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Famicom Wars Cheats and Glitches (DS)

Hidden map and three funny glitches

Famicom Wars (or Nintendo Wars/[Advance Wars](#)) is a series of military turn-based and real-time strategy video games usually developed by Intelligent Systems and published by Nintendo. The series debuted in Japan on August 12, 1988. Like another Intelligent Systems series, Fire Emblem, most games in the series were released only in Japan; Advance Wars (2001) was the first to reach the North American and European markets. Advance Wars was released in the USA on September 9, 2001, but put on hold in Japan and Europe. The player takes the role of Commanding Officer (CO) in an army, usually of a country called Red Star (Orange Star in Western releases). In the single-player campaign of the Advance Wars games, each level consists of a new map and opposing CO to defeat. Victory is achieved when all of the opponent's units have been destroyed, their HQ is captured, or another victory condition has been applied. ([Wikipedia](#))

CHEAT
Hidden map
 Hold L and R when selecting Map Design mode to display a map with terrain that spells "Advance Wars". Also, there are two groups of buildings at the bottom of the hidden map. The orange buildings make the orange star symbol, while the blue buildings make the blue moon symbol.

GLITCHES
Stealth unit graphics If you see a stealth unit going up, you will see a small line in the corner blinking.

Tank on a river Go to "Design Map". Build a 3 vertical by 5 horizontal rectangle sea. Build a shoal on top of the river. Put any ground unit except Infantry, Mech or Oozium on the shoal. Move the pointer three spaces north from the ground unit. Build a river, drag it down, and the shoal will be transformed into a river, with the tank on the river.

Pipe Runner on city When using Hachi's super power, you can deploy units from cities. If you have enough money, deploy a Pipe Runner. It will not be able to move, but it has a long range.

Here is a Famicom Wars commercial: