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EGM²

From the Editors of *Electronic Gaming Monthly*™

TEKKEN 2

OVER 700
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Plus Secret
Gems Revealed

PAGE 82

MASCOT MANIA PAGE 72

Nights
Total Fly-through
of Sega's 3-D
Dreamworld

Arcade Updates
STAR GLADIATORS
War Gods

PAGE 116

Hot Move Updates,
Plus New Finishing
Moves & Boss Pics

Special Report:
Up-to-the-Minute Info on:
Mega Man 8
Breath of Fire 3
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Mortal Kombat
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Revealed: **Hot**
Techniques & Killer
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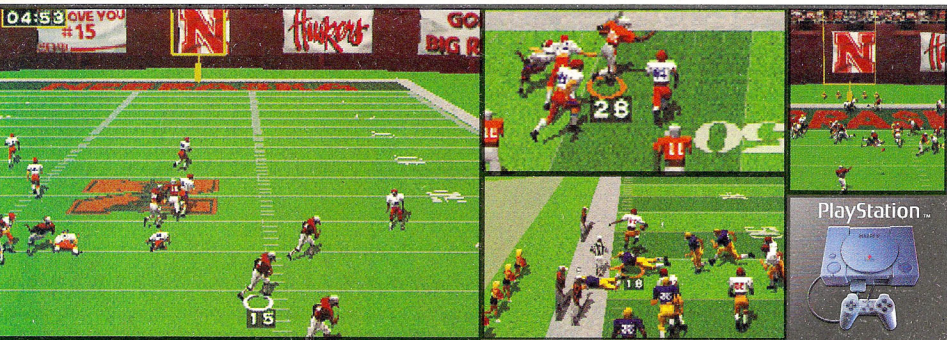
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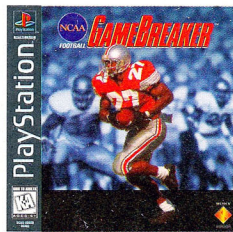
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鉄拳 TEKKEN 2

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HIT IN SEPTEMBER.

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September, 1996
Number 3.2

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Sure it's an old advertising gimmick, but it got you to look didn't it? This month's editorial is not about the latest gaming hype or the big names in the industry—it's about the most important people to this and any magazine...you, the readers. Whether you're a fan, a casual reader or a person who likes to criticize, I want your opinions.

The last several issues of *EGM* have gone through some changes, and the magazine continues to evolve to meet the needs of its audience. What I am personally daring you to reading this to do is write in and voice their opinions. As an avid gamer, unlike some editors and big powerful people in the industry, I still play games, read magazines and hang out at local arcades. My point comes as a simple challenge to the generation that is being touted as apathetic. I want to hear from the gaming audience to know what and how you'd like to see things covered.

Growing up as a gaming addict, I always looked for news, but what I craved even more was hardcore tips and strategies in order to learn how to play better. Also, I always looked for a magazine that was in touch with the audience and that reached out through a personality that talked to you as a gamer. I want to bring *EGM* even more to "the people" where you, the reader, participates with opinions and attitudes. There are several new areas of interaction in the Letters and Top of the World sections that I hope you enjoy. These are just a few of the ideas and ways I would like to reach out...to get you involved in the development of the magazine.

The one thing that I feel is often left out is the personal element, and the real opinions of gamers. There are a lot of great publications out there, but they really don't seem to get the reader involved. For example, take a trip to the arcades. When you go with a few friends you play a bunch of games, learn some techniques, hang out, practice your skills and, overall, just have fun. It's always more fun when you're part of the crowd and included in the action. I would like to give all gamers from ages 5 to 55 this experience through *EGM*, in that they can help to shape and give it a real gamer's feel.

Therefore, I'm inviting and daring anyone to send in ideas and feedback—to me personally—to make this the most respected magazine, not just a big seller. Other mags may play numbers games, but as a gamer, I'd rather gain your respect and your loyalty rather than one-time numbers. I want *EGM* to be the gamers' mag where you can see some new pics, get great techniques and get the atmosphere of a gaming party.

Everyone has opinions, and whenever you read a magazine, there is always something you'd like to see. Now is the time to step up to the challenge and care enough to make a difference. Not only will you get your name in print, but you'll have the feeling of being a part of the magazine. E-mail me at egm@mcs.com or write me at 1920 Highland Ave., Lombard, IL 60148...I dare you to get involved.



BY
HOWARD
"SNOW"
LEOPARD
GROSSMAN
EDITOR IN CHIEF

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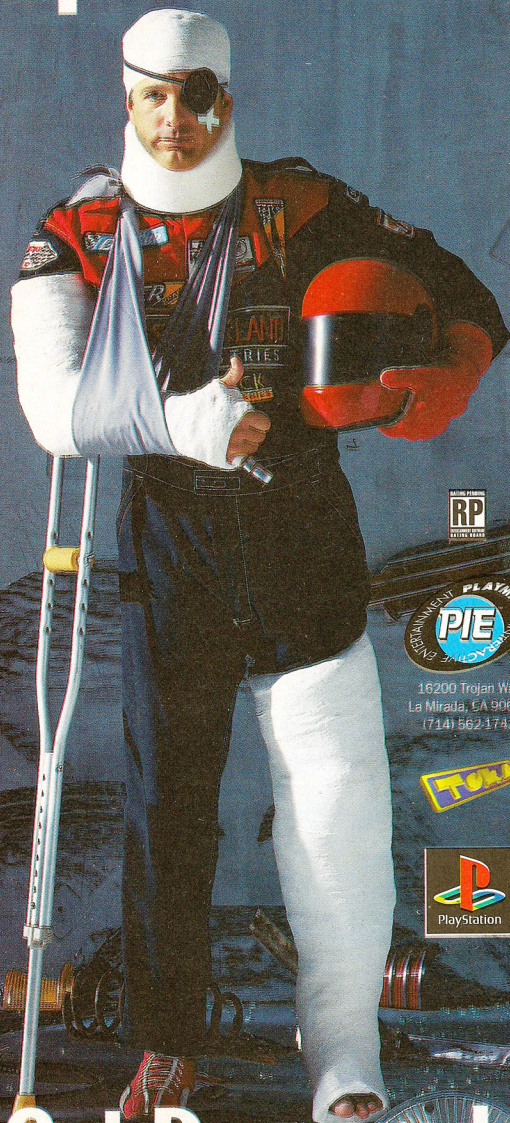
SEGA SATURN[™]



Go for a spin. Or burn



up the road.



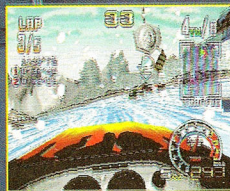
There are two kinds of people in the world. Those who wear pink. And those who see red. If you're in the second category, you know other racing games just aren't up to speed. So hit the Burning Road.



Four kick ass vehicles scream over three savage tracks. Wipe-out weather conditions rock your world. Choice of *automatic or manual transmission* puts you in control—while ample opportunities to *slam or be slammed* hurl you out of it. From there on in, your performance is not a pretty picture. Especially when you consider all the *visible damage* left behind. Toss *blazing arcade quality action* and *4 distinct camera angles* into the mix for the ultimate roadkill recipe. And unlike those other games where you may never know what hit you, Burning Road's *entire replay mode* plays the whole race start to finish—not just lap highlights.



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Get Damaged.

BURNING ROAD

Exclusively for PlayStation game console

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number

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tricks

- 42 **need for speed**
receive a machine gun-sounding horn to scare the other cars (including cops) off the road!
- 44 **tetris attack**
hard level too easy for you? well, try out this trick to get an even harder level of gameplay!



- 45 **clockwork knight 2**
access a Boss Select Option to battle with your choice of either Tongara or Ginger!
- 48 **toshinden 2**
finding the game a little too hard? check out the cheats and codes that will help you out!

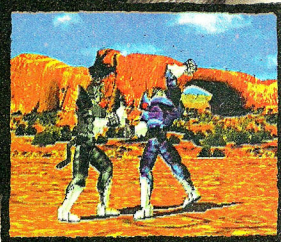
- 40 **trick of the month**
super mario 64
turn all the obstacles off while playing in Course 1, with this simple and neat cheat!



round two of the tekken 2 guide shows gamers all the right moves!

Last issue, the first 12 characters of Tekken 2 were profiled, detailing all of their moves, combos, specials as well as giving some helpful advice. Well, in Part Two of the strategy guide, we pick up where we left off and expound more on the remaining characters. However, if you missed the first installment (shame on you), don't fret, because a tear-out sheet is provided with everyone's moves. The story begins on [PAGE 100](#).

"...there is a consistent pattern to most combos. If learned, constructing your own combo is much easier."



strategies

the plumber is back for more!



Need a little help with the Italian plumber's new game on the Nintendo 64? Bowser getting you a little down, the levels seemingly impossible or the stars seem too invisible? Well, in Part One of the two-part strategy guide for Super Mario 64, helpful hints, tips and an easy-to-use walk-through has been provided. This guide shows you how to get 70 stars needed to "beat" the game. The remaining stars will be shown in next issue's Super Mario 64 coverage. The action starts on [PAGE 62](#).

"There are a total of 120 hidden stars throughout the courses and bonus areas, however you only need 70 stars to 'beat' the game!"

sony and sega battle it out this holiday season with dreams and a bandicoot!

It's the battle of the mascots burning up this issue of EGM. Start with Sega's champion, NIGHTS. This game could be a nightmare for some players, but with this first strategy guide installment, you'll have pleasant dreams. In Sony's corner, Crash Bandicoot isn't just another mammal. If you don't have the mega blowout in this issue handy, you won't fare as well as the other guy! The story begins on [PAGE 73](#).

"Utilizing your acrobatic skills not only looks cool, but will help you rack up bonus points for a good rating!"



73

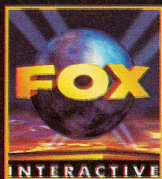
egm goes beyond the beyond to help rpg players out!



RPG fans will be rejoicing, especially if they own PlayStation's Beyond the Beyond is the system's first, true role-playing game, and it is chock-full of every goodie that makes a good game in this genre. From a fantastic story line, to intricate puzzles, to various plot twists, even seasoned game players will have it tough with Beyond the Beyond. That's why an in-depth guide has been included in this issue that contains some helpful suggestions. The story begins on [PAGE 90](#).

"When you enter Marion Castle, you will learn right away from the guards that the castle has been defeated by the Bandore Empire!"

IT'LL BLOW YOUR *%#@#?& MIND!



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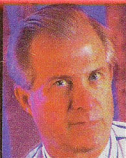
**Coming soon for Sony PlayStation,
Sega Saturn™ and Windows 95™ CD ROM.**

press start

round 1:



Sony's Whims



Sega's Kalinske

shuffling the decks

In June, Sony's Jim Whims and Sega's Tom Kalinske traded barbs as the top pitchmen for their PlayStation and Saturn products. In July, the pitchmen suddenly got pulled out.

Whims, executive vice president for Sony Computer Entertainment America and another senior official

were shown the door—a surprising move considering the PlayStation's strong debut, engineered in part by Whims' marketing strategies.

Why Sony, Sega said adios to top guns

On record, Sony officials stated happiness with the PlayStation's first year of sales, but that a new management team was needed to guide the PlayStation's second year. However, industry sources contend that Sony Corp. officials in Japan were angered by SCEA and Whims' decision to drop the PlayStation to \$199, rather than just matching Saturn's earlier \$249 price drop.

Less surprising is the stepdown of Sega of America CEO Kalinske, who will be replaced by Shoichiro Irimajiri. Kalinske, who will remain on Sega's board of directors until the end of September, was responsible for Sega's meteoric rise with the Genesis, but was criticized for the Saturn's questionable surprise launch last summer.



The Nintendo 64 may be Sega and Sony's doom—or their salvation. *EGM* explains...

Two's company, three's a crowd: That'll be the makeup of the video game market come this fall, when Sony and Sega brace themselves for the Nintendo 64 launch. Surely Nintendo will undertake the biggest media and marketing attack in its history to push the N64 to the front of the pack.

But if you think Sega and Sony will just wilt and die under Nintendo's pressure—an idea some gamers are already assuming—you are gravely mistaken. In fact, Nintendo's launch may actually enhance Sony and Sega's holiday season.

"It's possible that [Nintendo's launch] will have an overall re-energizing effect on the market," which will put more attention on Sega's and Sony's products as well, according to Rand Bleimeister, vice president of marketing for Virgin Interactive.

The question is how Sony and Sega can make the most of that attention from a marketing standpoint. As expected, officials from both companies declined comment on their plans to counter Nintendo

this fall—after all, no one wants to tip their hand too soon. Still, *EGM* went to publishers and industry analysts close to all three companies to get an inkling of what gamers might expect this fall from the Big Three, and more specifically, why Sony and Sega can still come out ahead despite the N64.

■ **SHORTFALL:** Because of Nintendo's focus on the Japanese market, only 500,000 N64 systems will hit stores this holiday season. Should shortages occur, newcomers to next-generation platforms will be faced between waiting months for an N64 or buying what will likely be a lower-priced 32-Bit system. The result could be a mass migration to the Saturn and PlayStation, not only because of more software and a lower price, but because there'll be no more N64's available, contended market analyst David Cole of DFC Intelligence.

That's a crucial problem for Nintendo. While hardcore gamers don't think twice about shelling out \$600 for two or more systems plus software, most "casual" gamers will spend cash for just one machine—and stick to it.



"No one can tell for sure what will happen this fall. No one has a crystal ball."

Acclaim's
Sam Goldberg

fight!

■ **GAME COSTS:** While hardcore gamers will pay any price for N64 carts, expect the mass market to take a more cautious stance. "The first-year Nintendo should do well," predicted Sam Goldberg, Acclaim's vice president of marketing. "But cartridges are going to be expensive" in comparison to Sony and Sega's CD games—especially if both companies slash game prices this season. Will gamers see the \$80 N64 cart a worthwhile buy compared to a \$50 CD game?

"It'll be interesting to see," Bleimeister noted. "The 'A' titles will be worth the money. The 'B' titles won't be."

Which is why Sony (and maybe Sega) have saved their plum titles for a fall release, like *Crash Bandicoot* and *NIGHTS*. Given the N64's relatively meager selection of games this fall, it may wind up with the best game in Super Mario 64, but not enough great games, including RPGs and sports titles. Expect Sony and Sega to make that point clear in ads.

While most agree Sony has the stronger market power to deal with Nintendo's deep pockets, Sega has both new management and a strong brand-name. So sure, Nintendo may do well—but it's a ways off from being number one again.

"No one can tell for sure what will happen this fall," Goldberg concluded. "No one has a crystal ball."



How Sega can win

- **Online:** Of the three, only Sega has a system that can surf the Internet. Given all the buzz about the 'net, Sega can play this up...
- **Arcade Tradition:** No other company can even compare to Sega's arcade brands—a selling point it should try to exploit via exclusive titles.
- **Price and Packaging:** Look for Sega to slash game prices and offer some serious game bundle deals.



How Sony can win

- **Sports Games:** Nintendo doesn't exist in this category, while Sega has faded to second. Sony must exploit this advantage.
- **Price and Packaging:** Like Sega, cheaper CD games have a price edge over \$70-80 N64 carts.
- **A Bright Future:** Of the three, the PlayStation seems most likely to have upward game compatibility with a future 64-bit PlayStation system.



How Nintendo can win

- **Super Mario 64:** Sure, it's just one game, but it could be the only reason Nintendo has not to buy a 32-bit system.
- **Big Blitz:** With a planned \$50 million-plus market campaign and product tie-ins, Nintendo aims to buy itself an image as the next step from 16-bit.
- **Youth:** The mass market lies with preteen gamers, which Sony and Sega have not exactly catered to.

lights, camera, vectorman!

Watch out Disney: It seems Sega of America is prepping one of its top video game characters for the big screen. You'd think Sega's movie debut would feature its flagship character, Sonic, right? Nope. It's VectorMan. Sega has inked a deal with Ideal Entertainment for the rights to put the transforming robot in the movies, as well as on television and merchandising.

Ideal has teamed up with the digital-effects producers at Tribalek to make the 3-D computer-generated characters and backgrounds—a technology first showcased

in last year's hit *Toy Story*. The *VectorMan* movie is slated for a late-1997 release. Tribalek is best known for its special effects handwork in the movie *Independence Day*.

Still unresolved is the Hollywood studio that will distribute and market the picture, and the stars that will lend their voices to VectorMan and his accompanying cast members.

The idea of a 3-D computer-generated movie ties in well with the orb-structured VectorMan

video game, in which the main character has the power to transform into objects such as a jet or power drill. Incidentally, the *VectorMan 2* video game for the Sega Genesis is slated to hit stores this November.



Step aside Terminator: VectorMan could be the next robot action hero...

hot update



■ **GOING, GOING, GONE:** If you're still in the market for a 3DO system, take note. Some Electronics Boutique stores have reportedly been selling their remaining inventories of Panasonic's 3DO REAL Multiplayer console (above) for \$99.99. According to various sources, sales of the 3DO have been rather brisk with some stores selling all their 3DO systems. It's unknown whether it was Panasonic or EB that initiated the price drop, but it seems likely that other 3DO sellers will follow suit.



■ **PLAYSTATION PROTECTION:** Do you find yourself toting your Sony PlayStation around frequently, but don't have a heavy-duty case to carry it in? If so, you might want to invest in the GameKeeper Protection Case (above). Lined inside with padded foam, the sturdy plastic case can carry seven games in CD jewel cases, instruction booklets, four memory cards, two controllers, the system and all the cables. While it may be a tad on the big size, it seems strong enough to withstand some heavy hits. The carrying case will sell for \$42.99. Those wanting more info or to order can call (402) 332-4248.

press start



The pad in the middle gives you four additional buttons to program for combos, moves, etc.

psyched up

A new PlayStation controller aims to put the pain out of fighting games by providing an easy way to program combos and special

New PS pad makes fighter moves a snap

moves: the Psychopad Jr. by ACT Laboratory. Although the pad lacks auto-fire or slow-motion switches, it has a special D-pad in the middle that allows for the programming of up to eight 10-move or one-move sequences, or any combination thereof. These moves account for multiple button presses, as well as for one- to three-second "charging" moves and continuous D-pad sequences. The pad saves these moves in memory when

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product review

psychopad jr.

- + Circular D-pad easier for diagonal movement.
- + Programming good for small combos or short special moves.
- Impossible to program 10-hit combos, some long moves requiring timing.
- Programmed moves don't "flip" when you face a different direction.

POWER TRIP

bust a must

the computer turns off.

Another switch lets players toggle between four different save slots, so a gamer can

save programmed moves for four different characters, for example.

EGM² editors tested the pad with Tekken 2 and Street Fighter Alpha 2, with mixed results. The programming method is straightforward and easy to execute. We found short moves such as Ken's Dragon Punch and Fireball were easy to program.

However, complex 10-hit combos in Tekken 2 failed to execute completely because the pad's timing didn't match the combo's. (The best we could program were four- or five-hit combo attack.)

The Psychopad Jr. comes out this September for \$25.99. For more information, check out ACT Laboratory's Web page at <http://www.actlab.com>.

new ps program pad has nothing to hide

Remember the Visible Woman? That was the see-through model kit of a female and her internal organs, with which you could learn all about how the human body operates.

Well, what works with biology can work with video games—at least from InterAct Accessories' point of view.

This October the company will roll out the PS Program Pad, a fully programmable Sony PlayStation controller encased in clear plastic. It's slated to cost \$29.99.

While the see-through plastic may seem more like a gimmick, the pad does have some nifty programming capabilities. First off, the pad has a memory chip that can save up to 70 button combinations (including pauses, simultaneous presses and D-pad moves) in succession—more than you'll probably need for any one video game move—and 10 programmable fire buttons (plus four more when

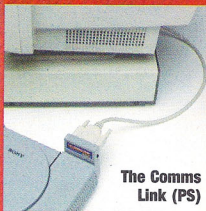


No, you don't have X-ray vision: The clear plastic look is a stark departure from the dull, gray tones of earlier PS peripherals.

you include the D-pad). Furthermore, these moves are saved in memory even when the PlayStation's turned off.

The pad also features slow-motion and auto-fire switches. A similar clear-plastic program pad for the Sega Saturn is slated for release by the end of the year.

game shark gets added bite



The Comms Link (PS)

If you can't beat 'em, cheat 'em.

That's the basic philosophy behind InterAct Accessories' Game Shark peripheral, which enables gamers to store and add codes and cheats for their favorite video games.

Now, InterAct plans to roll out the Sony PlayStation and Sega Saturn Game Shark peripherals this September at a lower price tag of \$49.95. The new Saturn Game Shark will have a built-in "universal adapter" feature that will let gamers play import titles on their systems. (Current Game Shark owners can also enable the "universal adapter" code by holding down the X, Y and Z buttons, turning on the Saturn, then pressing Start at the first screen.)

Plus, InterAct will bring out by year's end a \$29.99 Comms Link (above) for the Sony PlayStation.

Essentially an add-on PC card plus cable that plugs into the Game Shark, the Comms Link lets players hack for PlayStation Game Shark codes on their computer, rather than wait for company or video game magazines to print codes. An added bonus of the Comms Link allows players to download (with a PC and modem) a patch that turns the InterAct PS Memory Card into a Memory Card Plus—effectively turning the 15-slot card into a 120-slot one. A version of the Comms Link already is available for the Saturn.

EXPECT
BEDLAM[™]
THIS OCTOBER.



PC/MACINTOSH[®]



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press start

Nickel City: Notice the Daytona in the entry area!

You wouldn't think so, but if it's done the right way, it could work.

David Schick, market director of Capcom Coin-Op Arcades, recently did a feature in *RePlay Magazine* highlighting ways to make it work. So far there are only three

locations (two in San Diego and one in San Jose). The characteristics of the store are simple: There are 150 games, with approximately one-third redemption (one or two nickels to play), one-third video, simulators and pinballs (one to three nickels to play), and one-third free play

videos. Admission is between \$1.75 and \$1.95 depending on the location, and everyone must pay regardless of age. The arcade has a well-stocked redemption counter and highly trained employees.

So can nickel arcades work? Yes, because the customers and owner both win. The customer gets to play games for a nickel, while the owner gets the admission fees.

Will gamers see one in our neighborhood? We can only hope, wait and see.



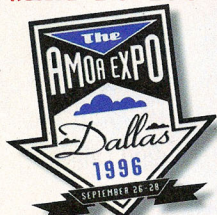
NAMCO AND SEGA GET BOOST

It seems that Sega and Namco made up for losses in the 16-Bit market in the 1995-96 fiscal year with growing sales and operations revenues, thanks to excellent products like Daytona and Alpine Racer. When the fiscal year ended March 30, 1996 for most Japanese video factories, Sega's coin-op game sales were up 38.4 percent in Japan and 29.1 percent worldwide from the previous year. At Namco, coin-op sales were up 20.5 percent in Japan, and 31.2 percent worldwide. This trend is expected to continue with great games coming like VF3 and Alpine Surfer.



NICKEL ARCADES, CAN THEY WORK?

WHAT DO YOU WANT TO SEE AT



It's that time again, where we all wait to see what the next big thing is going to be at AMOA. Is Mortal 4 going to be there? Probably not. However, here's a list of things we *hope* to see and what we *will* see in Dallas.

Acclaim:

They've been working on a Magic: The Gathering arcade game that might make it to the show.

Atari Games:

Primal Rage 2 might be there, however it has been delayed. Wayne Gretzky Hockey will be there.

Capcom:

Street Fighter "Infinity" probably won't make it. Mega Man 2 and another "secret" project probably will (SFA3 maybe?). Also a Big Band pinball game will be at the show.

Konami:

The jet ski game Wave Shark and Winding Heat, the driving sim, will be there.

Namco:

What a list...who knows what will show up for sure? Prop Cycle, Aqua Jet (featured in this issue), Alpine Surfer and Tokyo Wars (?) might be present at AMOA.

Sega:

Virtua 3? Hopefully it should be ready by then. Last Bronx (another fighting title), Die Hard (a Titan game based on the movies), Space Jam and POSSIBLY the X-Files pinball games could make an appearance at the show.

SNK:

King of Fighters '96, Mr. Do and who knows what else they have up their sleeve.

Tecmo:

Dead or Alive (the fighter using Sega technology) should be there.

Williams/Bally/Midway:

Cruisin' 2: Around the World is close to completion as well as War Gods. They're also working on an off road game of some type. Arabian Nights and a new pinball game are expected too.

What to expect in King of Fighters '96



It has 27 characters, with over 2900 new team combinations for a start. SNK developed KOF in '94, and it was highly praised. Last year they revised the engine and allowed you to choose your own teams. This year, the game has been

improved even more, as has the teams and their teammates.

To the left is Geese Howard and da boys. Below are the Ikari Warriors. As you can see, Jeiriden has been replaced with a woman. The only thing missing is a Samurai Shodown team. The teams have been divided a little differently. There are all women and teams, as opposed to specific games. More to come next issue!



UPDATES

Capcom Pinball and Sega Pinball have announced their intention to merge.

WMS Industries to

close newly acquired Atari Corp.'s California-based factory. This comes on the heels of the est. \$23.9 million buyout in June/July.

"ADDICTIVE"

EGM

PSXtreme Magazine

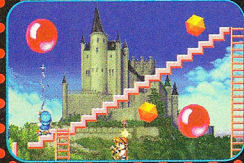
Game Pro

Video Games Magazine

BUSTER BROS. COLLECTION



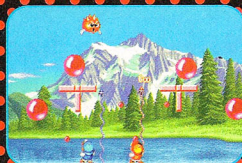
Three complete arcade perfect shooters: *BUST'em*, *NUKE'em*. Blast the bubbles while stealing treasures around the world.



**STUNNING
HIGHLY-DETAILED GRAPHICS**



**300 LEVELS OF
POWER UPS & PUZZLES**



**TWO PLAYER
SIMULTANEOUS PLAY**

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SEGA SATURN

TOP of the World



- editor's top 10**
1. **Super Mario 64**
Nintendo
 2. **Tetris Attack**
Nintendo
 3. **Tekken 2**
Namco
 4. **PilotWings 64**
Nintendo
 5. **Crash Bandicoot**
Sony
 6. **NIGHTS**
Sega
 7. **Street Fighter Alpha 2**
Capcom
 8. **Crash Bandicoot**
Sony
 9. **Dragon Force**
Working Designs
 10. **Super Puzzle Fighter II**
Capcom

- arcade games**
1. **Tekken 2**
Namco
 2. **Metal Slug**
SNK
 3. **Soul Edge Version 2**
Namco
 4. **Metal Slug**
SNK
 5. **Golden Tee 3D Golf**
Incred. Tech
 6. **Dungeons & Dragons '96**
Capcom
 7. **Soul Edge**
Capcom
 8. **Marvel Super Heroes**
Capcom
 9. **Striker**
Worldwide Video
 10. **Viper**
Fabtek

- editors' top fives**
- Howard "Snow Leopard" Grossman**
1. Super Mario 64
 2. Spot Goes to Hollywood
 3. Tetris Attack
 4. Legacy of Main
 5. Jumping Flash! 2
- John "Rhino" Gurka**
1. Super Mario 64
 2. Tetris Attack
 3. Beyond the Beyond
 4. MKT
 5. PilotWings 64

- Jason "Ground Hog" Streetz**
1. Tetris Attack
 2. Super Mario 64
 3. SFA 2
 4. Super Mario RPG
 5. Paradoxia
- Dave "Eagle" Ruchala**
1. Dragon Force
 2. Iron Storm
 3. Earth Siege 2
 4. Tetris Attack
 5. Super Mario 64

- Cyril "Woodchuck" Wochok**
1. PilotWings 64
 2. Super Mario 64
 3. Tekken 2
 4. Die Hard Trilogy
 5. Need For Speed

- Carey "Weasel" Wise**
1. Blackthorne
 2. Panzer Dragon II
 3. Rayman
 4. Killer Instinct 2
 5. Worms



- pinball machines**
1. **Attack from Mars**
Bally
 2. **Theatre of Magic**
Bally
 3. **Addams Family**
Bally
 4. **Twister**
Sega
 5. **World Cup Soccer**
Bally
 6. **GoldenEye**
Sega
 7. **Breakshot**
Capcom
 8. **Whodunnit**
Bally
 9. **Apollo 13**
Sega
 10. **Star Trek**
Williams
- Courtesy of Replay Magazine, August 1996

- Japan arcade games**
1. **Gunblade NY**
Sega
 2. **Time Crisis**
Namco
 3. **Virtual On/Cyber Troop**
Sega
 4. **Ace Driver Vict. Lap**
Namco
 5. **Virtua Cop 2**
Sega
 6. **Alpine Racer**
Namco
 7. **Sega Rally Champ.**
Sega
 8. **Dirt Dash**
Namco
 9. **Virtua Fighter 2**
Sega
 10. **Rave Racer**
Namco
- Courtesy of Game Machine Magazine, August 1996

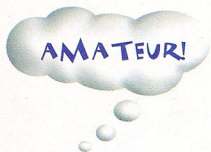
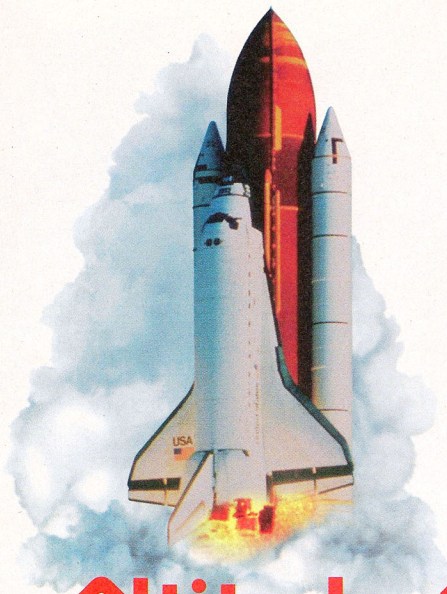
- editors' top fives**
- Mark "Wolverine" Hain**
1. Puzzle Fighter II
 2. Time Crisis
 3. Super Mario 64
 4. Tekken 2
 5. X-Com II
- Tim "Platypus" Davis**
1. F-1 Challenge
 2. X-Men: CoTA
 3. Star Gladiator
 4. Kirby Super Star
 5. Guardian Heroes
- Scott "Gecko" Augustyn**
1. Killer Instinct 2
 2. Tetris Attack
 3. Super Mario 64
 4. Resident Evil
 5. Iron Storm
- Andrew "Hippo" Baran**
1. Super Mario 64
 2. TIF Fighter: Collector's Edt.
 3. Tetris Attack
 4. Crash Bandicoot
 5. Q-Zar
- Jo-El "Tiger" Damen**
1. Catz
 2. Bubble Symphony
 3. Hermie Hopperhead
 4. Darkstalkers
 5. Jumping Flash! 2
- Sushi-X "Dragon"**
1. SFA2
 2. Tekken 2
 3. MKT
 4. Super Mario 64
 5. Puzzle Fighter II

Hey Kids!

Send us your own Top 10s and we will pick several each month to appear in our Top of the World section. Also, send in an idea for a Top category, and you'll get your name and idea printed! Impress your friends, amuse your enemies, command the will of every living thing with the power of your name in print (well, maybe not). Send it to:

Top of the World c/o EGM
1920 Highland Ave. Suite 222
Lombard, IL 60148

Courtesy of Replay Magazine, August 1996




Altitude. Attitude.

(Achieve a safe, unnatural high.)

Take a flying leap into **Jumping Flash! 2**™ the fantastic world of Robbit on his newest



quest to save the universe. Achieve an entirely unnatural high as you single, double and  triple-jump your



way through the wildest first-person perspective 3-D gaming experience imagined!



Conquer the innovative game the PlayStation™

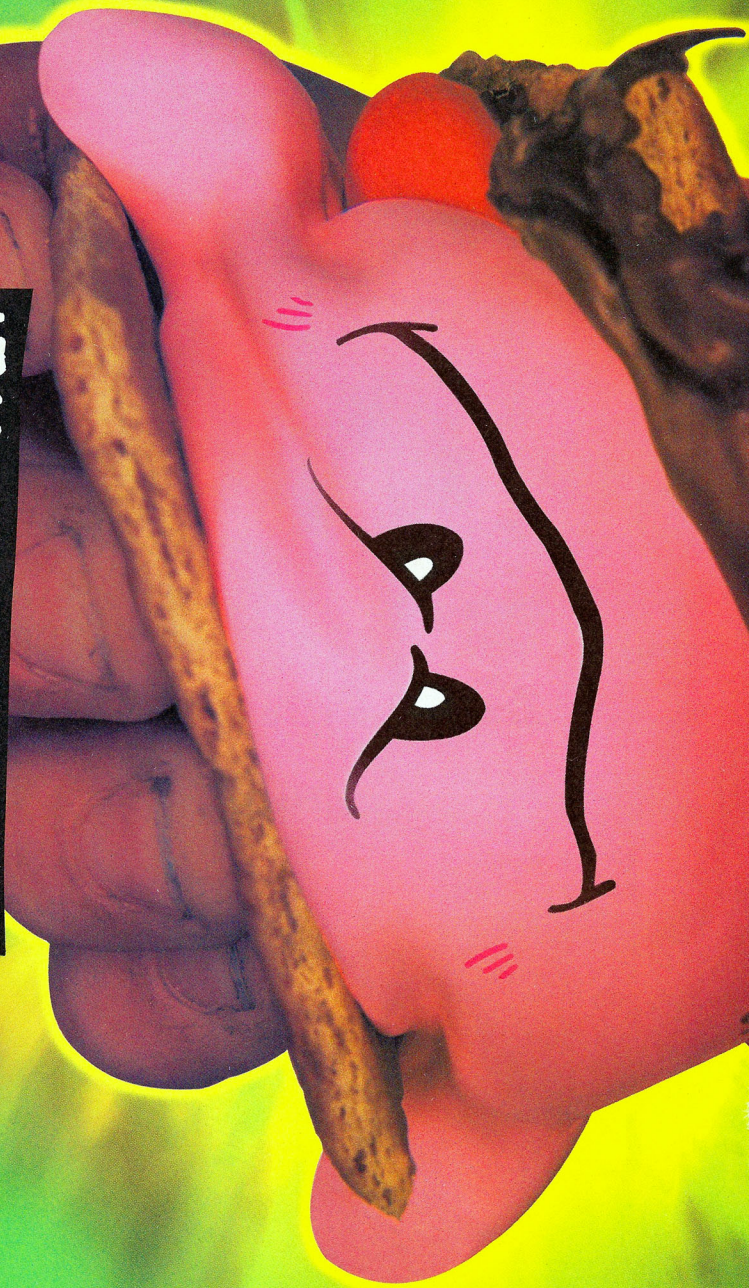


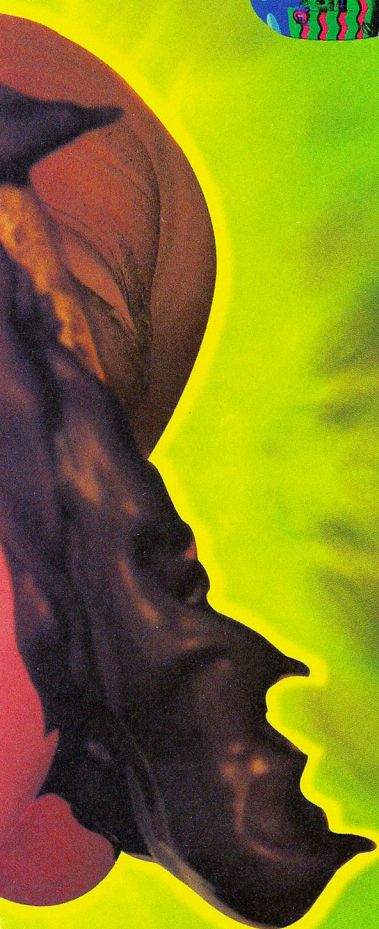
sequel to "the most of the year" - only on game console.



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You like Kirby?
Have S'MORE.





Get ready for a smorgasbord of Kirby action.

Kirby Super Star.^{TM*} Eight tasty games in one! And this time the softie has an edge: Now he not only eats his enemies, he can take their powers (23 to be exact).

In this world, **you are who you eat.** Chow down on a ninja and Kirby goes kung-fu fighting!



He can even **hock up** the bad guys and use them as helpers. So prepare yourself. 'Cause this time, the marshmallow's doing the roasting.



This Kirby may carry a wand, but he ain't no fairy godmother.



Swords, bombs, boomerangs, hammers. This is some serious marshmallow carnage!



the bad guys

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interface

letters to the editor

need help?

Are you stuck in a level? Can't quite defeat that Boss? Or maybe you have advice for others. Write to *EGM* for all your strategy questions and tips. Who knows? You might even see your name in print and win a prize. As always, nice penmanship counts...because we say so! So get off your duff and write us today! You can reach *EGM* by writing to:

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Lombard, IL 60148

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You can also reach the editors of *EGM* via CompuServe at 75052.1667 or on the Internet at 75052.1667@compuserve.com. If you have a computer, don't forget to check out *EGM*'s articles, reviews and more on the World Wide Web via the NUKE home page at www.nuke.com.



letter of the month

Reader questions: subliminal or advertisement?

Dear EGM²,

I recently read that advertising in games could be the "wave of the future," but Sega has already brought us this attempt at subliminal messaging.

In a version of Fighting Vipers at our local arcade, the game has recently been hosting a Pepsi truck in the background of the UFO Diner Stage and the word "Pepsi" along with its logo on the back of Picky's skateboard.

Oddly enough, though, is the fact that Sega has teamed up with Cherry Coke for the Sega Saturn Shuttle Launch this summer. Maybe they don't want to take sides just yet, but the Pepsi in-game advertisement wasn't in the first release of Fighting Vipers.

I just wanted to throw my two cents into the fountain of knowledge.

Tails via Internet

You have to admit that advertisement is everywhere. (Now at the movies, you have to watch a couple of commercials before the movie as well as watching product plugs in the movie itself.) So, it

was a matter of time before video games were barraged with ads.

However, in EGM² #24, Joseph Lewis brought up a good point: if a company sold advertisement space in their game, maybe it would lower the cost of the game. So maybe seeing a Pepsi logo in a video game wouldn't be too bad if it meant having the game price lowered!

Hopefully, companies won't put in full-fledged commercials in the game. Not only would this be frustrating, but the placement of the ad could be in a not-so-nice "time slot." Imagine pulling off a babality only to be rewarded with a Baby Wipes commercial! Ouch!

(By the way Tails, please e-mail or snail-mail your complete address to John Stockhausen so you can receive your prize!)

"Tails" won his choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.



Test machine

Dear EGM²,

I am a Navy sailor currently on deployment. In my position, I have had the opportunity to purchase some demo CDs from the European PlayStation and I have bought some games for the Japanese PlayStation. My question is: How can I play them?

I read a trick somewhere about putting a paper clip in my PlayStation, but I don't like poking around inside a perfectly good \$300 system. I also read somewhere that you could send your PlayStation to some company to get it turned into a "test machine" where it would play all the systems I mentioned

above. If this is true, I would love an address, company name, price quote, estimate turnaround time, etc.

**A. Cooper
Norfolk, VA**

Unfortunately the old paper clip trick only worked on older PlayStations. Most newer machines are guarded against the infamous boot-up technique.

As for a "test machine," you may be able to buy one from Sony (the notorious blue beta testing machine), however there is no legal way to turn an American or Japanese system into a "tester" that plays both games. Rumor has it that there are some companies that can fix your PlayStation to do so but this is obviously a black market technique.

Not too twisty

Dear EGM²,

I'm a big fan of Twisted Metal, and I have a concern about its sequel that is soon to be released. Some sequels really stink, which makes me worried about my favorite game's next installment. I need to know if you think this game is gonna blow or be totally awesome.

Dennis Richardson
Brookfield, CT

I can understand your concern since some sequels aren't always up to par with the first game. However, from what we've seen so far, this game should be even better than the first Twisted Metal.

First, there are 12 characters to choose from, and maybe some hidden characters as well. Instead of being in one city, the playing field will be the world. Imagine getting to blow up the Eiffel Tower just to



• **Mortimor is aptly named since he drives this killer hearse!**

obtain a power-up! With different weapons, power-ups and a whole lot more, Twisted Metal 2 will be...well, totally more twisted!

DKC3 dumb?!

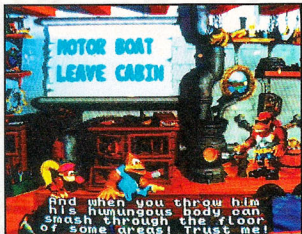
Dear EGM²,

What's with Donkey Kong Country 3? I mean they have some stupid chimp in place of Diddy now! Who is this new chimp Kiddy anyway? Whatever happened to Kong and Diddy? Why do they call it Dixie Kong's Double Trouble? Will it still be as cool-looking as the others?

Tyler Moore
Elkhart, IN

It's now Dixie's turn to battle against evil doers while meeting up with some helpful friends. Kiddy is her portly sidekick who's...er, let's say not-so-quick-witted. However, just because characters have changed places, doesn't mean that this is a "dumb" game.

Donkey Kong Country 3 uses the same Advanced Computer Modeling that makes



• **Dixie pals up with chubby Kiddy in the next installment of the DKC series.**

this game shine. With all of the secret items, hidden areas and all-new ways to travel, the quest should last a long time!

With people talking about the fantastic gameplay on all the 32- and 64-bit systems, this third installment of the DKC series proves that the Super NES still has what it takes to be a contender. This system is still going strong.

Those wacky names

Dear EGM²,

Just out of curiosity, where the mug do your editors get their nicknames? For instance, David "Hades" Ruchala, Jason "Ptah" Streetz, Andrew "Anubis" Baran, etc. Isn't it a little bold to give yourself gods' names?!

I'm not biased. I just call 'em like I see 'em.

Brandon Gaines
Lubbock, Texas

If readers haven't noticed by now, usually the nicknames are theme-orientated, such as Disney characters, superheroes or animals (like in this issue). Those particular nicknames you mentioned, Brandon, were from EGM² #24, when War Gods was featured on the cover. (Get it: War Gods, god nicknames?!)

Usually, the associate editors get to pick their nicknames, however sometimes when the editor in chief is feeling a little sassy, he'll bestow a name he feels appropriate! (It's usually best to stay on his good side during this time.)

Want Die Hard Trilogy

Dear EGM²,

I'm a big fan of the Die Hard movie series as well as the video games. Please, I need to know when Die Hard Trilogy will be available! So when will it be out?

Jason Cuistu
—via Internet

Die Hard Trilogy will be out in the fall!

Okay, here's another chance to let your creativity really shine! Send your "What If's" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing that you can imagine and write it down! Easy enough!

WHAT IF...

...Bob Dole was young?
...Bart Simpson was mature?
...Independence Day was released on Christmas?

Gabe Venable
Baton Rouge, LA

...Akuma and Dan are actually father and son?
...Ryu married Cammy instead of Chun-Li?
...Sonic had a brother named Sony?

Charlie Lau
Singapore

...Mario got stuck in a pipe?
...Square Soft opened a hamburger stand?
...Taco Bell made an RPG game?
...an RPG was based on a daytime talk show?
...Ricki Lake gained all of her weight back?
...so did Oprah?
...Mario lost weight?
...people realized that a video game worth banning is a video game worth playing?

Alma Cook
Niceville, FL

...Shang sung (Tsung sung)?
...Shang Tsung went to Sing-sing?
...they made a Killer Extinct 2?

Renee Ramos
Santa Rita, Guam

...Baraka met Edward Scissorhands?
...Mileena and Baraka needed braces?
...or tried to kiss?
...Smoke became a firefighter?
...Sheeva, Mileena and Sindel tied for first as Miss Universe?
...Baraka used Rogaine?

Trevor Wolfe
Greenfield, WI

...Mario shaved off his mustache?
...Guile's hair went limp?
...Samus' suit rusted?
...Donkey Kong got rabies and attacked Diddy?

DSM
via Internet

Sushi-Strategy

Reader's no loser!

Dear EGM²,

I have a question about one of the ads in your magazine. In issue #24, on pages 58 and 59, there is an ad for NBA Shoot Out. While reading the ad, I began to read the fine print on the bottom of the page. At the very end of the legal talk, there is a statement calling you a loser if you've read this far and a combination of but-tons: R1, R1, R2, R2, L1, L2, L1, L2.

I would like to know if this is some secret code that can be used in the game. If so, can you tell us when to enter the code. Thanks!

**Ujoham Taylor
Orangeburg, SC**

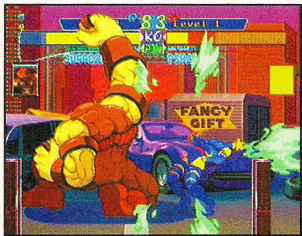
Wow! You have some really good eyesight. Yes, that is a code which gives you the '95/'96 All-Stars. You need to enter this code at the Exhibition Screen. Also, to get the '94/'95 All-Stars, enter R1, L1, R1, L1, R2, L2, R2, L2 at the Exhibition Screen.

Juggie blues

Dear EGM²,

I have been reading EGM² ever since I first saw it, and I have known it to have the right information that I need for games. However, in one of your issues, I saw a section on X-Men: CoTA. I also found the code for Juggernaut, but this code never worked for me. Was this code printed wrong? Was I doing something wrong? Is there a code to pick Juggernaut? If so, please print it.

**Kimani Price
Jackson, MS**



• The Juggernaut code does work...on the Japanese version only.

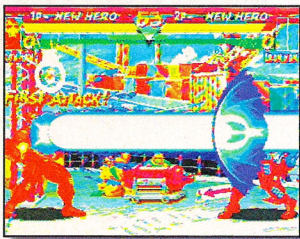
The code that was printed was correct. However, it only worked on the Japanese and beta versions of the game. So far, we haven't been able to locate a working code for the U.S. version. We apologize for the mistake but the U.S. game was changed at the last minute. If anyone does find it, send it in to the Trickmen!

Battle Marvel style

Dear EGM²,

I have taken a great interest in Marvel Super Heroes: War of the Gems. However, I don't know any of the moves for the guys. Could you help me out a little?

**Adam Ackerman
Jasper, IN**



• Iron Man's Uni-Beam and Photon Cannon are painful, even when blocked!

If you look back at EGM² #17, all of the characters' moves have been listed. However, here are a few moves to tide you over:

Spider-Man
Web-Uppercut: F,D,DF+P
Iron Man
Uni-Beam: HCT+P
Shuma-Gorath
Mystic Stare: CHARGE B,F+P
Psylocke
Psi-Blade Spin: QTC+K
Juggernaut
Earthquake Punch: F,DF,D+P
Magneto
Hyper Graviton: HCB+K
Hulk
Gamma Charge: CHARGE B, F+P
Blackheart
Dark Thunder: HCT+P

Cravin' a Smoke!

Dear EGM²,

Hi. How do you play as Human Smoke for the Saturn version of UMK3?

**Jessica Louis
Milford, IL**

No problem, Jessica. To play as Human Smoke, choose Robotic Smoke first at the Player Select Screen then hold Left, HP, Block, HK and Run. Human Smoke carries most of the same moves as Scorpion!

Need those Supers!

Dear EGM²,

I would like to know Akuma's Super Combos for the PlayStation. I know the

Speak Out

That's right...EGM² wants you to speak your mind! From one gamer to another, we're looking for real opinions. Write us as soon as possible with your cool ideas...

EGM² not only wants to give you the latest news/previews and the best strategy, but we want to get to the hardcore questions and topics—from one gamer to another. Here's a few topics we're looking to get into...

Trash Talk

Give us your best one-liners to intimidate or humiliate your opponent. Also, send us your gaming gripes such as...

...Next time try opening your eyes.
...You sure your controller is working right?
...You wanna choose the move I'll beat you with.

Gaming Gripes

...What is it with all the polygons, where's the gameplay?
...Do companies forget to budget real game endings?
...RPG is not a four-letter word!

Q&A

We'll try to pick one topic and have an expert in the field answer any questions. Each month we will pick the topic from the most replies. For example, if everyone wants to hear about MK4, we will get an exclusive interview with all the tough questions answered.

The Buzz

Send in the latest rumors; the word on the streets. What is everyone talking about and why? What do you guys think of the games coming out lately? What are the most anticipated games?

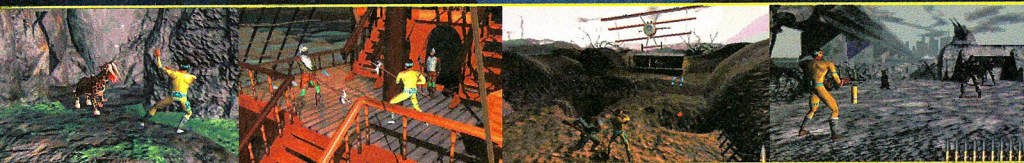
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winner

Naomi Chiba of Cincinnati, Ohio, won an ASCII Specialized Control Pad for the PlayStation.



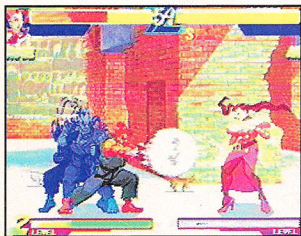
Paul D. Damron • Las Vegas, NV



Laura Smith • Belleville, IL

Dragon Punch and the Air Fireball Super Combos, however there are two others that I do not know. (The one where he throws a fireball on the ground and the one where the screen goes blank.) I would greatly appreciate it if you could tell me.

Brandon Polk Tammis, IL



• Akuma's Super Fireball will quickly singe your opponent into a crispy critter!

Here are the two moves you are looking for, Brandon: Super Fireball: D, DB, B, D, DB, B + Punch Raging Demon: Jab, Jab, F, Short

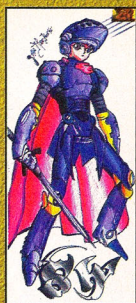
Note that the Raging Demon can only be done when the power bar is at level three. The move is extremely hard to perform with the control pad and even hard to do



Andy Owens • Grundy, GA



Emanuela Rendina • Chicago, IL



John Marchan • Yonkers, NY

egm² letter art

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*Or at least get your own computer and Win Vantage's computer from ASCII (Print Prize only)



at the end of a combo. Also, it cannot be blocked.

For more Street Fighter Alpha moves, check out EGM² #19!

Sword in D

Dear EGM²,

Please help me. I'm totally stuck on D for the PlayStation. I have no idea where the sword is. Please tell me where I could find it.

Daniel Hernandez Bronx, NY

The sword is located in the Hall of Knights, but you'll need to defeat the suit of armor to get it! Here's what to do: Walk to the end and wait for the suit of armor to come to life. Push Left, Right, Left, A and the sword is yours! For more D info, turn to EGM² #22!

King's been crowned

Dear EGM²,

First, I want to tell y'all that I think your magazine is great. The tips, hints, cheat codes, new strategies and advice are the best of any magazines to date. Thank you!

I've been playing King's Field for a month now, and I have yet to see a walk-through. This game is really hard...the

monsters take a lot to kill and the guards are even worse! So, how come you haven't done anything on this hard game as of yet?

Big John Norcross, GA

Thanks for the compliments, Big John. We always like to hear what our readers think, especially with all the changes happening in the mag. (Note the new column ideas on the previous page!)

As for a King's Field walk-through, EGM² was way ahead of you. Look back to EGM² #20 for some helpful hints!

Super Mario secrets

Dear EGM²,

Please do a full blowout on all the secret techniques and the not-so-secret but hard-to-figure out tricks to Super Mario 64. I love this game (yes, I have a Japanese N64). EGM² looks awesome, too!

Slim Dogg via Internet

Your wish is our command. Turn to page 62 for a blowout on this great game!

This month's letter column was brought to you by Katt who is feeling a little blue that summer is coming to a close. "Ack! I just started to thaw out from last winter!"

Long before

there was ultra-super-duper-64-bit-polygon-video-

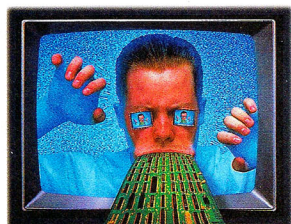
capture, hardware hype, **WEIRD TYPE**, point-

less game ratings, E3, screaming guys in ads,

VIRtUaL ReALiTY,

CLICHÉS

like "in your face"



and "it's the ultimate", 360° roto-

scope-rhetoric from *self-righteous*

reviewers, CD-this, **3D**-that, **MULTI-MILLION-DOLLAR**

TV commercials tainted with

TOILET humor...

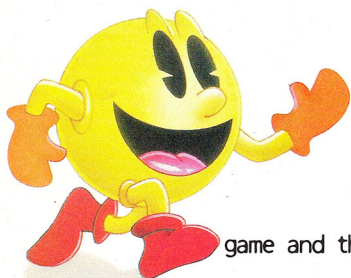


there v

Introducing Namco

Remember

the good old days?



When a game was a

game and the only tough choices



The greatest icon in gaming history returns in his original romp. Can you escape the ghosts while munching your way through a maze? Pop a power pill and gobble up a few phantoms along the way.



were one-or-two player mode?

The arcade shooter that set the standard. Squadrons of robotic bugs set out to swarm your starship. Includes never seen before bonus rounds - plus a way to sacrifice ships to increase your own firepower.

Well those days are back and better than ever. Presenting

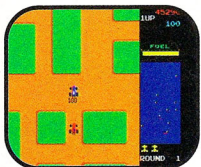
Namco Museum™ Volume 1 for the PlayStation™ - the first

was fun.

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Preview



THE DIVIDE



Theme
Action
Available
October
Players
1
% Complete
70%
Developer
Radical
Published by
Viacom

Viacom is currently working on a game called The Divide. You control one of several modifiable mechs in a three-dimensional action game. Collect power-ups like souped-up weapons and items that let you jump higher. Enemies attack from all sides, and you must navigate small platforms looking for the goal in each level. The Divide looks like it'll be fun when it's completed.



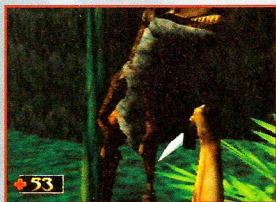
TUROK: THE DINOSAUR HUNTER



Theme
3-D Action
Available
November
Players
1
% Complete
50%
Developer
Iguana
Published by
Acclaim

Acclaim's first N64 title is nearing completion. The current version features a dozen weapons and three finished levels. Turok: the Dinosaur Hunter takes place within a lost world where mankind fights dinosaurs in a battle for survival. As Turok, you are armed with a simple knife. However, as you

advance, you get some nasty artillery. Weapons like bows, shotguns, chainguns and Gauss rifles are yours to command. To set this apart from the regular complement of Doom clones, Turok's world is rendered completely in 3-D. You can rotate around plants. The enemies animate smoothly and realistically. The analog controller also adds to the feeling of being there. Turok looks hot. Hope these pics tide you over.



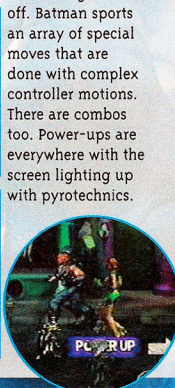
BATMAN FOREVER



Theme
Action
Available
November
Players
1 or 2
% Complete
N/A
Developer
Iguana
Published by
Acclaim



Still relatively new in the arcades, Batman Forever will soon be completed for the Saturn. Acclaim's added plenty of features to make sure this game is not another Final Fight knock-



off. Batman sports an array of special moves that are done with complex controller motions. There are combos too. Power-ups are everywhere with the screen lighting up with pyrotechnics.

If you're daring, you can try to stab the raptors to death with a knife.



MEGA MAN 8

Theme
Action

Available
1st Qtr. '97

Players
1

% Complete
10%

Developer
Capcom

Published by
Capcom



Capcom will be releasing Mega Man 8 for the PlayStation in the first quarter of 1997. Here are some screen shots to show you how cool this game looks.

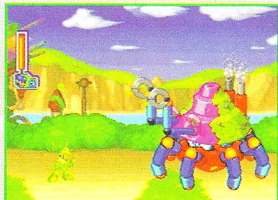
The gameplay is the same as the 16-bit games, however there are

more
items



and secrets for you to find. There are a lot of levels (around 12 of them). Each level has a Boss that gives you a weapon if you defeat him. Some Bosses are huge (see the upper-right picture), sometimes filling up the better part of the screen.

Players can now rejoice that this classic series will be hitting the



This Boss requires Mega Man to utilize two weapons at once.

PlayStation. This game is sure to be a hit, particularly since two-dimensional side-scrollers are rare in this day and age. You can be sure that we're going to blow this one out in a future issue!



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BREATH OF FIRE 3

Theme
Fighting

Available
2nd Qtr. '97

Players
1

% Complete
10%

Developer
Capcom

Published by
Capcom



Capcom's famed role-playing series *Breath of Fire* continues on the PlayStation. This game is beautiful with three-dimensional parallax and CD music. The gameplay is improved over the previous two, with the battle scenes actually taking place on the main screen instead of separate battle sequences. This makes for smoother transitions.

While the game has yet to be translated into English, the story seems really cool. The setup involves a dragon escaping imprisonment, and a young girl

being found in the woods. Wow! A role-playing game for the PlayStation!



DESTRUCTION DERBY 2

Theme
Racing

Available
December

Players
1 or 2

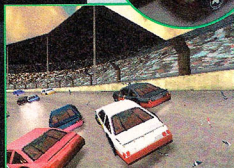
% Complete
N/A

Developer
Psygnosis

Published by
Psygnosis



The sequel to the hard-hitting action game *Destruction Derby* will be out soon for the PlayStation. This game sports some improved graphics and gameplay. One nice feature is that the tracks are wider (something the players complained about the original was that the tracks were too narrow). Care for some carnage?



MACHINE HEAD

Theme
3-D Action

Available
December

Players
1

% Complete
70%

Developer
Core

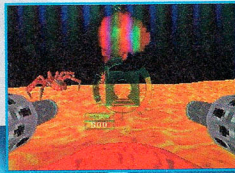
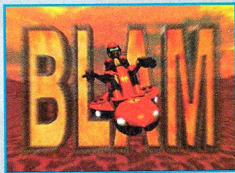
Published by
Eidos Int.



Here's a bizarre game for the Saturn. You are a scientist who has been strapped to a smart bomb by your assistant and sent out to combat mutated creatures that some foolhardy geneticist whipped up.

Machine Head contains 15 missions where you must combat giant bugs and zombies. To keep things interesting, there are over 100

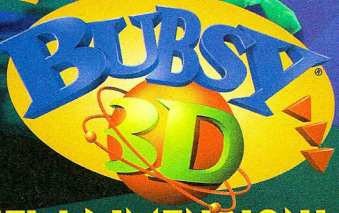
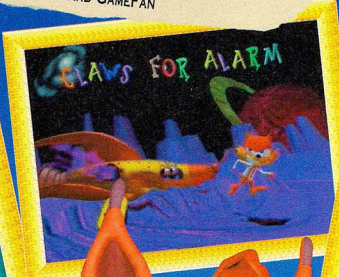
beasties and 10 different weapons to blast, burn and smash them with. Think you're up to the challenge of saving the world?



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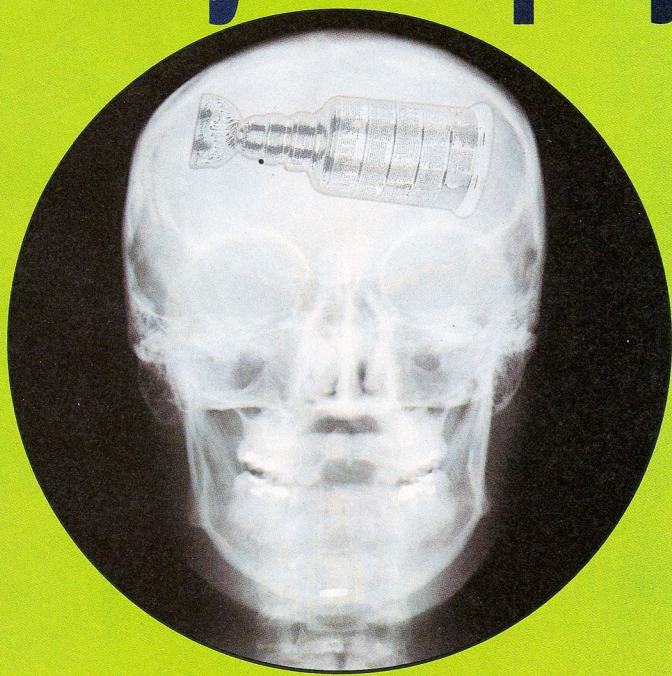
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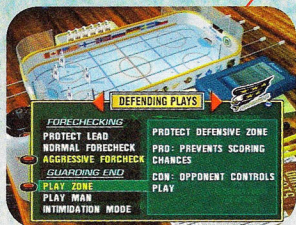
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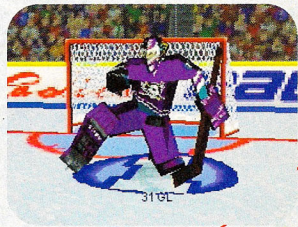
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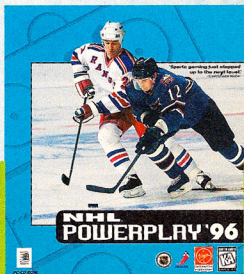
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trick of the month

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SUPER MARIO 64

System **Nintendo 64**

Publisher **Nintendo**



Just before entering the course, go up to the clock.



Wait until the hands on the clock reach 1 o'clock...



...then jump in the level and the obstacles should be off.

For all the Mario fans out there, check this out! You had to know that from this incredibly great game, there were a few—if not several—awesome tricks to be found. Well, here is one that you should find pretty cool as well as helpful.

Just before you enter Course 14, there is the grandfather clock. What you must do is go up to it and

wait until the hands are at 1 o'clock. At that very moment, enter the level.

If the trick was done correctly, all the obstacles throughout the course will be turned off. This makes things a little easier for you to maneuver around without thinking about what will dis-able you from continuing on.



Now it shouldn't be as much of a problem moving about.

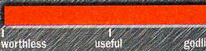
Michael Spencer
Bettendorf, IA

Cheat Sheet

No Obstacles Trick

Follow the instructions above to turn all the obstacles off while playing in Course 14.

POWER TRIP



Cheat Sheet

League Mode

When the leaves and eyes appear, press B, A, C, Up, B, A, C, Up. Start. At the Main Menu, you will be able to choose a new option, League Mode. Choose this option and you will get a set of untranslated, Japanese screens in this new mode.

POWER TRIP



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System **Saturn**

Publisher **Sega**

BAKU BAKU

When the opening screen (with the leaves and eyes) appears, press B, A, C, Up, B, A, C, Up, Start. At the Main Menu, you will be able to choose a new option, League Mode. Choose this option and you will get a set of untranslated, Japanese screens in this new mode.



At the screen with the leaves and eyes, do the trick for League Mode.

Cheat Sheet

League Mode

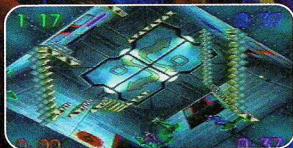
When the leaves and eyes appear, press B, A, C, Up, B, A, C, Up. Start. Unfortunately, the League Mode isn't translated to English.

POWER TRIP



In 2096
Having a Bomb
Strapped to You
is a Sport.
(Want to Play?)

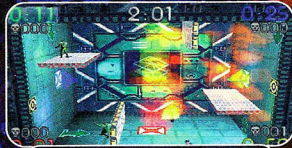
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Response Passwords

At the Main Menu Screen, press the X button for the Load Game Screen. In here, press the Circle button for the Password Screen. Now enter any of these passwords to see some unusual responses. Once you enter the password of your choice, press the X button to see its response:

ALEXCABAL
LUISRIVAS
FRANCETANTIADO
GEORGEACDONALD
CHRISDOWNDEN
KURTISMATTHEWS
GREGWILLIAMS
DAVIDZANDERKRAIG
JASONMASAKI
JOHNIRWIN
OX
CHENTER
ANYWAREFAST
BILLFIELD
EDDYLUH
KENTAWILLIAMS
DAVIDFORTH
JZK
SOFIA
ELLIS
NATER
DAVIDLIU
VALERIEGREEN
ORENTERVSKY
MICHELLEBREINER
JACKIEJANNOTTA
MARYCOZEAN
DEBBIELEE
KINTAM
BOBZELEZNIK
VINCEMACRI
JERRYMANIER
MARCCKONKLIN
PAULLOUGHRRIDGE



INTERNATIONAL TRACK AND FIELD

System **PlayStation** Publisher **Konami**



Choose the Start Option then go to any event.

This trick will let you get rid of the power and qualifying time gauges. To do this, get to the Title Screen. Highlight and choose the Start Option. (This won't work in the Practice Option.) Go into any event and pause the game. Now press and hold L1, L2, R1, R2, Square,



On the event (such as shot put), pause the game.

X, Triangle and Circle at the same time. With these held, press Up or Down repeatedly to get the gauges to move off the screen. For some, this may make the game more challenging. For others, it is a relief to concentrate on just the game and not the gauges.
Brandy Baldwin; Morristown, TN



Hold all the buttons and press Up or Down to move gauges.



It's a lot nicer when you can concentrate on the actual event.

Cheat Sheet

Hide the Gauges

Choose any event then press and hold all of the buttons (except Select and Start). Now press Up or Down to move the gauges off the screen.

POWER TRIP



NEED FOR SPEED

System **PlayStation** Publisher **Electronic Arts**



Choose the head-to-head race and start your game.



Choose your car then choose your opponent's car.



Right after that, hold L1, Circle, Square and Up-Left.

To get the machine gun, choose the Head-to-Head Mode on the Race Type Screen. Choose the car you want to play, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold L1, Circle, Square and diagonally Up-Left on the control pad until loading is complete. Now begin your race. While you are racing, honk your horn by pressing Up on the controller. Instead of your horn honking, you will hear a sound like a machine gun. This will make the cars



Press Up and instead of your horn, a machine gun will sound.



This is a great way to get rid of the other cars on the road!

ahead of you on the road fly up into the air and come crashing down on the pavement. This trick is useful if

you want to clear a path as well as get cops and other cars out of the way.

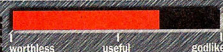
**Ric Ferreira
BC, Canada**

Cheat Sheet

Machine Gun Code

After selecting your opponent's car, immediately press and hold L1, Circle, Square and Up-Left. You'll get a machine gun instead of a horn.

POWER TRIP



INTERNATIONAL TRACK AND FIELD

System **PlayStation** Publisher **Konami**



First, clear the qualifying height on your first vault.



Set the height to 5.00 and clear that one too.



On the next setting, a space shuttle will fly in the sky.



Get a score that matches all of the numbers to see the T-Rex!



Do the correct method with angle and speed for the U.F.O.



Match meters and centimeters of your throw for the birds.

There are hidden animals, unidentified flying objects and more throughout this game. All of the tricks are done by getting certain distances or special methods as shown below:

Pole Vault-Space Shuttle: This is done by first clearing the qualifying height (4.50 meters). On the second attempt, you must set the height to 5.00 meters and clear the pole height. On the next pole setting, a space shuttle will be in the sky.

Shot Put-Tyrannosaurus Rex: To see the T-Rex pop its head above the stadium, get a distance that matches every number (like 11.11).

Javelin-U.F.O.: Tap one of the Run buttons once. You'll start jogging toward the foul line. As soon as you see the angle meter appear, press and hold the angle button—get it above 73 degrees. As soon as the meter rises, start rapidly pressing the Run buttons.

Match the last three numbers of your distance for the gopher.

Make sure that you have a high speed and let go before the foul line. If you did it right, you'll hear some weird noises, and a U.F.O. will fall with the javelin stuck in it.

Discus-Birds: To get the birds to fly above the stadium, get a distance that matches the meters with the centimeters (such as 64.64).

Triple Jump-Gopher: Get a gopher to pop out of the ground by matching the last three numbers of your distance (such as 16.66).

Roderick Hawkins
Lumberton, TX

Cheat Sheet

Special Appearances

The above tricks will let you see some appearances from a gopher, birds, a dinosaur, etc.

POWER TRIP

worthless useful godlike

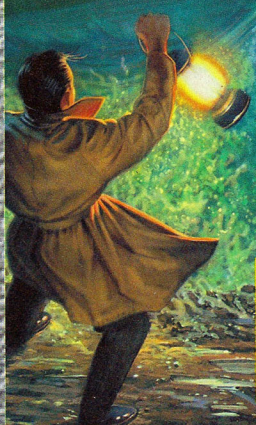
dangerously concealed
in shrouds of darkness,

evil awaits you

alone
... and you're all alone
alone

ALONE IN THE DARK

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Tetris Attack

(Nintendo/Super NES)
Super Hard Mode

To get a mode that is even more difficult than the hard level, try this code. In the Selection Menu, choose a one-player game, then go to the bottom of the menu and choose Vs. Mode. Select the New Game Option. Now you'll go to the Set Level Screen. Highlight the Hard Level. With this highlighted and using the first control pad, press and hold Up and L1. With these held, press the A button. The lower portion of the screen will turn red. This is how you'll know the code worked. Now play against the computer and even the first opponent will be as difficult as the end Boss!



Scooby Doo Mystery

(Acclaim/Super NES)
Level Passwords

Here are the level passwords for this game. There is even a password to see the credits:

Level 2-TDBKSRO
Level 3-XLWPMTC
Level 4-NBKSDLV
Credits-SPNNR

Aaron Bouscher
West Allis, WI

PANZER DRAGON II

System **Saturn**

Publisher **Sega**



In the Option Mode, set the instruments to full.

Here are some new options for Panzer Dragoon II.

ADEC System:

To get this to work, go to the Option Mode and go to the Instrument Mode. Put instruments on full. Now, while playing the game, press B on controller two to get the



Press the B button on controller two for the ADEC System.

ADEC System.

X-Y Radar:

Press the A button on controller two while playing the game to get the X-Y coordinates radar.

Self-Destruction:

Press A, B, C, L and R at the same time while playing the game.



To receive an X-Y coordinates radar, press A on pad one.



Press A, B, C, L and R simultaneously for self-destruction.

Cheat Sheet

Multiple
Tricks

The preceding cheats will give you different options in the game such as an X-Y coordinate radar and Self-destruction Mode.

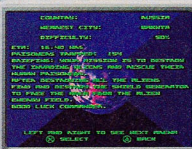
POWER
TRIP

worthless | useful | godlike

KRAZY IVAN

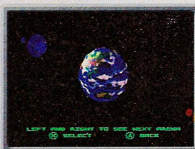
System **PlayStation**

Publisher **Psygnosis**



Start your game. At Russia, press Right and do the code.

This is a rather awkward way to choose your mission, but it works fine. Begin your game by choosing Start Game at the Title Screen. When the blue screen with the Russia mission appears, press Right to move to the Japan mission. Before the information appears on the screen, press and hold X and diagonally Down-Left. The Earth will be rotating to different missions. To choose one, just let go of the buttons at the point on the globe that you want to play. It's a guessing game



The globe will turn to the different missions of the game.



After choosing one, you'll see the level beginning cinema.



Next, you'll get the Mission Objectives Screen.



You will start your mission on the level of your choice!

when trying to figure out where the missions are on the globe, but with a little practice, you'll get the hang

of it. Just look at the countries as they pass on the globe, and with the correct timing, you will be able to let go of the buttons and start the game on the mission of your choice.

Cheat Sheet

Stage Select

When the Russia mission appears, press right then immediately hold X and diagonally Down-Left.

POWER
TRIP

worthless | useful | godlike

CLOCKWORK KNIGHT 2

System **Saturn**

Publisher **Sega**

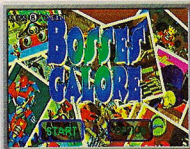


Choose the Bosses Galore Option from this screen.

Pick the option, Bosses Galore, from the Main Menu. When the Bosses Galore Title Screen appears, press X five times, Y seven times and Z five times. You'll see the word, "BOB" in the middle of the screen. Now take the controller and move Up or Down to battle the Boss of your choice. You'll be able to battle with your choice of Tongara or Ginger.



On the Bosses Galore Screen, do the code with X, Y and Z.



Now you can battle any Boss you want with Tongara or Ginger.

Cheat Sheet

Boss Select

Enter the cheat above to access a Boss Select Option. You can use either knight to fight.

POWER TRIP

worthless useful godlike

CYBERSPEED

System **Saturn**

Publisher **Mindscape**



Highlight and select the Load Option from the menu as shown.

Here are the passwords

for the hard skill level with the Supership (Speed=9):
 Race 2: First place—4XVHBBBCDBCBG
 Race 3: First place—4YVRBBCDFCDBJ
 Race 4: First place + bonus—40WOBCCFGCDBL
 Race 5: First place—41W7BDDGGCFBN
 Race 6: First place + bonus—43XGBDDGHCFGBQ
 Race 7: First place—44XNBFHJCFGBS
 Race 8: First place + bonus—46Y2BFHFKDHGBV



At the Password Screen, enter one of the codes shown below.



Now you can play as the supership in many races!

Race 9: First place—47Y5BGFJLDHGBX
 Race 10: First place + bonus—49ZDBHFKLFHGBZ

James S. Brooks
 Ontario, CANADA

Cheat Sheet

Supership passwords

Go to the Load Option from the menu, and enter these passwords on the Code Screen.

POWER TRIP

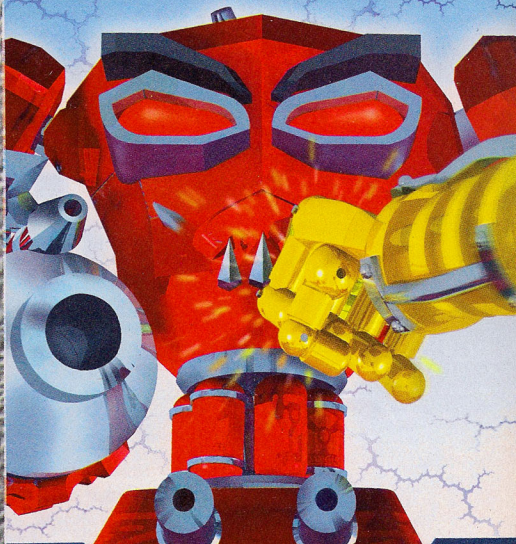
worthless useful godlike

NICE PUNCH.

Unfortunately, he has an iron jaw (and a rocket launcher).

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Top Gun: Fire at Will

(InterPlay/PlayStation)
Various Cheats

Here are all of the level passwords for the game Top Gun: Fire at Will. At the Title Screen, access the Restore Game Option, then highlight the Password Option and enter the following codes for the different levels at the Password Entry Screen:

- Miramar 2 - 63631
- Miramar 3 - 86023
- Miramar 4 - 56141
- Miramar 5 - 79523
- Miramar 6 - 07631
- Cuba 1 - 20123
- Cuba 2 - 57131
- Cuba 3 - 70613
- Cuba 4 - 82123
- Cuba 5 - 46464
- Cuba 6 - 75623
- Cuba 7 - 39964
- Korea 1 - 26126
- Korea 2 - 89464
- Korea 3 - 91692
- Korea 4 - 15084
- Korea 5 - 84103
- Korea 6 - 08584
- Korea 7 - 77603
- Korea 8 - 90194
- Korea 9 - 28103
- Korea 10 - 41684
- Libya 1 - 78692
- Libya 2 - 91184
- Libya 3 - 48384
- Libya 4 - 02726
- Libya 5 - 31984
- Libya 6 - 94236
- Libya 7 - 81484
- Libya 8 - 45726

Mike Bauer
Livonia, MI

Rayman

(Ubi Soft/PlayStation)
Rayman Appearance

This trick will allow Rayman to walk around on your screen. Turn on your PlayStation and hold the L1, L2, R1 and R2 buttons. Now when the opening cinema begins, press Start while still holding those buttons. You will now see parts of Rayman walk onto the screen. Keep watching him and he'll come together.

SHELLSHOCK

System PlayStation Publisher U.S. GOLD



Go into the briefing area to the locker and enter the code.

This password will get you a mission that brings you to the Masirah mountains, where your mission is to destroy the Crimson Blade training camp.

Just go to the briefing area and locate the locker to the left of the screen. Open it up and a Password Screen will



Once the password is accepted, enter the briefing room

appear. Enter the code: 42CZCQKDAABACQDB.

The password will be accepted. Now go into the briefing room and after the description of your mission, you'll be sent to the mountains to destroy the camp. It's time for some revenge. Eat dirt, bad guys!



You'll get instructions on the Crimson Blade training camp.



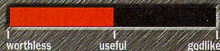
It's payback time! Go to the mountains and destroy the camp.

Cheat Sheet

Mission Password

To get a mission where you have to destroy an enemy training camp, get to the password locker and enter the code 42CZCQKDAABACQDB.

POWER TRIP



BATTLE ARENA TOSHINDEN 2

System PlayStation Publisher Playmates Interactive



Get to the Options Screen and set the difficulty to three.

There is a way to keep your special moves on your top buttons past Level Three on the difficulty setting. To do this, highlight Option from the Title Screen, in the Option Screen, set the difficulty to three. Take the second player's controller and set the controls to all specials. Next, take the first player's controller and change the difficulty level up to any level you want. Player two will retain his/her specials throughout the harder levels. Now you must start a game and use controller two



Set the specials with pad two then difficulty with pad one.



If you use pad two, you will be able to use auto specials.

to pick your character in a one-player game. In a two-player game, player two will retain his/her specials on the



Choose any character you want from the Select Screen.



The specials on the buttons will help you defeat the game.

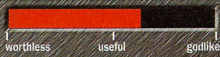
top four buttons. Now you should be able to utilize your specials with the touch of a button and it will be easier to defeat the game on the higher difficulty settings.

Cheat Sheet

Specials on High Difficulty

In the Options, set the difficulty to three, take pad two and set the specials on all four buttons. Take pad one again and set the difficulty higher.

POWER TRIP





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tricks of the trade top tricks

Bust-A-Move 2

System PlayStation
 Publisher Acclaim

Cheat Sheet Extra Credits **trip**

Enter the following code to gain more credits within the game. It is timed though, so you have to 'Bust-A-Move' just to access a higher amount.

Just about everyone now knows about the Another World code that allows you to play new levels within the game. If not, here it is: Press R1, Up, L2, Down at the screen (with Game Start, Time Attack and Options). Enter Puzzle Mode.

Here is yet another great code for the game. From the Title Menu, choose Options. In the Options Menu, press Left, Right, R1, R2, L2, L1, Up, Down. A timer counting down from 30 seconds will appear. Highlight the Credits Option and press the X button quickly and repeatedly. Your credits will build up quickly at first, but then they'll be harder to get as you accumulate more. Once the timer counts to zero, you can't try any more. You may receive up to 30 credits, depending on how quick you are.



At the Options Screen, enter the code and the timer will appear.



Highlight Credits and rapidly hit the X button.



You should begin your game with however many credits you earned.

Shellshock

System PlayStation
 Publisher U.S. Gold

Cheat Sheet Invincibility **trip**

The following code will give you invincibility in the game. Just enter the trick below while playing within a game. Your power bar should never end.

I'm gonna get ya sucka! To get this great cheat to work, begin playing within a game then quit out of it by pressing Start and Select. Then at the Main Title Screen enter: Up, Up, Up, Down, Down, Down, Right, Right, Triangle. A piano chime will sound if done correctly. Begin a game and watch your energy bar go down, but then back up again!



If entered correctly, your energy bar will go down but then back up.

Iron Storm

System Saturn
 Publisher Sega

Cheat Sheet Campaign Mode Trick **trip**

What couldn't be done before, can now be accessed with a code! Do the following trick to play a Campaign Mode game with multiplayer!

The only way you could play a multiplayer game before was in Standard Mode. Well, here is a great trick to take control of the opposing forces or play a multiplayer game within Campaign Mode! To do this, just go into Campaign Mode and begin a game. Open the system file and enter the Sound Screen. Here, set the BMG to five and play every sound effect (that's one to 116, in case you didn't know) using the D-pad and button C. Note: You don't have to listen to the whole sound—just a second or two of each one. When finished, exit the Sound Screen and go into the Options Menu. What you couldn't get into before, you should now be able to! You can begin your game and take control of your opposing forces.

Gex

System PlayStation
 Publisher Crystal Dynamics

Cheat Sheet Stage Select **trip**

Enter these two codes at the Dome Screen to bring up a Stage Select Menu and access to all the levels within the game.

Begin your game, and at the Dome, press Select to bring down the Item Menu. Now press and hold the top R1 button. While holding it, press X, Square, X, Right, Up, Left, Circle, Circle, Down, Down. A Stage Select Menu will appear where you can choose levels as well as Bosses! The next trick is just as good. To enter just press and hold R1. Then at the Dome or on any stage, press Circle, Start, Right, Up, Square, Left, Left, Up, Start. An explosion will take place, and you will have opened access to all of the levels!

NFL Quarterback Club '98

System Saturn
 Publisher Acclaim

Cheat Sheet Hidden Teams **trip**

Here is a great trick to access two hidden teams at the Preseason screen. Just enter the code after resetting the system and at the legal screen.

This code will give you access to two hidden teams (Acclaim and Iguana teams) that aren't normally in the game. When the Copyright Screen with all the legal information appears, quickly press Down+B, Down+B, Down+B, Down+C. When the Main Menu appears, choose the Play Option. At the Play Menu, choose Preseason and press button B. Now, at the Team Select Screen, scroll through the teams for the Iguana and Acclaim teams. The two teams can only be used in the Preseason Mode.

V-Tennis

System PlayStation
 Publisher Acclaim

Cheat Sheet Hidden Players **trip**

Here are a couple codes that will grant you access to two hidden players that are extremely good at what they do: Mattox and Adversa!

Out of all the players to choose from in the game, there stands two players that outskill the rest. The problem is that you can only choose them with a code. This is Mattox and Adversa. Well here are the codes to play as them! To play as Mattox: At the Mode Select Screen, choose Match. At the Player Select Screen enter: L2 (2X), R1 (3X), Down, Triangle (4X) then press X. You should hear a ball bounce, if done correctly. To play as Adversa: At the Player Select Screen hold buttons: Down, L1, R2, UP, Square then press X. You should again hear a ball

bounce if done correctly. Begin playing your match. Both players are quick on their feet and agile.



Choose Match, then enter the codes at the Player Select Screen.



When you begin the match you will play as the hidden player!

PO'ed

System PlayStation

Publisher Accolade

Cheat Sheet Various Cheats

Pretty much all you need for this game is here. Enter the following cheats to get various options in the game, including Invincibility and Refills.

Here are a bunch of cheats to enter in your next game of PO'ed. Enter the following codes while within the game.

Full Inventory: Enter Map Mode (Square+Select) and press Left on the pad until the arrow is pointing at you. Press Start to rotate into the standard view. During the rotation, press L1+Square+X+Circle simultaneously. Press Select to exit Map Mode. Press Triangle to verify that you've got the weapons.

Invulnerability: Make sure you have the drill. The trick won't work unless you have it. Go somewhere safe and press Triangle to bring up the Weapon Select Menu. Choose the frying pan with L1 or R1. Press Triangle to confirm your choice. Press Triangle again to bring up the menu again. Now press and hold Circle+R1 to increment the selected weapon until you get a flashing 999 in your health counter.

Ammo Refill: Get in Foot Mode (if you're in Jetpack Mode, double click on Square to switch to Foot Mode). Do a backflip by pressing Square+L2 simultaneously. During the back flip (before you land), press Right+X+Circle at the same time. Check your weapons with Triangle and you'll see full ammunition.

Health Refill: Get in Foot Mode (if you're in Jetpack Mode, double click on Square to switch to Foot Mode). Do a back flip by pressing Square+L2 simultaneously. During the back flip (before you land), press Down+X+R2 simultaneously.

Fart Sound for Butts: Select Load Game from the Main Menu. Press L1+L2+R1+R2 at the same time then let go. Exit this screen. From now on in the game, the butts will have a fart sound when they fire at you.

See Final Sequence: Select Load Game from the Main Menu. Press Right and while holding it, press Circle. Press Triangle to cancel. Press Square+Left simultaneously, then let go. Press Triangle to cancel. Now the screen will be showing the final kitchen scene.

Jumping Flash!

System PlayStation

Publisher Sony Computer Ent.

Cheat Sheet New Mode

Here is a great code that will allow you to play a few new stages with the ability to jump even higher than before! Just follow the instructions below.

First, you must enter the stage select code (Up, Up, Down, Down, X, X, Left, Right, Left, Right, X, Triangle, X, Triangle). The box will turn red if the code was done correctly. Now, go to Game Start and begin a new game. Use the level select to go to the first Boss. Defeat Boss 1 then go to World 2, Stage 1. Pause the game and choose to retire. When asked to continue, choose No. Now, at the Title Screen, you'll see the words, World 2 by the Game Start Option. Access Game Start and now go to World 6, Stage 3. Pause the game and retire. Next to Game Start on the Title Screen will be the words, World 6. Take the controller, move Left and you will see the word, HYPER. Now when you access Game Start, you can play the Extra stages. Some items have been moved around and you can jump three times higher!



Shellshock

System PlayStation

Publisher U.S. Gold

Cheat Sheet Debug Menu Code

The proceeding code will grant you a hidden Debug Menu that has various options, such as a Level Select, Sound Test, Credits and more!

Just go to the Main Title Screen and quickly enter the code: Up, Down, Left, Right, Down, Down, Right, Right then Square. You should hear a piano chime, if entered correctly. You will then be taken to the hidden Debug Menu Screen where you can choose from these options: Level Select, CD Test, FMVs, Credits and a Sound Test! Plus, you should start each level fully loaded with all the weapons.

Ultimate MK3

System Saturn

Publisher Williams Ent.

Cheat Sheet Kombat Codes

The infamous ultimate kombat codes in the arcade can also be accessed in the Saturn version. Just follow the proceeding instructions.

Ultimate Kombat codes are here! To do any of these codes, you must first play a one-player game and lose to the computer opponent. Next, at the Game Over Screen, you will see the words, "Enter an Ultimate Kombat Kode" and three bars with symbols in them. (Note: All the bars will change with the symbols. Just concentrate on one of them.) Take controller one and enter in the first three symbols of the code with X, Y and Z buttons. Enter the next three symbols with A, B and C. Press the buttons the number of times shown for each fighter: **Classic Sub-Zero**-760-520 **Mileena**-700-723 **Ermac**-964-240

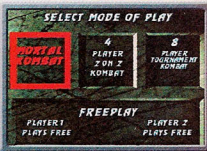
At the Title Screen, take controller two and press Up, Up, Right, Right, Left, Left, Down, Down. You will hear, "Excellent!" The game will now be on Freeplay Mode for both players!



Enter the Kombat codes here after losing a match.



If done correctly, the hidden character will be at your control.



Enter the Freeplay code at the Title Screen, then select mode.

DKC2: Diddy's Kong Quest

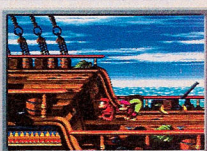
System Super NES

Publisher Nintendo

Cheat Sheet 75 Kremcoins Trick

Perform the following procedure in order to receive a 75 Kremcoin medal within K. Rool's cabin in the Pirate Panic stage of the game.

Interested in a quick way to gain a decent amount of Kremcoins? In DKC2, there is a way to get 75 Kremcoins in the first level of the game! Just follow the proceeding instructions. Enter the Pirate Panic Stage and go into Kaptain K. Rool's cabin. Don't touch anything at this point. Leave the cabin and jump over the first two bananas you come across. Keep going right and get the banana bunch over the large barrels. Now go back to the cabin. Take the 1-Up balloon. Now leave the cabin and jump over the two bananas again. Keep going right and get the banana bunch over the large barrels, then go back to the cabin. Be sure not to hit the two bananas. There will be a floating Kremcoin in the middle of the cabin. Grab it and it will give you 75 Kremcoins!



In Pirates Panic, enter K. Rool's cabin then leave and go...



...get the banana bunch then go back to the cabin.



If the trick was done correctly, you should see the 75 Kremcoins.

You can't just run away from your problems any more. From now on, you'll have to think on your feet.



Jumping, ducking and dodging have always been a critical part of any button-

bashing Mario

adventure. But with the new Super

Mario RPG you'll also be pushing every brain cell

you've got. • That's right, You and the world's most



heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a classic Mario adventure. Plus, meet

You'd never want to be on the bad side of your new pal Mallow. His thunderbolt Special Attack brings a blast of lightning down on any enemies in sight.

as the story unfolds in

this fully-rendered role-playing game! • It's

the best of both worlds. One minute you're

neck and neck at the Yoshi Races. The next

you're gambling the night away at the

Grate Guy's Casino. And, in between, you'll

have to test your brains on mind-

mushing riddles and new action-

puzzles. Of course

you'll find plenty of

new friends who

can help out. But

they'll need your help



in return. Without you, Mallow

will never find his true family.

Geno will never become a real

boy. And Booster will never

find a bride. • You'll also

bump into all kinds of new bad-

dies, plus classic goons from every

Mario game in history. Only now,

they're rendered in ACM with a 3-D,

three-quarter overhead view. • So get ready

for all kinds of new Nintendo

action and brain-bending

Square Soft adventure.

Remember, running and

jumping is a great start.

But this time around

you'll also

need plenty of

brains to finish.



You want a new kind of Mario action? Try the Yoshi races. But here's a tip. If you don't hit the buttons to the beat, you'll get beat.



Finding Froggicious is a wise move if you want to know more about your future quest.



Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.



AGE RATING BY ESRB
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AGE RATING BY ESRB
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system Multisystem
publisher Williams

strategy talk

The first home-only MK will be making its way to your place with four new characters and several revisions. Stay tuned for more info in later issues.

—The Arcade Addicts

N64 ONLY



Found only in the N64 version of MK Trilogy is a feature called the Aggressor. You and your opponent fight for the title of Aggressor by doing what you do best: Mortal Kombat. Whoever is fighting more (getting in the most hits) builds up the word "aggressor" on the bottom of the screen.

Whoever was the first to spell the entire word gets a special power. There is a blue glow that follows the character and adds more hits to your combos and special moves. The feature will not be found in the PlayStation or any other system version.



AGGRESSOR

MORTAL KOMBAT TRILOGY

STAGES

While the majority of the stages seen so far are from MK3 or UMK3, there are scenes from MK1 and MK2 in Trilogy. All of the Pit Stages are also accounted for...even the evil Head-spike Pit that started it all! As of press time, it is unknown if all the stages from all the games will be in Trilogy.



FINISH HIM!



The best part of MKT are the fatalities. A few have changed (Scorpion's fatality where 20+ clones jump to pummel you has been given to Human Smoke, and Scorp has the new move



in the middle picture) and some fighters have new ones. There are still animalities, friendships and babalities plus new moves never seen before for old Sub-Zero and the other new characters (not to mention old pits!)



FAMILIAR FEATURES



Even though the Character Select Screen has changed drastically, MKT has all the features you've gotten used to. There are still Auto Combos, Tournament Modes and best of all, fatalities. The only thing missing is Johnny Cage. (Is he hidden in the middle?)



RAIN

Rain was a rumor in UMK3 (he was in the Attack Mode), but now he's a powerful reality.



8-HIT COMBO
Awesome 8-hit Auto Combo!
Just like Ermac's Slam!



FIREBALL
A new fireball that allows your foe to control you.



LIGHTNING



FIREBALL JUGGLE

NOOB

The infamous Noob Saibot is now selectable! He has several awesome projectile moves and a teleport!



DISABLE BLOCKING
If this fireball hits, it will disable blocks.



GRAB TELEPORT
A deadly teleport throw.
New shadow throw.



FIREBALL



SELF-PROJECTILE



FIREBALL
Baraka's fast-moving Spark.
The Spin is for real!



SCISSORS
The classic Shredder!
A Kano-style Air Move!



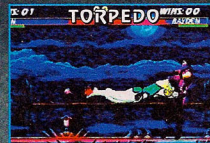
BLADE SPIN



AIR THROW



TELEPORT
Can still pop up behind you.
Not very damaging, but fast.



TORPEDO
The power to slam you.
Thunder god's old charge.



FIREBALL



LIGHTNING CHARGE

BARAKA

Baraka has returned better than ever. He has all his old moves back, plus a new Blade Spin attack and a new fatality.

RAIDEN

Raiden hasn't changed much. He still has his old moves and fatalities. New moves are currently unknown!



PREVIEW

system publisher: **Super NES Nintendo**

strategy talk

Nintendo has done it again. Tetris Attack blows the original Tetris away. The object is simple: match three pieces of the same type. Sounds boring, but it isn't. This game is a danger to have around, as you can't stop playing. I'm also the office champion! (Ha ha ha ha!)

—Andrew "Hippo" Baran



THE STORY

In the One-player Versus Mode, there is a special story.

STARTER STRATEGIES

7-HIT COMBO

Look at how the hearts are...



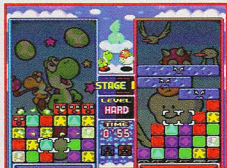
5-HIT COMBO

Here's your basic combo!

There is a lot of technique in Tetris Attack. The key to winning is to *not* do any combos lower than four. Let the Garbage blocks stack up, then blow them for a whole slew of air combos. The Shock blocks can be grouped in huge combos to create a really deadly effect. Overwhelm your opponent.

AIR COMBO

The key to success!



SHOCK BLOCKS

Match three Shock blocks to send an opponent a concrete barrier that stops the Garbage blocks from being destroyed by combos.



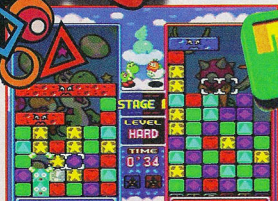
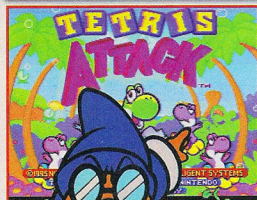
SECRET CODES

PLAY THE HARD MODE!

When playing the One-player Versus Mode, press Up and the Left button when the Expert Level is chosen, then select it with the A button.

CHOOSE YOUR FRIENDS...

You can play as any of the friends you have saved if you hold the L and R buttons during the story sequences.



VERSUS MODE

Here's where the competition is. Challenge an opponent.

TETRIS ATTACK



ENDLESS MODE

See how long you can hang on and master combos.



PUZZLE

Try to get rid of all the pieces in one move.



TIME TRIAL MODE

Compete against the clock in a fast-paced game.

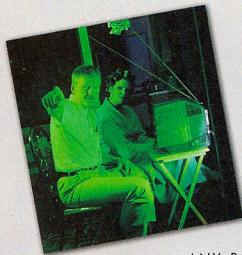


STAGE CLEAR MODE

Quickly clear levels of blocks above a certain line.



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AEROBICS WORKOUT...

OR IS IT A FLAMING FIEND
FRESH FROM THE PIT
WHO WANTS HIS CLAWS
IN YOUR CHARRED CORPSE?



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publisher Nintendo

strategy talk

As one of the showcase games of the N64, PilotWings 64 really puts the system through the paces. Using smooth scaling and rotation to create a realistic world, I found myself having more fun exploring than beating the levels. Not much technique, but lots of fun.

—Andrew "Hippo" Baran

CHARACTERS

Lark and Kiwi are comparable to each other. They are the best team to use in the hang gliding events. They are average in skydiving and controlling the gyrocopter. However, they are way too light to use in the cannon, so avoid them there. The duo is so-so in the other events.



LARK



KIWI

Goose and Ibis are the mid-sized characters. They are best suited for skydiving and parachuting. When it comes to hang gliding and launching out of the cannon, they are just average. With the other events, they fare pretty well. They both have their own advantages and disadvantages. It's best to use another team.



GOOSE



IBIS

This heavyweight duo makes the best kind of ammunition to use in the cannon sequence. For the Jumble Hopper and the Jetpack, they are about average. However, you should avoid using the team for anything else. They are a specialized duo who don't fare well elsewhere in the other levels.



HAWK



ROBIN

THE GAME

There are three main games and four sub-games that are accessed as you clear levels. You're judged on a variety of points in each event, ranging from time to accuracy. If you do well enough, you can acquire a

gold medal. The better the medal the more likely you will open up another game of some sorts. Typical of Nintendo fashion, there are hidden goodies all over the game. Can you find them all? Try to see if you can...

HANGGLIDER	ROCKET BELLY	GYRO COPTER
93PTS	100PTS	100PTS
107PTS	172PTS	171PTS
247PTS	238PTS	234PTS
231PTS	231PTS	250PTS



You'll lose points if you hit the arrows on the runway.

HANG GLIDER



The thermal drafts will increase your height.



On some levels you have to take specific pictures.



Hang gliding is tough at first. Keep in mind that anything you do besides aim yourself downward will slow you down. If you're going too slow, you'll plummet. Use the thermal drafts to gain height, which can be identified by the swirling air rings.



PILOTWINGS 64



ROCKET BELT

The Rocket Belt gameplay is pretty simple: Practice maintaining a set altitude and path. The Z button is best used for freezing your motion. Use this for getting a breather, too. Some levels involve flying through rings while others have you ramming into globes. When approaching a ring, try to center yourself to get a better score. Some globes split into others. Try to



hit as many in one pass as you can. Keep in mind that time affects your score as well: Time isn't always on your side.



In a later level, you must navigate tight corridors to get to a goal. Use the hover jets often.



Hit the globes to pop them open. Some create more pods.



Fly through the variety of rings as fast as possible.



Collect the star in order to access the Birdman Stage.

In the first Rocket Belt Level, you can find a star that takes you into the first Birdman Stage. It's a cool secret. Look for the star under an overpass along the coastline.

THE STAR...

GYROCOPTER

This is the third event, which has the widest scope of tasks to accomplish. You'll probably notice that it's the only vehicle with guns. This lets you blast items all over the islands. (Try nuking the Hollywood sign just for fun.) There are three types of shooting targets as well as the typical rings to fly through: Bull's-eyes are stationary and fairly easy to hit. The target globes move and are a bit tougher. There is also a giant robot that runs around. He throws rocks at you, making for an easy death. Dodge his boulders and fly in low and keep making shots even when he runs.



This robot takes five hits and throws rocks at you. Come in low and keep firing.



The main focus of Gyrocopter is your accuracy. It's tested by having you fly through rings and shooting targets. The challenges get tougher as the targets start moving.

BIRDMAN



The Birdman Stage is, by far, the strangest. In fact, it seems like it's pointless except to give you a good time just flying around the levels. To get here, you must find the stars hidden in each



You'll lose points if you hit the arrows on the runway.

world. To keep the levels, you must place in the gold for all three events per level. Birdman can find some interesting things. For example, there is a sewer that changes the time of

day if you fly into it. No tips on strategies here—just fun. Oh, a side note: There are some N64 flags hidden about. The Birdman might just let you access them.

CANNONBALL

The object is very simple: Launch yourself out of a cannon and hit a target. A bull's-eye will net you 25 points. There is a trick on the first

Cannon Stage where you can turn Mario's face into Wario! Since the first set is easy, here are the later ranges.



CANNON SET 1

2 X 40 west full power
12 X 19 west full power
18 X 30 north full power
4 X 3 south full power

CANNON SET 2

10 X 29 south Full power
-10 X 10 west 1/2 power
29 X 26 west Full power
18 X 41 east full power

CANNON SET 3

13 X 22 east full power
-10 X 5 west 1/4 power
52 X 41 south full power
30 X 35 south 3/4 power



SKYDIVING AND PARACHUTING



This event has two parts. First you must get into formation with three other jumpers and hold it for four seconds. The pattern will change. The more formations the

more points. When you break cloud cover, it'll be time to parachute. Try to pull the rip cord about 100 feet away from the target, about 200-300 feet above sea level.



JUMBLE HOPPER

This event is a tough time trial. In this race you wear a pair of crazy shoes that allow you to jump tremendous distances. Try to avoid surfaces that aren't flat,

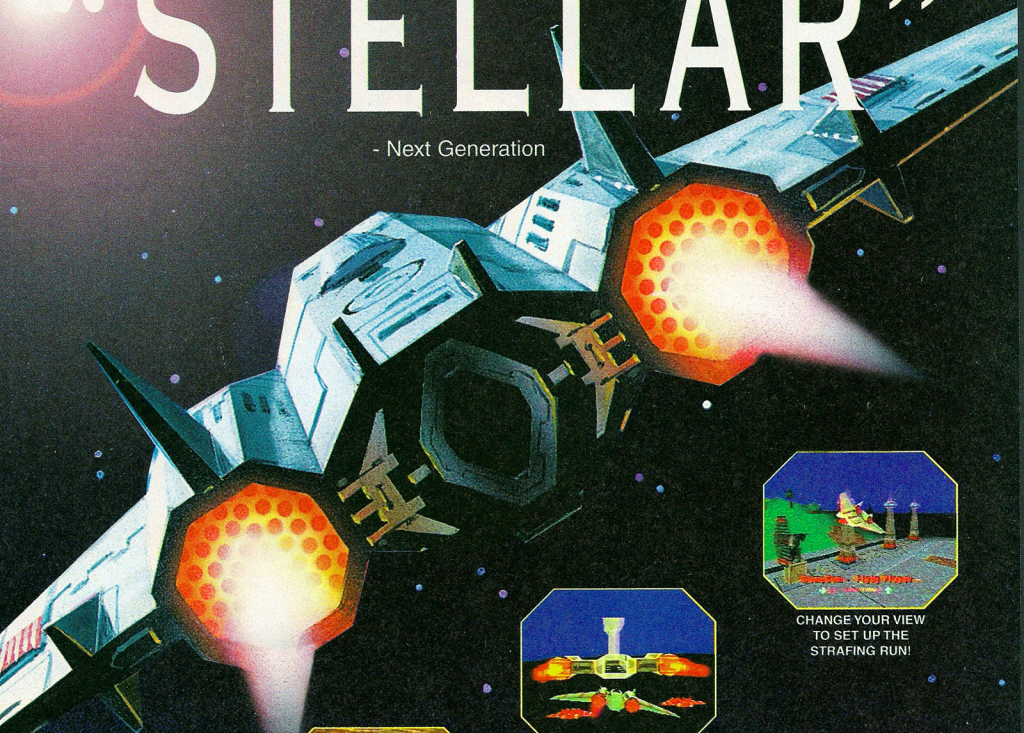
as you'll fall and lose precious time. One button is for short jumps and the other is for long ones. The only thing to say here is that practice makes perfect.



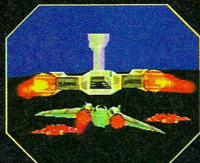
Avoid the slanted sections as you'll slide right off.

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- Next Generation



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SUPER MARIO 64



MARIO'S QUEST FOR THE STARS

The point of the game is to find the various stars. There are a total of 120 hidden throughout the different courses and bonus areas, however you need only 70 to "beat" the game. This first of two guides will lead you to at least 70.

The game is divided into 15 standard courses. Each course has seven possible stars to acquire, two of which can be gained by collecting 100 yellow coins and eight red coins. There are a number of other "hidden" or "bonus" stages, not including the three Bowser courses. These additional areas have stars to be gained, also!

THE ICONS



Restores life and collecting 100 means a 1-Up.



Equal to five yellow coins.



Equal to two yellow coins. Find eight on a course and get a star.



Can be used to ride across landscapes, including water.



Walk past these to restore Mario's health.



Adds an extra life. Can be found hiding everywhere.

JUMPS



Mario has several jumps at his disposal. The most useful of which are the Back Flip and Long Jump.



ATTACKS



Although his ground attacks are impressive, they can be used in a jump for a little extra height.



Mario's most useful attack is his Butt Slam. Use it instead of standard attacks—some enemies yield more coins.



COURSE 1 COURSE 1 COURSE 1

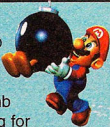


TIP: THERE IS A SMALL DOOR-LIKE OPENING ON THE MOUNTAIN'S UPWARD SPIRALING COURSE. STEP INTO IT AND WAIT. IT WILL TELEPORT YOU CLOSER TO THE TOP.



1 BEAT THE BOMB BOSS

Traverse your way up the terrain to confront the big Bomb Boss waiting for you at the top. Get behind him, grab him, aim, then press again. Repeat three times for a win.



2 RACE THE TURTLE

Upon returning to the stage after defeating the Bomb Boss, you will notice a friendly turtle loitering about the entry to this stage. Race him to the top of the hill in order to rack up another star. Use the signs as a reminder of the shortest path up. See above for the shortcut.



The Bomb Boss must be thrown three times.



The mountain shortcut will make this race a sure win.



3 YELLOW BOX ON AN ISLAND

Once available, the cannons are an excellent way of reaching distant areas of the stage in a short amount of time. Or in this case, an otherwise unreachable area. Use the cannon on the mountain to rocket your way to the Air Island. Bust the yellow box there for the goods.



Aim just above Air Island tree to land cleanly.

Many of the red coins are located off the main path indicated by the arrows. Try snooping around the large black rock projections at the far end of the stage.

COIN TIPS

Info taken from the Japanese version.

COURSE 2 COURSE 2 COURSE

2

TIP: AT THE START OF THIS STAGE, YOU CAN JUMP UP THE LEDGE JUST TO THE RIGHT OF THE SMALL POOL. USE THIS METHOD TO AVOID ALL THE OBSTACLES LITTERING THE UPWARD PATH TO THE TOP.



1 BEAT THE STONE BOSS

Pummel the large Stone Boss located at the top of this stage. You can defeat this Boss—as well his underlings—by jumping on the band-aid area of their backs after they attempt to flatten you. Do this three times to get rid of the Boss.



The larger Stone Boss requires three stomps.

2 TOP OF THE TOWER

Either climb your way up to the top of the area, or use the owl (near the tree at the very start of the stage) to fly there. Either way, inside the tower is a star for grabs. Note that the owl can be used to fly to other places in the stage once he has reached the top.



Scale the new tower in order to get a star.

3 DOWN THE FLAGPOLE

Use the cannons to propel yourself to the flagpole (actually, the platform just beneath it). However, it may help to aim for the pole itself as Mario is more likely to catch it than land squarely on the platform. Either way, climb down the pole and snag the star there.



It may be easier to aim for the flagpole itself.

The path of least resistance yields few coins. Hunt around the dangerous areas for red coins, such as the ones near the ledges with eyes and the sleeping plants.

COIN TIPS

COURSE 3 COURSE 3 COURSE

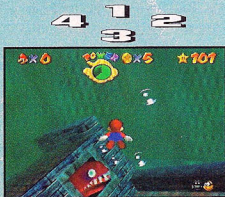
3

TIP: WHILE UNDERWATER AND OPENING THE CHESTS RELATED WITH STARS 1 AND 3, BE SURE TO CATCH THE AIR BUBBLES RELEASED. THEY WILL BE THE ONLY SOURCE OF ENERGY FOR MARIO WHILE IN THESE AREAS.



1 STEAL THE EEL'S TREASURE

Descend into the murky depths until you reach the sunken ship. Lure the eel from his lair by swimming past him then away. Swim inside his sanctum and open the chests you will find there in the following order:



Swim right past the eel in order to lure him out.

2 KEEP PESTERING THE EEL

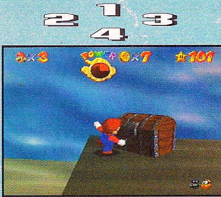
This poor eel can't get a moment's rest with your quest for the stars in such high demand. Disturb his slumber once more then attempt to get the star attached to the back of his tail. He will do an elliptical swim pattern then return to his lair.



When trying to catch him, follow his circular pattern.

3 UNDERGROUND TREASURE

Plot your underwater course through the small tunnel you will see just past the sunken ship. Poke around in there for a while, making sure to gather up some air while you have the chance. Open the chests there in this order:



When a chest is opened, it releases an air bubble.

Several of the red coins are located within the seashell creatures just ahead of the start of the course. Be careful! As they open, they can hurt you.

COIN TIPS



RED "!" SWITCH

Once you have a certain number of stars, there should be a cone of light shining on the sun pattern in the main atrium of the castle. Switch to the look-around view and gaze directly up to the source of the light.



Gaze into the pattern of light in the castle.



Circle around to collect red coins.



Follow the rings to the red switch button.

Flight Hat

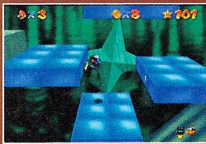
Striking the red "!" box drops the winged hat, which allows Mario to fly. He controls similarly to the Caped Mario from older games, only now in three dimensions.



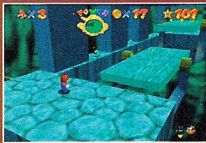


Bowser 1

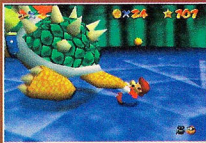
Once you have collected at least 10 stars, the large yellow vault door will be unlocked. Bowser's first stage is beyond. Remember, you can collect eight coins here as well, although you will have an easier time with the Chrome Hat.



This is the most demanding course so far.



Wait until the platform tips, then jump off.



Get behind him as he tosses fire, then nab him.

Get behind him, grab his tail and spin him into the direction of a bomb. Release. DO NOT toss him over.



COURSE 4 COURSE 4 COURSE

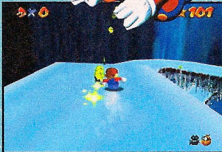
4

TIP: INSIDE THE UNDERGROUND ICE COURSE, YOU CAN TAKE A SHORTCUT TO THE END BY HUGGING THE EXTREME RIGHT SIDE OF THE FIRST ENCLOSED TURN YOU ENCOUNTER.



1 UNDERGROUND SKI-SLOPE

Go inside the smokestack and traverse the slippery ice course you will discover inside. If you complete it successfully, you will earn a star from the penguin just outside the other side of the course.



The penguin will surrender the star once you win.

2 HELP THE BABY PENGUIN

A young penguin will wander about aimlessly. Pick up the young penguin and bring it back to its mother on the other side of the mountain. Keep in mind that the bridge teleporters will not assist you while the little penguin is in tow. You will have to bring it back the *hard* way.



You will have to traverse your way to the mother.

3 RACE THE PENGUIN

Enter the chimney and race the penguin you will find at the start of the ice course. Because he will more than likely be directly behind you, navigating this course is trickier with the Blocked you. You cannot use the shortcut.

5 SNOWBALL X 2 = SNOWMAN

Travel to the top of the mountain and talk to the Snowball you will find there. Race him to the bottom using the slides. Once you win, speak with the Snowball there and await the arrival of the Snowman...and a star.

There are numerous coins to be collected along the underground race course. Red coins are scattered throughout the area—the most elusive of which is behind a ledge.

COIN TIPS

COURSE 5 COURSE 5 COURSE

5

TIP: GHOSTS WILL BECOME INVISIBLE (AND THUSLY INTANGIBLE) IF MARIO DIRECTLY FACES THEM. YOU WILL HAVE TO TIME STOMPS IN SUCH A WAY THAT THEY PASS UNDER YOU.
TIP: EYEBALLS CAN BE KILLED BY RUNNING AROUND THEM.



1 TIME TO PLAY GHOSTBUSTER

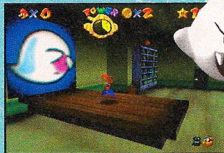
Run about killing enough of the incidental small ghosts until the larger ghost appears outside the front of the mansion itself. Stomp him out and get the star. Remember, they will become intangible if you face them.

2 CAROUSEL GENOCIDE

As the smaller ghosts emerge from the walls in the carousel room (with the spinning wheel and goofy music), banish them. Eventually, a larger ghost will appear. Take care of him in similar fashion. Get the star.

3 PLAY LIBRARIAN

On the upper level, there is a room where books will fly at Mario from their shelves. Careful observation will reveal that three books are sticking out conspicuously. As they face you, hit the book on the top first, then the right, and finally the left. Bingo! You're free.



Use the Ghost Hat to walk through the large blue wall.

5 CASHING IN ON THE BLUE "!"

Mario needs the blue "!" box accessible in order to get this star. On the upper level, there is a room with a picture and a "!" box. Snag the special hat (which makes Mario a ghost), then walk through the picture. Defeat the eyeball thing there to receive his surrendered star.



Once past that wall, stomp out the ghosts.

Keep in mind that stomping the ghosts yields five coins. Rather than tracking down ambient coins, kill off a few of the baddies to see what you can get.

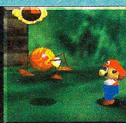
COIN TIPS

COURSE 6 COURSE 6 COURSE

6

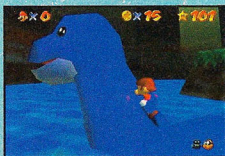
TIP: AT THE VERY START OF THE STAGE, TO THE RIGHT IN THE AREA WITH A BROKEN FLOOR, KILLING THE SPIDER WHICH LEAPS OUT AT YOU ONLY SUMMONS ANOTHER.

TIP: REMEMBER, RUN AROUND LARGE EYES TO KILL THEM.



1 RIDE THE BLUE CREATURE

In the center of this stage, you will arrive upon a small underground enclave with a shallow pool of water. In the center of this area is a small island which has a star on it. Climb up the blue creature's back and wait for it to swim close to the island—then jump off.



Just wait for the creature to swim past the island.

3 UNDERWATER PASSAGE

Descend into the area with the blue water creature again, this time making sure you hit the green "I" block. Quickly dive to the flat switch on the pool's floor. Swim through the open gates and observe the star ahead.

4 THROUGH FOGGY TUNNELS

Just before dropping down into the yellow fog areas, notice the map on the wall. Take note of where the blue circles are and make your way to the far left. Once there, open the door.

3 THROUGH FOGGY TUNNELS 2

Per the map from star #4, travel to the closer left-hand circle. Double jump to the ledge there and hop through the door. Don't bother trying to get to the "star" where the right-hand circle is. There is no ledge or door corresponding to that area.



Use the Chrome Hat whenever possible.

GREEN "I" SWITCH

In side Course 6, use the blue water creature to get Mario onto the red grating ledge. Go through the door there and jump into the pool. Go to the far left, leaping from platform to platform until the green switch is in sight.



Steer the blue creature over to this ledge.



The stream's current is disastrous.



Persevere and the green switch is yours!

Be sure to carefully explore all the underwater/underground areas for coins. This is a complicated stage, so be on the lookout. Of course, enemies always yield coins...

COIN TIPS

COURSE 7 COURSE 7 COURSE

7

TIP: IF MARIO FALLS INTO THE LAVA, HE WILL SUFFER CONSIDERABLE DAMAGE AND RUN UNCONTROLLABLY. IT IS NOT DEATH, IF YOU CAN CONTROL HIS RUN.



1 KNOCK THE BOMB OFF

The large Bomb Boss must be knocked off his platform. His timing is difficult, and throwing him is not an option. Don't try getting into a shoving fight—he has more power. The easiest way to get him to go over is to stand close to one edge and time your escape well.



Use your fists to augment the shoving contest.

2 MORE BOMB FUN

On the distant edge of the stage there can be found a platform with three common bomb meanies roaming about. Take them out in standard fashion, then prepare yourself for a fight with yet another type of Bomb Boss.

3 WAY OVER BY THE GRATING

The mesh grating on a far edge of the course gains you passage to a star. Use the log there and roll it over toward the island area nearby. Hop over, carefully, and procure the star that awaits you there.

5 INTO THE VOLCANO

Poke around inside the volcano until you manage to get yourself inside. Once inside, carefully scale the interior until you score yourself the star...all the way at the top of the volcano.

6 INTO THE VOLCANO 2

Descend into the volcano once again, this time using the moving carriage platform. Be aware of its turns and descents by watching its guide marks suspending in mid-air. At the top of this course is a star.

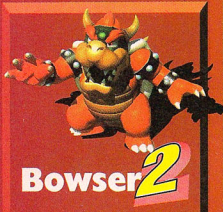
Chrome Hat

With this item, Mario will become metallic—impervious to everything (short of falling off course edges). He will walk underwater as if he was on land.



The coins here are pretty straightforward, only difficult to get to. Before attempting to collect all the coins, familiarize yourself with the course and its perils.

COIN TIPS

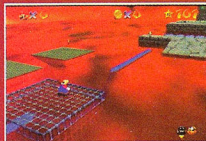


Bowser 2

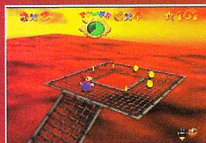
Bowser is hiding in the lower part of the castle. Just before the wall of the water area, dive into the square hole. Once defeated, Bowser will yield the key to stages 10, 11, 12 and 13. All you need then is a few more starts to get to 14 and 15...



Do not enter the water, instead go down.



Two hits in the lava and Mario's done.



Coins are hidden in the main course.

Much like before, only avoid his charges, then get behind him. Again, chuck him into a bomb on the side!



COURSE 8 COURSE 8 COURSE

8

TIP: AVOID THE MOVING SAND, BECAUSE IT IS INSTANT DEATH.
TIP: THE FOUR TOWERS NEAR THE PYRAMID CAN BE WALKED UP SIDEWAYS.
TIP: THE WHIRLWIND CAN BE USED TO GET TO THE PYRAMID'S TOP



1 CATCH THE VULTURE

Outside the pyramid, there is a small pool of water. You will notice that there is a vulture swooping about with a star in tow. Slap him around for a while to get the star. Beware: He will try to take your hat afterward!

3 TOP OF THE PYRAMID 2

Trudge your way up to the top of the pyramid, making sure to avoid the various beasties along the way. After you manage to weather Mario through all the rigors of the interior, your efforts will be acknowledged with a star.

6 COIN HUNT

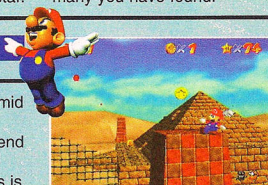
There are five special coins located inside the pyramid. You will know when you have collected a special coin by the number that will appear above its location as you collect it, counting off how many you have found.

2 TOP OF THE PYRAMID

Near the very top of the pyramid, there is a small ledge that has access to a star. Either use the red "!" wings or manually climb your way up to the top. Either way, be careful of falling off the ledge.

4 DEXTERITY ATTACK

Get to the top of the pyramid by touching the top of the four nearby towers. Descend inside and fight the Two Hand Boss. His weakness is the eye in each palm. Strike each three times and collect the goods.



Using the wings makes getting star #4 much easier.

Because of the deadly quicksand areas, coins here are difficult to acquire on foot. Wait until you have access to the Flight Hat, then soar over the quicksand without peril. **COIN TIPS**

COURSE 9 COURSE 9 COURSE

9

TIP: REMEMBER TO COLLECT COINS FOR EXTENDED STAYS UNDERWATER.



1 TOP OF THE SUBMARINE

On top of the submarine is a star for the taking.

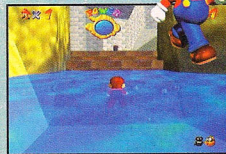
2 BURIED TREASURE

At the very start of the stage, there are four chests. Facing the center of this area from the edge of the tunnel, open the chests in this order as they face you:

1 4 2
3

5 FOLLOW THE MANTA RAY

Follow the manta ray as he leaves behind rings of water. If you manage to follow him long enough to intersect five of these rings, a star will make itself available to you.



Take the wrong passage and end up outside!

4 BUBBLE FUN

In the room with the submarine, there are bubbles sending forth rings of water. If you can manage to swim through at least five of them, the star will appear on the ground. Use the green "!" block to assist the capture of this star.

4 THROUGH THE RED GATE

The mysterious red gate in the water can be crossed in order to procure a star. First you need to use a blue "!" box to cross through, then use a green "!" box for the final capture.

Coins are not only something to be desired here, in some areas they are a requirement. Remember, they provide life during long underwater excursions. **COIN TIPS**

COURSE 10 COURSE 10 COURSE

10

TIP: WHEN YOU WALK AROUND THIS LEVEL YOU'LL NOTICE GROUPS OF GOLD COINS ON THE GROUND. BE CAREFUL AS ONE WILL BE A DISGUISED ENEMY. LEAP QUICKLY ON HIS HEAD FOR ABOUT FIVE FREE COINS.



1 WEATHER THE STORM

Climb up the mountain, making use of the triangular speed bumps along the way. Follow the large penguin (he will keep the wind from blowing you back). At the top is a star.



3 SOLVE THE 3-D PUZZLE

Once inside the only door which allows you inside, you will have to W all Jump up to the top, then drop down in order to snag the star hidden inside. You may need a slight running start to perform the Wall Jump inside. Timing is tricky.



With the Wall Jump, this puzzle is easy.

4 THE HELICOPTER GUY

Just about the same area mentioned in star #1, there is one of those spin-top buddies roaming about. Jump on his head, using the boost to lift Mario over a nearby platform. One of the boxes you will find there is a star.

2 KNOCK OFF THE ICE BOSS

Defeat the Ice Boss. In order to do this, you will have to employ a method similar to what is required to defeat the bomb beasts from Course 7. Remember, the platforms here are slippery.

5 RIDE THE TURTLE SHELL

Use the turtle shell (which can be acquired from the same platform stated above) to slide up the ramp which is marked by three coins. Enter the cavern. Use the Ghost Hat.



Like the other snow levels, many of the coins here are concentrated around slippery areas. Beware of the frog thing that hides a coin in its belly.

COIN TIPS

COURSE 11 COURSE 11 COURSE

11

TIP: THE ROTATING, COLORED CRYSTAL OBJECTS CAN BE CONTACTED TO CONTROL THE WATER LEVEL.
TIP: THE SMALL ENEMIES WITH LARGE FLIPPERS IN FRONT WILL SPRING YOU BEHIND THEM AND UPWARD.



1 IN THE YELLOW BOX

Open the yellow "!" box which is located near the arrow-marked moving platforms.

2 IN THE YELLOW BOX 2

Cross the wooden plank to the highest island. Upon it you will find another yellow "!" box which contains yet another star. This is probably one of the easiest to acquire.



Change the water's depth by using the crystals.

3 THE SECRET AREAS

Find the five hidden areas (which will be counted off by red numbers as you encounter them).

To get star #3, you must find all five hidden areas.



Use the Wall Jump in this area to reach a star.



BLUE "!" SWITCH



On the lower level of the castle, find the wooden door with no markings. Stomp the floating platforms inside and drain the moat. Go outside and fall into the hole at the bottom of the moat. The blue button is inside.



Through this door is the moat drainage.



After the moat drains, drop into this hole.



The path to the blue button is simple enough.

Ghost Hat

Once you have access to the blue "!" boxes, Mario can become transparent to enemies and ghost-like, allowing him to step through certain walls and grating everywhere.



If you are having trouble collecting the coins normally littering the course, try killing the water spiders instead.

COIN TIPS



Bowser 3

You must have at least 70 stars to reach this Bowser. If you can traverse through the mess of a stage which precedes him, you will "win" the game. However, in order to truly defeat the game, you need 120 stars! Next issue, we'll blow out the rest!



The star door is just across from the clock.



Without 70 stars, the staircase is endless!



Tilting platforms, ramps, you name it—it's here.

When he stomps the ground, he sends deadly shockwaves. He's faster than ever this time.



COURSE 12 COURSE 12 COURSE 12 COURSE

12

TIP: TO AVOID THE GUYS WHO DROP SPIKED SHELLS, DIVE INTO THE WATER AND STAY SUBMERGED. OTHERWISE, THEY WILL DROP SHELLS INTO THE WATER.



1 TOP OF THE MOUNTAIN

If you can weather your way through the obstacles and reach the top of the mountain, the star there is Mario's.



Just to the left of the course beginning is a 1-Up.

2 CATCH THE MONKEY

You must follow the monkey at the top of the mountain to where the cage is. Without him, the cage cannot be opened. Inside is a star.

4 HIDDEN WALL

While on your way up the side of the mountain, there is a hidden wall which leads to a star. You will know it by the way it wobbles as you step into or past it. Jump in.



The gophers cannot be killed, only delayed.



Watch out for the monkey... he will take your hat!



Aim for the very center of mushrooms.

Many of the red coins on this course are located on the mushroom platforms. Exercise caution when jumping to acquire these coins. Falling would mean starting all over.

COIN TIPS

COURSE 13 COURSE 13 COURSE 13 COURSE

13

TIP: THERE ARE TWO WAYS INTO THIS STAGE. TAKING THE LARGER PICTURE INTO THE COURSE MAKES MARIO SMALL. THE SMALLER PICTURE MAKES HIM VERY LARGE. JUMPING DOWN PIPES TOGGLES HIS SIZE RELATIVE TO THE AREA.



1 TAKE OUT THE WEEDS

Make sure you are small Mario while on the ledge which overlooks the area with the purple switch near the floating island. From here, take out the large plants which will summon forth from the ground. Kill all five and snag yourself a star for the troubles.

2 TOP OF THE MOUNTAIN

Mario needs to be small while attempting to get this star. By the time you reach the top-most regions of the mountain, there should be a yellow "I" box apparent. As small Mario, hit the box and collect the star that emerges.

6 BEAT THE CATERPILLAR

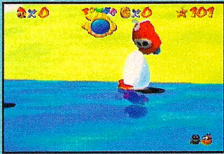
As big Mario, slam down in the pool of water at the top of the course. Go down the hole, and transform into small Mario. Make your way back up again, climb down the hole and confront the Caterpillar Boss. Keep slamming his head until he spits out the star.



While Mario is small, avoid the fish! Instant death.



Kill the five giant plants and get a star. Just punch 'em.



Mario is best to stay submerged through this area.

Many of the coins here are accessible only as either the small Mario or the large. Be sure to thoroughly explore this course for coins. Plenty of goombas means coins!

COIN TIPS

COURSE 14 COURSE 14 COURSE 14

14

TIP: IF YOU ENTER THE CLOCK AT EXACTLY 3,6,9 OR 12 O'CLOCK, ALL OF THE MOVING PARTS IN THE COURSE WILL BE MOTIONLESS, MAKING THINGS MUCH EASIER.



1 STRAIGHT-FORWARD

2 STRAIGHT-FORWARD 2

Simply progress along the course of the stage!

3 MOVING CLOCK HAND

4 ALL THE WAY UP

5 CAGED STAR

For this star, the clock must be in motion. Stand on the clockarm-looking swivel platform and wait for the star on a ledge. Time the jump and get the star as it passes.

Again, the clock must be moving. Get to the uppermost reaches of the course, swing about on the clock hand and trigger the star's release.

Progress back through the course just above where star #1 was located. Another is trapped in a cage. Jump onto the ledge and make the tricky maneuver to get the star.



Entering at 3,6,9 or 12 o'clock stops the gears.



Be careful of the subtle spaces between objects.



Just before they rotate, these bricks will click.

It is recommended that the clock's motion be stopped (as mentioned above) before attempting to brave this course with intent to collect coins.

COIN TIPS

COURSE 15 COURSE 15 COURSE 15

15

TIP: IN ORDER TO GET THE RED COINS FROM THIS STAGE, YOU WILL HAVE TO MASTER THE WALL-JUMP METHOD. THE AREA WITH THE RED COINS CAN BE REACHED WITH SOME TRICKY JUMPING RIGHT AT THE START OF THE COURSE.



1 ON THE END OF PIRATE SHIP

2 ON TOP OF THE CASTLE

Simply (or not so simply): Ride the carpet to these.

3 CLIMB THE STEPS



Simply ride the carpet to the stars? Right...



Instead of jumping over, try ducking under the fire.

On the far section of this course with the swinging platforms, hit the switch which turns over triangular bricks. They now act as steps...to a star.



A few carpets and many obstacles later...the ship.



Scores of rotating platforms complicate travel.



From the get-go, try aiming a jump at the pole.

There are loads of standard yellow coins scattered all over the stage. They seem to be the most concentrated on rotating platforms. All eight red coins are in one structure.

COIN TIPS

WHERE ARE SOME SHORTCUTS?

There are several shortcuts, some of them are teleporters to totally different areas. Below are a few to start you off.



Use this tree, in Course 8, to reach a cannon.



In Course 3, this bridge warps to a different area.

WHERE ARE SOME I-UPS?

There are many bonus lives; here are some of the easier ones.



Just to the side of the green switch.



At the start of Bowser 2's course.



Very first stage, to the left is a shortcut.

A dynamic action shot featuring Iron Man and Thor. Iron Man, in his iconic red and gold armor, is positioned in the upper left, with his right hand glowing with a bright yellow energy. Thor, in his blue and silver armor, is in the lower right, looking forward with a determined expression. The background is dark and rocky, suggesting a cave or a battlefield. The text is overlaid on the right side of the image.

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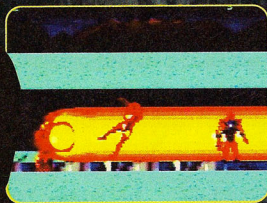
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system **Saturn**
publisher **Sega**

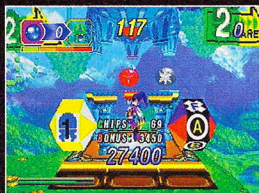
strategy talk

As the war of the next-generation company mascots heats up, Sega enters the ring with NIGHTS. Here you have a game that is Sonic at heart and different enough to warrant its own title. The premise of this title is to fly around and collect 20 blue chips, as fast as possible, to overload a floating platform which holds the stolen dream energy of the kids playing. This dream energy in return can be taken to a collection palace where at the end of each stage your score is tallied. In the pages that follow is the first of a two-part guide that will help you get further in the game if you're stuck. More on this title in upcoming issues!

—Tim "Platypus" Davis



YOU GOTTA MAKE THE GRADE!



The collection of gold chips—as well as the time from the start of the level to overload the Ideya Capture (time bonus)—helps in receiving a high grade later on.



For a good grade, remember the combo of tricks, chips and bonuses.



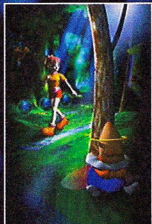
NIGHTS

into dreams...



GENERAL TACTICS

Listed below are some of the basic attacks that will help you to get through the game.



Paraloop

The paraloop is extremely important to master. It not only helps you destroy enemies but collect items as well.



Drill Attack

Though this attack also works as a speed-up maneuver, it is also limited. Replenish it by passing through rings.



Acrobatics

Utilizing your acrobatic skills not only looks cool, it will help you rack up bonus points for a good rating too.

GOLD CHIPS



After overloading the Ideya Capture, all the blue chips on the stage will turn to gold. Collect as many of these as possible before time runs out for a good bonus.

USE BUMPERS!



Use bumpers and other background objects to propel you quickly in the opposite direction!

Spring Valley

The Ideal



Your best chance to collect blue chips in this stage is right from the start, so remember the area.

In more times than not, you'll find the majority of the chips off the main path, so search everywhere!

The first mare of Spring Valley is your typical get-to-know-the-play-mechanics level. Enemies here are practically non-existent, so it's a good idea to take your time to learn Paraloops, Drill Attacks and other acrobatic moves, and at the same time discover hidden items and passages.

Splash Garden

The Affection



The second waterfall here will shoot you into the background where items are plentiful.

After you dive into the water, try going against the current to find the hidden cages containing blue chips!



The Splash Garden stage is Elliot's first adventure, and as first stages go, this one's an eye opener. By the end of this mare he'll even find himself deep-sea diving! There are plenty of blue chips to be found here; the ocean masks a whole slew of them. Some of the chips are more hidden than the others so you'll have to get creative if you want to find all of them.

Gillwing

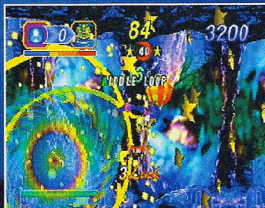


Despite his menacing appearance, this end-level Boss is really a pushover. His weak spot is his huge head which can be hit from top or bottom to inflict damage. While he recovers, try to position yourself just above and in front of him.



Mystic Forest

The Possibility



The blue blocks can be broken with a Drill Attack to create a passage for collecting blue chips.

Use as many acrobatic skills as you can in the hidden area here while grabbing stars along the way.



The Mystic Forest holds more than its fair share of secrets (thus the name Mystic), at the core of which you'll come across an industrial-covered mountain that houses a hidden cave full of goodies. Keep an eye on your Drill Level Meter and replenish it before it gets too low by flying through as many rings as you come across.

Frozen Belt

The Consciousness



For the best bonus time take advantage of the speed mechanisms here to move you around.



You'll find a whole platoon of blue chips while sledding through this S curve at the end of the stage.

The frozen landscape of the Frozen Belt is filled with natural disasters, along with some manmade ones, so be careful! On the top part of the railroad bridge you'll come across a nice collection of blue chips as well as some that are located on the high banks of the bobsled path, so keep an eye out for them!

Jackle



Jackle is one of the more annoying Bosses in the game simply because of the high-pitched cackle he makes as he hits you with one of the many cards he tosses. To end his laughter, zoom in close to him and knock him away from his cape.

They beat you senseless.

They kidnapped your partner.

They stole your spaceship.

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Power-up, my friend.

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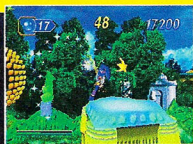
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Soft Museum

The Confusion



Once inside the museum, speed your way through the rings to release a collection of blue chips.



This cannon will propel you across the course, and through many possible items if timed right.

In the middle of this European garden-type stage lies a colossal museum. Don't worry about finding a door—it doesn't have one. Instead, just fly yourself through the first wall you find to enter it. Inside you'll be given plenty of chances to fill your chip meter which is needed to overload the Ideya Capture containment field. Be careful, some walls in here will hit you back!



Stick Canyon

The Revival

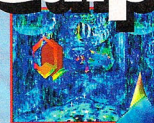
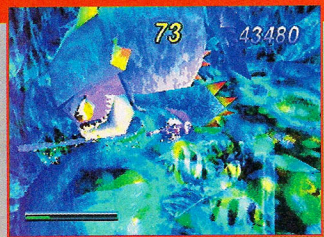


Drill Attack your way through this giant electro magnet or else you'll suffer the consequences.

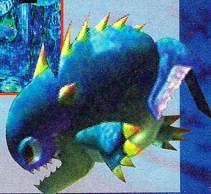
You'll find many opportunities to collect blue chips in the steel tower, just beware of falling objects!

The Stick Canyon is one of the more visually stunning levels in the game. Here, blue chips are few and far between while the stages themselves become more hazardous than before. Beware of the electro magnets—one will subtract from your time limit, while the other charges you positive so objects start clinging to you which slows you down in the process.

Gulpo



Gulpo is a giant piranha-looking fish that's enclosed in a large cylindrical barrier. To attack him, line yourself up with him from the outside of it and use his fish allies to propel into the cylinder for an easy kill.



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Twin Seeds

The Growth



At the beginning of this stage an image of Wizeman will appear and slap you across the planet!



The Twin Seeds level is different from the rest because there are no more gold chip bonuses. Your main objective now is to fly around and destroy the Ideya Captures as soon as possible then move on.



While speeding through, hit the orange polygon-shaped switch to release a burst of star items.



You're only given one countdown to run through and complete the entire stage—without any pause between the sub-levels as before, so keep an eye on that clock! Use your Drill Attack as much as possible to keep a high top speed.



Position yourself as horizontal as possible in front of the zoom device to collect these blue chips.



The third part of this stage should be completed in one shot if played right. The main challenge is to fly through the speed-up device as straight as possible so you can Drill Attack right through the bubbles guarding many blue chips.



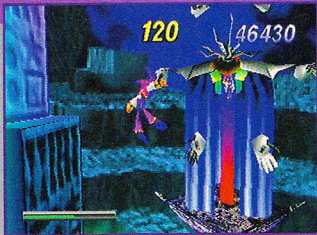
Just before the end of this stage, you'll have to Drill Attack a swarm of balloons to stay on course.

Almost there! Right from the start of this sub-level you should run into many blue chips that are in sets of two. These are extremely important to pick up because chances are you won't have enough until the second time around.

Wizeman



For being the last Boss in the game, Wizeman is not that tough to beat. He'll attack you in waves, including a barrage of asteroids and a whirlpool, to name a few. Hit him once to get past his force field, then again to cause damage.



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Clawz



To fight Clawz, Drill Attack your way to him by hitting the explosively charged mice he launches at you head-on. Repeat this procedure for the top level as well as the bottom. When he's used up all his ammunition, move in for the attack!

Puffy



Puffy is one of the more unique level end Bosses in the game. He has no offensive attacks, so it's your job instead to grab him and toss him through the breakable walls to send him on his way.

Reala



Reala can be described as the alter ego of Nights, a baddie who's got all of your abilities and then some. Your best tactic against him is to hit him off course, then do a Paraloop maneuver around him. Repeat this two more times.



Skip meeting a NIGHT at the start of the stage.

Tired of getting D's and F's at the end of a level? Try this instead: An easy (but effective) way to cheat in the first part of a stage is to just simply walk around and collect 20 blue chips without becoming a NIGHT first. Make your way back to the palace and overload the Ideya Capture for an incredible time bonus!

Easy Time Bonus

Meet the A-Life



If you touch the A-Life egg before it hatches, it will become friendly to you!

The A-Lifes are a breed of Nightopian that are formed from the characteristics of their two parents. Look around for their eggs and try to grab them before they hatch, and you'll make a friend!

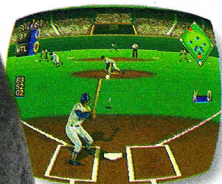
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 THE WIND IS BLOWING
 OUT TO LEFT,
 AND YOUR BUDDY'S
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Grapefruit. Just hanging there for you to swat like a big round piñata. You might not get this chance again. After all, it's Coors Field®, where the air is your friend. And who knows, your next game will probably be at Tiger Stadium®, where the outfield is so deep you have to change area codes to call back to the bullpen. In fact, World Series Baseball™ II has all 28 Major League™ ballparks, replicated in 3-D detail so accurate you can practically see



the peanut shells in general admission. Not to mention all the teams, players, rosters, stats, ratings – heck, even their photos as they're announced at the plate. It's all here. Along with five different ballpark perspectives, off-the-bat camera angles, CD stereo sound. You know, icing on the cake stuff that makes World Series Baseball™ II so real, you expect to see commercials between innings. But you won't. Thank goodness.



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system PlayStation
publisher Sony

strategy talk

This game doesn't have tons of moves but, it involves plenty of technique. The levels are tough and make for a challenging game. In order to get the best ending, you must find all the gems. All this and more adds up to a game called *Crash Bandicoot*. There is a wide variety of enemies to kill and some neat Bosses to overcome. Every level has hidden items that take time to figure out. Explore everything. This guide covers Islands 1 and 2. Look to the next issue for Island 3.

—John "Rhino" Gurka

CRASH BANDICOOT



things to think about!

Enemies make a great springboard



There are a ton of items in this game that are only accessible by jumping off an enemy. Use them to your advantage.

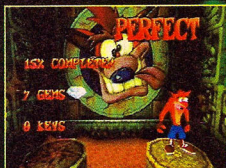
Boxes...What to do!



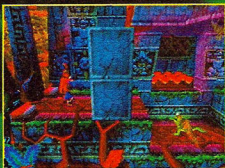
Don't always spin to destroy boxes. Sometimes things are hidden, so that if you spin, you destroy what's hidden. Try jumping on them.

Gems...Must find all the gems!

The important thing in this game is to find all the hidden gems. Do this by going through every level and destroying every box without dying.



Go through a level without dying to get this screen.



You can avoid death by these walls by jumping when hit.



fruit

Collect 100 for an extra life.



bonus

Collect all for a bonus round.



mask

Get one hit for each one collected.

stuff

dynamite



Never spin to destroy these boxes. Always jump on them to start a countdown when get away from it.

Island 1

Since the first island was highly detailed in the last issue of *EGM*, we will quickly highlight the important parts of the island.



The first island is pretty simple compared to the next two levels. As in most games, the first island is like a crash course on how to play the game. Come back here after playing through the second island and you'll see what we're talking about.

N'SAINTY BEACH

Getting the gem in this level is a pain in the butt. You must destroy every box on this bridge in order to get it.



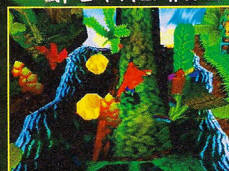
Instead of smashing these three boxes, jump up and smash the top one. Jump on the one that was in the middle and you'll get multiple fruits. Spin and you'll get nothing.

THE GREAT GATE

Behind the exit are more boxes. You can come back to this level with the yellow gem and jump over the exit which allows you to get every box in this level.



UPSTREAM



These gems here will catch you if you fall above.



These gem take you to more of the level, allowing you to get all the boxes. It is very tough to get behind the exit.

NATIVE FORTRESS

Here the red gem will give you access to the sky. There are quite a few 1-Ups if you make it all the way to the end. You can jump on the clouds up there.



In this part of the level, you can jump to the background. This will get you about 20 fruits plus you can skip some pretty tough parts. Look for this type of background interaction in future levels.



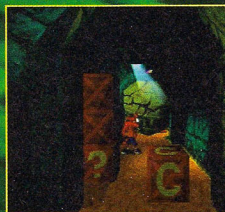
JUNGLE ROLLERS



Watch the rollers then time your jumps accordingly. Also, when you find the blue gem, come back here for a couple 1-Ups. Also, line enemies so you can destroy them with just one shot.



BOULDERS



This level is simple enough: Run like hell and don't stop to avoid getting run over.

ROLLING STONE



You'll find another use for your blue gem in this level. Take them down for some 1-Ups.

HOG WILD



Race the hog through the streets of a village, avoiding everything—except boxes—or else you're dead.

Papu Papu



The first Boss is a cinch. Dodge his club when he swings it then jump on his head. Three jumps and he's dead. He will try to club you sometimes, so beware.

UP THE CREEK



These fish can really cause problems. Whenever you see one, spin after you jump. That way if they are going to hit you, you'll kill them first.



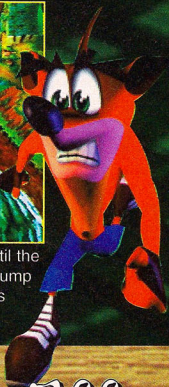
Jumping off of these floating leaves is essential. They are small and tough to land on, so be careful while jumping.



These monkeys stir up some serious trouble. Don't jump on or spin at them when they are rolling. Doing so will send you spinning off of the log along with the monkey.



This jump can be a little tricky. Wait until the leaf is as far forward as it will go then jump onto the exit. Jumping on the exit stops you from sliding off.



THE LOST CITY



This level is full of the walls that are trying to push you off the platforms. Watch the walls for a couple seconds to determine their patterns. Once you've memorized the pattern, go for it. Jump if pushed...it might save you.



In this particular part of the level, use this enemy to jump on top of the moving walls. You can get an extra life and the second piece of a bonus round. This takes a lot of practice to do, but is essential if you want to find the bonuses.

RIPPER ROO



This is the Boss' patterns. When you hit him, he changes his pattern. The boxes show you his three patterns.

Hitting Ripper Roo is done by jumping on a dynamite box and having it explode when he is near it. Start the box's fuse when he is two jumps away from the box. This will guarantee you hitting him.



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AND IF YOU DON'T WATCH YOUR TAIL

NO PLANE!



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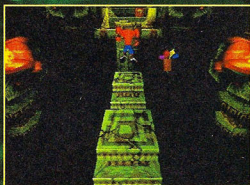


Watch the spears and move on through when they retract. Not very tough here but some of them require you to jump through them. That can be tough when jumping from other moving platforms. Just watch the patterns.

This snake likes to pop out of the hole in the ground. Keep an eye out for the holes, because the snakes will pop up suddenly and hit you. Approach the hole slowly, and when it comes out, spin into or jump on him to get rid of it.



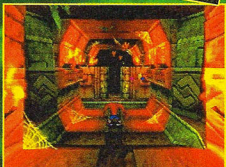
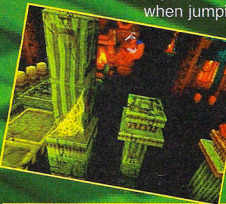
These pillars are moving up and down, so time your jump accordingly. When the pillar you're on is up and the one in front of you is down, that's your clue to jump. Also watch out for pillars and platforms that drop from under you.



temple ruins



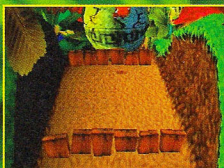
Most of the jumps in this level are done from one moving object to another. Take extreme care when jumping anywhere.



The gates in this hallway open and close, trying to smash you as you run by. When the doors open, jump through. Also, be on the lookout for bats flying overhead. They can get you if you jump too high.



Keep jumping up while moving across these chasms to get to the other side safely.

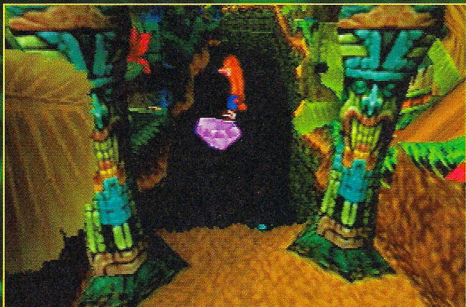


These obstacles like to pop up suddenly, so keep an extra eye out for them.



These are just more obstacles for you to run into. Run around the boulder to crush your bones. Just follow the fruits since they lead the way around.

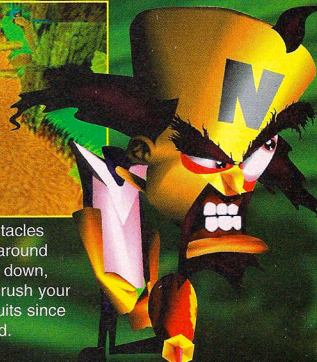
boulder dash



This gem will take you below to a hidden exit. This isn't important now but it will be in the end. Don't move around while riding the gem or you might fall off and die.



In the latter part of the level, the pillars will be moving. You can move Crash while he's in the air, so just guide his landing onto the pillar. Don't get too excited and jump early, because you are almost guaranteed to fall.





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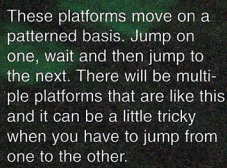


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SUNSET VISTA



These platforms move on a patterned basis. Jump on one, wait and then jump to the next. There will be multiple platforms that are like this and it can be a little tricky when you have to jump from one to the other.



This revolving ledge is moving backward. Instead of moving toward you, it moves away. This is a tricky jump because the timing has to be perfect. Jump when the platform is just a little bit above even with your head.

These contraptions are confusing at first. Jump on the end and they swing around, knocking you off. If you jump on the middle one, however, you won't go anywhere. Jump on the edge then to the middle.



These platforms slide in and out like you see here. They also move very quickly. So tap your Jump button to get the lowest jump possible then move over to the next one. Jump from the higher platform to get in the wall for the fruits and box.

KOALA KONG



Watch him pick up a boulder and slowly walk to the left. You will be able to throw that boulder back at him.



When he throws the boulders at you, just spin to destroy them. Watch for the dynamite that falls as well. Get as far from them as possible so you don't get hit.

JAWS OF DARKNESS

These spiders fall on you from the sky. You get a little warning because they drop a thread of web first. Also, if you look at the ground, you can see their shadows so if you see nothing, look for the shadow to avoid having them land on you.



Here is where you must jump through the spears. Stand on the pillars and jump as the spears retract. Jump off the very edge of the pillars because these jumps are long and make for easy falling into the depths of the temple.

You'll need to jump off this spider to get over to the next platform. You'll see his thread first.



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Beyond the Beyond



system publisher PlayStation Sony

strategy talk

The first true RPGs for the PlayStation have hit the U.S. Beyond the Beyond has been a hit in Japan for about a year now and the response has been great. RPGs are now a reality for the PS.

This RPG has an amazing story line. It is rich and intricate with many plot twists and new additions. The graphics are also impressive with the battle scenes being the real shiner. The puzzles will keep even a seasoned player busy for a while.

Overall, Beyond the Beyond is truly fantastic! The first game of the genre for the PlayStation has been a great move and is worth the wait.

—Scott "Gecko" Augustyn

YOUR FIRST HEROES

FINN



ANNIE



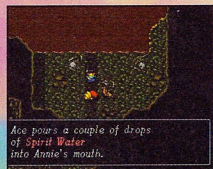
Finn is the lead character and his name can be changed to anything you want. (My character is called Ace.) He is the hero and becomes a strong swordsman as the game continues. He will also start picking up Attack spells and will also pick up Healing spells eventually. He is one of the quickest characters.

Annie is the daughter of Sir Galahad, your guardian in place of your father. She follows you on one of your adventures then eventually joins the party permanently. She is a good healing cleric and can become a strong fighter as well. Keep her stocked with a good supply of the mages potions as soon as you get them.

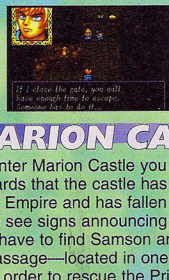
Beyond the Beyond

THE ADVENTURE BEGINS

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Your first adventure will be the Spirit Cave. This is a very easy cave. The enemies are not too powerful but give you a taste of what's to come. When you reach the crossroads, take a detour right and get the water before chasing after Annie. Use the water on the swamp to get Annie back.



MARION CASTLE

When you enter Marion Castle you will learn right away from the guards that the castle has been defeated by the Bandore Empire and has fallen under their rule. You will also see signs announcing the fate of the Prince. You have to find Samson and follow him through a passage—located in one of the houses—to the castle in order to rescue the Prince.

SECRET ITEM



Be sure to examine the upper left-hand tombstone to find a ring of defense—free of charge.

BORDER CHURCH

After you make your escape from Marion, you have to meet the Prince and Samson at the Border Church. The church is to the southeast of Marion. There you will face your first puzzle. Talk to the priest behind the altar then go into the garden. In order to solve the tile puzzle, match the pieces on the top first and work your way down.



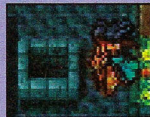
THE BORDER TREE



You will have to climb the border tree in order to get to Zalagoon Castle. The tree itself is not too hard and the holes are easily learned. When you start going back down the holes, try the ones to the bottom left to be able to snag a free treasure.

ZALAGOON CASTLE

The first time you go into Zalagoon you will be labeled as impostors because of a failed show of strength by Samson. Use the well waterways to get into the castle. In the waterways, first go to the far southwest to find the key to get into the castle through a well. Talk to Sir Bison and head out of Zalagoon to the east to start your adventure elsewhere. You will return here later in the game, though, to show your strength.



ORPHEA VILLAGE

There is not that much in this village. It is a great place to rest and save your game when you are on your way to Arawn's Tower. You also start getting some hints about what's happening with the tower here as well.



ARAWN'S TOWER (LOWER LEVELS)

The lower levels of Arawn's Tower are tough. You will face some very dangerous and scary enemies and will have to keep track of the area around you. The map below is an example of a hint to solving the puzzles that are on each floor.

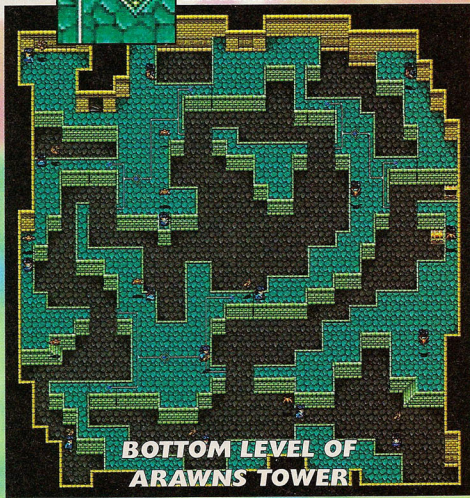


LUNA, THE PORT CITY

The city of Luna is a great place to get information. Here you will learn about Domino the Pirate, the Moon Crescent and a new village beyond the mountains to the east. Once you recover the Moon Crescent from Arawn's Tower, return



here and use it before you go into the town to get an entirely different experience. This time around you will meet pirates and club-goers. You'll also be able to retrieve some of the treasure chests you saw before and couldn't reach. Be sure to check the weapon and supply shops before leaving the town.



MYST VALLEY

You have to go through Myst Valley in order to get to the village of Jonowan. Use the statue heads to jump across the rivers.



JONOWAN VILLAGE

In this village you will need the Statue of Gaea in order to get to the Water Shrine. Some of the villagers will report seeing a ship that was on the island. They also say that the island is inhabited by monsters now.



To solve the village puzzle and to get to the Water Shrine, you must have the Statue of Gaea. Follow the statue in the center of the village's instructions. Search by the rocks in the upper-right of the village.



ARAWNS TOWER

(UPPER LEVELS)

CLIMBING THE BEANSTALK

When you go into the temple you must place the vase on the altar then put the magic bean in the vase. This will make a huge vine grow for you to climb to get to the top. As you are climbing, make small leaves grow by giving them a droplet of water. You can only carry a droplet for about eight steps.



When you reach the upper tower, you will have to search for the hammer. When you find it, look for a weak spot on the floor on the outside of the Spinning Tower. Hit the floor and follow the doors for a chance to meet the big man, Arawn himself!

WATER SHRINE



There is a similar device on this side to open the waterway again as well—use the same item. When traveling through the level, you will only get a small view. Travel slowly. If a statue starts following you, you will have to place the statue head on its symbol that's on the floor. Watch out for dead ends.



In this shrine you will face some new opposition. Use these new enemies to build up experience points for the end of this level. Reserve your magic—you'll need it!



The water demon is a very tough opponent. If you have any cards or scrolls use them here. The Boss has about 500 vitality points.

After defeating the Boss you will go through a dialogue with the famous pirate Domino. He will give you the Vase of Life for saving his. On to the tower!



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SIMONE VILLAGE



In Simone you will finally be able to break the curse that was put on Samson. You will also be able to purchase very useful mage potions. These will be your most useful items in the adventure ahead. Be sure to stock up on them when you can.

NEW CHARACTER

To get an extra character for the party, be sure to check the cave you take to the village very carefully. You are looking for the emerald gem. Bring that to the village.



SOUTH BRIDGE

To get the reinforcements through to Marion you will have to sneak around to the other side of the south bridge. Use the north cave and be ready for a battle. You will face four Bandore soldiers.



MARION (AGAIN)

After beating the bridge and having the Zalagoon troops rush in, you will find that the battle is just beginning. You will have encounters throughout the castle and you will witness the Emperor head for the hills before you can get to him.



In your searching you should definitely make a trip upstairs to the two towers. Both towers contain items of interest. One has the King and his advisor, the other has a young knight being put under the influence of Ramue. This knight is in all black and you will definitely face him again in the future. Who is this black knight?...

ZALAGOON (AGAIN)



When you return to Zalagoon you will have to face Glade. The plot thickens.

Glade is not too tough of a Boss. With some steady attacks and carefully managing your health with Annie, you should be able to beat him without a problem. Don't waste your cards or scrolls here.



BANDORE

GETTING IN

When you reach Bandore you can't just walk in the front door of the castle. You will have to use a secret side entrance. The entrance is in the west side of the town. If you follow the child into there you will end up in the basement of the castle. Work your way through the guards to see the King run again.



While going through the volcano path you will be trapped by Shutal. Luckily, the Black Knight will come to your rescue.



At the end you will find Sir Kevin's hanging over the volcano. After you save him, you learn that it's not him—it's a trap. No worries, it's all just part of the story.



Past the gate on the left path you will witness the demise of the Emperor. You will also gain Domino as a party member. Grab the tablet before you leave—it's in the basement.



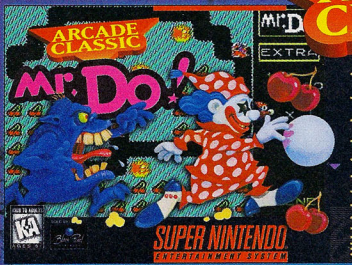


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Daddy's little girl doesn't cook, but she'll fry, bake or roast any enemy she sees. 'Cause in this world, you don't take prisoners... you eat them for lunch.

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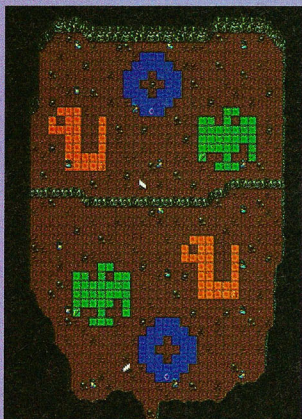
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DISCIPLINE ISLAND



In order to get through the discipline maze, you will have to play a memory game. You are looking for the mystic blade. Step on the symbol then you can only step on blocks that form the shape of that symbol. You have to be at the 20th level to get the profession upgrade. Load up on smoke bombs and herbs at the previous town.

PITY ISLAND



Pity Island is south of Marion. The key to this is learning when to be small and when to be normal size. Hit the green mushrooms to become small then hit the red ones to become normal size. Go on the leaves while small to get to the tablet that you need in this island maze.



MISTRALL

Mistrall is a village northwest of Marion. In this village you will find some useful weapons and armors. You will also meet a blacksmith who will forge you some personal equipment made out of Mithril steel if you can go and get it for him. The Mithril steel is only found in the Ice Cave. This part is totally optional and not necessary for beating the game. Once you give him the metal, it will take him a little while to forge the equipment.



BARBAROS



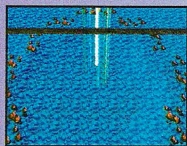
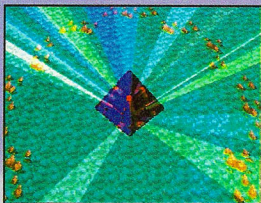
You will need to use the ship to get to Barbaros. You are too late when you get there and the whole place is in shambles. Talk to the King and advisor and grab the tablet before you leave the castle. One table left to get.

SECRET SHOP

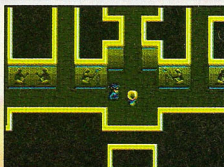
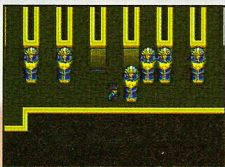
Before you leave Barbaros, head to the top-left tower and walk over the gate. Talk in the last tower and you will find a hidden merchant with some valuable stuff.



PYRAMID



Use the four tablets in their shrines to raise the pyramid.



The whole puzzle behind this shrine is the use of switches. You have got to move the sarcophagus onto the switches in order for most of them to be depressed. This will open the necessary doors to get to the controls.



After you get control of the pyramid, there is a scuffle outside. Steiner will meet Dagoot of the vicious ones. He will shoot Steiner with an arrow that kills him. Before he dies, he frees the pyramid from Dagoot's grapple.



ICE CAVE

The Ice Cave is totally optional. If you decide to go through it, you have to face some serious thinking puzzles. You will be sliding across ice a lot. When you try crossing the ice, remember that for every one step you take, you go two more steps while sliding. Avoid the holes because it knocks you down a level. Use the ice slides to build enough momentum to propel yourself up another slide.



If you get stuck in a part, take a step back and think about your walking pattern.

ZEAL

The people in Zeal are dying. When Shutat and all of his monsters came through, they destroyed their crops and poisoned their wells. There is nothing you can do for them.

Check the weapons shop and sleep at the inn. Save at the church before going on to the Sand Cave.



QUAMDAR

In Quamdar you will find out a little more about Shutat and the story behind him. Check the stores and rest up. Save your game and get ready to backtrack a little. Use the light orb after you get out of the town.

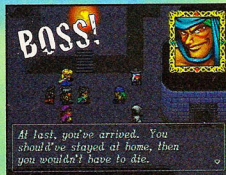


FINAL TABLET & DRAGON SHRINE



The Dragon Shrine is the place in which you will find Steiner! After you get to Quamdar, head back to Marion. Go east from there and you will find a shrine. While you are there, head to the North Cave for the skeleton key where the dragon was. This key opens all chests.

The final Tablet Shrine is a tough one to find—you really just have to wander around to get to it. Once in it, check all the lamps and after an enormous amount of stairs, you will reach the tablet. You will have to fight Dagoot, though, to get it.



SAND CAVE



The Sand Cave is definitely the most annoying maze of the game. Walk very slowly and mentally note all the black spots on the floor. These spots correspond to sand traps one floor up. Watch for the heads as well.



When you reach the end you will face the Black Knight and find out his true identity. He is Percy! Go around and exit the cave. On to Quamdar.

ABYSS

West from Quamdar is the final shrine. This shrine is not too hard; it is just really long. When you go into the shrine you will have to fight Yeon—remember him. He is a tough magician but not a strong fighter. Kill his companions first.



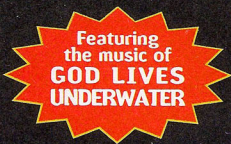
You have to grab the orbs one at a time and put them in their corresponding statues in the core room. They take two separate paths to get where they have to be. Exit and save at any time you want. Things will not change.



Be sure to be stocked up on magic potions in order to live through these battles. Three very tough guys are the end.

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As promised, here are the remaining 11 characters to Tekken 2. If you missed last issue—which you should not have—there is a recap of the previous characters in a Tear-Out sheet at the end of the magazine!

—Jason “Ground Hog” Streetz and David “Eagle” Ruchala

TEKKEN 2

PART TWO

Last issue we started the coverage of this hot release with the first 12 characters. Here, with more exposure under our belts, we present the revised, improved and supplementary second and last installment of strategy, hints and tips of Tekken 2.



Baek is only one of the many Boss characters in Tekken 2.



Kunimitsu's moves are similar to Yoshimitsu's.



Learn the Combo Starters for all the characters.

Conventions used in this guide

d,u,l,b	<i>Tap stick down, up, toward opponent, away</i>
D,U,L,B	<i>Hold stick down, up, toward opponent, away</i>
d/1,d/b,u/l,...	<i>Tap stick diagonally</i>
D/D/B/U/F, ...	<i>HOLD stick diagonally</i>
N	<i>Return stick to neutral position</i>
1,2,3,4	<i>The buttons</i>
+	<i>Do instructions on both sides at the same time</i>
,	<i>Do instructions on both sides in sequence</i>
(WC)	<i>While crouching, or tap down</i>
(WS)	<i>While standing</i>
~	<i>In rapid sequence, immediately</i>
[]	<i>Denote optional instructions</i>
#	<i>Hold briefly before next instruction</i>
—	<i>Multiple possibilities, "or"</i>
<i>Italic Text</i>	<i>Combo starters, see blow "Combos..."</i>
Red Text	<i>These are ground attacks</i>
<u>Underlined Text</u>	<i>Denote a combo starter move</i>

COMBOS IN THEORY AND IN PRACTICE

As mentioned last issue, there is a consistent pattern to most combos. If learned, constructing your own combos is much easier, not to mention more efficient. In addition, some characters have Stun Combos, which are located next to the Standard Combos, in a tinted blue box for easy reference. Below is a quick recap from last ish, presented here for those who were unfortunate enough not to snag it (shame on you).

1. Combo Starter
Italicized for easy reference in this guide.
2. Jab(s)/Uppercut(s)
3. Special Move(s)
4. Ground Attack
Those character who have ground attacks have them listed in red for easy reference.



Once you know the system, combos are easy.

LAST ISSUE...

We reviewed the standard characters plus Devil/Angel and Roger/Alex. Here's some interesting recap info, with some additions for clarity and completeness. Be sure to check out the Tear Out sheet included in this issue for all the vital stuff on these characters!

Alex/Roger

His Dynamite Uppercut can be done without ducking by tapping d/1 for a split second before hitting 2. If timed right, you can do a Dynamite Uppercut at the end of a Crouch Dash motion (f,N,d,d/1). Just as they stop, tap 2 quickly to break into the move.

Devil/Angel

They can both do their Double Axe Kick three different ways.

1. (WS)+4,4
2. d,d/1+4,4
3. f,N,d,d/1,N+4,4

Heihachi Yoshima

His Crouch Dash motion can be cancelled at any time with b and d/b which links immediately into another move. Example: f,N,d,d/1,b+1,2,2

Jun Kazama

Anytime you manage to knock down your opponent, stand over them. Do the Triple Sweeps as they move.

King

Combo an opponent after a Stomach Punch (f,1,N+2) which stuns with a 1-2 Punch to juggle them into the air.

Marshal Law

After a Flip Kick connects, do 3,3,4 and run into a Dragon Sweep. It's a sure hit.

Led Whiteing

Try 3-4, D to hit the floor after some Jumping Crescents.

Mitchell Chang

Try the Blue Sky Cannon to fend off incoming attackers, as it covers the better portion of her frontal body.

Mina Williams

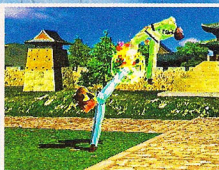
You can avoid most running Air Kicks with her Forearm Chop (b+2). Kicking opponents are likely to miss and end up behind you.

Paul Phoenix

Try tapping D/F, hold, then immediately hitting 2 to perform an alternate Elbow Strike. This leads to whole new combo possibilities...

Yoshimitsu

After the Jawbreaker Grab (2+4) you can always do an immediate D/B+3,3,3,N+4 for an additional five hits! Try simply tapping D/F, hold, then a 3 to perform an alternate Spinning Sweep. Just like Paul's alternate Elbow, this one's useful...

**More damage?**

There appears to be a relationship between the status of the controller during the execution of a move to the amount of damage struck. For instance, Kazuya's Left Punch (1) does 10 percent damage. However, if you hold forward and punch (F+1), 12 percent damage is done.

Countering Slide Frenks

Try a well-timed U+4 or Ducking Jab to

knock back opponents which are sliding in. However, characters such as Jack (both), Michelle or Wang can connect with a kick, so the jab is preferable.

Counter Attack pointers

Remember that knees and elbows CANNOT be reversed. Reversals are more dependent on where the move originates, not where it ends up.

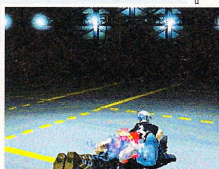
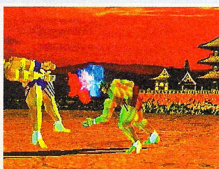
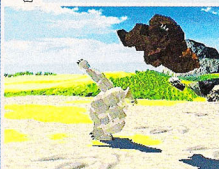
Verus Throws...

As you are being grabbed, try 2+4~1+3.

This only works against throws which involve no actual controller motion, so beware.

Regarding Tenstring blocking...

Never sit there and allow the opponent to pummel you with the Tenstring, even if you are blocking the whole way. Some Tenstrings end with you in a compromising position, so cut it short with a timed Crouching Left Punch while the opponent's Tenstring is busy with high hits.

**BAEK DOO SAN****HOLDS**

Hammerhead Throw 1+3
Blue Shark Claw 2+4
Cobra Bite 1,1+2
Swordfish Throw d/b+1+3
Starfish Throw <behind> 1+2 or 3+4

MOVES

Backfist 1+2
Jab and Straight 1,2
Right Punch and Backfist 2,1+2
Wing Blade
Break Blade 1,N,d,d/1+3
3,4,3
Butterfly Combo 3,3,3,(4 or d+4)
Black Widow Combo 3,3,4,4,3
Mantis Combo 3,3,4,4,3
Baek's Rush Combos (WC)+4,3,3,(3 or d+3)
Flaming Hawk (WS)+4,4,4,3
Albatross Combo (WS)+4,4,3
Snake Combo (WC)+3,3,(3 or d+3)
Wave Needle (WS)+3,3,4
Heat Distraction? (WS)+3,4,4,3
Hurricane Distraction? (WS)+3,4,4,4,3
Knife Heel 1+4,3
Triple Threat 1+4,4,3
Axe Kick 1,1+3
Hammer Heel
1,F+4
Killing Blade 1,1,(F)+3
Hunting Hawk u/1+3,4,3
Starlight Blade u/1+3,+4,3
Triple Threat F+4,4,3
Flamingo b,b+3,N
Flamingo Movement <flamingo>,B or F
Cutting Heel <flamingo>,3
Hunting Heel <flamingo>,B+3
Flamingo Low Kick <flamingo>,d+3
Flamingo Wave <flamingo>,3,3,4
Flamingo Distraction <flamingo>,3,4,4,3
Flamingo Hurricane <flamingo>,3,4,4,4,3

Tenstring

4,3,3,4,3,3,3,4,3
Tenstring 4,3,3,4,3,3,4,3,3
Tenstring 4,3,4,3,3,3,3,4,3
Tenstring 4,3,3,4,3,3,4,3,4,3

1,N,d,d/1+3, 3,3,3,4
1,N,d,d/1+3, d+4,3,3,3
1,N,d,d/1+3, 1, d+4,3,3
1,N,d,d/1+3, 1, D+3,N+3,3
1,N,d,d/1+3, D+1, N+3,4,4
1,N,d,d/1+2, 1, F+4,3
1,N,d,d/1+3, 1, 1-2, 1,F+4
1,N,d,d/1+3, 1-2, 1,F+4, 1,F+4
1,N,d,d/1+3, 1, 2,2
1,N,d,d/1+3, u/1+3,4,3, 1,F+4
1,N,d,d/1+3, 1,1+3, 1,F+4
1,N,d,d/1+3, 1,1+3, 1,N,d,D/F+4,3,3(1)
1,N,d,d/1+3, d/b+3+4
1,N,d,d/1+3, (WC)+3,4,4, 1,F+4(2)

1. The 1,1+3 must be timed so that the tip of your toe hits them, which knocks them up instead of out.
2. You should do the (WC)+3 as late as possible. If you do it too early you will knock them too far.

Crouch Dash surprise

Because the only documented move that he can do from a Crouch Dash is the *Wing Blade*, most opponents will block high. However, there are two particular moves which can be alternatively executed which add a certain spice to the fight. Try his Flaming Hawk Combo (u/1+3,4,3) or his Rush Combo (WC)+4,3,4,3.

To be sure

His Hammer Heel always connects after his d/b+3+4 hits.



UNLOCKABLE
Heel Explosion

d/b+3+4

ANNA WILLIAMS

HOLDS

Arm Turn 1+3
Lifting Toss 2+4
Neck Throw F+1+3
Embracing Elbow Strike d/1, d/1+1
Three Limb Break <behind> 1+3 or 2+4

MULTIPLES

Palm Grab QCT+(1+2 or pause, 1+2)
Reaping Arm Bar <during palm grab> 3,4,3,1+2
Standing Reverse Arm Lock <during palm grab> 1,3,2,1
Rear Getatch Falcon-Wing Squeeze <during SRAL> 3,1,4,1+2,1+2
Falling Reverse Arm Lock <during SRAL> 2,1,3,4,1+2
Getatchal Throw <during SRAL> 2,3,1+2,3+4,1+2
Arm Sprain, Standing Cross Lock <during palm grab> 1+3,4,1+2
Arm Break, Rear Cross Lock <during SCL> 1+2,4,3,1+2,1+2,1+2

MOVES

Double-Palm f,1+1+2
Two Punches, Double-Palm 1,2,1+1+2
Kneeling Kick f,1+4
Cold Blade D#, D/F+2
Cat Thrust D#, f,1+1
Right Hand Stab D#, f,1+2
Bone Cutter f,1,(1 or F)+3
Cross Cut Saw B+1,1,1
Triple Smash 1,2,3 or 4
Flip Kick Low D#, (u/b_ u/f)+4
Flip Kick High D#, (u/b_ u/f)+4
Rib Kick Combo (mix-up) (WC)+1-N+4 or (D#+1)-N+4
High Kick, Low Kick, Uppercut 4,3,2
P-K Combo 2,3
Double Smash 2,4
P-Low kick Combos (2,4 or 3) or (1,4)
Low Kick, Uppercut (WC)+3,2
Lock Kick, Back Spinning Chop (WC)+4,1
Low Kick, Uppercut d or D+3,2
Punches, Sweep 1 or d/1+1,2,1,4
Punches, Jumping Kick 1 or d/1+1,2,u/f+3
Two Punches, Low Kick, Uppercut d/1+1,2,d+3,2
Uppercut+Punch, Kick 1 or d/1+1,2,4
Head Ringer 3,4
Reverse PDK Combo 1,4
Flash Combo d/1+3,1,2
Rapid Kick Combos d/1+3,3,3,(4 or 1,2)
Svan Camkos d/1+3,2,(3 or d+3 or 4 or 1)
Creek Attack and High Kick d/1+3,3
Hunting Kicks u/1+4,3,4

UNBLOCKABLE

Bloody Scissors (WC)+1+2
Hunting Swan d/b+1+2 (u,u to cancel)

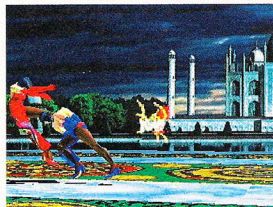
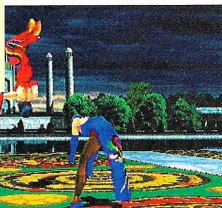
ATTACK REVERSAL

b+1+4 or b+2+3

TENSTRING

(1 or d/1+1),2,1,2,3,3,2,1,2,4

d/1+2, 1, U/F+4
d/1+2, 1,2,1,2,3,3
d/1+2, 1, 1,2,4
d/1+2, 1, u/1+3,2,4
d/1+2, 1-2, 1-2, f,1+4
d/1+2, 1-2, d/1+3,1,2
d/1+2, d+4,1, d+4,1, f,1+4
d/1+2, d+4,1, 2, f,1+1+2
d/1+2, 1, u/1+4, d+4,1, f,1+4
d/1+2, 1-2, f,1+1+2
d/1+2, 2, 1,2,1,4
d/1+2, 1, D+3,2, f,1+4
d/1+2, 1, 1-2, D#, D/F+2
d/1+2, u/1+4, d+4,1, D#, D/F+2
D#, u/1+4, D+1, U/F+4, d+3 or D#, D/F+2
D#, u/1+4, 1,2,4, f,1+4
D#, f,1+1, d+3,4, f,1+4
D#, f,1+1, d+4,1, d+4,1, f,1+4



KUNIMITSU



Forward Stab bonus

Strike immediately with a D/B# +3,3,3,3,F+4,d/b+2 for up to 50 percent damage once a Forward Stab has connected.

Extra Five Hits

After Jawbreaker Grab, immediately hit with D/B#+3,3,3,3,N+4 as soon as the grab animation is done.

After ending a Tenstring with a Jab...

Connect with Spinning Sweeps or Falling Tree Kick combo



COMBOS

d/1+2, d/1+1, b+1, 2,3
d/1+2, d/1+1, B+1,1, 3(or 4)
d/1+2, 1, 1, u/1+4+3(or 3 or 4)
d/1+2, 1, 1, f,1+4, d/b+2
d/1+2, b+1, 1,2,1,4
d/1+2, B+1,1, N+1, f,1+4, (d/b+2 or u/1+3+4)
f,1,N+2, D/B#+3,3,3,3,F+4, d/b+2 or (run up) u/1+3+4

HOLDS

Flying Press 1+3
Hip Lock (Hip Sweep) d/b+1+3
Jawcrusher 2+4
Back Drop <behind> 1+3 or 2+4

MOVES

Spiral Launch, Spiral Dive f,1+3+4,1+2
Spinning Milt Strikes B+1 (6 times)
Spinning Leg Sweeps D/B+3 (5 times)
Falling Tree Kick <spinning leg> 1+4
High Kicks 4,4,4
Fipping Stomp u/1+3+4
Jumping Knee f,1+4
Lightning Kick(s) 3,4
Spinning Sweep D#, d/1+3
Punch (High Kick or Low Kick) 2,(3 or D+3)

UNBLOCKABLE

Kunai Stab d/b+2
Kunai Murder b+2
Kunai Advance f,1,N+2

TENSTRING

1,2,1,4,4,4,1,2,3,2

SEVENSTRING

1,2,1,1,2,4,4

GANRYU

HOLDS
 Jizo Hug 1+3
 Body Drop 2+4
 Lifting Toss F+2+4
 Jaw Breaker f,F+2+3
 Upside-Down Drop <behind> 1+3 or 2+4

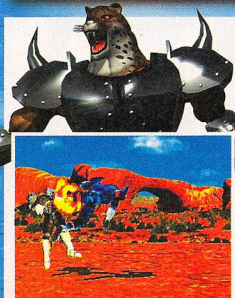
MOVES
 Strong Hammer Punch
Triple Gesha
 Ganryu's Combo 1,1,1
 Double Uppercut, Hammer 1+2+1+2
 Double Uppercut, Hammer (W/F)+1+2,1+2
 Nowoda Combo (?) D/F#+(1,2,1 or 2,1,2)
 Megaton Palm b,d/b,d,D/F+2
 Megaton Float b,d/b,d,D/F+1
 Scissors (f, f or F)+1+2
Rip Press u/f+3+4
 Wild Swing, Backlist D#,d/f+1,2,1
 Kabuki Palm (infinite) (WC)+2,2,2,2...
Thunder Palm d/f+2+3
 Unknown f,F+2+3
 Palm Lift D#+1+2
 Sumo Rush (middle or low ending) D#-1,1,1,2,(F or D/F or D)+1
 Punch, Elbow F+2,1
 Devil Thrusts F+1,2,1,2,1,2,1
 Devil Thrusts 2,1,2,1,2,1,2,1
 Uppercut, Devil Thrusts d/f+2,1,1,1

UNBLOCKABLE
 Giant Tackle B+1+2

COMBOS
 d/f+2, 1, 1+2,1+2
 b,d/b,d,D/F+1, D+4
 b,d/b,d,D/F+1, b,d/b,d,D/F+2
 b,d/b,d,D/F+1, (WC)+2,2,2
 b,d/b,d,D/F+1, D#+1,1,1,2,1
 b,d/b,d,D/F+1, 2,1,2,1,2, d/f+2+3
 b,d/b,d,D/F+1, 2, 1+2,1+2
 b,d/b,d,D/F+1, D#,d/f+1,2,1
 b,d/b,d,D/F+1, 1,1, u/f+3+4
 b,d/b,d,D/F+1, d/f+2, 2,1,2
 b,d/b,d,D/F+1, b,d/b,d,D/F+2, u/f+3+4
 d/f+2+3, D#+1,1,1,2,1



ARMOUR KING



Alternate Dynamic Uppercut
 Tap and hold D/F for a split second before hitting 2. Timing it incorrectly results in a Kidney Punch or a Ducking Jab.

Alternate Roundel Bomb
 Try F+1+2 instead. Try chaining in an unblockable.

King's Arrow/Black Shoulder
 These two moves call for a tapping of the controller, however they will function while simply holding in the given direction, without a tap required. Try doing a Straight Arrow directly from a block, since you are already holding block!

Cancel his Crouch Dash
 Like Kazuya, you can cancel his Crouch Dash by f,N,d,d/f,b. You can then do another move.

f,N,d,d/f+2, 1, f,f+4
 f,N,d,d/f+2, 1-2, d/f+3+4
 f,N,d,d/f+2, 1-2, f,N,d,D/F+2
 f,N,d,d/f+2, 1-2, 1-2
 f,N,d,d/f+2, 1-2, f,f+4
 f,N,d,d/f+2, (1 or 2), 1-2, (WC)+3+4,4,4
 f,N,d,d/f+2, 1-2, (WC)+3+4,4,4
 f,N,d,d/f+2, (WC)+3+4,4,4(1)
 f,N,d,d/f+2, 1-2, 1-2, f,f, (WC)+3+4
 f,N,d,d/f+2, 1-2, 1-2, f,f,N+2
 f,N,d,d/f+2, 1, 1-2, f,f+1+2
 f,N,d,d/f+1, u/f+1+2, D(2)
 f,N,d,d/f+1, U/F+3+4(2)
 f,N,d,d/f+1, U+2(2)
 f,N,d,d/f+1, f,f,f, d/f+3+4(2)
 f,N,d,d/f+1, f,f, f,N+2(2)
 f,N,d,d/f+1, f,f, (WC)+3+4(2)

1. Time the first All Kick to hit the opponent before he hits the ground, and all three hits will connect.

2. The Dark Smash must be a clean hit in order for these combos to work.

STUN COMBOS
 (Stomach Smash must be a counter hit)
 f,N+2, 1+3 or 2+4 or d/b,F+1+2 or f,f,N+2, 1, 1-2, (WC)+3+4,4,4
 f,f,N+2, 1-2-1, (WC)+3+4,4,4
 f,f,N+2, u/f+1+2 or u/f+4 or f,f,N+2
 f,f,N+2, 1, 1-2, U/F+3+4 or U+2
 f,f,N+2, 2+4, d,d,d+1+2
 f,f,N+2, f,N,d,d/f+1, (WC)+3+4 or d/f+3+4
 f,f,N+2, f,N,d,d/f+2, (WC)+3+4,4,4
 f,f,N+2, 1-2, f,N,d,d/f+2, (WC)+3+4
 f,f,N+2, 1-2-1, f,N,d,d/f+2, (WC)+3+4
 f,f,N+2, 1+1+4

Sneak In the All Kick
 After a Tombstone Piledriver, sneak in the All Kick before they get up.

HOLDS
 Coconut Crush 1+3
 Backfall Suplex 2+4
 Steiner Screwdriver 2+4,d,d,D+1+2
 DDT d/b,d/b+1+2
 Tombstone Piledriver d/b,f+1+2
 Jaguar Driver HCT+1
 Giant Swing f,HCT+1
 Reverse DDT <behind> (1+3 or 2+4)

MOVES
 1-2, Uppercut 1,2,1
 Right Straight, Left Uppercut 2,1
All Kick(s) (WC)+3+4,4,4,4,4
 All Kick(s), Smash Uppercut d+3+4,2
 Middle Smash f,f+2
 Flying Cross Chop f,f+1+2
 Jail Kick f,f+4
 Drop Kick f,f+3+4
 Delayed Drop Kick 3+4
 Satellite Drop Kick f,f,f+3+4
 Dynamic Uppercut D,D/F+2
 Knuckle Bomb u/f+1+2
 Jump-In Knuckle Bomb u or u/f,N+1+2
 Short Elbow Drop (WC)+1+2
 Low Jab, Uppercut D+1-(N+2)
Stomach Smash f,f,N+2
 Jumping All Kick(s) u/f or U or U/F +2+4
Elbow Drop U/F+3+4
Double Knee Drop f,f+3+4
Frankensteiner f,N,d,d/f+2
Dark Smash d/d,f+1+2
Dark Smash (WC)+1, N+2
 Low Punch-Uppercut
 Straight Arrow
 Black Shoulder B+1+4
 f+1+4

UNBLOCKABLE
Super Knuckle Bomb u/f+1+2,D
 Jump-In Super Knuckle Bomb u/f or u,N+1+4
 Jump-In Moon Drop

TENSTRING 1,2,1,2,4,4,4,1,(1 or 3 or 2)

KAZUYA MISHIMA

HOLDS
 Shoulder Throw 2+4
 Bitch Kick 1+3
 Head-Butt f,1+2
 Ultimate Tackle (d or D/B)+2
 Mounted Punches <tackle> 2,1,2,1,2
 Neck Throw <behind> 1+3 or 2+4

MOVES
 One-Two Punches 1,2
 Jump Kick, Sweep w/1+4,4
 Power Uppercut f,N,d,D/F+2
 Flying Kick f,1+3
 Right Axe Kick f+4
 Double Axe Kick (WS)+4,4
 Rushing Punch Combo 1,1,2
 Flip Kick 4-3
 Dragon Punch f,N,d,D/F+1
 Backfist Combo 1,2,2
 Double Uppercuts d/f+1,2
 Hell Sweeps f,N,d,D/F+4,4
 Left Axe Kick f+3
 Alternate Power Uppercut f,N,D/F+2
 Alternate Dragon Punch f,N,D/F+1
 Alternate Hell Sweeps f,N,D/F+4,4
 Dragon Punch, Side Kick f,N,d,D/F+1,3
 Dragon Punch, Sweep f,N,d,D/F+1,4
 Jump Kick, Two Sweeps, Side Kick w/1+4,4,4,4
 Hell Sweeps d/f+4,4,4,4
 Gut Punch (WS)+2
 Side Step f

UNBLOCKABLE
 Spinning Dragon Punch b+1+4
 Long Spinning Dragon Punch B+1+4

TENSTRING f,F+2,1,2,2,3,4,4,1,2,1
TENSTRING f,F+2,1,2, 2,3,4,4,3,2,1
NINESTRING f,F+2,1,4,4,2,4,3,2,1

COMBOS
 f,N,d/f+2, 1, 3(or 4 or U/F+4 or f+4 or (QCT)+2)
 f,N,d/f+2, 1, f,1+3
 f,N,d/f+2, 1, f,N,D/F+4,4
 f,N,d/f+2, D, 1, N+4,4
 f,N,d/f+2, 1, d/f+1,2
 f,N,d/f+2, 1, 1,1,2
 f,N,d/f+2, 1, 1,2,2
 f,N,d/f+2, 1, f,F+2,1,4,4
 f,N,d/f+2, 1, f,F+2,1,2,2,3
 f,N,d/f+2, 1, b+1+4(□)
 f,N,d/f+2, 1-2, d/f+4,4
 f,N,d/f+2, 1-2, d/f+4, 4-3
 f,N,d/f+2, 1-2, f,N,D/F+2, 4-3
 f,N,d/f+2, 1-2, f,N,D/F+4
 f,N,d/f+2, 1-2, 1-2, 4-3
 f,N,d/f+2, 1-2, 4
 f,N,d/f+2, d/f+1+2, f,N,d/f+2
 Thunder Godfist "Clean Hit" Combos
 f,N,d/f+1, f,N,d/f+3(2)
 f,N,d/f+1, f,1, 4-3
 f,N,d/f+1, U+2
 1. Note that this combo only works on big guys such as Jack-2.
 2. Dash as long as you can before you do the sweep!

STUN COMBOS
 (WS)+2, 1+3 or 2+4 or f,1+1+2
 (WS)+2, d/f+1,2, 1, f,N,D/F+4
 (WS)+2, d/f+1,2, 1-2, d/f+4,4
 (WS)+2, d/f+1,2, 1-2, f,N,d/f+2
 (WS)+2, d/f+1,2, 1, 1,2,2
 (WS)+2, d/f+1,2, 1, 1,1,2
 (WS)+2, d/f+1,2, 1-2, d/f+4, 4-3
 (WS)+2, d/f+1,2, 1-2, 1-2, 4-3
 (WS)+2, b+1+4
 (WS)+2, u+4,4,4,4
 (WS)+2, f,N,d/f+1,4(or 3)
 (WS)+2, (WS)+2

Twin Piston surprise

It is possible to do his Twin Piston while getting up from a crouch. Excellent for initiating juggles after ducking a high attack or grab.

Double Axe variations

- (WS)+4,4
- D/f+4,S
- 3.F,M,d,d/f,N+4
- d,d/f,1+4,4

Tackle during Crouch Dash

Hold down 1+2 during his Crouch Dash.

Axis Shift continually

This Axis Shift (f,N) can be cancelled by hitting b. If done correctly, you could Axis Shift indefinitely.



KUMA



Salmon Hunter Sneak

It is always possible to follow a Hell Press with a Salmon Hunter.

Bowl 'em over

After you knock down the opponent, do his unblockable move and cancel with his Rolling Bear.

COMBOS
 1+3, b,1+2+3
 1+3, 1+2
 1+3, u/f+3+4
 f+1,1,1, f+1,1,1
 d/f+2, f+1, 1+2,1+2
 d/f+2, f+1, f+1,1,1
 d/f+2, D+1,1,1
 d/f+2, f+1, f+1, u/f+3+4
 D/F+2,1,2, u/f+3+4
 (WS)+1+2, u/f+3+4
 B+1+2, 1+2
 B+1+2, u/f+3+4

HOLDS

Hell Press 1+3
 Bear Hug 2+4
 Bear Bites F+2+4
 Bear Shot <behind> 1+3 or 2+4

MOVES

Bear Heaven Cannon f+1,1,1
Spring Hammer Punch <lying> d+1+2
Elbow, Uppercut 2,1,2
Bear Punch Combo 1,1,1
Bear Knuckle 1+2
Double Uppercut, Hammer (WS)+1+2,1+2
Bear Swing D/F#+(1,2,1 or 2,1,2)
Uppercut Rush d/f+(1,2,1,2 or 2,1,2,1)
Megaton Claw b,d/b,d,D/F+2
Bear Scissors (f or F)+1+2
Hip Press u/f+3+4
Wild Swing D#,d/f+1,2,1,2
Short Bear Rush (H, M or L ending) D#,D/F,2 (F or D/F or D)+1
Medium Bear Rush (H, M or L ending) D#,D/F,1,2 (F or D/F or D)+1
Long Bear Rush (H, M or L ending) D#+1,1,2 (F or D/F or D)+1
StD 3+4
Bloody Claws <slitting> (1,2,1,2)
Salmon Hunter b,1+2+3

UNBLOCKABLE

Terrible Claw B+1+2
Rolling Bear f,d/f,d,b/b,u/b,u,U/F

TENSTRING

D+2,1,1,1,2,1,2,1,1,2,1+2

BRUCE IRVIN

MULTIPLES

Embracing Right Knee
Tumbleweed
Left Knee
Left Knee
Turning Knee
Jumping Knee Kick

l,d,D/F+1+2+4
<embracing> 1+2,1+2,1+2
<embracing> 3,1+2+3
<embracing> 4,1+2+3
<left knee> 1,3,1+2+4
<turning> 2,4,1,1+2+3

MOVES

Bazooka Leg
Slice Knee
Slice Elbow
Sledgehammer
Handspring Escape
Cyclone Edge, Tornado Uppercut
Sniper Slash
Step-In Middle Kick
Double Facebreaker
Triple Kick Combo
Four-Punch Combo
Quick Kicks
Side Low & Side High Kick
Triple Sock Combo
One-Two Punch, (mid, low or high) Kick
Triple Knee
Double Knee, Low Kick
Gatling Combo
Stopping Kick
Stopping Kick, Knee
Stopping Kick, Feint Straight
Southern Cross Combo
Northern Lights Combo

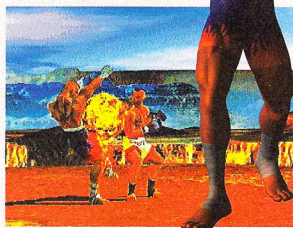
f,F+4
f,f+3
f+1+2
1+2
f,f,N+3+4,1,4
d/f+3,1
f,f+3
d/f+3+4
d/f+1,2
f+4,3,4
1,2,1,2
3,3
(WC)+3+4,3
F+1,2,1
1,2,(N or d or f)+4
b+4,3,4
b+4,3,d+4
3,2,1,4 (first 3 float opp.)
b+3
b+3,4
b+3,2
1,4,3
1,2,3

UNBLOCKABLE

Sidewinder
B+2+3

COMBOS

d/f+1,2, b+4,3,4
d/f+2, b+4,3,4
d/f+2, d/f+1, d/f+1, 3,3
d/f+1,2, d/f+1, d/f+3,1
d/f+1,2, d/f+1, U/F+4 (or 4)
d/f+1,2, 2,3
d/f+1,2, d/f+1, d/f+1, d/f+3,1
d/f+1,2, d/f+1, F+1,2,1
d/f+1,2, d/f+1, 2,4
d/f+1,2, d/f+1, 2,N+3
d/f+1,2, d/f+1, d/f+1, N+2,4
d/f+1,2, d/f+1, 1,2,3
d/f+1,2, d/f+1, f+3,4,3
d/f+1,2, d/f+1, b+3,2
d/f+1,2, d/f+1, b+4,3,4
d/f+1,2, d/f+1, d/f+1, 1,2
d/f+1,2, d/f+1, 1,4
d/f+1,2, d/f+1, b+3,4
d/f+1,2, b+4,3, b+4,3,4



Counter a counterattack

In close range, try interrupting a non-jab counter with a quick Double Facebreaker.

LEE CHALON

HOLDS

Neck Fracture
Chastisement Punch
Knee Bash
Bulldog

1+3
2+4
f,f+3+4
<behind> 1+3 or 2+4

MOVES

Double Knuckle
1-2 Punch
Step-In Middle Kick
Blazing Kick
High Flip Kick
Low Flip Kick
Feint Kick Flip
Spinning Kick Combo
Left Fist Flurry
Dragon Knuckle Combo
Flip Drop
Shin Kick
Three High Kicks
Dragon Slide
High Kick, Flip Kick
Dropping Slide Kick
Low Kick, High Kick
Razor Edge Combo
Heel Drop
Back Handspring
Shredder Combo (ends high)
(ends middle)
(ends low)
Infinite Kick Combo

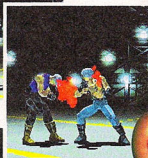
2,2
1,2
d/f+3
d,d/b+4
D#, (U/B_U_U/F)+4
D#, (u/b_u_u/f)+4
D#, (u/b_u_u/f)
4,3,4
1,1,1,1,1
F+2,2,2
D#, (U/B_U_U/F)+3+4
(WC)+3
3,3,3
D#, d/f, d/f+3
(N+4)-(U+3)
f,f,N+3+4
D+4,N+4
D+4,4,4
f,f+3
b,N+3+4
f,f,N+3,4,1,4
f,f,d/f)+4
f,(d,d/b)+4
(WS)+3,3,D+3,3,...

UNBLOCKABLE

Silver Cyclone
Silver Fang
(WC)+3+4
d/b+1+2

TENSTRING

d/f+1,2,2,1,3,3,4,3,4



Jumping Slide add-ons

After connecting with a Jumping Slide, try adding a Foot Sweep and a Ducking Slide (d,d,DF+3). Toss in another Foot Sweep and you'll rack up some nice damage.

COMBOS

d/f+2, 1, 4,3,4
d/f+2, N+4,u+3
d/f+2, 1, d+3,3
d/f+2, 1, F+3,3
d/f+2, 1, F+1,1,2,2,2
d/f+2, 1, U/F+4
d/f+2, 1-2, 4
d/f+2, d+3,3,3
d/f+2, 1-2, 1-2
d/f+2, 3,3,3
d/f+2, 1, d+3,3
d/f+2, d/f+1,2,2,1,3
d/f+2, D+1, N+3,3
d/f+2, 1, 1-2, f,f,N+3+4
d/f+2, 1, f,f,3,4
d/f+2, 1, f,f+3
d/f+2, 1, d,d/b+4
f,f,N+3,4, d+4,N+4
D#,u/f+4, D+1, U/F+4, d+3 or D#,d/f,d/f+3

P. JACK

HOLDS

Hell Press
Punishment Drop
Gigaton Punch
Slap Drop
Reverse Slam

1+3

2+4
<punishment> b,d/b,d,D/F+2
D/B+2+3
<behind> 1+3 or 2+4

MOVES

Spring Hammer Punch
Straight Punch, Elbow, Uppercut
Hammer Combo
Machine Gun Knuckle
Hammer Knuckle
Double Uppercut, Hammer
Knuckle Swings
Megaton Punch
Power Scissors
Wild Swing
Hip Press
Sit Down
Blade Fan
Exploder
Blast Combo
Short Hammer Rush (H, M or L ending)
Medium Hammer Rush (H, M or L ending)
Long Hammer Rush (H, M or L ending)
Uppercut Rush
Head Slide

<ly> 1+2

2,1,2
1,1,1
d/b+1,1,1,2
1+2
(WS)+1+2,1+2
D#,D/F+(1,2,1 or 2,1,2)
b,d/b,d,D/F+2
(f,1)_F+1+2
D#,d/f+1,2,1,1

w/1+3+4

D+3+4

<sliding> (1,2,1,2) (2,1,2,1)

b,d/b,d,D/F+1

(WC)+1,2

D#,D/F 2, (F or D/F or D)+1

D#,D/F 1,2,(F or D/F or D)+1

D#+1,1,1,2,(F or D/F or D)+1

d/f+(1,2,1,2) (2,1,2,1)

(f,F)+3+4

UNBLOCKABLE

Gigaton Punch (unblockable after 3 spins)
Dive Bomber
Dark Cutter

HCF (1-5 times) + 1

3+4

f+4,1

TENSTRING

D+2,1,1,1,2,1,2,1,1+2,1+2

COMBOS

f+4-1, b,d/b,d,D/F+1 or u/f+3+4
1+3, 3+4
1+3, u/f+3+4
1+3, b,d/b,d,D/F+1
b,d/b,d,D/F+1, 2, 2, f+3+4
b,d/b,d,D/F+1, D, #,1,1,1
b,d/b,d,D/F+1, 2, 1+2,1+2
b,d/b,d,D/F+1, 3(or 4), u/f+3+4
b,d/b,d,D/F+1, 2, 2, (WC)+1
b,d/b,d,D/F+1, 2(or 4), b,d/b,d,D/F+1
b,d/b,d,D/F+1, D+2,1,1,1,2,1,2,1,1+2,1+2(1)
b,d/b,d,D/F+1, b,d/b,d,D/F+2, u/f+3+4
b,d/b,d,D/F+1, b,d/b,d,D/F+1, b,d/b,d,D/F+1(2)
b,d/b,d,D/F+1, 1+3
(F or f,1)+1+2, f+3+4
2+4, d/b,d,D/F+2, f+3+4

1. As opponent falls from highest point, do the Tenstring. First, sixth and 10th hit of Tenstring is supposed to miss, don't worry.
2. Perform the second Exploder as opponent approaches the ground, then as it connects, perform the third.

Slap on a Dive Bomber

After a Hell Press, toss in a Dive Bomber. All you have to do is tap 3+4 once, and Jack will leap up and land for over 70 percent damage!



WANG JINREY

HOLDS

Neck Throw
Whirling Throw
Whirlwind Throw

1+3
2+4
D/F+1+3+4

Waning Moon
Back Drop

d/f,D/F+2+4
<behind> 1+3 or 2+4

MOVES

Death Fist
Catapult Combo
Front Leg Sweep
+Uppercut
+High Kick
+Fan Kick
Sky Cannon
Earthquake Stamp
Slice Uppercut, Catapult Combo
Double Strike
Death Push, Big Punch
Punt Kick
Hit, Rear Sneak, German Suplex
Back Leg Sweep
+Penetrating Bow Leg
Lunging Double Fist
Right Front Strike
Kick, Leg Sweep, High Kick
Kick, Leg Sweep, Fan Kick
Kick, Leg Sweep, Uppercut

QCT+2
1,1,1 or d/f+1,1
(WC)+4
(WC)+4,1
(WC)+4,N+4
(WC)+4,D+4
(WC)+4
U/F+3+4

(WS)+2,1,1
f,1_F+1+2 or 1+2
d/f+2,1 (1st must connect)
d/f+3
2,b,1+2
D#,d/f+4
D#,d/f+4,3
d/f+1+2
f+2
4,4,N+4
4,4,D+4
4,4,1

UNBLOCKABLE

Heaven Cannon
Indigo Punch

b,B+1
B+1+2

ATTACK REVERSAL

B+(1+3) (2+4)

TENSTRING

2,1,1,2,3,3,3,4,4,1



Sky Cannon Defense

It's quick and it covers your entire frontal body, making it an ideal defense move. Handy for countering incoming attacks, it can also be initialized from his Crouch Dash, as in d,d/f, f+4.

Even more to the Tenstring

Follow up with an Uppercut, Sweep Combo then a Lunging Double Fist before the opponent recovers. There are other possibilities, however this one seems to do the most damage.

Lunging Quadruple Fist???

After connecting with a Lunging Double Fist, sneak in another one, if you manage it before the opponent recovers from the first.

COMBOS

1,1,1,1, d+4,1
1,1,1, 1,1,1
(WS)+2,1,1, d+4,1
d/f,D/F+2+4, 1,1, 2,1,1,2,3,3,4,4,1(1)
d/f,D/F+2+4, 1,1, (WS)+2,1,1, 1, (QCT)+2
d/f,D/F+2+4, 1,1, (QCT)+2(2)
d/f,D/F+2+4, 1,1, b,B+1, (QCT)+2
d/f,D/F+2+4, 1,1, (WS)+2,1,1, 1, 1, 1, f+1+2
d/f,D/F+2+4, 1,1, (WS)+2,1,1, 1, (WC)+4,1
b,B+1, (QCT)+2(Hitless)
b,B+1, 1, d+4,1
b,B+1, 1,1,1
b,B+1, (WS)+2,1,1
b,B+1, 1, f+1+2
b,B+1, 1, D#,d/f+4,3
b,B+1, 3 or 4 or u/f+4, d/f+1+2
b,B+1, (WC)+4,1, d/f+1+2
b,B+1, (WC)+4,N+4, d/f+1+2
b,B+1, 4, 1,1, (WC)+4,1, d/f+1+2
b,B+1, 1,1,1, d/f+1+2
d/f+2,1, U+2

1. Perform the first move, dash up and do the 10 String while opponent has his back turned.

Psychopad K.O.

ad·dic·tive (*ad' dik' tiv*) *adj.* 1. Any substance that causes or tends to cause addiction. 2. A habit causing dependence or obsession.

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THE
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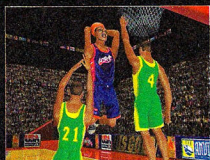


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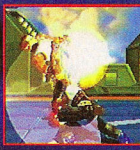
Star Gladiators got a thumbs up from me last time, and now it's better! This issue we see the Plasmas, which are all impressive to look at as well as challenging to pull off (the combination ones, not the three-button ones). Plus Bilsten makes an excellent end Boss!

—Mark "Wolverine" Hain

HAYATO



Shinden: QCT + V, H
Souyryu: Dash, V, V
Byakkohu: F, B + K
Asyura: D x 3
Plasma: V + H + K (same time)



Hayato is sort of the "Ryu" character in this game. He is an excellent defensive player, and his attacks pack quite a punch.

Use Hayato like you would Ryu.



JUNE

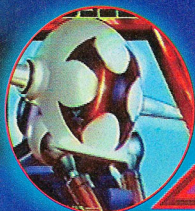


Flip Kick: D, U + K
Clutch: F, B + K
Comet Kick: QCB + K, K
Cartwheel: D, DB, B, UB + G
Plasma: V + H + K (same time)

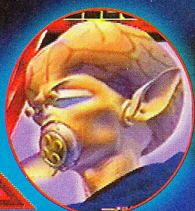


June is fairly weak, but fast.

June is fairly weak. She has some good evasive moves, but her strength is limited. Her speed somewhat makes up for it.



STAR GLADIATORS UPDATE



SATURN



Firecracker: B, F + K
Topspin: QCT + V
Acrobat: QCB + V, V, V
Trapeze: QCT + H, H
Plasma: V + H + K (same time)



Good evasive character.



Saturn is really interesting. He mimics the drunken monkey style of karate, and has a great deal of range using oversized yo-yos as weapons. They do quite a bit of damage, even from far away.

Tornado: B, F, V, V, V
Gamo Screw: HCB + K
Home Run: QCT + K, V
G.G. Swing: FD + K
Plasma: V + H + K (same time)



Gamof wins the Goofy award. What is he, a dog, a wookiee, but he packs a massive wallop. He's mostly a close-range character, but does have some far-reaching attacks.



GERELT

Scarlet: H, H, H, H
Arrow: D, D, F, UF, A, K
Storm: HCB + A Rapid
Dance: B, B + H, H, H
Plasma: V + H + K (same time)

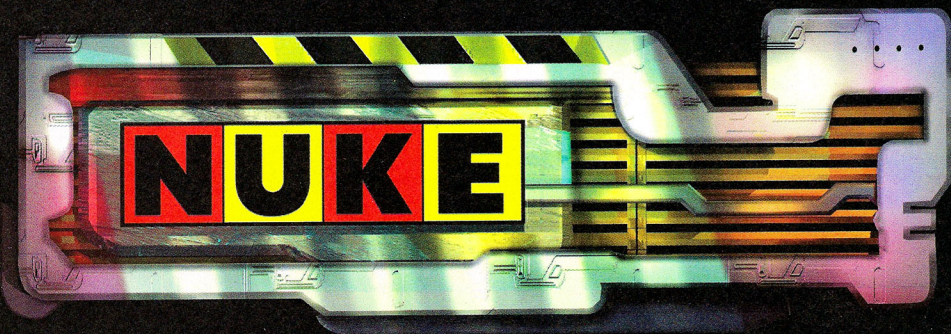


Dance and jab to win.

Gerelt fancies himself as a "matador" of sorts. He dances around and pokes at you until you're dead. But don't be fooled, his Plasma tosses you up and lands you right on top of his sword.



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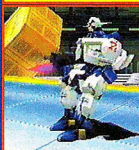


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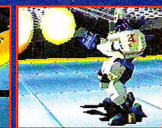
VECTOR



Horizontal Laser: QCT + K
Lo Bazooka: DF + H
Back Dash: DB + K + G
Plasma: V + H + K (same time)



Vector is arguably the coolest character in the game. A cross between a Cylon and Robby the robot, he has a lot of laser attacks and does major damage.



Rimgal comes straight out of Primal Rage. He uses his body as a weapon most of the time, but also calls on his power over fire to fry you.



Dino Flame: QCT + K
Pole Vault Kick: B, F + K
Lie Down: D x 2
Low Flame: D x 2, QCT + K
Plasma: V + H + K (same time)

RIMGAL



ZELKIN



Super Jump: D, U
Sky Death: D, U, D + K
Air Javelin: in air D + H
Rim Combo: B, F + (V + K)
Plasma: V + H + K (same time)



Zelkin is incredibly cool as well. He can fly (like any good birdman can), and uses that ability to drop you on your sorry butt. His plasma does the same.



Zelkin is also excellent up close.



Use Zelkin at a distance—in the air.

GORE



Perfect Recipe: V, V, V, V
Conversion: QCT + V
Complete Rest: D + K + G
Volume Increase: D x 3
Plasma: V + H + K (same time)

like the classic "gray" alien, he also has the ability to grow 20 feet tall. Very tough.



Lie down and play dead, then attack.

Gore also has some weapons.

BILSTEN THE BOSS



Bilsten fights quite a bit like Soul Edge does. His sword is massive, and cuts nearly half your energy off with each hit. He can also jump extremely high, and launch projectiles at you. His ring is unbelievable.



Bilsten has an incredible reach!



There are two Plasma moves. One for each character, the other is a combination of buttons then a move. Each fighter has 3 to 4.

PLASMA

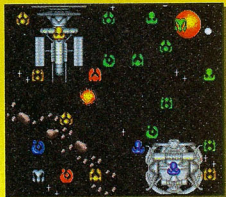




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strategy talk

In the Namco tradition of big simulators comes Aqua Jet. This game is like Rave Racer and Air Combat, since it gives you the feeling you'd have if you were actually jet skiing. The jet ski unit is very realistic, and the backgrounds and water all look great, as do the drones you race against. In fact, you can get some good pointers by mimicking what the computer drones do around corners and on jumps. The game is nowhere near complete, but at a first glance, Aqua Jet does NOT disappoint!

—Mark "Wolverine" Hain

Two different courses!

SELECT A COURSE



On test, Aqua Jet has only one course: Novice. However, when the game is completed, it will have an Expert Stage too. This stage will be an extension of the original Novice Stage yet will also have obstacles and other dangerous problems.



The jet ski unit itself is incredible! It has a hydraulic system that makes it "hop" over the waves as you hit them. The neck of the ski lifts up as well, helping with distance on jumps.



Jump Contest



Three-fourths of the way through the course, there are three sets of ramps to jump. This is the jumping contest, and you're competing for one thing: distance. You can easily achieve this by lifting the neck of the jet ski at the tip of your jump. This will give you the largest amount of distance. The tall jumps are usually located in the middle as well. You are ranked on all three of your jumps, and those scores are tallied together for the final score.



The Jet Ski

Revisions

perspective. The Expert Course will be selectable, and its jet ski will be faster and much more responsive.



There are plenty of differences in what this test version had and what the game will have when completed: There will be multiple views and at least a third-person



There will be between four to seven drones you race against. Your jet ski will have the ability to submerge, which you may have to do to



avoid obstacles in the Expert Course. The waterfall will be a 30 to 40 meter drop, as opposed to the current 12. There will be waves coming at you from the side as well!



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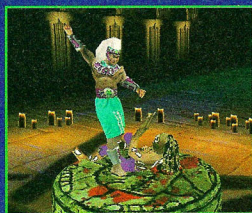
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War Gods

THE FATALITIES

The fatalities in War Gods are extremely cool. Most have been completed and are being cleaned up as we speak. (Midway may ensue the very same troubles they did with Mortal Kombat.) The scenes you see here are early, however. As you can see with Voodoo's, the detail is mind boggling. Every character has his/her own Doll, and it might react differently than everyone else. There are some MK-ish fatalities, like characters being pounded into the ground and heads being



knocked off. However, they're put into a 3-D realm and seen in a different way than before. Anubis has gained mystical powers—thanks to the ore—and forces you to do his bidding (which in this case means just sitting there dazed while he rips your spleen out). Ahua-Kin does a ritual condemning your soul while he mutilates your body. Every character will have at least two fatalities and possibly up to four. It is unknown whether there will be other fatalities like friendships or babalities—it is not likely.

THE BOSSES

Exor is an intergalactic traveler. In a distant solar system, his race and a race from another planet are at war. Exor's race got word of a strange "ore" which had the power to defeat their enemy. Therefore, Exor was sent as a spy of sorts. In an unfortunate accident, he and the ore crashed on a piece of rock which would eventually become Earth. In fact, the crash and resulting "ore spill" initiated the forming of the Earth. Exor is now searching for this ore, which has spread across the globe and has been found by some people (the fighters). To guard the remaining ore, Exor created Grox. This guardian is not very intelligent and relies on brute strength to defeat his enemies (mostly by picking them up by their heads and crushing them). Exor, however, has vast power at his disposal, such as huge Power Beams, numerous and vastly more powerful containments, teleportation, flight and an Energy Shockwave with enough force to knock you on your butt!



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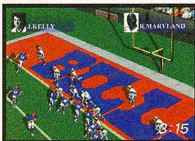
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TECMO SUPER BOWL should be available in September of 1996.

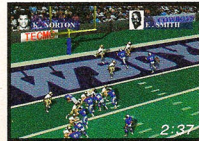
Watch this magazine for late breaking updates regarding game features and when

Tecmo Super Bowl will be in stores near you.

Visit Tecmo Interactive at: <http://www.tecmo.co.jp>



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CY-5

Teleport: F, F+LK
 Instant Combo: D, B+HP
 Low Beam: B, D, F+LP
 High Beam: (3-D) B, U, F+HP
 Electric Shot: B, B+HP+LP
 Energy Spheres: B, B,+LP

TAK

Rock Toss: F, F+HP
 Stomp: (3-D) B, U, F+LK
 Suplex: F, B+LP
 Backbreaker: F, B+HP
 Body Slam: B, F+HP

VALLAH

Bear Trap: D, B+HP
 Charge: F, F, HK+LK
 Gator Bite: B, D, F+LP
 Shield: D, B+LP
 Axe Throw: D, F+HP
 Double Axe Throw in 3-D:
 (3-D) D, F+HP
 Overhead Chop: F, F+HP
 Sword Swipe: B, F+HP



PAGAN

Teleport: F, F+LK
 Skeleton Containment:
 B, B+LP
 Electricity: F, F+HP
 Helicopter Kick: B, D,
 F+HK+LK
 Leg Toss: B, F+HK+LK

MAXIMUS

Teleport: F, F+LK
 Net Containment:
 B, F+HP+LP
 Mace: D, F+LP
 Hammer: B, D, F+LP
 Headlock: F+HP
 Grapple: B, F+LP

AHUA KIN

Teleport: B, F+LK
 Containment: B, B+LP
 Charge: F, F, HK+LK
 Clothesline: F, F+LK
 Hurricane Staff: D, B+HP
 Stab: D, F+LP
 Single Blowgun Shot:
 B, F+HP
 Double Blowgun Shot: B, B,
 F+HP
 Triple Blowgun Shot: B, B, B,
 F+HP

THE MOVES

VOODOO

Teleport: F, F+LK
 Snake Pull: B, B+LP
 Low Bat Attack: F, F+LP
 High Bat Attack: F, F+HP
 Cyclone Claw: F, F+HP+LP
 Bone Rain: (3-D) B, U, F+HP

WAR HEAD

Single Missile: B, F+HP+LP
 Double Missile in 3-D: (3-D)
 B, D, F+LP
 Exploding Stomp:
 F, F+HK+LK
 Shockwave Fist: (3-D) B, U,
 F+HP

KABUKI JO

Hotfoot Containment:
 B, F+LP+LK
 Extended Staff Attack:
 D, B+HP
 Sai Throw: D, F+HP
 Triple Sai Throw: (3-D) D,
 F+LP
 Slicer: F, F+HP+LP
 Single Fireball: B, F+LP
 Double Fireball: B, B, F+LP
 Triple Fireball: B, B, B, F+LP
 Katana Slash: B, F+HP+LP

ANUBIS

Teleport: F, F+LK
 Pyramid Containment:
 B, B+LK
 High Staff Attack: D, B+HK
 Low Staff Attack: D, B+LK
 Double-hit Low Staff Attack:
 D, B+LK, F, F
 Staff Throw: F, D, B+HP
 Charge: F, F+HP+LP
 Fireball: B, F+HP



All moves were performed on a test version and are subject to change.

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tear-out

ROGER/ALEX

HOLDS
 Animal Head-Butt 1+3
 Powerbomb 2+4
 Jaguar Driver d,d/1,F+1
 DDT d/h,d/h+1+2
 Tombstone Piledriver d/h,f+1+2
 Giant Swing f,HCT+1
 Back Drop <behind> 1+3 or 2+4

MOVES
 1-2, Uppercut 1,2,1
 Short Hammer Strike d/f+1
 Short Cut Punch d/f+2
 Low Jab, Uppercut D+1-(N+2)
 All Kick(s) (WC)+3+4,4,4,4,4
 Middle Smash f,1+2
 Flying Cross Chop f,1+1+2
 Jail Kick f,1+4
 Drop Kick f,1+3+4
 Delayed Drop Kick 3+4
 Satellite Drop Kick f,1,F+3+4
 Dynamite Uppercut D#,d/f+2
 Knuckle Bomb (u/f), (f,f)+1+2
 Stomach Smash f,1,N+2
 Elbow Drop U/B or U or U/F +2+4
 Double Knee Drop U/F+3+4
 Frankenstein d/f+3+4
 Animal Uppercut f,N,d,D/F+1
 Tail Cutter d/h+3
 Animal Kick Rush d/h+4,3,4,3,4

MICHELLE

MOVES
 Raching Uppercut f+1
 Catapult Combo (1-1, 1) or (d/f+1,1)
 Back Leg Sweep D#,d/f+4
 +Penetrating Bow Leg D#,d/f+4,3
 Side Spin, High Kick, Leg Sweep 3+4,4,d+4
 Two-Punch Combo d/f+1,1
 Punt Kick d/f+3
 Death Push, Big Punch d/f+2,1
 Death Push, Axe Kick d/f+2,3
 Death Push, Low Kick or High Kick d/f+2,3, or 4
 Front Leg Sweep (WC)+4
 +Uppercut (WC)+4,1
 +High Kick (WC)+4,N+4
 +Fan Kick (WC)+4,D+4
 Catapult, Sweep, Bow Leg 1,1,4,3
 Kick, Leg Sweep, High Kick 4,4,N+4
 Kick, Leg Sweep, Fan Kick 4,4,4,4
 Kick, Leg Sweep, Uppercut 4,4,1
 Overhead Chop, Back Sweep, Fan Leg d/f+1,4,3
 Dashing Left Elbow f,1+1
 Dashing Punch D#,D/F+1
 Dashing Right Elbow D#,d/f+2
 Dashing Elbow, Kick f,1+1,4
 Clot Fist, Sweep, Bow Leg 1+4,3
 Death Push, Punt Kick, Uppercut 2+3,1

Instant (WS)+2 3-2
 Slice Uppercut, Elbow (WS)+2,2
 Slice Uppercut, Catapult Combo (WS)+2,1,1
 Slice Uppercut, Sweep, High Kick (WS)+2,4,N+4
 Slice Uppercut, Sweep, Fan Kick (WS)+2,4,4,4
 Slice Uppercut, Sweep, Uppercut (WS)+2,4,1
 Slice Uppercut, Clot Fist, Sweep, Bow Leg (WS)+2,1,4,3
 Blue Sky Cannon (WS)+4
 Punches, Sweep-Bow Leg 1,1,4,3
 Earthquake Stamp U/F+3+4
 HL, Rear Smack, German Suplex 2,h,1+2
 HL, Rear Smack, German Suplex f+2,1,1+2
 Jumping Kick f,1 or while running +3

UNBLOCKABLE F+1+4

TEWSTRING 2,1,1,2,3,3,3,4,4,1

PAUL

HOLDS
 Shoulder Throw 1+3
 Shoulder Popper 2+4
 Stomach Throw 1+3+8
 Shoulder Ram f,1+1+2
 Striking Shito-Nage d/f+1+2
 Ultimate Tackle d/h+1+2
 Mounted Punches <tackle> 1,2,1,2,1
 Ultimate Punishment <tackle> D+2,1,1,N+4,1,1+2
 Neck Throw <behind> 1+3 or 2+4
 Ultimate Escape <when tackled> 1+2

MOVES
 1-2 Punches 1,2
 P-K Combo 2-3
 P-Low Kick Combo 2,D+3
 Reverse Punch/Low Kick Combo 1,D+3
 Double Jump Kick u/f+3,4
 Somersault Kick f,1+4
 Death Fist QCT+2
 The Splitter (WC)+1 r
 The Splitter, Death Fist (WC)+1,1+2
 Falling Leaf Combo (WC)+4,2
 Elbow Strike D,1+2
 Stone Splitter (WC)+2
 Tie-Splitter, Falling Leaf Combo (WC)+1,4,2
 Flash Elbow f,1+2
 Ducking Dash QCT
 Elbow Strike, Death Fist D,d/f+2,1
 Elbow Strike, Lifting Leg Punch D,D/F+2,2

UNBLOCKABLE b+1+2
ATTACK REVERSAL b+1+3 or b+2+4

TEWSTRING 1,2,3,2,1,2,1,4,2,1

KING

MULTIPLES
 Jaguar Driver HCT+1
 Flying Press <jaguar driver> 1+2
 Boston Crab <jaguar driver> 1+2,3,4,1+2
 Reverse Arm Clutch D/F#+(1+3 or 2+4)
 Backdrop <reverse arm clutch> 2,1,1+2
 German <backdrop> 3+4,1+2
 Powerbomb <german suplex> 1,2,3+4
 Giant Swing <powerbomb> 2,1,3,4
 Standing Achilles Hold D/F#(2+3)
 Shin Kick <achilles> 1,2,3,1+2
 Scorpion Death Lock <achilles> 1+2,3,1,1+3
 Indian Death Lock <achilles> 1+2,1,3,1+2+4
 Romero's Special <indian> 1+2,3,4,1+2,ALL

MOVES
 All Kick(s) (WC)+3+4,4,4,4,4
 All Kick, Middle Smash (WC)+3+4,2
 All Kick, Middle Smash D#,D/F+4,2
 Smash Uppercut f,1+2
 Flying Cross Chop f,1+1+2
 Jail Kick f,1+4
 Drop Kick f,1+3+4
 Satellite Drop Kick f,1,F+3+4
 Dynamite Uppercut D#,D/F+2
 Knuckle Bomb u/f+1+2
 Short Elbow Drop (WC)+1+2
 Low Jab, Uppercut D+1-(N+2)

Elbow Drop U/B or U or U/F +2+4
 Elbow Sting (WC)+1+2
 Double Knee Drop U/F+3+4
 Frankenstein d/f+3+4

OCTOPUS SPECIAL: (WC)+3+4,4,4,4,2,1,3

TEWSTRING 1,2,1,2,4,4,4,1(1 or 3)

TEKKEN 2

DEVIL/ANGEL

HOLDS
 Shoulder Throw 2+4
 Bitch Kick 1+3
 Head-Butt f,1+1+2
 Atomic Drop <behind> 1+3 or 2+4

MOVES
 1-2 Punches 1,2
 Jump Kick, Sweep u/f+4,4
 Dragon Punch f,N,d,D/F+1
 Power Uppercut f,N,d,D/F+2
 Heel Sweeps f,N,d,D/F+4,4
 Jumping Side Kick f,1+3
 Left Axe Kick f,1+3
 Right Axe Kick f,1+4
 Flip Kick 4,3
 Double Axe Kick (WS),4,4
 Double Uppercuts d/f+1,2
 Backfist Combo 1,2,2
 Punch Combo 1,1,2

UNBLOCKABLE
 Ground Laser 1+2
 Air Laser 3+4

TEWSTRING f,F+2,1,2,2,3,4,4,1,2,1

LAW

HOLDS
 Dragon Dive 1+3
 Chastisement Punch 2+4
 Dragon Fall (Bulldog) <chastisement> 1,2,1+2
 Dragon Knee f,1+3+4
 Bulldog <behind> 1+3 or 2+4

MOVES
 Double Knuckle 2,2
 1-2 punch 1,2
 Left Fist Flurry 1,1,1,1,1
 Dragon Knuckle Combo F+2,2,2
 Stop-in Middle Kick d/f+3
 3-high kicks 3,3,3
 High Kick(s), Middle Kick 3(3),F+3
 Shin Kick (WC)+3
 Shin Kick, High Kicks, Middle Kick (WC)+3,3(3),F+3
 Dragon Slash f,1,(f,F)+3
 High Flip Kick D#, (u,U,w/U, U/F)+4
 Low Flip Kick D#, (u,u,w/u, u/f)+4
 Flip Drop D#, (u,u,w/u, u/f)+3+4
 Low Kick, Flip Kick (WC)+4,3
 Low Kick-Flip Kick d+4,3
 Double Flip Kicks 3+4,3
 High Kick, Flip Kick 4,u+3
 Front Kick, Flip Kick (WS)+4,3
 Side Kick, Flip Kick (WS)+3,4
 High Kick, Flip Kick 3,4
 Low Spin Kick, Flip Kick D#,d/h+3,4
 Low Kick, Flip Kick 3+4 after low kick
 Low Punch, Flip Kick (WC)+2,3 or D#+2,3
 Dragon's Tail d/h+4
 Jump Kick, Flip Kick u+3,4
 Spin Kick, High Kick(s), Heel Kick, Flip Kick d+3,3(3),F+3,4
 Spinning Kick Combo 4,3,4
 Dragon Slide D#,d/f,d/f+3

Dragon Fang (u) d/h+1+2
 Tenstring d/f+1,2,2,1,3,3,3,4,3,4
 Tenstring d/f+1,2,2,1,3,D+3,3,(3_4),4,4
 Tenstring d/f+1,3,2,2,3,D+3,3,(3_4),4,4
 Tenstring d/f+1,3,2,2,3,3,4,3,4,4

tear-out

LE

HOLDS
 Tail Trip 1,1,+1+2
 Bulldog <behind> 1+3 or 2+4

MOVES
 Punch, Turning Fist 1,2
 High Crescent, Turning Heel Sweep 3,3
 Flying Wheel Kick, Quick Drop 4-3
 Crescent Kick Low 1+3,4
 Crescent Kick 3-4
 Jumping Crescent(s) 3-4,U
 Front Kick (WS)+4
 High Hook Kick 1,1,F+3
 Quick Turn b+3+4
 Turning Uppercut <turned> 2
 Backfist <turned> D-1
 Sweeping Backfist <turned> D+1
 Back Handspring Kicks <turned> 3+4,3+4,4,3+4
 Turning Fist Sweep, Jumping Hook Kick <turned> D+4,4
 Quick Drop d+3+4
 Turn Over <back> 1
 Turn Over <face> D+1
 Kangaroo Kick <lying> 3+4
 Footsweep, Jumping Hook 1,N+4,1,2,3,4 or d+4
 Step-In Crescent, 2 Punches, Kicks F+4,1,2,3 or 4
 Foot Sweep, Jumping Hook Kick d/b,4,4
 Drooping Ankle Kick, Rolling Kicks 4-4,3,3
 Guard Hitting Punches FN+2,1,2,1
 Ramping Punches, Low Kick or Snap Kick 1,N+1,2,1,2,3 or 4
 Charging Crescent, Front Kick (or sweep) 1,N+3+4 or d+4

UNBLOCKABLE B+1+4,4 or 3,3,3,3

Testring 1,2,1,3+4,2,1,4,1,2,3
 Testring 1,2,1,3+4,2,1,4,1,4,4
 Ninestring 1,2,1,3+4,3+4,3+4,1,1,1

HEIHACHI

HOLDS
 Neck Breaker 1+3
 Powerbomb 2+4
 Super Head-Butt 1,1+1+2
 Atomic Drop <behind> 1+2 or 3+4

MOVES
 Shining Fiets 1,1,2
 Devil Fiets 1,2,2
 Backfist 1+2
 Punch, Backfist 2,2
 Double Uppercut d/1+1,2
 Thunder Godfist 1,N,4,d/1+1
 Wild Godfist 1,N,4,d/1+2
 Hell Sweeps—Axe Kick 1,N,4,D/F+4,4,N+4,4
 Left Axe Kick 1,1+3
 Sky Foot Slice 1,1,F+3
 Screw Blade Leg Attack u/1+3,4
 High-Low Jumping Spin Kicks u/1+4,4
 Right Axe Kick 1+4
 Crushing Kick 4-3
 High Kick, Axe Kick (WS)+4,4
 Corpse Splitter U/F+2+4
 Death Fist QCT+2
 Tile Splitter (WC)+1
 Tile Splitter, Death Fist (WC)+1,2
 Demon Godfist 1,1+2
 Low Kick 1,N,4,d/1+3,N
 Side Kick 1,N,4,D/F+3
 Shadow Foot b,b,N+3+4
 Demon Stomp (WC)+4
 Demon Tile Splitter (WC)+1+4

Testring 1,F#+2,1,2,2,3,4,4,1,2,1
 Testring d/1+3,2,2,4,4,1,4,1,2,1,3
 Testring d/1+3,2,2,4,4,1,2,1,2,1

NINA

MULTIPLES
 Lifting Toss 2+4
 Falling Elbow <lifting toss> 1,2,1
 Arm Lock <falling elbow> 2,1,3
 Neck Grab QCT+(1+2 or pause,1+2)
 Palm Cutter, Arm Bar <pain grab> 3,4,3,1+2
 Reverse Arm Lock <pain grab> 1,3,2,1
 Falconwing Squeeze <SNAL> 3,1,4,1+2,1+2

MOVES
 Double-Palm 1,1,1+1+2
 2 Punches, Double-Palm 1,2,1,1+1+2
 4 punches, double-palm 2,1,2,1,1+1+2
 Kneeling Kick 1,1+4
 Bone Cutter 1,1,(1_F)+3
 Downward Chop B+1
 Forearm Chop B+2
 Triple Smash 1,2,3 or 4
 Rib Kick (WS)+4
 Rave Kick (WS)+1,4
 Lifting Back Kick d/b+3
 Spalling Ankle Kick d/b+4,[3]
 Falls Combo and Right Kick 3,3,(4,D+4)

Head Ringers d/1+3,4
 Flash Combo d/1+3,1,2
 Assault Combo d/1+3,1,2,1+1+2
 Rapid Kick Combo d/1+3,3,3,(3 or 4 or 1 or 2)
 Rapid Combo, Two Punches, Double Palm d/1+3,2,(3 or 1,2,1+1+2)
 Swan Combo 1 d/1+3,2,(3 or 1+3 or 4 or 1)
UNBLOCKABLE d/b+1,2
ATTACK REVERSAL b+1+4 or b+2+3
TESTRING (1 or d/1+1),2,1,2,3,3,2,1,2,4

JUN

HOLDS
 Arm Bar 1+3
 Serpent Twist 2+4
 Striking Oshi Taoshi d/1+2+3
 German Suplex <behind> 1+3 or 2+4

MOVES
 Punch, Middle Screw Punch 1,1
 Punch,Kick Combo 1,3
 Punches 1,2
 Charging Strike F+2
 Can-Can (WC)+3+4
 Punch, 3 Sweeps 1,4,4,4
 Punch, Middle Screw Punch, Can-Can 1,1,4
 Punch, Middle Screw Punch, Front Kick 1,1,3
 Middle Screw Punch, Can-Can F+1,4
 Middle Screw Punch, Front Kick N+1,3
 Cartwheel Kick F+3+4
 Lightning Crescent F+4
 Backfist Kick B+3
 Back Flip Kick, Sweeps, Cartwheel Kick B+3,4,4,4,3
 Back Flip Kick, Charging Strike B+3,2
 Leg Sweeps (d/b+4)_ (3-4),4,4
 Leg Sweeps, Cartwheel Kick (d/b+4)_ (3-4),4,4,3
 Spinning Roundhouse F+3,3

White Heron 1+4
 +Punches, Can-Can 1+4,2,1,1,4
 +Punch, Lightning Crescent 1+4,2,4t
 +Punch, Crescent Low 1+4,2,D+4
 +Punches, Leg Sweeps, Cartwheel Kick 1+4,2,1,4,4,4,3
 +Punches, Cartwheel Kick 1+4,2,1,1,3

ATTACK REVERSAL B+(1+3 or 2+4)

UNBLOCKABLE (F+3)#,4,4,4

Testring (WS)+2,1,1,1,2,1,4,3,3+4
 Testring (WS)+2,1,1,2,1+4,1,3+4
 Fourstring (WS)+2,1,1,3

YOSHIMITSU

MOVES
 Punch-Kick Combo 2,3
 P-Low Kick Combo 2,D+3
 Lightning Kick(s) 3,[4]
 Jumping Knee 1,1+4
 Flipping Stomp u/1+3+4
 Spinal Launch 1,1+3+4
 Spiral Dive 1+2 (during Spiral Launch)
 Kangaroo Kick 3+4 (during Spiral Dive)
 Spinning Hit Strikes B+1
 Spinning Leg Sweeps D/B+3
 Falling Tree Kick 1+4 after
 Spinning Fist Strikes D/B+2
 Spinning Sweep D#;d/1+3
 Teleport B+3+4
 Sit Down, F or B (WC)+3+4
 Teleport 4-3
 Kangaroo Kick 4,4,4

UNBLOCKABLE
 Turning Suicide 1,F+1+4
 Standing Suicide (WC)+1+4
 Samurai Cutter D#;d/b,1+1
 Helicopter Stomp U/F+1,2,D
 Shoulder Cut d/b+1
 Charging Shoulder Cut d/b+1,N,D/B,1
 Sword Thrust b,B+1
 Saver Blade b,B+1,N+1

Testring 1,2,1,4,4,4,1,1,1,1
 Testring 1,2,1,4,2,2,2,4,1,1
 Testring 4,4,2,2,4,4,1,1,1

Jack 2

HOLDS
 Hell Press, Face Basher 1+3,1+2
 Gorilla Press 2+4
 Piledriver d/b,1+1+2
 Backbreaker QCB+2
 Pyramid Driver QCT+1
 Catspout d/1+2+4
 Modified Catspout d/1,d/1+1+2
 Death Shot <behind> 1+3 or 2+4

MOVES
 Gigaton b,b+1,1
 Megaton Sweep b,d/b,d/D/F+1
 Megaton Knuckle b,d/b,d/D/F+1
 Hammer Knuckle d/1+1+2
 Bravo Knuckle D+1+2
 Power Scissors 1,1+1+2 or F+1+2
 Double Uppercut, Double Hammer (WS)+1+2,1+2
 Double Hammer, Double Uppercut 1+2+1,2
 MeltDown D#+1+2
 Scissors, MeltDown 1+1+2,1+2
 Scissors, Megaton Punch 1+1+2,d/1+2
 Hammer Rush D#,D/F+1,(2,1 or 2,1,2)
 Hammer Rush(H, M, L ending) D#+1,1,1,2,(D, D/F, F)+1
 Machine Gun Knuckle d/b+1,1,1,1,1,d/1+2
 Megaton Strike D+1,2
 Hip Press u/1+3+4
 Sit Down (WC)+3+4
 Quick Jump <sit down> U
 Blood Fan (WC)+3+4,3+4
 Sit Down, Hop Forward, Sit Down <sitting> 1,2,1,2 or 2,1,2,1
 Violent Uppercut (WS)+1
 Cossack Kicks d/b+3,4,3,4,3,4
 Wild Swing, Backfist D#;1+1,2,1,1
 Spring Hammer Punch <lying down> D+1+2
 Uppercut Rush d/1+(1,2,1,2)_ (2,1,2,1)

Gigaton Punch (u) HCF(1-5 times)+1
 Testring D+2,1,1,1,2,1,2,1+1,2+1,2

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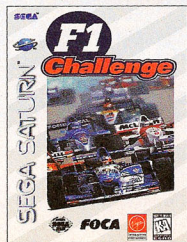
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SPECIAL CAPCOM UPDATE

Special news for both the home and arcade!



Capcom currently has a sequel to their coin-op Mega Man game in the works. Awaiting the famed blue bomber is a

whole slew of new enemies and attacks. The gameplay is simple, and seems to be aimed toward a younger



Two players can tag team an enemy for a quick victory.

audience. This game is more of a fighting game than a side-scroller. Doesn't that sound cool? We'll have more later on.

MEGA MAN 2



Zangief returns with a whole slew of brand-new super moves.

Many players were skeptical, but the rumors of SF Alpha 2 for the PlayStation are true. The game is still early with only five playable characters. However, from this



sneak peek we are able to say that it's

going to be a perfect conversion.

What's in SF Alpha 2? Well, there are three new characters: Rolento, Gen and Sakura. Zangief and Dhalsim enter the mix too!

The gameplay has been changed a bit. A lot of Chain Combos have been removed, and new Shadow Combos have been added. There are weirder things inside, like

Dan's Super Taunt and Gen's changing fighting styles. Better keep an eye out for this one.



PUZZLE FIGHTER II TURBO



The finished version of Super Puzzle Fighter II Turbo should be hitting arcades as you

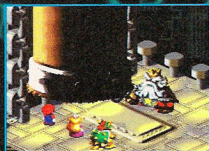


read this. This addictive puzzler has a few improvements over what we showed you before. There are comical intermissions, and a



hilarious sequence where Akuma beats the crap out of Dan and becomes the last Boss. So get out there and start practicing!

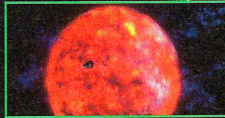
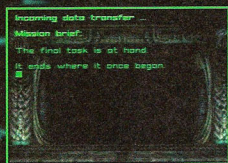
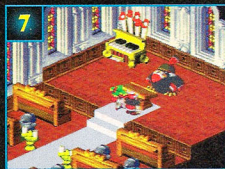
GAME OVER



Smithy is a tough Boss. When you take on his first form, attack the spout that makes monsters, then go after the Boss. When the floor breaks, Smithy will reveal his true self. The party should be composed of Mario, the Princess and Bowser. Keep hitting Smithy while Toadstool heals the party. Focus on Smithy's lower section to lessen the number of attacks he uses.



1. Bowser's castle is freed from Smithy's sword. 2. Mallow becomes a prince. 3. Bowser begins repairs. 4. Jones watches a sunset. 5. Yoshi races and wins on his own. 6. Toadofsky has a grand concert. 7. Booster gets married. 8. Mario lives happily ever after.



The final level of Alien Trilogy pits you against the Queen Alien in a battle to the death. Before you fire a single shot into the Queen, take care of all of the eggs and facehuggers. She'll then detach from the egg sac. Keep backing away and shooting to put her down. Enjoy a cool rendered cinema.

EGM MARKETPLACE

CONTEST WINNERS

Area 51 Winners:

Grand Prize Winner:

Eric Alan Ivins Aberdeen, MD

First Prize Winners:

Brandon Church Tuscaloosa, AL
Raul Guido Boqueron, PR
Mike Parkin Sterling Heights, MI
Dennis Greiner Creve Couer, IL
Jonathan Allen

Newport News, VA
Bo Wong Calexico, CA
Raquel Mandel Plantation, FL
Sal Tollis Sugar Hill, CA
Robert Holmes Canton, MI
Greg Hlgendorf Warrenton, MO
Lorenzo Gutierrez

Salt Lake City, UT
Danny Breedlove Rockbridge, OH
Dan Johnson Ann Arbor, MI
Zak Afifi Cerrmons, NC
Chris Kohlmeier Southfield, MI
Barbara Benson Oakland, CA
James Baxter San Francisco, CA
Floyd Johnson, Jr. Oxan Hill, MD
Che Wah Tse Oklahoma City, OK
Peter Watson Evanston, IL
Bernice Gibson

New Kensington, PA
John Townsend Olympia, WA
Marlene Gott Nashua, NH
Alice Moran West Haven, CT
David Pugliese Marlboro, NJ

War Gods Winners:

Grand Prize:

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First Prize Winners:

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Becky Jenkins Williamston, NC
Sheila Mandel Van Nuys, CA
Marion Horne Jackson, GA
Omega Baker Round Rock, TX
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Paul Barber Mocksville, NC
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Christopher Motokwu

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Randy Frankel Morganville, NJ
Rynn Harvey Kingman, AZ
Tatsuya Hamamatsu
Lexington, KY
Paolo Liuch Sunnyside, NY
Danny Breedlove Rockbridge, OH
Justice Diven Moore, OK

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Grand Prize:

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Glen Miller, Jr. Oliver Springs, TN
Teryl Marble III Chandler, AZ
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Matt Wall Omaha, NE
John Negron Fayetteville, NC
Milton Cancel Orlando, FL

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Rita Warline Louisville, KY
Elizabeth Snyder Florence, OR
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Mario Ramales
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Mike Armstrong Norman, OK
Richard Ausborn McKenzie, AL
Michael Chui San Francisco, CA
Chris Babcock
South Royalton, VT

DarkStalkers Winners

Grand Prize Winner:

Don Roberts Englishstown, NJ

First Prize Winners:

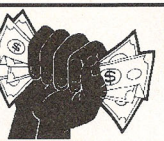
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