





(Eighting 1999)

<b>SCORE MODE</b>	
<i>What it does</i>	Shows up score calculations
<i>Code</i>	Hold [C] [UP] or [RIGHT] [UP] [RIGHT-UP] [A]
<i>Conditions</i>	<p>1. Start from anywhere in the game            2. Hold [C] button            3. Tap Joystick up</p> <p>If your cabinet does not have a [C] button, use the second code.</p> <p>A '?' should appear left of the level name and the score numbers start listing themselves at the left side of the screen.            To leave the score mode, re-enter the code</p>
	
<i>Credits: the Sheep</i>	


<b>BULLET SPEED MODE</b>	
<i>What it does</i>	Changes the speed of enemy bullets
<i>Code</i>	Hold [C] [A] or Hold [C] [B]
<i>Conditions</i>	<p>1. Start from anywhere in the game            2. Hold [C] button            3. Tap [A] to increase enemy bullet speed / Tap [B] to decrease enemy bullet speed</p> <p>The # number left of the 'round' shows the current bullet speed. Bullet speeds can be 7, 8, 10, 12, 15, 20 (default), 30</p>
<i>Credits: Raizingfan &amp; the Sheep</i>	

<b>SPECIAL SOUND MODE</b>	
<i>What it does</i>	A special sound appears when the counter runs out.
<i>Code</i>	[LEFT] [UP] [LEFT-UP] [A]
<i>Conditions</i>	<p>1. Start from anywhere in the game            2. enter the code</p> <p>The 'special sound mode' is indicated by a '!' left of stage name. To leave this mode, enter the code again.</p>
<i>Credits: Raizingfan &amp; the Sheep</i>	


## BULLET COLOR MODE

<i>What it does</i>	<b>NML</b> type: Changes the color of the laser type enemy bullets. (most common shots)	
<i>Code</i>	Hold <b>[C]</b> <b>[RIGHT]</b>	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game</li> <li>2. Hold <b>[C]</b> button</li> <li>3. Tap Joystick right</li> </ol> <p>The current bullet color will be indicated right below the level name.</p> <ol style="list-style-type: none"> <li>4. Continue tapping to choose between 6 different colors.</li> </ol>	
<i>What it does</i>	<b>BAL</b> type: Changes the color of spherical type enemy bullets. (special shots)	
<i>Code</i>	Hold <b>[C]</b> <b>[LEFT]</b>	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game</li> <li>2. Hold <b>[C]</b> button</li> <li>3. Tap Joystick left</li> </ol> <p>The current bullet color will be indicated right below the level name.</p> <ol style="list-style-type: none"> <li>4. Continue tapping to choose between 6 different colors.</li> </ol>	
<i>What it does</i>	<b>MSL</b> type: Changes the color of elipsoid type enemy bullets. (destructable shots)	
<i>Code</i>	Hold <b>[C]</b> <b>[DOWN]</b>	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game</li> <li>2. Hold <b>[C]</b> button</li> <li>3. Tap Joystick down</li> </ol> <p>The current bullet color will be indicated right below the level name.</p> <ol style="list-style-type: none"> <li>4. Continue tapping to choose between 6 different colors.</li> </ol>	
<i>Credits: Raizingfan &amp; the Sheep</i>		

## SLOW MODE

<i>What it does</i>	slow down the whole gameplay - works only if game is set to <b>invincible</b> (DIP switches)	
<i>Code</i>	Hold <b>[Start]</b>	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game</li> <li>2. <b>[Start]</b> button</li> </ol> <p>The game will slow down. The message "slow !?" appears on the screen.</p>	
<i>Credits: the Sheep</i>		

## STOP MODE



<i>What it does</i>	pauses the game - works only if game is set to <b>invincible</b> (DIP switches)	
<i>Code</i>	<b>[Start]</b>	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game</li> <li>2. Press <b>[Start]</b> button</li> </ol> <p>The game will stop. The message "pause !" appears on the screen. To continue just press <b>[Start]</b> again.</p>	
<i>Credits: the Sheep</i>		




## SHOOTING FREQUENCY

<i>What it does</i>	Set your own shooting frequency	
<i>Conditions</i>	<p>If you just hold the [A] button for auto shooting, you will recognize gaps in your "shooting stream". To create a more regular frequency, you can do this:</p> <p>Start shooting by continuous pressing the [A] button (oldskool type) and change to holding the button later. So it memorizes your shooting frequency. Your autofire continues with the same speed you shot before by tapping.</p>	
<i>Credits: Steven Ives &amp; the Sheep</i>		



## CHANGE FORMATIONS WITHOUT [C] BUTTON




- In case your cabinet features two buttons only -

<i>What it does</i>	changes formation to <b>V-FORMATION</b>	
<i>Code</i>	<b>[RIGHT] [DOWN] [RIGHT-DOWN] [A]</b>	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game with at least 1 satellite</li> <li>2. enter code</li> </ol> <p>The formation of your options should instantly change to V-Formation (default formation)</p>	
<i>What it does</i>	changes formation to <b>FRONT-FORMATION</b>	
<i>Code</i>	<b>[DOWN] [UP] [DOWN] [A]</b>	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game with at least 1 satellite</li> <li>2. enter code</li> </ol> <p>The formation of your options should instantly change to Front-Formation</p>	

<i>What it does</i>	changes formation to <b>BACK-FORMATION</b>	
<i>Code</i>	<b>[UP] [DOWN] [UP] [A]</b>	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game with at least 1 satellite</li> <li>2. enter code</li> </ol> <p>The formation of your options should instantly change to Back-Formation</p>	
<i>What it does</i>	changes formation to <b>CONTROL-FORMATION</b>	
<i>Code</i>	<b>[LEFT] [DOWN] [LEFT-DOWN] [A]</b>	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game with at least 1 satellite</li> <li>2. enter code</li> </ol> <p>The formation of your options should instantly change to Control-Formation</p>	
<i>What it does</i>	changes formation to <b>ROUND-FORMATION</b>	
<i>Code</i>	<b>[LEFT] [LEFT-DOWN] [DOWN] [DOWN-RIGHT] [RIGHT] [A]</b>	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game with at least 1 satellite</li> <li>2. enter code</li> </ol> <p>The formation of your options should instantly change to Round-Formation</p>	
<i>Credits: Seven Force &amp; the Sheep</i>		

### SECRET FORMATIONS

<i>What it does</i>	changes formation to <b>SEARCH-FORMATION</b> The options automatically point at enemies to gun them down.	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game with at least 1 satellite</li> <li>2. Let 5 <b>option</b> items pass.</li> <li>3. Collect 1 <b>option</b> item</li> </ol> <p>The formation of your options should instantly change to Search-Formation.</p>	
<i>What it does</i>	changes formation to <b>MOSQUITO-FORMATION</b> The options automatically hunt enemies to gun them down.	
<i>Conditions</i>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game with at least 1 satellite</li> <li>2. Let 5 <b>bomber</b> items pass.</li> <li>3. Collect 1 <b>option</b> item</li> </ol> <p>The formation of your options should instantly change to Mosquito-Formation.</p>	
<i>What it does</i>	changes formation to <b>WIDE-FORMATION</b>	

<p><i>Conditions</i></p>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game with at least 1 satellite</li> <li>2. Let 5 <b>wide-shot</b> items pass.</li> <li>3. Collect 1 <b>option</b> item</li> </ol> <p>The formation of your options should instantly change to Wide-Formation.</p>	
<p><i>What it does</i></p>	<p>changes formation to <b>SHADOW-FORMATION</b> The options follow your ship in a row (Gradius type)</p>	
<p><i>Conditions</i></p>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game with at least 1 satellite</li> <li>2. Let 5 <b>point</b> items pass.</li> <li>3. Collect 1 <b>option</b> item</li> </ol> <p>The formation of your options should instantly change to Shadow-Formation.</p>	
<p><i>What it does</i></p>	<p>changes formation to <b>ROLLING-FORMATION</b> Similar to Round-formation, but options shoot forward.</p>	
<p><i>Conditions</i></p>	<ol style="list-style-type: none"> <li>1. Start from anywhere in the game with at least 1 satellite</li> <li>2. Let 5 <b>main-shot</b> items pass.</li> <li>3. Collect 1 <b>option</b> item</li> </ol> <p>The formation of your options should instantly change to Rolling-Formation.</p>	
<p><i>Credits: Raizingfan &amp; the Sheep</i></p>		

SOURCE : [http://www.world-of-arcades.net/R8zing/Battle\\_Bakraid/Secrets\\_3.htm](http://www.world-of-arcades.net/R8zing/Battle_Bakraid/Secrets_3.htm)