

SNES-TalkIssue1

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WRITTEN BY		September 23, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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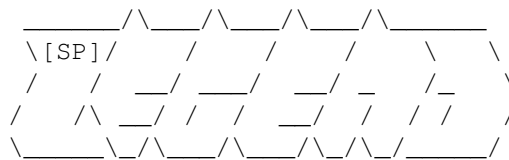
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Chapter 1

SNES-TalkIssue1

1.1 SNES-Talk Issue 1



Presents: SNES-Talk Issue 1

Credits, Greetings and Lot's More

Back to the Future III Passwords
G.O.D.S. Passwords
Prince of Persia Passwords
Mario is Missing Passwords
Family Tennis Passwords
Prime Goal Passwords
Another World Passwords
Aladdin Passwords
Goof Troop Passwords
Desert Strike Passwords
Offroad Racer II Passwords
B.O.B. Passwords
NBA Jam Passwords
Tetris & Bombuzal Cheat
Super StarWars Mega-Cheat
Cybernator Cheat
Roger Clemens MVP Baseball Password
Pop and Twinbee Cheat
Super James Pond Jr. Cheat
MechWarrior Cheat
WWF Royal Rumble Cheat
Street Combat Cheat
Super Pang Cheat
Turtles in Time Cheat
Old Games Cheats I (German)
Old Games Cheats II
Shadowrun Docs
Shadowrun Walkthrough

Mortal Kombat Moves
 NBA Jam Tips and Info
 Super Metroid Moves & Hints
 Megaman X Moves & Hints
 Ninja Warriors Again Moves
 Ninja Warriors Again Docs
 Jurassic Park Map
 Jurassic Park Beach Utility Shed Map
 Jurassic Park Nebular Utility Shed Map
 Jurassic Park North Utility Shed Map
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 Jurassic Park Raptor Pen Part2 Map
 Jurassic Park Raptor Pen Part3 Map
 Jurassic Park Visitors Centre Part1 Map
 Jurassic Park Visitors Centre Part2 Map
 Muscle Bomber Moves and Hints
 Wolfenstein 3D Passwords
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 Run Saber Action Replay Codes
 Teenage Mutant Ninja Turtles Tournament Fighters Action Replay Codes
 Claymates Secret Warps
 Fighter's History Moves
 Hot Blood Fighters Hints, Tips, Keys and Codes
 Ranma ½ Super Battle Moves
 Bastard! Moves
 Bill Walsh College Football
 Dragon Ball Z Super Butouden 2 Moves and Instructions
 Dragon Ball Z 2 Big Fireball Tips
 Fatal Fury 2 Championship Edition Boss Selection
 Golden Finger Codes May 1994

1.2 credits, greetings and lot's more

Pinhead & N.S.C./[L]egend
 P R E S E N T S
 SNES-Talk Issue 1

Some Personal Greetings 2:

 All The Legend Gays, And 2 The Dikke Van Eurosoft, PLL, Ashock, Frans,
 Ed Meijer, MWB+Gezin & Haagse Vrienden (like SHI, Marcel/TRC Etc.),
 T.D.B. Zijn Zus, Patrick (met Bril), Marco Van De Schreeuw (aaaaaaa),
 Martijn (Ik Ben Dronken), Martijn (de Neus), Willem Van Megadeath, Ashock,
 Sparta Piet (met Boterletter), Mr.Mad & Friends (like Danny, Theo, Leo,
 Marco, Ome Joop), Papillon (#1 in SNES), Elitendo, Vision, Paradox,
 Cyberforce, Spaceballs, Redeye, Kefrens, Quartex (Bambam), Teak, Axis
 (Cool That Ya Guys Are Reborn (Again!)), De Klusjes Man Van Babyface!, Sanity,
 TRSI + Zenith, Skid Row (hi Virus), Razor, Fairlight, Parasite, Effect,
 Trance Inc., Vision, Silents, Witand PC (Ja Die Zombie En Alex!), TEK,
 Alcatraz, Rudi & Hawk/TMT, And All The Guys I Met In Danmark At The Party III
 In The Pub!!!! Yes It Was Nice To Drink Some Pure Milk With Ya Guys! And no
 more...

If Ya Like To Swap The Latest On Amiga 500/1200, SNES, Sega, VHS Movies Then:
 Write to: *The I Hate John Van Loen Fanclub*
 Lodijk 94, 3079TW, Rotterdam, Holland

If Ya Wanna Reach Us By Phone Then Try This:

Dial: +31-01882-1881 Northern Light CHQ

+31-10-4779507 Mystical Places WHQ
 +31-10-4774218
 +31-10-4772519

Note to Babyface: Wie wonnen er met Bowling??? En wij willen nu wel eens
 32MB Profighter Q +'s.

1.3 back to the future iii passwords

Level Passwords:

open - back - boss - head - frog - iron - bust - wolf - bleu - lion
 jack - ceen - king - bear - pink - eyes - zero - rock - wink - biff

All Passwords were found by: MCA Of Elitendo

1.4 g.o.d.s. passwords

Level 2:	sdi	----	Passwords were
-----		-----	
Level 3:	mgb	----	Found by:
-----		-----	
Level 4:	bmh	---	TSM From \/ision
-----		-----	

1.5 prince of persia passwords

01. BRNGBB9 11. 7F39R1B
 02. MRG5L2X 12. H9TZD8N
 03. B6+TWNN 13. 7TXF+9V
 04. 9Z3NRDX 14. H+KX3L7
 05. LQHWTVR 15. GZ9MRZJ
 06. CGKDBZ2 16. 84CPBC6
 07. TH4Q++B 17. QQNL2PV
 08. VXPBY2 18. 4Q7TMHJ
 09. QLL!WHR 19. QHJG!Q7
 10. HWB93WX 20. H8J12+Y

1.6 mario is missing passwords

```

      /  |   )   ___/ )   ___/ )   ___//  _  \___  \
     //  |__//  _)_//  |__/_  _)_//  |.  \  |  \
    //  |   |   |   | :   |  _/   |  ||  \  | :  \
   \___  |___|___  |___|___|___/___/  THE FUCKING WILL OF GOD!
=====\__|=====\__|=====

```

PRESENTS : ALL CODES FOR 'MARIO IS MISSING'

DONE BY : ON 11-06-93 BY T.D.B.'S LITTLE SISTER : ESTHER TERLOUW

```

CASTLE 1: DOOR   1: WILCNCW
          DOOR   2: SVVK6NB
          DOOR   3: DOUJJXO
          DOOR   4: 59C9PBG
          END    : ONWJ3PF

```

```

CASTLE 2: DOOR   1: LPNJPN1
          DOOR   2: XH12NP1
          DOOR   3: XJ8K5F2
          DOOR   4: 690QNLX
          END    : **TQMMK

```

```

CASTLE 3: DOOR   1: DWBD3*R
          DOOR   2: PWLSL2Q
          DOOR   3: DJC2LHQ
          DOOR   4: DTFJN*8
          END    : T*W7L*Q

```

1.7 family tennis passwords

Single

Level Passwords (Player 1 against the Computer)

```

Level 1: xyaaxya
Level 2: ayaaxyay
Level 3: xabayaya
Level 4: axbayxaa

```

Double

Level passwords (Player 1 & Computer against the Computer)

```

Level 1: yabxyaxb
Level 2: byaxyxyb
Level 3: yabxyayb
Level 4: bxbxyxab

```

Double

Level passwords (Player 1 & Player 2 against the Computer)

Level 1: ybaxabxy
 Level 2: byaxayyy
 Level 3: yabxabyy
 Level 4: bxbxayay

Greetings and have fun: Pinhead/Legend!

A special kiss to jetaza/legend 4 helping me playing in The Double Game!!!!
 You Were Great!

1.8 prime goal passwords

Match 1: dead faaa aaae caaa Match 2: elad faba aaae geaa
 aaaa ekba baaa oeea baea ekba baaa hnaa

Match 3: eoad faba eace geae Match 4: goad fabe eage gee
 bbei ekba baaa bgaa fbei ekba baaa ncaa

Match 5: iaad fbbe eige ggee Match 6: jcad fbfe gige ggee
 fbei ekba fkia iiaa fbfi gkbb fkia nmaa

Match 7: jcad fbff fkge ggfe \ End Match!!! Win it!!!!!!!
 fffi gkbj fkia baaa / And See the End Sequence!

Tip: Press B to Choose Every Player You Wanna Be when you Attack or Defend!

Have Fun! Pinhead/[L]egend!

1.9 another world passwords

Stage:

02: htcd
 03: Clld
 04: lbkg
 05: xddj
 06: fxlc
 07: krfk
 08: klfb
 09: ddrx
 10: hrtb
 11: brtd
 12: tfbb
 13: txhf

1.10 aladdin passwords

-- ElItEnDo --

Okay, found these PW's couple hours after the game was released. Don't know

why it was labeled "pre-release" as I finished the whole game without a problem/glitch/freeze. Everything worked fine with my SWC.

ALL the Passwords:

```

Stage 1 (Finished) :   Genie   Abu (Monkey) Aladdin   King
Stage 2           "   :   Jaffar   Abu           Princess  Genie
Stage 3           "   :   Genie   Jaffar           Aladdin   Abu
Stage 4           "   :   Abu     Aladdin        Genie     Princess
Bonus (Cleared)  :   Jaffar   Princess       Aladdin   Jaffar
Stage 5           "   :   Princess Jaffar        King      Princess
Stage 6           "   :   Aladdin Princess       Abu       King

```

Stage 6 PW will get you to Final Battle. Nice game although too Easy.
the Mad Prince [SpecTral Traders]..

1.11 goof troop passwords

```

Level 2: cherries,red diamond,blue diamond,cherries,bananas
Level 3: red diamond,cherries,blue diamond,blue diamond,red diamond
Level 4: bananas,cherries,blue diamond,red diamond,bananas

```

1.12 desert strike passwords

```

Campaign 2: 8z2zh25 \ -----
Campaign 3: 83lh23j \ All Passwords by: N.S.C./Legend!
Campaign 4: wr8j92f / -----
Campaign 5: rgcfgmc /

```

1.13 offroad racer ii passwords

```

1: 0025h8t9p4-kc      2: 002759c47jy01v      3: 071jcxmhk602ly
   tmw#8f2:25nv:      vjhnv4rk$9.t:1        2jop:hrj26-tk3

```

All Passwords by: N.S.C./[L]egend and Regan/Lightning

1.14 b.o.b. passwords

```

Level 1: 171058 -----
Level 2: 950745
Level 3: 472149
Level 4: 672451
Level 5: 272578
Level 6: 652074      All Passwords by: N.S.C./Legend!
Level 7: 265648
Level 8: 462893
Level 9: 583172
Level 10: 743690

```

Level 11: 103928
 Level 12: 144895
 Level 13: 775092
 Level 14: 481376 -----

1.15 nba jam passwords

HELLO.... COOL DUDES OUT THERE!!!

I AM REDEYE!!!

AND I GIVE YOU ALL THE 27 PASSWORDS FOR NBA JAM!! [SNES VERSION]

BUT FIRST I WANT TO GIVE ROMKIDS MANY REGARDS FOR GIVING US
 THIS BRILLANT GAME!! IN JANUARY WHILE THE OFFICIAL RELEASE DATE
 IS MARCH!!! HOW DID YOU DO THAT GUYS!!????

ANOTHER QUESTION GUYS HAS ANYBODY CHEAP 3 D O GAMES!!!
 I LIVE IN HOLLAND AND TO IMPORT THESE GAMES IT COST
 ABOUT \$80 DOLLARS A GAME OFFCOURSE FOR SOME GAMES IT'S NO
 PROBLEM LIKE TOTAL ECLIPSE AND ESCAPE FROM MONSTER MANOR!!
 THEY ARE WORTH IT!! BUT I KNOW SOME PEOPLE COPYING THESE GREAT
 GAMES ON CD PLEASE COME IN TOUCH WITH ME AND GIVE ME A FAIR PRICE
 FOR THE GAMES!!! IF YOU WANT TO COME IN TOUCH WITH ME THEN
 PLEASE LET A MESSY BEHIND ON ONE OF THIS BOARDS LISTED BELOW!!

NOW IF YOU HAVE TO PUT YOU'RE INITIALS IN TYPE E E L
 AND NOW USE THE PASSWORDS!!!

NBA JAM PASSWORDS!!!

1. 4 S F 1 H D 5
V Y 5 D 1 5 L
2. X R C V F J C
S K J C Y 5 L
3. B Q 5 Q H 4 B
Q R 4 5 W 5 L
4. V S D X H 1 Z
T P 1 Y Z W N
5. 4 2 5 Q H 4 B
Q P V 5 W 4 Q
6. X S D 2 F 1 Z
T M R Y Z Z N
7. 2 Q 4 S 5 Z X
P P Q W V B J
8. Q P C Z C J C
S M 3 B Y 4 L

9. Z K Y Y C G 3
J S H 2 P J V
10. S N 5 V 5 4 C
Q F 5 5 W X L
11. 3 R H D 5 K G
X 5 L D 3 P L
12. R K X W C B V
H J C S N 1 S
13. 1 X 5 V C 4 C
Q Q W 5 W 1 L
14. P Q D 2 5 1 1
T N S Y Z R J
15. Y N 4 S 5 Z Y
P Q R R V Y J
16. N C N W B B V
H K Y N N W T
17. X M P Y B G 4
N T K B P 5 W
18. Q 5 S 5 D C X
R R G Z S 1 T
19. Z 3 N W D B V
M T F X J C T
20. N Y 3 D B K G
2 2 N J Y Y M
21. X S R 3 B 2 5
Q 3 X C M Y W
22. Q R P Y D F 4
N P 5 B J Y W
23. Z Y C D D J G
2 G D J X F M
24. N H Y C B G 2
S 1 B D N Y W
25. X Z P R B W P
K R Y W F W T
26. Q B 5 B D D X
1 X G 4 W 1 K
27. Z 5 3 2 D Z W
Z 4 2 3 T 1 K
-

THIS WAS THE PASSWORD LISTING.I PLAYED WITH THE CHIGAGO BULLS

HERE ARE SOME USEFUL TIPS

- * NEVER WALK IN A STRAIGHT LINE OTHERWISE THEY WILL KNOCK YOU OF YOUR FEET!!!
- * TRY TO MAKE DUNKS NO 3 POINTERS!!!
- * ALWAYS TRY TO HIT YOUR ENEMY AS FAST AS YOU CAN AND GIVE HIM NO CHANCE TO PASS THE BALL TO THE OTHER GUY!! MOST TIME THEY WILL PASS YOU AND THEY THROW THE BALL TO THE OTHER GUY BUT HE IS THEN ALLREADY IN THE CIRCLE AND SCORES ONLY TWO POINTS IF YOU ARE WAITING TILL THEY ARE IN FRONT OF THE CIRCLE THEY ALMOST TRY TO MAKE 3 POINTERS.

NOW THAT I HAVE REACHED THE END OF THIS COOL GAME I THINK THAT I GIVE BRETTHULL HOCKEY A TRY!!
THIS GAME LOOKS FINE I HOPE IT PLAYS AS WELL AS NBA JAM!!!
MAYBE I WRITE THE PASSWORDS ALSO OF THAT GAME WE WILL SEE IF IT'S WORTHY!!!

GREETES FLY OUT TO

ANTHROX, TRSI, ELITENDO, CYBERFORCE, ROMKIDS, LEGEND!!! AND ALL THE OTHER COOL CONSOLE DUDES WHICH ONLY LIVES FOR THE CONSOLES!!!

SEE YOU!!!!!! AND DON'T FORGET TO CALL ONE OF THIS COOL BOARDS!!!
AND IF YOU HAVE COPIED 3 D O GAMES PLEASE CALL ME!!! ALSO ON THESE BOARDS!!!

```

|-----|
|
| CONSOLE CAT [ANTHROX DUTCH HQ]          +31-10-4517700 (RINGDOWN) 2ND|
|
| BOONROCKS [TRSI DUTCH HQ]              +31-(0)-548-040-653          |
|                                          +31-(0)-548-021-716          |
|
| RED OCTOBER [INDEPENDANT]              +31-10-4165552 (RINGDOWN) 3ND|
|
| 7TH HEAVEN [CYBER FORCE]                +31-70-3815656 (RINGDOWN) 3ND|
|
| MYSTICAL PLACES                        +31-10-4779567              |
|                                          +31-10-4774218              |
|                                          +31-10-4772519              |
|-----|

```

1.16 tetris & bombuzal cheat

To Skip Levels just push L and R and Select on joypad 2 on the difficulty select screen. Try this cheat on bombbliss and you'll go always to level 60 which is the end level!!! Cool or what???????????????

Greetings Pinhead/[L]egend!

1.17 super starwars mega-cheat

Super StarWars Mega-Cheat

 On the title screen press A,A,A,A,X,B,B,B,B,Y,X,X,X,X,A,Y,Y,Y,Y,Y,B.
 After entering this code should hear a Jawa yell. Now you able to choose
 between all 3 charcters. But if you press L & R buttons on your second
 controler during the game then you'll come in the game debug menu!
 In this menu you can can choose: the levels, areas, and how many lives
 you want, and which weapon you wanna blast your enemy with. Also you can
 finish the level during the game when you press start on your second
 joypad. Also you can make yourself invisible by pressing A,B,X,Y and
 Select. (Do this on your second joypad!)

Super StarWars Action Replay Codes

 7e08 fb03 -- unlimited lives
 7e0a 7920 -- unlimited energy
 7e08 7224 -- always have a jet
 7e08 6e00 -- no need to kill jawas
 7e01 1c0x -- you can choose your difficulty of your level
 7e0a 7924 -- unlimited health
 7e09 6ff1 -- unlimited time
 7e08 7224 -- unlimited fuel.
 7e09 850x -- choose weapon .. just change the x any time...
 0 = blaster , 1 = flame , 2 = seeker , 3 = rapid , 4 = plasma
 7e08 7664 -- invincible in Death Star trench

1.18 cybernator cheat

Press on the Game Start/Options Screen the Up and the L and R
 Buttons. Press Start and cheat will work. You now have unlimited continues!

Greetings Pinhead/[L]egend!

1.19 roger clemens mvp baseball password

Just enter at the password screen: lzfmjy rbzvjs fy7wfx 6cbbn5
 This password will guarantee you the pennant without a lot of effort!
 You will be the Minnesota Hounds! You'll be an incredible 33 games
 ahead of the opposition and automatically win the pennant!

1.20 pop and twinbee cheat

When Ya See the Options Screen Press Up,Left,Up,Left,Up.Left,Left
 Left,Right,Right,Right,Down,Left,Down,Left,Down,Left,Down,B.
 Pfff a long one but now you'll play the easy game of Pop & Twinbee so you'll
 win now!??? Greetings Pinhead/[L]egend!

1.21 super james pond jr. cheat

To find a secret room in this game you must go all the way to the right of the screen, jumping over door along the way. When you reach the last tower jump up the small platforms leading to the roof, and then run left on the roof all the way until you go inside the tower itself. Find the room!

1.22 mechwarrior cheat

Choose "start game" from the title screen. highlight the 3rd option on this screen, and press the B button. On the next screen choose what ya want and exit. the previous screen will appear again, except there will be a new option on the left. Choose it and your mech and go into the game. At this point press start to pause the game and then press in this order a, l, l, y, a, l, l, y you must now see the word INVINCIBLE. Your mech is now invulnerable to any harm!

1.23 wwf royal rumble cheat

When you first turn on your SuperNES, ya will see a legal screen. As soon as it begins to fade, take joypad 1 and press b then y when ya hear a voice say UGH you will have a super punch... beat your foe with 2 punches!

Tip 2:

On the player selection, press the top l button to stop the wwf logo in the background from moving. Hold the top l and r buttons without making logo move again and press select. Move through the selection screen to find your twin to either fight himself or be his own tag team partner!

1.24 street combat cheat

It's a lame ripped game but if ya wanna have 50 credits in this then just do this. At the title screen, move to the options selection and press start. At the option mode screen, move the pointer to the credit option. At this point press select button 10 times. Your credits will suddenly be increased to 50! Exit the screen and start your game with 49 credits liet in the bottem right hand corner of the screen!

1.25 super pang cheat

Press on ya first joypad l, r, r, l, up, down. Now you'll see in the middle of the screen a number. You can change that number now. Why change it?? Well, because you have now the option to choose any level ya want to play.

1.26 turtles in time cheat

Press at the title menu with your second joypad up, up, up, down, down, down, b, a, b. After this you must hear some noise. Start the game now and pick a turtle. After that you must see a screen with the 11 big bosses. Now ya can play one of them. (Cool??) I donno.

1.27 old games cheats ii (german)

Zunächst einmal ist hier der allgemeine "Konami Cheat".

Dieser lautet wie folgt: oben, oben, unten, unten, links, rechts, links, rechts, B, A.

Die Wirkungen:

Spiel	System	Wo anzuwenden	Effekt	Veränderung
Gradius3	SNES	Im Pausenmodus	Volle Bewaffnung	links, rechts = Tasten L,R
Parodius	SNES	Optionsmenü	8.Schwierigkeitsgrad	-

ARCANA

Wer die Level anwählen will drückt folgende Kombination im Titelbild:

unten, Select, X, Y, Select, Select, L, R, Select, Select, links, rechts und schließlich oben eingeben. Als Abschluß A FÜR KAPITEL 2, B FÜR KAPITEL 3, X für Kapitel 4 und Y für das letzte Kapitel.

AUGUSTA GOLF

Drückt jedesmal, wenn ein Schlag im Turniermodus mißlingt, einfach auf RESET und spielt mit Continue weiter. Haltet Ihr nämlich RESET bereits gedrückt, noch bevor der Ball den Boden erreicht, könnt ihr so den letzten Schlag wiederholen!!!

CASTLEVANIA 4

Wer bis jetzt noch nie alle Level dieses Spieles gesehen hat sollte folgende Codes probieren:

Gebt sie unter dem Namen "Gerhard" ein.

A = Axt

H = Herz

W = Weihwasser

/ = leerstehend

LEVEL2:	A//H	LEVEL 6:	W//H	LEVEL 10:	W//H	LEVEL 14:	W//A
	A//H		AW/H		AH/H		AA/H
	/A//		/H/A		//H		/W//
	WH//		W///		AW//		/HA/

LEVEL3:	W/// A//H /A// H///	LEVEL 7:	W//W AH/H ///W /A//	LEVEL 11:	W/// A//H /A/H HH//	DRACULA:	W//A AW/H /H// /HA/
LEVEL4:	W//A AW/H /H/A ////	LEVEL 8:	W//H AW/H /H/W WA//	LEVEL 12:	W//A AH/W //H HH//		
LEVEL5:	W//H A//H /A/A W///	LEVEL 9:	W/// AW/H /H/W HW//	LEVEL 13:	W//A A//H /A// /HA/		

DARIUS TWIN

zu 49 Schiffen kommt ihr, wenn ihr im Titelbild die Buttons L und R von Joypad 2 drückt und gleichzeitig Select und Start auf Joyoad 1 betätigt.

DINOSAURS

Hier sind alle Levelcodes zu diesem witzigen Jump and Run Game:

2. HS1HHEWMXNCN
3. X4HXQ4ESOKU1
4. HCOVDEWYXFVN
5. H1SODEWGXV4N
6. H1SHTEWUX4Z3

FINAL FIGHT

Drückt während des Titelbildes den linken Taster und Start. Ihr befindet euch nun in einem Menü, in dem ihr unter anderem den Schwierigkeitsgrad und die Anzahl der Leben verändern könnt.

F-ZERO

Für die Rennstrecke "Port Town II" gibt es eine exquisite Abkürzung!!! Steuert, nachdem ihr die Ziellinie passiert habt, mit dem "Super Jet" stark nach links. Kurz bevor ihr die Sprungschanze erreicht, müßt ihr den Jet aktivieren, flink nach rechts steuern und auf die gegenüberliegende Seite der Strecke fliegen!!!

Sicher habt ihr euch schon gewundert, wieso man die Strecke von Seite 10 der

Anleitung nicht angucken kann!!! Hier kommt die Lösung des Problems:

Es ist die Strecke "RED CANYON 2" in der King League. Um dorthin zu gelangen muß man auf der Geraden , nach der letzten Sprungschanze, den Super Turbo einsetzen und weiter geradeaus fahren. Ihr werdet in der vor Euch erscheinenden Barriere eine weitere Schanze entdecken. Drückt euer Steuerkreuz nach unten, um weiterspringen zu können. Nun müßt Ihr den auftauchenden roten Pfeil als weitere Sprungschanze benutzen, um wieder auf die Strecke zurückzukehren. Hierbei müßt ihr auch das Steuerkreuz nach unten gedrückt halten.

Um einen beschleunigten Start hinzulegen einfach den roten Wagen wählen und beim Start beschleunigen und gleichzeitig nach rechts vor das nächste Fahrzeug steuern. Nun bekommt man einen kräftigen Beschleunigungs-Stoß von hinten. So ein Start funktioniert auch mit anderen Fahrzeugen, ist dann aber nicht so effektiv.

HYPERZONE

Soundmenü gefällig???

Haltet im Titelbild einfach beide seitlichen Taster gedrückt und betätigt START!!!!

F1 ROC

Um die satte Summe von \$10000 auf Eurem Konto zu verzeichnen, müßt ihr euch lediglich als "Setausa" ausgeben.

Gradius III

Startet das Spiel ganz normal und begeben euch in den Pausenmodus. Drückt hier das Joypad zweimal nach oben und zweimal nach unten. Jetzt gebt ihr auf den beiden auf der Pad-Rückseite angebrachten Tasten hintereinander links, rechts, links, rechts ein. Zum Abschluß drückt ihr die Taste B, danach Taste A und nehmt Euren Feindflug wieder auf. Wenn alles funktioniert hat, dann steht einem nun voll Bewaffnung zur Seite!!!!

WARNUNG!!!!1

Man sollte nicht den üblichen Konami Cheat (links, rechts, etc.) eingeben, denn sonst wird ein unangenehmer Selbstzerstörungsmechanismus aktiviert.

Kurz vor dem Endgegner des zweiten Levels ("Blasenlevel") müßt ihr scharf nach unten abbiegen. Dort befindet sich eine Öffnung. Achtet beim hineinfliegen auf die Gegner, nicht jedoch auf das zweite Loch (am oberen Rand des Spielfeldes).

Man sollte im 1P-WeaponSelect, Edit-Mode von Gradius3 die Feuertasten

x,y,x,y,x,y drücken.

Wenn ihr im Titelbild den X-Knopf 16mal drückt,erhaltet ihr bis zu neun Credits. Falls ihr im Titelbild wiederum das Steuerkreuz nach links gedrückt haltet und die A-Feuertaste dreimal betätigt,besitzt ihr 30 LEBEN!!

Einen Reset per Joypad gefällig???

Einfach die Buttons L und R sowie START(RUN) gedrückt halten,dann SELECT.

Kleine DEMO gefällig??

Probiert mal gleich nach dem Einschalten der Konsole Knopf A zu drücken, und bis zum Beginn der DEMO gedrückt halten.

JOE & MAC

Soviele Extraleben wie ihr wollt???

Kein Problem mit folgenden Cheats:

Wenn ihr in einem Level seid wo es ein Extraleben gibt,solltet ihr es euch holen,das Level verlassen und wieder dorthin zurückkehren.Sammelt das Leben ein zweites Mal ein und drückt gleichzeitig START und SELECT um das Level zu verlassen. Wiederholt das Spielchen so oft ihr wollt...

Falls euch das zu umständlich ist probiert folgenden Trick:

Sammelt einen Schlüssel ein und begeben euch zum ersten blauen Punkt auf der Landkarte. Sobald ihr in dieser Bonusrunde seid,müßt ihr alle herunterfallenden Fleischstücke fangen. Danach plumpst ein Extraleben auf euch herab. Fangt es NICHT auf: Für diesen verzicht werdet ihr mit vier weiteren Extraleben belohnt - die tauchen statt dessen auf und sollten von euch eingesackt werden.

Falls ihr im letzten Level im Inneren des Dinosauriers den Löffel abgebt, solltet ihr auf der Karte zum letzten Level zurückgehen und gleichzeitig START und SELECT drücken. Nun seid ihr wieder im Inneren des Monsters. Falls ihr in den Levels 8 und 9 die roten Eier knackt und darauf achtet,daß sich in diesem Moment kein Gegner auf dem Bildschirm befindet,gelangt ihr in versteckte Spielrunden!!!!

LEMMINGS

Hier sind alle Codes für den Tricky Mode:

2. MGQZMGG
3. LXSFDXB
4. ZRVXBWQ
5. GJWDHMG
6. DJCQQZT
7. JHSVCQL
8. RCHFGNN
9. BJWVRCQ
10. RFPZFBJ
11. JKJBRMQ
12. MZDCDTC

13. ZVMQKXB
14. ZZRHJPL
15. JFLKJPX
16. JQXRNGJ
17. WFBVHQT
18. KWVBVJP
19. TTKLKZT
20. NNEFFQPV
21. ZNXBKMP
22. QSLQWTJ
23. BGFVMFR
24. PQZWDMK
25. SBCMSJS
26. BDGQRNX
27. XPPBQWL
28. JHQSPRH
29. GCLKJMQ
30. SRWGXMZ

MAGIC SWORD

Geht im Options-Menü auf Exit, haltet auf dem zweiten Pad den linken Taster und den Startknopf gedrückt und betätigt dann auf dem ersten Pad den Startknopf. Und schon dürft ihr ein Level anwählen und startet mit voller Energie.

PILOT WINGS

Hier sind die Paßcodes für alle Flugschulen:

0. 000000
1. 985206
2. 394391
3. 520771
4. 108048
5. 400718
6. 773218
7. 165411
8. 760357
9. 882943

PARODIUS

Hier sind ein Haufen Joypad-Kombinationen für Parodius:

Eine Option:

Im Pausenmodus oben, oben, unten, unten, links, rechts, links, rechts, X, X, B, B, Y, A, Y, A.

Volle Ausrüstung:

Im Pausenmodus B, B, X, X, A, Y, A, Y, oben, links.

Unverwundbarkeit:

Im Pausenmodus L, R, oben, X, rechts, A, links, Y, unten, B, A, Y, A, Y, R.

Drei Smartbombs:

Im Pausenmodus X, X, X, B, B, B, Y, Y, Y, A, A, A, L, R.

Alle Cheats löschen:

Im Pausenmodus oben, oben, unten, unten, L, R, L, R, B, A.

Selbstzerstörung:

Im Pausenmodus oben, oben, unten, unten, links, rechts, links, rechts, B, A.

Achter Schwierigkeitsgrad:

Im Optionsmenü oben, oben, unten, unten, links, rechts, links, rechts, B, A.

Levelanwahl:

Im Optionsmenü oben, rechts, unten, links, X, A, B, Y.

Eine witzige Spielerei:

Wenn der Vorspann mit den Pinguinen beginnt, haltet in Richtung oben, und Taste L gedrückt und betätigt fünfmal B, fünfmal Y und fünfmal A.

Wartet bis der rote Octopus aus der Leinwand kommt und drückt die Tasten A und Y gleichzeitig. Schon könnt ihr das Ding bewegen, verkleinern, und vergrößern.

SIM CITY

Hier ist ein kleiner Trick, wie man die Kasse auf \$999,999 erhöht!!!! Gebt bis zum Dezember alles Geld aus, was Ihr besitzt (Kontostand \$0). Reduziert alle Fonds und die Steuern auf 0 %. Im Dezember erscheint der Steuerbildschirm. Haltet nun die L-Taste gedrückt und verlaßt den Steuerbildschirm wieder. Immernoch die L-Taste gedrückt, geht Ihr nun wieder auf das Steuermenü und erhöht alle Fonds auf 100 % und die Steuern auf 7 %. Wenn ihr den Bildschirm jetzt verlasst, seid ihr reich. Ihr könnt nun beliebig viele Flughäfen, Atomkraftwerke und Fußballstadien bauen. Über letzteres freuen sich die SimCityiens besonders.

STREET FIGHTER II

Mit dem folgenden Cheat treten zwei gleiche Spielfiguren gegeneinander an:

Vor Beginn des Spiels drückt ihr im Capcom Logo unten, Knopf R, oben, Knopf L, Y, B, X, A. Den letzten Button müßt ihr zusammen mit dem Ausklingen des Capcom-Jingles betätigen. Auf diese Weise verschafft ihr euch CHAMPION EDITION Verhältnisse: Gegeneinander-Matches mit zwei gleichwertigen Figuren sind nun kein Problem mehr.

Hierfür gilt derselbe Cheat wie bei Super Contra

SOLISTICE

SUPER CONTRA

Wer gerne 30 Leben hätte, der drücke einfach im "Player Select-Screen" rechts, unten, rechts unten, rechts und Start.
Der letzte Teil der Tastenkombination einer 90-Grad Drehung des Steuerkreuzes mit gleichzeitigem "START" Betätigen, während Ihr nach rechts drückt. Um das Level anzuwählen, vollzieht die gleiche Prozedur. Jetzt jedoch nach links drehen anstatt nach rechts: links, unten, links unten, links und Start gleichzeitig. Dieser Vorgang sollte recht schnell gehen, und schon beginnt ihr mit 30 Leben und im gewünschten Level.

Hier ist die Komplettlösung für dieses Klasespiel:

LEVEL 1:

Waffe: Schnellfeuerwaffe

Taktik: Die Feuerbälle im zweiten Abschnitt lassen sich abschießen.

Panzer: Wenn man kurz davor steht mit C- oder L-Waffe feuern.

Riesen-Alien: Ganz unten links postieren und mit dem C- oder L-Schuß in das rote Herz schießen. Bei Gegnerschüssen schnell in die Mitte der Plattformen springen und wieder zurück.

LEVEL 2:

Waffe: H-Waffe

Taktik: Den Punkt links oben als Startpunkt wählen. Geduckt (B-Knopf) auf die Monstergeneratoren schießen.

Kreisel-Roboter: Zuerst die Kanone abschießen. Wenn er anfängt sich zu drehen, schießen und von der Rotation gebrauch machen. Zwischen H- und B- Waffe wechseln.

LEVEL 3:

Waffe: F- oder H-Waffe

Taktik: An der "Hangel"-Stelle nach rechts drücken und schießend springen.

Bohrroboter: Direkt rechts außen hängen und mit dem Flammenwerfer oder Homing Missiles feuern. Die danach abgefeuerten Raketen abschießen. Nach seinem Abgang an die Wand springen und zwischen den Beinen des Ungetüms entlang laufen. Ist er verwundbar, ständig anlocken, ausweichen und schräg auf ihn schießen (A-B-A).

Der C- Schuß ist hier angebracht.

Fliegender Robo: Links unten in der Ecke warten, bis der rote Punkt frei wird. ↔
Danach

mit dem flächendeckenden S-Schuß Gegner und Punkt beschießen.

Die zwei Roboter: Von links nach rechts entlanghangeln und H-,C- oder L-Waffe ↔
benutzen.

Vorsicht vor dem springenden Roboter. Springt er, schnell nach ↔
links

oder rechts Verlieren sie Ihre Beine sofort in die Mitte der ↔
Decke.

Riesenroboter: Zuerst ganz unten von der Mitte schießen. Den Laserstrahlen durch ↔
im Kreis

laufen und hangeln ausweichen. Etwas weiter rechts unten auf den ↔
Feuer-

strahl warten und wieder kreisend ausweichen. Dann oben unter der ↔
Decke

(genau in der Mitte) stehenbleiben, auf die Bomben warten und dann ↔
schnell

fallen lassen und ducken.

LEVEL 4:

Waffe: C- und L-Schuß

Taktik: Anfangs im vorderen Bildschirmdrittel mit der C- Waffe die Flieger ↔
abschießen.

Gelegentlichen Schüssen ausweichen. Wird man danach vom Panzer und und von ↔
dem

Jetpack-Piloten angegriffen, so schießt man von ganz links nach schräg ↔
oben

(beim Panzer geradeaus). Die Raumschiffwaffensysteme lassen sich ↔
abschießen.

Laufroboter: Links unten stehenbleiben und schräg nach oben schießen(mit dem R- ↔
Taster).

Hubschrauber: Zieht sich der langarmige Geselle hoch, so solltet ihr kurz ↔
hochspringen.

Ansonsten fleißig auf den Burschen ballern.

Raumschiff: Um diesen Gegner zu besiegen, sind zuerst die Schutzschildgeneratoren ↔
zu

zerstören. Von links unten(immer von der unteren Rakete) auf den ↔
unteren

und von ganz oben links auf den oberen Generator schießen(oberste ↔
Rakete

und springend schießen). Ist das Schutzschild zerstört, immer in die ↔
Mitte

schießen (von der linken Mitte).

LEVEL 5:

Waffe: S-Schuß

Taktik: Startpunkt wieder links oben wählen. Den Drehfeldern mit dem L- oder R- Taster ↔
entgegenwirken. Vorsicht! Die Brücken brechen bei Beschuß zusammen.

Ungeheuer: Ihr solltet es permanent umlaufen und dabei ständig auf das Auge feuern ↔
.
Schaltet sich das Drehfeld ein, neutralisiert man die Bewegung genau ↔
dann,
wenn das Auge im Fadenkreuz liegt (L-Taster), H- und C-Waffen sind ↔
empfehlens-
wert.

LEVEL 6:

Alien1: Auf die unterste Plattform stellen und einfach mit der S- oder F-Waffe ↔
drauflos-
ballern.

Herz: Erst eine Bombe lassen, dann neben die Pflanzen legen. Sind die Pflanzen weg ↔
, schießt
ihr von der Stelle wo die Pflanzen waren ,aus nach oben (S-Schuß).

Kreabben-Alien: Greift es an, springt Ihr auf dessen Beine und schießt danach auf ↔
das
Gesicht. Jetzt nur noch auf die Lasersalvenachten.

Stahldrache: Zuerst nur zwischen oben rechts und unten rechts pendeln und mit ↔
einem
Schrägschuß (C-Waffe) auf den Kopf schießen. In der "Beam"-Phase lockt
ihr den Vogel auf die Mitte der rechten Seite und klettert dann ↔
sofort
nach unten, um ein paar Raketen auf den Kopf loszulassen (C-Schuß).

Endgegner: Mit dem C-Schuß von links unten aus den Arm abschießen. Danach von ↔
ungefähr
der Mitte den anderen mit Schrägschüssen niedermetzeln. Nun mit dem ↔
Standard-
schuß alle Angreifer und die Augen sowie das Gehirn bearbeiten.

Gehirn: Hier gibt es acht verschiedene Phasen:

Augen: Stellt Ihr euch ganz nach links und schräg schießend hin, seid ihr relativ ↔
sicher.

Wurm: Hier legt ihr euch an die Stelle, an der der Wurm nach oben schlängelt.

Beine: Am Rand stehenbleiben und springend auf das Gehirn feuern.

Dornenklötze: Ihr solltet das Risiko eingehen und immer unter dem Gehirn mitlaufen ↔
sowie
fleißig Bomben einsetzen.

Knochenfalle: Fangen sie an sich zu drehen, setzt man sofort die hoffentlich ↔
vorhandene
Bombe ein. Ansonsten mit S-oder F-Schuß ballern, was das Zeug hält.

Wanderkugeln: Schießend über die Knochen springen, ein kleines Stück mitlaufen und ←
dann
über die nächsten springen.

Hirnwahl: An den Rand stellen und unablässig feuern.

Kugeln: Ihr stellt euch nach oben schießend unter das Gehirn und weicht den Kugeln ←
so gut
wie möglich aus. Wird's eng, darf sich auf den Boden gelegt werden. Nun ←
zieht
sich das schon besiegt geglaubte Gehirn einen Panzer

1.28 old games cheats iii

Spankey's Quest

Level Codes: level 2:1000 - Level 3:2732 - Level 4:3354 - Level5: 4116
Level 6:5988 - Level 7:6470

Addams family: When you enter the addams mansion in the bottom left
corner right under the staircase push up to reveal a hidden
doorway full of surprises.

Turtles: For changing the tune/noise until you come across one called
in Time! staff.. start any new song by hitting the b button or the y!

Smash TV: Press on the 1/2 player skill screen right,right,up,down,r
and l. Then start the game as normal and you should have
choice of rounds, alternatively you could press l,r,l,l,
and r and up for some extra lives and stuff!

1.29 shadowrun docs

Psst... hey, chummer--need a little extra 'cred? There's always
room for another runner in the sprawl, but experts need apply. It's
a nasty world out there and Shadowrunner wannabes are just waitin' ta
get geeked. Still interested? Then stick around--things are about ta
heat up, and there's plenty of nuyen waitin' where the action is.

Welcome to the streets of Seattle, more than 50 years in the future. A
lot has changed in the last half-century. Most of it for the worse.
Arcologies the size of small cities house the giant Megacorps and their
employees, who, for the most part, live a pretty safe and routine life.
The real action takes place on the streets below--in the shadows. For
the right amount of nuyen, you can buy adventurers-for-hire, called
Shadowrunners, to do anything.

The shadowrunners range from cutting-edge cyborgs to spell-casting
mages, some of whom aren't even human. In fact, Metahumans have
played a huge part in this world since the "awakening" years ago, when
magical beings such as elves, trolls, dwarves, and orcs began to
struggle between magic and technology, a balance that the world
desperately fights to maintain.

In Shadowrun, you take the role of Jake Armatage, a runner with amnesia who must put the piece of his own mystery together to stay alive. You'll find help along the way, but never put your trust in anyone--you can never tell who's already been bought and paid for.

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PAGE 2

STARTING THE GAME

1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.
2. Insert the Shadowrun Game Pak, label facing front, in the System slot.
3. Turn on the system by sliding the POWER bar toward the Game Pak slot.
4. When the title screen appears, you may either wait for the background story to appear, or press START to access the MAIN GAME MENU.

PAGE 3

GAME CONTROLS SUMMARY

Control Pad

- Moves your character in eight directions.
 - Positions the ACTION GLOVE, the MAGIC GLOVE and the CROSS-HAIR.
 - Positions selection arrow beside options on all game menus.
-

X Button

- Brings up SPELL GLOVE while on the MAIN GAME SCREEN.
- Casts the currently selected spell where SPELL GLOVE is pointed.

Y Button

- Directly brings up the ITEMS INVENTORY sub-menu on the STATUS SCREEN.

A Button

- Brings up the weapon CROSS-HAIR while on the MAIN GAME SCREEN.
- Fires the currently selected weapon at the target in the CROSS-HAIR.

B Button

- Brings up the ACTION GLOVE while on the MAIN GAME SCREEN.
- Activates currently selected action from the ITEM ACTION window.

LEFT Button

- Directly activates EXAMINE action where the ACTION GLOVE is pointed
- SHORTCUT: Flip to the next page of KEYWORDS while viewing the VOCABULARY INVENTORY sub-menu.

START Button

- Press to bring up the STATUS SCREEN while on the MAIN GAME SCREEN.
- Selects options while on the MAIN GAME SCREEN and OPTIONS screens.

SELECT Button

- Brings up the PARTY STATUS SCREEN while on the MAIN GAME SCREEN.

PAGE 4

MAIN GAME MENU

Start New Game

To start a new game, use the CONTROL PAD to choose START NEW GAME from the TITLE SCREEN and press the START BUTTON.

Start Saved Game

Shadowrun has a battery back-up allowing you to save up to two games at one time. To start from a saved game, choose START SAVED GAME and press the START BUTTON to bring up the RESUME SAVED GAME SCREEN. Now choose your saved game using the Control Pad and press the B BUTTON to begin play on that game.

If there is no SAVED GAME stored in a save game slot, the text will appear dim. If there is a SAVED GAME stored in the slots, that game will appear highlighted.

Options

Under OPTIONS, you can program your control pad settings and background sound effects, and choose to play in stereo or monophonic sound.

Control Type : A/B

Use this option to select your control type:

- CONTROL TYPE A : left, right, up, down, on the CONTROL PAD moves your character diagonally on the screen.
- CONTROL TYPE B : Diagonal on the CONTROL PAD moves your character diagonally on the screen.

PAGE 5

Stereophonic/ Monophonic

Use this option to select STEREO or MONO sound output. You only need to select MONOPHONIC if your Super Nintendo Entertainment System has a stereo video connector and your TV or monitor only has a mono connector.

B.G. Music : Full/ Event/ Off

The following is a list of the available background music settings you have to choose from.

- FULL: Background music plays at all times.
- EVENT: Background music only plays during important events, or when you talk to certain people.
- OFF: No background music plays.
- EXIT: Exits back to the TITLE SCREEN

PAGE 6

PLAYING SHADOWRUN

Wednesday, 8:45 a.m. Officially you don't exist. You awake--head throbbing--in a body drawer at the city morgue. Disoriented and confused... you've got to pull it together and unravel a deadly puzzle of mystery, murder and mayhem. You alone can shatter the Mexaplexes with the data locked inside your brain. Survival depends on your wits and you wayward companions. But only high-caliber firepower can help you avoid a return trip to the morgue.

The MAIN GAME SCREEN is where all the action takes place.

Moving

Use the CONTROL PAD to move along streets, through doorways, down stairs, and into buildings and rooms.

Tags

The TAG BOX appears in the lower right corner of the screen to identify the item or character your ACTION GLOVE, SPELL GLOVE or CROSS HAIR is positioned on. In order for an action or spell to have any effect, the TAG BOX for the item or character must appear.

PAGE 7

Action Glove

This yellow glove is used to identify the specific characters and items you wish to examine, talk to, pick up or manipulate in some way. To bring up the ACTION GLOVE, press the B BUTTON. To cancel the ACTION GLOVE, press the B BUTTON again.

Spell Glove

This gray glove is used to target the character or area you want to cast a spell on. To bring up the SPELL GLOVE, press the X BUTTON. To cast the currently selected spell, press the X BUTTON again. If you do not have the magic or do not have the spell selected, the message 'No Spell Selected' will appear. Press the X BUTTON again to remove this message and continue. (see page 23 for more information on how to use magic)

Cross-Hairs

The CROSS-HAIR is used to target enemies when firing a weapon. To bring up the CROSS-HAIR, press the A BUTTON. (see page 16 for more information on how to use weapons)

Item Action Window

The ITEM ACTION WINDOW contains various verb commands you can use with specific character or items.

Doors

Many of the people and items in Shadowrun can be found behind closed doors. To open a door, press the B BUTTON to bring up the ACTION GLOVE, position it over the door until the tag box appears, then press the B BUTTON again to bring up the ITEM ACTION WINDOW. Now select OPEN from ITEM ACTION WINDOW to open the door.

LOCKED DOORS require that you find the correct key to open them. Once you have a key, you can bring up your ITEMS INVENTORY, choose the key and use it on the door.

Items

In order to complete your quest successfully, you will need to pick up and use the various items you find along your way.

To EXAMINE and PICKUP an item, call up the ACTION GLOVE and position it over the item, press the B BUTTON to bring up the ITEM ACTION window, choose the appropriate action word, then press the B BUTTON to enter that command.

Money (Nuyen)

To buy the various weapons and items, and to hire the necessary people to complete your quest, you will need to gather a lot of cash. Nuyen, the currency of the day, can be found in many places, for example when an

enemy is defeated, in many cases they will leave behind nuyen which you can pick up using the ACTION GLOVE.

PAGE 9

Buying & Selling items

In order to improve your chances of survival, you need to take advantage of any items that are for sale.

Should you find interest in an item, you can EXAMINE it from the ITEM ACTION window to learn more about it before buying.

To buy an item, you will have to ASK ABOUT... something in your VOCABULARY INVENTORY in order for the seller to offer you the item for sale. When someone offers you an item, they will ask you whether you want to buy it. To buy the item, choose YES from the YES/NO requester box and press the B BUTTON.

To sell an item to a buyer, bring up the ITEM ACTION window, choose GIVE from the ITEM ACTION window and then move the ACTION GLOVE over the character you wish to sell the item to.

If the character agrees to buy it from you, he/she will offer you money for it. This amount is not negotiable. To sell the item choose YES from the YES/NO requester box and press the B BUTTON.

People

There are many characters in the game you should talk to. Some won't give you the time of day, while others will provide you with very important clues (see TALKING TO PEOPLE on page 30).

Life Meter

Located in the top right corner of the screen is your LIFE METER. The length of this meter is equal to your BODY level. The BODY level dictates the maximum STAMINA points the player can have. The LIFE METER shows the amount of STAMINA POINTS you have remaining.

Each time you suffer from an enemy, you lose STAMINA POINTS. When your STAMINA POINTS fall to 0, you will lose your life. For an exact count of how many STAMINA POINTS you have remaining, press the START BUTTON from the MAIN GAME SCREEN to bring up the STATUS SCREEN or the SELECT BUTTON to bring up the PARTY STATUS SCREEN.

PAGE 10

STATUS SCREEN

When you press the START BUTTON, the STATUS SCREEN appears. The STATUS SCREEN shows your condition and allows you to access your various inventory items.

The main area of the screen lists your ATTRIBUTE LEVELS, the amount of

KARMA and MONEY you have, and which SPELL WEAPON and ARMOR you are currently using (if any).

All INVENTORY items are accessed through the INVENTORY menu. To access an INVENTORY sub-menu, use the CONTROL PAD to move the arrow to the sub-menu you want to view and press START BUTTON. The INVENTORY sub-menu will appear listing all the items you have for the category you chose. If no items exist in the Inventory sub-menu, the arrow will automatically return to EXIT.

To select an item in the INVENTORY sub-menu, use the same procedure described above. To EXIT the STATUS SCREEN and return to the MAIN GAME SCREEN, choose EXIT from the STATUS SCREEN menu or press SELECT to abort out of the STATUS SCREEN.

The Following is a List of Various Items in your Inventory.

BODY

Ranges form level 0-20. Begins on Level 3. The Maximum number of STAMINA points you can have is controlled by your BODY level. For example, if you can have BODY strength of 7, you can regenerate your STAMINA to a maximum of 70 points.

PAGE 11

STAMINA is the number of hits you can take. Each hit you suffer takes off a varying number of STAMINA points. When your STAMINA reaches 0, you will lose your life.

MAGIC

Ranges from 0-20. Begins on level 0. The maximum number of SPELL POINTS you can have is controlled by your MAGIC level. For example, if you have MAGIC of 8, you can regenerate your SPELL POINTS to a maximum of 80 points.

SPELL POINTS are used to cast magic. Even if you have spells, you must have enough SPELL POINTS in order to cast a spell.

STRENGTH

Ranges form 0-6. Begins on level 0. Your STRENGTH level controls which WEAPONS and ARMOR you are able to use. ALTHOUGH you can carry any type of WEAPON or piece of ARMOR, you can only USE a WEAPON or WEAR a type of ARMOR if you have the strength to do so. The various WEAPONS and ARMOR you can obtain and the STRENGTH they require to be used are listed on page 21.

Charisma

Ranges from 0-6. Begins on level 3. Your CHARISMA level controls how many Shadowrunners you can have working for you at one time. At the maximum level of 6, you can hire up to three Shadowrunners to help you on a run.

Karma

Karma is magical energy you can spend in order to upgrade your attribute and skill levels.

Money (Nuyen)

This shows the amount of money you currently hold. This money is shown as nuyen, the currency in the year 2050. (see page 9 for information on how to collect the money).

Spell

This shows the spell currently selected.

Weapon

This shows the weapon you are currently using.

Armor

This shows the armor you are currently wearing. For ARMOR to be effective, you must wear (or USE it, as discribed in the next section) it and not just carry it in your ITEMS INVENTORY.

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INVENTORY SUB MENU

The sub-menus in the STATUS SCREEN provide access to information regarding the various items you are carrying. These sub-menus are divided into the following INVENTORY menus.

Items Menu

The ITEMS INVENTORY sub-menu lists all the items you have acquired during the game. Depending on the item, you can either EXAMINE, GIVE or USE it by calling up the ITEM ACTION WINDOW and selecting the corresponding verb.

Magic Menu

The MAGIC INVENTORY sub-menu lists all the magic spells you have learned during the game.

The LEVEL of each spell is listed to the right of the spell. The number of SPELL POINTS requited to cast the spell is indicated in brackets. From this menu, you can choose your default spell assigned to the X BUTTON.

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Weapon Menu

The WEAPONS INVENTORY sub-menu lists all the weapons you are currently carrying. (see page 17 for weapons detail.)

Armor Menu

The ARMOR INVENTORY sub-menu lists all the armor you are currently carrying. (see page 17 for armor details.)

Skill Menu

The SKILLS INVENTORY sub-menu lists all the skills you have learned during the game. The level of experience for each level is listed alongside each skill. (Increasing the level of a spell increases its power or the period it stays active, and increases the number of spell points it takes to cast the spell. You begin the game with level 1 FIREARMS and COMPUTER skills).

You cannot choose skills from the SKILLS INVENTORY sub-menu. All skills are active as soon as you learn them. But, you can improve your skill by spending KARMA in the SLEEP MENU (for more information see SPENDING KARMA on page 28).

Cyber Inventory

The CYBER INVENTORY sub-menu lists all the cyber equipment you are currently carrying. You cannot choose cyber items from the CYBER INVENTORY sub-menu. All cyber equipment is operational at all times from the moment you have it fitted.

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USING WEAPONS AND ARMOR

Using Your Firepower

To use a weapon, first select it from the WEAPON INVENTORY sub-menu in the STATUS SCREEN.

To fire a weapon, press the A BUTTON to bring up the CROSS-HAIR. position it over the enemy so that their TAG BOX appears and repeatedly press the fire BUTTON. Your weapons (apart from grenades) have unlimited ammunition.

You can find a wide array of weapons and armor, each with its own advantages. You can carry any weapon or armor in the ITEMS INVENTORY at any time, although you will not be able to use it until their STRENGTH ATTRIBUTE is equal to or greater than your STRENGTH required of the items.

Using Your Armor

To use a piece of ARMOR, you must select it from the ARMOR INVENTORY SUB-MENU in the STATUS SCREEN. The ARMOR currently in use (if any) is shown on the MAIN STATUS SCREEN next to ARMOR.

To wear a piece of ARMOR, choose it from the ARMOR INVENTORY and press the START BUTTON.

When you select a WEAPON or piece of ARMOR, it will automatically replace any WEAPON or ARMOR previously in use. The WEAPON or ARMOR previously in use can be selected again from the appropriate

STATUS SCREEN SUB-MENU.

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It is essential you become well armed and well protected in order to attack and defend against the many enemies you will encounter in the world of 2050. Wearing suitable ARMOR can significantly reduce the number of hits you suffer.

The following is a list of the various weapons/armor and their corresponding strength levels:

Weapon Name	Strength	Armor	Strength
Zip Gun	1	Lether Jacket	1
Beretta 101t Pistol		1	Mesh Jacket 2
Colt American L36	1	Bullet Proof Vest	3
Pistol	1	Full Concealable	4
Grenade	1	Partial Body Suit	5
Ares Viper Heavy Pistol		2	Full Body Suit 6
Fichetti Light Pistol		3	
Uzi III SMG	4		
Defiance T-250 Shotgun		4	
Ruger Warhawk Pistol		4	
HK227 Assault Rifle	5		
AS& Assault Cannon	6		

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COMBAT AND SHADOWRUNNERS

A vital part of surviving in Shadowrun is performing well in combat. Although certain hazards exist almost on every street corner, when there is a Shadowrun to be performed, you will need more than just the firepower-- you will need the help of Shadowrunners.

Shooting Innocent People

You should contain your attacks to combat situations. If you shoot characters that are not posing a threat to you, your spirit guide will warn you. If you continue shooting innocent people, an additional message will appear and one point of Karma (if you have any Karma) will be deducted.

Shadowrunners

There are three type of 'Shadowrunners' ready for hire--each with his own size, strengths and weaknesses.

Mercenaries

Mercenaries are always ready for combat and they're usually well armed and wearing some decent armor.

Deckers

Deckers are primarily useful in handling trips into the Matrix. They also usually carry a firearm and armor.

Magic Users

Magic users rarely carry a firearm--they cast POWERORBS by default. With Magic Users, you can tap into their SPELL POINTS and SPELL INVENTORY and cast some spells they may not have knowledge or SPELL POINTS to use.

PAGE 18

Hiring Shadowrunners

To hire a Shadowrunner, you must obtain and use KEYWORDS in your VOCABULARY INVENTORY in order to ask them to join you. Once a Shadowrunner has agreed to come on a run with you, they will follow you just about anywhere.

There are certain places however, where the Shadowrunners will not enter, preferring to stand guard outside for you. When a Shadowrunner leaves, he'll indicate that he's fulfilled his contract and disappear. He'll return to where he was first hired, where you can then re-hire him if you need to.

Controlling Your Runners In Combat

When you first enter a screen containing combat, the Shadowrunners will spread out and take up vantage points. They will also decide on which enemy they will target and begin firing.

While in combat, you can control your actions, and those of the Shadowrunners you have hired. Although each Shadowrunner has artificial intelligence controlling where they will stand, who they will

attack and with what weapon, you are able to force your Shadowrunner to perform in a certain way.

To control a Shadowrunner, press the B BUTTON, move the ACTION GLOVE over the character you wish to control and press the B BUTTON again. An ITEM ACTION window will appear allowing you to perform the following actions.

Examine

Allows you to examine the Shadowrunner's STATUS SCREEN. This screen looks similar to your screen, although each Shadowrunner is different. Some may not be carrying weapons.

You are also able to look at the SKILLS and CYBER menu of your Shadowrunners in order to learn strengths and weaknesses.

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Talk

To talk to a Shadowrunner, point to them with the ACTION GLOVE, choose TALK from the ITEM ACTION window and press the B BUTTON.

Target

To make a Shadowrunner TARGET a specific enemy, choose the Shadowrunner you require, choose TARGET from his ITEM ACTION window and then move the ACTION GLOVE over the enemy you wish them to TARGET and press the B BUTTON.

This option only appears in the middle of a combat situation. TARGET allows you to force a Shadowrunner to target a specific enemy. This is useful if more than one enemy appears on the screen and the one chosen by the Shadowrunner attack the weaker enemies.

Move To

To MOVE a Shadowrunner to a specific location, choose the Shadowrunner you require, choose MOVE TO in his ITEM ACTION window and then move the ACTION GLOVE to the position you want them to MOVE TO and press the...

This option only appears in the Middle of a combat situation. Move TO allows you to reposition the location of a Shadowrunner on screen. Although Shadowrunner take up vantage points when there is combat on the screen, you may wish to move them out of your way or move them to somewhere where they are not visible target to the enemy.

By moving them, you may either cause them to change who they TARGET since they may be moved closer to another enemy, or they may be moved out of the enemies' sight so that they do not suffer as much damage.

PAGE 20

Giving Weapons And Armor To Your Shadowrunners

As you improve your weapons and armor in later levels, you may decide that instead of trading it in, you'd prefer to give it to some of your Shadowrunners who may need it. By providing a Shadowrunner with a gun or piece of armor that is better than the one they had, you can decrease your combat time and reduce the amount of healing or resting required to keep that Shadowrunner alive. You must be sure however, that the Shadowrunner you wish to give the item to has the strength to use it.

Healing Runners

Just as you will lose HIT POINTS during COMBAT, so will your Shadowrunners. After each major combat, you will need to check your STAMINA level, and that of each of your Shadowrunners, to ensure they can stay alive through another combat situation.

To check the status of each of your Shadowrunners individually, you can move the ACTION GLOVE over them and choose EXAMINE from the ITEM ACTION window, or you can view a summary of all the members of your party including your character by using the PARTY STATUS SCREEN.

If a Shadowrunner's STAMINA POINTS are close to zero, you may want to increase them by HEALING the Shadowrunner. This can be done either through your magic or a magic user that was hired.

You may have to go through long combat situations where you might not find a bed or be able to return to one. In this event, it is sometimes wise to hire a good magic user who has HIGHER MAGIC ability in order to HEAL your party SLAP PATCHES can also be used to HEAL your party although these must be bought and cannot be regenerated like SPELL POINTS.

PAGE 21

PARTY STATUS SCREEN

To bring up the PARTY STATUS screen, press SELECT while on the MAIN GAME SCREEN.

When you've hired some Shadowrunners, the PARTY STATUS screen can save you time by allowing you to view the STAMINA POINTS and SPELL POINTS for all your party members including your own character.

Your Shadowrunners will be listed in the order in which they are following you. If a Shadowrunner is defeated, the space they occupied in the list will be erased and filled by the remaining Shadowrunners.

The PARTY STATUS screen should be checked after combat situations in case any member of your party is close to losing all his STAMINA POINTS and is in need of HEALING or REST.

In order to check your own character's STAMINA and SPELL POINTS, you may also call up the PARTY STATUS screen when you don't have any Shadowrunners hired.

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USING YOUR MAGIC

Casting Spells

You begin the game without any magical ability. Once you have met the demands of your spirit guide, you will then be granted magic and be able to learn different spells. Your spirit guide will also provide you with clues as to what talisman items are required for each spell.

Spells can only be learned once you have collected the talismans required to cast them. You must then return to your spirit guide with the items in order to be granted the spell.

When you first learn one of the six spells available, it will appear in your MAGIC INVENTORY sub-menu. Next to each spell is the level of the spell and the number of SPELL POINTS it takes to cast the SPELL. Attempting to cast a spell when you have insufficient SPELL POINTS will result in the message "NOT enough spell points" appearing.

The level of a spell is increased by spending Karma (see SPENDING KARMA on page 28).

To cast a spell, press the X BUTTON to bring up the SPELL GLOVE, position it over the enemy so that their tag box appears, and press the X BUTTON again. The same procedure can be followed to cast a protective spell on yourself or one of your Shadowrunner party.

PAGE 23

The Following Is A List Of Various Magic Spells You Can Obtain.

Heal

Cures 5 hit points of STAMINA per level.

Armor

Armor protects you against damage. The time and level depends on the level of the spell. You can only have four ARMOR spells active at one time.

Invisibility

The Invisibility spell enables you to become invisible so you cannot be tracked by enemies (but you can still be hit). The duration of the INVISIBILITY depends on the level of the spell.

Powerball

Powerball is a form of firepower. The strength of the Powerball depends on the level of the spell.

Summon Spirit

Summons a servant of your spirit guide who will attack all enemies on the screen. The strength of the attack depends on the level of the spell. This spell does not need to be targeted at an enemy since it attacks all enemies on the screen. You can only cast one SUMMON SPIRIT spell at a time.

Freeze

This spell freezes an enemy in a cocoon of ice. The duration of the freeze depends on the level of the spell. You can only have four FREEZE spells active at one time.

Spell Limitations

You cannot cast an offensive spell on a character that is not an enemy. Other magic users, however, do not have this limitation since they are not under the guidance of your spirit.

Combining Spells

You can combine magic spells for greater effect--you may decide to use a FREEZE spell on an enemy before attacking them with an offensive spell such as a POWERBALL or a weapon.

PAGE 24

SKILLS

You can learn and improve your skills so you can meet your quest. You begin the game with two skills (Firearms & Computer), both at level 1 experience. When a new skill is learned, it begins at level 1, but can be

raised up to Level 6 using Karma (see Spending Karma on page 28).

The Following Are The Skills You Can Learn:

Leadership

In order for the Shadowrunners you hire to stay with you through the dangerous times, you will need to be a good leader. Shadowrunners will fight more adversaries before terminating their contract if you have good leadership skills. Once the Shadowrunner leaves, he/she will tell you they've had enough and return to the point where you hired him.

Negotiation

The better you are at NEGOTIATION, the less you will have to pay for most things in Shadowrun, including the hiring fees of Shadowrunners.

No haggling is involved in NEGOTIATION. If you have this skill, the prices for items or hire contracts offered to you will be automatically discounted.

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Computer

The higher your COMPUTER SKILLS the less STAMINA you lose when attacked by an IC within the Matrix. When combating an IC in the Matrix, a higher COMPUTER SKILL also increases your chances of defeating the IC (see MATRIX on page 32).

You begin the game with COMPUTER SKILL at level 1.

Firearms

Firearms allows you to defeat enemies quicker and therefore spend less time in combat where you can lose STAMINA. The higher your FIREARMS SKILL, the more accurate your aim is when shooting enemies. Your FIREARMS SKILL will begin at level 1 and can range from up to 16.

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RESTING AND REGAINING STRENGTH

Scattered throughout the city are beds that you can use to rest and regain your strength. You can also save a game while you rest.

To use a bed, walk over to it, position the ACTION GLOVE over it and press the B BUTTON. Choose USE from the ITEM ACTION and press the B BUTTON again and you will climb into bed.

Sleep Menu

Each time you rest in a bed, the SLEEP MENU will appear. While resting, you can save your current progress in the game, SPEND KARMA or select 'EXIT' to replenish your STAMINA POINTS and SPELL POINTS and continue gameplay.

Resting also replenishes the STAMINA POINTS and SPELL POINTS of any

Shadowrunners you currently have hired.

Saving a Game

To save a game, select 'SAVE GAME' from the SLEEP MENU, then choose the save game slot under which you want to save your game and press the B BUTTON.

The save-game slots are called GAME 1 and GAME 2. You will hear a beep to indicate that your game has been saved.

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SPENDING KARMA

Karma is obtained after defeating a certain number of enemies. The more difficult the enemies, the faster Karma will be awarded.

If you select 'USE KARMA' from SLEEP MENU, you will be taken to the KARMA INVENTORY screen. This screen allows you to allocate any KARMA you have been awarded during play to increase your ATTRIBUTES, SKILLS and MAGIC levels.

The amount of Karma you have is displayed on the top left of your KARMA INVENTORY. To allocate Karma, use the CONTROL PAD to point to either ATTRIBUTE, SKILLS or MAGIC and press the START BUTTON. A sub-menu will appear on the right listing the various ATTRIBUTES, SKILLS or MAGIC SPELLS you are able to increase the level of.

Use the CONTROL PAD to choose one and press the START BUTTON to increase it by one level. Karma will be automatically deducted. The higher the level you wish to increase something, the more Karma points it will cost to increase it by a level. For example, if your current FIREARMS skill under the ATTRIBUTES menu is 10, it will cost you 10 Karma points to increase your FIREARMS skill to level 11.

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DIALOGUE WINDOWS

In order to learn about your past and survive your future, you will need to talk to different characters along your quest. While some people will talk to you automatically, in most cases you will have to make the first move.

To talk to another character, point to them with the ACTION GLOVE and then press the B BUTTON.

Now choose 'TALK' from the ITEM ACTION window and you will be presented with DIALOGUE WINDOWS. The screen divides into two areas. The top half contains a picture of the person you are talking to and their dialogue lines. The bottom half of the screen contains your picture and your available dialogue options.

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KEYWORDS

As you progress through the game, you will collect many KEYWORDS. KEYWORDS are specific words you will need to ask characters about in order to gain insight into various puzzles in the game.

When you collect more than VOCABULARY INVENTORY can display at one time, an arrow will appear to indicate that there are more words than can be displayed in the window.

Instead of scolling through the window with the pointer, you are able to flip between pages of KEYWORDS by using the LEFT and RIGHT BUTTONS. The RIGHT BUTTON displays the previous window.

Talking to People

When you first TALK to a person and the DIALOGUE WINDOW appears, the character will greet you with an opening remark. You may then choose TALK from the available options. This provides you with further dialogue lines which are usually general in nature. You should study both of these as they may provide KEYWORDS that you can ask this or other characters about.

To ask the character about something specific, you should choose a word from your VOCABULARY INVENTORY. To choose a KEYWORD to ask a character about, choose ASK ABOUT...from your available options. Your VOCABULARY INVENTORY sub-menu will then appear. Use UP and DOWN on the CONTROL PAD to move through the alphabetically sorted KEYWORDS. When you are pointing at the KEYWORD you want to ASK ABOUT...press the B BUTTON.

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USING THE VIDPHONE

Early in the game you will need to find a credstick. You must use the CREDSTICK on the VIDPHONE on order to operate it.

When using the credstick on the VIDPHONES found invarious locations, you are also able to use the DIALOGUE WINDOWS to talk to the character. These work in exactly the same way as when talking to someone standing close to your character.

To use the VIDPHONE, move your ACTION GLOVE over it and press the B BUTTON. Then choose USE from the ACTION WINDOW. If you have any phone numbers in your dialing directory, these will appear in a DIALING DIRECTORY window. Choose the number you want to dial by using UP or DOWN on the CONTROL PAD and press the B BUTTON to begin dialing.

If the person you are calling answers, the DIALOGUE WINDOWS will automatically appear.

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THE MATRIX

In order to successfully complete your quest, you must master the vast global communications grid known as the Matrix. Cyberspace, as it is

called by those who have been there, allows the user to walk around the vast communications lines without even leaving their bodies.

To do this, they must 'Jack-In' to an appropriate point using the right equipment. A person who Jacks-in to the Matrix is known as a 'decker'.

Jacking into the Matrix allows you to open locked electronic doors, download valuable information and transfer money onto your own credstick.

The Right Equipment

To jack-in, you must first be fitted with a DATAJACK. This thin wire linked to the users brain, is used to send sensory information to and from the Matrix.

Although it is always dangerous jacking into the Matrix, it is especially so if done directly with a DATAJACK. The user will therefore need a cyberdeck.

A CYBERDECK (Matrix Imaging Cybermetic Interface Device) sits between your DATAJACK and the Matrix. Although similar to a 20th century keyboard, a cyberdeck is much more complex. It projects the users persona into the Matrix, allowing them to take on a certain form. When you jack-in to the Matrix, you appear as a miniature version of yourself.

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The Cyberdeck also carries the programs used to attack and defend against ICE (Intrusion Countermeasure Electronics), and has storage capacity to hold and information downloaded from the grid.

Jack-In Points

To jack-in to the Matrix, you will need a suitable entry point. In Shadowrun, this is any computer terminal that is linked to the GRID.

Layout of the Matrix

When you have successfully jacked in , your persona (a smaller representation of your character) will appear standing next to a representation of the terminal they jacked in from. The Matrix will appear as one or more areas of tiles joined by DATALINES. Your persona is able to travel along these DATALINES to get to other areas.

The bottom left corner of the screen contains two status bars. The top bar indicates your current STAMINA level. If this level drops to nothing while in the Matrix, you will be 'dumped' from the Matrix and immediately lose your life. The bottom status bar indicates your STORAGE CAPACITY. When this bar reaches full, you will not be able to download any more data from a DATASTORE, although you will still be able to attack IC's and CPU's. Any attempt to download further data when your storage is full will result in the message 'ERROR: OUT OF STORAGE.'

Nodes

To get to the areas containing the DATASTORES and CPU's which you are after, you must travel along the DATALINES.

At various points along a DATALINE, and especially at junctions, you will cross a NODE. In most cases, you will be able to just pass through a NODE without any problems. Sometimes, however, a NODE may be locked requiring a password to let you through. In order to be allowed through, you will need to find the passwords for these NODES. These can be found by jacking in through other terminals and from other characters. Once you have a PASSWORD, it is stored in your ITEMS INVENTORY as an item. Next time you pass through a locked NODE, if you have the right PASSWORD in your ITEMS INVENTORY, you can pass right through.

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HOW TO PLAY THE MATRIX GAME

When you arrive on a tiled area, you should move carefully. Although these areas contain the DATASTORES and CPU's which are after, they also contain hidden IC's (Intrusion Countermeasure Electronics).

Attacking IC's

To successfully cross these areas, you will have to avoid these IC's or destroy them. In some cases, you will have no choice but to destroy an IC in order to proceed. Fortunately your cyberdeck is running a trace program for narrowing down the location of these.

When you stand on a tile, the program scans the surrounding eight tiles for these programs. If any IC's are detected, a message appears in the top left corner warning you of the number it has found. As you move through the area, by monitoring these messages, you can deduce the possible locations of an IC and either avoid them or attack them.

To attack an IC, face the tile you think the IC is on and press the B BUTTON. If there is no IC present on that tile, combat will fail. You will lose STAMINA points and the message 'COMBAT FAILED' will appear in the top left corner. The amount of STAMINA points you will lose depends on your COMPUTER SKILL level. It is therefore not good strategy to regularly attack tiles which do not contain IC's.

If an IC is present and COMBAT succeeds, the IC will explode and the message 'COMBAT SUCCESSFUL' will appear. You will then be able to walk over the tile without suffering damage.

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If you walk onto a tile containing an IC without destroying it first, you will lose STAMINA and be thrown back onto the tile you came from.

You should improve your COMPUTER SKILL level as you progress through the game since the IC's you will encounter later in the game will be of a higher strength. Attacking an IC of greater strength may take more combat attempts to defeat and will cause you to lose more STAMINA POINTS for each unsuccessful attempts.

Downloading Information From Datastores

To gain valuable information and money to help you on your quest, you should try to download information from DATASTORES. DATASTORES are

represented as WHITE BLOCKS in the Matrix. Once you have fought your way next to a DATASTORE, turn your persona to face it and press the A BUTTON. The information will be downloaded to your storage and the DATASTORE will change in appearance to a transparent block.

When you JACK-OUT of the Matrix, windows will appear to tell you what you downloaded.

Not all DATASTORES contain valuable data and information. The following are the types of things you can find in DATASTORES.

Passwords

In certain areas of the Matrix, you will find areas locked off by passwords protected NODES. To get past these NODES, you will need PASSWORDS which can either be found on people or within the Matrix.

Datafiles

Datafiles containing valuable information are stored in your ITEMS INVENTORY so that you can examine them whenever you want. All DATAFILES have a DF prefix and include the filename as well.

Accounts

Since money is held purely as data, financial accounts containing Nuyen can be transferred to you credstick. Any Nuyen you download is automatically reflected in your character's STATUS SCREEN.

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Trash Data

This is data of no meaning or value to you. Therefore, when you JACK-OUT of the Matrix, it is automatically discarded.

Combatting CPU's

CPU's control certain systems and are vital to your character's progression through the game--attacking a CPU can open electronic doors and elevators and turn off alarm systems and other security devices.

Some CPU's are linked to the IC's protecting them. Therefore, successfully attacking them causes all hidden IC's on the area to be detonated. The area is therefore made safe.

Attacking a CPU is done by turning your persona to face them and pressing the B BUTTON.

Jacking Out Of The Matrix

Jacking out of the Matrix can be done at any time or location while in the grid. To jack out, press the X BUTTON. Your programs will be terminated and you will reappear standing next to the terminal you jacked in from.

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1.30 shadowrun walkthrough

Shadowrun Walkthrough
January 29 1994
Version 1.04

New to this version

New way to make money (kill vampire lots)

Table of Contents

- I. Introduction
- II. Definitions
- III. Walkthrough
- IV. Greg's Comments
- V. Open SR questions
- VI. Some Game Genie Codes

I. Introduction

Hi there, and welcome to the unofficial Shadowrun walkthrough. This information is intended to guide people who either are stuck in Shadowrun, or who have rented it for two days and need to get through it lickety-split.

< WARNING > This file is essentially an ordered list of spoilers. I take no responsibility for ruining your fun.

All of the appropriate stuff is copyright to the appropriate people. This walkthrough was compiled and is maintained by Greg James james@skyler.arc.ab.ca. Any comments or corrections are welcome.

A quick note about me - I don't actually own the Shadowrun cartridge...in fact, I don't even own a SNES. So, if you have a correction, make absolutely sure it's right, because in order to verify it, I'll have to go swipe my girlfriend's brother's SNES and then go rent Shadowrun from the local video store. If it then turns out that you're wrong, I won't be pleased.

II. Definitions

Because making an ASCII map is a huge pain in the ass, this walkthrough assumes that you know where all of the buildings are.

First, we have a list of regions and associated sub-regions. These are all the places that I talk about in the walkthrough. If you don't know what is where, it's up to you to find out.

City Region 1 - Tenth Street station
morgue dark alley
bar your apt. building

businessman's building the Cage
 Glutman's building park + water fountain
 other apt. building cemetery + crypts
 subway station
 City Region 2 - Oldtown station
 caryards arena
 street doc gun shop
 bar shaman shop
 subway station
 City Region 3 - Daley station
 subway station Wastelands bar
 street doc building Rust Stiletto hideout
 hotel Jagged Nails bar
 cemetery + sewers
 R3 Docks
 Matrix Systems Dog warehouse
 octopus warehouse boat launch
 R3 Dark Blade Club
 crypts upstairs
 gun shop
 R3 Bremerton
 forward (left) down
 aft (right) extra-dimensional zone
 R3 Volcano
 Sub-levels 0-4 catwalks
 Drake room
 R3 Aneki Building
 Floors 1-5

Anything encased in square brackets [] is optional. Usually it means extra story context, though it is not necessary to progress in the script.

III. Walkthrough

Here we go!

A. Stuck in this end of town

1. R1 Morgue

Examine slab (Armitage J.)
 Examine torn paper (Warehouse No. 5)
 Get scalpel
 Open fridge door
 Get slap patch

2. Exit R1 morgue, meet punk

Learn Hitmen
 Learn Firearms

3. Follow punk to R1 dark alley

Get and use Beretta
 Kill orc assassin
 Get and use leather jacket

4. Go to alley end, meet Dog's acolyte

Learn Dog

-
5. R1 park gate
Open gate
Get dog collar

 6. Go to room with murdered man (R1 other apt.)
Examine seems familiar...
Examine and get door key (6)
Examine memo (story plot)

 7. Go to your own apartment (R1 your apt. bdlg.)
Use door key
Listen to videophone message (threat)
Open filing cabinet (nuyen)
Get & use shades
Examine ripped note (Sassie's p.n.)
Have a nap

 8. R1 Cage
Talk to bouncer
Learn tickets

 9. R1 bar
Talk to busy man
Learn heal & street doc
Talk to bartender
Ask about hitmen
Learn shadowrunner
Learn firearms (if you haven't already)
Learn hiring & deckers
Learn datajack
Get iced tea

 10. Go to tired patron (R1 bar)
Give iced tea
Talk about tickets
Learn Grinder, Maria, & Lone Star

 11. Go to businessman (R1 businessman's office bdlg.)
Learn shadowrunner (if you haven't already)
Ask about shadowrunners
Learn hiring
Ask about hiring
Learn negotiation
Talk about Lone Star
Buy & use badge
[Ask about firearms, buy grenades]

 12. Empty office in R1 Glutman's bdlg.
Get paperweight

 13. R1 morgue
Talk about Grinder
Open filing cabinets
Get credstick & tickets

 14. R1 cemetery
Shoot ghouls
-

Use scalpel on crypt doors
Examine coffin lids
Use slap patch on indian shaman
Learn shaman
Get & learn magic fetish
Shoot another ghoul
Get ghoul bone

15. R1 Cage
Use credstick on videophone, call Sassie
Learn calls
Ask about calls
Get Glutman's phone number
Talk to secretary
Learn Cage
Give tickets to bouncer
Talk to punk in corner
Learn ghouls
Find Glutman

B. Oh, so this is the rest of the city. I guess I should get some spells.

1. R2 caryards
Talk to people
Learn caryards, matrix, Drake, King

2. R2 arena
The lineup of opponents is: Gang Member, Heavy Dude, Heavy Dude, Mage, Mage, Street Samurai, Ferocious Orc, Gang Leader, Troll Decker, (Replicating) Mage
Talk to arena owner
Ask about negotiation
Pay him 1000Y for negotiation skill 1

3. Leave R2 caryards
Once you have negotiation 3 pay King 2000Y to get out

4. R2 shaman shop
Learn talisman
Get his phone number
Buy stake (if you've got the cash. It will prevent you needing to come back while you've got a sidekick)

5. R2 street doc
(You need 2000Y before starting this sequence)
Ask about datajack
Learn examination
Ask about examination
Oops.
Learn cortex bomb
Ask about Street Doc
Learn about Dr. Maplethorpe

6. R3 subway station
Kill gang members
Learn Rust Stiletto
Get iron key

Encounter Dog acolyte #2

7. R3 street doc (cross the highway, run along sidewalk)

Talk about cortex bomb

Get it removed (2000Y)

Learn head computer & matrix systems

Buy Leadership 1 skillsoft (3000Y)

[Ask about heal, buy slap patches]

8. R1 Glutman's office

Get cyberdeck

Break into computer (1000Y)

9. R3 Wastelands

Kill orc

Talk to bartender, learn ice

Hire Norbert the insane dwarf (hopefully you have Leader 6)

(some people prefer the big orc in the corner)

10. Deal with Rust Stiletto (RS)

Kill RS outside R3 hideout

Use iron key to open door

Kill RS inside, get crowbar

Kill final RS

Get password

11. R3 Jagged Nails

Talk to Kitsune

Ask about Dog

Get enchanted leaves

12. R3 docks - Matrix Systems

Break into computer (2000Y)

13. R3 docks - Dog warehouse

Get Heal spell

Learn Rat

14. R3 cemetery + sewers

Kill all rats

Kill Rat shaman

Learn Jester Spirit

15. R3 docks - Dog warehouse

Get powerball spell

Ask about Jester Spirit (background info)

16. R3 Jagged Nails

Ask Kitsune about Jester Spirit

Learn Dark Blade

Ask about Dark Blade

Learn vampire

Ask Bartender about vampire

Learn strobes

Ask about strobes

Ask other bartender about strobes

Get strobes

Use videophone, call shaman
Ask shaman about Dark Blade
Get Dark Blade phone number
Use videophone, call Dark Blade
Ask about magic fetish

17. R3 Dark Blade Club

[Talk to doorman
Ask about magic fetish
Talk to vladimir, ask about Jester Spirit
Give magic fetish to vladimir
Learn Nirwanda, Bremerton]
Search upstairs, kill everyone
Break into computers (10 000Y + data file)
(One of the street samurai has a mesh jacket - there may be something
wrong with it)
Get bronze key from bookshelf
Open bronze gate
[Note: to get through the crypts you need help. The idea is that the
extra body confuses the ghouls, so anyone will do.]
Go through crypts
Kill all the ghouls in vladimir's room
Use strobe
Use stake
Ask Vladimir about Jester Spirit
Learn Nirwanda, Bremerton
Use stake
Ask Vladimir about Jester Spirit
Learn Laughlyn
Use stake (5000Y)

18. R2 shaman shop

Get black bottle (6000Y)
Get blue & black potion bottles (3000Y)

19. R1 park

Use potion bottles on water fountain

20. R3 docks-octopus warehouse

Kill it (2000Y)
Get ink in black bottle

21. R3 wastelands

Talk to ice man (left corner)
Ask about ice
Buy ton for 100Y
Ask about docks

22. R3 docks

Get mermaid scales

23. R3 docks - Dog warehouse

Get freeze spell

24. R3 docks - boat launch

Kill orc
Get explosives

Ask boatman about Bremerton
Pay 1000Y
Get in boat

C. What shall we do with a drunken sailor?
(Don't let him near the oil tanker)

1. R3 Bremerton

Run to end, kill everyone
Get dog tags
Use crowbar on door
Kill toxic pools
Hit switch

2. Go forward (left)

Kill everyone
Get safe key
Use safe key on safe
Get detonator

3. Go down (down)

Kill poison ooze
Use potion bottles on toxic water
Descend stairs
Throw second switch (airlock door closes)
Go back; throw first switch (water gate opens)
Unthrow switches
Go down
Use time bomb on safe (stand back)
Get green bottle

4. R3 docks - Dog warehouse

Get summon spirit and invisibility spells

5. R3 Bremerton - go aft (right)

Use green bottle on toxic wastes
Throw first switch (door opens)
I don't know what the other two switches do
(someone has suggested that they detonate the mines)

6. Extra-dimensional zone

[Kill naga]
Shoot at bubble piles to quiet them

7. Confront Jester Spirit

Cast invisibility
Take damage and heal and shoot at him until he taunts you
Talk to Jester
[Ask about Nirwanda]
Ask about Laughlyn
Ask about Drake
Learn volcano
Get Jester Spirit

D. Drake Towers

By this point you should have all the spells except armour. Also you should have dermal armour, mesh jacket, ruger pistol, and heightened reflexes. If you don't, things are going to be pretty tough.

On each floor, step off, and immediately cast invisibility. Shoot everyone, and grab their money. Run your action glove over the scene to locate all the computers. You will find locks on the elevator, data files giving you more story line, and nuyen.

At one point you will find Drake's phone number. Calling him is interesting, though not necessary.

1. First floor

1 computer - elevator lock

2. Second floor

2 computers - elevator lock, data file + 8000Y

3. Third floor

3 computers - data file, elevator lock, trash data only

4. Fourth floor

2 computers - data file, elevator lock

5. Fifth floor

2 computers - level 6 node + elevator lock, 2 data files + 10000Y

6. Sixth Floor

1 computer - elevator lock

7. Roof

Destroy sentry guns

Ask helicopter pilot about volcano

{He flies you to volcano}

E. Volcano

The volcano is, in my opinion, the most difficult part of the whole adventure. My guess is that by now you should also have an assault rifle.

The computers here contain a lot of money, and you have to crack all of them to find out what they have. It is worth taking notes to remember which ones are useful, and which ones aren't. There are also special routes to take that avoid most of the troll decker sentries.

One thing you might find useful is a notation for getting through the computers in case you die and have to do it again. I use a notation where I note how many ICs I ran into in a certain computer. It is totally dependent on the route you take, so my notes won't help you much. For example, one of the computers is notated 1-2-2-1L/1-1L-2. The numbers indicate numbers of ICs, L indicates that the last square is an IC, and the / means lots of movement.

1. Sub-level 0

Nothing to do but go down

-
2. Sub-level 1
2 computers of note - program, elevator lock
 3. Sub-level 2
1 computer of note - elevator lock
 4. Sub-level 3
5 computers of note - data file + Y, data file, Y, data file + Y,
elevator lock
 5. Sub-level 4 - max security
Run left instead of going through the doors
Kill 3 nagas
Enter room at the end
Exit
Kill naga
[The last three steps can be repeated many times for bags o' karma]
Get serpent scale
 6. Leave volcano
Go back up
Ask helicopter pilot about Drake
 7. R3 docks - Dog warehouse
Learn Armour spell
Get it up to level 6
 8. R3 volcano
Go down to sub-level 4
 9. Catwalks
Use invisibility to avoid damage
Kill troll deckers
Kill scientists
 10. Drake room
Cast armour immediately (Deflects freezes)
Get in range of Drake
Use Jester Spirit (It blows bubbles. Drake is immobilized during this, though
you are not.)
Using some combination of freeze, invisibility, powerball, armour, and
shooting, kill Drake.
 11. Computer room
Talk to scientist
Ask about head computer
Get Aneki password
- Aneki Building
1. First floor
1 computer - elevator lock
 2. Second floor
2 computers - datafile + level 3 node, elevator lock
 3. Third floor
-

2 computers - 10000Y + 12500Y + data file, elevator lock

4. Fourth floor

2 computers - 25000Y, elevator lock

5. Fifth floor

2 computers - 50000Y + 20000Y + 15000Y, AI computer

You're finished! Stick it out through the credits - there's more stuff afterwards. They don't make much sense, though.

IV. Greg's Comments

Weapons

Try to upgrade your weapons as little as possible, because you lose money every time. Try for Beretta, Ruger/Shotgun, Assault Rifle, Assault Cannon. IMHO, the Uzi sucks, but the shotgun's not bad.

Armour

Try for Leather Jacket, Mesh Jacket, Dermal Armour, Partial, then Full.

Computer

You will need level 6.

Negotiation (obtained from arena owner)

For all the hype you get at the beginning of the game, negotiation is pretty lame. Hiring is cheaper, but I think hiring is over-rated, too.

Leadership (skillsoft purchased from street doc 2)

Much more money-conscious than negotiation. If you have level 6, Norbert will help you kill all the Rust Stilettoes, kill all the rats and the Rat Shaman, and clear out the main floor of the Dark Blade HQ on one contract. If you're slick, you can even get him to escort you through the Dark Blade crypts.

Heal

Requires three items from Dog's followers: one of the Earth, one of a creature, and one of a man. (enchanted leaves, magic fetish, and dog collar) Heal is good, because it represents the most bang for your magic buck. That is, you can do way more damage by shooting and using heal lots than you can by casting powerballs. Get level 6.

Powerball

Requires two items that have not rested in the Earth. (Paperweight & ghoulish bone) I don't find it that useful. When making this file, I didn't use powerball at all. One person has reported that it works well against Drake.

Summon Spirit

Requires two items of Dog's pack (Dog tags & Dog collar) I don't find this

useful either. Kitsune's summon spirit is nice when facing Vladimir's ghouls.

Freeze

Requires the residue of two sea creatures. (octopus ink and mermaid scales) I never found freeze that useful. This is because SR tends to throw a lot of enemies at you, in which case invisibility or armour is more useful. It works well on Drake.

Invisibility

Requires water from a clean and unclean source. (Water fountain and Toxic Water) Indispensable.

Armour

Requires the scales of a warm and cold blooded creature. (Naga & mermaid scales) Armour is your best defense against Drake's breath, though invisibility works better against everyone else.

Firearms

About 11-13 should do you. It help extend the usefulness of your weapon, which may be becoming underpowered.

Body

About 12-14. It should be this high to make the best use of your heal 6 spell.

Magic

The more the merrier. You'll need at least 12.

Hiring

With the exception of hiring Norbert as soon as you get to region 3, I found hiring unnecessary. As soon as you get any good, their principal role is drawing fire while you run through the screen. This is especially true in the Dark Blade crypts and the volcano. Hirelings taken to the Jester Spirit or to Drake will either die or suck off so many magic points you will die.

At least one person has reported that if you take Kitsune with you to the Rat Shaman, she decides to stick with you for the rest of the adventure. She will die later unless you can find a way to increase her stats.

Karma (I need more!)

In region 1, use the office next to your apartment

In region 2, use the caryards dead end

In region 3, use the docks, the Bremerton deck, or wait for the gold naga in the volcano. With the naga, kill it once, then run into the room at the end. Exit the room, and kill it again. Yo! 6 karma! Repeat. Don't pick up the serpent scale until you're finished.

Money (I need more!)

Kill people in the zones designed for getting karma and loot their bodies.

Ghouls have no money.
 The computers in Glutman's office, Matrix Systems, the Dark Blade club, Drake Tower, the volcano, and Aneki towers have money accounts.
 Compete in the arena
 Kill the Rat Shaman, the octopus, or Vladimir
 Once you have finished the Bremerton, every time you go through the Jester's dimensional portal, Vladimir re-appears. Kill him again for another Y5000.
 Sell your old stuff

V. Open questions

1. Is there any way to increase the stats of the shadowrunners?
2. There are three switches in the Bremerton room with the two toxic wastes. The first opens the door. What do the other two do?
3. One reader has reported that if you kill the Rat Shaman with Kitsune in your party, she will stay with you indefinitely. Does any other shadowrunner do this?

VI. Game Genie Codes

Thanks to Jason Box (boxj@rpi.edu)

4DBE-4DA4	COMPUTER & FIREARMS AT LEVEL 2
D7BE-4DA4	LEVEL 3
D0BE-4DA4	LEVEL 4
D9BE-4DA4	LEVEL 5
D1BE-4DA4	LEVEL 6

6DAE-4FA7+	
FFAE-44D7	EVERYTHING IS FREE!

CEEF-4DDD	DON'T SUBTRACT KARMA FOR SKILLS/SPELLS/ATTRIBUTES, BUT MUST HAVE ENOUGH TO ADVANCE
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CE6D-47A4	DON'T SUBTRACT KARMA FOR SHOOTING PEOPLE WHO MEAN YOU NO HARM (IGNORE MESSAGE SAYING YOU LOSE KARMA)
-----------	---

8E69-3DA4	DON'T SUBTRACT SPELL POINTS
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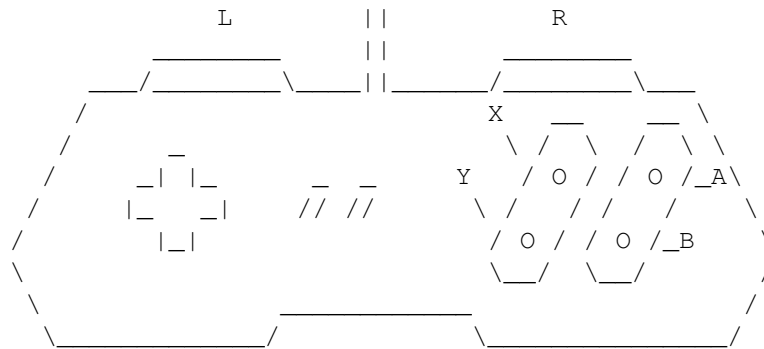
D4BC-4404	STRENGTH & CHARISMA START AT 2
D0BC-4404	4
D9BC-4404	5
D1BC-4404	6

These are some basic ones, there are ones for increasing life but if your stamina goes over 250 the game freezes. Also if you have 250 the game freezes (slows down to impossibility in the Matrix only).

1.31 mortal kombat moves

These Moves Are for the snes's Release Of Mortal Kombat... This is not the same file that was earlier released, containing the arcade moves. Some arcade moves are similaire but there are various different moves which i Black Beard have figured out.. If anyone out there is intrested

in other cheats for snes or sega stuff give the cove a buzz 305-552-1192. I have tons of cheats for other games and hopefully soon will be releasing another issue of cheats for the newer stuff out! Enjoy this file!



Super SNES Controller

Joystick

Up: Jump

Down: Crouch

Left: Move Back

Right Move Forward

Diagonal Right: Jump Forward

Diagonal Left: Jump Backwards

Button Y: High Bunch

Button X: High Kick

Button A: Low Kick

Button B: Low Punch

Now for the basics.

Blocking and defense:

Unlike Street Fighter][, blocking is done by pressing a button. Other than that, blocking in Mortal Kombat is just like Street Fighter 2. There are 2 types of blocks, standing and crouching. You use a crouching block to defend against an opponent who is standing in front of you. You do that by pushing the joystick down and holding the block button. A standing block is used to block when the opponent jumps toward you. Just hold down block. Blocking will protect against all attacks except throws, but many attacks will do a very small amount of damage when they are blocked. When a player is very low on health there is a warning message. Any blocked attack that does a tiny bit of damage will be enough to kill an opponent that has a damage warning. Blocking a special move often gives an opportunity for a very damaging counterattack.

Many of the special moves, such as Scorpion's spear, Raiden's electricity, and Sub Zero's iceball don't need to be blocked. It is often easier to duck (pull the joystick down and don't press any

buttons) to avoid them because that can make it easier to counterattack.

Basic attacks:

Standing in front of the opponent and pressing any of the punch or kick buttons will do one of many straightforward attacks. One useful attack is quickly tapping one of the punch buttons. This will punch repeatedly and can help to move the opponent away. There is also a very strong punch. If you hold the joystick down and press one of the punch buttons your character will do a very strong uppercut that knocks the opponent into the air. It is a useful but difficult counterattack for jumping attacks. It is also perfect after attacks like Scorpion's spear and Sub Zero's iceball. It is also a good counterattack for blocked special moves, but it must be used immediately after the block. A good move to use in close situations is a roundhouse kick that trips the opponent. This is done by holding the joystick back and pressing low kick. It doesn't do a great deal of damage, but it is a good way to get a little distance or prepare for a special attack. It also has more range than most other attacks.

Throws:

Throws are the only moves that cannot be blocked at all. The move is the same for all characters. You must be very, very close to your opponent to perform a throw. You push the joystick forward and press low punch. That will throw the opponent over your character's shoulder and a short distance away. It's an excellent move to use against an opponent who is being very defensive (blocking all your attacks and not attacking) because he/she will not be able to react in time to counterattack.

Special Moves/Fatality Moves:

Below is a list of all the special moves in the game and the brutal fatality moves. Special moves are used during the round in combat. Fatality moves are only used at the end of a match, when the opponent is stunned and the phrase "Finish him/her" appears on the screen. All characters have a missile attack and a charging attack of some sort. There are also a few unique moves. For simplicity I will list the missile attack first and the charge attack second for each character.

Note: I refer several times to a "fireball motion" of the joystick. For those of you who know Street Fighter][, this is the joystick motion used to have Ken, Ryu, Sagat, or Dhalsim to do their missile attacks. The joystick is rotated from away, through crouch, and to forward. At the end of this motion a button is pressed. The "reverse fireball motion" refers to the same motion but in the opposite direction. That is, move the joystick from forward, through crouch, to away, and then press a button.

Kano:

Knife Attack: Hold The Block Button 'L' Tap The Joystick Back Twice And

Once Forward To Throw the knives
Holding block protects you while you are wiggling the joystick, but not once Kano has started to throw the knife.

Ball Attack: Hold The Block Button 'L' Down Then Rotate the joystick 360 degrees (Move The Snes Joystick In a circular Motion, Clock wise.

This will make Kano roll into a ball and fly across the screen at the opponent.

The joystick is rotated from crouch to back first. That is, if you are on the left side of the screen, rotate the joystick clockwise. If you hold block as you complete the move Kano will roll into a ball and remain where he is. During this time the opponent may hit you. Kano will stay in place until you let go of block or about 3 seconds go by. After that Kano will fly across the screen at the opponent. If this move is blocked Kano can be hit on the rebound with a standing high kick or most special moves.

Fatality move: Get very close to the stunned opponent and do a fireball motion with the low punch button. This will make Kano punch straight into the opponent's chest and rip out the heart. He then holds the heart up, still beating.

Johnny Cage:

Missile Attack: Tap the joystick back twice and then forward and press low punch. (Button B) He shoots a green blob of energy across the screen.

You cannot hold the joystick back and then later move it forward to do the attack ←

;

you must have the joystick centered as you start this move.

Charge Kick: Same joystick movement as above, with low kick (Button A) instead of low punch. He will charge across the screen with his foot in the air. This move is very effective against opponents who are jumping or have been knocked into the air.

Nutcracker: Press The Right Block 'R', Then Hit Low Punch 'B'

Johnny Cage:

will do a split, punching forward. This will hit an opponent right in the groin, eliciting the proper groan. This move is useless against Sonia and against another Johnny Cage because he does the split without punching against these opponents.

Fatality Move: Get close to the opponent and then tap the joystick forward at least four times, then press high punch. He crouches and then simply punches the opponent's head right off his/her shoulders.

Sonia:

Purple Missile: Tap the joystick back while tapping low punch. This will make Sonia shoot a purple missile across the screen.

Flying Punch : Tap the joystick forward and then back and press high joystick forward and then do the move. You must start the move with the joystick at the center. This will make Sonia fly straight up and then across the screen with her fist extended, and then land on the opposite side of the screen, usually behind your opponent. It is an extremely effective counterattack for jumping attacks and also a good way to avoid

missile attacks and to get out of the corner. The computer uses it after blocking Rayden's torpedo to hit him on the rebound.

Leg Grab: Crouch Down Press The Block (Ontop, Letter 'L'), Low Punch, And Low all at the same time. This will make Sonia do a handstand and reach over her with her legs to grab her opponent. It is an excellent move after an opponent's attack misses or is blocked because if it is done quickly enough it cannot be blocked. It is a very frustrating move for your opponents. But if it is blocked it is easy to use a roundhouse kick to trip her or a normal uppercut.

Fatality Move: This may be done anywhere from the opposite side of the screen to fairly close to the opponent. Tap the joystick forward twice and then backward twice and then press block. She blows a fiery red kiss which floats across the screen, landing at the feet of her opponent. This makes flames billow up, burning the opponent to a crisp, leaving a skeleton which drops to its knees.

Liu Kang:

Fire Attack: Tap the joystick forward twice and press high punch. This makes Liu shoot a red fireball across the screen.

Jump Kick : Tap the joystick forward twice and press high kick. This makes him fly across the screen at eye level with his foot extended. This is an excellent followup if his Fire Attack hits, and it is also good against jumping opponents. The drawback is that if it is blocked your opponent will have a chance to do a very damaging uppercut (if our opponent is fast enough).

Fatality Move: Hold block and rotate the joystick 360 degrees, in the same direction as Kano's Ball Attack. Keep rotating it until he starts the move, which is a cartwheel. He will spin up to the opponent, kicking twice and following up with a tremendous uppercut that knocks the opponent off the top of the screen. This is especially brutal if you are fighting in the pit, which is an arena above a large bed of spikes. The opponent is knocked off the platform, high into the air, plummeting down onto the blades below.

Sub Zero:

Iceball: Down And Right On The Joystick The Hit 'B' The Must Be at a 90 degrees in a circular motion. Its The Same Way Rayden Throws His Electricity , but with a different button.

Sub Zero:

Then Throws an iceball at his opponent. If it hits he will be frozen and blue. Then move or jump up to the opponent and do an uppercut (described above). If this isn't done quickly the opponent will come out of the freeze. Occasionally the opponent is frozen in a crouching position, in which case a kick or a throw must be used to hit. The freeze will stop many characters in the middle of their special moves, such as Kano's ball and Liu Kang's Flying Kick. But one warning: do not throw a second iceball at a frozen opponent because this will backfire on Sub Zero, freeing the opponent and freezing Sub Zero.

Slide: Press These Buttons Simultaneously: Tap Back Once, Then Press The Block Button 'L' , Then Hit Buttons 'B' And 'A'. To do this move correctly you must hit the buttons in the order above. This is a very hard move so this must be practiced in order to get it 100%.

This will make Sub Zero slide across the screen toward the opponent with his foot extended. It will trip any opponent that is not blocking. It is a good counterattack after your opponent misses an attack. It is also a good attack after an iceball/uppercut combination because on occasion Sub Zero will slide into the opponent before he/she can get up from the uppercut. This works very well against the computer.

Fatality Move: Get very close to the opponent. Push the joystick forward, then do a fireball motion, followed by high punch. If done correctly Sub Zero will rip the opponent's head and spine out and hold it up as a trophy.

Scorpion:

Spear: Tap the joystick away twice and then press low punch. Scorpion will throw a spear attached to a rope. If it hits it will attach to the opponent, and Scorpion will yell, "Come here!" and drag the opponent toward him. Once the opponent is right in front of him the opponent will be momentarily stunned. At this point the best move is to do an uppercut. All together this is a brutal move.

Teleport Punch: Do a reverse fireball motion with high punch. This will make Scorpion jump backwards quickly, momentarily leaving a ghost of himself where he was standing. If he reaches the side of the screen he will appear on the opposite side of the screen with his fist extended toward the opponent. It is a very effective move against an opponent who is far away, at the opposite side of the screen. It is also a great way to avoid missile attacks. There is one major weakness to this move. If Scorpion is backed against one of the sides of the battle area he will not be able to reappear on the opposite side of the screen. He will simply jump against the back wall and slide down to the ground.

Fatality Move: Move Scorpion an inch or two away from the opponent, hold block, and tap jump twice. The hardest part of this is to get the right distance. It will make Scorpion pull off his mask, revealing a skull underneath. He then turns toward the opponent and breathes fire at the opponent's feet, burning him/her just like Sonia's fatality move.

Rayden

Electricity: Do a fireball motion and press low punch. (Identical to Sub Zero's iceball.) This will shoot a bolt of electricity across the screen.

Torpedo: Tap the joystick away twice and forward once. This will make Raiden fly across the screen at thigh-level. If the attack hits it will knock the opponent backwards. No buttons are needed, but for protection you can hold block while tapping the joystick. You cannot hold block at the end of the move, though.

Teleportation: The best way I have found to do this move is to tap the joystick down then back up. This will make Raiden disappear in a white flash of light and

reappear near where the opponent was when the move started, usually on the opposite side of the opponent. This is a great way to avoid missile attacks because it brings you close enough for a powerful counterattack. Unless it is used to avoid a missile attack, it is nearly useless against the computer.

Fatality Move: This is the most difficult of the fatality moves. You must be within 1 or 2 inches of your opponent at the start. Tap the joystick toward your opponent 3 times, then away three times and press high punch. This move makes Raiden point both hands at the opponent and emit a large bolt of electricity. This hits the opponent's head, blowing it off. There is just barely enough time to do this move usually.

I hope all these hints help people learn the game quickly and start to enjoy the game more. If I am wrong about some moves, or if there is a better way to perform them, please tell me so I can add them to this listing. The date of the latest revision of this file appears at the top to help organize future versions. I welcome all comments!

These Moves Were Taken From An Earlier File That Were The Arcade Moves. Then they were messed with untill the correct snes moves were found. All These moves have been tested and work 100%. Remember these moves must be practiced several times untill they can be performed. The Fatality moves have been tested and they don't seem to work, but if anyone gets them to work please let me know The Cove (305)552-1192.

One Quick Note: On The Stage Where your standing on a platform or bridge type terrain, With clouds in the Sky. You can perform a nice little move here. On The Fatal Move Crouch Down And Give The opponent a low punch (A). This will send him flying and finally crashing on spike's.

Oh and one quick thing before I forget, If you want to do great on the tests of strength, slide your index fingure and middle finger rapidly on buttons B And A and press the block to throw your punch. This will let help increase your strength and break what ever obstacle is in your way.

1.32 nba jam tips and info

--> Fast Eddie brings to you:

= NBA Jam Tips and Info =
= 1/21/94 =

Notes: Now that NBA Jam for SNES has been released, use this to access the new guys and cheats! Watch out for more releases soon, including NBA Jam codes! L8r

How to WIN at NBA JAM!

by

Randolph S. Vance

and

William G. Henderson

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Version 1.11

Introduction.

Are you tough enough to take on all 27 of the NBA teams? If you think you are, get set for the most intense basketball video game you'll ever play!

History.

Version 1.0: The original FAQ as posted by Carl Chavez. Informative but some parts about power-ups were inaccurate.

Version 1.1 and 1.2: Corrected versions by Randolph Vance and Greg Henderson. We updated the information on how to do power-up tricks. These versions are unpublished and unposted, but if you go to the Kentucky Arcade, you might find a hard copy we printed of these versions. Some of which were HIGHLY INACCURATE, especially about the Tank Game.

Version 1.3: Posted May 1st, 1993. Corrections on some of the power-up tricks, especially on how to do the Tank Game and the Fair Shake.

Version 1.4: Posted May 4th, 1993. Updates information on "HE'S ON FIRE!", as well as informing of the new special guest star, Petro. New sections, the Rumor Mill, and this History.

Version 1.5: Posted May 4th, 1993. Overall revision of 1.4.

Version 1.6: Posted May 5th, 1993. Confirms code for Defensive + Intercept powerup at one time.

Version 1.7: Posted May 10th, 1993. Another all-around revision, this time of 1.6, as well as what happens if you win the game by defeating all 27 NBA teams. Also information on how to milk the clock. How you can tell if the NBA Jam machine you play on is in need of an upgrade, today on ROBERTO!

Version 1.8: Posted May 19th, 1993. Three new Special Guest codes, plus information on abilities of Special Guests. Yet another revision. Man goes beserk and kidnaps nineteen Game Show Hosts with slice of Lime, film at 11!

Version 1.9: Posted May 24th, 1993. Actually nothing new from last time, but lots of rumors from between postings.

Version 1.10: Posted June 8th, 1993. New power-up combinations.

Version 1.11: Posted July 6th, 1993. Information on more power-up tricks.

A Special note.

Greg and I wish to dedicate this version of the FAQ to the late Drasen Petrovich of the New Jersey Nets. The 11th leading shooter overall in the NBA will definatly be missed.

Rumor mill.

The Rumor mill is where untested or unconfirmed reports of power-up's or other things go. Stuff in the Rumor mill will be tested by us, to see if they do indeed work, or if we can confirm their existance of them by asking Mark Turmell. Something of note, Mark Turmell denies the existance of Second Fatality moves in Mortal Kombat, classifying them under Vaporware. Yes, Mark Turmell reads Usenet. Sometimes.

Other rumors have been circulating on different ways to do power-up's. All the power-ups that are listed here are either given to us by Turmell, or have been confirmed to work by either Turmell or by us. Consider this FAQ posting to be the FINAL WORD. Anyone else telling you another way to do these tricks may be lying just to look big, your mileage may vary.

Rumors have been floating around about more power-up combinations and other powerups, there are ways to get more than one power-up at once, including a move as yet unconfirmed to get the powerup's for defensive, offensive and intercept all at once. Soon as we figure this out, we'll let you know.

There has also been a rumor from I believe The Immortal Spam about a possible bug involving Barkley, and the ability of shooting three after three. This could, however be chalked up to either luck, or strategy or both.

And, on another note, people on Prodigy have decided that they would flood the Net with false and misleading information about special guest characters, some of the more memorable red herrings included LEP, Feb 29 and JFK, Nov 22. What a morbid sense of humor these Prodigy folks seem to have. Well, there were seven codes, if you include the newest Prodigy Red Herring, FDT, Oct 23. We tested and/or asked about them all. The seven most recent Prodigy codes are ALL VAPORWARE. DO NOT TRY THEM, YOU WILL LOSE YOUR MONEY! As for Noel Margate, hey, we understand, you got excited just the same as the rest of us did, it isn't your fault.

Changing the subject, expect in a future version a complete guide to the Power Ratings of all 57 Pro players, as well as the 20 Special Guests, but don't expect that for at least two to four weeks. Give us some time to compile all the stats together.

There are two more females in the game besides Felecia Turmell. These are the two trophy girls. They are Lorainne Olivia and Kerri Hoskins. Yes, these are the same two babes in the '90 issues of Playboy, yes the issues give out their birthdates, but no one knows what initials these two go by so keep your ears open.

Felecia Turmell's initials and birthdate still remain a mystery.

Before you play.

NBA JAM is an multi-coin game, so make sure it's worth it for you. Some arcades have their machine set at one coin per period, others may have more. Look to spend a dollar to two per complete game, depending on location.

Also, ask your arcade owner about the version of NBA Jam they own. Versions of NBA Jam that have been released to arcades are 2.0 and above. There are some minor bugs in Version 2.0 that regard the machine swallowing up an occasional coin and not giving a credit, and also problems with the Tank Game killing off players and ending a regular game, along with correcting a jersey color problem with special guests. Our arcade has two NBA Jam's that were Version 2.0. Recently, the owner has put in 3.0 update chips that correct the credit problems, fixes the jersey color of special guests and prevents games from ending at the Tank Game. Our arcade owner recommends to everyone with 2.0 release machines that they contact their distributor as soon as possible and obtain and install 3.0 update chips. The coin swallowing problem is also another annoying bug in the Williams game Smash TV. If you own a Smash TV original machine or kit, check with the distributor for possible update chips. Some assembly required, batteries not included.

Here is a simple test to see if your machine is 2.0 or 3.0. Put in enough for one period of play. Enter the Turmell code, MJT, March 22nd. If Turmell is in a purple color Lakers uniform, you are on a 2.0 machine. Inform the owner of this fact, tell them of the necessary upgrade chips and how obtain them through the distributor.

If Turmell is in the color jersey of the team you select, such as a red jersey for the Bulls, you are on a 3.0 machine.

If you play in a 2-on-2 complete game, usually four to eight dollars, the winning two player team gets to stay on for free to face the next two people or the Computer.

It is always best to enter your initials for the record keeping. If you play in a four player game, and some dumb newbie selects NO for entering initials, cold-cock him!

Enter your initials, followed by your birth month and birth date. This tells the Computer who you are. If you have never played before, there will be no record available of your statistics. If you have, the computer will show you your record and winning percentage, followed by a streak of wins, if any, and an update of your last complete game. Only complete games count in records, partials do not.

Pick your team carefully. The 27 teams are made up of two of the best and brightest of the NBA, although Jordan isn't available for the Bulls. Each team has their strengths and weaknesses. i. e. the Sacramento Kings have a good dunker with Spud Webb, and a good three point shooter with Tisdale, but they are slow. Golden State has an excellent three point shooter with Mullin, and a fair dunker. Orlando has a terrific three shooter (Skiles) and a terrific dunker (Shaq), but they have worse speed than Sacramento. In my opinion, the three teams with the best balance are Charlotte, Chicago, and Atlanta.

People have been buzzing about, "Well, where's Michael Jordan?".

The official word from Turmell is that Jordan is NOT in the game. Neither is Magic Johnson, who is rumored in the machine also. Reason being that Midway got a blanket deal to carry two people from 27 teams, and that they were VERY lucky to get Shaq. Michael Jordan and Magic Johnson apparently are separate entities from the NBA Licensing, and so, would be entitled to more money than it appears Midway had.

Well, the latest for the rumor mill is that there is a secret spot for Charles Barkley of the Phoenix Suns. In the backcourt, Barkley has an improved chance of hitting long distance threes. This could be a feature, it could be a bug, we'll let you know.

1. Basic Moves

TO PASS: Press pass. Press turbo and pass to throw a quicker, safer pass.

TO SHOOT: Hold the shoot button down. Shot is more accurate when player is at the peak of the jump.

TO HEAD FAKE: Tap shoot button once. Unfortunately, your Computer drones will shoot if you do this while they have the ball.

TO DUNK: Hold shoot when running. Hold turbo and shoot for a super dunk. (More on Super Dunks in Section 2.)

TO LAY UP: Hold shoot for a short time when running.

TO THROW ELBOWS:

1) Tap turbo twice.

2) Tap shoot repeatedly (head fake seems to include an elbow throw).

TO STEAL:

1) Tap steal to knock ball away.

2) Tap steal and turbo to knock OPPONENT down.

TO BLOCK: Hold shoot button to jump. Hold turbo and jump to jump higher.

TO REBOUND: This is automatic if you're close enough; otherwise press shoot and point toward the ball.

TO ALLEY OOP: Easier to do with two player teams. The player without the ball moves under the basket and holds shoot (to jump). Meanwhile, the ball handler presses turbo and pass to throw to the jumping player quickly.

2. Special Techniques

To reject a dunking player, it's best to wait until the dunker has reached the peak of his jump before you jump to block. For example, if Barkley starts a cannonball dunk, wait until he's coming down before you press turbo and jump. Also, make sure you're in front of the player and near the basket.

Another way to reject a dunker is to knock him down (turbo and steal) if it's a low dunk like an "easy jam".

To block a shot, you need to jump at the same time you believe the shooter will jump. I usually let the shooter shoot while I'm in his face (but not jumping) and then I'll grab the rebound (or my teammate will). It is possible to block the buzzer 3-point attempt. Right after the ball is passed inbounds press turbo and jump and point toward the shooter.

To steal, there are three good techniques:

- 1) stick close and press steal a lot. This is not my technique, so say much about it, but it seems to work well for others.
- 2) knock 'em down. It's more fun, and can be done continuously to computer opponents until they drop the ball.
- 3) let a player shoot while you're near their basket, and jump before it gets there. Hopefully you won't get called for goaltending.

To rebound, there are two good techniques:

- 1) press shoot to jump toward the ball AFTER it has hit the rim or board.
- 2) knock down opposing players near the ball so you can grab the ball off the floor.

If you are close enough to the ball your player will jump automatically to rebound.

SHOOTING: Try to have a screen when you're trying to shoot. There seems to be a pattern with the computer in which you can usually go 3/4 down the court and have a screen for the 3-point shot if you let your computer teammate run ahead of you. This is great for players like Mullin...

Head fakes work great. Make sure you mix in a few elbow throws though, or you may be knocked down.

If you're doing an easy jam with an opponent nearby, it's best to pass to your teammate in mid-dunk. He's usually open and you won't have to worry about getting knocked down.

SUPER DUNKS: Several different dunks - YOU MUST BE MOVING TO DUNK!

Easy jam: close to basket, hold shoot.

"Look out!" (360 dunk): near the second tick on the key, hold shoot.

Two-handed jam: from close and above the basket, hold shoot.

Tomahawk jam 1: from close and below the basket, hold turbo and shoot.

Tomahawk jam 2: from the middle of the key, hold turbo and shoot.

Tomahawk jam 3 (windmill): from 3/4 length of key (bottom of circle), hold turbo and shoot.

Cannonball slam (fireball): from top of circle, hold turbo and shoot.

Really high 720 slam (also the "Tarzan yell" slam or "helicopter rotor" slam): from a corner of the key, or from outside the key near the third tick mark on the key, hold turbo and shoot.

Weird slam (don't know what to call it; he puts his knees up and spins 2 or 3 times): from outside the key near 2nd or 3rd tick on the key, hold turbo and shoot.

Spreadeagled slam: From middle of key, hold shoot.

Really high behind the back slam (similar to easy jam): from middle of key, hold shoot.

The dunk where the dunker hangs on the rim: near third tick on the key (but outside the key), hold turbo and shoot.

In mid-dunk, if your teammate is open, you can pass the ball back to them by pressing pass. Then, they can take an easy three!

In the fourth quarter and in any overtime periods, you can break the backboard in a spectacular display with any specialty dunks.

When time is running out in the period, dunking isn't a good option. If time runs out in mid-dunk, you made a "bad decision". ;)

MILK THE CLOCK: In a one-player or a two person team vs. the Computer, you can burn seconds off a clock and keep a lead from changing as quick as it can if you play fast break basketball. If you have a lead of four points or more, and get the basketball from a basket or goaltend, get the ball, stay at your end of the court, hold your position, stay for as long as you can. The Computer will stay in it's position and do nothing until the Shot Clock counts down below 5, then it will force you to take your move. At 6 seconds, quickly pass to your teammate if he's open, or if you are, take a shot. Even if you miss, you get better a better shot at rebounding, then you can get the ball, pass back to the man in backcourt, and milk the clock again. This trick works best in the fourth quarter.

"HE'S ON FIRE!": When a character makes three consecutive shots in a row, he is said to be "on fire". After that, all his future shots will stand a much more improved chance of entering the basket, although I have seen some miss while on fire. You can really open up a lead when on fire by launching three after three. You will stay "on fire" until the other team makes a shot go in their basket.

When you're on fire, to stay on fire, work in the back of the court, goaltend any layups or three-pointers, steal and rebound when possible. This also works if you're "heating up", i. e. you've made two shots in a row and need a third to go on fire. Plus, when you're on fire, you have the advantage of unlimited turbo power, even if you're the kind of player that holds down turbo during a game.

When someone else in on fire, the best way to get them off fire is to dunk the basketball.

You don't stay on fire forever, you lose it after a period of time. A rather long time, it seems, usually 30 points, but you do lose it.

3. Secret Codes.

All secret codes are done before the Tip-off, when the announcer says, "Tonight's match up: (Team) versus (Team)" and continued right up until the tip-off. You can use these codes and power-up your computer teammate, or if you feel in a particularly evil mood and see someone on the machine you don't like, you can power-up his Computer opponents.

BIG HEAD: Hold joystick up and hold down Turbo and Steal at "Tonight's match up". Gives your player a head three times larger than normal. Some arcades might have their machine set to have Big Head permanently on, as it is also an operator-adjustable feature, therefore, doing this on such a machine will turn Big Head off.

POWERUP DEFENSE: Tap Steal or Block eight times when it says "Tonight's match up". Eight times only. Gives you extra defensive power.

POWERUP INTERCEPT: Hold down joystick and hold down all three buttons during "Tonight's match up". Gives you extra intercept power.

POWERUP OFFENSE: Tap Steal or Block 21 times at "Tonight's match up". 21 times only. Gives you extra offensive power. This is a VERY DIFFICULT power-up to get, so be patient.

POWERUP DEFENSE AND INTERCEPT: At "Tonight's match-up", tap turbo six times, hold down all three buttons, move joystick down, then up, then down again and hold joystick down. Then lift up on turbo and hold it down again. This code will give you the Defensive and Intercept power-up, a deadly combination for one person to have, like Spud Webb.

POWERUP DEFENSE AND BIG HEAD: Tap turbo six times, hold turbo and steal, then hold the joystick up at "Tonight's match-up".

FAIR SHAKE AND POWERUP INTERCEPT: Tap turbo seven times, then hold the turbo, pass and shoot buttons, then hold the joystick down.

FAIR SHAKE AND BIG HEAD: Press turbo eight times, then hold turbo and steal down, and hold the joystick up.

*Another way to do dual power-ups would be to enter the code for one first, then while time remains, enter another code.

FAIR SHAKE: Tap turbo ten times when it says "Tonight's match up". Turns off the computer's rampant cheating. This only works in four-player games, three player games or two player games where they compete against each other. It will say at the tip off, "All computer assistance turned off"

Why do this? Well, if you have a BIG lead over 20 points versus an opponent, the Computer will try to balance out things by making your opponent's shots go in better, while making you go ice cold. ("Can't buy a bucket!") This happened to me when I played Mullin in a one-player game versus Minnesota. Very early in the first quarter, I went on fire and opened a 21-5 lead. Then, in the second quarter, I went cold, lost the big lead

and the Computer kept a balance until the last quarter. I couldn't make any shot during the last minute of the game and lost by 5 points. *sigh* :(

SHOOTING PERCENTAGE: At "Tonigt's match up", spin joystick clockwise and rapidly tap all three buttons at once until tip-off. Whenever anyone takes a shot (not a dunk), a small number between 01% and 99% will show below the credit counter.

This is the percent chance your shot has on going in. I have seen some 01% to 05% shots from LONG range go in with nothing but net, and I have also seen some 99% percent layups miss horribly off the mark, so don't take the percentage at it's value all the time. It is now known what "Learning Mode 2" is, so we know it doesn't matter if more than one person does this.

On older versions of NBA Jam (2.0 and earlier) the Computer would flash the message, "Shot % display activated". On versions that are 3.0 and later, the Computer will say, "Shot % display activated - Learning Mode 2". The Shot Percentage IS Learning Mode 2.

There is a Learning Mode 1 and a Learning Mode 3. Mark Turmell would not tell us what they are or how to get them. A small hint about the Shot Percentage, it shows a consistent pattern from any given spot on the court. In other words, Petrovich is consistently 50-55% from one spot and may be 10-15% from another.

DESIGN TEAM SCREEN: The Design Team screen will cycle through normally once every 10-15 minutes when no one is playing, but you can bring up a shortened version of the Design Team screen by doing this trick. Hold down all three buttons on Players 1 and 2 side, and hold the joysticks up at the same time. Then, you have to time this right, release all buttons at once, and pull down on both joysticks at the same time. The Design Team screen will come up, cycle out, then show the current version of the game.

SPECIAL GUEST STARS:

We've found twelve Special Guests so far. Mark Turmell says that there are twenty special guests in the game, besides the 54 regular NBA players.

The Special Guests are people who either work for Bally/Midway/Williams in production of this game, or some of their good friends.

In machines that are Version 2.0, the special guests had their own jerseys, but in 3.0, that has been fixed so that they wear the teams jersey. This was a rather confusing bug, especially if you picked the Lakers to go against Two Turmells on Charlotte. Turmell's jersey color was that of the Lakers, although that isn't his favorite team. He's not saying who is! ;)

They can be found by entering their initials and birthdate before picking teams. Though it may seem that the Special Guests inherit the stats of the person they substitute for, the Special Guests seem to have their own advantages and disadvantages over the character they substitute for. We haven't yet found out the advantages and disadvantages for all the special guests, those we know, we've listed. We'll put in the next posting the complete list of advantages and disadvantages.

TURMELL: Enter MJT and the birthdate March 22nd. Mark J. Turmell is the main designer and programmer for NBA JAM. Look for improved three

shooting, but at a slight cost of dunking and defense. We recommend you put Turmell on in place of Mullin for the Golden State Warriors.

AIR MORRIS: Enter WIL and the birthdate January 1st. On older versions, you may have to wait for seven seconds before entering January. You can look for improved dunking ability, but at the cost of three shooting. You can substitute him for any good dunking player. Try him in place of Shaq. Also look on the scoreboard during periods for the ad for Air Morris. The scoreboard will show his face in a side profile, a single shoe and a jet plane.

CARLTON: Enter JMC and the birthdate August 5th. He's kind of small, so we suggest you put him on in place of Spud Webb.

DIVITA: Enter SAL and the birthdate February 1st. Sal Divita did the artwork for NBA Jam, as well as some graphics work on Mortal Kombat. All around, expect more speed defensively and offensively from Divita.

GOSKIE: Enter TWG and the birthdate December 7th. During the game, he looks an awful lot like U. K. Basketball player Gimel Martinez, but that might be just my imagination.

HEY: Enter JWH and the birthdate Sept. 20th. This is Jon Hey, another familiar face on the Design Team screen, the one in the checkered shirt and glasses, sticking his tongue out to the rest of the world.

HOWARD: Enter HOW and the birthdate July 15th. Yes, this is the same Howard that played basketball for the DePaul Blue Devils, now on the Utah Jazz. If you play the Jazz with him, put him on in place of Karl Malone.

LIPTAK: Enter SL(space) and the birthday June 24th. Shawn Liptak is the one on the design team screen with a basketball for a brain.

NEWCOMER: Enter JRN and the birthday June 18th. On the Select Team screen, look for him in a yellow T-shirt, glasses, mustache and beard.

OURSLER: Enter SNO and the birthdate January 3rd. Turmell didn't know who I was talking about at first, but when I told him we nicknamed him "Snowman", because of his initials, he knew INSTANTLY who we were talking about. On the Select Team screen, where you'll see Goskie in place, he'll bear a strong resemblance to old-time movie comic Oliver Hardy, with mustache and Derby Hat. He even wears the hat while he's playing the game, you can see this if you have Big Head set.

PETRO: Enter GNP and the birthdate October 8th. George N. Petro is the main designer of Terminator 2: Judgement Day.

RIVETT: Enter RJR and the birthdate January 17th.

As of this revision, these are the twelve special guests that are confirmed.

We are changing the policy on discovery of Special Guests.

If you know of any more guests, send us E-mail about them ONLY. DO NOT post new codes, unless you can guarantee their authenticity. This Prodigy fiasco recently brought a lot of complaints to me. :(

And, more from the desk of Mark Turmell, there IS a female Special Guest! This is a rumor he has confirmed! Also, note that the Prodigy code for the female is INCORRECT!!!! It is NOT, I repeat, NOT FDT, Oct 23rd!

TANK GAME: Players 1 and 2 hold down all three buttons and hold down joystick at "Tonight's match up". Player 1 enters tank game, controls tank with joystick; left, right, forward, reverse, fires at tanks with any button. If your tank gets hit too many times, the message, "You are dead!" flashes on the screen, so be alert. Spectre or Battlezone players should have no difficulty. Shot tanks make the sound of a backboard breaking. If Player 1 survives long enough in the Virtual world, the game will say "All players powerup". After the Tank Game, the basketball game should start normally, plus any powerups, i. e. everyone has big head, defensive, offensive, intercept power-ups, shot percentage is on in Learning Mode 2.

Version 2.0 machines can end the game at this screen, much to the dismay of other players, especially if everyone has put in for a full game. And if this happens, the winners don't stay for free, because there weren't any winners. 2.0 machines can also end the game if the messages, "All players powerup!", "You survived!", pop up.

NBA Jam machines that have a Version 3.0 update chip installed will no longer end the game if the screen says, "You are dead!", nor end it if you survive long enough to get "All players powerup!". On 3.0 machines, there will be no message, "You survived!". Instead, it will just give you the message "All players powerup!", then fade out and fade in the tip-off.

4. Winning the game.

If you beat all 27 teams, you are in for a treat.

Besides the two babes who offer you congratulations.

According to Turmell, one who has beaten all 27 teams can then face off with the computer in new challenges.

Getting the random all-star teams IS possible. This is how it works.

The code checks to see if you have defeated all 27 teams.

If you have, there is a random (my guess between 5% and 15%) chance that you will get the random two All-Star team. This assumes you have only a one-player game or you are playing with a teammate who has also defeated all 27 teams.

5. Special thanks go to:

Mark J. Turmell, at Williams/Bally/Midway in Chicago for answering every question we had about NBA JAM.

People keep asking us, "Wow, you know Turmell? What's his number?"

I made a promise to Mr. Turmell not to give out his number to the Net.

I don't think he wants people calling him on the horn all the time, but he does appreciate the Net, and our work to produce this, and the pats on the back he's gotten from everyone for the great job he did on this game.

(Yes, he HAS seen this FAQ! :)

Ed Boon, also of Williams/Bally/Midway for correcting us on the Special Guests and their duties at W/B/M. :)

foregone@u.washington.edu (Carl Chavez) for providing us with the bones of the FAQ, where we corrected some general errors, along with providing information on new power-up tricks.

jimhsu@athena.mit.edu (Jim Hsu) for helping us with info on turbo and fire.

Jon.Taylor@uuser.vcc.utah.edu (Jon Taylor) for giving us five new Special Guest codes!

justin@seas.smu.edu (Justin Anderson) for providing us with the code for Petro, as well as the confirmed Defensive and Intercept power-up code combination, along with the new power-up combinations! :)

eric@parcplace.com (Eric Ching) for providing Shawn Liptak's code. :)

spam@ccs.northeastern.edu (The Immortal Spam / Eric Holma) for providing Carlton and Newcomer's codes, although I got the Carlton code from some unknown user at the University of Chicago, whom I'd like to thank too! ;)

The Kentucky Arcade, for providing us with two NBA JAM machines, as well as two Neo-Geo's, two Street Fighter II: Championship Editions, two X-Men, two Ms. Pac-Man's, two Galaga's and three Mortal Kombat's.

Is it my imagination, or is the Kentucky Arcade becoming more and more like a Noah's Arcade? ;)

1.33 super metroid moves & hints

A few easy hints for Super Metroid on SNES by : Rad!/LSd

Well, first I must say this game is one of the best I have ever played on Snes, and I figured that most other people are also playing it as much as myself. I realize that since there are no cheats, trainers, or hints out as of yet, that you might be stuck in some places...

Some hints...

Blue Doors : Open with one shot

Red Doors : open with 5 missiles or 1 super missile

Green Doors : Open with 1 super missile

Yellow Doors (I was stuck on this forever) need to be opened with a Super Bomb. Just lay it near the door and it will open...

Super Jumps are done by Running with your boots of speed until you are flashing, then push down once. After this your go will be glowing and a loud high pitched noise will indicate he is ready to jump. Just push up and the button and he will jump very high, also breaking any blocks in the way.

Kick-Climb? This is where you jump from wall to wall.. It is very difficult. You jump (spinning) to a wall, then push the OPPOSITE way and the jump button at the same time right as you hit the wall... I was stuck in a hole with 3 green midgets for about 20 minutes until I figured this one out...

In the wrecked ship, you will meet up with a large statue who is not holding anything. Roll into a ball in his palm. He will carry you to a secret room where you will find some nice things.

To defeat the alien inside the wrecked ship : You must shoot all the flames he throws at you, or you will die! Just keep hitting him with missiles when his eyes are open. (Most creatures have an indicator when you shoot them, such as opening the eyes/mouth etc...)

To get somewhere in the Maridia world... Bust the glass in the tube that crosses the bridges between Brinstar with a super bomb...

Check out the quicksand... There are many passages beneath them if you fall through...

There are about 14 Energy tanks you can get... I've gotten 12 so far...

Here are some items that I have gotten. If you are stuck, you might need one of these items to complete a puzzle...

Beams :

Charge - Charges up to release large energy blast
Ice - Freezes enemies, then destroys them
Wave - Shoots a waving blast
Spazer - Three beams at once
Plasma - Two powerfull beams at once

Suits :

Varia Suit - I forgot what this does sorry
Gravity Suit - Allows you to move freely in water/lava etc

Misc :

Morphing Ball - Rolls into the ball, duh!
Bomb - Simple bombs...
?
Screw Attack - Kills enemies when you jump.

Boots:

Hi-Jump Boots - Allows you to jump much higher
Space Jump - You will spin when jumping. Keep pressing jump button to go higher etc...
Speed Booster - Allows you to run and break the bricks with '>'

Weapons on top of screen :

Missile - Opens red doors (5 missiles) and destroys large enemies
Super Missile - Opens green doors (1 hit) and destroys large enemies
Super Bomb - Open yellow doors (1 bomb) and blows many blocks on screen
Grappling Hook - Hooks onto the indicators at top of screen and certain animals
X-Ray Vision - Finds secret passage ways and more...

Many blocks are marked with a symbol. Use the symbol on the block to determine which weapon you need to use to destroy this block.

I plan to release a map soon, as I have the complete mapping done!

For some fun, check for faces and shit in the flames and other places.
Example : The ship of yours is actually two melded faces on each side!

Hint : Turn off your ice beam when destroying enemies outside of the Norfair area. It kills them with 1 shot usually rather than two (one would be for freezing them with the ice beam)

Hint : You can get lots of power ups and missles etc by killing the enemies that come from the big 'mario tubes' ... As well as the flying bugs that come out as one and turn into about 6 in a verticle line... This is an easy way to gain energy...

Hint : There is ALWAYS a way to get out of a place you are stuck. If you are really interested in this game, just call Mega Lo Mania and leave me some mail. I am glad to help anybody.

Final Note : If you really like this game, consider purchasing it... It's WELL worth it...

- Rad!/Lsd

1.34 megaman x moves & hints

Rockman X (Megaman X) Strategy Guide! - by Lancer! (Derek Liu)

Beginner's Strategy

=====

Basic movement for Megaman consists of the movement keys which are up, down left, and right. Notice that this game is not Super Mario and you can't cruch so the up and down keys will be useless unless you're on a ladder. Then there's the usual jump button, with jump height dependent on how long you press on to the button, and there's the fire key, and this time Megaman can charge his blaster up by holding on to the fire key. You get a medium blast by holding on to the button for 1 second, and 3 seconds will get you the full blast which is large in size and can reach opponents crawling on the ground which your normal shots might miss. And there's the new slide button, don't start wondering why the key doesn't wrok yet, you don't get to slide unless you get the boots or unless you're riding on a robot.

Megaman is as agile as before, he can manubar himself during a jump, and this time Megaman (which should be called Megaman X) can grab on to vertical walls, this feature will save your life on a lot of tight situations and is also used to advance through high walls and to some secret area. I'd suggest you to spend a few good minutes practicing the move in stage 1 jumping, sliding back and forth to save some time and fraustration on later stages.

It'll be a good idea to assign either the jump button or the slide button as the "R" key on the joypad, since you might need access to all three buttons on tight spots, or instead of just using the thumb to access the jump, fire, and slide keys, try resting the joypad on your leg and use your index, middle, and fourth fingers to access the keys, I've found that to be the best way to control Megaman.

Watch the full demoplay before starting the game, actually, so you can find out some basic tactics behind all the weapons. Notice until you get to the last stage you cannot charge your blaster to level 3, and you cannot charge your different weapons before the last stage also.

Since you can now charge up your blaster, never let go of the fire button unless you see an enemy! You can still shoot 2 additional bullets when your large charged up blast is being shot.

Take advantage of Megaman's invincibility right after he's hit. If you encounter spikes which you think might be hard to cross, use that feature to give you the additional boost through the trap.

So should you charge up on another blast if the enemy survived the first blast? Well if the enemy will die within 4 blasts of your pee shooter after being shot by a full blast simply finish him off with the pee shooter (which is normal shot) otherwise charge up again, if the enemy dies the full blast will keep on going which might kill off enemies behind the one you just killed. On Bosses definitely charge up.

Never walk back when you see too much enemies, instead, try to slide front since the same enemy will appear again when you are walking forward again.

Jumping with the slide button is a very good technique to master, also master jumping against the wall with the slide button, you must need it on one the the last stages.

Advanced Strategy

=====

This is getting long, so I'll make this straight forward and short. First of all try to use the tornado on any strong enemies and use the boomerang when a fleet of small enemies attack. Here are some tips for specific enemies:

Shielded soldier - He can block off any shots in front of him, try to jump over his hammer, attack, then jump back when the hammer returns. But that only works on ground level enemies, if you have the Sting or the Boomerang use that on soldiers which are above or below you.

Submarine - The second submarine which appears is very annoying. An easy way out is to jump to the very right, which is inside him, so his turbulence cannot disturb you. Then use the tornado if possible, else shoot like crazy and use one of your energy containers.

Mechanized robots - If you see one while you're not riding a robot yourself, walk back, then forward again, you should see the driver of the robot, kill him, and ride the robot yourself.

Now on to the stages, here is the stages which you should take in order to finish the game easily.

- 1) Ice stage - get the boot first, it's essential. Then try to kill off the penguin, hang on to the wall as soon as your bullet starts bouncing off him or if he's blowing ice at you.
 - 2) Forest - get the armour, location is provided below. Try your best to kill off the boss but don't spend too much time on him, go on to the next stage if you can't kill him.
 - 3) Airport - get the energy container and kill the boss, he's easy, just use the slide button efficiently when he is blowing wind at you, and never stop walking at one direction when he dives at you. Walk between left and right as little as possible. His weapon is what you'll need on tough enemies.
 - 4) Metal plant - since you've defeated the penguin, the lava will freeze
-

and you can now walk to the spot where you see the heart container is, also get the energy container there. Kill the boss with tornado.

- 5) Electric plant - Use ice to kill the boss.
- 6) Mine - Hurry and use tornado to kill off the second rover and you should get the heart container. Kill the boss with spark.
- 7) Underwater - Ride on the third current and you'll see the boat making all the mines, destroy the boat, don't move, you'll end up in a cave, kill the snake with tornado and grab the heart container.
- 8) Tower - Kill the boss with homing missile. Play the stage again and grab the heart container you see with the boomerang cutter, it can bring in items for you. Also replay the electric plant and get the energy container.
- 9) Forest - Now that you've defeated the octopus the place will be filled with water, grab the heart container then kill the boss with boomerang.
- 10) Go back and grab any items which you might have missed.
- 11) You'll gain the ability to charge your blaster to level 3 after Zero's death. Exercise with the charged up weapons. Notice that the sting will bring you invincibility which is very useful when you have to travel upwards with all the enemies coming down at you.
- 12) The first boss is probably the first difficult boss you'll see, just keep charging for the level 3 (super) blast and shoot at the right time. If you see little spiders shoot one of the sides with a charged shot and jump over the ones on the other side.
- 13) The second one is kind of easy. Charge up on either the tornado or the cutter and defeat the two eyes before defeating the nose or you'll have a tough time.
- 14) Kill the tank (third boss) with the cutter, he's weak on that
- 15) Kill the dog with ice, then stay on the top part of the screen until the boss jumps up, then jump back down before he gets to the top, then shoot a shot of tornado before you land.
- 16) Charge your sting and become invincible then climb on top of one of the robot's arms. Stand on the inner edge so the lasers shooting upwards cannot get you. The other arm will seldomly attack you, whenever it does either make a quick jump down or stay and take a hit. It depends on how much power and/or what's your weapon's level. If your power is low get down, but if your stings's power is low I prefer staying on top and just try to avoid any hits. Of course this is only my way of beating the boss. There might be a better way or a better weapon one can use. Remember that only a level 3 charge on the boss's head can take off his life.

And here are the weaknesses of the bosses:

Eagle	- Sting
Chameleon	- Cutter
Octopus	- Shield
Elephant	- Tornado
Penguin	- Fire
Sparkman	- Ice
Shadow	- Homing
Hedgehog	- Spark

Spoilers

=====

Okay, now here are the give aways. Don't read this unless you're really, really stuck and have gave up! Otherwise play the game more, it's really

worth it.

Password - Every item except one heart container

```
+-----+
|5 5 7 3|
|4 6 2 7|
|2 1 4 4|
+-----+
```

Location of hidden items:

Helmet - You'll need the flamethrower first, enter the Airport (Eagle's stage) and at the beginning of the stage when you're riding on the belt on your way up, try reaching the bottom right hand side, you'll see that the wall is actually gas tanks with the flammable sign on it, well, burn them! You'll find energy capsules inside them. Further on you'll see another one of those gas tanks will give you a 1-up. Keep on going, and there'll be a tall frame which you'll have to climb up, and on the top there is a platform for you to jump on, but don't, travel downwards from the other side of the frame and reach the bottom right side, you'll see another row of gas tanks, blow them with fire again and you'll see what's there.

Armour - At the forest there is the tunnel with fallnig rocks, and the armour is right on top of that tunnel. Try to use the boots and jump on top of the hill instead of going inside the tunnel. Take the boss out with consistant shots and stay away, he's easy to defeat.

X-Blaster - Ah ah ah! You can't get it until you've defeated all the bosses and until you've defeated the first boss in the last stage, part 1.

Energy Container #1 - It's in the electric plant, grab it with the boomerang.

Container #2 - Sorry I forgot which enemy you'll have to defeat first, but it's inside the glass tower in the airport stage.

Container #3 - Behind the first bulldozer in the mines.

Container #4 - In the metal plant (elephant's stage) you'll see many enemies on different platforms, remember there's a 1-up when you reach the top, left platform? After you grab the 1-up rush and jump towards the left, you'll meet a wall with the energy container. Jump against the rocks to break them.

Heart Containers - Most are easy to find, I'll state a few tricky ones.

1. - Defeat the octopus, then on the forest stage slide down the hole before you reach the cave with falling rocks and you'll see it.
2. - Kill the second bulldozer in the mine stage with the torpedo (preferably) and you can reach the hole, or you can run infront of it.
3. - Defeat the small ship in aqua stage, ride down along with the sinking ship, you know that one, right?
4. - Defeat the penguin and the lava in the metal plant will freeze, oh that's easy, there's one you need to use the boomerang to grab, not much.

Well okay, that's it, like I've said, I've missed one heart container myself, and my way of killing the last boss might be a little

cheesy, if you've got better ways don't forget to post in the news group or leave me a note at deliu@unixg.ubc.ca.

Sorry for all the grammar mistake, apprently I've hurt myself and I'm typing this on my bed (with my 10 feel keyboard extension) and I can't see what's on the monitor right now. :) Oh, not to mention all the spelling mistakes. :)

1.35 ninja warriors again moves

NiNJA WARRiORS AGAiN

MOVES LiST

By: The Roamer

NiNJA: Watch out for this big fellow. By brute force alone, he'll plow through the ← defenses...

- Y Button - one hit, a simple punch. Multiple hits on a hardier enemy, and he uses his chain.
 - Also can be used for picking objects up to throw at enemies.
- Y+Diagonal Up - Multiple punches will activate his Wrist Cannon.
- Y+Down - Crouch Punch. Multiple hits will do a powerful Side-Kick.
- B Button - Jump-Jet. (NiNJA is a heavy-set character so he won't jump far.)
- B+Down - Hop on their heads.
- B,Y - Jump Spin. Will toast them in your jets.
- B+Left/Right - Shoulder Dash.
- X Button - Activates 'BLASTER' *IF* you have full power. Power increases as you move forward. It's like a smart-bomb and will do major damage to anything on the screen.
- A Button - Moving close to an enemy, press this. You'll grab hold of the sucker and pick them up.
- A,Y,Left/Right - Pick them up and throw 'em.
- A,Y,Down - Break them across your knee.
- A,Y,Up - Swing them round and round, possibly hitting others.

KUNOiCHi: What looks like a pretty female is actually a deadly assination device.

- Y Button - one hit, a slice with the dagger. Multiple hits on a hardier enemy, and she uses her kitana sword.
 - also can be used for picking objects up to hit enemies with.
- Y+Diagonal Up - Multiple cuts, and she will leap forward with a devastating ← slice.
- Y+Down - Crouch Cut. Multiple hits on enemy will do a slice upwards.
- B Button - Jump
- B+Down - Dash Stab
- B,Y - Jump, slice upwards.
- B,Y+Left/Right - Jump, and do a kick.
- X Button - Activates 'BLASTER' *IF* you have full power. Power increases as you move forward. It's like a smart-bomb and will do major damage to anything on the screen.
- A Button - Moving close to an enemy, press this. You'll grab hold of the sucker and pick them up.
- A,Y - Throw the enemy to the ground.
- A,Y,Down - Kidney Punch
- A,Y,Up - Use Hair to throw enemy high over head.

KAMAI TACHI: One Bad-looking Robot. No humanizing features here...

Y Button - one hit, a slice with the forearm blades. Multiple hits on a
hardier enemy, and it spins it's arms.
- also can be used for picking objects up to hit enemies with.
Y+Diagonal Up - Multiple cuts, and it will leap forward with a devastating slice ←
.
Y+Down - Low Punch. Multiple hits on enemy will throw the bladearm out on
a chain.
Left+Y,B - Does a Side Kick.
B Button - Jump
B+Down - Side Kick
B,Y - Jumps, rolls into ball of blades.
B,Y+Left/Right - Jumps, and attacks from above with armlades.
X Button - Activates 'BLASTER' *IF* you have full power. Power increases
as you move forward. It's like a smart-bomb and will do major
damage to anything on the screen.

*** Have fun, as that's what it's all about! ***

--- I'd just like to say something in defense of ROMKiDS releases... I'm not ←
affiliated with ---
--- any group, but I appreciate the effort they put into getting the games no one ←
else seems ---
--- to want to handle, namely the Japanese ones. I can understand that some haven' ←
t the time ---
--- to learn another language, but for some, Nihongo games are the only kind we ←
yearn for. ---
--- If there were no Japanese games released, in some cases, you'd not get to see ←
things ---
--- sometimes MONTHS ahead of the local releases. IMHO, most of the US releases ←
are poorly ---
--- programmed, drawn, and orchestrated. In summary, there's nothing wrong with ←
Japanese ---
--- games; you don't want them, just don't download them. Leave us to the piles of ←
great ---
--- RPGs and tv/comic related releases we're familiar with. ←

--- The Roamer ←

*** p.s. - The scene needs a really good PC console convertor soon for the Game ←
Doctor SF3. ***
*** Shortly, we'll be seeing many new games that break even the 24 megabit ←
barrier. ***
*** The GDSF3 works in 8 megabit sections. Games that are copied on the ←
ProFighter Q+ ***
*** tend to be unplayable above the 16 mega mark due to the now ancient ←
support. ***
*** Please, someone update CCX, UCON, what-have-you... ←

*** Thanks in ←
advance! ***
*** If you have questions, call me at Beyond Akira or Alternate Reality in ←
416 ***

1.36 muscle bomber moves and hints

NiGht AsSASsiN Presents :
Muscle Bomber (Slammasters)
Complete Moves plus a few Hints

Name (US Name) Ring Move & Desc. Grab Move & Desc.

```
=====
Kimala (Jumbo)      B,DB,D,DF,F    U,B,F &
Attack              Attack
[Pancake Spray]    [Belly Toss]
```

```
Colt (Gunloc)      Press Attack    U,UF,F &
Rapidly            Attack
[Sonic Fists]      [Gut Crush]
```

```
Zalazof (Biff)      Same as Colt    Same as Colt
[Sonic Fists]      [Gut Crush]
```

```
Budo (Oni)        Press Attack &    Spin Pad 360
Jump together      Degrees & Attack
Jump together
[Spin Attack]      [Neck Ringer]
```

```
Titan (Same)      B,DB,D,DF,F &    DB,D,U &
Attack              Attack
[360 Sweep]        [Back Breaker]
```

```
Stinger (Same)    B,DB,D &        D,F,DF &
Attack              Attack
                    (SFII Fireball)    (SFII Uppercut)
[Comet]            [Head Nail]
```

```
Haggar (Same)    Press Attack &    Spin Pad 360
Jump together      Degrees & Attack
Jump together
[Double Lariat]    [360 Piledriver]
```

```
Gomes (Rasta)    Press Attack      D,U & Attack
Rapidly
[Jungle Punch]     [Jungle Fever]
```

```
Astro (Scorpion) D,U & Attack+Jump D,U & Attack
[Hand Spin Attack] [Some Spinning Shit]
```

```
=====
Also, this game was tested on my friends PFQ+ 24 with no glitches!
I've also heard that it works (Somewhat) on a 16 Meg copier.
```

There ya go, now print it and bring it to your local SNES copier! 8)

Notes : These are just the special holds for this game. I suggest you fool around with one character and try to master him. There are plenty of moves in this game. Try pressing pin from the top

ropes (This will give your character anger and do more damage)
Also try pressing Down and Both Attack and Jump at the same time
with anyone. Thanks to Capcom for another kick-ass game, and to
Paradox for releasing it!

Greetings : Whoever deserves it!

1.37 wolfenstein 3d passwords

The Levelcodez for Castle Wolfenstein 3D Final, released by Quartex
Done by He-Man/Outlaws

Level 1 Floor 1 - Press Fire
Floor 2 - TRDROD
Floor 3 - VHDRFJ

Level 2 Floor 1 - VRDRFJ
Floor 2 - RHKKKD
Floor 3 - RRKKKD
Floor 4 - SHKKLJ

Level 3 Floor 1 - SRKKLJ
Floor 2 - PLTKFL
Floor 3 - PVTKFL
Floor 4 - QTKFC

Level 4 Floor 1 - MKTKBB
Floor 2 - MTKKBB
Floor 3 - NCTKKD
Floor 4 - NNTKKD
Floor 5 - KCTKCJ

Level 5 Floor 1 - KNTKCJ
Floor 2 - LCKKBH
Floor 3 - LNKKBH
Floor 4 - HCKKFL
Floor 5 - HNKKFL
Floor 6 - JCKKDK

Level 6 Floor 1 - JNKKDK
Floor 2 - DCKKJC
Floor 3 - DNKKJC
Floor 4 - FCCKHB
Floor 5 - FNKKHB
Floor 6 - BCKKLF

1.38 ninja warriors again docs

FULL DOCS

TO

NINJAWARRIORS

T/\iTO

typed by KEYBOARD KiD/rLd

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===== BUILT FOR BATTLE =====

Three untried warriors sit with unnatural stillness, in total darkness, waiting. Suddenly the door to the lab slams open. Outlined against the light is Mulk, leader of the resistance. He has a dozen wounds, but his eyes burn with strength and unfailing

purpose. Mulk staggers to a nearby control panel and begins throwing switches and pushing buttons. The lab hums with electrical noise as the lights come up. Though Mulk falls to his knees, weak from his wounds, he reaches up one last time and slams his fist down on a glowing pad. Behind him, three beings, who appear to be human, slowly rise to their feet. They study themselves and each other, then examine the room. Mulk turns to put his back against the console and says in a painful whisper, "You three are our last hope. Banglar has destroyed nearly all of my forces. I have programmed you to seek him out and end his tyranny. You must penetrate the defenses and battle his troops. AH! if only I had been given the time to test you! But go -- go quickly before it's too late to save any of us."

-[PAGE 5]-

ACTIVATION/CONTINUE

- 1 Before you can begin your mission, you must insert the Game Pak into you SNES deck. Once this is done, turn on the power. You will then be briefed on the status of the revolution and your assigned task. Press Start to exit briefing.
 - 2 Use the Control Pad or press Start to move the cursor to the difficulty level you want. Then push the Start Button.
 - 3 The three androids are Ninja, Kunoichi, and Kamaitachi. Place the cursor on a character and push B, Y or Start.
 - 4 CONTINUE: When a game is over, use the Control Pad to move the
-

cursor to choose YES or No. Then press Start.

-[PAGE 6]-

===== CONTROLLER =====

Control Pad

To move your android, make certain attacks, or move the cursor, use the Control Pad.

Y Button

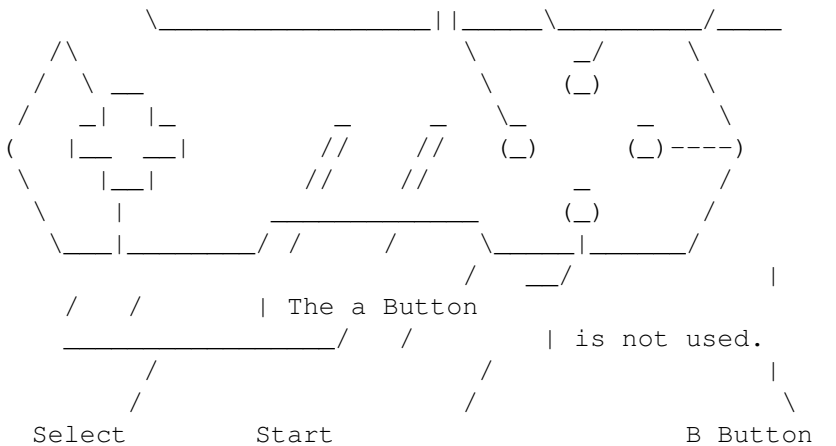
Push Y to attack, to Guard, and to select a character. Press Y and up on the Control Pad for a special attack.

X Button

The X Button will annihilate all enemies on the screen with the Blaster Attack. Wait until the

Blaster Meter is full, then press X.

Left and Right Buttons are not used./



Use the Select Button to move the cursor on the Game Level Screen and the Android Select Screen.

To pause, press the Start Button. You can also use Start on the Android Select Screen. you have positioned the cursor.

Press B to jump, or use B on the Android Select Screen to choose a character once

-[PAGE 8]-

===== THE ANDROIDS =====

----- NINJA -----

The most powerful of the three androids. Ninja lacks speed and mobility. He fights with Brass Knuckles and Nunchakus, and uses a Jet Pack for extra power.

Brass Knuckle Punch.....Y Repeatedly

Push Y to Brass Knuckle Punch. Press and hold down on the Control Pad while pushing Y to attack low. After Ninja hits an enemy twice, he next does a Nunchakus Finish or a Side Kick. When Ninja is upright, push Y twice for the Nunchakus Finish. When he is attacking low, push Y twice for the Side Kick.

Heavy Crush.....\ / + B

Ninja will leap into the air and land on his foes with a crushing kick when you press down on the Control Pad and then push the B Button.

Spin Attack.....B then Y

To sear enemies with Ninja's jet rockets, push B. Next, push and hold up or down on the Control Pad for a high or low attack, then press Y.

Shoulder Charge.....< or > + B

Press the Control Pad to move Ninja towards the enemy. Once he is moving, push B. Ninja will jet forward to crush the foe with his shoulder.

-[PAGE 9]-

Dashing Side Kick.....< or > + B, then Y + /\

Push the Control Pad to move Ninja towards the enemy, then push B. Quickly, before he makes contact, push both Y and up on the Control Pad.

Power Slam.....< or > then Y

When Ninja runs into an enemy, he grabs him. Once he has grabbed someone, push the Control Pad in the direction you want to throw, then Y.

Back Breaker.....< or > then \ / + Y

To crack an enemy over Ninja's knee, use the Control Pad to make him grab the foe. Next, press down on the Control Pad and then push Y.

Power Spin.....< or > then / \ + Y

To spin an enemy and throw him into other nearby foes, have Ninja grab him. Next, push up on the Control Pad and then press Y.

Guard and Flip.....Y Hold + B

Hold Y to guard, and to Guard low also hold down on the Control Pad. Or, while holding Y, Push B to flip forward, or B and backwards on the Control Pad to flip backwards.

Ninja Blast.....Y Repeatedly + /\

When the Blast Meter is full, press Y repeatedly and up on the Control Pad together Ninja will emit a blast of energy from his forearm. The blast all destroys enemies in its path.

----- KUNOICHI -----

The name Kunoichi (kuno-eechi) means "woman ninja." This android fights either with two Kuni Knives or the Ninja Sword she wears on her back. She is extremely fast, blending power with skill.

Kuni Cut.....Y Repeatedly

Once Kunoichi strikes her enemies four times with her knives, she will finish them off with her sword. Push and hold down on the Control Pad while pressing Y repeatedly to attack low. When Kunoichi is attacking high or low, press Y repeatedly so that she strikes the enemy four times, then she will use her sword.

Kuni Stab.....\ / + B

Kunoichi will quickly lunge forward and stab her enemy through with her knife when you press down on the Control Pad and then push the B Button.

Jumping Slash.....B then Y

Press B to have Kunoichi leap into the air. Once she is up, press Y to have her slash at nearby enemies with her Ninja Sword.

Jumping Side Kick.....< or > + B, then Y

Press the Control Pad to move Kunoichi toward her enemy and push B to jump. Once she is air-borne, press Y and she will kick at the foe.

Back Flip Kick.....< or > + B, then Y + < or >

Press the Control Pad, B, and Y to have Kunoichi do a Jumping Side Kick. Immediately after she kicks, push the Control Pad the other direction.

Body Slam.....< or > then Y

Kunoichi grabs enemies when she runs into them. Once she has grabbed a foe, push Y. She will throw him down, taking out anyone in the way.

Shoulder Throw.....< or > then /\ + Y

Once Kunoichi has grabbed an enemy, push up on the Control Pad, then press Y. She will fling the enemy backwards over her shoulder.

Scorpion Stab.....< or > then \/ + Y

Use the Control Pad to make Kunoichi run into a foe and grab him. Next, press down on the Control Pad, then Y. She will stab her enemy repeatedly.

Guard And Flip.....Y Hold + B

Hold Y to Guard, and to Guard low also hold down on the Control Pad. Or, while holding Y, Push B to flip forward, or B and backwards on the Control Pad to flip backwards.

Quick Cut.....Y Repeatedly + /\

When the Blaster Meter is full, press Y repeatedly and up on the Control Pad at the same time. Kunoichi charges forward, slicing her Ninja Sword through all enemies unfortunate enough to be in her path.

----- KAMAITACHI -----

Kamaitachi (kama-itachi) is named after a mythical creature that attacks its enemies with great skill. This lethal android has curving steel blades attached to his arms and is built for speed.

Forearm Slash.....Y Repeatedly

Kamaitachi slashes with his arm blades when you push Y. Once he strikes an enemy four times, he uses the Tornado Finish or the Long Slash Finish. When attacking high, strike the foe four times for the Tornado Finish. When attacking low, hit four times for the Long Slash.

Quick Kick.....\ / + Y

Move Kamaitachi in close to his foe, and hold down on the Control Pad for low attack. When you push Y, he will quickly jump and kick downward.

Skip Heel Kick.....\ / + B

To have Kamaitachi lunge forward with a rapid side kick, press and hold down on the Control Pad, then push the B Button.

Intercept Roll.....B then Y

Push B, and when Kamaitachi is airborne, press Y. He leaps into the air, then folds into a tuck position and spins down to crash into the enemy.

-[PAGE 13]-

Diving Slash.....< or > + B, then Y

Press the Control Pad to move Kamaitachi toward

his enemy. Once he is moving, push B to jump, then push Y. He will dive forward arms first.

Low Double Punch.....\ / + Y

Press and hold down on the Control Pad. While Kamaitachi is crouching, press Y. He will rapidly double punch the enemy.

Shooting Side Kick.....< or > then Y

Place Kamaitachi next to an enemy and push and hold the Control towards the enemy. Once Kamaitachi grabs the foe, press Y to Side Kick.

Tornado Throw.....< or > then < or > + Y

Press forward on the Control Pad to have Kamaitachi grab an enemy. Throw the enemy backwards by pressing the opposite direction on the Control Pad and Y at the same time.

Guard And Flip.....Y Hold + B

Hold Y to Guard, and to Guard low also hold down on the Control Pad. Or, while holding Y, Push B to flip forward, or B and backwards on the Control Pad to flip backwards.

Heat Claw.....Y Repeatedly + / \

When the Blaster Meter is full, press Y repeatedly and up on the Control Pad together. Kamaitachi will fire a heated claw that will slash through all enemies before him.

-[PAGE 14]-

===== ITEMS =====

Because of their super-human strength, the androids can pick up objects and throw them at enemies. To do this, move your android up to an item, then push Y to pick it up. Push Y again to throw. Except for Energy Pods, all items described below can be thrown several times.

Energy Pod

The three types of Energy Pods will refill the Player meter by a certain amount.

Motorcycle Container

You can throw this twice to defeat larger groups of enemies. Throw this box to break it open. Sometimes you can find Energy Pads inside.

Gas Tank Computer

The second time you throw this tank, it will explode, throwing fire all around. Throw this user-friendly item at enemies to send them into a terminal reality.

Marble Bench Searchlight

Squash groups of enemies with this two-ton bench. You can throw it three times. Put your foes in the spotlight by tossing this old beacon into them at full strength.

/<<iD! -

Just like to say, if anyone has any requests on a dox they want to be see, let me know, either call my bbs or you can contact me on Wet Dreams, LOC, or Beyond Akira.

HeLLos - PhARAOH, FALLEN ANGEL, SHREDDER, WARDUKE, DEVIOUS DOZE
ILLICIT TRADER, CARETAKER, NIGHT ASSASSIN, YANKEE ROSE
THE PLAYER, HYDRO, FUZZY, ARTIC CAT, ZOO, STRIKER
SIZZLER, GANDALF, PENTAGON, ICE CUBE, BRUISED LEE

NOTE - Looking for someone to release my docs under.. If your
Interested, please let me know.

1.39 star trek - the next generation docs

STAR TREK
THE NEXT GENERATION
(snes)
FULL DOCUMENTATION

typed by: KEYBOARD KiD

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WELCOME TO THE 24th Century!

You are privileged to join the Federation Starship Enterprise on her adventure entitled "Future's Past." You will travel to strange new worlds, find new life and new civilizations, and "boldly go where no one has gone before."

This voyage, though, will be different from any other you may have taken. Starfleet Command will have some assignments for you, but you will be in control of the ship. You can choose to visit hundreds of planets, use the ship's weapons to defend yourself against hostile vessels, choose which crew members go on Away Team missions and direct their actions as they explore the unknown worlds.

The fate of the galaxy is in your hands, for even the simplest-seeming mission can have vast, unexpected consequences. If you perform your tasks well, with imagination and courage, the United Federation of Planets will honor your achievements. Good Luck!

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SETTING UP THE GAME

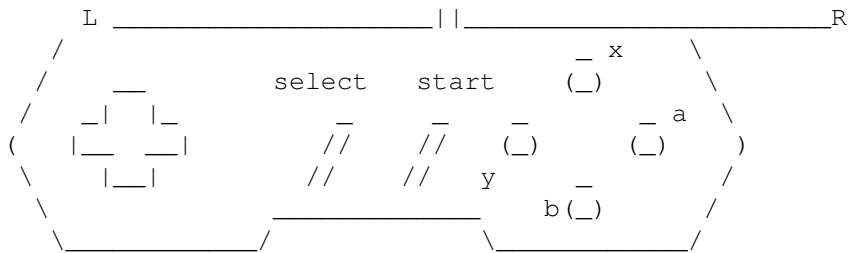
Star Trek: The Next Generation is a one-player game. Plug the Super NES controller into the left controller socket only.

To enter the world of Star Trek: The Next Generation, insert the Star trek Game Pak into your Super Nintendo Entertainment System and then turn the power ON. You will then be presented with the title screens, after which you will be briefed by an entry

from Captian Picard's log. Once you've read the captain's log entry, press either the A or the X Button to make it go away. Now your adventure can truly begin.

WHAT ARE ALL THOSE BUTTONS ON THE CONTROLLER, ANYWAY?

The Super NES Controller is laid out as follows:



Pressing the START Button will always pause the game, and pressing it a second time will resume the game. The other buttons work differently depending on which screen you're using. We'll explain these functions screen by screen.

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THE SHIP'S BRIDGE

After the captain's log entry, you will find yourself facing the viewscreen on the Bridge, where the RIGHT and LEFT arrows will take you to the different stations. There are seven control stations on the Bridge: communications, where you can talk to other people; the conn, where you can get advice from Captain Picard about what to do next; the sensors, where your analytical detectors can scan unknown objects; the ship's computers, where you look up information; the engineering station, where you go to repair the ship when it's damaged in battle; and the Transporter Room, where you select an Away Team to visit other sites. A label at the bottom of the screen tells you which station you're currently viewing.

EXPLORING THE BRIDGE

When you're on the Bridge, you stand in the center

with the control stations around you. Use the RIGHT or LEFT arrow keys on the Control Pad to turn a full 360' and see the complete Bridge. As with any circle, you can go in either direction; for simplicity's sake, this tour will go in a clockwise direction.

You start out facing the viewscreen, which shows you what's outside the ship. This is actually two systems in one. When someone is hailing you, the light at the top of the screen flashes green and the word "Communications" appears at the bottom.

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Communications lets you receive messages from other people. When no one is hailing you, the word "conn" appears instead and you are at the conn, where you can set the ship's course and speed.

From the front viewscreen, press the RIGHT arrow to reach the briefing room.

From the briefing room, press the RIGHT arrow to move clockwise to the sensors.

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From the sensors, press the RIGHT arrow to move clockwise to the computers.

From the computers,

press the RIGHT arrow to move clockwise to the engineering station.

From the engineering station, press the RIGHT arrow to move clockwise to reach the turbolift doors that will take you to the Transporter Room.

From the turbolift, press the RIGHT arrow to return to the viewscreen. Congratulations! You have now made a complete circle and located all the stations on the Bridge.

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COMMUNICATION

Being hailed

You will hear a beeping sound when someone is hailing you. Go to view viewscreen, where you will see the green light flashing at the top of the screen. Press the A Button, and the image of the person hailing you will appear on the viewscreen along with the text of what he or she is saying. If there's too much text to fit on the screen at one time, press the UP and DOWN arrows on the Control Pad to scroll up and down so you can read the whole message. Press the A Button again to return to the Bridge when you're finished.

When The viewscreen is blurry

If your communication system has been damaged in combat, you can't receive messages as clearly as you normally could. See the section on the engineering station, below, to learn how to fix the problem.

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REACHING YOUR DESTINATIONS

You go to comm to change the ship's course and set a new destination. Use the Control Pad to take you to the viewscreen, then press the A Button to enter the astrogation system.

What the star and cluster names mean

To simplify astrogation, places are identified by a series of names. The stars in your ship's patrol region have been grouped into eight different clusters, and the cluster name is the first level you choose. Within each cluster, the stars are named by Greek letters according to how bright they are. The planets of each star are listed by Roman numerals according to their distances from their sun, and the moons of a particular planet are listed by Roman letters according to their distance from the planet. The destination "Codis Alpha IVB" means go to the brightest star (alpha) in the cluster Codis, then look at the fourth planet out and go to its second moon.

What the conn looks like

In the upper left-hand corner of this screen is a pictorial display of possible destinations. Below the display is a menu list. Use the UP and DOWN arrows on the Control Pad to scroll through the names on the list, highlighting each name in turn. There may be so many names of the menu list that they don't all fit on the screen at once, but you can scroll to them all using the

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UP and DOWN arrows. In the upper right-hand corner is information about reaching your destination.

Choosing a destination

If you're already on your way to a destination when you enter the astrogation screen, you will find that destination preselected. If you have no current destination, you will see the screen for choosing a cluster.

The highest level of the astrogation panel lists the clusters; when a cluster is highlighted, its stars appear in a different color in the visual display. Pressing the A Button selects the highlighted cluster and takes you down to the next level in the list, where you can select a particular star within that cluster. The A Button always takes you down to a more specific level.

Pressing the X Button will move you up one level on the list. If you're on the top level (cluster choices), pressing the X Button will return you to the Bridge without selecting a destination. If you have a destination selected and want to return to the Bridge without changing it, press the X and Y Buttons together.

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Choosing a warp speed

The display in the upper right-hand corner shows information about your selected destination. The first line shows its distance from your current position, the second line shows your currently selected warp speed, and the third line tells you how long it will take to reach the destination at that speed. Bearing and Mark define the destination's position relative to your ship.

You can increase or decrease your warp speed by pressing the RIGHT or LEFT arrows on the Control Pad. Your ship's computer will notify you if you pick an unreasonable speed.

Damaged Engines

If your ship's engines have been badly damaged in combat, you'll see a message saying that the system has been shut down. You can't go anywhere until you make repairs. See the section on the engineering station, below, to learn how to repair the engines.

Warping Out

Pressing the B Button selects the destination, starts you

on your way and returns you to the Bridge.

CONFERRING WITH THE SENIOR OFFICERS

Of you're uncertain where you should go or what you should do, you can always get advice from the ship's senior officers. Go to the briefing room and press the A Button to see what they suggest. Press either the A or the X Button to return to the Bridge.

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Your ship's officers are among the most capable in Starfleet. Their advice is bound to be good. Remember, though, that you are now commanding the ship and you make the final decisions.

Using Your Sensors

The Sensors let you study objects from afar. The information you learn may help you understand and deal with some of the problems you'll encounter.

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Activating the sensors

Go to the sensors and press the A Button to activate them. The sensors will scan the closest object within range and present a report about it. Use the UP and DOWN arrows to scroll through the report if necessary.

Returning to the Bridge

When you've finished reading the sensor report, press the X Button to return to the Bridge.

Using The Computers

The ship's computers can give you background information about various subjects. Some entries may even help you solve the game's puzzles. Press the A Button when you're at the computers to start exploring the system.

You will see a menu of general topics. Use the UP and DOWN arrows to scroll through the menu. When the topic you want is highlighted, press the A Button to

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move forward to that topic's submenu. Continuing forward like this until you reach the specific entry you're looking for. You may then use the UP and DOWN arrows to scroll through the entry's text.

Pressing the X Button will move you back up the submenus one at a time. When you're on the top level, pressing the X Button will return you to the Bridge. You can exit to the Bridge from any point by pressing the X and Y Buttons at the same time.

Repairing The Ship

If the ship was damaged during engagement with a hostile adversary, go to the engineering station. Here you can want to devote to repairing the damaged systems. Press the A Button to call up the engineering screen.

What Resources do you have?

The top line is labeled "Resources." A blue line beside the label shows the total amount of work your crew can

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put into fixing the ship at any given time. This line will shrink as more resources are spent to repair the ship after space battle.

Which systems need repair?

Below the top line are the names of the 10 major ship systems: Shields, Weapons, Engines, Life Support, Sensors, Navigation, Hull, Transporter, Computer and Communications. A damaged system will have a red bar next to its name. The longer the bar is, the more damage the system has suffered.

A damaged system will not work well and could endanger your mission. Damage to shields, weapons and engines will keep you from maneuvering and defending yourself well when you're attacked. If your life support system is damaged, your crew will not regain any health they lost on Away Team missions; if your hull is too badly damaged, your ship cannot survive. If your sensors or computer are damaged, you won't be able to get information from those systems. If there is damage to the navigation system, you can't fly the ship where you want to go. If your communications system is damaged, you'll have difficulty receiving incoming messages, and if your transporter is damaged, you won't be able to beam an Away Team to their current mission.

How Do you Repair System?

You must spend some of the ship's resources to fix a damaged system. Use the UP and DOWN arrows to highlight the system you want to repair. Pressing the

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RIGHT and LEFT arrows on the Control Pad increase or decrease the resources you're spending on that system (as indicated by a blue line inside the red bar). The more resources you spend, the faster the system will be repaired -- but fewer resources you'll have left over to repair other systems. Pressing the R or L Button will give you a greater control over the resource increase or decrease by moving the blue line in smaller increments.

Why are Shields, Weapons and Engines a different colour? The top three systems also have submenus for specific shields, weapons and engines respectively. To reach these submenus, highlight the main menu and press the A Button. Then follow the same procedure for spend-

ing resources. If you don't use the submenus, any resources spent on top menu will be divided equally among its subsystems. Press the X Button to back out to the top menu.

Returning to the Bridge

When you've finished authorizing repairs, press the X Button to return to the Bridge. The repairs will be made over time according to the resources you spent.

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DEFENDING THE SHIP FROM ATTACK

Your ship will automatically go to red alert when it's attacked. The klaxon will sound and you will be taken automatically to Worf's tactical station screen.

What You'll see

You can see part of the front viewscreen over the top of your console. Below that, on your control console, you see a view of space immediately around you. Your ship is always placed at the center with the opposing ship moving around it.

The Grid

The grid system scales itself depending on how far away the opposing ship is from yours. If you're far apart, the grid squares are small. When you get closer to your opponent, the grid squares become larger.

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The Ship Display

On the right-hand side of the screen is an image of

your ship showing the condition of its six different shields and its fore and aft weapons banks. The shields are green when they're in perfect working order. As they suffer damage, they become dimmer and must be repaired before they will work again. The phaser banks show up as red areas on the fore and aft parts of the ship. When they're bright red, they're fully charged. As you use them, they dim to black, and you must wait until they charge again before you can use them. The yellow light indicates your auxiliary power is working. You have four photon torpedo tubes fore and aft, represented by blue buttons on the top and bottom of the display. When the button is lit, the tube has a torpedo ready to be fired; when the button is dark, the tube is empty and you must wait for it to be reloaded. A gauge at the bottom of the display shows how many photon torpedo casings you have left.

Controls

There are two different sets of controls that can be worked independently or together. One set controls how the ship moves through space. The other set controls your phasers and photon torpedoes.

Moving Around

Use the Control Pad to move your ship around. Press the UP arrow to give the ship forward thrust (that is, in the direction it's facing) and the Down arrow to give

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the ship backward thrust. Press the LEFT arrow to rotate the ship counterclockwise; press the RIGHT arrow to rotate the ship clockwise. The ship will stop rotating when you take your finger off the Control Pad.

Firing your weapons

Your ship is equipped with fore and aft phasers and fore and aft torpedo tubes. If your opponent is in front of you, your computer will automatically fire the forward weapons; if the enemy is behind you, the computer will fire the aft weapons. Use the A Button to fire your phasers and the B Button to fire your photon tor-

pedoes.

Energy allocation during battle

During space combat, the ship's engineers are busy trying to keep the shields and weapons functioning and have no time for anything else. Pressing the R Button will shift some of your auxiliary power to the shields. If you press the L Button instead, it will shift auxiliary power to the phasers.

Enemy Damage

In the lower left-hand corner of the tactical screen are two silver lines representing the amount of damage done to your opponent's ship. The upper line represents shield strength and the lower line shows damage to the hull. These lines shrink as you do more damage and grow again as the opposing ship repairs its shields and hull.

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Hailing During battle

If your opponent has received serious damage, he may decide it's better to talk with you than fight. The message "Enemy hailing" will appear in the lower left-hand corner of your screen. If you want to answer your opponent's hail, press the X and Y Button at the same time. You will be returned to the Bridge, where you may go to the viewscreen and answer the hail as normal. You can ignore the hail and continue fighting to the end, but this may make other members of your attacker's race even more hostile to you than they already are -- and you will end up paying later for your lack of courtesy.

If you decide you don't want to fight, you may choose to gamble and place your ship at the enemy's mercy. Press the X and Y Buttons at the same time to indicate your desire to talk. You will be returned to the Bridge, where you will find your opponent answering your hail. Go to the viewscreen and communicate normally. If the enemy is well-disposed to you, they may just leave you alone. If your previous conduct has angered the enemy, your ship may be captured and the game will end automatically.

GETTING READY TO GO ON AN AWAY TEAM MISSION

When you want to send an Away Team to investigate a site or take action, you must first visit the Transporter Room. Here you can select between one and four crew members to go on the mission. To reach the Transporter Room, go to the turbolift doors and press

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the A Button. You will receive a briefing from Captain Picard outlining the goals of your mission. If you decide you don't want to beam down right now, press the X Button to return to the Bridge. If you want to continue to the Transporter Room, press the A Button.

What you'll see

When you first enter the Transporter Room screen, you will see a column of four pictures down the right-hand side. These are the four different members of the Away Team the computer has selected by default. The top face is highlighted in red. Along the bottom is a brief listing of that crew member's traits (TEC = Technical Ability, TAC = Tactical Ability, HEA = Stamina, and STR = Strength). A critically injured crew member is permanently removed from the active duty roster.

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CHOOSING THE CREW MEMBERS FOR THE AWAY TEAM

On the left-hand side of the screen are the portraits of the crew members available to be chosen for the Away Team (including an empty spot for "no members" if you don't want anyone in that position). The pictures of people who were critically injured on a previous mission are dimmed. These people are recovering and are

not available for future missions.

You can change which box is highlighted in the right-hand column by holding down the Y Button and pressing the Up and Down arrows on the Control Pad; the box that is highlighted when you release the Y Button is the character you are changing. You may then use the Up, Down, Left and Right arrows to highlight different faces. The highlighted face will appear in the red-outlined box in the right-hand column, and that crew member's traits will be shown along the bottom. Repeat the procedure until you have selected the Away Team you want. If you decide to cancel the mission without beaming down, press the X Button to return to the Bridge. Otherwise press the A Button twice to transport to the site you want to explore.

NOTE: Different crew members have different combinations of skills. Some Team missions may require different skills to deal with the problems they present. Sometimes it may help if you choose team members who have talents different from one another.

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AWAY TEAM MISSIONS

THE CREW MEMBERS OF THE AWAY TEAM

When you send the Away team on a mission, you will see them transport to the location the transporter chief has chosen for them. Along the right-hand side of the screen is a column of portraits for the crew members you chose to be on the Away Team. A red highlight indicates the team member who is currently "active," meaning this is the member who will do things when you use the controls.

THE INVENTORY BAR

Along the bottom of the screen is a bar with pictures of the things in the active crew member's inventory. Each crew member has his or her own inventory, which is assigned automatically depending on the crew member's position and skills. The first item in the inventory will be highlighted in red.

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THE MESSAGE BAR

Just above the inventory bar is the message bar. When you highlight a new object in the inventory bar, its name appears in the message bar. When you use a tricorder or talk to someone you meet during you mission, the message will appear in this area.

THE HEALTH GAUGE

Next to the inventory bar is a horizontal red line that gauges the active crew member's state of wellbeing. If the crew member is wounded or otherwise injured, the line will grow shorter. A crew member is considered critically injured if the gauge drops too low.

If there is a medical officer along on the mission, the crew member can be healed by having the medical officer use a tricorder on him, as explained in the section on standard inventory items.

THE PHASER CHARGE GAUGE

If the active crew member is carrying a phaser, there will be a horizontal gauge just below the health gauge showing how much charge is left in the phaser. A phaser that's totally out of charge will not fire, but a crew member may be lucky enough to find a new power pack to recharge it.

MEDICAL PACKETS

If the active crew member is a medical officer, there will be squares just below the health gauge showing how many medical packets that officer has left. The

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officer starts a mission with three packets. Each time

she heals someone, one packet is used up. Lt. Commander Data cannot be healed by using a medical packet on him.

THE ACTION SCREEN

The biggest part of the screen shows you what's happening to the Away Team while it's exploring this unknown world. This is where much of the game's action takes place.

PICKING THE ACTIVE TEAM MEMBER

Each of the crew members in the Away Team can move independently from the others. The crew member whose picture is highlighted is the one who will do things when you press the controls. You can change the active crew member by holding the Y Button and pressing the Up or Down arrow on the Control Pad; this will highlight the different portraits in the right-hand column. The portrait that's highlighted when you release the Y button is the new active crew member.

USING THE CREW MEMBERS INVENTORY

The inventory bar only shows the inventory of the currently active crew member. Pressing the R or L button lets you scroll through the different inventory items, highlighting each one in turn. For the crew member to use a particular inventory item, that item must be highlighted. Pressing A button makes the crew member use the highlighted item. Nothing will happen if the

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item can't be used in this situation. See the section below, "the Standard Inventory Items", to see what the most common objects do.

Each crew member may have up to six different items in his or her inventory. If you need to pick up more things than this, you must spread it out among several crew members.

MOVING THE ACTIVE CREW MEMBER AROUND

Use the Up, Down, Left and Right arrows to move the active crew member around so he or she can explore the world. Nothing will happen if the crew member can't move in that particular direction.

PICKING UP OBJECTS

If the crew member finds something you think might be useful, use the B Button to try to pick it up. If you pick it up successfully, its icon will appear in that crew member's inventory bar; if that crew member's inventory is full or if you cannot pick it up, nothing will happen.

Pressing the B Button also lets the crew member use his hands on whatever he's standing next to—for example, to press a button or pull a switch.

COMPLETING YOUR MISSION

When you successfully complete your mission to this world, you will automatically be beamed back aboard the ship.

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INJURED CREW MEMBERS

If any of the ship's major officers are critically injured, the mission automatically ends. The officer will be beamed back to Sick Bay to have his or her injuries tended to. Pressing any button will take you to the Bridge, where you will be free to start the mission over again.

If a crew member who is not one of the major officers is critically injured, the mission does not automatically end. The crew member will lie where he or she fell, but any other crew member with enough inventory space may pick up a fallen comrade's inventory objects by walking over that person.

The game ends automatically if Captain Picard is critically injured or if at any point you have injured a total of three of the other major officers during the course of

the game. When this happens, you must restart the game from the beginning.

INCOMPLETE MISSION

If you want to end an Away Team mission before it's completed—for instance, if you want to change the members of your Away Team—press the X and Y Buttons at the same time. This will take you back to the Transporter Room on the Bridge.

When you restart a mission you didn't complete—either because a crew member was injured or because you ended the mission early—you will find yourself starting over. Anything you picked up will be back in its

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original place and anything you accomplished on your previous attempt will be wiped out—except for your memory. The experience you gained on your last attempt may help you achieve your goal this time.

THE STANDARD INVENTORY ITEMS

Phaser

The phaser is the personal defensive sidearm of Starfleet. It shoots a laser-like energy beam at a target. A phaser has a limited amount of charge, but can be recharged with a new power pack.phasers are normally set on "stun". Only crew members with high tactical ratings are given phasers in their inventories.

Tricorder

The tricorder is a hand-held scientific instrument that allows trained personnel to analyze objects in their vicinity. When the tricorder is used on an object, it gives you a message that only technically trained people can interpret. Thus, only crew members with high technical ratings are given tricorders in their inventories. They will explain the tricorder's readings for you in basic terms.

If a trained medical officer uses a tricorder on someone who's been less than critically injured, the injured person will be healed as long as the medical officer still has at least one medical packet.

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Command insignia

When an officer has the command insignia in his or her inventory, that person can use it to make other crew members follow him or her around. Simply highlight the insignia and move the active crew member to touch other crew members. The ones who are touched will follow the commander's lead.

To make a crew member stop following the team leader, simply make that person the active crew member and move him or her away from the group. That crew member will then be independent until the command insignia is used on him or her again.

STARBASES

There are three Starfleet starbases within the region of space your ship patrols: Starbase 202 (located at Signis Epsilon IB), Starbase 205 (at Woki Beta VIIIA) and Starbase 220 (at Codis Zeta VA). Starbases maintain complete drydock facilities. Your ship should visit a starbase when it needs quick repair of major damage or when it is running low on photon torpedo casings.

Starbases are also the places where you get the official Starfleet passwords that allow you to save the game. See the next section, "Saving the Game", for more details.

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SAVING THE GAME

GETTING THE PASSWORD

The password lets you restart the game at the same position you were in when you first got that password. Using the password keeps you from having to replay Away Team adventures you've already completed.

You will be assigned a password each time you visit one of the starbases. Go to the ship's library computer if you don't remember where the starbases are. The computer will also tell you what the current password is. You might want to write the password down, along with a brief description of where you are in the game, before you turn off your Super Nintendo Entertainment System so you can start up again approximately where you left off.

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USING THE PASSWORD

Go to the Ship's computer and select the topic "Password System". Choose the subtopic "Password". To enter the password, press the arrow keys on the Control Pad until the first character of your password is highlighted, then press the A Button. Continue with this procedure until you have selected all your password's characters correctly, then press the A Button again. You will now find the game in the same state as when the password was issued. Any Away Team missions you completed will be completed and any injured crew members who were unfit for duty will still be that way. Press the X and Y Buttons together to exit from the computer without choosing a password.

If you make a mistake while entering the password, press the X Button to backspace over the error and then choose the correct characters as before.

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THE GAME ENDS WHEN....

- * You have successfully completed each mission.
- * Your ship is captured by an opposing vessel.
- * Captain Picard is critically injured during an Away Team mission.
- * A total of three major officers have been critically injured in the course of the game during Away Team missions.
- * You commit a major breach of Starfleet regulations.

THE SHIP'S MAJOR OFFICERS

CAPTAIN JEAN-LUC PICARD

The ship's captain is a skilled diplomat with the ability to get straight answers from the people he talks to. He is also a respected leader, admired by his subordinates, and has a special interest in archaeology. ATTRIBUTES: Midrange: Tactical, Technical, Strength.

COMMANDER WILLIAM T. RIKER

The first officer is more flamboyant than his captian, but still an able officer. He often reacts emotionally, but his basic instincts are usually accurate. He is very skilled with a phaser. ATTRIBUTES: High: Tactical; Midrange: Strength; Low: Technical.

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LIEUTENANT COMMANDER DATA

The ship's science officer is an experimental android, the only one of his kind in the Federation. His artificial body has greater strength and sensory abilities than normal people do, and his positronic brain functions like a computer. His greatest goal, however, is to learn what it is like to be human. He cannot be healed during and Away Team mission by using a medical packet on him. ATTRIBUTES: High: Tactical, Technical, Strength.

LIEUTENANT COMMANDER GEORDI LA FORGE

The ship's chief engineer, although blind, gets direct neural input from his visor which allows him to "see" in ranges beyond those detectable by sighted people. His wealth of technical expertise makes him a master at analyzing tricorder readings. ATTRIBUTES: High: Technical: Midrange: Tactical; Low: Strength.

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LIEUTANT WORF

The chief of security is a Klingon orphan who was reaised primarily by a human couple. He has greater strength and better fighting skills than a normal human being, but his outlook is very practical and somewhat lacking in imagination. ATTRIBUTES: High: Strength, Tactical; Low: Technical.

DR. BEVERLY CRUSHER

The ship's chief medical officer is an expert in the biological sciences, cybernetics, regeneration, and is skilled at healing humans and aliens alike. As a doctor, she has become adept at analyzing tricorder readings. ATTRIBUTES: High: Technical;

Midrange: Strength; Low: Tactical.

COUNSELOR DEANNA TROI

The ship's counselor is half Betazoid, which gives her strong empathic skills to feel the emotions of people around her. This ability not only helps her counsel the ship's crew, but gives her an edge in communicating with aliens as well. ATTRIBUTES: Midrange: Tactical; Low: Technical, Strength.

/<<iD! -

Just like to say, if anyone has any requests on a dox they want to be see, let me know, either call my bbs or you can contact me on Wet Dreams, LOC, or Beyond Akira.

HeLLos - PHARAOH, FALLEN ANGEL, SHREDDER, WARDUKE, DEVIOUS DOZE
 ILLICIT TRADER, CARETAKER, NIGHT ASSASSIN, YANKEE ROSE
 THE PLAYER, HYDRO, FUZZY, ARTIC CAT, ZOOL, STRIKER
 SIZZLER, GANDALF, PENTHAGON, ICE CUBE, BRUISED LEE

NOTE - Looking for someone to release my docs under.. If your
 Interested, please let me know.

1.40 run saber action replay codes

1 66AC9010000DA0 Level select and 9 lives selectable on the option menu
 2 055660000005B0 Infinite lives--player 1
 3 055860000007B0 Infinite lives--player 2
 4 65958000000570 Start with no super bombs
 5 65958010000580 Start with 1 super bomb
 6 659580500005C0 Start with 5 super bombs
 7 65958090000600 Start with 9 super bombs
 8 FFB27000000D10 Infinite super bombs--player 1
 9 FFB10000000BA0 Infinite super bombs--player 2
 10 2FC6A000000080 Bomb power-ups give no super bombs

```

11 2FC6A0200000A0 Bomb power-ups give 2 super bombs
12 65972010000720 Start with 1 health
13 65972040000750 + 669590400006C0 Start with 4 health
14 65972050000760 + 669590500006D0 Start with 5 health
15 65972080000790 + 66959080000700 Start with 8 health
FOR CODES 16 THRU 18: IF YOU FALL INTO A PIT, SWITCH OFF EFFECTS
TO GET OUT
16 01A53AD0000BA0 Almost invincible--player 1
17 01A6BAD0000D20 Almost invincible--player 2
18 01A4B6B0000700 Almost invincible--both players
19 63BE2010000C40 Start with no continues
20 63BE2020000C50 Start with 1 continue
21 63BE2060000C90 Start with 5 continues
22 63BE20A0000CD0 Start with 9 continues
23 FF43CAD00008C0 Infinite continues

```

1.41 star trek - the next generation passwords

Info : These 2 IFF files are the maps to find all 10 of the miners in the 3rth mission. Without it , you can get lost for days without finding all 10 of them.

Passwords :

Though i guess it are not ALL passwords, here are 10 passwords to get the game finished. by some i will give a short description.

```

1      -      B G T T B T B V      <- after ariving by scientist.
2      -      D J T T C T B B
3      -      D K T T C T B V
4      -      J D T T C T B B
5      -      J F T T C T B V
6      -      K S P K C T B V      <- Mine ore collected.
7      -      L G P K H T B B      <- Get the story from IFD
8      -      M G P K H T B V      <- 1st Crystal shrad collected.
9      -      N J P K H T B B      <- 2nd crystal shrad collected.
10     -      P H P K D T B V      <- Last Crystal shrad collected.

```

After entering code #10 you must go to the last star system on your charts and go back to the IFD, when you arive there you will automaticly beamed down to the planet, and there you must place the crystals in the following order : Blue,green,red in the 3 pilars wich are placed in an triangle. You can't kill the romulan and the other creep!....

Have fun.

Quick hello's to : All you STNG freaks out there!...

I also included the docs from the game wich where released by RED LIGHT DESTRICK. Hope you can win now!.

P.S. i only entered the map of the mines becoz the ICeWorld labyrinth is to big. and with the PW's you actually don't have to play al of it eh *8) But, we like a challenge right, so we place it right! ... kewl. just wanna get you guy's in the right direction!.

Anyhow , the game is kewl, but too small, played it in less than 6 hours.
except the drawing of the mines. i played that part ones again for you guys.

Hope the Part II will become a bit more difficult, and more simulation-like!

1.42 teenage mutant ninja turtles tournament fighters action replay codes

CHARACTER CODES WORK IN ALL MODES EXCEPT STORY
WITH CODES 1 THRU 6 YOU CAN'T VIEW THE ENDING

1 0ADC90A0000200 Leonardo(tm) is replaced by Rat King(tm)
2 0ADC90B0000210 Leonardo is replaced by Karai(tm)
3 0ADCB0A0000220 Raphael(tm) is replaced by Rat King
4 0ADCB0B0000230 Raphael is replaced by Karai
5 0ADCD0A0000240 Donatello(tm) is replaced by Rat King
6 0ADCD0B0000250 Donatello is replaced by Karai
7 2FF531800000C0 Both players start with 1/4 health
8 2FF53300000240 Both players start with 1/2 health
9 2FF534800003C0 Both players start with 3/4 health
10 09266000000980 Start with no continues (leave menu option on 3)
11 092660200009A0 Start with 1 continue
12 092660400009C0 Start with 3 continues
13 092660600009E0 Start with 5 continues
14 09266080000A00 Start with 7 continues
15 04887BD00002C0 Automatic and infinite continues
FOR CODES 16 THRU 19, LEAVE MENU OPTION ON 60
16 0B085100000E50 Matches are 10 seconds long
17 0B085150000EA0 Matches are 15 seconds long
18 0B085200000F50 Matches are 20 seconds long
19 0B0857500004A0 Matches are 75 seconds long
DON'T COMBINE CODES 20 THRU 23 WITH CODES 26 THRU 28
20 1A8CB010000150 Ultimate attack can be done any time the bar isn't empty
21 1A8CB140000280 Ultimate attack can be done with about 1/4 energy
22 1A8CB2800003C0 Ultimate attack can be done with about 1/2 energy
23 1A8CB3C0000500 Ultimate attack can be done with about 3/4 energy
24 1A961000000AB0 Energy bar doesn't go down over time
25 1A961020000AD0 Energy bar goes down twice as fast
26 1A8EA140000470 After doing an ultimate attack, energy bar goes
to about 1/4
27 1A8EA2800005B0 After doing an ultimate attack, energy bar
goes to about 1/2
28 1A8EA3C00006F0 After doing an ultimate attack, energy bar
goes to about 3/4

1.43 claymates secret warps

CLAYMATES -SECRET WARPS- FOUND BY: MR. HEX E.!

SECRET WARP 1:

GO TO THE FIRST FLOWER IN CLAYTON'S YARD AND QUICKLY JUMP 4
TIMES!!

SECRET WARP 2:

QUICKLY JUMP 4 TIMES ABOVE THE MAGNET IN CAPE CLAYNAVERAL.

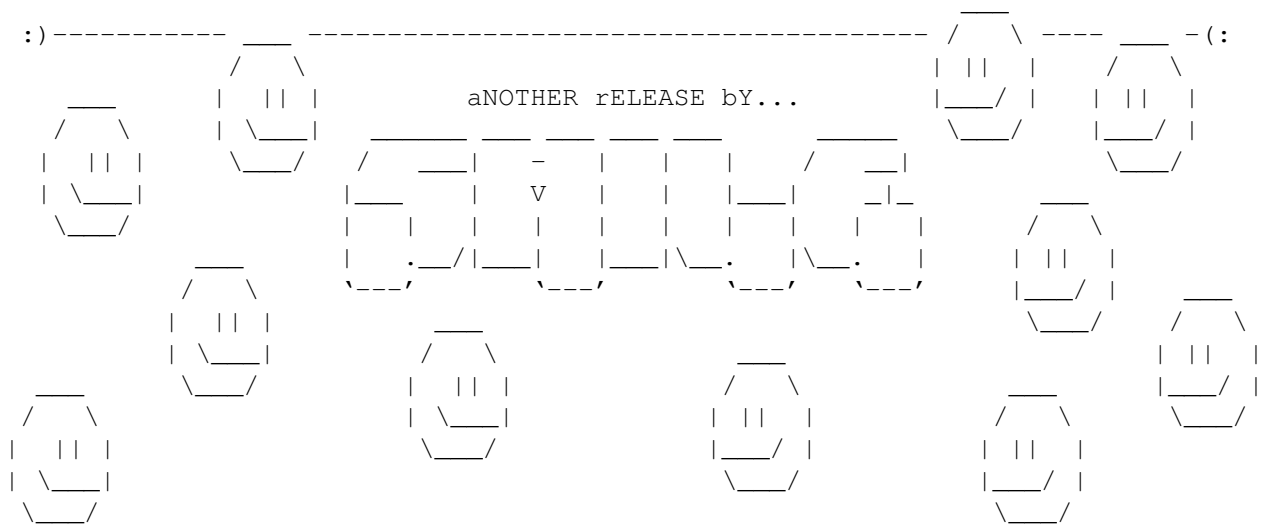
SECRET WARP 3:

QUICKLY JUMP 4 TIMES ON THE MONSTER MAKER IN LILY PADS!

NOW HAVE FUN WITH THIS GOODLOOKIN' JUMP'N RUN GAME!

[mHe/gBs]

1.44 fighter's history moves



Fighters' History - The 'Special' Moves

Ray

D, DR, R, P - Fireball

D, DL, L, K - Super Kick

Feilin

D, DR, R, P - Fireball

Ryoko

2 sec. L, R, P - Rolling Attack

Matlok

2 sec. L, R, P - Sonic Boom

2 sec. L, R, K - Flash Kick

Samchay Higashi

D, DR, R, P - Fireball

D, DR, R, K - SuperKnee Attack

Lee

```

---
D, DR, R, P   - Towards Enemy Kick
D, DR, R, K   - UpperKick

```

Mizoguchi

```

-----
D, DR, R, P   - Fireball
D, DR, R, K   - SuperKnee Attack

```

Jean

```

-----
2 sec. L, R, P - Battle Rose (Fireball)

```

Marstorius

```

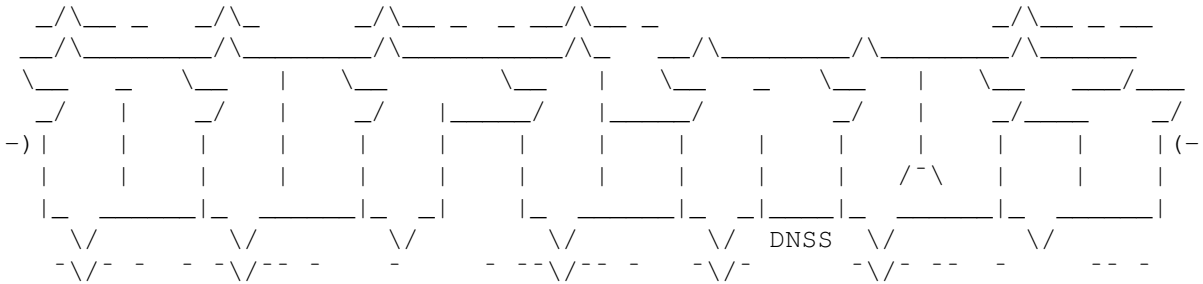
-----
2 sec. L, R, P - Dash Punch
2 sec. L, R, P - Mean Kick

```

Wow, I wonder how they do it... even these moves are unoriginal...

:)-----(:

1.45 hot blood fighters hints, tips, keys and codes



P R E S E N T S

H I N T S ,

T I P S ,

K E Y S

A N D

C O D E S

F O R

H O T B L O O D F I G H T E R S

B Y

T E C H N O S J A P A N C O R P O R A T I O N

R E L E A S E D B Y

P A R A D O X

A L L W O R K D O N E B Y

H E - M A N O F O U T L A W S



— — ———— \ / — — —
 // ———— \ /

K E Y S

There are two different set of keys : - when fighting
 - when racing

Keys when fighting :

Y - Punch
 B - Jump
 X - Back Kick With Leg
 A - Forward Kick With Leg
 L&R - Block Attack
 L&A or R&A - Spinning Kick (most effective with bosses)
 If you have to jump and hold something (like the wheel on the funfair), press B to jump, press Y and then up on the joypad to lift yourself.
 Press two times on the joypad to run (in the direction you're facing)

Keys when racing :

B - Accelerate
 Y - Brake
 L&R - Kick left and right (push bikers of their bikes)

— — — \ / ————
 — — — // ———— \ / — — —
 // ———— \ /

G E N E R A L H I N T S :

When fighting :

Don't haste yourself, there isn't a time limit, so take your time to finish the enemy's. There aren't more than 2 enemy's on screen at once (in one player mode), and they don't attack at the same time. For the bosses - Use the spinning kick (L&A or R&A) to give them a good punch. Most bosses move up to you diagonally. If you have punched them, don't stay around, as they will give you a punch. Run away, they will come to you.
 IMPORTANT ---> You can't perform a spinning kick when you still have your prison clothes on.

When racing :

Again, there isn't a time limit, so don't go racing. Accelerate only in straight lines (B). Brake (Y) when entering a bend. Just follow the route and try to avoid the enemies (only one at the time appears). DO NOT PUSH ENEMIES OF THEIR BIKES IN BENDS, as it mostly will finish you against the wall. Most enemies ride in front of you. When in a straight line, accelerate a bit (B) and (try to) punch them off their bike.

— — — \ / ————
 — — — // ———— \ / — — —
 // ———— \ /

For the codes : Almost every screen has a different code. Some screens have 2 ↔ codes (mostly the ones with the bosses on...)

Most of the codes are here. These codes can be used for a one and a two player game

```

Scene 1 - 3609 - Prison Part
Scene 2 - 5001
Scene 3 - 6307
Scene 4 - 7507
Scene 5 - 8307
Scene 6 - 9307
Scene 7 - 1617 - Go to titlescreen (Strange...?)
Scene 8 - 2715
Scene 9 - 3615
Scene 10 - 4517
Scene 11 - 5517 - First Boss
Scene 12 - 6215
Scene 13 - 7317
Scene 14 - 8617 - Second boss (on the roof)
Scene 15 - 0429
Scene 16 - 1327 - Fun Fair
Scene 17 - 2923
Scene 18 - 3527
Scene 19 - 4821 - After defeating the enemies, go on a rollercoaster
trip for full energy

Scene 20 - 5821
Scene 21 - 6527 - Fun Fair Boss
Scene 22 - 7923
Scene 23 - 0507 - First Race Part
Scene 24 - 8123
Scene 25 - 0337
Scene 26 - 1133
Scene 27 - 2831 - Fourth Boss (You remember him...?)
Scene 28 - 4337
Scene 29 - 5735
Scene 30 - 0607 - Second Race Part
Scene 31 - 6737
Scene 32 - 8933 - Discothèque Boss
Scene 33 - 0943
Scene 34 - 0709 - Third Race Part
Scene 35 - 1547
Scene 36 - 3547 - Arcade Boss
Scene 37 - 5747
Scene 38 - 6932 - Felicitations...

```

Strange, no THE END or credits on this game, In the final screen, I saw a number ↔ in the Japanese text (game is probably 4 mbit of Japanese characters..haha). ↔ The number was 0222, but that started the game again...

```

— — //————— \ /—————
— — ————— \// — — —
      //          \/\

```

G U I D E T O T H E B O S S E S

First Boss :

Very easy to defeat. No comment here.

Second Boss (you'll fight this one on the roof of the second building)
He's much harder and he has someone to help him. Pay attention to the roof when it collapses (several times). Jump in time, or you'll see your energy bar depleting. The enemies are then also the ground. When the boss' helper is defeated, a new appears and if you defeat the boss, you have to defeat the other enemy also before continuing.

Third Boss (at the Fun Fair)

You have much room to fight this one. Don't stay too long at the same position. Run away and when he comes running, give him a spinning kick. You'll need about five to finish him...but he will return. Note : pay attention to the Combatribes appearing behind the window in the arena.

Fourth Boss (Yes, he's back..)

Perform the same as you did on the Fun Fair. Now it's a bit tougher because he has someone to help him. Finish him off first, then go for the boss. When the other enemy is defeated, there appears no new one, so concentrate on the boss then. Continue the same moves as you did on the Fun Fair (you don't have much room here now).

Fifth Boss

Now he's a tough one, and he has a helper too. The boss is slow and can be easily outrun. Take care of the girl first. 5 a 6 spinning kicks ought to do it. Let the boss come to you. Try to stay in the same line when he comes closer (He moves diagonal) and perform only spinning kicks (other kicks will do you more harm than him (his feet are killing me :)). He'll block most of your spinning kick, but you'll defeat him eventually.

Sixth Boss (Found in the Japanese Arcade hall)

Now this is one hell of a tough one. He can deplete your energy bar in a couple of times. He (she?) attacks mainly running. When he starts running, perform a spinning kick (you'll be on time). Other kicks will do him no good (his hands are lethal weapons).

1.46 ranma 1/2 super battle moves

The Power Team Presents:

Ranma 1/2: Super Battle Moves List

Introduction :

There is a certain convention involved with this moves list.
Each move is performed when facing right.
Reverse the motion when facing left.

Joystick movements will be displayed as follows:

U -> means press up on the control pad
F -> means press left on the control pad
D -> means press down on the control pad

B -> means press right on the control pad
DB -> means press down and back
DF -> means press down and forward

L -> means press the Left button

The L button charges up for a super move or additional special move.
You must wait for your character to charge before performing these moves.

A,B,X,Y -> means press the appropriate button

LP -> means press light punch
LK -> means press light kick
HP -> means press heavy punch
HK -> means press heavy kick

+ means press together as in HP + HK (press HP and HK together)
, means then as in D,DB,B,HP

Hinako Ninomiya - School Teacher

HP+HK (diving slide attack)
LP+LK (dashing kick)
D,DF,F,LP (low spray attack)
D,DF,F,HP (low spray attack)
D,DF,F,LK (high spray attack)
D,DF,F,HK (high spray attack)

B+HP (when close, throws your opponent)

L,D,DF,D,HP (moving projectile attack)

Special Super Move:
L,F,DF,D,DB,B,HP (Super projectile of death)

Kodachi Kuno - Gymnist

HP+HK (Lightning Fist)
LP+LK (Lightning Fist)
Hold Back (for 3 seconds),F,LP (arcing batons)
Hold Back (for 3 seconds),F,HP (downward batons)
Hold Down (for 3 seconds),U,HP (or LP) (cloud attack)

Special Super Move:
L,F,DF,D,DB,B,HP (Whip attack)

Tatewaki Kuno - Kodachi's Brother

HP+HK (charging staff)
LP+LK (evade)
D,DF,F,HK (or LK) (Lightning sword attack)
D,DF,F,HP (or LP) (projectile attack)
F,B,HP (when close, throws your opponent)

Special Super Move:
L,F,DF,D,DB,B,HP (Super Lightning Sword combo attack)

Mariko Konjou - Cheerleader

HP+HK (Split Kick)
LP+LK (Split Kick)
D,DF,F,HP (or LP) (Baton projectile)
D,DB,B,HK (or LK) (Cartwheel Kick)
D+HK (or LK) (Slide)
F,B,HP (when close, throws your opponent)

Special Super Move:

L,F,DF,D,DB,B,HP (Pom pom of death)

Shampoo

HP+HK (Somersault Kick)
LP+LK (Roundhouse,Forward Kick combo)
D,DF,F,HP (or LP) (air throw when opponent jumps)
B,DB,D,DF,F,HK (or LK) (Flying Kick)
Jump,D,HK (angle kick)
F,B,HP (when close, throws your opponent)

Special Super Move:

L,F,DF,D,DB,B,HP (must be done close, throws opponent for greater damage)

Akane Tendo - Ranma's main squeeze

HP+HK (when close, handbag attack)
LP+LK (Dashing slap)
Hold Back (for 3 seconds),F,HP (or LP) (Hammer Charge)
Hold Down (for 3 seconds),F,HK (or LK) (when close, air throw)
F,B,HP (when close, throws your opponent)

Special Super Move:

L,F,F,HP

Ranma - The main character

HP+HK (Rolling somersault)
LP+LK (Rolling somersault)
D,DF,F,HP (or LP) (Powerball)
D,DB,B,HP (or LP) (Hurricane Attack)
Jump,D,HK (angle kick)
F,B,HP (when close, throws your opponent)

Special Super Move:

L,D (hold for 3 seconds),U,HP (Hurricane Dive)

Girl Ranma - Ranma after a cold shower

HP+HK (Rolling forearm)
LP+LK (Backhand attack)
B (hold for 3 seconds),F,HP (or LP) (Powerball)
D (hold for 3 seconds),U,HK (or LK) (Hurricane Attack)
Jump,D,HK (angle kick)
F,B,HP (when close, throws your opponent)

Special Super Move:

L,B,DB,D,DF,F,HP (Hurricane Dive)

Ukyou

HP+HK (Spatula combo)
LP+LK (Powder Attack)
D,DF,F,HP (or LP) (Spatula throw)
D,DF,F,HK (or LK) (Fireworks)

Special Super Move:

L,F,F,HP (Spatula Combo of Death)

Ryoga

HP+HK (Slide)
LP+LK (Running headbutt)
D,DF,F,HP (or LP) (Powerball)
D,DB,B,HP (or LP) (Rock Spray)
Jump,D,HK (angle kick)
F,B,HP (when close, throws your opponent)

Special Super Move:

L,D (hold for 3 seconds),U,HP (Power wave defender)

Panda - Ranma's father

HP+HK (Panda air defense)
LP+LK (Panda air defense)
B (hold for 3 seconds),F,HK (or LK) (Shoulder Charge)
D (hold for 3 seconds),U,HP (or LP) (Rising Panda Attack)
Jump,D,HK (Butt attack)
F,B,HP (when close, throws your opponent)

Special Super Move:

L,F,F,HP (Super Panda Backplant combo)

Moose

HP+HK (Bomb attack)
LP+LK (Duck attack)
D,DF,F,HP (or LP) (Knife attack)
Jump,D,HK (angle kick)
B,HP (when close, does the bomb throw)

Special Super Move:

L,F,DF,D,DB,B,HP (Super Bomb Combo)

Enjoy! If you have any additions or comments send them to the Power Team at Totally Nuked BBS or email Invalid Opcode at owen@rex.cs.tulane.edu.

1.47 bastard! moves

Typed by Gohan :)

Basic Moves:

X = Attack Upward
B = Attack Downward
Y = Attack Left
A = Attack Right

Tap R twice will give different effect for some characters for example if you tap twice when you're playing Di-amon, he'll change into a Bat.

Hold R and press L to "Pass through enemy but inflict damage" but this moves only works for some character like Nei. Note: To do this you have to "align" your character with the enemy.

Tap R twice and don't release will give you the ability to attack with remote controlled fireballs, such characters are: Nei, D'S

Press L and as soon as you pass through the enemy Tap R twice and your character will backup and attack. Example : Gara, Nei

NOTE Some basic moves cannot be applied on some characters.

Special Moves:

R+ means Hold R

D'S

R+AYXA
R+ABY
R+ABX
R+AXYBA
R+A (5 times)

NEI

R+BAYXB
R+BYXA
R+BXAY
R+B (5 times)

GARA

R+YXAB
R+Y (5 times)
R+YAX
R+YAB
R+YBA

DI-AMON

R+XBAY
R+XYBAX
R+XYAB

R+XYAY

KALL-SU

R+XBY
R+XBX
R+XBA
R+XYBXAB
R+XYBXBYA

ABIGAIL

R+XYB
R+XAB
R+XBY
R+XBX
R+XBA
R+XAYBX
R+XYAXB

****NOTE**** Some special moves can only be performed when you're on the ground or in the air.

1.48 bill walsh college football

Bill Walsh College Football
for SNES
by EA Sports

Quick Reference Guide

Controlling the Game

Pausing the Game

- Press Start

Kicking

- Kick the Ball:
 - 1) B to set the kicker in motion
 - 2) B when yellow diamond reaches top of Power Meter to kick ball
 - Aim the ball: Control Pad LEFT/RIGHT while vertical kicking meter is in motion.
 - Move the kicking team to onside formation before the kick:
 - 1) A to call an audible
 - 2) A to position team to left or Y to position right
 - Move the kicking team back to its original formation:
 - 1) A to call an audible
 - 2) B to position team
-

Receiving a Kick

Kick returners automatically field the ball and run unless you move them before or during the kickoff.

- Control pad UP/DOWN/LEFT/RIGHT: take control of ball carrier.

Before the Snap

Offense

- Snap the ball: B
- Call fake snap signal: X
- Call an audible (a different play at the line of scrimmage):
 - 1) A the audible indicator appears on the screen
 - 2) A, B or Y to select designated plays. (See Offensive Audibles on p.13)
- Cancel an Audible: X

NOTE: The ball must be snapped before the 25-second play clock reaches zero or the offense will be penalized five yards.

Defense

- Control a different player: B or X
- Call an audible:
 - 1) Press A The audible indicator appears on the screen
 - 2) A, B or C to select designated plays.

No-Huddle Offense

- Call a play in the no-huddle offense: Hold A after the whistle is blown. Your team lines up in the same formation and runs the play it ran the previous down. If you want to run a different play, call an audible. (See offensive Audibles on p.13.)

Stop Clock Play

- Run the "QB Stop Clock" play:
 - 1) Hold Y after the whistle is blown
 - 2) Press B to hike the ball. The quarterback takes the snap and throws the ball into the ground automatically as long as you don't take control of the QB by touching the Control pad.

After the Snap

Offense

Running

- Dive: Y
- "Umph" forward: B
- Spin: A
- Hurdle: X
- Change directions: Control pad

Passing

- Call up Passing Windows: B
 - Pass to the player in window A: A
-

- Pass to the player in window B: B
- Pass to the player in window Y: Y

Receiving

- Dive for the ball: Y
- Activate the receiver closest to the ball: B
- Jump and raise hands: X

Punting

- 1) B to snap the ball
- 2) Control pad left/right while meter is in motion to aim punt
- 3) B when the yellow diamond reaches the top of the Power Meter to kick ball

Defense

- Dive at ball carrier: Y
- Activate the defender closest to the ball: B
- Jump and raise hands to block a kick or intercept a pass: A
- Fire off the line as ball is snapped: Button LEFT/RIGHT

During Instant Replay

- Rewind: Y
- Run the tape (frame by frame): X
- Run the tape (normal speed): B
- Fast Forward: A
- Move the cursor that isolates the camera on one player or on one specific point on the field: Control pad up/down/left/right.
- Rotate field and players: Button LEFT/RIGHT

1.49 dragon ball z super butouden 2 moves and instructions

DRAGON BALL Z SUPER BUTOUDEN 2 ALL MOVES AND INSTRUCTIONS

Translated from Japanese by Songoku / Censor

Son Gohan < LITTLE KID / PURPLE OUTFIT >

Bakuretsu Punch - FORWARD, BACK, FORWARD, Y
 Bukuu Kyaku - JUMP, FORWARD, DOWN, B
 Multiple Energy Bullet - DOWN, DOWN-BACK, BACK, A
 Powerful Energy Bullet - DOWN, DOWN-FORWARD, FORWARD, A
 Kiaihou - FORWARD, BACK, FORWARD, A
 Shougeki Ha - DOWN, UP, A
 Super Straight - BACK, HOLD, FORWARD, Y
 ULTIMATE POWER MOVES < REQUIRE 25% POWER >
 Masenkou - BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, A
 Kamehame Ha - DOWN, DOWN-BACK, BACK, FORWARD, A

Vegeta < BLOND HAIR / BLUE AND WHITE OUTFIT >

Thrash Arrow - DOWN-BACK, UP-FORWARD, B
 Super Dash - FORWARD, BACK, FORWARD, Y
 Driving Elbow - DOWN, DOWN-FORWARD, FORWARD, Y
 Multiple Energy Bullet - DOWN, DOWN-BACK, BACK, A

Bakuhatsu Ha - DOWN, UP, A

Kien Zan - DOWN, DOWN-FORWARD, FORWARD, A

ULTIMATE POWER MOVES

Big Bang Attack - BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, A

Final Flash - DOWN, DOWN-BACK, BACK, FORWARD, A

Trunks < BLOND HAIR / BLACK AND GRAY OUTFIT >

Super Sliding Kick - DOWN, DOWN-FORWARD, FORWARD, B

Lightning Dash - DOWN, DOWN-FORWARD, FORWARD, Y

Baku Ken Ha - BACK, HOLD, FORWARD, Y

Large Energy Bullet - DOWN, DOWN-FORWARD, FORWARD, A

Multiple Energy Bullet - DOWN, DOWN-BACK, BACK, A

Energy Bullet - BACK, DOWN-BACK, DOWN, A

ULTIMATE POWER MOVES

Burning Attack - BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, A

Finish Buster - DOWN, DOWN-BACK, BACK, FORWARD, A

Piccolo < GREEN SKIN / PURPLE OUTFIT >

Sonic Kick - FORWARD, BACK, FORWARD, B

Bukuu Kyaku - JUMP, FORWARD, DOWN, B

Mystic Throw - BACK, HOLD, FORWARD, Y

Large Energy Bullet - DOWN, DOWN-FORWARD, FORWARD, A

Kaikou Beam - BACK, FORWARD, A

Kaikou Ha - BACK, DOWN-BACK, DOWN, A

ULTIMATE POWER MOVES

Makankousappou - BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, A

Gekiretsukouzan - DOWN, DOWN-BACK, BACK, FORWARD, A

Cell < TALL GREEN GUY WITH WINGS >

Astral Shock - FORWARD, BACK, FORWARD, B

Rising Attack - DOWN, DOWN-FORWARD, FORWARD, Y

Grand Slider - DOWN, DOWN-FORWARD, FORWARD, B

Multiple Energy Bullet - DOWN, DOWN-BACK, BACK, A

Taiyou Ken - DOWN, UP, A

Energy Shot - BACK, FORWARD, A

ULTIMATE POWER MOVES

Kamehame Ha - BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, A

Super Kamehame Ha - DOWN, DOWN-BACK, BACK, FORWARD, A

Cell Junior < SMALL BLUE GUY WITH WINGS >

Step Up Attack - DOWN-BACK, UP-FORWARD, B

Spin Liner - FORWARD, BACK, FORWARD, B

Double Kick - BACK, HOLD, FORWARD, B

Multiple Energy Bullet - DOWN, DOWN-BACK, BACK, A

Energy Shot - BACK, FORWARD, A

Kien Zan - DOWN, DOWN-FORWARD, FORWARD, A

Taiyou Ken - DOWN, UP, A

Rising Rush - JUMP, FORWARD, DOWN, B

ULTIMATE POWER MOVES

Makankousappou - BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, A

Kamehame Ha - DOWN, DOWN-BACK, BACK, FORWARD, A

Zangya < GIRL WITH MASSIVE ORANGE HAIR >

Sharp Shooter - FORWARD, BACK, FORWARD, B
 Thrash Liner - DOWN, DOWN-FORWARD, FORWARD, B
 Sky Zapper - DOWN, DOWN-FORWARD, FORWARD, Y
 Multiple Energy Bullet - DOWN, DOWN-BACK, BACK, A
 Energy Shot - BACK, FORWARD, A
 Energy Bullet - DOWN, DOWN-BACK, BACK, A
 Moonsault Splash - ROLLD FROM BACK TO FORWARD, B
 ULTIMATE POWER MOVES
 Spark Laser - BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, A
 Shoot Blaster - DOWN, DOWN-BACK, BACK, FORWARD, A

Bowjack < MUSCULAR GREEN GUY / RED HAIR >

Bicycle Smash - DOWN-BACK, UP-FORWARD, B
 Thrash Hammer - FORWARD, BACK, FORWARD, B
 Dash Knee-Lift - DOWN, DOWN-FORWARD, FORWARD, Y
 Multiple Energy Bullet - DOWN, DOWN-FORWARD, FORWARD, A
 Energy Shot - BACK, FORWARD, A
 Energy Bullet - BACK, DOWN-BACK, DOWN, A
 ULTIMATE POWER MOVES
 Grand Smasher - BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, A
 Galactic Buster - DOWN, DOWN-BACK, BACK, FORWARD, A

ALSO, EACH CHARACTER HAS AN ULTRA-HYPER POWER MOVE. THESE MOVES FOLLOW:

Son Gohan - Bakuretsu Rush - FORWARD, BACK, DOWN, UP, B WHEN CLOSE
 Vegeta - Planet Burst - FORWARD, BACK, DOWN, UP, Y WHEN CLOSE
 Trunks - Tornado Breaker - FORWARD, BACK, DOWN, UP, B WHEN CLOSE
 Piccolo - Chobakuretsu Ha - FORWARD, BACK, DOWN, UP, Y WHEN CLOSE
 Cell - Spike Buster - FORWARD, BACK, DOWN, UP, Y WHEN CLOSE
 Cell Junior - UNKNOWN
 Zangya - Lift Strike - FORWARD, BACK, DOWN, UP, B WHEN CLOSE
 Bowjack - Cosmic Bomber - FORWARD, BACK, DOWN, UP, B WHEN CLOSE

THERE ARE 3 HIDDEN CHARACTERS:

BRAWLEY < INSANELY BUFF BLOND GUY >
 Mr.SATAN < BLACK-HAIRED GUY >
 SONGOKU < BLOND-HAIRED GUY / ORANGE OUTFIT >

SEE BELOW TO PLAY AS THEM. HERE IS HOW TO FIGHT AGAISNT THEM:

BRAWLEY-
 PLAY AS SON GOHAN. CHOOSE DIFFICULTY AS "3." TRAIN AND WIN. FIGHT CELL AND LOSE. SAY "NO" TO PICCOLO. DEFEAT, BUT DO NOT KILL ZANGYA. DEFEAT BOWJACK.

Mr.SATAN-
 HE FIGHTS CELL BEFORE YOU DO AND GETS WHIPPED REALLY FAST.

SONGOKU-
 YOU CAN CHOOSE TO FIGHT HIM IN TRAINING IN THE GAME'S "BUTOUDEN" MODE.

The instructions for DRAGON BALL Z SUPER BUTOUDEN 2 by BANDAI
 Translated from Japanese by Songoku / Censor

This game is based on a Japanese anime called Dragon Ball Z, which is my

favorite... (Look at my name) Anyway... you can choose various modes from the title screen, and they are in order-

BUTOUDEN MODE < STORY MODE > - Choose a character and play the computer. You'll have to make choices about where to go, who to fight, etc., but the choices are only relevant to the story and not to the game, so you can really choose anything just to play... After you've chosen a character, you'll choose a difficulty level. They are- 1 (Easy) 2 (Normal) 3 (Hard) 4 (Super)

VS. MODE - From here are 3 choices, in order, all are self explanatory-
1P VS. 2P
1P VS. COMPUTER
COMPUTER VS. COMPUTER

After choosing a character, you'll have the following choices, in order-
LIFE- Press right or left to change the amount of life you have from 400 to 10.
ATTACK POWER - Light or Hard. It starts on Light.
GAME RANK - 1 (Easy) 2 (Normal) 3 (Hard) or 4 (Super)
MUSIC - Choose a music.

TENKAICHIBUDOUKAI < MARTIAL ARTS TOURNAMENT > - Up to 8 players can compete. Choose a character, and if you don't have 8 people to play with, press start when your last character is chosen.

OPTIONS - These are your choices-
SOUND.....STEREO or MONAURAL. When you first enter Options, it's on stereo.
MUSIC..... Choose a music.
SOUND EFFECTS Choose an effect

Here's the basic gist of the game.

CONTROLLER FUNCTIONS-

Y - PUNCH
B - KICK
A - ENERGY USE. PRESSING THIS ONCE WILL LET OUT A BASIC FIREBALL. PRESSING IT WITH CONTROLLER MOVEMENTS WILL DO VARIOUS SUPER MOVES.
L - FLY TO THE LEFT
R - FLY TO THE RIGHT
A+B TOGETHER - BUILD POWER
X - FLY UP TO THE SECOND LEVEL, OR DOWN TO THE FIRST

The ULTIMATE POWER MOVES (HISSATSUWAZA) can be performed only if you have enough POWER. Normal special moves also take power, but not nearly as much as the Hissatsuwaza.

If you move far enough away from an enemy, the screen will split. It will also split if you press "X" to fly up or down. If you are far away from an enemy (i.e. the screen is split), you can only harm them with a special move.

If you press Start to pause the game, and then press Select, you'll get this menu:

COMMAND - Normal (Allows you to do special moves) and Auto and Super Auto, in which the computer will do special moves for you. All you have to do is press "A." It starts on Normal.

SPECIAL MOVE COMMAND FIXING - Allows you to make it so instead of the special move commands reversing when you turn around, as in other fighting games, they will stay fixed, and will require the same commands from either direction. For example, to do Gohan's Masenkou you'd press Left, Down-Left, Down, Down-Right, Right, A if you were facing right. It would be Right, Down-Right, Down, Down-Left, Left and A if you were facing left. If you change this option to the first selection, it will always be "Right, Down-Right, etc." and if you move it to the second, it will always be "Left, Down-Left, etc." no matter what direction you're facing. This option starts on Normal.

COMMAND HELP - Allows you to see all special moves of a character, but it's all in Japanese, so use this guide instead. Starts at "Gohan."

SOUND MODE - Stereo or Monaural. Starts at Stereo.

RADAR - Turn the top radar on or off. Starts at "On."

HOW TO BLOCK

When an ULTIMATE POWER MOVE comes rushing at you, you've got to block it or face serious damage! Here's how:

Guard - Back and A. You'll receive 50% of the damage you'd get if not blocking.

Repel - Back, Down-back, Down and A. You'll receive 25% damage.

Psychic Block - Forward, Back, Forward, A. You'll receive no damage.

Energy Block - Down, Down-Back, Back, Forward, A. You'll fire a burst of energy that will collide with the enemy's. Press Y, B, and A rapidly to force your beam forward. Also, if the enemy tries this on you, press Y, B, and A rapidly to turn his attack into YOUR attack!

Both Psychic Block and Energy Block take Power, so watch out!

A note on the ULTIMATE POWER MOVES and the Psychic and Energy Blocks. You can do them when you have 0 Power, but after you've shot them you'll be left open to attack for a while as you will be recuperating from the force of shooting a special attack or blocking with no Power.

THE RADAR

This appears at the top of the screen. It shows where you and your enemy are.

DRAGON BALL Z 2 SUPER BUTOUDEN SECRET CHARACTER COMMAND AND MOVE LIST

Translated from Japanese by Songoku / Censor

To access the hidden characters, Brawley (From Nessen Ressen Chougekisen) and Songoku, input this command on the opening screen showing Gohan flying to Tenkai (The one with the 2 fists): UP, X, DOWN, B, L, Y, R, A. You'll hear Brawley say "Kacalot." (Goku's Saiyan name)

Another quick code:

To access Turbo Mode, do this code on controller 2 while resetting- Hold down the L, R, and SELECT buttons until the music changes. "Super Butouden 2" will be flashing. The game is about 1.5 times faster. Also try just holding R and SELECT when you reset. The game will be .5 times faster.

Yet another really boring code:

Press R, L, SELECT and START buttons at any time during the game for a surprise!

Oh no! Not another CODE?!

After choosing your character in Versus Mode, rotate the joystick rapidly counterclockwise 5 times to shrink your character. Continue rotating until you hear a bell.

What?! GOD SAVE US! ANOTHER CODE?!

After winning a match when your character is doing his winning pose, press select and A, B, X or Y to get a different response from the winner. For instance, pressing select and A will give you a joke response. Piccolo, for instance, says "Should I give you my cool shoulderpads as a consolation present?"

Please... <GASP> say it ain't another CODE... <UGH>

During battle, press select + A, B, X, and Y to kill yourself. With this code, you'll let the other person win.

Ok, now the MOVE LIST:

SONGOKU < BLOND GUY / ORANGE SUIT >

Bakuretsu Flurry - BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, B
 Flip Kick - FORWARD, BACK, FORWARD, B
 Hurricane Sole-butt - BACK, HOLD, FORWARD, B
 Big Energy Bullet - DOWN, DOWN-FORWARD, FORWARD, A
 Ki Ai Hou - FORWARD, BACK, FORWARD, A
 Taiyou Ken - DOWN, UP, A

ULTIMATE POWER MOVES

Kamehame Ha - BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, A
 Super Kamehame Ha - DOWN, DOWN-BACK, BACK, FORWARD, A

ULTRA POWER MANUVER...

Super Meteo Smash - FORWARD, BACK, DOWN, UP, B WHEN CLOSE

BRAWLEY < INSANELY BUFF BLOND GUY >

Smasher Lariat - BACK, HOLD, FORWARD, Y
 Machine Gun Shooter - FORWARD, BACK, FORWARD, B
 Atomic Bomber - DOWN, DOWN-FORWARD, FORWARD, Y
 Multiple Energy Bullet - DOWN, DOWN-BACK, BACK, A
 Exploding Tripper - DOWN, UP, A
 Ki Ai Hou - FORWARD, BACK, FORWARD, A

ULTIMATE POWER MOVES

Eraser Cannon - BACK, DOWN-BACK, DOWN, DOWN-FORWARD, FORWARD, A
 Throwing Blaster - DOWN, DOWN-BACK, BACK, FORWARD, A

ULTRA POWER MANUVER

Hell's Smash - FORWARD, BACK, DOWN, UP, B WHEN CLOSE

I forgot to mention earlier that you can select your background in VS Mode. The option is right above the MUSIC setting. It starts on "Random."

Songoku / Censor

2-06-94 12:51:44 am PST

A final word:

Please don't add your name to this file and act like you wrote it. It took me quite a while to do this. Thanks.

Everyone, stop bashing Romkids because they release "lame Jap games." You can go play with your shitty American games all you want, we'll stay with the incredible Japanese releases from Romkids.

Special thanks to Moebius and R2D2.

Greetz shoot to TGM, Carmen, Shredder, Xian, Edicius, Warduke and the deserving.

1.50 dragon ball z 2 big fireball tips

Blocking

-when your oponent throws a REALLY BIG fireball do aa hurricane kick motion and then A to block

Send your own fireball

-when BIG fireball is thrown by opponent and you see yourself on the screen all by yourself, do the motion D-DB-B-F then press A. Keep doing to make sure you get it.

1.51 fatal fury 2 championship edition boss selection

To play the boss in Fatal fury 2 ,

At title screen "TAKARA" appears, when music begins, punch in B A X Y UP LEFT DOWN RIGHT "L" button "R" button,

you can select all 12 characters, even 1 player mode.

MOVES LIST FOR BOSS:

=====

BILLY KANE

Extend hit---Back, charge, forward, Punch

High Hit---Down-Back, Up-Toward, Punch

Spining---Tap Punch Rapidly

Jumping Stomp---Back, Down-Back, Down, Down-Toward, Toward, Kick

AXEL HAWK

Fireball---Back, Down-Back, Down, Down-Toward, Toward, Punch

Uppercut---Down-Back, Toward, Punch

Dashing Uppercut---Hold High Punch & High Kick for 10 sec., release

LAURENCE BLOOD

Torpedo---Back, charge, Toward, Punch

Head Stomp---Down, charge, Up, Punch

Sword Attack---Back, Down-Back, Down, Down-Toward, Toward, Punch

WOLFGANG KARAUSER

Upper Fireball---Down, Down-Back, Back, Punch

Lower Fireball---Down, Down-back, Back, Kick

Tiger Wave---Toward, Back, Down-Back, Down, Down-Toward, Punch

Please refer to FF2-MOVE.TXT for the moves of the 8 guys.

1.52 golden finger codes may 1994

CLAYMATES

UNLIMITED LIVES: 6E 6B 8A D0 6F 7E E0
UNLIMITED TIME : 6E 78 CA D0 2F 7B F0

FLASHBACK

INVINCIBLE IN B SECTOR: 16 AB 0B 72 8A 03 A0
INVINCIBLE IN A SECTOR: 07 F7 0C 23 04 8C 90
 07 F7 3E 22 0A 93 D0
 07 F7 60 58 F4 66 F0
 07 F7 9C 77 EC 29 F0
 07 F7 C3 06 85 C8 F0
 07 F7 F6 C8 0C 04 A0
 07 FE A7 0F F6 AE 20
 07 FF A7 0F F1 59 D0

SONIC BLASTMAN II

UNLIMITED LIVES IN B SECTOR: 05 44 7E 90 00 02 40

FINAL FANTASY VI

99TH LEVEL: 16 22 AA 9F FE AB F0

BRAIN LORD

INVINCIBLE: 03 B7 EB 94 20 05 40
 03 B9 8E A9 94 23 80
 00 11 DB 54 42 2D 90

SOURCE FROM COMPUTER GAMES MONTHLY
COMPLIED BY SAL.
