Video Games Beyond the Next Level

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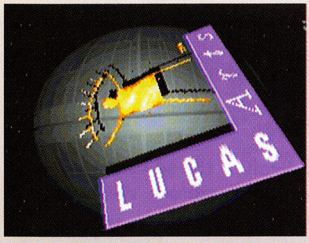
FOOTBALL FRENZY STARTS INSIDE

QUARTERBACK ATTACK!

November 1995 U.S.A. $4.99
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REBEL ASSAULT

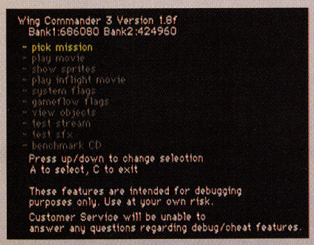
• Stage Skip

To warp your way through the stages of *Rebel Assault* with ease, start the game and wait for the LucasArts logo to spin onto the screen. As soon as it starts to appear, press **Up+A**, **Down+A**, **Left**, **A**, **Right+A**; repeat this code until you hear a bell ring and a chorus of voices singing, "LucasArts!" With this cheat in place, start the game. When you want to skip any stage, just press the **C** button to be warped instantly to the next one.

SYNDICATE

• Cheat Password

Start the game and choose "Configure Company" from the main menu. Select the "Company Name" option and enter "NGOR MAT" as the name of your company (with a space between the "R" and the "M".) Now choose "Begin Mission;" you'll find that every location on the map is available for you to play. You'll also have tons of extra money to buy as many agents and weapons as you want.

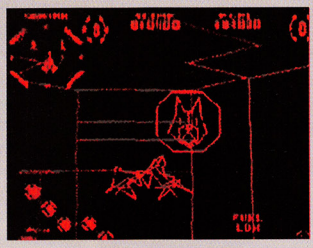


WING COMMANDER III: HEART OF THE TIGER

• Cheat Menu

To access the cheat menu in the 3DO version of *WC III*, you need to reach the "New Game/Load Game/Continue" menu screen. (This screen will appear automatically if you have a saved game in memory; if you can't get there, the easiest thing to do is to fly the first mission and get killed. The "Continue" menu will appear after the "Funeral.") At the "Continue" menu, press and hold the **L** button, then press and hold the **P** button; you'll see the cursor cycling through the available options. Continue to hold those buttons down and press **A** while the word "Continue" is highlighted; you'll get a debug menu with tons of options. Some of them simply don't work ("Gameflow Flags," "Test Stream" and "Test SFX") and others will prevent you from returning to the game without restarting the machine (the words "**C** to exit" will disappear from the main menu.) "Pick Mission" allows you to play any mission, "Play Movie" and "Play Inflight Movie" allow you to watch the game's FMV scenes and "Show Sprites" and "View Objects" let you see the items and backgrounds. Better yet: Pick a tough stage and start the game. During the mission, hold **L** and press **P** to return to the debug menu. Choose "System Flags" and change the first two options to "False." Now you can't be killed, you can't crash into any other ships and when your weapons are locked on to an enemy, hold **X** and press **A** to instantly kill them with the "Finger of Death!"

VIRTUAL BOY



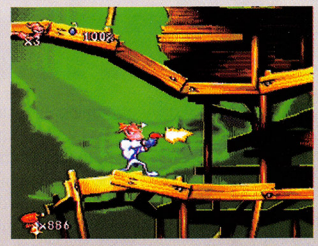
RED ALARM

• Hidden Items

If you see your weapons "lock on" to a wall or obstacle when there are no enemies in the area, chances are you've found one of the game's hidden bonus items—just shoot at the spot where your weapons have locked and they will appear. Called the "Bowwow Bonus" and "Mirow Bonus," they look like a dog's face and cat's face, respectively. Look for them in every stage; they're worth 5,000 points each.

There are lots of other hidden secrets in *Red Alarm*. Try flying through the first few tunnels in Stage 2, then return to the beginning of the stage; you'll find a family of scavenging dinosaurs. Don't shoot the mother! Other invisible items won't appear until you shoot them; unlike the dog and cat bonuses, your weapons won't lock on to these mysterious items. Can you find the hidden Nintendo hardware in the first stage?

SEGA CD



EARTHWORM JIM SPECIAL EDITION

• Shiny's Revenge

Why did *Earthworm Jim* fail to become the best-selling, most popular title in the history of video games? No reflection on the game's quality, that's for sure. No, the real reason is because good old Nintendo decided to release the blockbuster *Donkey Kong Country* at the same time as *Jim* hit the shelves. Developer Shiny Entertainment knows this, and that's why there's a special code in the Sega CD version of *Jim* that gives your character the head of Donkey Kong...with an arrow through it! To see this bitter commentary on the fickleness of the game-buying audience, just press **START** to pause, then press **Down+C**, **B**, **A**, **A**, **A**, **A**, **B**, **C** and unpause.

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