a chaos emerald. Now select any level, get 50 rings, and jump.

(More Continues) First enable the level select. Then, at the options screen, play these sounds in this order: 1, 1, 2, 4. Now move the highlight to the “Player Select” field of the options screen and press **START**.

(Debug) To enter Debug Mode, play these sounds from the level select screen: 1, 9, 9, 2, 1, 1, 2, 4. Press **START** and hold **A**. The controls work as they do in Sonic.

(Get All Chaos Emeralds) Start the game as you normally would. Get a Chaos Emerald, reset the game, and start the game from the options menu. You will keep the emeralds you have gained so far each time you start from the options menu.

(Super Tails) While in Debug Mode, create and position a “Transfer Box” monitor. When you hit it and you are Super Sonic, you lose all your powers but stay yellow. Tails looks the same but has invincibility (little stars flashing around him.)

SONIC THE HEDGEHOG 3

NEW *(Extra Lives)* To do this trick you must get to the first level of the Launch Base Zone. Set off the first alarm, stop Sonic in the middle of it, and do a Spin-Dash attack (press **DOWN**.) The flybots will continue to attack, and eventually their value will increase to 10,000 points! Every five flybots will gain you a life and, if you’re patient enough, you can earn up to 99 lives!

NEW *(Level Select)* This code is hard to do, but keep trying and eventually it will work. As the screen fades to black after the **SEGA** logo, press **UP, UP, DOWN, DOWN, UP, UP, UP, UP**. If you did it right, you’ll here a ring, and you can then go to sound test by pressing **DOWN** while highlighting the word “Competition” on the title screen. You’ll notice a few levels you haven’t seen before, but you can’t select them. Since the U.S. version is only 16 megs compared to the Japanese 24-meg cart, those levels had to go.

NEW *(Debug Mode)* Do the level select, but instead of pressing **START** to choose your starting level, hold **A** and simultaneously press **START**. Once the action starts, use **C** to create an item, **B** to toggle between items, and **A** to select items.

NEW *(Super Sonic)* To become Super Sonic without getting all the Chaos Emeralds, first enable the level select and debug mode. When the game begins, create a power-up box. There should be an S on the box. Jump on it to grab 50 rings and become Super Sonic!

SONIC SPINBALL

NEW *(Multiball Stage)* There’s a great multiball stage in Sonic Spinball. To reach it, get all the rings on a level. Then find the gate — it looks like a large sparkling ring. Voilà: multiball play!

SPACE HARRIER II

(Options Select) When the title screen appears, hold down **A**.

(Level Select) Press **START** and wait for the screen that says “Stuna Area.” Press **LEFT** or **RIGHT** to choose your starting point. You still have to finish 12 levels to finish the game, though.

SPACE INVADERS '91

(Level Select) At the title screen, simultaneously hold down **A** and **C**, then press **START**. The screen will fade, and there will be a short pause before the game begins. Quickly press **B**, **A**, **C**. The Level Select screen will appear.

SPIDER-MAN

(Invincibility / More) Go to the Options screen and highlight “Level.” Next, press and hold **START** on Controller Two, then press and hold **A**, **B**, and **C** on Controller One. While holding these buttons, press **UP**, then **UP** and **RIGHT** on Controller One. If you’ve done this right, the difficulty level should read “!!!.” During the game, you can pause and press **A** to refill your web-shooter, **B** to refill your life, **C** for five seconds of invincibility, and all three buttons to skip to the next level.

(Short Cut to First Boss) Go to the Options screen and select “Nightmare” difficulty. Play the game and get into the first level warehouse. Proceed to the right, past the first thug and then past the German Shepherd. Next, jump on the first crate and crawl to the right. You will go through the crate and to the right will be the forklift boss.

SPLATTERHOUSE 2

(Passwords) Hack your way through Splatterhouse 2 with these codes.

Level	Password
2	EDK-NAI-ZOL-LDL
3	IDO-GEN-IAL-LDL
4	ADE-XOE-ZOL-OME
5	EFH-VEI-RAG-ORD
6	ADE-NAI-WRA-LKA
7	EFH-XOE-IAL-LDL
8	EDK-VEI-IAL-LDL

SPLATTERHOUSE 3

NEW *(Secret Level)* In the first level, take the quickest route to the ext and get to the boss’s room before the clock reaches 3:00. Then turn yourself into a mutant and beat the boos as quick as you can. When you beat the level, press **START** repeatedly. At the end of the dialog you’ll see, “Stage X the strange level.” Here you’ll find two 1-Ups.

STEEL EMPIRE

(Extra Lives) On the Options screen, set Difficulty to HARD, Ships to 2, Continues to 1, and Sound to 65. When you begin the game, you'll have 99 ships!

(Extra Bombs) On the Ship Selection screen, press C, A, C, A, **START**, B. You will hear a chime, and when you start the game you'll have 99 bombs!

(Extra Weapons) On the Options screen, set Difficulty to HARD, Ships to 3, Continues to 2, and Sound to 77. While playing, you can press B on Controller Two for level 20 firepower!

(Level Select) To pick any level, enter the Options screen. Now select the following sound tests: 1, 1, 9, 2, 2. A "Round" entry will appear in the options menu.

STIMPY'S INVENTION

NEW *(Passwords)* These passwords will get you out of trouble. These passwords are for the easy game. For a normal game, change the last second-to-last letter to "X." For a hard game, change it to "Y." (i.e., for a normal game at the pound, enter "831000B C3322XB.")

Level	Password
Zoo	8BZ0000 003B2WN
City	8C00003 T33F2WF
Pound	831000B C3322WB
Outdoors	652000G YCM5UWV

STORMLORD

(Extra Lives) Pause and press A, A, A, A, C, C, B, B, B, C, A. You will have nine men. This trick can be used as often as desired.

(Skip Level) Pause and press C, B, B, B, A, A, A, A, C, C, A, A, A, A. You can advance all the way to the end-game.

(Extra Time) Pause and press B, A, A, A, C, **UP**, **UP**, **UP**, A, A, A. The timer will reset to maximum.

STREET FIGHTER II: SPECIAL CHAMPIONSHIP EDITION

NEW *(Configure Controller)* Here's an easy way to configure your controller without using option codes (see "Street Fighter FAQ.") Go to the Character Select Screen and pick your characters in a one- or two-player game. After you choose your characters, press and hold **START**. When you fly onto the stage, a configuration screen will appear.

(Turbo Champion Mode) This trick requires a six-button controller. For an increased challenge, watch the introduction. When the building begins to fade, quickly press **DOWN**, **Z**, **UP**, **X**, **A**, **Y**, **B**, **C**. When the title screen appears, you'll be able to select up to five stars of speed in the Champion mode.

(Harder Game) This trick requires a six-button controller. While the Capcom logo is displayed, press **DOWN**, **Z**, **UP**, **X**, **A**, **Y**, **B**, **C**. When the game begins, you'll only be able to use special attacks. Normal punches and kicks won't work.

(Play as Same Character) When the Battle Mode screen appears that enables you to choose either Match Play or Elimination Rules appears, press **DOWN**, **Z**, **UP**, **X**, **A**, **Y**, **B** and then **C** on Controller Two. You'll hear a chime if the code worked. When Battle Mode begins, you'll be able to choose the same World Warrior twice!

STREETS OF RAGE

(More Options) At the Title screen, press **START** on Controller Two. You will be brought to a screen that will allow you to change the number of players, duel, and Options. Use Controller Two to move the cursor down to Options and hold **A** and **B** simultaneously. With these held, press **START**. A new Options screen will appear.

(Level Select) Press and hold **RIGHT**, **A**, **B** and **C** on Controller Two while selecting "Options" on the menu screen. Hold these buttons until the Options menu appears.

(Bonus) On level 3, after defeating the boss, use your special weapon before he hits the ground. You will get a bonus of 5,000 points! Be sure to save your weapon until you defeat him.

STREETS OF RAGE 2

(More Options) When the title screen appears, select Option. Then simultaneously press **A** and **B** on Controller Two. You will now have a level select and two new difficulties (Mania and Very Easy). You will also be able to increase the number of lives to nine. (The game itself reveals this trick when you finish it on the hardest level, but you can use it at any time.)

(Play Same Character) On the title screen, push **RIGHT** and **B** on Controller One and **LEFT** and **A** on Controller Two. Then with everything held down press **C** on Controller Two. Now just select two players and both players can pick the same character. Unfortunately, they will both be the same color, so it can be confusing.

STREETS OF RAGE 3

NEW *(Stage Select)* At the Menu/Select Screen, press and hold **B**, then press **UP** and move to "Options." With these buttons still held, press **START**. You will hear a tone confirming the code. Now, choose "Stage Select" from the Options menu.

NEW *(Start as Roo)* At the Title screen, press **UP** while holding **B**. You should be able to select Roo from the player select screen. Remember, Roo can not use any weapons.

NEW *(Play as Shiva)* To play as the first boss Shiva, do the following. Play up to Shiva and defeat him. Then hold **B** and let the following Cinema roll. Then continue the game. When all of your lives run out and it is time to continue, cycle through the fighters and Shiva should now appear. You can now play as this awesome fighter! Shiva has several devastating attacks, but he can not use any weapons. His Power Attack is a Twirling Spin Kick, which is activated by pressing the **A** button.

STRIDER

(Unlimited Lives) Place your Altered Beast cartridge in the Genesis console and turn on the game. When the title screen appears, pull the cartridge out. It should continue to display the title screen. Now, without turning off the Genesis, insert the Strider cartridge. Press **RESET**, then press **START** twice to begin the game. It should display 9 lives and will continue to display 9 lives, unless you gain a life, then it will display “0,” but you will always have an unlimited number even with “0” displayed.

! [Editor’s note: As with any trick involving handling cartridges under power, perform at your own risk.]

(Permanent Robots) Grab two robots. Find a container with a robo-panther. Open it but do not touch it. Get hit on purpose so you lose a robot. Activate the robo-panther by touching it. After a while, it will go away and leave you with two robots that will never leave, even if you die from hits.

(More Continues) To be able to use three continues in Strider, at the intro screen press buttons **A, C, B, C, A**, then **START**.

(Secret Room Trick) In level two, fight your way past the corilla to the part with the spinning gears. Jump onto one of the containers, then jump *into* the rocks above. If you time it right you’ll get caught in the rock and be pulled into a secret room. Keep trying until it happens. When you are pulled in, you’ll have to fight the Phantom. Once he is destroyed, climb the wall to the right to get out and continue normal play.

SUPER HANG ON

(Options Select) Press and hold **A** and **B**, then press **C** twice. An Options screen will appear that allows you to choose the difficulty, time limit, and language. A sound test item will also appear.

(Ending Code) To see the finale, enter “GFF3F546F35564FFOSLPIMFJEDGH” at the password screen.

(Extra Money) For more money, enter “FF3F540F33504FFHWKJOMBJOFDU” at the password screen.

SUPER HYDLIDE

(Hidden Cash / Sound Test) When the game starts you will begin in the City of the Forest. After you get some information from the townspeople, exit the town, go out into Fairie Land, and go five screens to the left. There, you will see a cave. Enter the cave and you will appear in a deserted village. Walk around the first wooden fence and head downward. Your character will now magically walk onto the brick wall! Walk left again into the patch of trees and go to the clearing in the middle. Now press **B** and you will find 10,000 gold pieces!

(Sound Test) Follow the directions above to go to the deserted village. To hear the sound effects, go to the upper left building. In this building you can cycle through the different game sounds!

(Free Experience Points) Use this trick to build up experience points quickly. Go to the pond in the City of the Woods. Stand on the left side, at the bottom of the bridge. Use a coin, then search the ground. Each time you do this you'll get 30 experience points.

SUPER MONACO GP

(Strange Ending) Play the game in GP mode. Play for a few rounds until the "Wet Condition" track appears. Finish in the top three, and during the trophy screen the driver will hold up his head instead of the trophy!

(Getting Even) If the spirit of the bumping and pushing in the race is getting to you, there is a way that you can get even. Unfortunately, it's going to cost you! As you near the finish line and are in first, second, or third place, look for the man who is waving the checkered flag. Run into him and watch him fly off into the air! Be warned that you'll get no points.

SUPER THUNDER BLADE

(Level Select) At the title screen, press **A** once, then **UP, DOWN, LEFT, RIGHT, RIGHT, LEFT, DOWN, UP**, and then **START** for level 2. For level 3, press **A** twice instead of once, for level 4, press **A** three times and for level 5, press **A** four times.

(Extra Lives) Use the Level Select trick to get a continue, then select Option, then press and hold **A, B, and C** simultaneously, then press **START**. If the player prompt shows a panda's face you were successful.

(Avoid Enemy Fire) To stay out of reach of enemy fire, first select a difficulty Hard on the Options screen. When the game begins, stay in the upper left or upper right corner and keep firing. This will only work in the first three levels.

SUPER VOLLEYBALL

(Super Powerful Moves) To spike the ball hard enough to knock any member on the other team down who tries to save it, press **DOWN**, **A** and **B** simultaneously after setting up the spike.

(Passwords) Use these passwords to enter the championship match vs. Russia.

Team	Password
China	HLXLA
Japan	RLVLK
Italy	RMXRU
France	RUFOR
Holland	RSAAV
Brazil	RQVA2
Russia	RP.VE

SWORD OF SODAN

(High Score Warp) Make the highest score on the high-score screen. Enter your name as “HINANP:)” and start a new game. Press **START** on Controller Two to warp to the next level.

(Potion Warp) Drink four Etherium potions at once to warp to the next level.

(Free Life) Drink the first two potions on level one for a free life.

(Potion Combinations) Here are a few potions you can mix. You can use the shield on level six to walk across the lava.

Potions	Effect
Red, Orange	Flaming Sword
Orange, Blue, Grey	Super Zapper
Blue, Grey	Shield

SWORD OF VERMILION

(Increase Armor Class) In the cave to the east of Hastings, you’ll find the “Old Nick” armor. Don’t equip it yet. Instead, head back to Swaffham to find Raphael’s Stick. Now put on the Old Nick armor — your armor class will go up, but you’ll be cursed. Use Raphael’s Stick to undo the curse. You’ll notice that your armor class is now lower. Take off your armor, then repeat the entire process of equipping the armor, using the stick, and removing it. Do this until your armor class is below zero. Your armor class should then become very high. Keep taking off and putting on the armor until your armor class once again goes below zero. Now, you should have an armor class of more than 9000! Your character is almost invincible, taking only one damage point per hit no matter who you’re fighting — even against Tsarkon!

T2: THE ARCADE GAME

(Skip Level) At the title screen, press **UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT**. If you've done this correctly, you will hear "Excellent!" Now start the game and if you want to skip a level, pause the game and press **B** and **C** simultaneously.

(Never Overheat) If you have a rapid-fire controller, enable rapid-fire for the game's fire button. When you shoot your machine gun, the heat indicator will not move.

TARGET EARTH

(Invincibility) Press **START** on Controller Two as soon as the game begins and hold it until you get to the Weapons Select screen. Your energy will decrease, but you won't die.

(More Continues) Begin the game and destroy your warship. Let Rex die on his way to the shuttle. Choose the Option mode and set Pad Reset to "Enable." Now (while still in the Option Mode) push **C** and **START** simultaneously. A girl with nine continues will slide onto the screen.

(More Continues) After dying on any level after Level 1 go to the Option Mode screen and press **START**. When you exit the Option Mode you'll have nine continues. Any time you have less than three continues you can repeat this trick.

(Change Firing Set-Up) Press **A, B** and **C** simultaneously.

(Two-Player Game) As soon as the first green robot walks from the right side of the screen, press **START** on Controller Two. Player 2 should now have control of the next robot to come along!

(Major Weapons) Fly to the warship without shooting any enemies on Level 1, then destroy the warship at 52 miles or more from the base. You will have 2,800 points and no bonus weapons ... until you start the next level.

TASK FORCE HARRIER

(Level Select / Invincibility / More Options) Get the Force on your side with these new options. Hold down **A** as you turn on the Genesis, then release the button when the title screen appears. Next, push **UP, DOWN, LEFT, RIGHT, A, B, A, C, B**. Finally enter Config and you'll have a few new features. "Muteki" is your ticket to invulnerability, and "Window" adjust the game's screen to a new shape.

(Slow Motion) For slow motion, pause the game, then tap **B** rapidly.

(Level Skip) To skip a level, press **A** and **START** simultaneously.

TAZ-MANIA

(Tricks) Before using the following tricks, do the following. At the title screen, hold down **A**, **B**, **C** and **START** on *both* controllers. If you did this correctly a chime will sound.

(Skip Level) Enable Tricks. Start the game, then hit **START** to pause the game. Now simultaneously press **A**, **B** and **C** to advance to the next level.

(Level Select) Enable Tricks. Start the game, then hit **START** to pause the game. Now press **C**. Three numbers will appear, the bottom being the level number. Press **LEFT** and **RIGHT** to change the number and hit **START** to start the game at that level. This can be done as many times during the game as you want.

(Invincibility) Enable Tricks. To become invincible, pause the game and press **B**. Press **A** to return to normal.

TEAM USA BASKETBALL

(Passwords) Here are some passwords for this game.

Level	Password
Final game vs. Netherlands	#XT7RB6
Final game vs. Lithuania	FNT7RBQ
Closing Ceremonies	#WT7RDC

TECHNOCLASH

NEW *(Passwords)* Here are all of the passwords for Technoclash.

Level	Password
2	PP503PAL
3	C5GG4PZT
4	35409YZK
5	TCTMTYP4
6	5YMGMPCO
7	HKMKTYZY

TECHNO COP

(Life Regeneration) While in a building searching for the criminal, pause the game and press **C** ten times (the game will say, "Techno Cop"), **A** five times, **B** twice, and **A** ten times. Press **START** to resume the game.

TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST

(Level Select) At the Konami logo press **C**, **B**, **B**, **A**, **A**, **A**, **B**, **C**. Then at the title screen press **A**, **B**, **B**, **C**, **C**, **C**, **B**, **A**. Start the game and a Level Select screen will appear.

TERMINATOR, THE

(Sneak Preview) To view the two intro screens without any text, press and hold **UP** before the screens appear.

TEST DRIVE II

(Options) While driving, hold down **A**, **B**, and **C**.

THUNDER FORCE II

(Options) At the title screen, press and hold **A**, **B** and **C**, then press **START**. You will now be able to select the level, difficulty, and other options.

THUNDER FORCE III

(Ending Sequence Waving and Blinking) During the final two screens of the ending sequence you can press the **C** button to make the pilot in the ship wave and one of the other characters blink his eye.

(Full Weapons) Anywhere during the game, hit **START** to pause the game and press **UP** ten times, **B**, **DOWN, DOWN**, and **B** until the weapon meter is full. Press **A** for the Claw. Hit **START** to unpaue the game and you will now be able to select from any of the weapons without any trouble. Repeat when needed.

(Options) At the title screen, press and hold **A**, **B** and **C**, then press **START**. This brings up a screen allowing the selection of ship speed, difficulty, more.

(Shoot All Weapons) If you have a joystick with auto-fire, set **C** to rapid auto-fire while shooting with **B**. Your ship will fire all available weapons at once!

THUNDER FOX

(Level Select / More Continues) From the title screen, press **START** to enter the Game Select screen. Select Configuration Mode and move the cursor to Music Select. Now press **A** 13 times. Next, move the cursor to Sound Select and press **A** 24 times. Finally, move the cursor to "Exit" and press **A**, **B**, **C**. A new menu will appear. Use **A** to choose a starting level and the number of continues you want.

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

(Passwords) Here are passwords for the first 13 levels and all the bosses.

Plains Levels	Passwords
1	KBGD LDLL LLLD DDDD LLGD
2	PBKL LLLD DDGD DLLL DDVD

Plains Levels	Passwords
3	YRBD LDLL DLKL DLLL LLND
4 Boss	QYBG DLLL DDBL LDLD DDTG

Forest Levels	Passwords
5	TYBK LDDD DDBG LLDL LDTV
6	HBBB LDLD LDBK LLLL LLTN
7	JYBB PDL D LDBB LDDL LDDQ
8	YMBB MLLD DDBB PLLL DDMQ
9 Boss	HMBB TLLD LDBB MDLL DDPD

Cave/Desert Levels	Passwords
10	KBBB TGDL LLBB TDLD LDNG
11	MBBQ HYLL DDBQ HGDD DDDM
12	KHBW HXLD LDBW HYDD DDDP
13 Boss	BRBW HXGD LDBQ HXDD D DGN

Boss Levels	Passwords
D. Devil	BYBG LDDL LDBD DLDD LDTG
C. Coyote	GRBB TLLD LLBB MILL DLPD
Plucky Duck	XHBQ HZGL LDBQ HZDD LLGM
T. Revenger	GJBQ HZZG LLBQ HZZL DDMR
Pirate Ship	QJBW HZZB DLBW HZZK LLMG
Hamton	KTBQ HZZQ WGBQ HZZQ QDVR
End Game	PDBW HZZQ ZKBQ HZZW ZGJN

(Bonus Rounds) There are three circular rainbow symbols that will let you play three bonus rounds if you find them.

- In Stage 1, play the area in the lower-right corner of the map, directly below the red boss area. When you find Gogo at the far right side of the area, drop to the ground and go right past the rats to find the rainbow symbol.
- In Stage 2, play the area that has the word “TINY” spelled out with carrots. Go past “TINY” and walk right to the edge of the cliff. Drop off the cliff and push **LEFT** to land in a hidden tunnel. Walk left and grab the 1-Up and Bell, then walk left again and drop onto the rainbow symbol.
- In Stage 3, play the area that has the split waterfall. Play until you walk onto a ledge that starts moving upward. Jump off the ledge before you’re smashed into the ceiling. Follow the tunnel to the left until you reach gray platforms. Drop down the platforms to a half-pipe with a rolling boulder. Walk left and jump into the wall on the left side of the pipe to enter a hidden tunnel. The rainbow symbol is at the end of the tunnel.

TOEJAM & EARL

(Healing / Extra Life) You start the game on level one, which appears to consist solely of two islands in the water. However, if you jet ski, fly, or ride an inner tube to the lower left part of level 1, you will find another island with a hole in it. Fall down the hole to level 0, where you can be healed (in the hot tub) and receive an extra life (by drinking lemonade). When you leave level 0, you will return to the highest level you have visited.

(Secret Island) In addition to the island with the hole described above, there is another island on the upper right of Level 1 that has many presents on it.

(Extra Presents) You can get two or three presents from Santa if you sneak up on him while he's rummaging through his bag, and stand still when he looks up. Do this until you touch him and he drops some presents when he leaves.

TOEJAM & EARL 2: PANIC ON FUNKOTRON

NEW *(Passwords)* Here are some funky passwords to help you out.

Level	Password
3	RWJ21EW1R80X
5	VJW6EK21-J07
7	P0W09KAN-VQ
9	VDJF7M2DYT6L
11	VYJF73TH1PQQ
13	DKYQH4!EV!7
15	J11L3R4C13H7

TOMMY LASORDA BASEBALL

(Invisible Team) Enter “Zb6jppqrnmGnYWQXaHuFFAB” as the password.

(Bizarre Baseball) Enter “VU91rstpomXcZTiebrHWyW” as the password. Now press **START**, and the game will seem to reset, only the color and graphics are *really* weird. After you get tired of tripping out on the groovy colors, hit **RESET**. This will return your picture to normal, but the code is still in effect. Now start a game against the computer and play away! You will soon discover many oddities.

(Strange Effects) Enter “RGsiopqm2jhZSUXVtEEAE” for some strange effects during the game.

(Word Series Passwords) Use this code to give a full range of World Series options. Fill in the blanks in “H__flmnjiaVXhLQZPqBCVA”. The two blanks represent the first and second teams. To select the opposition team (second blank), input the next consecutive letter of the team in the chart. For example, to use Detroit as the first team, use “D” for the code, but to use them as the second team, use “E.”

Code	Team
------	------

Code	Team
D	Detroit
E	Toronto
F	Milwaukee*#
G	Yankees
H	Boston
I	Baltimore#
J	Cleveland
K	Minnesota*
L	Kansas City#
M	Oakland
N	Seattle
O	White Sox#
P	California
Q	Texas
R	St. Louis#
S	New York Mets
T	Montreal
U	Philadelphia*#
V	Pittsburgh
W	Chicago Cubs
X	San Francisco#
Y	Cincinnati
Z	Houston*
a	Los Angeles#
b	Atlanta
c	San Diego

* Teams marked with this symbol must play against teams marked with #.

Teams marked with this symbol must play against teams marked with *.

TROUBLE SHOOTER

(Level Select) Getting into Trouble's a little easier with this trick. From the title screen, use Controller Two to press and hold **RIGHT**, **C** and **START** simultaneously. A stage selection icon should appear. Press **RIGHT**, **C** and **START** simultaneously to adjust the level number, and press **START** to begin your mission.

TRUXTON

(Pause Bombs) When you use a Destroyer Bomb, pause the game. Leave it paused for about 20 seconds, or else pause and unpaue quickly. This will make the bomb do much more damage.

(Extra Lives) During the game, you'll see an oval object that has three little circles above it. Look at the colored circles above the object. If the your weapon's color matches the color of the circles, you can shoot the object and get a 1-Up or 2-Up!

TURRICAN

(More Options / Level Select) Go to the Options screen and move the pointer down to "Exit." Hold **DOWN** and press A, B, B, A, B, A, A, B, A, A, B, A, A. There will be a screen from which you can get infinite lives, continues, weapons, etc., as well as choose a starting level.

TWIN COBRA

(Level Select) At the title screen, press **START** to get the green Options screen. Now press **UP**, **DOWN**, **RIGHT**, **LEFT**, and then hit **START**. You will now be able to select from any of the game's levels.

(Power-Up) Start the game, pause, and press **UP**, **DOWN**, **LEFT**, **RIGHT** in order; then unpaue while holding **A**. This will immediately power up your weapon to near maximum.

(Extra Bombs) Start the game, pause, and press **UP**, **DOWN**, **LEFT**, **RIGHT**. Hold down **B**, and then unpaue the game and you will have 8 bombs. You can repeat this trick as often as you like.

(Re-fuel) Low on fuel? Paue the game and press **UP**, **DOWN**, **LEFT**, **RIGHT**, **A**. Press **START** to fill your tank and resume the game.

(More Continues) You can gain up to 14 extra continues by hitting **START** to access the green title screen, then pressing **A** until 14 credits appear at the bottom right of

the screen.

(Ending Sequence) Press **START** to access the green title screen, then press **UP**, **DOWN**, **RIGHT**, **LEFT**, **A**, **B**, **C**, **START**.

TYRANTS

(Hidden Game) From the Options menu, choose “Load/Save” and enter “JOOLS” as your password. This will bring up the arcade game, “Sinistar.” While playing, press **B** to shoot and **C** to fire Sinibombs.

(Passwords) Tyrannize the planet as Scarlet with these passwords.

Level	Password
2nd Epoch	NZUCWTIAEHV
3rd Epoch	ARTCKXKNMND
4th Epoch	YLGUMQZKNL
5th Epoch	IHUBUGQULTB
6th Epoch	COCAKLDWEBX
7th Epoch	EBWROLJUHNJ
8th Epoch	QPIAXODAHHM
9th Epoch	ZBLDRNIHGTY
Final Battle	CPFDVMRBYST

UNIVERSAL SOLDIER

(Passwords) You’re truly universal with these passwords.

Level	Password
1-2	CHSGM
1-3	MKSNS
2-1	SGGBY
2-2	JLGPH
2-3	JDRSD
3-1	PKSND
3-2	CWBPM
3-3	SFTNP
4-1	CMVDG
4-2	BYTCM

VALIS

NEW *(Sound Test)* Hold **A**, **B**, and **C**, then press **START**.

VALIS III

(Level Select) At the title screen, press and hold **A**, **B**, **C**, and **UP**. While holding these buttons, press and hold **START** for a few seconds, then release **START**. You can now select any level by pressing **UP** or **DOWN**.

(Temporary Invincibility) If you have a magic item, but not quite enough MPs to do magic, invoking Magic will cause your character to “go through the motions” with no payoff. However, she is invulnerable while doing this; the flaming knives of Glames will go right through her to no effect. This effect only lasts a second, however; therefore it is useless against any slow-moving adversaries or lingering firepower.

(Video Test) Press and hold **UP**, **LEFT**, A, B, and C, then press **START**. Now you can watch any of the cinema displays, including the ending.

(Music Test) Hold A, B, and C, then press **START**.

(Sound Test) Hold B, **DOWN**, **RIGHT** and **START**.

VERYTEX

(Extra Lives) Hold A, B, C and **START** simultaneously to pause the game. While paused hold **DOWN** and press **START** for each extra life you want.

(Extra Shields) Hold A, B, C and **START** simultaneously to pause the game. While paused hold **RIGHT** and press **START** for each extra shield you want.

VIRTUA RACING

NEW *(Reverse Tracks)* When the SEGA logo appears, hold A and B. When the title screen appears, press **START**. To play on backward tracks, pick the backward Virtua Racing title. This is a nice option to try once you’ve mastered the original tracks!

Vs III

(Invincibility) When the SEGA logo appears, press and hold **UP** on Controller Two. When the game begins, you may regain all health by going to the Status window and holding C while pressing **UP**, **DOWN**.

WARRIOR OF ROME

(Ending Sequence) Enter “GREBDQ3QNE” at the password screen to view the ending sequence.

WARSONG

(Level Select) Begin a game, then press A to reduce the map. Move the cursor to the upper left-hand side corner of the screen. Next, move the cursor one space right and one space down. Finally, hold down B until a scenario number appears. Press **UP** and **DOWN** to pick a stage. You will begin the stage using the commanders you had when you initiated Level Select.

(Sound Select) This trick is the same as above, but in the normal sized map.

(Magic Items) Here's a list of magic items and some of their effects.

Item	Effect
Great Sword	+2 attack
Shield	+4 defense
Wand	+2 attack
Cross	+2 defense
Amulet	+2 defense, increased influence area
Warsong	Big + for attack and defense
Dragon Slayer	Bigger + for attack
Evil Axe	Enormous + for attack, big - for defense
Orb	Magic takes half as much energy

WINGS OF WOR

(Easy Mode) Go to the Option Screen, and move the cursor onto Game Level. Now hold down **A**, **B** and **C** and press **START**.

(Level Select) To access a special Level Select menu, first go to the main Options menu and move the cursor to Control. Now press and hold **A** for about ten seconds. A Level Select screen should appear.

(Unlimited Continues) When "Game Over" appears, hold **LEFT**, **A** and **C** until the continue screen appears. This will allow you to continue without losing any credits!

WHIP RUSH

(Free Lives) Just before you reach the boss of stage 4, you'll come across a group of three enemy ships worth 100,000 points each ... a free life for each of the three ships.

WORLD TROPHY SOCCER

(Passwords) Here are some passwords for this game.

Team	Password
Brazil	67ESAATECE
	TFETAATGGG
	WJEVAATIHC
Finals vs. France	BSRUAATIHC

X-MEN

(More Time) In the upper right-hand corner of the Danger Room there is a box with wires on it. Smash the box and your time limit in the Danger Room will increase from 30 seconds to 1 minute and 30 seconds.

(Level Select) Before performing this trick, turn off your Genesis and disconnect Controller Two. Now press and hold **DOWN**, **A**, and **C** while you turn on the system. Continue to hold these buttons, then press and hold **START** at the “Press Start” screen until you reach the Difficulty Select screen. Select any difficulty level and character, and walk to the right when the game begins. If everything has gone correctly, you will see eight panels on the wall representing the eight levels. Crouch down in front of one of the panels and press **C** to warp to that level.

(Gambit Level Skip) Using Gambit only, you can bypass the first three levels. When inside the danger room, go up to the control room (upper left-hand corner). As you begin to disappear, hold down the **A** button. The level will start, but you will immediately return to the danger room. After the first level, you will start in Zaladane’s Fortress, but you can repeat the trick and skip to the Shiar world and skip again to Excalibur’s Lighthouse. Before proceeding to Level Four, you can replenish all of Gambit’s power and choose your favorite X-Men superhero. This enables you to start Level Four with all your X-Men at full strength.

ZOMBIES ATE MY NEIGHBORS

(Meet the Maker) To visit the end-of-game Credit Level, use the password “QSDZ”. You can roam the LucasArts’ offices, meet the staff, and even fight the boss!

(Passwords) Put an end to this fiendish barbecue with these passwords.

Level	Password
5	CYZQ
9	QBRX
13	PCFD
17	ZMLN
21	VQBB
25	QLNK
29	DNKJ
33	PDHZ
37	BKVR
41	BZPM
45	BNYZ

ZOOM!

(Options Select) Press **START** at the title screen. When the Player Select screen appears, press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B.**

End of Sega Genesis section

SEGA CD GAMES

AFTERBURNER III

(Easier Game) Here is a way to get through this game with greater ease. At the title screen, choose Options and set View mode to “Cockpit” and Rolling mode to “Free.” Take off in your plane and turn your Afterburners on to the limit of their capacity. Turn your plane to a 45° angle and fly this way with your guns blazing. You will be going so fast that barely anything can touch you. You will still get hit, and sometimes even blow up, but the levels will pass by quickly and much easier than before. When you have to go straight, just quickly move up and down to avoid shots. If someone is on your tail, do 180° turns to avoid them.

BATMAN RETURNS

(Level Select) From the title screen, select “Options.” Set Game Type to “Platform Only.” Next, hold **LEFT** and press **B** while highlighting the following options: 1, 7, 1, 6, 7. If you did this correctly you will hear a loud beep. To select a level, point to the option whose number matches the level on which you wish to play (i.e., to play on level 1, highlight “1: Game Type.”) Now press and hold **LEFT** and **B**.

(Skip Level) From the title screen, select “Options.” Set Game Type to “Driving Only.” Next, hold **LEFT** and press **B**. Move down to Difficulty, hold **LEFT** and press **B**. Do this all the way down through number 7 on the Options screen. Once you reach the last option on the bottom, repeat the procedure all the way back up to the “Game Type” option. If you do this right you will hear a ringing noise. Now, choose your options as normal and start the game. While playing, you can skip levels by pressing **C** while the game is paused.

BLACK HOLE ASSAULT

(Secret Game) Play the game with your name entered as “AZY.” A two-player “pong” game called Black Ball Assault then comes up.

(Invincibility) Play the game with your name entered as “MUTEKI.” You will be immune to all damage.

(Kill Opponent) Play the game with your name entered as “BIGNET.” When you push the **START** button on Controller Two, your opponent will die immediately.

(Cinema Select) Play the game with your name entered as “FOMA.” Japanese characters will appear. This is a menu allowing you to select an animation to watch.

CHUCK ROCK

(Passwords) Bash a few heads with these passwords.

Level	Password
2	GIJKFN
3	PDPKKN
4	JWNTXF
5	TSFNVP

COBRA COMMAND

(Level Select) At the Title screen, press **UP**, **LEFT**, **RIGHT**, **RIGHT** and **UP**. You can now select a starting level by pressing **LEFT** and **RIGHT** when the “STAGE 1” screen appears. Press **START** to begin your game.

(Level Skip) Enable Level Select. If the action gets to rough, press **START**. The screen will say “Stage Cleared” and advance you to the next level.

(Training Mode) Go to Config mode. Now press **UP**, **DOWN**, **LEFT**, **RIGHT**, **DOWN** and **START**. You’ll hear a short explosion sound. You will now be able to use the “Training” difficulty setting, which will let you continue at the point you had reached when you were killed instead of being sent back to the beginning of the level. This also apparently adds several other new difficulties.

DRAGON’S LAIR

(All the Right Moves) Here’s everything you need to to help Dirk rescue his fair lady.

Level	Moves
Drawbridge	SWORD*, UP* When the tentacles approach, use the SWORD. Half way into the swing, go UP.
Falling Rock	RIGHT
Drink Me	RIGHT
Tentacle Room	SWORD, UP, RIGHT*, DOWN, LEFT, UP* Use your sword to get the tentacle from the ceiling, then go up to the back of the room to avoid the ones from the bottom of the screen. Right to avoid the falling from the left wall. Move down to get near the stairs, When you place one foot on the stairs go left to the table in the middle. Then go up to run out the room.
Closing Wall	UP
Knight on Horse[#]	LEFT, LEFT, RIGHT, RIGHT
Electric Knight[#]	RIGHT, LEFT, UP, LEFT, RIGHT, LEFT*, RIGHT*, SWORD* You may have to keep hitting the SWORD as the timing is a little tricky.
Marble	DOWN, DOWN, DOWN, DOWN, DOWN, DOWN, UP*
Goons	SWORD, RIGHT, UP, SWORD
Rapids	UP, UP, UP, UP, RIGHT, LEFT, RIGHT, LEFT, RIGHT* Move UP when the boat is in the current. Push LEFT and RIGHT to avoid the whirlpools. Push RIGHT when you see the chasm.

Level	Moves
Hallway [#]	UP, SWORD, UP, SWORD, LEFT, SWORD
Bat	SWORD*, LEFT, LEFT, SWORD, LEFT Use the first SWORD when Dirk looks down and covers his head with his hands.
Platform	UP, UP, SWORD, RIGHT, RIGHT
Cauldron	UP, SWORD, SWORD, RIGHT
Checker Board	DOWN, UP, RIGHT
Horseback [#]	RIGHT, LEFT, RIGHT, LEFT, LEFT*
Pool of Water [#]	LEFT, UP, RIGHT*, UP, LEFT, UP, SWORD, UP
Snake Room	SWORD, SWORD, RIGHT*, UP
Electricity	RIGHT, UP, LEFT, LEFT
Lizard King	LEFT, RIGHT, RIGHT, RIGHT, RIGHT, UP, SWORD, LEFT, RIGHT, DOWN, SWORD
Spinning Balls	UP*, SWORD, DOWN, UP First UP move is when Dirk grunts for the fourth time.
Cage Room	UP*, UP*, UP*, LEFT* Time the UPs with the sound of the door closing. The LEFT is immediately after the third fire comes through the bridge.
Mud Men	SWORD, UP, UP, UP, UP, UP, UP*, UP*
Blacksmith [#]	SWORD*, SWORD, SWORD, RIGHT, SWORD, SWORD
Staircase	LEFT*, SWORD, LEFT, LEFT
Stool Room	RIGHT, DOWN, UP, LEFT, LEFT
Dragon's Lair	UP, LEFT, LEFT, DOWN, DOWN*, DOWN*, LEFT, UP, DOWN, RIGHT, SWORD, SWORD, LEFT, SWORD You'll see some dishes, then the screen cuts to Daphne and the dragon. When it cuts back to the dishes, push UP to grab them. You are now on a pile of treasure. Push LEFT and you'll slide down on the top of a small chest. You land near the dragon and wake him up. Push LEFT to avoid his flames. The dragon looks around for a while, then you are standing near another stack of dishes. Push DOWN to grab them before they fall. At this point, Daphne gives you some help. Now you are standing in front of a blue pillar with the dragon reaching around from behind. Push DOWN, DOWN, LEFT. When the screen cuts to a wide shot, push UP to move out of the dragon's way. You are now standing in front of another pillar. Push DOWN to get away, then, when the screen cuts wide, push RIGHT and you will be in front of the Magic Sword. At this point use the SWORD button to pull it out. If you keep hitting the SWORD button, eventually you will block the dragon's fire with it, and Daphne will clap for you saying, "Ooooooh!" Move LEFT to avoid the dragons tail, then use your SWORD to kill him once and for all!

* *Time-critical move*

Room subject to random mirror flips.

ECCO THE DOLPHIN

(Options) You can call up an options menu at any time during a game. Move Ecco left and right, and pause the game while Ecco is facing you (toward the screen).

Next, press **RIGHT**, B, C, B, C, **DOWN**, C, **UP**. A menu called "The Dolphin" will

appear, offering you several options including level select, sound test, and invincibility.

(Passwords) Swim your way to victory with these codes.

Level	Password
Undercaves	GMRIQDCM
The Vents	IUEINLDP
The Lagoon	GRTJZYJF
Ridge Water	OVDJDSL B
Open Ocean	GMYMDSL I
Ice Zone	GMBRHSL U
Hard Water	UKZFHSLS
Cold Water	SYQJHSL Z
Open Ocean 2	CCVFFSL M
Island Zone	ALZBESLS
Deep Water	IHPFDSL P
Volcanic Reef	ADLYESLT
Ship Grave Sea	INWUGSL U
Wreck Trap	WJHQGSL L
Sea of Silence	IZSXGSL F

Password
AKNBHSL I
QSOMFSL Q
WBTXFSL V
UNIQFSL N
WADUFSL B
ONNBJPL Y
WPFVXIP LL
AQZIJPL G
GKGFJPL K
GZIU KPL R
GAAGDPL P
YLQQZNL M
MNEYEL LB
SKZNEL LO
KANZFLL X

FINAL FIGHT

(Rapid Punch) Go to the Options screen and highlight “Exit.” Press and hold **RIGHT**, **A**, **B**, and **START**. Now choose your character and begin the game. When you hold down the punch button, your character will repeatedly punch like a rapid-fire controller.

GOLDEN AXE

(Level Select) To start on any of the levels in Golden Axe, go into Arcade Mode. Push **DOWN-LEFT** (the characters will spin on the skeleton’s hand) and press **B** and **START** at the same time. A number will appear in the top left hand corner. Press **UP** and **DOWN** to pick a level to start on, then select your character and start the game.

HOOK

(Extra Lives) When you reach level 5 in the rocky caves, there is a 3-Up loop that can max out your lives. When you begin, fall down the first chasm to the right. At the bottom of the pit, walk to the right, sink and go underneath the rocks to get a leaf and a 3-Up. Die and repeat until you’ve reached your 99 life maximum.

JAGUAR XJ220

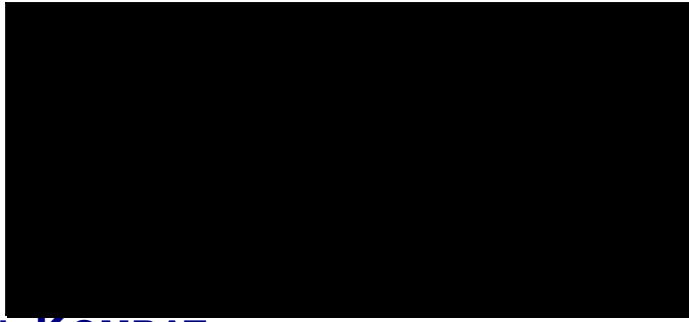
(Skip Level) Go to the Options screen. Now highlight the box with the “1” and the name at the upper left-hand corner. Press any button to access the Name Entry screen. Enter your name as “MAR.” After this, go back to the menu and choose the World Tour option. Pick the country where you want to race, wait until the lights turn green, and pause the game. Now press **A**, **B**, and **C** at the same time. You will be able to qualify and win the race this way.

“MAKE MY VIDEO” DISCS

(Hidden Footage) This is known to work with “Marky Mark and the Funky Bunch,” “C+C Music Factory” and “Kris Kross.” It may work with other titles. At the “U-Direct” menu, press **A**, **B**, **C**, **RIGHT** to watch behind-the-scenes footage. During any of the footage, press **START** to call up another sequence, the “Annals of Digital Pictures,” in which you see the creation of the “Make My Video” concept in 1986.

MICROCOSM

NEW *(Passwords)* Here are the codes to this intense shooter. To those reading the ASCII text version, the codes are pictures and can’t be displayed here. Try getting the *Microsoft Word* or *Postscript* version of this file.



MORTAL KOMBAT

NEW (*Cheat Menu*) On the game start screen, press **DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN**. A new menu choice, “Cheat Enabled,” should appear. Here are descriptions of each item on this menu:

P1WIN	One hit kills the second player.
P2WIN	One hit kills the first player.
MOON	Puts silhouettes in front of the moon on the Pit stage.
DADS	Gives strange names to each of the fighters.
GREEN	Reptile gives you a message before each match.
LIVES	This gives you unlimited credits.
FLAG6	The computer does fatalities.
TURBO	Gives the game turbo speed
BLOOD	All the gore you love to hate. :-)

NIGHT TRAP

(*Hidden Footage*) Watch the credits at the end of the game. When the words, “In Memory of Stephen D. Hassenfeld” appear on the screen, press **UP, A, A, A, A, A**. You will be shown some footage that was shot in Pawtucket, Rhode Island in December 1986 when Tom Zito and company demonstrated a prototype of the ill-fated NEMO game system for a group of Hasbro executives. Milton Bradley’s Larry Bernstein is seen playing “Scene of the Crime,” which eventually became “Night Trap.”

(*Time Codes*) The following times will get you through the game if you follow them to the second. If nothing is happening when you get to an area of the house, wait a few seconds. Some times may have as much as a five-second lead time, but other times have no lead at all. Be quick, and don’t wait for traps to close, except in the bathroom at 0:35. Also, be very careful when the Augers grab the girls. The Augers

might just drop the girls into the trap you had waiting for them! Finally, wait for the meter to turn red a second time after the Augers grab Megan in Hallway 1 at 16:46.

Time	Room
0:03	Hallway 1
0:13	Bedroom
0:35	Bathroom
1:00	Living Room
1:18	Kitchen
1:30	Entryway
2:48	Entryway
3:09	Hallway 1
3:15	Bedroom
3:25	Living Room
3:45	Driveway
4:00	Hallway 2
4:13	Bathroom
4:35	Bedroom
4:52	Living Room
5:03	Living Room
5:15	Hallway 1
6:05	Hallway 1
6:10	Hallway 2
6:45	Hallway 2
6:59	Kitchen
7:15	Bedroom
8:10	Hallway 2
8:23	Hallway 1
8:30	Bedroom
8:50	Living Room CODE CHANGE
9:07	Living Room
9:15	Entryway
10:45	Hallway 2
11:20	Hallway 1
12:00	Living Room
12:30	Bathroom
13:10	Hallway 1
13:25	Entryway CODE CHANGE
13:50	Living Room
14:10	Living Room CODE CHANGE
14:35	Hallway 2
15:00	Entryway
16:05	Hallway 1
16:25	Driveway
16:30	Hallway 2
16:40	Living Room
16:46	Hallway 1
17:10	Bedroom
17:40	Bedroom

17:50	Hallway 2
18:17	Entryway
18:29	Living Room
18:38	Hallway
19:30	Entryway
21:10	Bedroom
21:45	Hallway 2
22:05	Bedroom
22:20	Hallway 1
23:00	Living Room
24:15	Bedroom
24:45	Bathroom
25:05	Hallway
25:30	THE END

REVENGE OF SHINOBI

(Unlimited Shurikens) For unlimited shurikens, set the number of shurikens on the Options Screen to 00 until the zeros turn into an infinity symbol.

REVENGE OF THE NINJA

NEW *(View Scenes)* From the Game Start screen, press **RIGHT**, **LEFT**, **UP**, **DOWN**, **RIGHT**, **LEFT**, **UP**. A Test Mode option will appear beneath the other two. This lets you view all of the normal, death and ending scenes in the game.

ROAD AVENGER

(Level Select) From the Game Start screen move **UP** to Options (important not to move down to options) and press **START**. With the cursor on the Players option, press **A**, **A**, **A**, **A**, **A**, **A**. Exit the Options screen and start the game and you will be asked to select the level.

(Pause) From the Game Start screen, move **UP** to Options and press **START**. With the cursor on the Players option, press **A**, **A**, **A**, **A**, **B**. You can now pause the game by pressing **START**.

(Skip Level) Enable Pause, then exit the Options screen. Press **UP** again to highlight Options. Select the Players option, then press **A**, **A**, **A**, **A**, **B**, **A**. Begin the game. While playing, you can clear the current stage by pausing the game and pressing **C**.

(Debug) From the Game Start screen, move **UP** to Options and press **START**. With the cursor on the Players option, press **C**, **C**, **C**, **C**, **C**. Exit the Options screen and start the game. When the game begins, press **A**, **B** and **C** simultaneously. A Debug Mode screen should appear.

(Demo) From the Game Start screen, move **UP** to Options and press **START**. With the cursor on the Players option, press **A**, **A**, **A**, **A**, **A**, **B**. Exit the Options screen and start the game. Relax and enjoy the demo.

ROBO ALESTE

(Level Select) Go to the Options Mode. Now set Sound to "3A," Level to "HARD," and CD-DA to the stage of your choice. Now, press **B** and **START** simultaneously. You will now see a "Continue" option on the title screen. Choose this option to go to your selected stage.

SEWER SHARK

(Continue) You can continue, but not until you've achieved the level of "Exterminator" or "Beach Bum." To continue, simultaneously press **A**, **C** and **START** when the closing credits begin to roll.

SILPHEED

(Level Select) While the introduction is playing, press **DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, A, B, START**. A new "Stage Select" option should appear. Select a level and press **A** to begin your game.

(View Intermissions) To view any of this game's intermissions, enable Level Select and choose a level higher than 12.

(Shield Recharge) While the introduction is playing, press **RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP, START**. While playing, you can recharge your shields by pressing **A** on Controller Two.

(Harder Game) For a real challenge, try this. While the introduction is playing, use Controller Two and press **B, B, A, C, UP, LEFT, RIGHT, DOWN, UP, A**. Now press **START** on Controller One. If it worked, your starting score will be "00001." You're now in Mania Mode, the hardest difficulty setting known.

(Unlimited Continues) Play the game as normal and get as far as you can. When the game ends you will get five continues. Continue your game up to four times. When the game is on "Continue 01" at the title screen, wait until the demo reappears. While the opening demonstration is running, press these **RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A** and **START**. When the title screen appears again, press **START** and you should have 10 continues! This trick can be repeated as necessary.

(Voice Test) At the title screen, select Option with Controller One. Now hold **A, B** and **C** on Controller Two together. With these held, press **START** on Controller One. In the Option screen you will see a new option called Voice Test.

SOL-FEACE

(Level Select) On the title screen when it says "Push start button," press **A, B, C, A, B, C, B, C, B, A**. You will hear a short explosion. Press **START**. Go to the configuration menu and you will be able select the level at which you want to start.

(Skip Level) Do the Level Select. Then, at any time, if you press **A, B** and **C** simultaneously you will advance to the next level!

(Extra Lives / Invincibility) Do the Level Select. Move the cursor to options in the configuration menu. Then push **RIGHT** and press **A** several times. Eventually, the word "MY99" will appear on the options menu. "MY99" will give you 99 lives. If

you continue to press **A** while pushing **RIGHT**, the word “MUTEK1” will appear on the options menu. “MUTEK1” will make your ship invincible.

SONIC CD

(Level Select) This code lets you play any level and view the opening animation. From the title screen, press **UP, DOWN, DOWN, LEFT, RIGHT, B**. Note that this code only lets you play one level. You will be sent back to the title screen upon completion or if you time warp.

NEW *(Designer’s High Scores)* To see the high scores of the game designers, press **RIGHT, RIGHT, UP, UP, DOWN, C**.

(Weather Control) To change the clouds on the title screen, hold **A** while pressing **UP, DOWN, DOWN, DOWN, DOWN, UP**.

(Sound Test) From the title screen, press **DOWN, DOWN, DOWN, LEFT, RIGHT, A**. Special things will happen if you select the following sound combinations and press **START**:

Sounds	Effect
FM07, PCM07, DA07	Play special stages
FM40, PCM12, DA11	Debug mode
FM42, PCM03, DA01	Displays art
FM46, PCM12, DA25	More art
FM42, PCM04, DA25	Yeah verily, more art
FM44, PCM11, DA09	Art 2: the return of Art

(Beat the Clock) First, finish the game successfully. Now play Time Attack and beat the following times for some special options.

- 37' If you beat this time you can play the bonus stages in Time Attack.
- 30' Beating this time adds a new item to the main menu. To the left of “RAM Data” there will be an entry titled “D.A. Garden.” It’s a picture of the little planet. With the controller you can rotate the planet (with **B**), zoom in and out (with **C**), and listen to all the music in the game (with **A**). It allows you to listen to the regular music, a good mix, and a bad mix, for each level.
- 25' Finally, if you can beat this time another menu item appears. To the left of “D.A. Garden” you’ll find “Visual Mode.” This option allows you to watch the introduction, the endings, and a pencil test of Sonic running around. It also has a cool picture of Sonic in the background.

SPIDER-MAN VS. THE KING PIN

(Passwords) Swing into action with these passwords.

Password

Electro
Half 2 Life
Stables
Permanent
Public 45
Kidney 2
Pencil

(Comic Book Locations) Here are the locations of all the comic books in the game.

Comic	Location
1	Starret Leight Building
2	Harlem Meer
3	West 70th
4	Saint Patrick's Cathedral
5	Bus Terminal
6	Civic Center
7	Clarkston Street
8	East Harlem
9	Central Park Zoo
10	Court Street
11	Empire State Building
12	West Street
13	Bleeker Street
14	South of Power Station
15	First Avenue
16	Houston Street
17	Jilliar School of Music
18	Washington Street
19	Central Part North
20	Henry Street
21	Riverside Drive

STREETS OF RAGE

(Level Select) Press **START** on Controller One to enter the Options screen, then press and hold **RIGHT**, **A**, **B**, and **C** on Controller Two.

TIME GAL

(All the Right Moves) Here's everything you need to know to get Time Gal out of trouble in every eon. A phrase in parenthesis indicates a choice from a Time Stop menu.

Level	Moves
70000000 BC	LEFT, RIGHT, RIGHT, LEFT, RIGHT, LEFT, UP, DOWN
65000000 BC	LEFT, UP, LEFT, ATTACK, (Go Up)
30000 BC	LEFT, DOWN, RIGHT, LEFT, UP, DOWN, RIGHT, RIGHT, RIGHT, ATTACK, (Get Away)
1600 BC	LEFT, RIGHT, UP, RIGHT
44 BC	LEFT, ATTACK, ATTACK, ATTACK, LEFT, UP, LEFT, RIGHT, LEFT, UP, ATTACK
500 AD	RIGHT, LEFT, DOWN, UP, DOWN, LEFT, RIGHT, UP, ATTACK, DOWN, LEFT
999 AD	LEFT, UP, RIGHT, ATTACK, LEFT, ATTACK, ATTACK
1588 AD	LEFT, ATTACK, ATTACK, UP, UP, UP, UP, LEFT, UP, (Jump on Ship)
1941 AD	LEFT, RIGHT, RIGHT, DOWN, UP, (Go in Water), ATTACK, UP, LEFT, RIGHT, RIGHT
1991 AD	RIGHT, LEFT, RIGHT, DOWN, LEFT, RIGHT, LEFT, (Jump on Helicopter)
2001 AD	LEFT, LEFT, RIGHT, LEFT, DOWN, (Go Straight Ahead)
2010 AD	LEFT, RIGHT, UP, LEFT, UP, RIGHT, DOWN, ATTACK, RIGHT, DOWN
3001 AD	LEFT, LEFT, LEFT, RIGHT, ATTACK, LEFT, RIGHT, ATTACK, (Go Up)
3999 AD	LEFT, ATTACK, DOWN, LEFT, RIGHT, (Open Hatch), RIGHT, ATTACK
4000 AD	LEFT, LEFT, RIGHT, RIGHT, ATTACK, ATTACK, DOWN
4001 AD	LEFT, RIGHT, ATTACK, ATTACK, ATTACK, UP, RIGHT, ATTACK, LEFT

(Skip Level) To warp to the next level, press **START** to pause your game, then press **C**. You'll instantly skip to the next stage, complete with all of the bonus points you earned in the last stage.

(Level Select) Press **START** at the title screen to bring up the Game Select screen. Press **LEFT**, **RIGHT**, **RIGHT**, **UP**. Now you can begin at any level.

(View Death Scenes) From Video Mode, enter one of these passwords.

Level	Password
70000000 BC	BMCFXWRL
65000000 BC	GJRPQVKS
3000000 BC	THMZCYFB
1600 BC	RYFGSXDK
44 BC	FTGBDQPW
500 AD	VSLCZKTJ
999 AD	CYVZPBMG
1588 AD	DRXHTLQJ

Level	Password
1941 AD	WBMRJZVH
1991 AD	SHKXGJWF
2001 AD	XPTMCSHD
2010 AD	ZVYFLGQJ
3001 AD	QWCDHRKT
3999 AD	PLQTVVMXY
4000 AD	LKDWBSYF
4001 AD	KVGPRZCW

WONDER DOG

(Passwords) Here are passwords for six of the nine worlds:

Level	Password
Dogville	MYSTIC
Scrapyard	ANKLES
Looney Moon	LEDZEP
Planet Weird	REEVES
Foggia	PIXIES
K-9	WOOPIE

End of Sega CD section

DISCLAIMER

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CREDITS

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BOB RUSBASAN (RRUSBASA@NYX.CS.DU.EDU).....AUTHORS OF “SEGA GENESIS SECRETS”
BRIAN NEWELL **AND “SEGA CD SECRETS”**

CONTACTING THE DEVELOPERS

This section was created to keep track of the addresses of Genesis third party developers. It is a good reference to have when you wish to contact a developer. Most companies love to hear from the people who purchase their products, and many companies are willing to provide additional information to people who contact them. Furthermore, some companies can provide you with replacement manuals for any game they market. Many companies also sell their games mail order, so you no longer have to search for those hard-to-get titles. When contacting a developer it is best to do so in writing. Try to be straight to the point about what you need or what you would like. Complex questions require more time to process and hence take longer to respond to.

David Stellmack — Columbus, Ohio
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Absolute Entertainment, Inc.
 10 Mountain View Road
 Upper Saddle River, NJ 07458

American Laser Games
 4801 Lincoln Road NE
 Albuquerque, NM 87109

American Sammy Corp.
 901 Cambridge Drive
 Elk Grove Village, IL 60007

Arena Entertainment
 71 Audrey Avenue
 Oyster Bay, NY 11771

Black Pearl Software
 1920 Highland
 Suite 222
 Lombard, IL 60148

Capcom
 3303 Scott Boulevard
 Santa Clara, CA 95054

Data East USA, Inc.
 1850 Little Orchard Street
 San Jose, CA 95125

Domark Software Inc.
 1900 South Norfolk Street
 Suite 202
 San Mateo, CA 94403

Dynamix
 1600 Millrace Drive
 Eugene, OR 97403

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 573 East 300 South Street
 Salt Lake City, UT 84102

Extreme
 388 Market Street
 Suite 350
 San Francisco, CA 94111

Flying Edge
 71 Audrey Avenue
 Oyster Bay, NY 11771

GameTek
2999 NE 191st Street
North Miami Beach, FL 33180

Hi Tech Expressions
584 Broadway
Suite 509
New York, NY 10012

JVC Musical Industries
3800 Barham Boulevard
Suite 305
Los Angeles, CA 90068

Kaneko USA Ltd.
1370 Busch Parkway
Buffalo Grove, IL 60089

Koei
1350 Bayshore Highway
Suite 540
Burlingame, CA 94010

Konami
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

Mentrix Software Inc.
21213-B Hawthorne Blvd.
Suite 5322
Torrance, CA 90509

Microprose Software
180 Lakefront Drive
Hunt Valley, MD 21030

Mindscape
60 Leveroni Court
Novato, CA 94949

Namco Hometek, Inc.
150 Charcot Avenue
Suite A
San Jose, CA 95131

Parker Brothers Software
50 Dunham Road
Beverly, MA 01915

Psygnosis Limited
675 Massachusetts Avenue
Cambridge, MA 02139

RazorSoft
7416 North Broadway
Suite A
Oklahoma City, OK 73116

Readysoft
30 Wertheim Court
Suite 2
Richmond Hill, Ontario
L4B1B9

Renovation Products
4655 Old Ironside Drive
Santa Clara, CA 95054

Saddleback Graphics
12812 Garden Grove Boulevard
Unit P
Garden Grove, CA 92643

Sims Company Ltd.
Miyamura Building 6-1
Shimoochiai 1-Chome
Shijuku-ku, Tokyo 161
Japan

Sony Imagesoft
2100 Colorado Avenue
Santa Monica, CA 90404

Spectrum HoloByte
2490 Mariner Square Loop
Alameda, CA 94501

Sunsoft
11165 Knott Avenue
Cypress, CA 90630

T*HQ Software
5000 N. Parkway Calabasass
Suite 107
Calabas, CA 91302

Taito America
390 Holbrook Drive
Wheeling, IL 60090

Takara USA Corporation
230 Fifth Avenue
Suite 1201-6
New York, NY 10001

TecMagik
Three Lagoon Drive
Suite 160
Redwood, CA 94065

Tecmo Inc.
Sequoia Commerce Center
19260 South Van Ness Ave.
Torrance, CA 90501

Tengen Inc.
675 Sycamore Drive
Milpitas, CA 95035

Tradewest Inc.
2400 Highway 75 South
Corsicana, TX 75110

US Gold
303 Sacramento Street
4th Floor
San Francisco, CA 94111

Vic Tokai Inc.
22904 Lockness Avenue
Torrance, CA 90501

Virgin Games
18061 Fitch Avenue
Irvine, CA 92714

OTHER READING MATERIAL

Here are some other sources of information for video games. Many of these materials are available from the SEGA archives mentioned below.

ANIME VIDEO GAMES LIST.....STEVE PEARL (PEARL@REMUS.RUTGERS.EDU)
 JAPANESE VIDEO GAMES SOURCE LIST

CLASSIC SYSTEM CARTRIDGE SERVER.....MAIL-SERVER@XOCOLATL.COM

Send e-mail to the above address with “send CARTS.LST” as the body.

GAME GEAR FAQ.....TONY CLARK (TCLARK@HPTC.MENTORG.COM)

GAME GENIE, GOLD FINGER, ACTION REPLAY CODE SERVER

Send e-mail to *game-genie-serv@nvc.cc.ca.us* (or *gold-finger-serv* or *action-replay-serv*.) The server accepts a HELP command. This server will translate between Game Genie and Gold Finger formats.

TURBOGRAFX-16 FAQ.....STEVE PEARL (PEARL@REMUS.RUTGERS.EDU)

TURBOGRAFX-16 MAILING LIST.....TURBO-LIST-REQUEST@CPAC.WASHINGTON.EDU

STREET FIGHTER II ARCHIVE.....FTP ALTAIR.KRL.CALTECH.EDU IN /PUB/SF2

OTHER MOVE LISTS.....FTP NETCOM.COM, /PUB/VIDGAMES/FAQS

SEGA GAME RATINGS.....NICOLAS PAIEMENT (PAIEN00@DML.USHERB.CA)

SEGA GENESIS SECRETS.....BOB RUSBASAN (RRUSBASA@NYX.CS.DU.EDU)
 SEGA CD SECRETS

STREET FIGHTER 2 FAQ.....PHIL STROFFOLINO (PS1O@ANDREW.CMU.EDU)

VIDEO GAME FAQ.....KEN ARROMDEE (ARROMDEE@JYUSENKYOU.CS.JHU.EDU)

GETTING THE LIST

The latest version of this and other SEGA materials can be found on the following FTP sites.

ftp.cica.indiana.edu	/pub/video/sega
sunsite.unc.edu	/pub/micro/games/sega

Special thanks go to Todd Green (tagreen@cica.cica.indiana.edu) and Dykki Settle (settle@merengue.oit.unc.edu) for donating the FTP sites.