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If you would wish to contact me concerning this or my other FAQs, use this e-mail: SKYDRIFTERS@aol.com, or PM me on the GameFAQs message boards.

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Allowed sites for my FAQs	Forever-Banned Sites
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GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)
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4. Ms. Pac-Man*****NM4*****
Main Menu: Found right at start-up. Press A for a full screen, zoomed-out mode or B for a scrolling, zoomed-in mode.

Controls:
- D-Pad: Change direction.

Object of the Game:
The object of the game is to eat all of the dots in a single maze. By doing so, you go to the next level. While doing this, you are to avoid the colored ghosts that will instantly kill you upon touching them.

To avoid this effect, grab one of the Power Pellets in the corners of the maze. In doing so, you temporarily cause the ghosts to flash blue and allow you to eat them for points. They don't disappear forever, however.

The game ends when you lose all of your lives.

Settings:
- Lives: How many lives do you begin with? Choose 1, 2, 3, or 5.
- Bonus: When you do get an extra life? Choose every 10,000 points, every 15,000 points, every 20,000 points, or never.

Tips:
- You move fast in a path with no dots.
- With every 70 and 170 dots eaten, a fruit appears and will move around. Eat it for extra points. It will soon disappear.

5. Pole Position*****NM5*****
Main Menu: To the right of Ms. Pac-Man; left of Dig Dug.

Controls:
- D-Pad: Steer left/right.

- A: Accelerate.
- B: Decelerate/Brake.
- R: Switch between high/low gears.

Object of the Game:

First, you must qualify for the main race. Do this by going around the track in a fast enough time. Then go into the main race. You will forever play the main race as long as you make it to the start line before time expires.

Points are calculated based on how far you drive. Bonuses are given for your qualifying position and number of cars passed.

Settings:

- Qualifying Difficulty: On a scale of 1 (easy) to 8 (hard), how hard is it to qualify?
- Qualify Time: How long do you have to qualify?
- Goal after Laps: I guess when the game ends...?
- Extended Time: How much extra time you get, I think.

Tips:

- At the start of all races, shift into LOW gear.
- Shift into HIGH gear around 140 ~ 160 km/h.
- Always go as fast as possible, except around sharp turns. Shift into LOW for them.
- Try to stay in your lane and only pass into the other when needed.
- Never hit a car or sign -- you'll lose time.

6. Dig Dug*****NM6*****

Main Menu: To the right of Pole Position; left of Galaga.

Controls:

- D-Pad: Move.
- A: Use air pump.

Object of the Game:

You are to destroy each of the enemies in each level. You do so by either dropping rocks or pumping them full of air. Defeat all enemies to proceed to the next level. You lose lives when you are hit by an enemy, hit by the fiery breath attack of the Fygar, or crushed by your own rock. The game ends when you lose all of your lives.

Settings:

- Lives: How many lives do you start with? Choose 1, 2, 3, or 5.
- Bonus: Choose the point values at which you get bonus lives. Influenced by starting lives.
- Difficulty: How hard is the game?

Tips:

- You can use the air pump through very thin dirt walls. These walls will stop the enemy from coming through (usually) and yet let you pump.
- Defeat more enemies with a single rock to get bonus points.
- Enemies are paralyzed when pumped only part-way.
- After dropping two rocks, you can find a veggie for bonus points.

7. Galaga*****NM7*****

Main Menu: Right of Dig Dug; left of Galaxian.

Controls:

- D-Pad: Move left and right.
- A: Shoot.

Object of the Game:

In each level, save for the Challenge Stages, you are to shoot and defeat each enemy in the level. It is a simple concept. You lose lives if hit with an enemy laser or the enemy itself. The game ends after losing every life.

Settings:

- Lives: How many lives do you start with? Choose 2, 3, 4, or 5.
- Bonus: Determines the points levels at which you gain more lives. Influenced by starting lives.

Tips:

- DON'T GET INTO THE CORNER AND THEN STAY THERE!!!
- If the Galaga enemy (the two-hit one) tries to capture your ship, let it. In doing so, you lose a life. However, if the same Galaga comes towards you with the captured ship in hand, and you kill the Galaga, you'll get a dual fighter. You can shoot two lasers at once, and you don't lose a life until you get hit twice.
- Do not let the Galaga capture you if you are on your last life. It is a game over.
- Do not shoot the Galaga with a captured ship while it is in the formation; the ship then becomes your enemy. O_o

8. Galaxian*****NM8*****

Main Menu: Right of Galaga; left of Ms. Pac-Man.

Controls:

- D-Pad: Move left and right.
- A: Shoot.

Object of the Game:

In each level, you are to shoot and defeat each enemy in the level. It is a simple concept. You lose lives if hit with an enemy laser or the enemy itself. You'll end the game upon losing all of your lives.

Settings:

- Lives: How many lives do you start with? Choose 3 or 5.
- Bonus: Choose the point value at which you gain an extra live. Choose 4,000 points, 5,000 points, 7,000 points, or never.

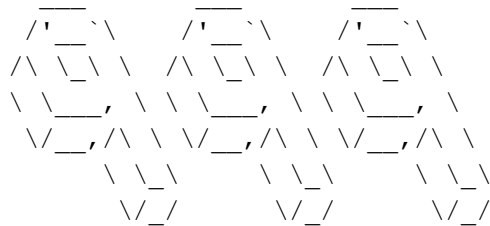
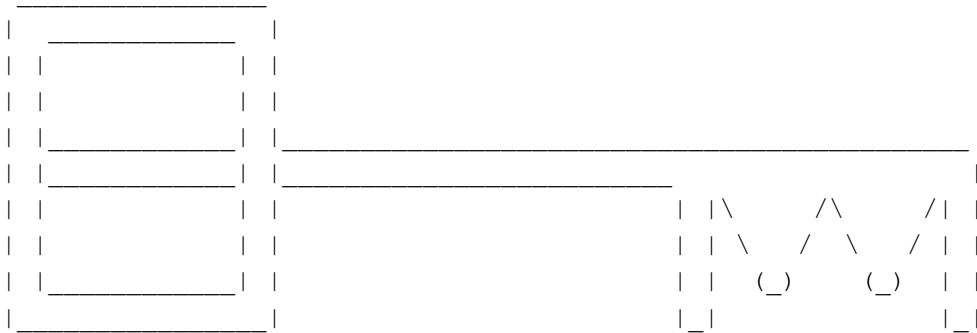
Tips:

- The enemies at the end of levels attack aggressively.
- The enemies are easy to kill during somersaults -- they can't shoot during that time!
- You must wait until your first missile disappears before shooting another.

Therefore, take care to make the shot count.

- When the yellow Galaxian is killed, the other enemies stop attacking for a short time.
- If you kill the boss Galaxian after his two escorts, you get 800 extra points.

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