





BATTLE GAREGGA

(Raizing / Eighting 1996)

SHIP SELECTION	
What it does	Select a NORMAL POWER TYPE fighter (colors may vary depending on the ship model you choose)
Code	[A]
Conditions	1. Start from screen where you select your fighter 2. Select your ship with the [A] button. 
What it does	Select a SPEED UP POWER TYPE fighter (colors may vary depending on the ship model you choose)
Code	[B]
Conditions	1. Start from screen where you select your fighter 2. Select your ship with the [B] button. 
What it does	Select a SHOT POWER TYPE fighter (colors may vary depending on the ship model you choose)
Code	[C]
Conditions	1. Start from screen where you select your fighter 2. Select your ship with the [C] button. 
What it does	Select a SPEED UP & SHOT POWER TYPE fighter (colors may vary depending on the ship model you choose)
Code	[A] + [B] + [C]
Conditions	1. Start from screen where you select your fighter 2. Select your ship with all 3 buttons together. If you just wait for the timer running out instead of pressing anything, you will get the same result. 
Credits: Raizingfan & the Sheep	


EXTENDED GAME MODE

<i>What it does</i>	It loops the game. The player continues playing at stage 1 after finishing the game. Important: this code does not work with the later software revision (Ver Tue Apr 2 1996)
<i>Code</i>	hold [A] [Start]
<i>Conditions</i>	<ol style="list-style-type: none"> 1. Start from the title screen 2. Insert Coin 3. hold [A] button 4. Press [Start] <p>If done right, the word 'extended' will appear at the top of the screen during the game.</p>
<i>Credits: gamefaqs & the Sheep</i>	

HARDER GAME MODE	
<i>What it does</i>	Sets the game difficulty to 'hard'. Important: this code does not work with the later software revision (Ver Tue Apr 2 1996)
<i>Code</i>	hold [B] [Start]
<i>Conditions</i>	<ol style="list-style-type: none"> 1. Start from the title screen 2. Insert Coin 3. hold [A] button 4. Press [Start] <p>If done right, the word 'harder' will appear at the top of the screen during the game.</p>
<i>Credits: gamefaqs & the Sheep</i>	

SPECIAL GAME MODE	
<i>What it does</i>	Combines 'extended' and 'harder' modes Important: this code does not work with the later software revision (Ver Tue Apr 2 1996)
<i>Code</i>	hold [A] + [B] [Start]
<i>Conditions</i>	<ol style="list-style-type: none"> 1. Start from the title screen 2. Insert Coin 3. hold [A] + [B] button together 4. Press [Start] <p>If done right, the word 'special' will appear at the top of the screen during the game.</p>
<i>Credits: gamefaqs & the Sheep</i>	

STAGE EDIT	
<i>What it does</i>	Edit the stage order without unlocking it by DIP switch before. Important: this code does not work with the later software revision (Ver Tue Apr 2 1996)
<i>Code</i>	hold [C] [Start]

<p><i>Conditions</i></p>	<ol style="list-style-type: none"> 1. Start from the title screen 2. Insert Coin 3. hold [C] button 4. Press [Start] <p>You can use Edit Stage also to make the game shorter, since only the stages you select will finally appear in the game. If you hit the exit button without selecting any stages, you would play the final stage (cloud) right after stage 1, and the game would end then.</p>	
<p><i>Credits: Raizingfan, Gerk & the Sheep</i></p>		

SOURCE : http://www.world-of-arcades.net/R8zing/Battle_Garegga/Secrets_1.htm