

FREEPLAY

Issue 17



SPICE GIRLS - THE VIDEO GAME?



It's the latest word spreading through the games industry - the Spice Girls video game is coming! What's the story behind Sony's closest guarded secret?

It all started at E3. Everyone was talking about it, but no-one knew any solid facts - except that the Spice Girls are supposedly set to star in a video game! Makes sense, they're the most marketable image around, and who's better at marketing than Sony? Not ones to let a story of this scale go, we questioned those people who would know the truth - only to be met with suspiciously tight-lipped answers!

Sony's official comment is "We can neither confirm or deny there is going to be a Spice Girls game."

A statement that called for more investigation. Especially since, during the conversation, it was revealed that Sony had been in discussions with Virgin Music - the Spice Girls' label!

Our investigation went further, finally yielding some solid info. Talking to an extremely reliable source within the industry we were told these facts.

Sony ARE on the verge of signing a deal to use the Spice Girls in a PlayStation title! It's described as an 'interactive game'. However it won't be out in time for Christmas!

So what could a Spice Girls license hold for us? The most likely suggestion would seem to be something along the lines of a rhythm action game such as *Parappa the Rapper*, or even Sega's *Digital Dance Mix*. Or a video-based title, reminiscent of *Kris Kross: Make My Video*. Another possibility would be a tie-in with the movie. *Spice Girls: The Movie: The Game?* This could result in a platform-style game, where you have to control badly-animated digitised versions of the girls, collecting Zig-a-zigs



in themed worlds like Walkers Crisps Land or Pepsi Planet. We hope not.

That last concept seems unlikely however. Other information we've heard, leans toward the Spice Girls title NOT being a game at all. More an interactive music video. However, one that uses realtime 3D polygon models of the girls. And, following the popularity of the PlayStation's music-reactive V-CD, trippy swirling backdrops seem to be on the cards. In short though, we've heard enough to confidently say there WILL be a Spice Girls PlayStation title. Remember, you read it here first!

SPICE IDEA

Does the idea of a Spice Girls game excite you? Worried it won't be to your liking? Well, send us your suggestions! How it should play, secret cheats (probably involving Geri), anything! We'll print the ideas Freeplay and maybe Sony will take notice!

Our impression of how the Spice Girls game just might look!

READERS MOST WANTED CHART

First past the post this month was a game that hasn't even been confirmed yet. *Virtua Fighter 3* won it by a whisker.

1	VF3	SATURN
2	RESIDENT EVIL 2	PLAYSTATION
3	TOMB RAIDER 2	PLAYSTATION
4	TEKKEN 3	PLAYSTATION
5	FINAL FANTASY VII	PLAYSTATION
6	ZELDA 64	NINTENDO 64
7	QUAKE	SATURN
8	TIME CRISIS	PLAYSTATION
9	TOMB RAIDER 2	SATURN
10	QUAKE 2	PC

Just missing the top slots were *House of the Dead*, *Nights 2* and *Sonic Jam* for the Saturn, the 64DD, *Tamagotchi 2*, *Jedi Knight* on PC, *Soul Blade 2*, *Tobal 2* and *Armadillo Racers* on the PlayStation. Among other wishes were votes for a new Bullfrog 'Theme' game (send in your suggestions), growing demand for our Capcom retro-CD campaign, *Metroid 64* and a 32-bit Dan Dare game (cool). For some reason a large number of you also wanted peace on Earth this month. Keep 'em coming or your mail gets fed to goats.

PLAYSTATION TEKKEN 3 NOW IN PROGRESS!

You read that correctly! Namco are converting the third instalment of their smash-hit fighting saga to PlayStation, even as you read this!

It was always on the cards that *Tekken 3* would come to PlayStation, even though it uses the upgraded System 12 board (PlayStation is only System 11). There was talk though, that it would need a upgrade cartridge or even a PC plugged into the PlayStation! Whether any of these

rumours will prove true (that last one has always seemed highly improbable), we don't know. What we do know though, is what Namco have told us - that the original team behind arcade *Tekken 3* are working on the PlayStation game!

A Christmas release seems possible, so we hope for more news and possibly screenshots, within the next few months. Watch this space!

THE RED-HOT RUMOURS DEPT. SCORCHING YO ASS!

More sneaky info from the motor-neurons of the gaming nerve centre. Is it fact or fiddlesticks?

- Namco's first N64 game will be *Family Stadium 64*, a cutesy baseball sim. The latest in the series which has already graced the NES, SNES and Gameboy.
- Quake 2* will allow you to play as a male or female character. The female character is based on Vasquez in *Aliens*. There will also be a female villain, based on the

look of the Borg.

- Alexey Pajitnov is working on ten new desktop puzzle games for Microsoft. They will appear in Autumn, all on the same disk.
- Hasbro Interactive are working on a PC version of *Pictionary*.
- Three huge sequels, *Populous 3*, *Riven: Myst 2* and *Sim City 3000* are all scheduled to be released in America in the same month (October).
- The actress set to play Lara Croft in the *Tomb Raider* movie has been cast. It's Liz Hurley!

- Another movie-of-the-game is *Resident Evil*, with Jason Patric and Samantha Mathis in the roles of Chris Redfield and Jill Valentine.
- Vectorman* (old MegaDrive character) is also said to be lined-up for a movie. Like we care.
- The new computer-animation company owned by Namco and Sony is working on movies of *Tekken* and *Final Fantasy*!
- Bandai have released a new *Tamagotchi* in Japan, letting you grow your own Moth-Ra (from *Godzilla*).

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UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	NE	V-RALLY	PLAYSTATION	OCEAN
2	NE	DUNGEON KEEPER	PC CD-ROM	EA
3	1	ISS 64	NINTENDO 64	KONAMI
4	2	ISS PRO	PLAYSTATION	KONAMI
5	NE	SYNDICATE WARS	PLAYSTATION	EA
6	3	RAGE RACER	PLAYSTATION	SONY
7	4	MARIO KART 64	NINTENDO 64	NINTENDO
8	6	FADE TO BLACK: PLATINUM	PLAYSTATION	EA
9	5	CARMAGEDDON	PC CD-ROM	SCI
10	14	FIFA SOCCER MANAGER	PC CD-ROM	EA
11	NE	KILLER INSTINCT GOLD	NINTENDO 64	NINTENDO
12	12	ROAD RASH: PLATINUM	PLAYSTATION	EA
13	7	SOUL BLADE	PLAYSTATION	SONY
14	8	RAYMAN: PLATINUM	PLAYSTATION	UBI SOFT
15	11	TOMB RAIDER	PLAYSTATION	EIDOS
16	9	MICRO MACHINES V3	PLAYSTATION	CODEMASTERS
17	NE	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM
18	19	C&C: RED ALERT	PC CD-ROM	VIRGIN
19	NE	BUST A MOVE 2: PLATINUM	PLAYSTATION	ACCLAIM
20	NE	INDEPENDENCE DAY	PLAYSTATION	EA

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	LAST BRONX	SEGA
2	DUKE NUKEM 3D	SEGA
3	SONIC JAM	SEGA
4	DRAGON FORCE	SEGA
5	PUZZLE FIGHTER 2	VIRGIN

SATURN IMPORT TOP 5

1	MARVEL SUPERHEROES	CAPCOM
2	RESIDENT EVIL	CAPCOM
3	GRANDIA	SEGA
4	WILLY WOMBAT	SEGA
5	SAMURAI SHOWDOWN RPG	SNK

PLAYSTATION U.K. TOP 5

1	F1 '97	PSYGNOSIS
2	ABE'S ODDYSEE	ACTIVISION
3	FIGHTING FORCE	EIDOS
4	BUST-A-MOVE 3	ACCLAIM
5	CASTLEVANIA	KONAMI

PLAYSTATION IMPORT TOP 5

1	MARVEL SUPERHEROES	CAPCOM
2	METAL GEAR SOLID	KONAMI
3	STREET FIGHTER EX PLUS	CAPCOM
4	TIME CRISIS	NAMCO
5	BREATH OF FIRE 3	CAPCOM

PC TOP 5

1	DUNGEON KEEPER	EA
2	DARK REIGN	ACTIVISION
3	F1 '97	PSYGNOSIS
4	RESIDENT EVIL	VIRGIN
5	BROKEN SWORD 2	VIRGIN

NINTENDO 64 TOP 5

1	STARFOX 64	THE GAMES
2	ISS 64	KONAMI
3	MARIO KART 64	THE GAMES
4	BLAST CORPS	THE GAMES
5	MARIO 64	THE GAMES

NINTENDO 64 IMPORT TOP 3

1	GOLDENEYE	RARE
2	LAMBORGHINI 64	TITUS
3	DARK RIFT	VIK TOKAI

16 BIT TOP 3

1	SONIC 3	MEGADRIVE
2	BREATH OF FIRE 3	SNES
3	DYNAMITE HEADDY	MEGADRIVE

ARCADE TOP 5

1	HOUSE OF THE DEAD	SEGA
2	VAMPIRE SAVIOUR	CAPCOM
3	GTI CLUB	KONAMI
4	TEKKEN 3	NAMCO
5	DEAD OR ALIVE	TECMO

JAPANESE MULTI-FORMAT SALES TOP 10

1	FINAL FANTASY TACTICS	PLAYSTATION
2	POCKET MONSTERS	GAME BOY
3	DOOZY-J	PLAYSTATION
4	SONIC JAM	SATURN
5	GUNDAM THE BATTLE MASTER	SATURN
6	ACE COMBAT 2	PLAYSTATION
7	DIGICO LEAGUE BASEBALL	DIGICO
8	DOOZY-J TYPE-R	SATURN
9	SAKURA WARS	SEGA
10	TOKI MEKI PUZZLE GAME	KONAMI

AMERICAN MULTI-FORMAT SALES TOP 10

1	WILD ARMS	PLAYSTATION
2	TRIPLE PLAY '98	PLAYSTATION
3	MARIO KART 64	NINTENDO 64
4	RAGE RACER	PLAYSTATION
5	TUROK	NINTENDO 64
6	FIGHTERS MEGAMIX	SATURN
7	NEED FOR SPEED 2	PLAYSTATION
8	WAR GODS	NINTENDO 64
9	THUNDER TRUCK RALLY	PLAYSTATION
10	WAVE RACE 64	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	TIME CRISIS	PLAYSTATION
2	QUAKE	PC CD-ROM
3	SONIC JAM	SATURN
4	STARFOX 64	NINTENDO 64
5	PARAPPA THE RAPPER	PLAYSTATION

computer
and
video
games



CVG'S TOP 15 CVG TEAM LOOKALIKES. WHO IS WHO?

1. RIK ADAMS
2. CHESNEY HAWKES
3. ACE VENTURA
4. ARNOLD SCHWARZENEGGER
5. BARBARA STREISAND
6. JULIE ANDREWS
7. BLONDE BACKSTREET BOY
8. ORO FROM STREET FIGHTER 3
9. ODO FROM STAR TREK
10. CHEESEBURGER ELVIS
11. PENFOLD
12. JOE FROM EASTENDERS
13. THE MASK
14. DESPERATE DAN
15. LURCH

A prize for the person who can guess all of them correctly.



VIDEO GAMING

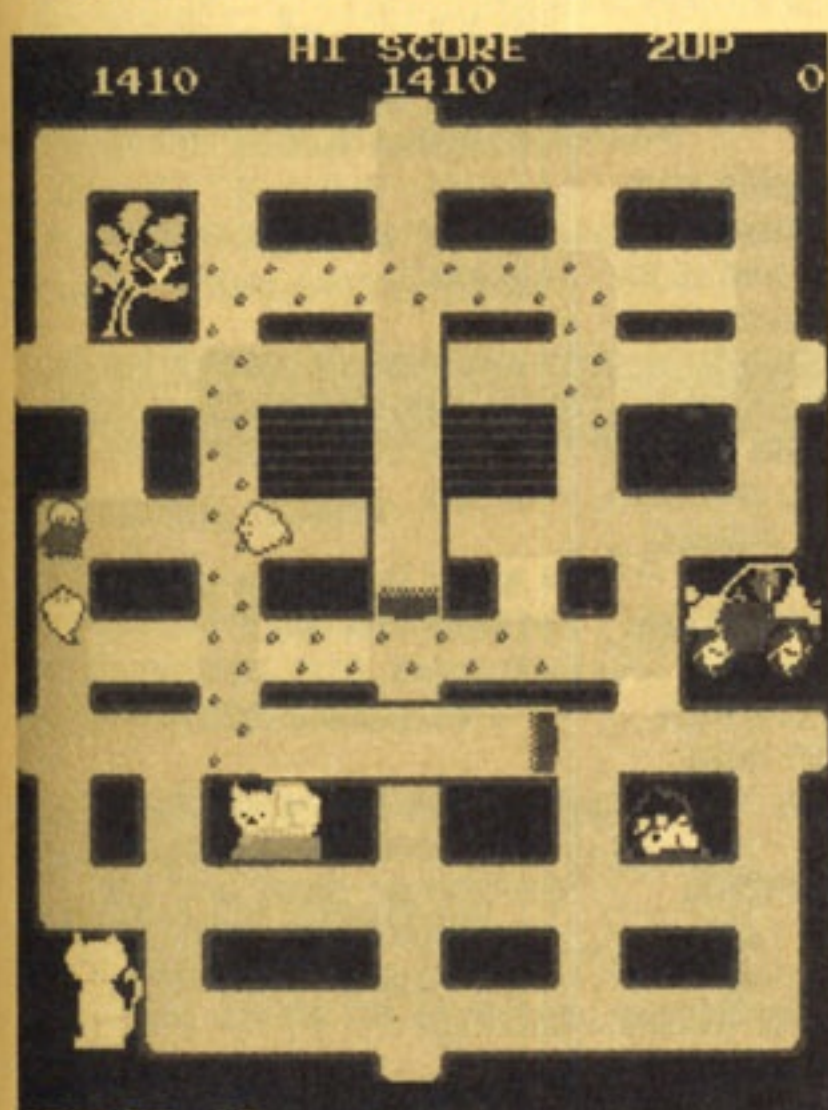
Dave Kebley's Retro Computer Cabin



The usual smattering of self indulgent old claptrap again this month as the Microgoblin proudly takes us back to the days when blah, blah, blah etc...

Not since I rediscovered a horde of goodies from my latest attic rummagings (including my Puffin club membership packs, 'Breaker' CB magazines, Rubic's Snake and Mini-Munchman LCD pocket game) have I had such a rush of nostalgia as getting my hands on a copy of CRUSH ROLLER.

Though hardly a classic, this Pac-Man derivative released in 1981 by Kural Esco bought back floods of long forgotten memories of hanging out in the games room underneath the Prince Rupert hotel in Shrewsbury whilst my parents scoffed away in the restaurant upstairs. Playing CRUSH ROLLER was as much a part of my Saturday nights as The Dukes Of Hazard or Tales Of The Unexpected.



CRUSH ROLLER. A classic of the er... of the crushing rolling genre.

Now you might think I'm going off on one here but I think that it's fair to say that even though retro gaming is very much an appreciation of classic gameplay there's also a very strong element of nostalgia attached. This often makes forming an opinion of old games particularly difficult as you tend to remember the good times you associated with the game rather than the gameplay itself. Keep this in mind when I urge everyone to hunt down a copy (there's a particularly good emulator for the Mac and PC on the internet!) The gameplay is far from demanding as you (the roller) weave around a maze attempting to change the colour of the floor from grey to green while dodging a couple of ropey looking ghouls. Your only line of defence from these shambling sprites are the two slides that whizz you along the maze, temporarily trapping anything that gets in the way. Now and again some of the creatures hanging around the maze break free from their squares and run amok leaving footprints that need to be re-rolled until you finally squash 'em.

The reason I'd almost forgotten about CRUSH ROLLER is the fact that I don't recall any home versions ever being made or any rip-offs for that matter.

RETRODROID'S INTERNET HEAVEN!

More top Retro related malarkey from Alex Ward

I'm often asked what my favourite games of all time are, and my mind nearly always goes blank. So, the easy answer is to use someone else's answer instead. For a fine look at someone's favourites, have a look at www.sportsextra.com/~riffraff/favevids.cgi for some great Top Ten lists. What are your all time retro faves? Write in and let us know. If you're serious about becoming a videogames collector, then you'll know how difficult it is to find old systems in their original packaging. To see what the boxes for all of the older systems actually look like, check out <http://gozips.uakron.edu/~skg/mirth.html> for a slightly bizarre retro gaming site.

Fans of retro computer games are almost always fans of old coin-ops. Have a look at a great coin-ops page in the US located at <http://brain.usask.ca/arcade> for a great site featuring many coin-op classics. The author, Shawn, is a big Gyuss and Star Wars (coin-op) fan (my kind of player!).

Finally, if like me you would just love to fill up your house with a million and one arcade machines but just don't have the room, then you'll be pleased to know that two new compilations of Atari Classics will be appearing on PlayStation this year. Featuring Spy Hunter, Joust 2, Moon Patrol, Splat, Blaster, Root Beer Tapper, and probably BurgerTime. If this wasn't enough, Atari will also compile Paperboy, Gauntlet, Road Blaster, Marble Madness, Crystal Castles (featuring Bentley Bear of Atari Karts), and Millipede onto another disk. Will we like it? Our breath is held.

VECTOR GAMES

By far the coolest looking retro games around are those that use vector graphics to display the action. Even those people that believe that old games belong on the scrap heap admit that the genre has a certain charm and style about it.

Though we've been treated to a few classics such as BATTLEZONE, ROBOTRON, DEFENDER, ASTEROIDS, TEMPEST etc... of late, there are still tons of graphical masterpieces in the cue to be re-released as retro compilations. I for one would love to see STAR WARS, THE EMPIRE STRIKES BACK, BLACK WIDOW, RED BARON, and GRAVITAR to name but a few.

GRAVITAR by Atari games is an all time favourite of mine. You control a ship that has to descend onto various planet surfaces to pick up fuel pods whilst avoiding enemy ships and gun emplacements. As you get nearer to key objects in the game the graphics zoom in to show you a more detailed view of your surroundings

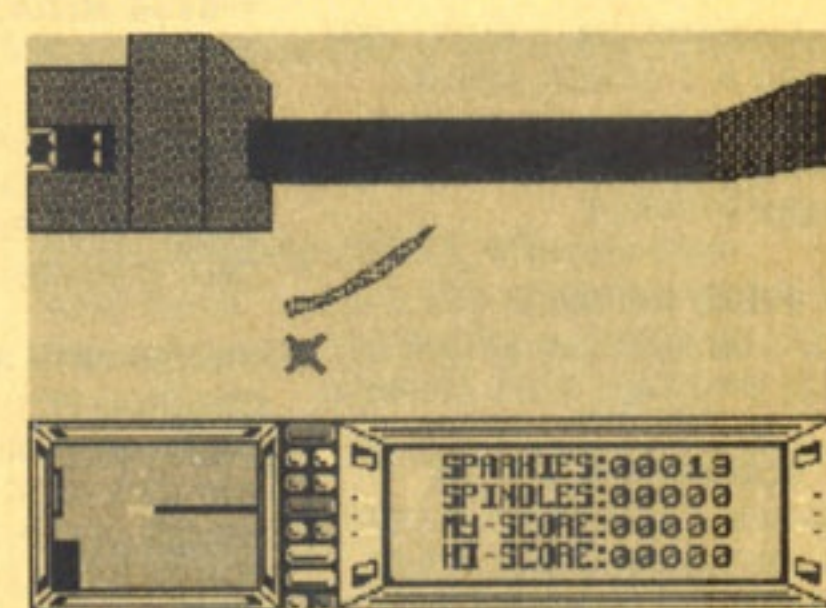
as you attempt to battle the forces of gravity and complete your mission. Fans of this genre should look out for the 8-bit classic THRUST I and II or the 16-bit OIDS that took the gameplay one step further by requiring the player to pick up and then tow a small satellite thing to safety, thus adding to the gravitational mayhem.



CONGO BONGO. Time to kick some monkey ass. And hogs.

Regular readers of the Cabin are probably aware of my passion for all things monkey related, so you can imagine my delight as I recently picked up a copy of SEGA's CONGO BONGO (lets hope there's a retro pack coming soon, eh!). Having had your camp set alight by a grumpy old gorilla you set off through four screens of jungle action in an attempt to get your revenge. Each screen is viewed in a sort of pseudo-quasi-3D style similar to SEGA's other arcade hit of the time, ZAXXON. Each level has its particular jungle theme and an assortment of foes to jump over and dodge, ranging from the rather harmless level 1 coconuts to the stinking hogs of level 4, with a rather pleasant FROGGER derivative on level 3 for a bit of variety. Each time you reach the gorilla he scuttles off à la DONKEY KONG until the end of the game where it's pay back time and you get to see a neat bit of animation as you singe his sorry ass. Sonic fans will also notice the two-fingered salute our intrepid explorer gives after successfully completing a level.

I'll round off this month with a little Speccy gem I discovered the other day. FAT WORM BLOWS A SPARKY by Durell (of COMBAT LYNX fame) is set inside the electronic labyrinth of a Spectrum. The story goes that you are in control of a worm (in this case a program made by a hacker to insert into big systems). Of course the Speccy's internal defences are out to stop you completing your mission - to find a disk drive on which to clone yourself. To defend yourself from the Speccy's arsenal, Fat Worm is armed with two types of 'Sparkys' - a sort of delay bomb called a burper and blasters that shoot out of the worm's nose and zaps anything among the circuitry that's bothering it. Now I hardly rate this as an essential purchase but if you're into computer 'in jokes' then this is right up your alley.



FAT WORM BLOWS A SPARKY. Lucky Sparky eh!



I'd just like to say a quick thank you to Russ Jukes who sent me a stack of info on Matthew Smith after my appeal last month. Though Russ didn't actually know of his whereabouts he sent me a print-out from one of the numerous websites devoted to the man, in which someone recently met a guy named Mat Smith in a commune in the Netherlands. It seems he's now a motor bike mechanic and apparently "wrote some video games in the 80's, got burnt out, ended up in a mental institution". Fair enough!

CABIN FREEPLAY CLASSIFIED

P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. IF THERE'S A GAME YOU WANT, TELEPHONE SIMON GREEN ON 0973 720312 OR 0973 721115 FOR MORE DETAILS.

THE EXCELLENT RETROGAMER (NO.11) IS OUT! INCLUDED THIS ISSUE IS A LOAD OF PAC MAN STUFF AND PART 2 OF THE INTELLIVISION PROFILE. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFILED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.



This section is your chance to show how good you are at games. Send us any brilliant scores for recent games and we'll print the best each month. Also let us know your three digit high score name so that anyone passing your local arcade knows that you've been there! Keep some proof of your score in case we ask for it, and if you really want to show off, send us a video showing how you did so well!

HIGH SCORES, CVG,

37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

TEKKEN 3 (ARC)

Game Complete (Paul) 3'05
Yasuhiro Hunter (YAS), Oxford

SOUL BLADE (PS)

Arcade Mode 0'19"16 (Voldo)
Matthew Hopkins (MAT), Crewe

Special Weapon Survival Mode 234 wins
(Taki) Brian Lelas (GMB)

RAGE RACER (PS)

MYTHICAL COAST
Best Lap 0'51"325
Michael Lai, Liverpool
Best Race 2'36"972
Michael Lai, Liverpool

MYTHICAL COAST REVERSE
Best Lap 0'49"816
Michael Lai, Liverpool
Best Race 2'33"507
Miroslav Jeftic (M.J), Ruma, Yugoslavia

OVERPASS CITY
Best Lap 1'15"411
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'49"932
Miroslav Jeftic (M.J), Ruma, Yugoslavia

OVERPASS CITY REVERSE
Best Lap 1'11"979
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'41"441
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE
Best Lap 1'08"891
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'34"009
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE REVERSE
Best Lap 1'09"995
Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL
Best Lap 0'20"435
Adi Wells, York
Best Race 2'06"220
Adi Wells, York

EXTREME OVAL REVERSE
Best Lap 0'21"529
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 2'14"213
Michael Lai, Liverpool

SATURN BOMBERMAN (SAT)

Master Game completed, 305860
Richard La Ruina (RIK), Cambridge

MANX TT (SAT)

LAXEY COAST
Best Lap 0'52"84
Steve Lyth, Whitby
Best Race 2'45"00
Chris Maybray, Leics.

TT COURSE
Best Lap 1'08"32
Chris Maybray, Leics.
Best Race 3'30"52
Steve Cobain, Kettering

LAXEY COAST REVERSE MIRROR
Best Lap 0'53"32
Chris Maybray, Leics.
Best Race 2'45"32
Steve Lyth, Whitby

TT COURSE REVERSE MIRROR
Best Lap 1'10"64
Steve Lyth, Whitby
Best Race 3'36"68
Steve Lyth, Whitby

FIGHTERS MEGAMIX (SAT)

Survival Mode, FV Setting, Wolf Stage
3 Mins, BM 24 Wins
Jonathan Town, Wakefield
7 Mins, Rentahero 45 Wins
Andrew Beecroft (Andy), N. Yorks
15 Mins, Rentahero 111 Wins
Jim Grant (JIM), Isle of Wight

KING OF FIGHTERS '96 (SAT)

Survival Mode (Level 8, Iori) 20'43
Yasuhiro Hunter (YAS), Oxford
Arcade Mode (Level 8) 3,564,200
Yasuhiro Hunter (YAS), Oxford

CHRISTMAS NIGHTS (SAT)

9999 Link Attack (Clocked the game)
Nathan White (NAT), London
0'08"907 Time Attack
Gary Cormack (GAZ), Stonehaven

NIGHTS (SAT)

Puffy beaten with 102 remaining
Brian Lelas (GMB)
Reala beaten with 107 remaining
William Curley, Surrey
Jackle beaten with 104 remaining
Ruverne Latchanna, South Africa
Wizeman beaten with 77 remaining
Brian Lelas (GMB)
Gillwing beaten with 95 remaining
Brian Lelas (GMB)
Gulpo beaten with 10 remaining
Brian Lelas (GMB)
Clawz beaten with 93 remaining
Brian Lelas (GMB)

351 Link (Spring Valley 1)
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
632540 Points (Spring Valley)
James A. Thompson (JAT), Hull

326 Link (Mystic Forest 1)
Nathan White (NAT), London
544920 (Mystic Forest)
Nathan White (NAT), London

370 Link (Soft Museum 1)
Nathan White (NAT), London

421 Link (Splash Garden 1)
Ruverne Latchanna, South Africa

379 Link (Frozen Bell 1)
Nathan White (NAT), London

826100 Points (Frozen Bell)
Nathan White (NAT), London

TUROK: DINOSAUR HUNTER (N64)

Training Mode
2'42 James O'Keefe, Lancashire

SUPER MARIO 64 (N64)

Princess Slide 16"0
Clifford Bonney (C.B), Oxford

MARIO KART 64

LUIGI RACEWAY
Best Lap 33"37
Stephen Wave, Doncaster
Best Race 1'43"52
Stephen Wave, Doncaster

MOO MOO FARM
Best Lap 26"34
Greg Ihnatenko, Cheshire
Best Race 1'21"26
Ian Chan, Scotland

KOOPA TROOPER BEACH
Best Lap 28"68
Greg Ihnatenko, Cheshire
Best Race 1'27"28
Greg Ihnatenko, Cheshire

KALIMARI DESERT
Best Lap 36"06
DJ Dirty's nameless friend
Best Race 1'53"98
DJ Dirty's mate without a name

TOAD'S TURNPIKE
Best Lap 52"50
Greg Ihnatenko, Cheshire
Best Race 2'39"57
Ian Chan, Scotland

FRAPPE SNOWLAND
Best Lap 36"93
Greg Ihnatenko, Cheshire
Best Race 1'51"55
Ian Chan, Scotland

CHOCO MOUNTAIN
Best Lap 35"15
Ian Chan, Scotland
Best Race 1'46"65
Ian Chan, Scotland

MARIO RACEWAY
Best Lap 18"93
Dany Gray (DAG), Dewsbury
Best Race 59"75
Stephen Wave, Doncaster

WARIO STADIUM
Best Lap 52"47
Chris Murphy (CHR), Manchester
Best Race 3'22"61
Chris Murphy (CHR), Manchester

SHERBERT LAND
Best Lap 36"15
Ian Chan, Scotland
Best Race 1'54"34
Ian Chan, Scotland

ROYAL RACEWAY
Best Lap 51"40
Stephen Wave, Doncaster
Best Race 2'34"89
Stephen Wave, Doncaster

BOWSER CASTLE
Best Lap 41"10
William Murray, Northampton
Best Race 2'07"77
Ian Chan, Scotland

DONKEY KONG JUNGLE PARK
Best Lap 11"70

Chris Murphy (CHR), Manchester
Best Race 1'01"82
Chris Murphy (CHR), Manchester

YOSHI VALLEY
Best Lap 33"67
Stephen Wave, Doncaster
Best Race 1'42"68
Stephen Wave, Doncaster

BANSHEE BOARDWALK
Best Lap 37"47
Greg Ihnatenko, Cheshire
Best Race 1'56"79
Greg Ihnatenko, Cheshire

RAINBOW ROAD
Best Lap 1'21"66
Stephen Wave, Doncaster
Best Race 4'07"86
Stephen Wave, Doncaster

WAVE RACE 64 (N64)

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"819
Barry Morgan (BAD), Luton
Stunt Score 13187
Torkel Hanson (TH_), Edinburgh, Scotland

SUNSET BAY
Best Lap 0'21"171
Barry Morgan (BAD), Luton
Best Race 1'09"473
Barry Morgan (BAD), Luton
Stunt Score 14400
Torkel Hanson (TH_), Edinburgh, Scotland

DRAKE LAKE
Best Lap 0'24"719
Barry Morgan (BAD), Luton
Best Race 1'16"756
Barry Morgan (BAD), Luton
Stunt Score 20480
Torkel Hanson (TH_), Edinburgh, Scotland

MARINE FORTRESS
Best Lap 0'23"760
Chris Murphy (CHR), Manchester
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 20785
Torkel Hanson (TH_), Edinburgh, Scotland

PORT BLUE
Best Lap 0'28"289
Chris Murphy (CHR), Manchester
Best Race 1'27"935
Chris Murphy (CHR), Manchester
Stunt Score 30665
Torkel Hanson (TH_), Edinburgh, Scotland

TWILIGHT CITY
Best Lap 0'29"589
Chris Murphy (CHR), Manchester
Best Race 1'32"001
Paul Taylor, Milton Keynes
Stunt Score 21565
Torkel Hanson (TH_), Edinburgh, Scotland

GLACIER COAST
Best Lap 0'27"523
Chris Murphy (CHR), Manchester
Best Race 1'27"368
Chris Murphy (CHR), Manchester
Stunt Score 31130
Torkel Hanson (TH_), Edinburgh, Scotland

SOUTHERN ISLAND
Best Lap 0'25"300
Barry Morgan (BAD), Luton
Best Race 1'19"859
Chris Murphy (CHR), Manchester
Stunt Score 17118
Torkel Hanson (TH_), Edinburgh, Scotland



TIPS

THE LEGEND OF LOMAS



Yo, word up dudes. I jus' been hangin' down the beach wit ma bros, catchin' a bit 'o wickid surf. It was wickidy-wickidy-wickidy-schwing, dudes! As you can see, man, I'm all decked out in my kewl surf-dude kit. It's a real bonus in the babe-pullin' department, I tell ya! It's the top hat that does it for 'em. Now, send me tips! Honk!

TIPS

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



CVG, 37-39
MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

You can now also send any tips or guides to this Email address. Don't copy a load of old tips from other mags, and DEFINITELY don't waste your time sending in tips we've already printed. Pretending you found them yourself won't win you the free game from HMV. And the same goes for tips copied off the internet, goddit?

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION DARKLIGHT CONFLICT

Andy Rae from Bournemouth has been playing *Darklight Conflict* since the day it came out to get this password. It lets you access all 50 missions, starting on the final one called "The End?". Just enter **GGVVPHQQP** and you're away! For figuring that out, and for getting it in so quickly, Andy wins a **free game of his choice from HMV!** Just let us know what you want Andy and we'll get it to you as soon as possible.

BUBSY 3D

We've managed to avoid this game totally so far, but some of you may not have been so fortunate. If you need to cheat, go to the Load Game screen and enter these codes as passwords.

99 lives	XMUCHOLIFE
All rocket parts	XTOUROCKER
Bonus rounds	XBNSCHTMMM
Level select	XLVLCHTMSB
Level warp	XZOOMMERKB

The level warp code lets you jump to different parts of the map by pressing **Left+Start** at the same time during the game. When you pause, the coordinates are shown on the screen.

Thanks to **Toby Hall from Worcester** for sending that in.

DIE HARD TRILOGY

There's an option in *Die Hard With A Vengeance* that lets you change the size of the score which **Simon White from Manchester** has written to tell us about. Take the second controller and hold the **Triangle** button, then move the pad around to change the shape of the score. Hold the **Square** button and move the pad around to move the clock, or hold **Circle** and move the pad to make it bigger or smaller.

TOMB RAIDER

William Hickey from Clonmel, Co. Waterford has written in to let

everyone know about a few little tips he's found for *Tomb Raider*.

"On the fourth level after you collect your first piece of the scion, continue on and save you game at the next save icon. Now reset your PlayStation and load up to where you last saved, but instead of continuing, go back up to where you found the scion and there should be another piece!!!"

"On the Natlas Mines level, at the very start, swim to the left near the surface of the water and get out as soon as you can. Now to your left should be a raised slope. See if you can manage to side-jump onto it, and when you start to slide down grab hold of the ledge and shimmy left, thus skipping about one third of the level."

By the way, these tips will work on the Saturn and PC versions as well. Thanks William.



SATURN

KING OF FIGHTERS 95

Thanks to **Wayne McGarry** who reminded us via Email (yes, it really works) that we didn't print the blood cheat for the UK version of *KOF 95*. Not only does it add the blood which was removed for the UK version, but it also puts back the frames of animation which were taken out. You'll be pleased to hear that it includes Mai's wobbling doo-das. In case you're interested, it's the same as with the UK Neo-Geo version.

After the intro has finished, a demo will start up. Let the screen shrink so that the borders appear and the high scores come up, then press these buttons: **X+B on pad 1 and Y+A on pad 2** all at the same time. Now press **Start** and begin the game as it was meant to be.

MECHWARRIOR 2

These codes should be entered as passwords to give you all sorts of useful cheat modes.

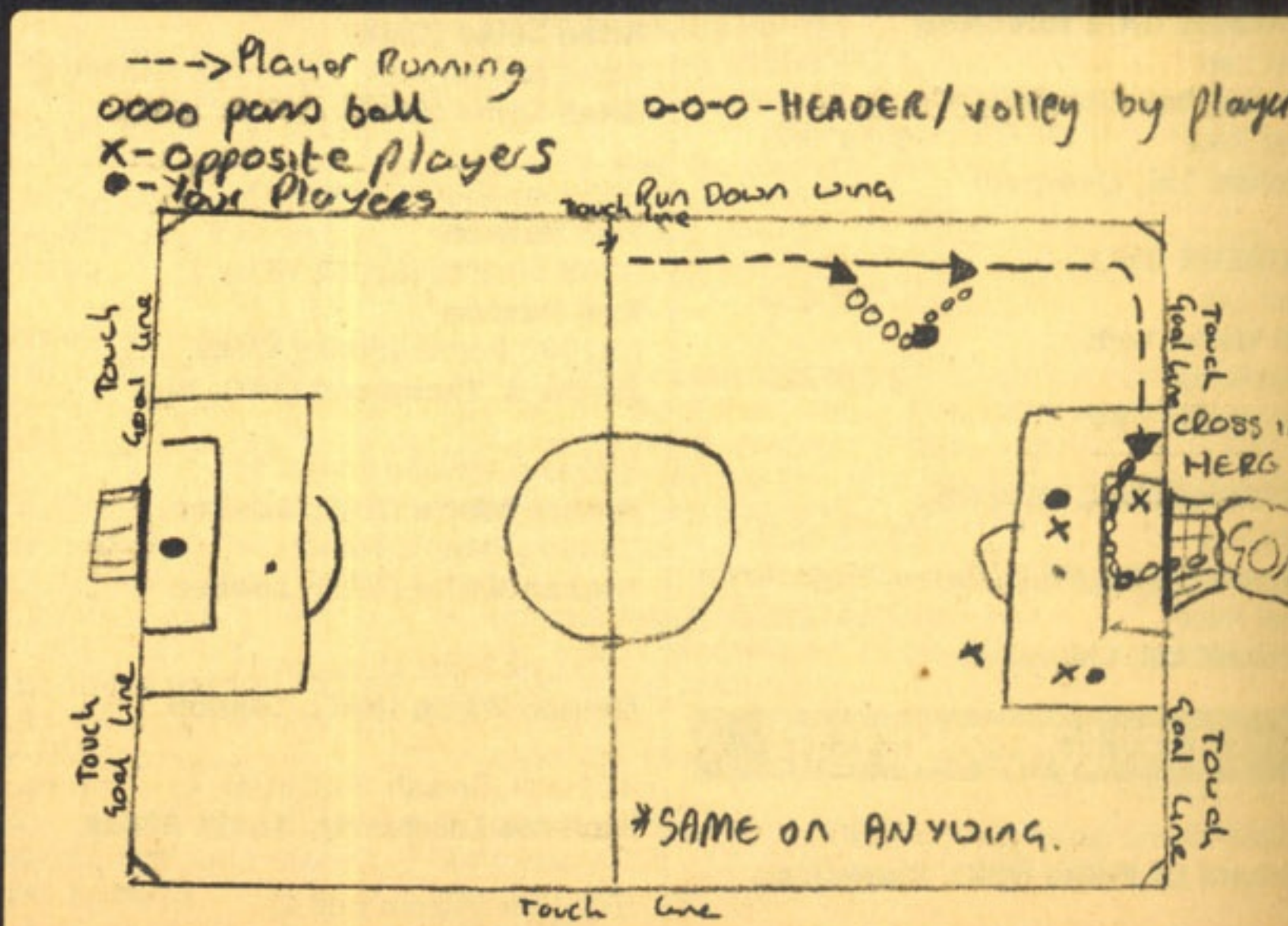
Invincibility	##XO/A><UZ
Infinite ammo	TOXO/AX>TU
Open all levels	T<XO/AXA<=
Jets for all Mechs	#YXO/A>YOL
Extra weapons	T#XO/AX<<<
Extra heat sinks	#XXO/A4>Y+
Permanent throttle	#AXO/A4YYA
No weight limit	#OXO/A>>O/
Elemental chassis	T/XO/AZ<#*

SATURN BOMBERMAN

This cheat from **"Wild" Wain Lim** lets you change the weather for the battle games! After you've set all of the rules and options up for a game, go to the stage select screen and **hold X+Y+Z** until you hear a noise. Once that's happened, press either **Up or Down** on the pad and the weather will change in the background! "Wild" Wain recommends that you all play the Path Of Glory stage at night for maximum entertainment.

ISS PRO

Simon Parker from Norwich has sent this diagram to explain how to score almost every time in *ISS Pro*. You need to run down either wing avoiding all the opposing players, then turn into the area just before the touchline. Cross it in when the goalkeeper is just in the six-yard box and one of your players should head or volley it into the back of the net. The best teams for this tactic are Brazil, England and Croatia. Thanks Simon.



FREEPLAY

NINTENDO 64

HEXEN 64

To turn on the cheat mode, you first need to pause the game and press **C-Up, C-Down, C-Left, then C-Right**. The Cheat option should appear. Go into the Cheat screen and enter any of the codes that you want, but make sure you do them quickly.

Level select
C-Left, C-Left, C-Right, C-Right, C-Down, C-Up
God mode
C-Left, C-Right, C-Down
Max health
C-Left, C-Up, C-Down, C-Down
No clipping
C-Up x20, C-Down
Butcher mode
C-Down, C-Up, C-Left, C-Left

These cheats can be entered on the Collect Mode screen as before.

All weapons
C-Right, C-Up, C-Down, C-Down
All keys
C-Down, C-Up, C-Left, C-Right
All items
C-Up, C-Right, C-Down, C-Down
All puzzle items
C-Up, C-Left, C-Left, C-Left, C-Right, C-Down, C-Down

TUROK: DINOSAUR HUNTER

Johnathan Walker from Beddau near Pontypridd wants everyone to know about The Big Cheat for *Turok*. Go to the Enter Cheat screen and put in the code **NTHGTHDGD CRTDTRK** to get the new options. You can now use pretty much every cheat imaginable in one go.



PC CD-ROM

THEME HOSPITAL

Daniel Cutler from Berkshire has a tip to get rid of pukes or rat holes easily. Simply pick up a bench or a drinks machine and put it over whatever you want to get rid of, then put it back in its original position. The object you wanted to remove will be gone!



WE'RE STUCK

Dear CVG,

First I would like to congratulate you on making an excellent games magazine, now for what I really wanted to write to you about:

1. On *Super Mario 64*, I have got on to the Big Boo's Balcony, destroyed him and the star goes on top of the haunted houses roof, how do you get at it? I've tried loads of times to get it but I can't.
2. Also on level 2 for the last star how and which wall do you blast away?
3. And on level 4 for the third star do you have to win the race against the giant penguin for the star? I'm asking about this because there is no timer on the screen like there is when you do the footrace against Koopa the Quick and the castles secret star race.
4. Is there any cheats for *Super Mario 64*? If so please can you write them down?
5. Is there a cheat so if you can't do a stage you can do the cheat and it will give you that star?

Thanks!

James Mitchell

PS. I would be very, very, very, very, very, very happy if you would answer my questions!

CVG:

1. You need to jump your way along to one of the flat roof sections on either side, then jump back from there. Just keep trying – it is possible.
2. Get in the cannon and aim yourself at the corner of the triangular bit of wall just above and to your right. Fire at that to knock it out, then do the same on the second wall along to get the star.
3. To win the third star you need to beat the penguin to the bottom. Thing is, you're not allowed to take any of the shortcuts as you go.
4. There aren't any "cheats" as such, just loads of glitches and weird happenings. There's nothing that's of any real use.
5. Nope.

Dear C+VG,

I've *Toonstruck* for my PC. I'm stuck PLEASE HELP ME.

1. Where's the missing part for the churnatron 2000?
2. How do you get B.B. his wine?
3. Where's the Baker Boys little brother Ray?
4. How do you get to Zanydu?

Yours sincerely,

Claire Lowney.

CVG:

1. You need to go to the barn and use the magnet on the left-hand haystack to get the Churnatron piece.
2. Use the mallet on the strengthometer in the arcade and wreck it to get the wine.
3. Uh... not really sure what you mean. Sorry.
4. You need to put the mouse in one hand, then use the fertilizer on it to get across to Zanydu.

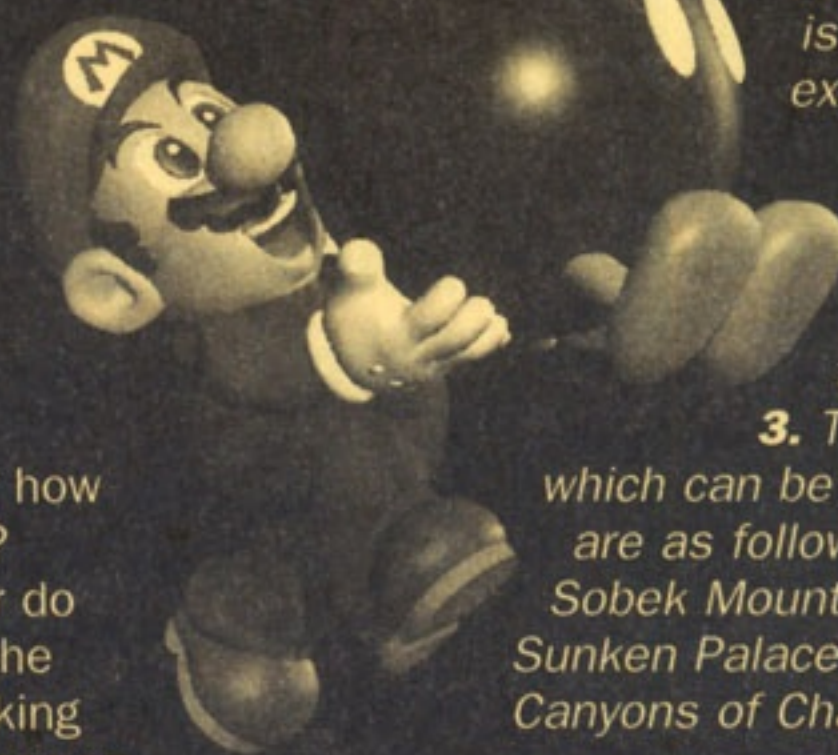
Dear C+VG,

On the excellent *Exhumed* for the PS, I have completed the game with all the artifacts and got all the radio parts. I am now searching for the Team Dolls. PLEASE answer my questions. I have found 8.

1. Is there only one team doll per level or are there more?
2. How many dolls do you need to get the special modes (dolphin and vulture)?
3. I have found many dolls but I cannot access them because I need the modes. Could you tell me what levels are accessible to the dolls without the modes?

PS. I am writing to you as I am really stuck. I don't want to use cheats because I will ruin the beautiful game. I am just relying on your guidance!

Yours sincerely, **C.J. Gregs**



CVG: 1. On the PlayStation version, there is only one doll per level. There's one exception – there's a second doll hidden at the end of Ramses Tomb, after you finish the game.

2. You get Dolphin Mode for collecting ten of the dolls, and Vulture for getting another four on top.

3. The ten levels that contain Team Dolls which can be collected without the special modes are as follows: Tomb of Ramses, Sobek Pass, Sobek Mountain Shrine, Set Arena, Nile Gorge, Sunken Palace of Khnum, Magma Paths, Horus Peak, Canyons of Chaos, Kilmaat Haunt.

CVG I'm stuck,

I am a big fan of Celtic but the players I am looking for is not in *FIFA 97*. So can you get me a tip to get Jorge Carete and Paolo Dicanio or any other one. Thanks.

Derek Cairns, Glasgow.

CVG: Unfortunately, you've bought a rubbish game and there's nothing you can do about it. If you're clever, you'll only buy good football games from now on. If you're stupid, you could always buy *FIFA 98* and hope they get the players right in that. You can almost guarantee that it'll play terribly though.

MOST STUPID PERSON EVER!

Remember our April fool gag saying that you could play as Lara Croft from *Tomb Raider* in the nude? Remember that we explained that it wasn't real loads of times over the next few issues? Remember how we took the mickey out of some real idiots who still managed to write in asking about it even after all that? Well we've now found someone to top that...

Dear CVG,

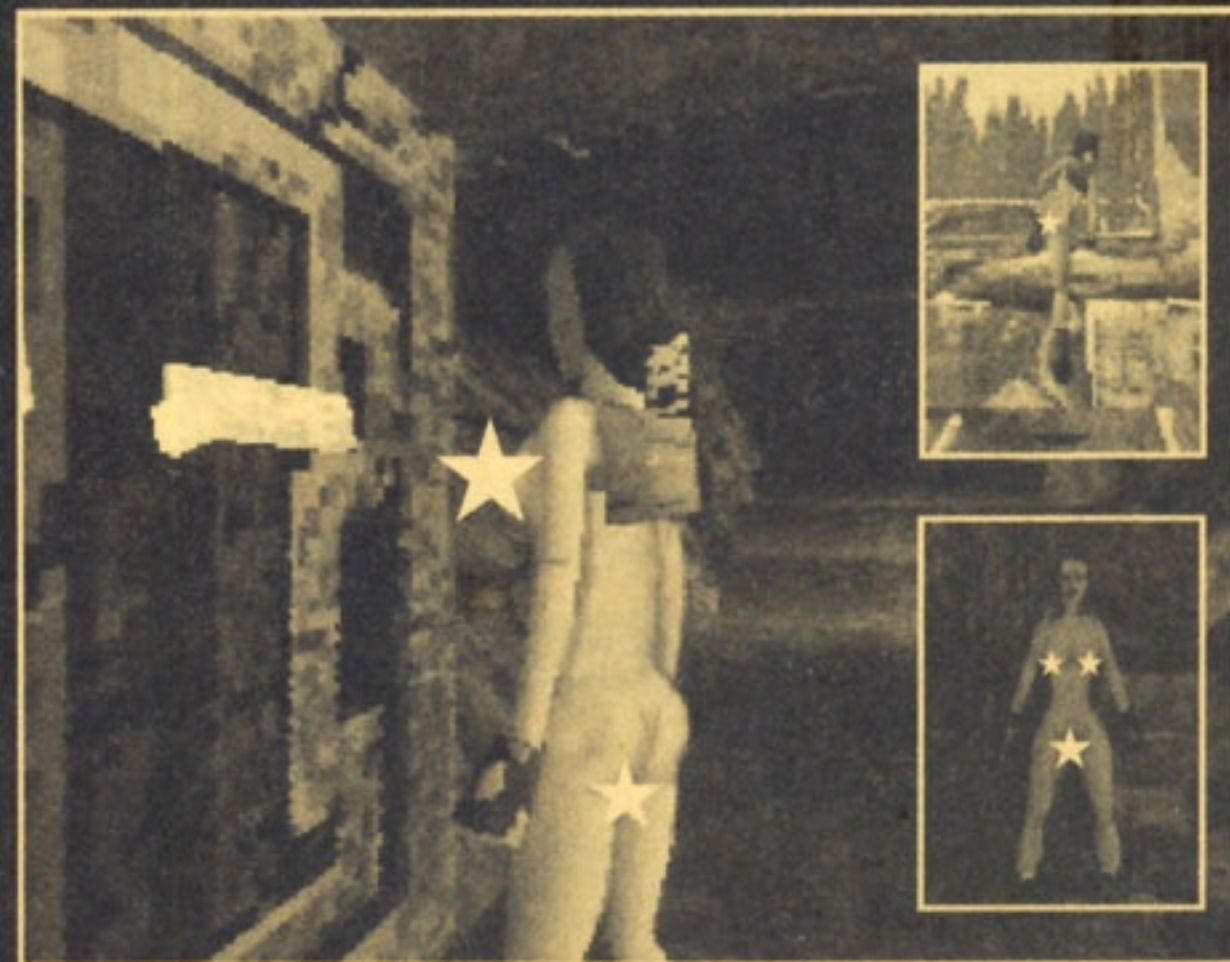
My friends and I want to know how to get Zara Croft from *Tomb Raider 1* nude!

PS, could you answer this question in the WE'RE SICK section if not, some where in the mag. Cheers, your the best CVG.

My PC has got 128 bit graphic, so it is much better than a stupid rubbishy N64 and Saturn.

From Tom Key

CVG: A nutcase through and through. "We're Sick" was just something we did to take the mickey out of stupid people who still believed the cheat was real. We've no idea how you can possibly still think it's true even after we've said it was a joke hundreds of times. Crumbs.



↑ The stars stuck on the pictures are just to protect you from the obscenity behind. We can take them off and look any time we want.



drawinz Wot you dun

Now Listen!
All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section!

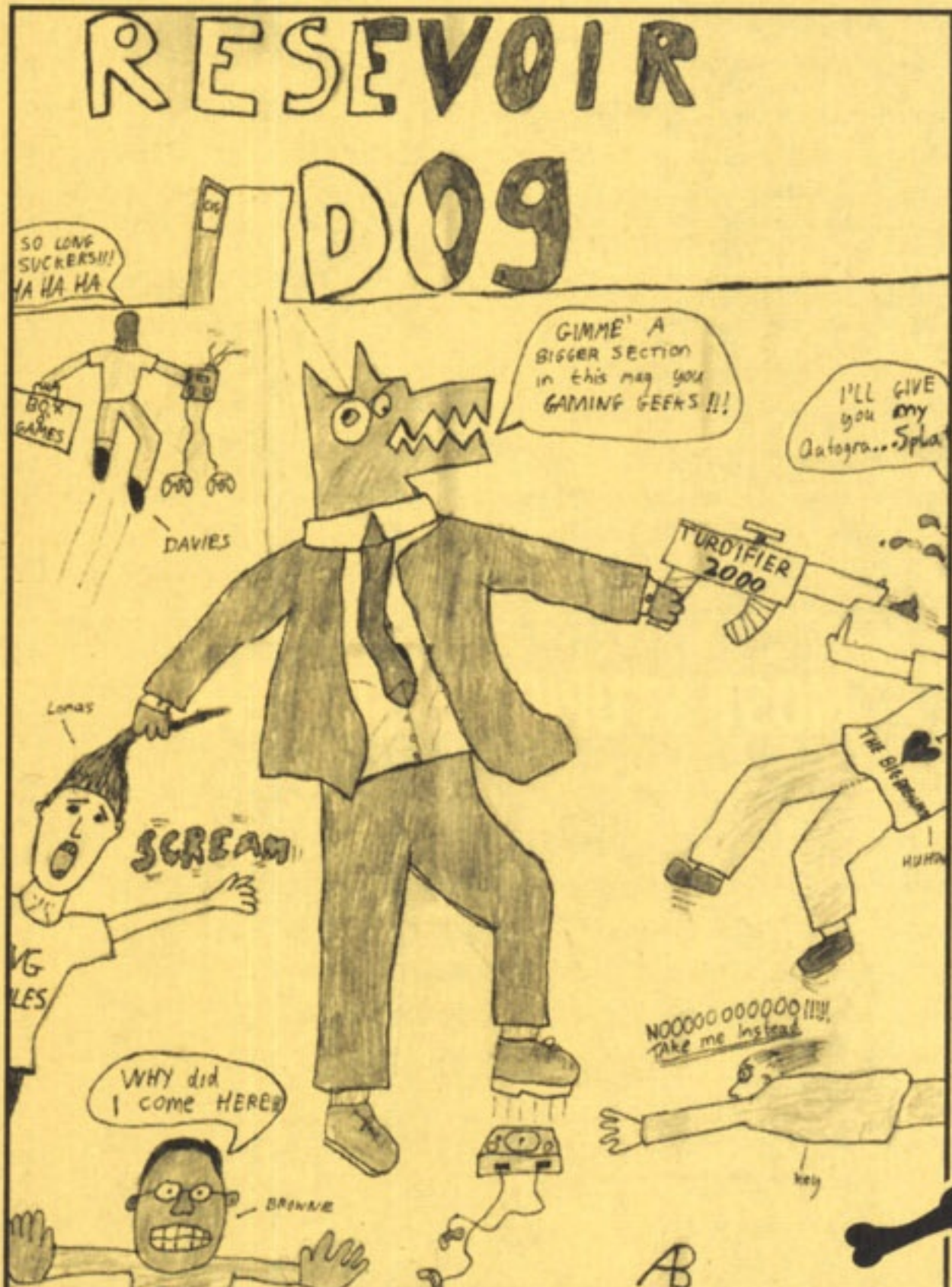
This month's art is by far the best ever! Try spending less than two hours on this page! You just can't do it!

KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. **DON'T DO IT!**

Originality, creativity, style, fun, and not copied straight off another magazine. **DO IT MORE!**

Welcome young and old to the coveted CVG Drawings section of the magazine, which we on CVG like to call 'Drawinz' solely for our own amusement. If you have any ideas for a new name for this section please keep it to yourself as we really don't want to change it!



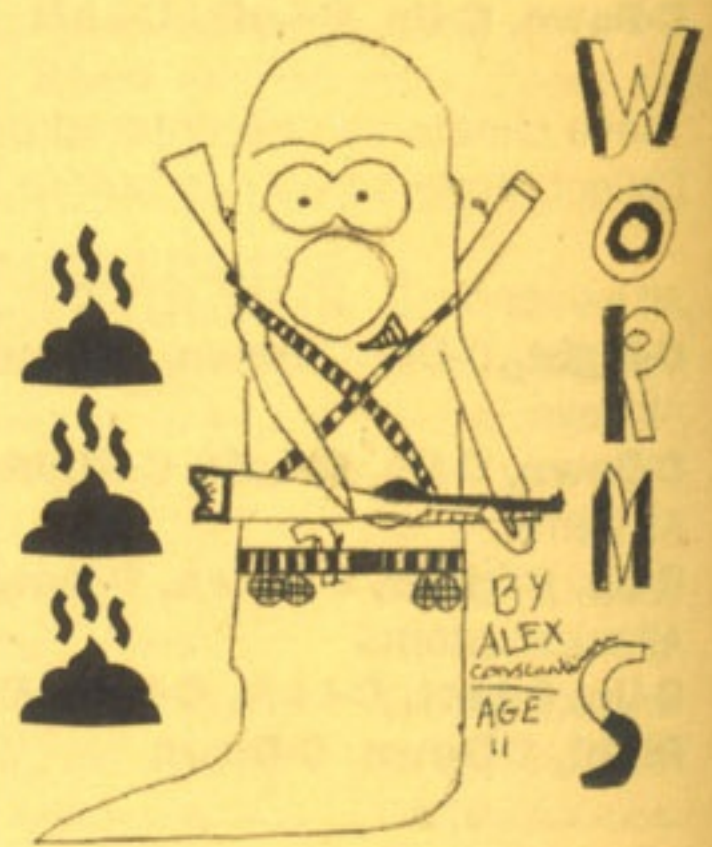
ⓐ What can I say? Excellent, that's what! Well done Aaron Brogan this is brill, I love it!



ⓐ Kirby don't you? Well done Adam Kelly this is cool!

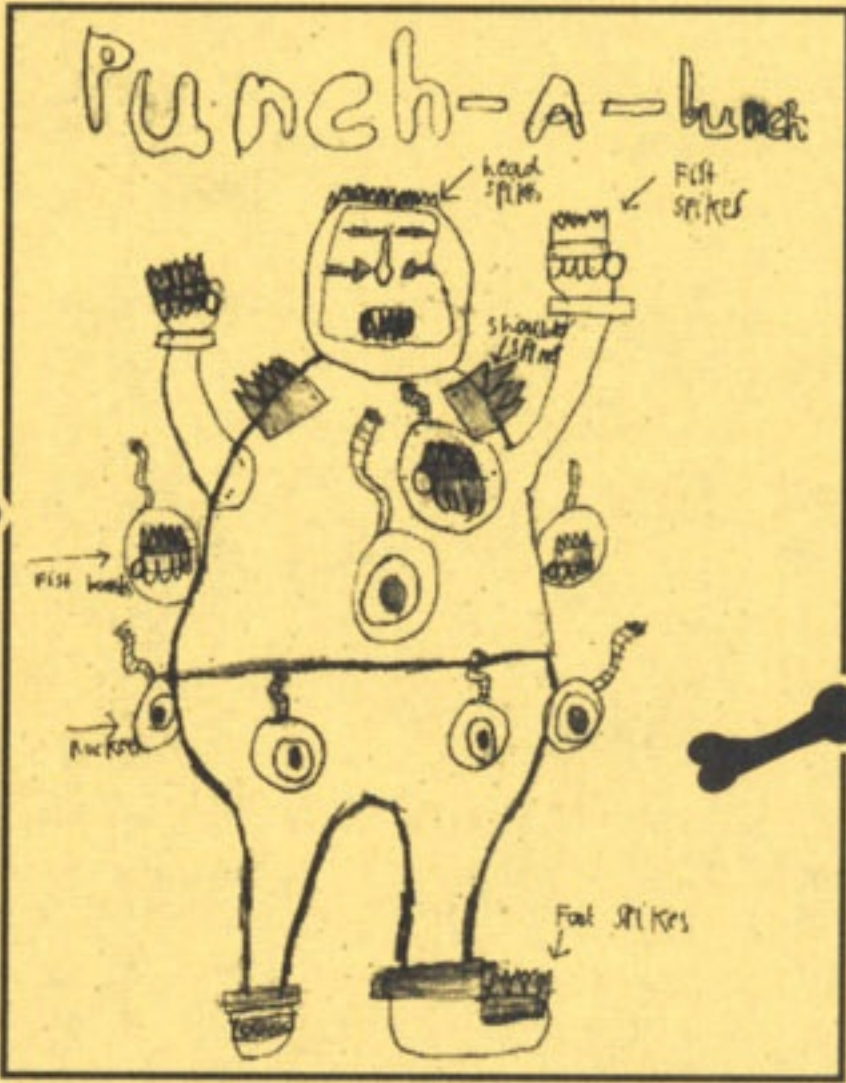


ⓐ Turok was a popular choice of art this month. This is one of my favs, thanks Daniel Shaw!



ⓐ Well what have we here? I'll tell you, three auto-turds that's what!

drawinz
wot you dun



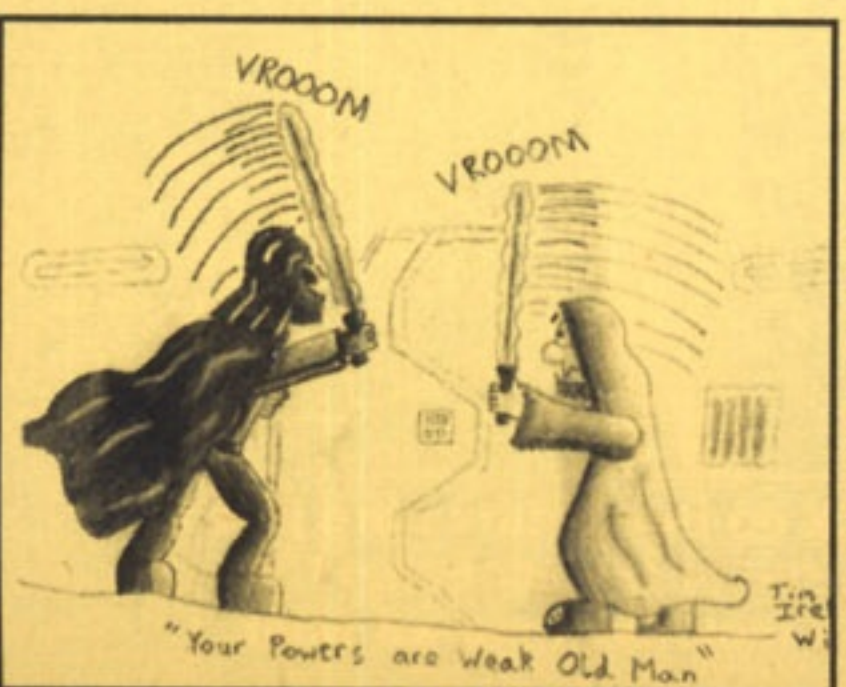
ⓐ Now this is awesome! 100% Original, 100% tough, just like me. Top marks Nathan Quinn.



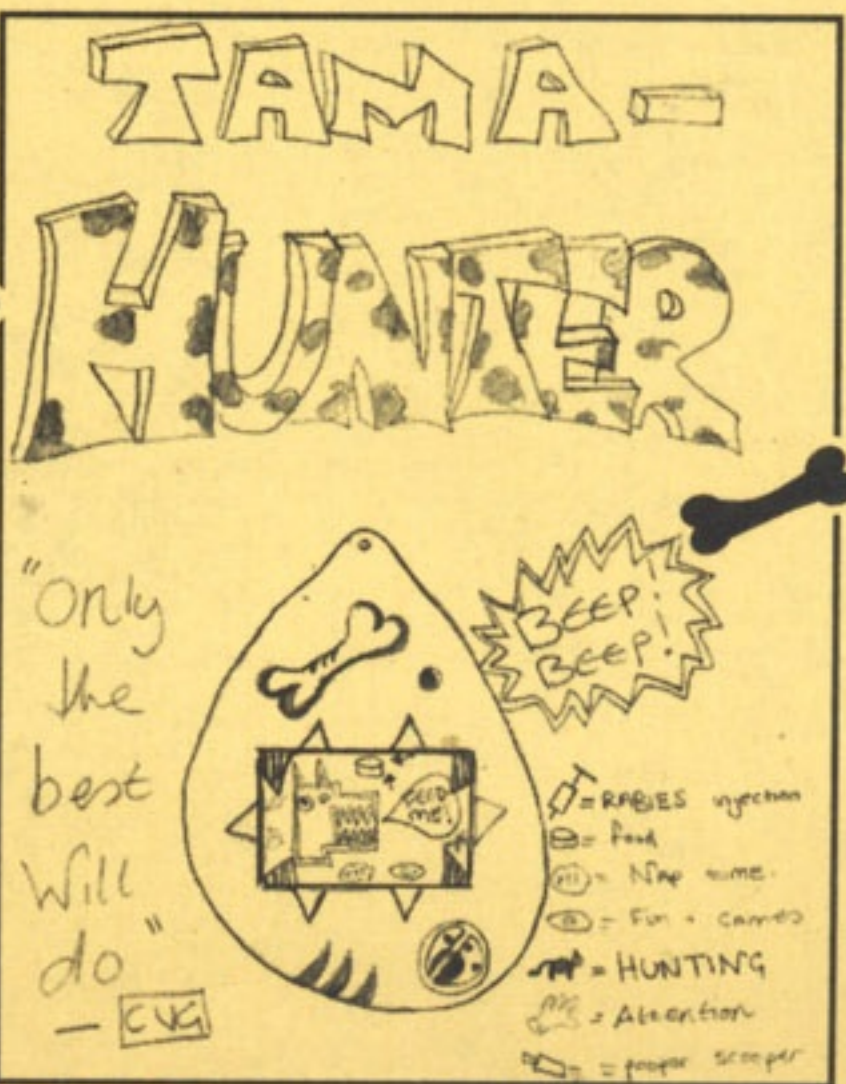
ⓐ Star Wars is one of my favourite films. What more could I ask for? Thanks Roy Huybregts.



ⓐ This is brilliant, I especially love the little posters in the background, good work David Conway. Good!



ⓐ Those handheld hoovers have so many purposes! Tim Ireland shows exactly what can happen if they fall into the wrong hands!



ⓐ 'Only the best will do', that's the same on these pages too. Nice one Neil Phillips! Have a bone.



ⓐ It might be small, but all good things come in small packages. Keep up the drawing young Yusuf Hasan, you'll me a master in no time!

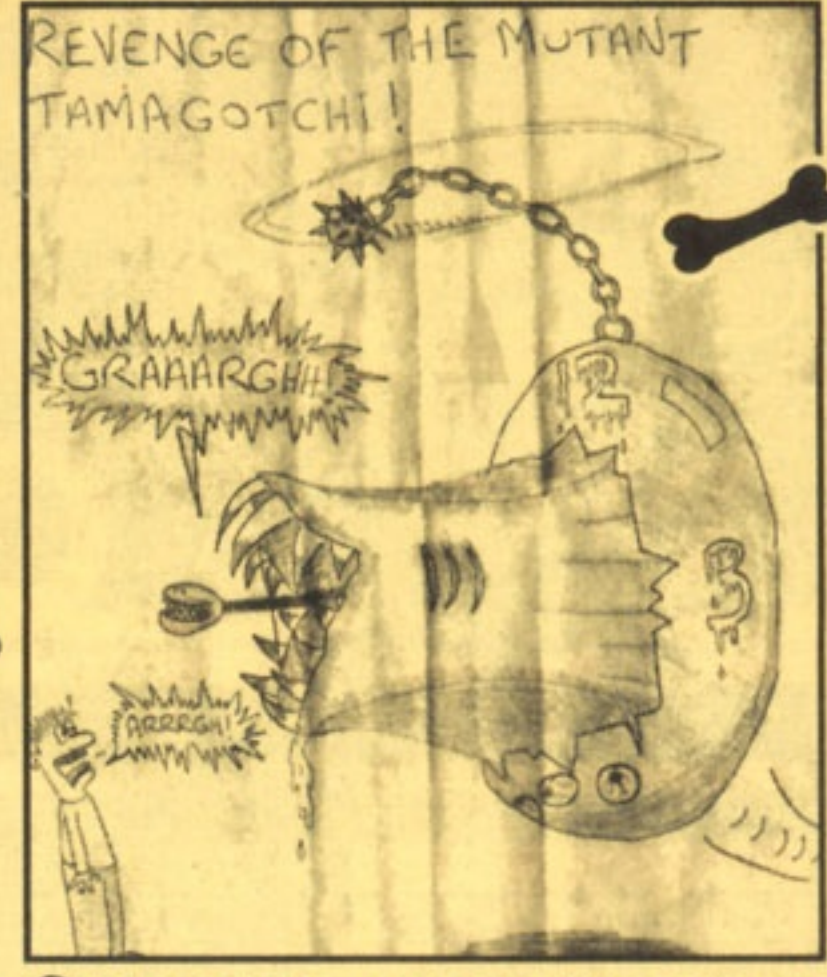
FREEPLAY



Ⓢ This really is amazing! Brilliantly drawn, I'll have some more from you please Cass Opera!



Ⓢ Yeah! Another awesome piece of work! The fame is going to my head! Nick Hignet.



Ⓢ I love this one, that face is so disgusting. Unfortunately there's no name with this, sorry!



Ⓢ Chess is dull, But Tekken Chess... No that's dull too. Dhanraz Ramdharry.



Ⓢ You're damned right I'm number one. You just wait for my game - it'll be the best!



Ⓢ Contrary to popular belief I do live in an office. However, it's slightly nicer than this one, thanks Toby Hall!



Ⓢ All the humans have hands like this on CVG apart from Tom, thanks Julian Hazeldine.



Ⓢ Nice work James Andrew Cross! I like the Cover.

Ⓢ If Ed was kidnapped, no-one would bother to go after him, but it's a nice thought Robert Heath.



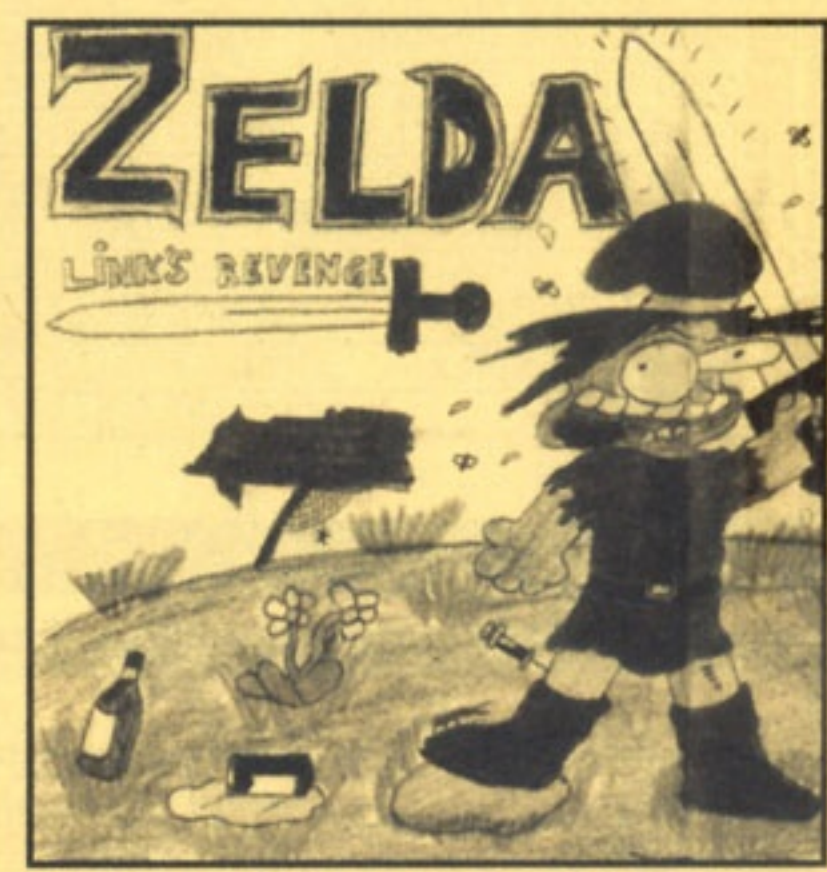
Ⓢ This is my favourite drawing of the month. Your prize? Ten minutes of respect! Thanks Jamie Thomas Bibb.



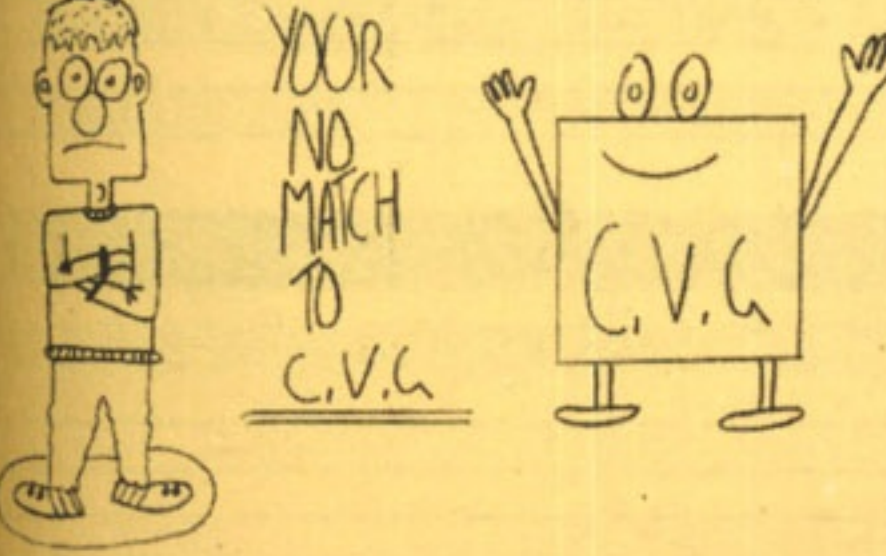
Ⓢ Cook-robo is cool, and that's a fact! Cheers Liam Ford.



Ⓢ I love this one! It might be simple but it has style! Cheers John Ross Reid.



Ⓢ Almost time for another Zelda game I think. Not too long now Jonas Marlesell.



Ⓢ Mix Tom, Paul, Ed and Steve together and you get something like the thing on the right. William Newbury.

Send 'em in to:

drawinz
wot you dun

CVG, Emap Images,
37-38 Millharbour,
The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah, no more "Please print..."

drawinz
wot you dun

PREPLAY



CHARACTER MOVES

PLAYERS GUIDE (THROWS)



FREEPLAY

THROW: BRYAN

NAME	COMMAND (☆ = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Front Neck Full Swing	stand close to opponent Ⓢ	Ⓢ	Throw	30	
Gravity Brain Buster	stand close to opponent Ⓢ	Ⓢ	Throw	30	
Gravity Elbow	stand close to opponent's left side Ⓢ or Ⓢ	Ⓢ	Throw	40	
Knee Blast	stand close to opponent's right side Ⓢ or Ⓢ	Ⓢ	Throw	40	
Neck Throw	show your back to opponent Ⓢ or Ⓢ	x	Throw	60	
Reverse Throw	show your back to opponent Ⓢ or Ⓢ	Ⓢ or Ⓢ	Throw		turn around after throw
Chains of Misery	↓ ↘ ↙ Ⓢ	Ⓢ	Throw	10, 8, 27	
Lower Dodge	↘ (or ↓) Ⓢ or ↙ (or ↓) Ⓢ		Reversal		

THROW: GUN JACK

NAME	COMMAND (☆ = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Body Slam	stand close to opponent Ⓢ	Ⓢ	Throw	35	
Lift up Slam	stand close to opponent Ⓢ	Ⓢ	Throw	30	
Side Left Throw	stand close to opponent's left side Ⓢ or Ⓢ	Ⓢ	Throw	40	
Hanging Neck Throw	stand close to opponent's right side Ⓢ or Ⓢ	Ⓢ	Throw	40	
Spinal Crush	stand close to opponent's back Ⓢ	x	Throw	30, 40	
Throw to Away	stand close to opponent's back Ⓢ	x	Throw	70	
Reverse Throw	show your back to opponent Ⓢ or Ⓢ	Ⓢ or Ⓢ	Throw		
Pile Driver	stand close to opponent ↘ → Ⓢ	Ⓢ	Throw	58	
Backbreaker	stand close to opponent ↓ ↙ ← Ⓢ	Ⓢ	Throw	45	
Overhead Strike	stand close to opponent ↓ ↘ → Ⓢ	Ⓢ	Throw	40	
Volcano	stand close to opponent ↘ Ⓢ	Ⓢ	Throw	30	
Volcano Blaster	stand close to opponent ↘ ↙ Ⓢ	Ⓢ	Throw	30	
Ground Zero	stand close to opponent ↗ Ⓢ	Ⓢ	Throw	33	
Lift Up to Megaton Blast	stand close to opponent ↗ Ⓢ ↓ ↘ Ⓢ	x	Throw	60	
Body Smash	stand close to opponent ↙ Ⓢ	Ⓢ	Throw	32	
Choke Slam	stand close to opponent → → Ⓢ	Ⓢ	Throw	35	
Body Press	↘ Ⓢ	x	Throw	25	Property = throw only when standing close to opponent
Body Press Hammer	after Body Press Ⓢ	x	Throw	10	

THROW: HEIHACHI MISHIMA

NAME	COMMAND (☆ = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Neck Breaker	stand close to opponent Ⓢ	Ⓢ	Throw	30	
Pile Driver	stand close to opponent Ⓢ	Ⓢ	Throw	30	
Neck Hopper	stand close to opponent's left side Ⓢ or Ⓢ	Ⓢ	Throw	40	
Freefall	stand close to opponent's right side Ⓢ or Ⓢ	Ⓢ	Throw	46	
Atomic Drop	stand close to opponent's back Ⓢ or Ⓢ	x	Throw	60	
Reverse Throw	show your back to opponent Ⓢ or Ⓢ	Ⓢ or Ⓢ	Throw		turn around after throw
Stonehead	stand close to opponent → → Ⓢ	Ⓢ	Throw	33	
Headbutt Carnival	stand close to opponent → → Ⓢ	Ⓢ	Throw	29 (42 for Kuma)	active only for Paul, Lei, Jin, Kuma and Heihachi - Ⓢ to hit back

THROW: JULIA CHANG

NAME	COMMAND (☆ = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Deathvalley Bomb	stand close to opponent Ⓢ	Ⓢ	Throw	35	
Knee Suplex	stand close to opponent Ⓢ	Ⓢ	Throw	30	
Headlock Face Crusher	stand close to opponent's left side Ⓢ or Ⓢ	Ⓢ	Throw	40	
Twisted Sister	stand close to opponent's right side Ⓢ or Ⓢ	Ⓢ	Throw	45	
Calf Branding	stand close to opponent's back Ⓢ or Ⓢ	x	Throw	50	
Reverse throw	show your back to opponent Ⓢ or Ⓢ	Ⓢ or Ⓢ	Throw		turn around after throw
Arm Lock Suplex	stand close to opponent ↘ Ⓢ	Ⓢ	Throw	37	
Mad Axes	stand close to opponent ↙ ↘ ↙ → Ⓢ	Ⓢ	Throw	14, 14, 14	
Waist Suplex	stand close to opponent ↓ ↙ Ⓢ	Ⓢ	Throw	35	
Cross Arms Suplex	stand close to opponent ↓ ↙ ↘ ↙ Ⓢ	Ⓢ	Throw	45	
Lower Dodge	↘ (or ↓) Ⓢ or ↙ (or ↓) Ⓢ		Reversal		


THROW KUMA

NAME	COMMAND (☆ = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Bear's Bite	stand close to opponent Ⓢ	Ⓢ	Throw	40	8, 8, 8, 8
Bear Hug	stand close to opponent Ⓢ	Ⓢ	Throw	10, 25	
Choke Slam	stand close to opponent's left side Ⓢ or Ⓢ	Ⓢ	Throw	10, 15, 25	
Bear Slam	stand close to opponent's right side Ⓢ or Ⓢ	x	Throw	70	2, 2, 3, 3, 4, 4, 5, 5, 6, 7, 8, 8, 10
Swing Swung	show your back to opponent Ⓢ or Ⓢ	Ⓢ or Ⓢ	Throw		Turn round after throw
Headbutt	→ → Ⓢ	Ⓢ	Throw	35	
Rock'N Roll Circus	→ ↘ ↓ ↙ ↘ → Ⓢ	Ⓢ	Throw	60	

THROW OGRE

NAME	COMMAND (☆ = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Body Slam	stand close to opponent Ⓢ	Ⓢ	Throw	30	
Bear Hug	stand close to opponent Ⓢ	Ⓢ	Throw	10, 25	
Choke Slam	stand close to opponent's left side Ⓢ or Ⓢ	Ⓢ	Throw	10, 15, 25	
Hanging Neck Throw	stand close to opponent's right side Ⓢ or Ⓢ	Ⓢ	Throw	40	
Swing Swung	stand close to opponent's back Ⓢ or Ⓢ	x	Throw	70	2, 2, 3, 3, 4, 4, 5, 5, 6, 7, 8, 8, 10
Reverse Throw	show your back to opponent Ⓢ or Ⓢ	Ⓢ or Ⓢ	Throw		turn after throw
Spin Behind Elbow Smash	Stand close to opponent ↘ ↙ Ⓢ	x	Throw	30	


MOVE: KUMA

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE	
C-Clef Cannon	⇒☆☆☆☆	H, M, M	10, 8, 14		
Get Up Punch	while opponent is down ↓☆☆	M	12		
Jab Elbow Smash	☆☆☆☆	H, M, M	12, 21, 20		
Bear Hammer	☆☆☆☆	H, H, M	18,15, 18		
Overhead Smash	☆☆	M	21		
Batter Up	while standing up ☆☆	M	21		
Double Hammer	☆☆☆☆ or while standing up ☆☆	M, M	21, 22 or 21, 17		
Triple Uppercut	while crouching forward ☆☆☆☆	M, M, M	15, 12, 15		
Rushing Uppercut L	↘☆☆☆☆	M, M, M, M	12, 15, 15, 30		
Rushing Uppercut R	↘☆☆☆☆	M, M, M, M	10, 15, 12, 15		
Grizzly Claw	←☆☆☆☆	M	40		
Double Claw	⇒⇒ (or ⇒) ☆☆	M	26		
Sit Punch	After Sit Down Pancake Press ☆☆☆☆☆	L, L, L, L	10, 10, 10, 10		
Sit Down	☆☆				
Deadly Claw	←☆☆	Unblockable	35		
Rolling Bear	←☆☆⇒☆☆↓☆☆←☆☆↑☆☆↗	M	40		
Salmon Hunter	←⇒☆☆	L	60		
Killing Uppercut	while standing up ☆☆	H	12		
Uppercut to Grizzly Claw	while standing up ☆☆☆ M, M	12, 27			
Demon Uppercut	⇒⇒☆☆	M	20, 60		
Fatal Wind	←←☆☆	Unblockable	200		
Dance with me	while opponent is down ↓☆☆	L	20, 60		
You're welcome	☆☆	Special move			
Hammer Rush High	↓☆☆☆☆⇒☆☆	L, L, M, M, H	12, 8, 12, 12, 12		
Hammer Rush Middle	↓☆☆☆☆⇒☆☆	L, L, M, M, M	12, 8, 12, 12, 8		
Hammer Rush Low	↓☆☆☆☆⇒☆☆	L, L, M, M, L	12, 8, 12, 12, 8		
Hammer Rush High	↓☆☆☆☆⇒☆☆	M, M, H	15,12, 12		variation on Hammer Rush High
Hammer Rush Middle	↓☆☆☆☆⇒☆☆	M, M, M	15, 12, 15		variation on Hammer Rush Middle
Hammer Rush Low	↓☆☆☆☆⇒☆☆	M, M, L	15, 12, 8		variation on Hammer Rush Low
Hammer Rush High	↓☆☆☆☆⇒☆☆	M, H	10, 12		variation on Hammer Rush High
Hammer Rush Middle	↓☆☆☆☆⇒☆☆	M, M	15, 10		variation on Hammer Rush Middle
Hammer Rush Low	↓☆☆☆☆⇒☆☆	M, L	10, 8		variation on Hammer Rush Low
Supercharger	☆☆	Special move		this makes 1st attack counter hit - unable to guard during charging	

MOVE: OGRE VERSION 1

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Ancient Power	←☆☆ (at the same time as opponent's attack)	Reversal	25	Version 1 only
Supercharger	☆☆	Special Move		This makes 1st attack counter jit - unable to guard during charging

MOVE: OGRE VERSION 1. 2 COMMON

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Medium Power Punch	⇒⇒☆☆	M	40	
Power Punch	⇒☆☆	M	28	
Dragon's Power Punch	←←☆☆	Unblockable	100	
Double Elbow	☆☆☆☆	M, M	16, 10	
Foot Bazooka	⇒⇒☆☆	H	35	
Killing Blow	←☆☆	Unblockable	60	
Spinning Slide Kick	⇒⇒☆☆	L	15	
Shin to Head Kick	↓☆☆☆☆	L, H	7, 20	
Blazing Kick	↓☆☆	M	30	
Infinity Kick Combo	while standing up ☆☆☆↓☆☆☆...	H, H, H, M ...	10, 25, 15, 10	
Infinity Kick Combo	during Infinity Kick Combo, beat ↓☆☆	... L, M, H ...	10	
Infinity Kick Combo	during Infinity Kick Combo, beat ↑☆☆	... M, M, H ...	15	
Crouching Jab	↓☆☆	L	25	
Slap	↓⇒☆☆	M	40	
Groin Punch	↓⇒☆☆	M	30	
Bloody Scissors	☆☆☆☆	Unblockable	50	
Hammer Heel	⇒⇒☆☆	M	20	
Demended Snake	↓☆☆☆☆	L, L, M	12, 19, 25	
Explorer	⇒⇒☆☆	H	40	
Shoulder Tackle	⇒☆☆	M	30	
Jump to Knuckle	↑ (or ☆) ☆☆☆	M	35	
Burning Double Knuckle	↑ (or ☆) ☆☆☆↓	Unblockable	45	
Burning Double Knuckle	↑ (or ☆) ☆☆☆↓	Unblockable	45	
Deadly Slice	←☆☆	Unblockable	22	
Deadly Slash	⇒⇒☆☆	Unblockable	25	
Heavy Body Blow	while standing up ☆☆	M	25	
Windmill Kick	☆☆☆☆	M	20	
Windmill Kick to Tooth Fairy	☆☆☆☆	M, M	20, 25	
Snake Kick	↓☆☆☆☆	L, L, L	12, 19, 7	
Hunting Hawk	☆☆☆☆	M, H, H	15, 14, 25	

MOVE: OGRE VERSION 2

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Hell's Flame	☆☆	Unblockable	30	Version 2 only
Blazing Infernao	↓☆☆	H Unblockable	40	Version 2 only
Buffalo Horn	☆☆☆☆	M	25	Version 2 only
Low Tail Spinner	↓☆☆	L	25	Version 2 only
Mid Tail Spinner	☆☆	M	25	Version 2 only - hold lever to show back to opponent
Double Tail Spinner	☆☆☆☆	M, M	25, 25	Version 2 only
Evil Wheel	↑☆☆	M	25	Version 2 only
Owl's Hunt	while opponent is down ☆☆	H Unblockable	40	Version 2 only - teleport
Demon's Feast	Crouching Forward	Reversal		Version 2 only - bite when reverse specified moves (such as crouching punch) ☆ to escape
Sarpent Venom	⇒⇒☆☆	M, Unblockable	15, 20	
Supercharger	☆☆	Special Move		This makes 1st attack counter hit - unable to guard during charging

BRYAN: FURY

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Side Step Elbow	⇒ Ⓢ	H	26	
1-2 Low Kick	Ⓢ Ⓢ Ⓢ	H, H, L	6, 8, 15	
Front Kick	⇐ Ⓢ	H	20	
Front Kick to Low Kick	⇒ ⇒ Ⓢ		20, 12	
Slash Kick	⇐ Ⓢ Ⓢ	H, H	20, 12	
Bruce Rush	⇒ Ⓢ Ⓢ Ⓢ Ⓢ	H, H, M, M	8, 8, 11, 14	
Quick Spin Kick	Ⓢ Ⓢ	M, H	18, 16	
Triple Spin Kick	⇒ Ⓢ Ⓢ Ⓢ	H, M, H	18, 14, 18	
1-2 Punch to Double Spin Kick	Ⓢ Ⓢ Ⓢ	H, H, M	6, 15, 17	
Match Breaker	⇒ ⇒ Ⓢ	H	30	
1-2 Body Blow	↘ Ⓢ Ⓢ	M, M	10, 16	
Fisherman's Slam	while standing up Ⓢ after hit ⇒ Ⓢ	M, Throw	18, 21	
Headhunter	during side step Ⓢ	H	33	
Rush to Low Kick	Ⓢ Ⓢ Ⓢ Ⓢ	H, H, M, L	6, 8, 11, 12	
Mid Kick To Rush	Ⓢ Ⓢ Ⓢ Ⓢ	M, M, M, M	18, 11, 10, 14	
High Kick to Rush	⇐ Ⓢ Ⓢ Ⓢ Ⓢ	H, H, M, M	20, 12, 11, 14	
Rolling Driver	↑ or ↗ Ⓢ	M	25	
Orbital Heel Kick	↑ or ↗ Ⓢ	M	↑ 21 ↗ 22	
High Knee Kick	while standing up Ⓢ	M	22	
Double High Knee Kick	while standing up Ⓢ Ⓢ	H, M	22, 16	
Low Kick	⇓ Ⓢ	L	9	
Power Axe	↘ Ⓢ	M	25	
Run for Cover	⇐ Ⓢ Ⓢ Ⓢ Ⓢ	H, H, M, L	20, 12, 11, 12	
Short Upper	while standing up Ⓢ	M	12	
Thin Low Kick	⇓ Ⓢ	L	15	
Flying Heel Kick	⇐ ⇐ Ⓢ	H	25	
Shell Shock	during side step Ⓢ	H	26	
Meteor Smash	⇐ Ⓢ	Unblockable	60	
Gravity Blow	⇒ Ⓢ	Unblockable	21	
Running Blind	Ⓢ Ⓢ Ⓢ Ⓢ	H, H, M, H	6, 15, 17, 16	
Lair's Dance	Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ	H, H, H, H, H	6, 15, 21, 21, 21	last becomes Match Breaker/ ⇒ Ⓢ during 3rd hit to cancel/ ↑ or ⇓ during 4th hit to cancel and side step
Shake Edge	Ⓢ Ⓢ	L	17	change motion of Syclon Edge
Left Body Blow	↘ Ⓢ	M	10	1st hit of Vulcan Body Blow
Vulcan Body Blow	↘ Ⓢ Ⓢ Ⓢ Ⓢ	M, M, M, M	10, 15, 12, 11	Ⓢ during strings to Vulcan Body Blow
Right Body Blow	↘ Ⓢ	M	18	
Cheap Trick	during side step Ⓢ Ⓢ	M	28	stagger at counter hit
Hammer Driver	Ⓢ or ⇓ Ⓢ or ⇓ Ⓢ or ↑ Ⓢ	M, M	14, 21	2 hits by 1 input Sway ⇓ Ⓢ ⇐ Special Move
Sway and Smash	⇓ Ⓢ ⇐ ☆ Ⓢ	H	21	hit makes opponent float
Light Back Knuckle	⇐ Ⓢ	H	21	⇒ Ⓢ to cancel
Double Back Knuckle	⇐ Ⓢ Ⓢ	H, H	21, 21	⇒ Ⓢ during 1st hit to cancel 1st hit/ ↑ or ⇓ during 2nd hit to cancel 2nd hit and sidestep
Hands of Doom	⇐ Ⓢ Ⓢ Ⓢ	H, H, H	21, 21, 21	⇒ Ⓢ during 1st hit to cancel 1st hit/ ↑ or ⇓ during 2nd hit to cancel 2nd hit and side step
Brian Freeze	⇐ Ⓢ Ⓢ	H, M	21, 26	⇒ Ⓢ during 1st hit to cancel
Wolf Bite	⇐ Ⓢ Ⓢ Ⓢ	H, H, M	21, 21, 26	⇒ Ⓢ during 1st hit to cancel 1st hit/ ↑ or ⇓ during 2nd hit to cancel 2nd hit and side step (strings continue to power area)
Rabid Dog	Ⓢ Ⓢ Ⓢ Ⓢ	H, H, H, M	6, 15, 21, 26	⇒ Ⓢ during 3rd hit to cancel
Cremation	Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ	H, H, H, H, M	6, 15, 21, 21, 26	⇒ Ⓢ during 3rd hit to cancel 3rd hit/ ↑ or ⇓ during 4th hit to cancel 4th hit and side step (strings continue to power area)
Right Upper	while standing up Ⓢ	M	18	successive to Fisherman's Slam after hit
Left Upper	while standing up Ⓢ	M	18	
Supercharger	Ⓢ	Special Move		This makes 1st attack counter hit - unable to guard during charging



MOVE: GUN JACK

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Body Press	↘ Ⓢ	M	20	
Get Up Punch	while opponent is down ⇓ Ⓢ	M	12	
Machinegun Blast	Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ	L, L, L, L, L, M	15, 15, 15, 15, 15, 40	
Revolving Knuckle	⇓ Ⓢ Ⓢ Ⓢ Ⓢ	L, L, L, M	18, 25, 25, 40	
Jab Elbow Smash	Ⓢ Ⓢ Ⓢ	H, M, M	122, 21, 20	
Jack Hammer	Ⓢ Ⓢ Ⓢ	H, H, M	18, 15, 18	
Double Hammer	Ⓢ Ⓢ or while standing up Ⓢ Ⓢ	M, M	21, 22 or 21, 17	
Left Hand Triple Uppercut	while crouching forward Ⓢ Ⓢ Ⓢ	M, M, M	15, 12, 15	
Right Hand Triple Uppercut	while crouching forward Ⓢ Ⓢ Ⓢ	M, M, M	15, 10, 15	
Megaton Blast	⇐ ⇓ ⇓ ↘ Ⓢ	M	40	
Cross Cutsaw	⇒ ⇒ (or ⇒ or ⇒) Ⓢ	M	22	
Pancake Press	↘ Ⓢ	M	26	
Windmill Punch	⇓ ↘ Ⓢ Ⓢ Ⓢ Ⓢ	H, M, M, H	12, 15, 15, 30	
Winup Punch	⇐ ⇓ ⇓ ⇒ (then rotate lever) Ⓢ	Unblockable	20, 40, 60, 80, 199	
Sit Punch	After Sit Down or Pancke Press Ⓢ Ⓢ Ⓢ Ⓢ	L, L, L, L	10, 10, 10, 10	
Sit Down	⇓ Ⓢ	Special Move		
Double Axe	⇓ Ⓢ	M	45	
High & Low Cross Cut Saw	→ (or ⇒) Ⓢ Ⓢ	M, L	22, 15	
Cut Saw Blast	→ (or ⇒) Ⓢ ↘ Ⓢ	M, M	22, 25	
Low Cross Cut Saw	crouching ↘ Ⓢ	L	21	
Sit to Pacake Press	while Sit Down Ⓢ	M	35	
Debugger	⇐ ⇓ ⇓ ↘ Ⓢ	L	29	
One Two Blast	crouching Ⓢ Ⓢ	L, M	10, 25	
Killing Uppercut	while standing up Ⓢ	M	20	
Cossack Dance	⇓ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ	L, L, L, L, L, L	18, 12, 10, 12, 12, 12	
Rushing Uppercut	↘ Ⓢ Ⓢ Ⓢ Ⓢ	M, M, M, M	10, 15, 10, 15	
Megatron Uppercut	⇐ ⇓ ⇓ ↘ ⇒ ↘ Ⓢ	M	22	
Dark Green	⇒ Ⓢ Ⓢ	Unblockable	101	
Sliding attack	→ (or ⇒) Ⓢ	M (latter L)	25	
Giant Foot Stomp	Ⓢ (ⓈⓈⓈ to extend disstance)		60	
Thunder Slap	↘ Ⓢ	L	12	
Take Down	crouching Ⓢ	L	21	
Hammer Rush Low	⇓ Ⓢ Ⓢ Ⓢ Ⓢ ⇓ Ⓢ	L, L, M, M, L	10, 8, 12, 12, 8	
Hammer Rush Middle	⇓ Ⓢ Ⓢ Ⓢ Ⓢ ⇒ Ⓢ	L, L, M, M, H	10, 8, 12, 12, 15	
Hammer Rush High	⇓ Ⓢ Ⓢ Ⓢ Ⓢ ⇒ Ⓢ	L, L, M, M, H	10, 8, 12, 12, 12,	
Hammer Rush Low	⇓ ↘ Ⓢ Ⓢ ⇓ Ⓢ	M, M, L	15, 12, 8	a variation on Hammer Rush Low
Hammer Rush Middle	⇓ ↘ Ⓢ ⇒ Ⓢ	M, M	15, 10	a variation on Hammer Rush Middle
Hammer Rush High	⇓ ↘ Ⓢ ⇒ Ⓢ	M, H	10, 12	a variation on Hammer Rush High
Supercharger	Ⓢ	Special Move		This makes 1st attack counter hit - unable to guard during charging



MOVE: HEIHACHI MISHIMA

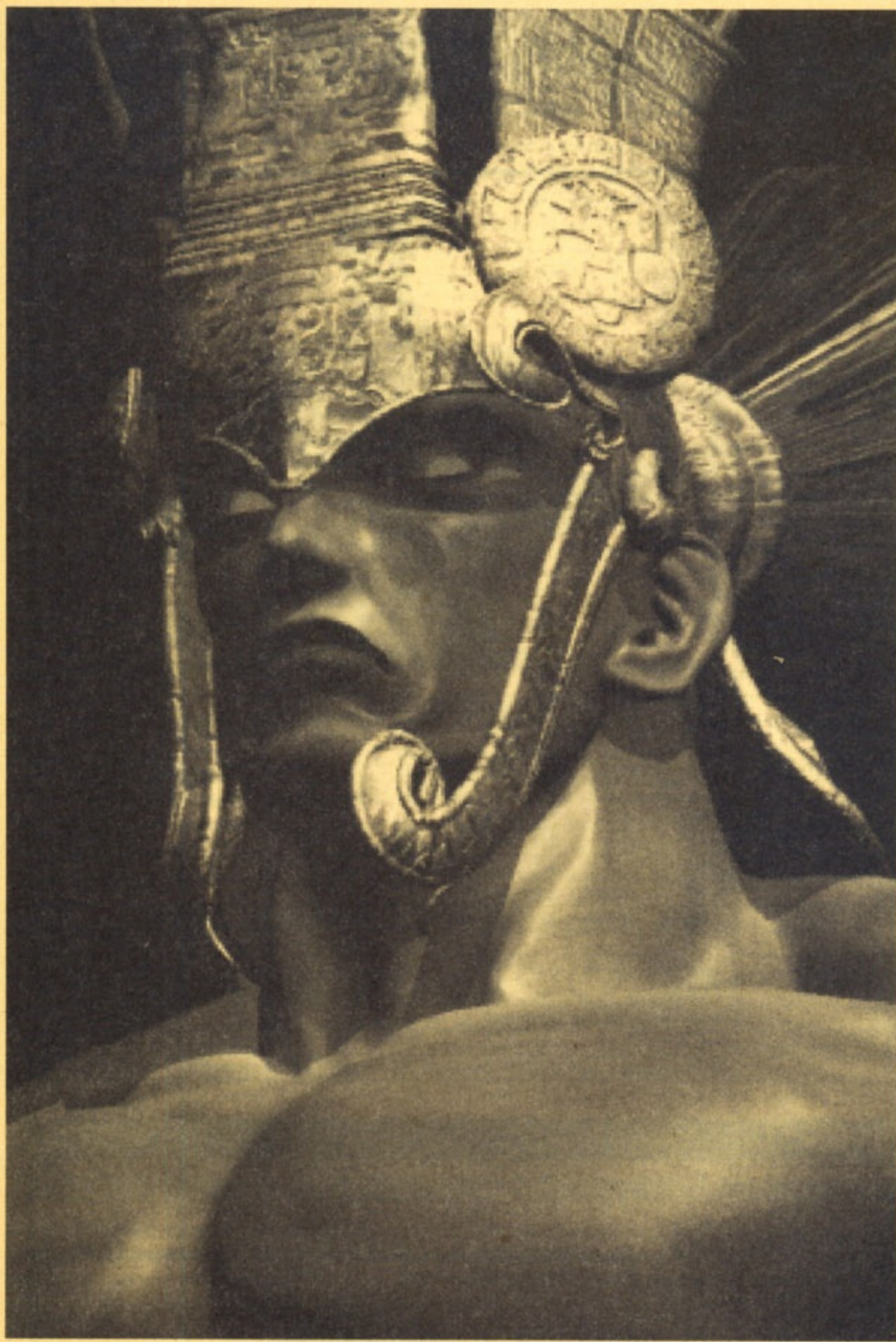
NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Rising Sun	↘ ⓧ ⓧ	H, L	25, 15	
Rising Uppercut	⇒ ☆ ↘ ⓧ ⓧ	M	25	
Leaping Side Kick	⇒ ⇒ ⇒ ⓧ	M (Stagger)	30	
Right Splits Kick	⇒ ⓧ	M	27	
Tsunami Kick	while standing up ⓧ ⓧ	M, M	12, 21	
Twin Pistons	↘ ⓧ ⓧ	M, M	8, 21	
Spinning Demon	⇒ ☆ ↘ ↘ ⓧ ⓧ ⓧ	L, L, L	17, 14, 14	
Spinning Demon To Tsunami Kick	lever neutral during Spinning Demon ⓧ ⓧ	M, M	18, 21	
Jumping Mid Kick	⇒ ☆ ↘ ↘ ⓧ	M	35	
Jumping Low Kick	⇒ ☆ ↘ ↘ ⓧ	L	21	
Hell Axle	↘ ⓧ ⓧ	M, M	17, 22	
Demon's Boar	← ⓧ	M	25	
Demon's Massacre	⇒ ⓧ ← ⓧ ⓧ	H, M, M	6, 21, 25	
Demon's Lair	⇒ ⓧ ← ⓧ ⓧ	H, Special M, M	6, 21, 30	
Charging Hard	⇒ at counter hit by right kick		Reversal	
Demon Breath	ⓧ	M	22	
Demon Uppercut	⇒ ⇒ ⓧ	M	30	
Shadow Step	← ← ☆ ⓧ			
Hammer Punch	during crouching ⓧ	M	15	
Hammer Punch to Power Punch	during crouching ⓧ ⓧ	M, M	15, 26	
"Geta" Stomp	when opponent is down ↓ ⓧ	hit only opponent who is down	25	
Lightning Hammer	↓ ⓧ	Unblockable	70	
Left Right Combo	ⓧ ⓧ	H, H	5, 8	lever forward to damage 6, 8
Spinning Uppercut	⇒ ☆ ↘ ↘ ⓧ ⓧ ☆ ⓧ	L, L, L, M	17, 14, 14, 22	to Demon Uppercut from 1st, 2nd or 3rd hit of Spinning Demon/ lever neutral to Demon Uppercut
Spinning Dragon Uppercut	⇒ ☆ ↘ ↘ ⓧ ⓧ ☆ ⓧ	L, L, L, M	17, 14, 14, 35	to Dragon Uppercut from 1st, 2nd, or 3rd hit of Spinning Dragon/ lever neutral to Dragon Uppercut/ damage of Dragon Uppercut from 1st or 2nd hit is 28
Flash Puch Combo	ⓧ ⓧ ⓧ	H, H, M	5, 8, 18	lever forward to damage 6, 8, 18
Dragon Uppercut	⇒ ☆ ↘ ↘ ⓧ	M	35	damage 52 at clean hit
Demon Slayer	ⓧ ⓧ ⓧ	H, H, H	5, 8, 18	lever forward to damage 6, 8, 18
Demon Scissors	ⓧ ⓧ	M	25	damage decreases by 5 when not hit nor being guarded
Left Splits Kick	⇒ ⇒ ⓧ	M	24	
Heavy Power Punch	↓ ↘ ⇒ ⓧ	M	30	damage 40 at clean hit
Demon Shout	⇒ ⓧ ⓧ	M	22	difference between D-Breath and D-Shout is how opponent is hit
Demon Executer	ⓧ ⓧ ⓧ ⓧ	H, H, M	5, 8, 22	lever forward to damage 6, 8, 22
Auger	ⓧ	Special Move		
Supercharger	ⓧ	Special Move		This makes 1st attack counter hit - unable to guarde during charging



MOVE: JULIA CHANG

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
G-Clef Cannon	ⓧ ⓧ ⓧ	H, M, M	10, 5, 21	
G-Clef Cannon	↘ ⓧ ⓧ	M, M	8, 21	
Razor's Edge	while crouching ⓧ ⓧ	L, M,	10, 21	
Sweep to Headkick	while crouching ⓧ ⓧ	L, H	10, 23	
Sweep to Low Kick	while crouching ⓧ ↓ ⓧ	L, L	10, 10	
Skyscraper Kick	while standing up ⓧ	L	10	
Foot Stomp	at the beginning of Large Jump Forward ⓧ	M	35	
Tequila Sunrise	while standing up ⓧ	M	15	
Tequila Sunrise Combo	while standing up ⓧ ⓧ ⓧ	M, M, M	18, 5, 21	
Twin Arrow	ⓧ	M (stagger)	25	
Slow Power Punch	↘ ⓧ	M	17	
Slow Power Punch Combo	when Slow Power Punch hits ⓧ	successive combo when Slow Power Punch hits	21	
Front Snap Kick	↘ ⓧ	M	17	
Spin Behind	ⓧ then ←	H	12	
Spinning Sweep	while crouching forward ⓧ	L	12	
Spinning Sweep Combo	during Spinning Sweep Combo ⓧ	H	15	
Heavy Uppercut	→ ⓧ	Unblockable	50	
Party Crasher	⇒ → ⓧ	M	10	
Rapid Counter Attack	← ↘ ⓧ	M	14	
Machinegun Punch	ⓧ ⓧ	H, M	10, 8	
Body Elbow	↓ ↘ ⓧ	M	20	
Uppercut to Middle Smash	while standing up ⓧ ⓧ	M, M	15, 22	
Bow and Arrow Kick	↘ ⓧ ⓧ ⓧ	M, L, H	8, 12, 15	
Bow and Arrow Kick	ⓧ ⓧ	M, L, H	12, 12, 15	
Bow and Arrow Kick	ⓧ ⓧ ⓧ ⓧ	H, M, L, H	10, 5, 12, 15	
Slash Uppercut	ⓧ ⓧ	M	15	
Ultimate Cannon	ⓧ ⓧ	L, M, M	8, 9, 25	
Machinegun Punch to High Kick	ⓧ ⓧ ⓧ	H, M, H	10, 8, 20	
Machinegun Punch to Low Kick	ⓧ ⓧ ⓧ	H, M, L	10, 8, 10	
Tequila Sunrise to High Kick	while standing up ⓧ ⓧ ⓧ	M, L, H	15, 12, 23	
Tequila Sunrise to Slash Uppercut	while standing up ⓧ ⓧ ⓧ	M, L, M	15, 12, 21	
Tequila Sunrise to Low Kick	while standing up ⓧ ⓧ ↓ ⓧ	M, L, L	15, 12, 10	
Tequila Sunrise to Arrow Kick	while standing up ⓧ ⓧ ⓧ ⓧ	M, M, L, H	18, 5, 12, 15	
Quick Slash Uppercut	ⓧ ⓧ ⓧ ⓧ	M, L, H	15, 12, 23	
Double Low Splash Uppercut	ⓧ ⓧ ⓧ ↓ ⓧ	M, L, L	15, 12, 10	
Slash Uppercut to G-Clif Cannon	ⓧ ⓧ ⓧ ⓧ	M, M, M	18, 5, 21	
Slash Uppercut to Arrow Kick	ⓧ ⓧ ⓧ ⓧ ⓧ	M, M, L, H	18, 5, 12, 15	
Uppercut to Middle Slash	ⓧ ⓧ ⓧ	M, M	15, 22	
Slow Power Punch to High Kick	↘ ⓧ ⓧ	M, H	10, 20	
Slow Power Punch to Low Kick	↘ ⓧ ⓧ	M, L	10, 10	
Triple Spinning Kick	ⓧ ⓧ ⓧ	H, L, H	20, 12, 23	
Triple Spinning Punch	ⓧ ⓧ ↓ ⓧ	H, L, L	20, 12, 10	
Elbow Skyscraper Kick	⇒ ⇒ ⓧ ⓧ	M, M	10, 15	ⓧ delays
Flash Uppercut	⇒ ⓧ	M	15	
Spin & Kick	ⓧ ⓧ	H	20	successive to Sweep
Lightning Bolt	↓ ↘ ⓧ ⓧ	M, M	14, 21	delays
Palm Explosion	⇒ ⓧ ⓧ	M	21	stagger when counter hit
Sweep	while crouching ⓧ	L	10	successive fromn standing right kick
Spinning Slash Uppercut	ⓧ ⓧ ⓧ ⓧ	M, L, M	15, 12, 21	successive from standing right kick
Welcome	ⓧ	Special Move		
Machinegun Cannon	ⓧ ⓧ ⓧ	H, M, M	10, 15, 21	triple combo only when 1st hit becomes counter hit - damage of 1st hit depends on opponent's move
Supercharger	ⓧ	Special Move		this makes 1st attack counter hit - unable to guarde during charging





10 HIT COMBO - EDDY GOLDO

Command										
(☆ shows guard point)	⊗ ⊗	☆ ⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
Property	M, M	M	H	H	M, M	M	H, M	M	M	M
Damage	16, 20	28	7	8	9, 13	10	6, 6	21	15	20

Command										
(☆ shows guard point)					⊗					
Property					L					
Damage					12					

successive to other moves

10 HIT COMBO - FOREST LAW

Command										
(☆ shows guard point)	⊗ ⊗	⊗	⊗	☆ ⊗	⊗	☆ ⊗	⊗	⊗	⊗	⊗
Property	M	H	M	H	H	L	H	H	H	M
Damage	10	5	6	5	7	6	7	7	10	25

Command										
(☆ shows guard point)		⊗	⊗	☆ ⊗	⊗	⊗	☆ ⊗	⊗	⊗	⊗
Property		L	M	H	M	L	M	H	L	M
Damage		6	6	8	6	6	6	8	7	38

Command										
(☆ shows guard point)								☆ ⊗		
Property								L		
Damage								7		

10 HIT COMBO - JIN KAZAMA NO. 1

Command										
(☆ shows guard point)	⊗	⊗	☆ ⊗	⊗		⊗	☆ ⊗	⊗	⊗	⊗
Property	H	H	M	H	L	H	H	M	M	M
Damage	15	6	10	10	7	5	7	10	15	30

Command										
(☆ shows guard point)								☆ ⊗		
Property								M		
Damage								21		

Command										
(☆ shows guard point)	⊗ ⊗	⊗	☆ ⊗	⊗	☆ ⊗	⊗	⊗	⊗	☆ ⊗	⊗
Property	H	H	H	L	M	M	L	H	H	M
Damage	12	10	10	8	6	6	5	5	5	21

Command										
(☆ shows guard point)									☆ ⊗	⊗
Property									L, H	
Damage									21, 21	

10 HIT COMBO - JIN KAZAMA NO. 2

Command										
(☆ shows guard point)								⊗	☆ ⊗	⊗
Property								L	M	Unblockable
Damage								5	25	30

Command										
(☆ shows guard point)	⇒ ⇒	⊗	⊗	⊗	☆ ⊗	⊗	☆ ⊗	⊗	⊗	⊗
Property	H	H	H	H	M	M	L	H	M	M
Damage	7	8	6	7	6	11	5	5	8	30

Command										
(☆ shows guard point)			☆ ⊗	⊗	☆ ⊗	⊗	⊗	☆ ⊗	⊗	
Property			M	M	L	M	L	M	Unblockable	
Damage			7	10	5	7	5	25	30	

10 HIT COMBO - KING

Command										
(☆ shows guard point)										⊗
Property										M
Damage										25 (when opponent is down, damage 15)

Command										
(☆ shows guard point)	⊗	⊗	⊗	☆ ⊗	⊗	⊗	⊗	⊗	☆ ⊗	⊗
Property	H	H	M	M	H	L	L	L	M	M
Damage	5	15	10	6	6	5	5	5	7	30

Command										
(☆ shows guard point)					⊗	☆ ⊗	⊗	⊗	☆ ⊗	⊗
Property					H	M	L	L	L	Throw
Damage					8	10	5	5	6	30

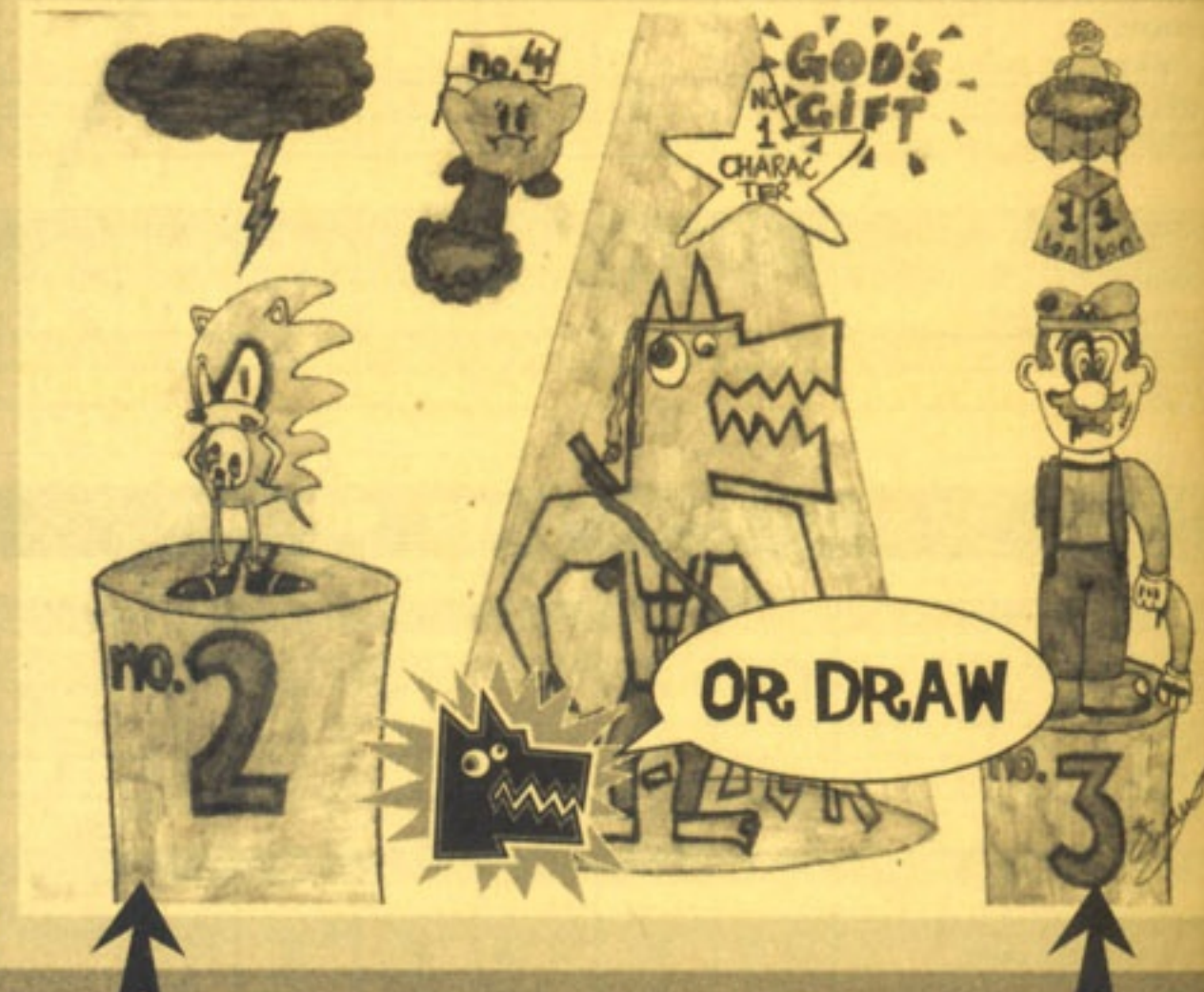
WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.) OR WE'LL PUT IT IN A BOX IN THE CORNER OF THE ROOM AND LOSE IT, LIKE WITH MOST THINGS.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ

How many times have we said that FreePlay is YOUR magazine? We don't just mean that you've bought it - we mean that YOU create it! FreePlay needs your contributions and suggestions to make it the hardcore piece of gaming lavatory paper that it is. Take a look at the different sections of FreePlay listed below and if you think you have something worthwhile to contribute to any of them, send it in! We also want to know what sections you'd most like to see.



TIPS

Rather than compile an enormous list of ancient and useless cheats (ie. download and print an entire tips text file from the internet) we prefer to bring you the best cheats for the latest games. If you manage to discover an excellent tip yourself, or if you write a complete guide to a new game, send it in. If it's good enough, we'll reward you with any game you want!

HIGH SCORES

We all know that CVG readers are the REAL games players. If you fancy yourself as a bit of a hotshot you may want to send us your highest scores so that we can print them. Keep some kind of proof (photograph, video, etc) just in case we don't believe your incredible score and want some evidence!

ART/CARTOONS

As you can see from this month's Drawinz Wot You Dun, the quality of pictures being sent in is improving all the time. Send us yours and maybe get a bone! Or a t...u...r...d...

MOST WANTED

If we don't know what games you're most looking forward to, we'll just end up covering Paul's favourite games. And you don't want to be reading over 100 pages about a *Fifth Element* game every month, do you? Fill in the form below or write your Most Wanted games on the back on an envelope, and include it whenever you send anything to CVG.

CLASSIFIEDS

Lumbered with a stinky old console or some cacky games you don't want? Write yourself a little advert in the space below and we'll do our best to print it for the world to see. Poor old Alex Hoo-tah-lah has so many to write up that it may take a while for the advert to appear, but it's free so quit moaning.

FREEPLAY FAN

What's your favourite game ever? Who are your favourite game developers? Let us know, tell us why and we'll print your unedited rantings in FreePlay! When we have room.

FANZINES

If you want to be just like Paul Davies (only not quite as mad, and not liking *Fifth Element* as much), create your own games fanzine! Send us a copy of it and we'll try to let everyone else know about it in FreePlay.

WRITERS WANTED FOR FREEPLAY!

FREEPLAY

MOST WANTED

1
2
3
4
5

IN ORDER OF IMPORTANCE

NAME

ADDRESS

TEL NO.

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!

DON'T WANT TO CUT UP YOUR MAG? THEN JUST PHOTOCOPY THIS SECTION!

THIS IS A FREE SERVICE

- * 1. If you are under 18, make sure that you have your parents' permission before placing or replying to an advertisement.
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- * Emap Images accepts no responsibility for loss, damage or consequential loss other than personal injury occasioned as a result of paying for or replying to classified advertisements.

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