

FREEPLAY

• stop press •

CHIP ENABLES IMPORT GAMES TO RUN ON ALL PLAYSTATIONS

Those of you running imported PlayStation games on your British machine will find this story very interesting. As you may know, there are a couple of ways in which the PS can be tricked into playing games intended for another country. These methods either put your disk drive at risk, and in any case are prone to drop outs in the music tracks. But now a special chip has become available – rumoured to be the exact same chip incorporated in Sony's development 'de-bugging' stations. Many importers have been quick to order their batches of



chips, which arrive complete with instructions on how to install them. What's more, they're cheap. Very cheap. Like, less than fifty quid each cheap – which is about the same price as importers have been charging for a dodgy 'switch job'.

Before you get too excited, bear in mind that conversion jobs have been extremely risky until recently, with an alarmingly low success rate. Engineers carrying out the work on an eager customer's behalf have been reluctant to guarantee anything. The bottom line is that you could be throwing £300 down the toilet. On the other hand, successful 'implants' are rewarding more and more players with the option to run any import game on their prize console – without any problems whatsoever. At the time of going to press, hacker supremos Datel are rumoured to be finalising a fail-safe version

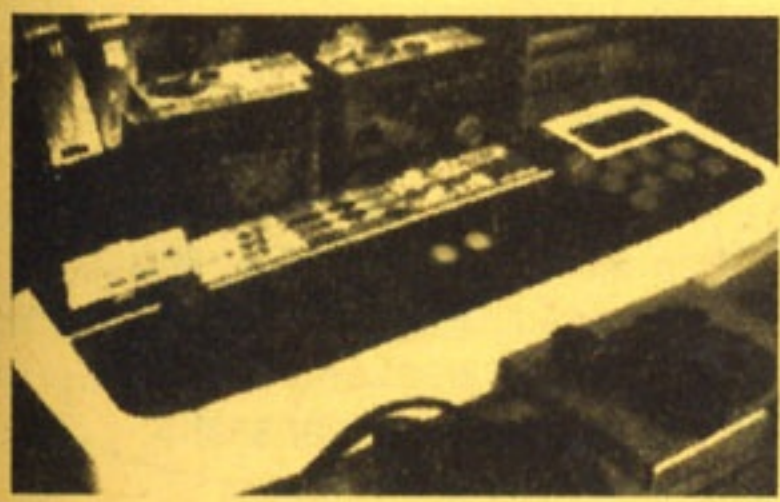


Goemon from Konami. A cool game that will NEVER EVER get an official release...

of this chip of their own. No doubt you'll be seeing these advertised in the near future. In fact numerous Independents are coming out of the woodwork, offering similar GUARANTEED services of their own. We contacted Sony Europe for a comment, but nobody got back to us. Still, you can predict what they'd have to say on the matter: shake hands with one of these chips, and wave goodbye to any warranty with the other.

N64-STYLE CONTROLLER FOR SATURN

Sega's enthusiasm for matching Nintendo's 64-bit machine blow for blow has resulted in the company announcing its own analogue controller for the Saturn. No doubt to coincide with the worldwide release of *Nights* this September. Rumours are already flying on the internet as to how this new peripheral might look, along with the types of games that might become available in the future. Ahh... you can't beat a bit of healthy speculation. Back in reality though, a home version of the entire MEGA-LO control panel is now available in Japan. It's full-size, two-player, and incorporates two eight micro-switched buttons (six plus the shoulder buttons) on each side, and two joysticks. Told you: Japan loves the Saturn. What next – an AS-1?!



BUT DO SEGA LOVE REALLY LOVE YOU...?

Some people may not feel so sure. If you own any of the following, prepare for some really crappy news:

Mega-CD 32X Game Gear

Right. They've all been dropped. Which means no more software support for any of those Sega systems. From now on Sega are concentrating on the Pico (their children's computer), Mega Drive and...um...er... that other one. Saturn! Well, at least this means they now have a leaner and meaner operation to combat Nintendo and Sony in the months to come. Even if it does mean brassing off everybody who bought the hype over lots of quids worth of hardware.

WIN! WIN! WIN! WIN! WIN! WIN!

To celebrate the death of the 32X, we're giving away 2 of them, complete with a copy of *Virtua Fighter* each! Even though you won't be able to buy any new games for it, at least you'll have an interesting mushroom-shaped collector's item! Simply answer this question: **Which game did Atari have to bury thousands of copies of in the Nevada desert?** Send your entries in, pronto to: R.I.P. 32X, CVG Magazine, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

READERS MOST WANTED CHART

Here's what games and hardware you lot want to see most this month.

Keep sending us your lists...

1	NINTENDO 64	FOR REAL!
2	VIRTUA FIGHTER 3	ARCADE
3	SONIC PLATFORM GAME	SATURN
4	MORTAL KOMBAT TRILOGY	PLAYSTATION
5	MORTAL KOMBAT 4	ARCADE
6	DAYTONA REMIX	SATURN
7	FIGHTING VIPERS	SATURN
8	DARK FORCES	PLAYSTATION
9	RAVE RACER	PLAYSTATION
10	SONIC FIGHTERS	ARCADE

To continue this chart, we need YOUR support. So when you send anything into CVG (Letters, art, tips, anything), we want your Top 3 Most Wanted List too, in chosen order. If you don't do this, we'll bin your mail. SO DO IT, OKAY PAL! Oh, and by "Most Wanted" we mean 'what you can't wait to see released', not 'what you most want for your birthday' or anything. Ta very much. ☺

Contents

Page	
1	News/Readers charts
2	Official Charts
3	Dave Kebab's Retro Computer Cabin
4	Small Tips
6	Fighting Vipers
8	Drawins wot you dun
10	Ultimate MK3 guide
12	Street Fighter Alpha 2 guide
15	Classified ads
16	Reader ad form

UK MULTI-FORMAT SALES TOP 20

THIS LAST TITLE		FORMAT	PUBLISHER	
1	NE	STAR TREK DS9: HARBINGER	PC CD-ROM	OCEAN
2	3	DOGZ	PC CD-ROM	MINDSCAPE
3	9	DUKE NUKEM 3D: DEMO	PC CD-ROM	U.S. GOLD
4	2	WORMS: REINFORCEMENTS	PC CD-ROM	OCEAN
5	7	CIVILISATION 2	PC CD-ROM	MICROPROSE
6	1	WORMS	PC CD-ROM	OCEAN
7	6	SENSIBLE WORLD OF SOCCER	AMIGA	TIME WARNER
8	10	WORMS	AMIGA	OCEAN
9	11	NEED FOR SPEED	PLAYSTATION	E.A.
10	4	ALIEN TRILOGY	PLAYSTATION	ACCLAIM
11	8	TOY STORY	MEGA DRIVE	SEGA
12	5	X-MEN: CHILDREN OF THE ATOM	SATURN	ACCLAIM
13	12	COMMAND & CONQUER	PC CD-ROM	VIRGIN
14	15	GRAND PRIX MANAGER	PC CD-ROM	MICROPROSE
15	19	MAGIC CARPET	PLAYSTATION	E.A.
16	17	FIFA '96	MEGA DRIVE	E.A.
17	NE	THEME PARK CLASSICS	PC CD-ROM	E.A.
18	20	FIFA '96	PC CD-ROM	EA
19	RE	ACTUA SOCCER	PLAYSTATION	GREMLIN
20	13	COMMAND & CONQUER: COVERT OPS.	PC CD-ROM	VIRGIN

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These charts don't have anything to do with sales at all. These are simply the games we recommend you get for your machine this month. G-g-g-groinks!

SATURN UK TOP 5

1	PANZER DRAGON ZWEI	SEGA
2	VIRTUA FIGHTER 2	SEGA
3	STREET FIGHTER ALPHA	VIRGIN
4	NIGHT WARRIORS	VIRGIN
5	EURO '96	SEGA

SATURN IMPORT TOP 5

1	PANZER DRAGON ZWEI	SEGA
2	VICTORY GOAL '96	SEGA
3	VAMPIRE HUNTER	CAPCOM
4	LEGEND OF THOR	SEGA
5	GUARDIAN HEROES	SEGA

PLAYSTATION UK TOP 5

1	STREET FIGHTER ALPHA	VIRGIN
2	RESIDENT EVIL	VIRGIN
3	RIDGE RACER REVOLUTION	SONY
4	ALIEN TRILOGY	ACCLAIM
5	NAMCO MUSEUM VOL. 1	SONY

PLAYSTATION IMPORT TOP 5

1	TEKKEN 2	NAMCO
2	BIO HAZARD	CAPCOM
3	STREET FIGHTER ZERO	CAPCOM
4	RETURN FIRE (US)	TIME WARNER
5	DARKSTALKERS	CAPCOM

PC TOP 5

1	QUAKE DEATHMATCH TEST	ID SOFTWARE
2	DUKE NUKEM 3D: SHAREWARE	US GOLD
3	TERRANOVA	VIRGIN
4	COMMAND & CONQUER: COVERT OPS.	VIRGIN
5	DESCENT 2	INTERPLAY

MEGA DRIVE TOP 3

1	TOY STORY	SEGA
2	EARTHWORM JIM 2	VIRGIN
3	GUNSTAR HEROES	SEGA

SUPER NES TOP 3

1	SUPER MARIO BUNDLE	THE
2	YOSHI'S ISLAND	THE
3	SUPER METROID	THE

3DO TOP 3

1	RETURN FIRE: MAPS O' DEATH	EA
2	FOES OF ALI	EA
3	SUPER SF2 TURBO	PANASONIC

ARCADE TOP 5

1	STREET FIGHTER ALPHA 2	CAPCOM
2	VIRTUAL ON	SEGA
3	FIGHTING VIPERS	SEGA
4	MANX TT	SEGA
5	SOUL EDGE	NAMCO

JAPANESE MULTI-FORMAT SALES TOP 10

1	TEKKEN 2	PLAYSTATION
2	BIOHAZARD	PLAYSTATION
3	KIRBY SUPER DELUXE	SUPER FAMICOM
4	KANADERU	SUPER FAMICOM
5	SUPER MARIO RPG	SUPER FAMICOM
6	DERBY STALLION '96	SUPER FAMICOM
7	VICTORY GOAL '96	SATURN
8	LUDERA	SUPER FAMICOM
9	DRAGONFORCE	SATURN
10	GUNDAM 2.0	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	VIRTUA FIGHTER 2	SATURN
2	STREET FIGHTER ZERO	SATURN
3	QUAKE	PC
4	FIGHTING VIPERS	ARCADE
5	TRACK AND FIELD	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	RESIDENT EVIL	PLAYSTATION
2	WILLIAM'S ARCADE GREATEST HITS	PLAYSTATION
3	BOTTOM OF THE 9TH	PLAYSTATION
4	X-MEN: CHILDREN OF THE ATOM	SATURN
5	NBA LIVE '96	PLAYSTATION
6	NBA SHOOT OUT (TOTAL NBA)	PLAYSTATION
7	NIGHT WARRIORS	SATURN
8	NEED FOR SPEED	PLAYSTATION
9	RETURN FIRE	PLAYSTATION
10	ALIEN TRILOGY	PLAYSTATION



I sculpt my hair into points using static electricity! Grrraaaahh! Buy me for £120 on import! Sharoo! Sharooooo! Sharongaaaa!!!

THE LEGEND OF LOMAS



They say a pirate has to be quick on his feet, quick on the joypad and lightning fast with a scart lead. I learned this the hard way whilst playing Altered Beast all those years ago. Now my gaming brain has matured, I present to you a taster, a juicy morsel of the most tantalising tips to tingle your taste-buds... read on...

SEND YOUR TIPS TO:
TIPS SECTION,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.
GIVE US GOOD 'UNS FOR A PRIZE!

**SATURN
GUARDIAN
HEROES**

As far as we know, these cheats only work on the Japanese import version. To activate the debug mode which enables loads of hidden features, go to the options screen and highlight the top option (dip switch). Now press A+C+Y at the same time to enter the menu, and the new "Debug" option will be at the bottom. Turn it on to get all the features.



All of the characters will now be available in Vs mode until the game is turned off. A level select will appear whenever you start a story mode game. You will be able to max. out your character in story mode. The collision detection boxes can be shown by pausing and

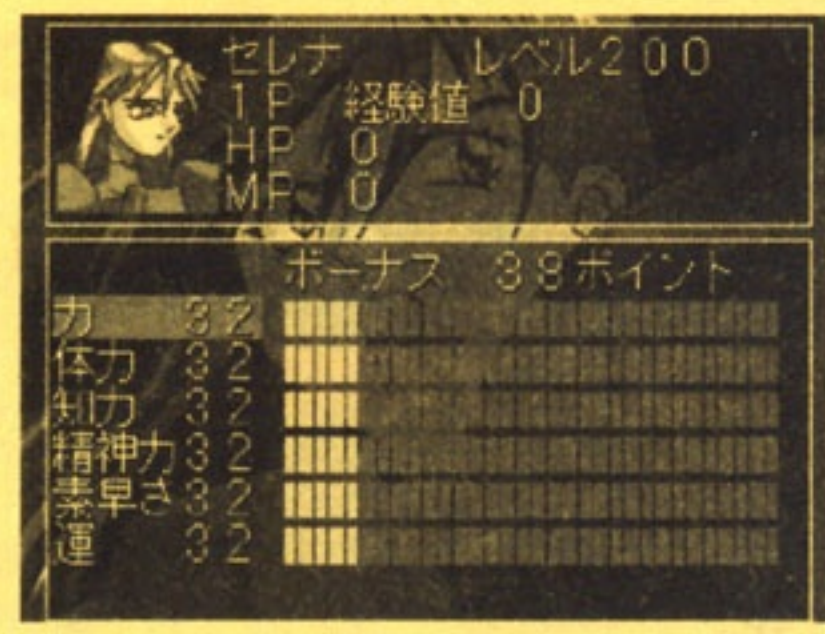
TIPS

pressing L. You can refill your energy by pressing X+Y+Z during a story mode game.



You can skip stages by pressing these buttons during story mode:

- Forward 1 stage R+Start
- Forward 2 stages R+A+Start
- Forward 3 stages R+B+Start
- Forward 4 stages R+C+Start
- Back 1 stage R+L+Start
- Back 2 stages R+L+A+Start
- Back 3 stages R+L+B+Start
- Back 4 stages R+L+C+Start



MORTAL KOMBAT 2

This should cheer up the poor people who've bought the game. Wait for the intro pictures to start up then press Down, Up, Left, Left, A, Right, Down, B, Y, C, then Start (it's like the original Mega Drive MK cheat - DULLARD). The cheat mode will now be available. Thanks go to Simon Perryman from Carlisle for that.

NHL ALL-STAR HOCKEY

To power your players up to max. power, go to the Player Attributes screen and press A+B+C+X+Y+Z.

At the start of a two-player game, as everyone is being introduced, press X+Y+Z+L+R at the same time. Then, as the National Anthem is playing, enter any of these cheats:

- Big players L+R
- Puck floats to centre A+X
- Chunky players A+B
- Upside-down players A+Y+Z
- Bouncy puck X+Y+R

JOHNNY BAZOOKATONE

For infinite lives, enter the password "taehc".

- These passwords take you to any of the stages.
- 2 Walker3
 - 3 Overtime
 - 4 Villa
 - 5 Endboss

SEGA RALLY

To remove all of the on-screen indicators, including the navigator's arrows, press and hold X+Z+A on the last option before the race begins. Keep holding the buttons until the start of the race.

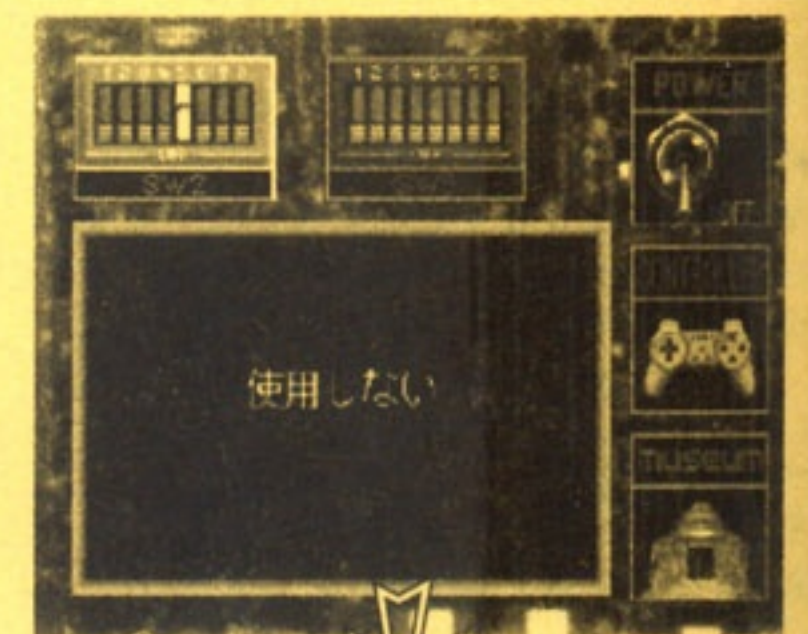
PLAYSTATION

NEED FOR SPEED

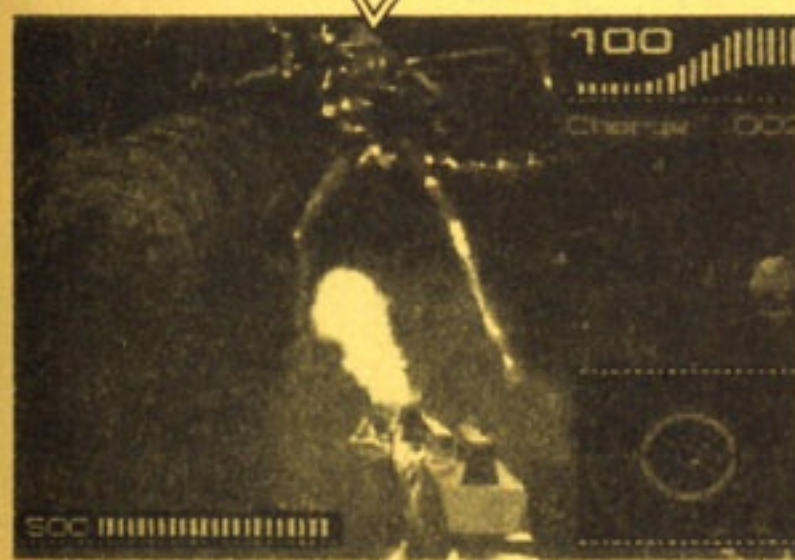
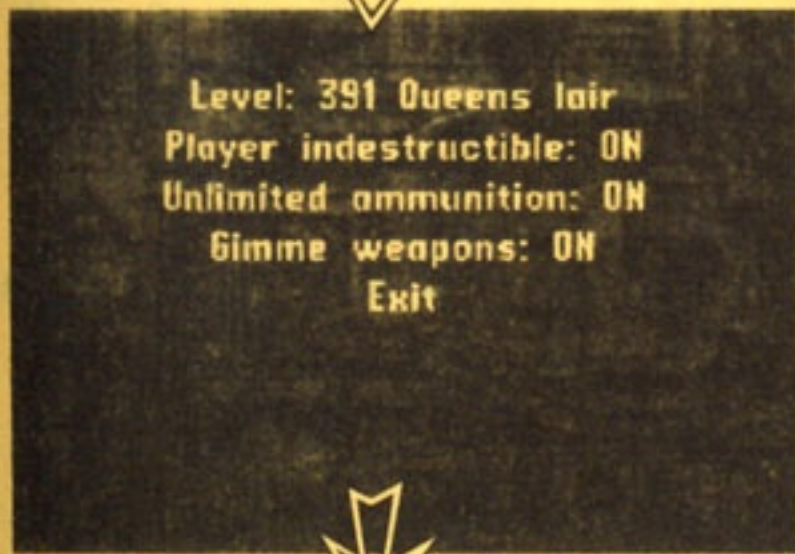
These hidden features sent in by R. Mullen from Dunfermline are brill! Go to the tournament password entry screen and enter the code "YXHJQY". More hidden options will be activated. On track select, hold L1+L2 to get rally mode. On car select, hold L1+R1 to get the hidden "Warrior" car. On segment view, hold L1+R1 to get arcade mode. Also, the code activates the hidden "Lost Vegas" track!

NAMCO MUSEUM VOL. 2

In DRAGON BUSTER, select the game and go to the dip switches screen. Turn the fifth switch in the left-hand block on, and start the game. When the map screen appears, hold the L1+R1+Circle buttons and move onto any of the stages. You'll warp onto the next section. Keep repeating this to go anywhere through the game.



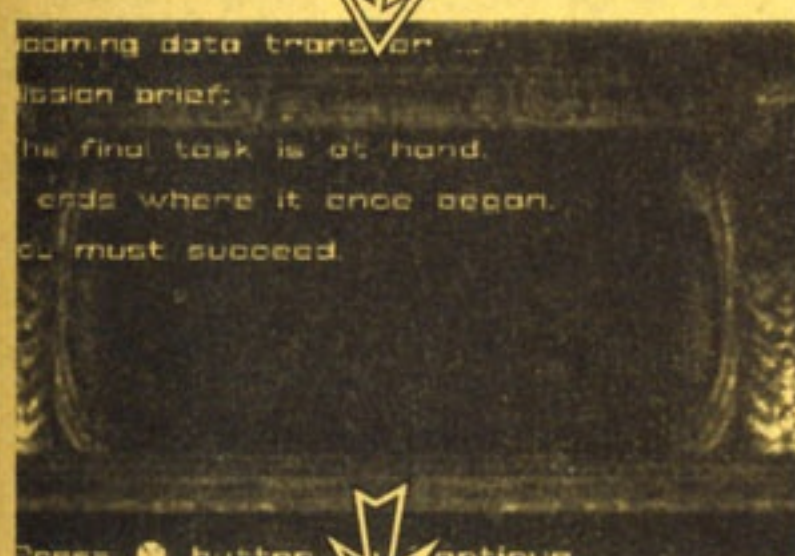
In GAPLUS, select the game and go to the dip switches screen. Turn the fourth switch in the right-hand block on, and start the game. When the first stage is beginning, press the L1+R1+Circle buttons to get the level select option up.



ALIEN TRILOGY

This cheat from Ben Longdon in Letchworth enables a cheats screen with Level Select, Invincibility, Infinite Ammo, and All Weapons options. Go to the password screen and enter the code "1G0TP1NK8CIDBOOTSON". CHEATS ACTIVATED will flash on the screen and the new option will be added to the main screen, below Start and Options.

A slightly quicker way of selecting levels is this: Go to the password screen and enter "GOLVLxx" and replace the "xx" with the number of the level you wish to play on. The problem is, you'll start with



only the original weapon, and that means a quick death on the later levels. Unfortunately, we couldn't get these working on our early version of the game so please don't phone if you can't get them to work.

PC

DUKE NUKEM 3D

The cheats can be typed in during the game to get the goodies.

- DNSTUFF All weapons, ammo and keys
- DNITEMS Maximum armour and all keys
- DNCORNHOLIO God mode
- DNHYPER Infinite steroids
- DNSKILLx Replace x with skill level
- DNSCOTTYxx Replace xx with episode, then map number
- DNVIEW Different view
- DNRATE Set frame rate

DESCENT 2

All of these cheats should be typed in at any time during the game.

- BITTERSWEET "Going up!" (Some of the textures warp)
- PIGFARMER "Hi John!" (The window border is covered



in heads)
GODZILLA "Oh no, there goes Tokyo!" (Can destroy enemies by bashing into them)
SPANIARD "xx destroyed" (Destroys all enemies in the level. Use again to destroy

guide-bot or boss)
ALIFALAFEL "Cheater!" (Get all accessories)
GOWINGNUT Sets the guide-bot off around the level
FREESPACE Brings up level select menu.

ALMIGHTY "Invulnerability!" (Guess)
LPNLIZARD "Homing Weapons!" (Guess again)

MEGA-CD

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

The secret character cheats we printed last month turned out to be popular, but there was one problem. We left out the fact that the cheats have to be entered on the second controller. Sorry.

JAGUAR

NBA JAM: T.E.

Before entering any of these codes to get secret characters, make sure that Tournament Mode is turned off. Start a game and choose to enter your initials. Enter these initials, pressing the buttons afterwards for each letter. For example, for Larry Bird, enter B using Option and C; R using Option and C; then D using Option and A.

Adisak/High Voltage Programmer
ALP using Option+C, Option+B, Option+A

Larry Bird
BRD using Option+A, Option+C, Option+A

DJ Jazzy Jeff
JAZ using Option+A, Option+A, Option+C

Hugo Hornet
HGO using Option+A, Option+C, A/B/C

Bill Clinton
CIC using Option+B, A/B/C, Option+A

SUPER NINTENDO

MORTAL KOMBAT 3

This Kombat Kode enables you

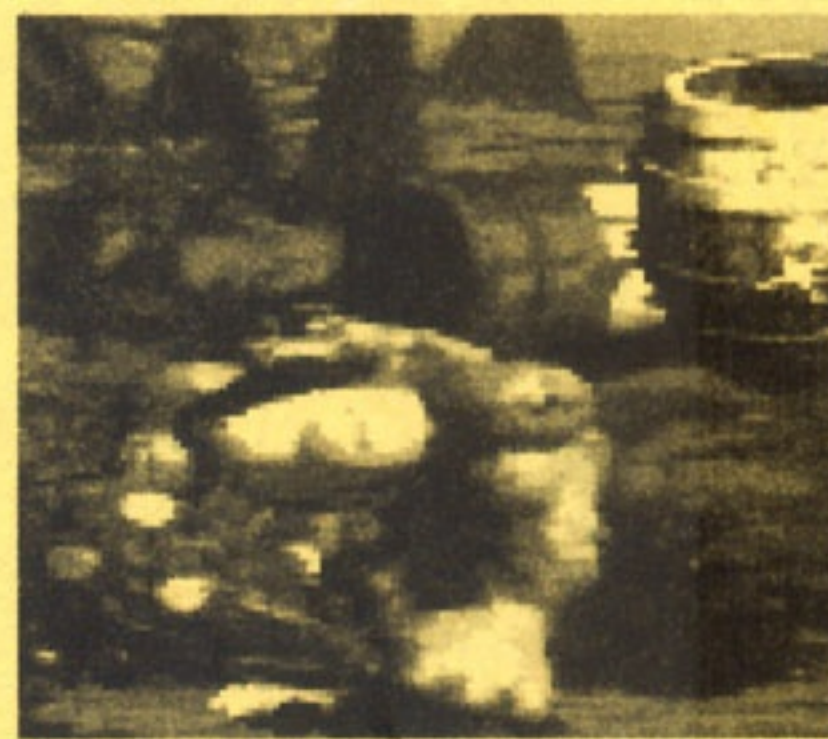
to continuously uppercut your opponent through the ceiling on any stage. Once you've hit them onto the next level, do it again, no matter where you are!
221-557

To select your character in secret, use this stealth select mode. Roll the d-pad anticlockwise then press Select to make your pointer disappear. Now pick your character in secret.

DIDDY'S KONG QUEST

Follow this route to get 75 Krem coins instantly from C. Hambleton, Reading.

- ONE: Go to K. Rool's cabin.
- TWO: Exit the cabin - don't collect the balloon.
- THREE: Jump over the two bananas, collect the next bunch.
- FOUR: Jump over the two bananas and collect the next bunch again.
- FIVE: Go back to the cabin and collect the Krem coin to get straight to 75!



WIN FREE GAMES!

Take a look through this issue. You've missed a chance of getting some free games. We're handing out free software to anyone who writes us a guide for a game which we print. We don't want guides to old or rubbish games - noone cares about them - but we DO want complete solutions or maps to any big titles. As soon as a game's released, get onto it, get good at it, find everything, and tell us about it! If we use your guide, we'll give you free stuff. Simple. Send them to the address below and if they're really good, expect some goodies.

PLAYERS GUIDES,
CVG MAGAZINE,
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LONDON,
EC1R 3AU.

TIPS

TIPS

FIGHTING VIPERS

By SEGA (AM2)

ARCADE GUIDE

FREEPLAY

LEGEND

- f = forward
- b = back
- u = up
- d = down
- g = guard
- p = punch
- k = kick

(Upper Case letters indicate that players must hold the Joystick or Button)

+: press the buttons simultaneously

Crouch: When crouching (No forward or back directional)

Back: If facing the opponent's back

Dash: Dashing toward an opponent

Air: When in the air

Wall: When near a wall

H: High Attack – use Standing or Crouching Guard to defend against

M: Middle-Attack – use Standing Guard to defend against

L: Low Attack – use Crouching Guard to defend against

NAME ABBREVIATIONS

- G = Grace**
- B = Bahn**
- R = Raxel**
- T = Tokio**
- S = Sanman**
- J = Jane**
- C = Candy (Honey)**
- P = Picky**

REMOVE OWN ARMOUR

The ultimate taunt: Characters break off ALL their protective gear, causing damage to anyone close by: f b f b P+K+G (strikes to the middle)

ARMOUR BREAKER

Armour Breaker Techniques can destroy enemy's armour when the armour gage is flashing. They can also negate the effect of enemy's Guard Attack. The Techniques below basically make the enemy down. Breast Armour Breaker: f f P (strikes high) only GRSJH.

COUNTER MOVES

Counters guard against most High or Middle Attacks, then strike back hard – so much so that they can destroy armour. Careful though, you can be thrown while your Viper is charging.

DOWNED OPPONENT

Only when the enemy is floored. Fail and your Viper becomes stunned for a couple of seconds, and is therefore vulnerable.

COMPLETE MOVES LIST AND SECRETS

Revised by CVG
(PHOTOCOPY FOR USE IN THE ARCADE)

We're constantly on the look out for cool Fighting Vipers listings and technique guides. This one we retrieved from a cool arcade site on the internet – The Coin-op Players Distribution Network (<http://www.tmok.com/copdnnnet>). Most of us here have been paying regular visits to the local arcade and testing them out. The result is a revised version of TCOPDN's excellent publication, enabling more players to experience the exciting depths of Fighting Vipers.

BAHN – JUVENILE GANG LEADER

Speciality: Big Stroke
Stage: OLD ARMSTONE CITY

Technique	Method	Effect
STANDING		
Kenkaka	D/F P	M Float
Sway Elbow	b f P	M
Iron Elbow	f P M	
Dashing Elbow	f f P	M
Combo Elbow	f f P f P	MM
Rising Uppercut	f d d/f P	M Float
Rising Upper Combo	f d d/f P f d d/f P MM	Float
Yakuza Kick	d/f K	M Down
Hi-Kick	f f K	H
Head Attack	P+K+G	H
Bahn Flash	f b f b P+K+G	M Take off Armour

ARMOUR BREAKER		
Jingi Gekitouha	d/b D/F P	L
Super Straight	F+P	H
Body Check	b f f P+K	M
Elbow & Body Check	f f P b f P+K	MM

COUNTER MOVES		
Guard & Elbow	b P	H
Guard & Uppercut	b d/f d d/b P	M Float
Guard & Rising Upper	b d/f d d/b PP M	Float

WHEN RUNNING		
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash & Body Check	(Dash)P+K	M
Dashing Knee	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L

THROWS		
Wall Throw	P+G	Throw
Throw Down	b P+G	Throw
Head Butt	b f P+K+G	Throw
Atomic Drop	(Back)P+G Back	Throw

DOWNED OPPONENT		
Stepping on	u P	Down
Soccer Ball Kick	d K	Down
Punching Down	d PP	Down



GRACE – SKATE QUEEN

Speciality: Leg Combo
Stage: BIG FACTORY

Technique	Method	Effect
STANDING		
Vulcan	d PP	HH
Vulcan	d/f PPP	HHH
Vulcan	b PPPP	HHHH
Vulcan Beat	PPPPP	HHHHH
Punch & Kick	PK	HH
Punch Crouch Spin	Pd K	HL
Punch Double Kick	PKK	HHH
Low Punch & Kick	d PK	LL
Hi-Kick Straight	KP	HH
KP & Hi-Kick	KPK	HHH
KP & Double Kick	KPKK	HHHH
KP & Crouch Spin	KPd K	HHL
Double Kick	KK	HH
Vulcan Leg	KK	HHH
Camel Spin	d d/f KK	MM
Camel Spin Cutter	d/f KKK	MMM
Somersault Kick	u/b K	M
Front Roll Kick	u K	M
Jumping Front Roll	u/f K	M
Vertical Kick	d/f d/f K	M Float
Blade Cutter	u d K	H
Right Hi-Kick	K+G	H
Right Hi-Kick Left	K+GK	HH
Right Hi-Kick Combo	K+GKK	HMM Float
Crouch Spin	d K+G	L
Crouch Sign Combo	d K+GKKKK	LLLLL
Bit Kick	f K+G	M
Ballerina Kick	K+GK	MH
Level Back Chop	P+K	M
Grace Flash	f b f b P+K+G	M Take off Armour

ARMOUR BREAKER		
Tip Slap	f f P	M

COUNTER MOVES		
Block Baster	b K	H
Guard & Tip Slap	b P	H
Combo Block Baster	PPK	HHH
Kick Combo Block Baster	KPKK	HHHH

WHEN RUNNING		
Straight Punch	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Diving Kick	(Dash)K	M
Sliding Kick	(Dash)d or d/f K L	
Diving Front Roll Kick	(Dash)P+K+G	M

THROWS		
Wall Throw	P+G	Throw
Izori	d b P+G	Throw
Cross Arm Crutch Slam	b P+K+G	Throw
Frankensteiner	(Air)d P+K+G	Air Grab
Back Drop	(Back)P+G Back	Throw

DOWNED OPPONENT		
Stepping on	u P	Down
Soccer Ball Kick	d K	Down

CANDY (aka HONEY) – FASHIONABLE GIRL

Speciality: Cat Punch
Stage: BAY SIDE

Technique	Method	Effect
STANDING		
Cat 1-2 Punch	PP	HH
Punch & Kick	PK	HH
Cat Scratch	PPP	HHH
Combo Upper Kick	PPPK	HHHM Float
Combo Low Kick	PPPd K	HHHL
Crouch Jab & Kick	d PK	LL
Cat Uppercut	d/f P	M Float
Honey Single	P	M
Honey Double	PP	MM
Honey Triple	f PPP	MMM Float
Rising Cat Upper	d d/f P	M Float
Toe Kick	(Crouch)K	M
Toe Kick & Scorpion	(Crouch)KK	MM Down
Toe Kick & Somersault	(Crouch)Ku/b K	MM Down
Toe Kick & Heel Down	(Crouch)KK+G	MM
Crouch Kick	d/b KK	LL
Leg Beat	d/b KKK	LLH Down
Crouch Kick & Punch	d/b Kkd P	LLL Down
Middle Kick	d K	M
Middle Kick & High	d KK	MH Down
Triple Low Kick	D KKK	LLL Down
Scorpion Attack	d/f K	M
Somersault Kick	u/b K	M Down
Jack Knife Kick	K+G	M Float
Horse Kick	f f K+G	M Down
Honey Peach	P+K+G	M
Honey Peach & Peach	P+K+GP+K+G	MM
Honey Flash	f b f b P+K+G	M Lose Armour
Wall Climbing	(Wall, Air)u P	(Move)

ARMOUR BREAKER		
Cat Slap	f f P	H
Cat Diving	d/f d/f P	L
Cat Heel Drop	(Top of Wall)u P	L

COUNTER MOVES		
Block Bomber	b K	H
Guard & Cat Slap	b P	H

WHEN RUNNING		
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash Peach	(Dash)K	M
Sliding Kick	(Dash)d or d/f K L	

THROWS		
Wall Throw	P+G	Throw
Peach Press	d/b f P+G	Throw
Cat Flip	d b P+G	Throw
Hopping	u/f P Break Defence	
Leg Through	d P+K+G Break Defence	
Honey Aerial	(Air)b P+K+G	Air Grab
Back Drop	(Back)P+G Back	Throw
Knee Trap	(Back)P+K+G	Break Defence

DOWNED OPPONENT		
Stepping on	u P	Down
Soccer Ball Kick	d K	Down

JANE - ENTHUSIASTIC FIGHTER

Speciality: Pinch Combo
Stage: OBSERVATION DECK

Technique	Method	Effect
STANDING		
Double Bash	PP	HH
Low Spin Combo	PPd K	HHL
Low Spin & Uppercut	PPd Kd/f P	HHLM
Low Spin & Double Hand	PPd Kf P	HHLM
Knee Kick Combo	PPf K	HMM
Triple Bash	PPP	HHH
Punch & Kick	PK	HH
Punch Kick & Uppercut	PKP	HMM
Crouch Jab & Kick	d PK	LL
Uppercut	d/f P	M Float
Body Blow	f P	M
Body Blow & Punch	f PP	MM
Double Hand Attack	d d/f P(d/b f P) M	
Rising Kick	(Crouch)K	M
Rising Knee	(Crouch)K	H Float
Low Spin Up	K+GK	LH
Low Spin Down	D K+GK	LL
Jane Flash	f b f b P+K+G	M Take off Armour
Wall Climbing	(Wall, Air)u P	(Move)
ARMOUR BREAKER		
Power Smash	ff P	H
Tornado Punch	b d/b d d/f f P	H
Ground Tornado	f d d/f P	L
Jumping Heel Drop	(Top of Wall)u P	L
COUNTER MOVES		
Block Straight	b P	H
Combo Block Straight	PPb P	HHH
WHEN RUNNING		
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash Knee	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Clinch Punch	P+G	Throw
Clinch Punch (d)	P+GP	Throw
Brain Baster	b P+G	Throw
Front Back Breaker	f d P+G	Throw
Clinch Knee	K+G	Throw
Clinch Knee (d)	b d/b d d/f f K+G	Throw
Clinch Knee (d)	(Wall)K+GK+G	Throw
Neck Fold	(Back)P+G Back	Throw
Tiger Suplex	(Back)P+K+G Back	Throw
DOWNED OPPONENT		
Jumping Punch	u P	Down
Soccer Ball Kick	d K	Down
Punching Down	d P	Down

PICKY - SKATEBOARD FIGHTER

Speciality: Skate Board Attack
Stage: UFO DINER

Technique	Method	Effect
STANDING		
1-2 Punch	PP	HH
1-2 Side Kick	PPK	HMM
Combo Toe Kick Hi	PPd KK	HMMH
Combo Upper Spin	PPf PK	HMMH
Combo Knee Kick	PPf KK	HMMH
Board Bash	PPP	HHH
Punch Side Kick	PK	HM
Punch Low Kick	Pd K	HL
Crouch Jab & kick	d PK	LL
Uppercut	d/f P	M Float
Upper Hi-Spin	d/f PK	MH Float
Knee Kick Hi	gn	KK MH
Toe Kick	d K	M
Toe Kick High	d KK	MH
Middle Kick	d/f K	M
Heel Attack	u d K	MM
Knee Kick	K+G	M
Rising Knee	(Crouch)K+G	M Float
Picky Flash	f b f b P+K+G	M Lose Armour
Rocket Dive	(Back to Wall)d/b	KK M
Wall Climbing	(Wall, Air)u P	(Move)
ARMOUR BREAKER		
Board Slap	b f P	H
Jumping Heel Drop	(Top of Wall)u P	L
COUNTER MOVES		
Block Knee	b K	H
Sway Uppercut	b P	H
WHEN RUNNING		
Dash Board	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash Air	(Dash)P+K+G	M
Dash Knee	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Wall Throw	P+G	Throw
Neck Throw	ff P+G	Throw
Hopping	u/f P	Break Defence
Leg Through	d P+K+G	Break Defence
Leg Through & Horse Kick	d P+K+G K	Break Defence & Attack
Clinch Knee	(Wall)b f K	Throw
Air Grab	(Air)b P+K+G	Air Grab
Frankensteiner	(Air)d P+K+G	Air Grab
Back Drop	(Back)P+G Back	Throw
DOWNED OPPONENT		
Diving	u P	Down
Board Stamp	d P	Down
Triple Stamp	d KKK	Down

RAXEL - BATTLE ROCKER

Speciality: Guitar Attack
Stage: THE CITY TOWER

Technique	Method	Effect
STANDING		
1-2 Punch	PP	HH
Punch Combo	PPP	HHH
Punch & Kick	PK	HH
Uppercut	d/f P	M
Double Uppercut	d/f PP	MM
Elbow	f P	M
Elbow & Punch	f PP	MM
Light Hand	f PPP	MMH
Elbow Side-Kick	f PK	MM
Elbow Side-K & Knuckle	f PKP	MMH
Elbow Death Spin Kick	f PKPK+G	MMHH
Elbow Low Death Spin	f PKPd K+G	MMHL
Double Spin Kick	KK	HM
Rising Spin Kick	(Crouch)K	M
Side-Kick	d/f K	M
Side Kick Knuckle	d/f KP	MH
Death Spin Combo	d/f KPf K+G	MHH
Low Death Spin Combo	d/f KPd K+G	MHL
Dash Hammer Kick	f K	M
Sommersault Kick	u/b K	M
Vertical Kick	K+G	M Float
Sliding Kick	d K+G	L
Raxel Flash	f b f b P+K+G	M Take off Armour
ARMOUR BREAKER		
Guitar Trust	ff P	H
Guitar Swing	d/f d/f P	H
Guitar Swing Down	d/f d/f PP	H
Death Spin Kick	f K+G	H
Double Death Spin	f K+Gd d/f f K	HH
Triple Death Spin	f K+Gd d/f f Kd d/f f K	HHH
COUNTER MOVES		
Block Baster	b K	H
Guard & Uppercut	b P	H
Combo Block Baster	PPK	HHH
WHEN RUNNING		
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash Knee	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Wall Throw	P+G	Throw
Neck Fold	b f P+G	Throw
Neck Throw	ff P+G	Throw
Mexican Typhoon	u d P+G	Throw
Back Drop	(Back)P+G Back	Throw
DOWNED OPPONENT		
Stepping on	u P	Down
Guitar Crash	d P	Down
Double Handed Guitar	d d P	Down
Soccer Ball Kick	d K	Down

SANMAN - MAD RIDER

Speciality: Bodily Crash
Stage: OLD ARMSTONE TOWN

Technique	Method	Effect
STANDING		
1-2 Punch	PP	HH
1-2 Hammer	PPP	HHH Down
Jab Uppercut	Pd/f P	HM
Jab Upper & Kick	Pd/f PK	HMM
Punch & Kick	PK	HH
Uppercut	d/f P	M
Double Uppercut	d/f PP	MM
Chop	b f P	M
Double Chop	b f PP	MM
Triple Chop	b f PPP	MMM
Generator (d)	f PP	HH
Generator (d/f)	f PPP	HHH
Generator (b)	f PPPP	HHHH
Generator Punch	f PTTTT	HHHHH
Body Press	U/B or U or U/F P	M
Reverse Sledge Hammer	d/f P+G	M Down
Leg Through	d K+G	L Down
Peach Bomber	P+K+G	M
Double Peach Bomber	P+K+GP+K+G	MM
Hammer Down	d P+K+G	M
Double Hammer Down	P+K+Gd P	MM
Hammer & Reverse Sledge	d P+K+Gd P+G	MM
Sanman Flash	f b f b P+K+G	M Take off Armour
ARMOUR BREAKER		
Elbow Smash	ff P	H
COUNTER MOVES		
Block Bomber	b K	H
Combo Block Bomber	PPK	HHH
WHEN RUNNING		
Body Attack	(Dash)P	M
Dash Peach	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Sanman Nice Can	P+G	Throw
Giant Swing	b d/b d d/f f P	Throw
Neck Hanging Tree	f d/f d d/b b P+G	Throw
Triple Neck Hang	f d/f d d/b b P+Gf b P+G	Throw
Sanman Typhoon	f d/f d d/b b P+Gf b P+Gf d/f b	d d/b
Bear Hug	f b P+G	Throw
Bear Hug & Press	f b P+G b P+G	Throw
Canadian Back Breaker	f b P+K+G	Throw
Pile Driver	d/f d/f P+G	Crouch & Slam
Super Power Bomb	(Wall)f b f P+G	Throw
Iron Claw	(Wall)d/b or d P+G	Crouch & Slam
Giant Swing	b d/b d d/f f P	Grab & Throw
Footside		
Double Neck Hang	d b f P+G	Grab & Throw
Back Drop	(Back)P+G Back	Throw
DOWNED OPPONENT		
Raiden Drop	u P	Down
Shiko Quake	d K	Down

TOKIO - JUSTICE VIPER

Speciality: Spin Kick Combo
Stage: ARMSTONE AIRPORT

Technique	Method	Effect
STANDING		
1-2 Punch	PP	HM
Open Arm	PPP	HMM
1-2 & Kick	PPK	HMM
Punch & Kick	PK	HH
Uppercut	d/f P	M Float
Open Arm Blow (d)	PP	MM
Open Arm Blow	PPP	MMM
Toe Kick	(Crouch)K	M
Middle Kick	d/f K	M
Double Middle Kick	d/f KK	MM
Triple Middle Kick	d/f KKK	MMM
Down		
Knee Kick	f K	M
Hi-Kick	ff K	H
Looping Kick	u/b K	M
Heel Attack	u d K	M
Spin Kick	K+G	H
Spin-K & Side	K+GK	HM
Spin Float	K+GKK	HMM
Spin Cosac	K+Gd K	HL
Low Spin Hi	d K+GK	LH
Low Spin Float	K+GKK	LHM
Triple Low Spin	D K+GKK	LLL
Middle Kick	d/f K+G	M
Middle Kick Combo	d/f K+Gf K	MM
Down		
Catapult Hi	f K+GK	HH
Catapult Low	K+Gd K	HL
Hi-K Punch & Kick	KPK	HHH
Hi-K 1-2 & Kick	KPPK	HHHH
Hi-K 1-2 & Loop Kick	KPPb K	HHHM
Hi-K PPP Hi-K	KPPPK	HHHHH
Hi-K PPP Low-K	KPPPd K	HHHHL
Hi-K PPP Loop-K	KPPPd K	HHHHM
Low-K Punch & Kick	d K+GPK	LHH
Low-K 1-2 & Kick	d K+GPPK	LHHH
Low-K 1-2 & Loop Kick	d K+GPPb K	LHHM
Low-K PPP Hi-K	d K+GPPPK	LHHHH
Low-K PPP Low-K	d K+GPPPd K	LHHHL
Low-K PPP Loop-K	d K+GPPPd K	LHHHM
Crouch down	f d P+K+G	(Move)
Crouch Down & Kick	f d P+K+GK	M
Tokio Flash	f b f b P+K+G	M Take off Armour
ARMOUR BREAKER		
See Counter Move		
COUNTER MOVES		
Block Baster	b K	H
WHEN RUNNING		
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Drop Kick	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Wall Throw	P+G	Throw
Arm Crytch Slam	P+G	Throw
Neck Grab & Throw	P+G	Throw
Rolling Throw	f b P+K+G	Throw
Clinch Knee	(Wall)b f K	Throw
Back Drop	(Back)P+G Back	Throw
DOWNED OPPONENT		
Stepping on	u P	Down
Soccer Ball Kick	d K	Down



FIGHTING VIBERS

ARCADE GUIDE

FREEPLAY

drawinz

Wot you dun



My name is Hunter and i am Toms dog and i give a bone to my favourite picture. Woof.



The pages where budding art masters still get their 1 month of fame.



I know when something has been slapped together in 5 minutes so don't even try it.

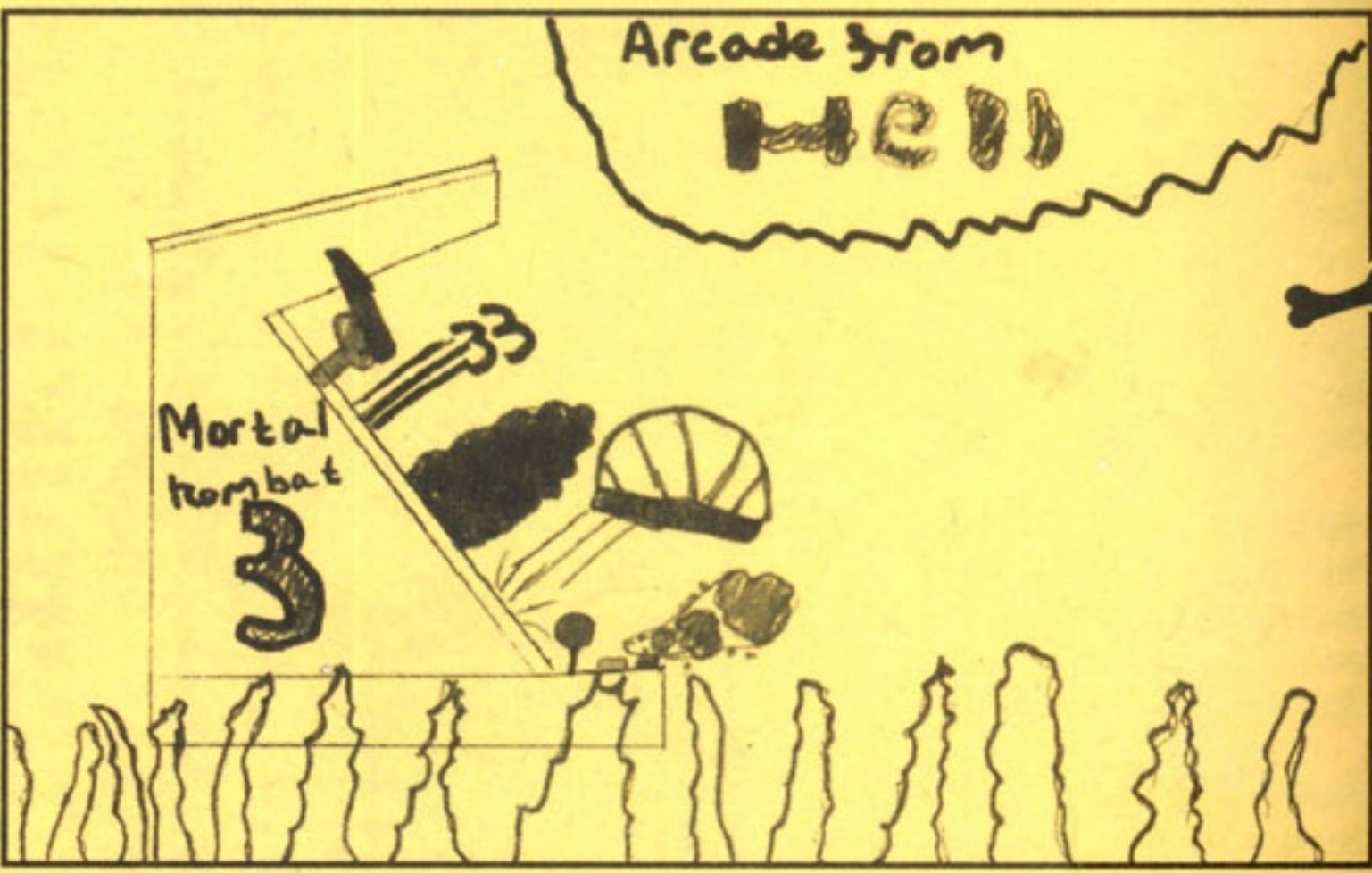
Originality, creativity, style, fun, and not copied straight off another magazine.



Excellent entries this month fellow art barons, especially Peter Karn from Devizes, what a corker. Keep sending them in and remember there's a prize for the best one. Whoopee!

Drawins wot you dun, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

drawinz
wot you dun



① Fantastic. Blood and guts. That's what I like. Top show David Clarke aged 15.

② Good effort from Andrew Matthews, nice shading technique.

③ Brilliant imagination Michael Lloyd, with a sound track from Slayer no doubt!

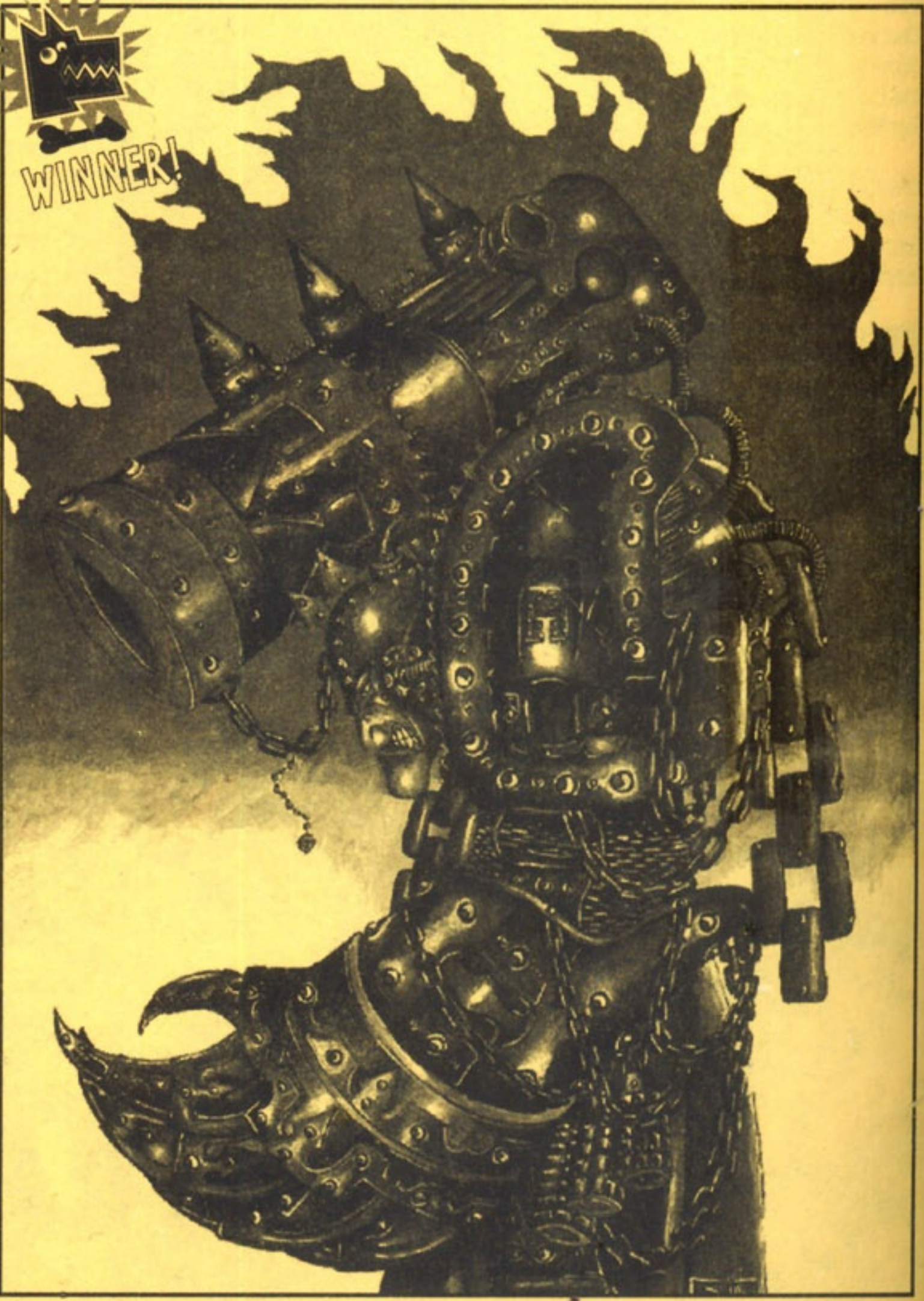


④ I'm bored with Bug. So don't send any more in Sunit.

⑤ OK, not bad Alexander Max Stuart, or should I call you AI?



⑥ Quite a nice idea, sort of, I suppose. It's by William English of Aberdeenshire.



⑦ Sorry Folks, this is it. Outright winner. Non of you lot even got a look in. Don't whine, It's Brilliant, and that's that. Well done Peter Karn from Devizes.

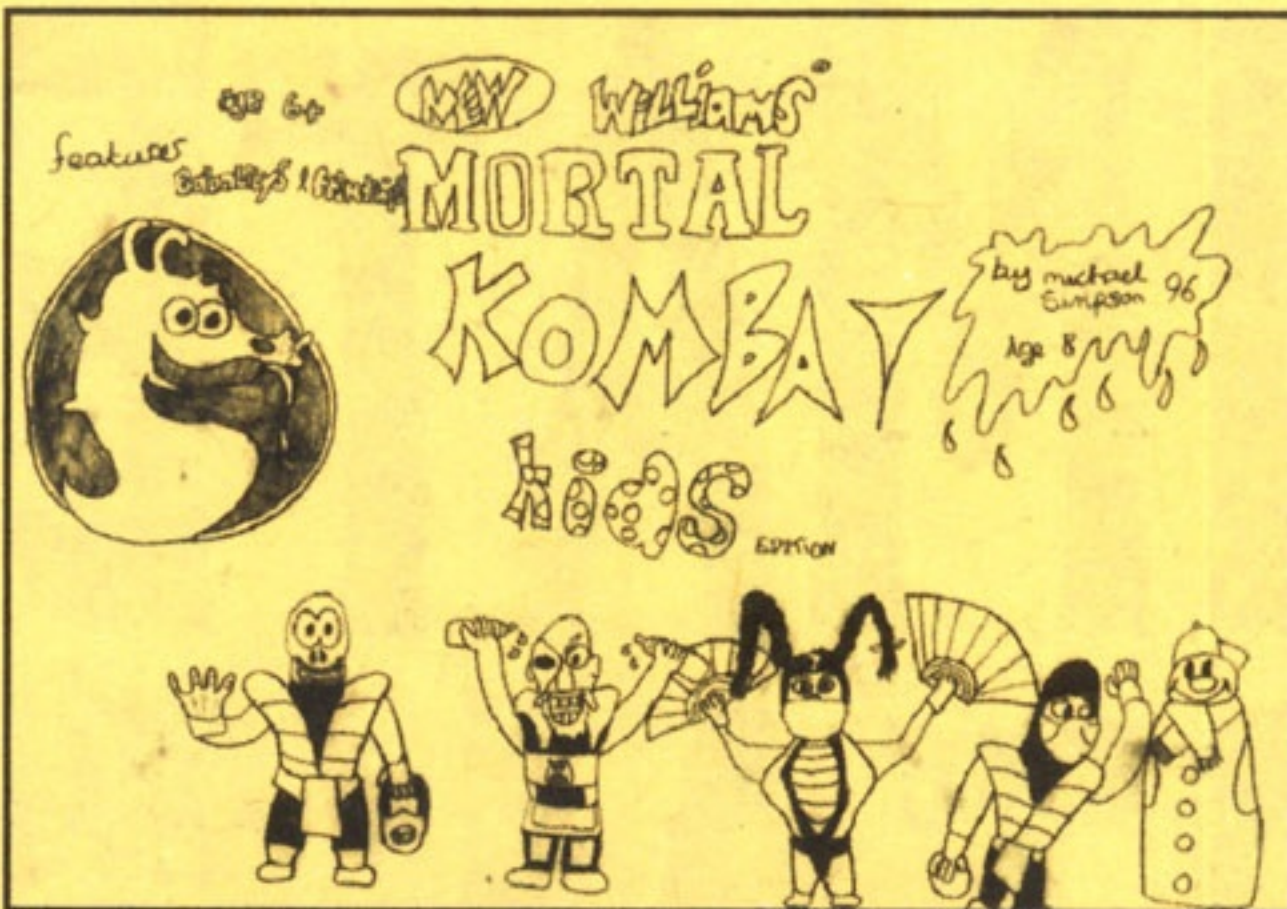
⑧ You'll have to take it from me, the colours used here are excellent, Michael Brown, aged 11.

FREEPLAY



Ⓜ Is this traced, Leon Wright? I hope not. Remember, you can't fool Hunter.

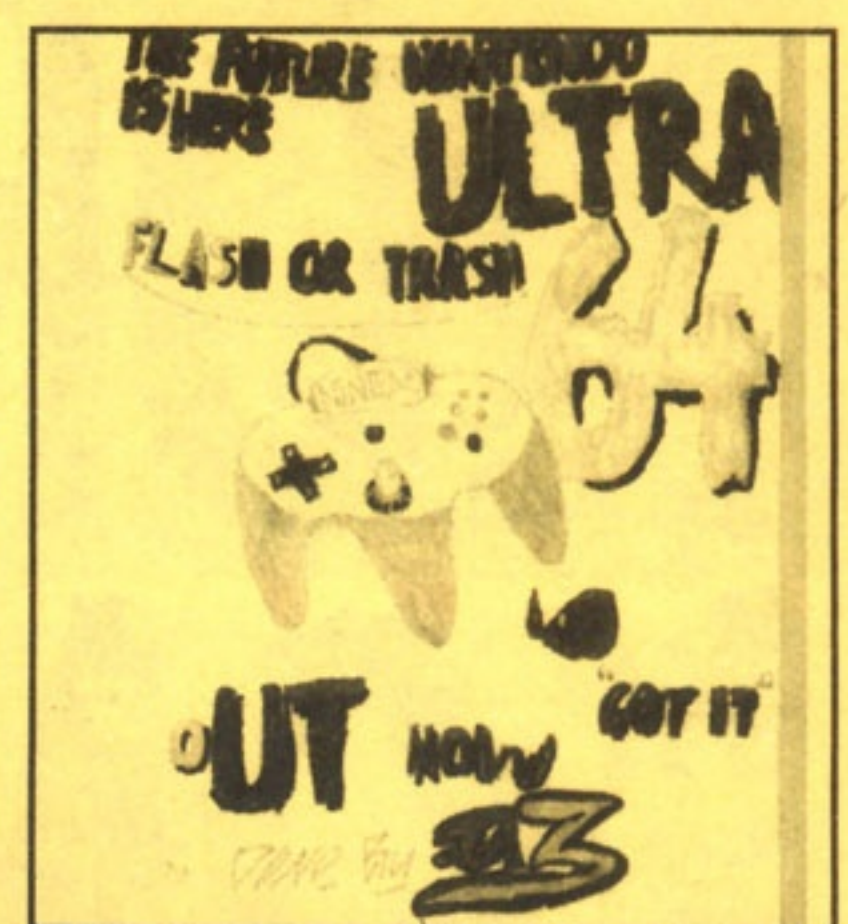
Ⓜ A rather porky looking Sonic from Alastair Preston.



Ⓜ Now that's a good idea. Are you watching out there Mr Midway? Michael Simpson wants a job! And he's only 8.



Ⓜ Chun Lee with a flintlock pistol! You must be crazy, Sunny Shabir from Manchester!

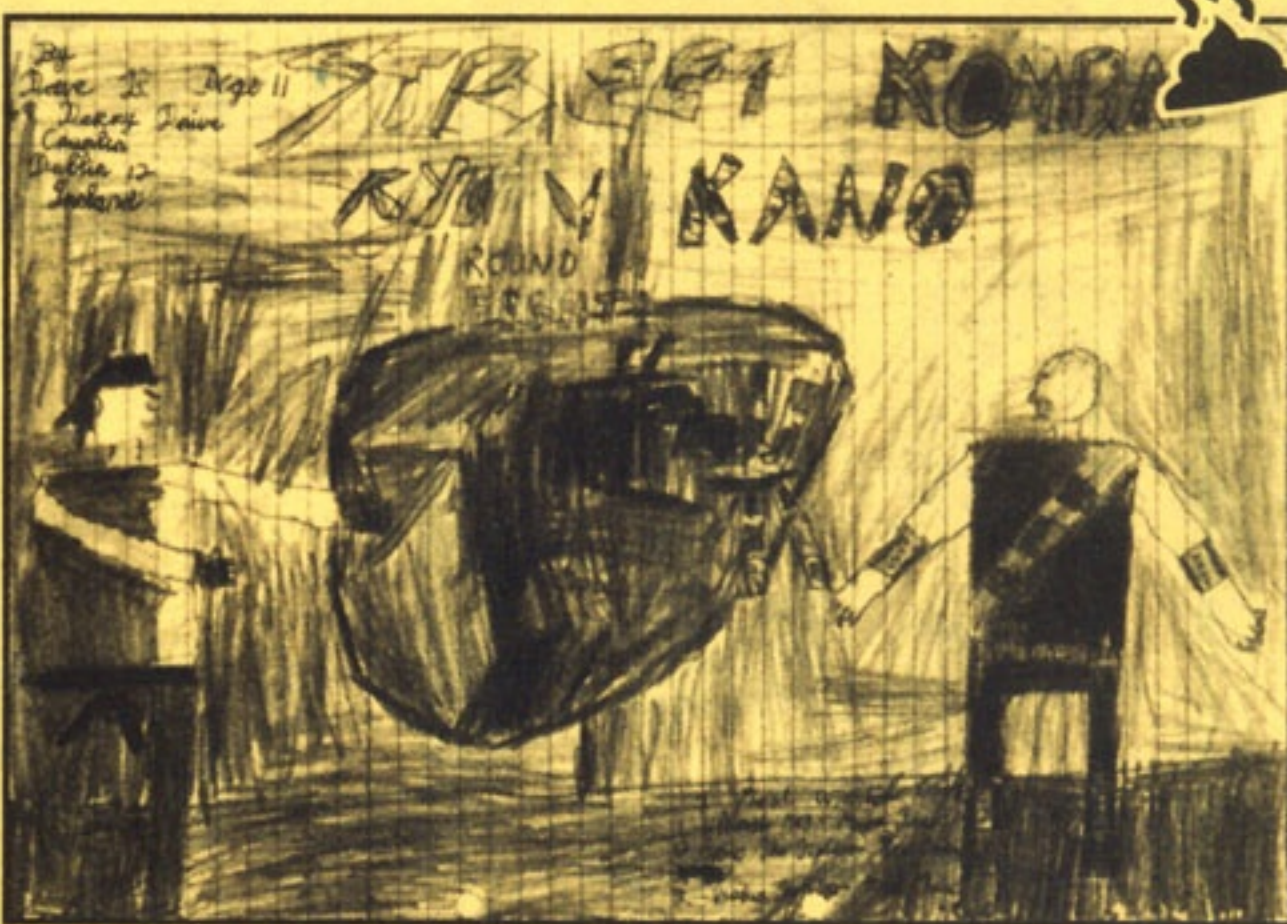


Ⓜ Out now?! Ho, ho Jaz if only!



Ⓜ Right, that's it no more Cool Spot he's banned as well as Bug.

Ⓜ Guy from StreetFighter Alpha. He's got funny arms just like Tom Guise.



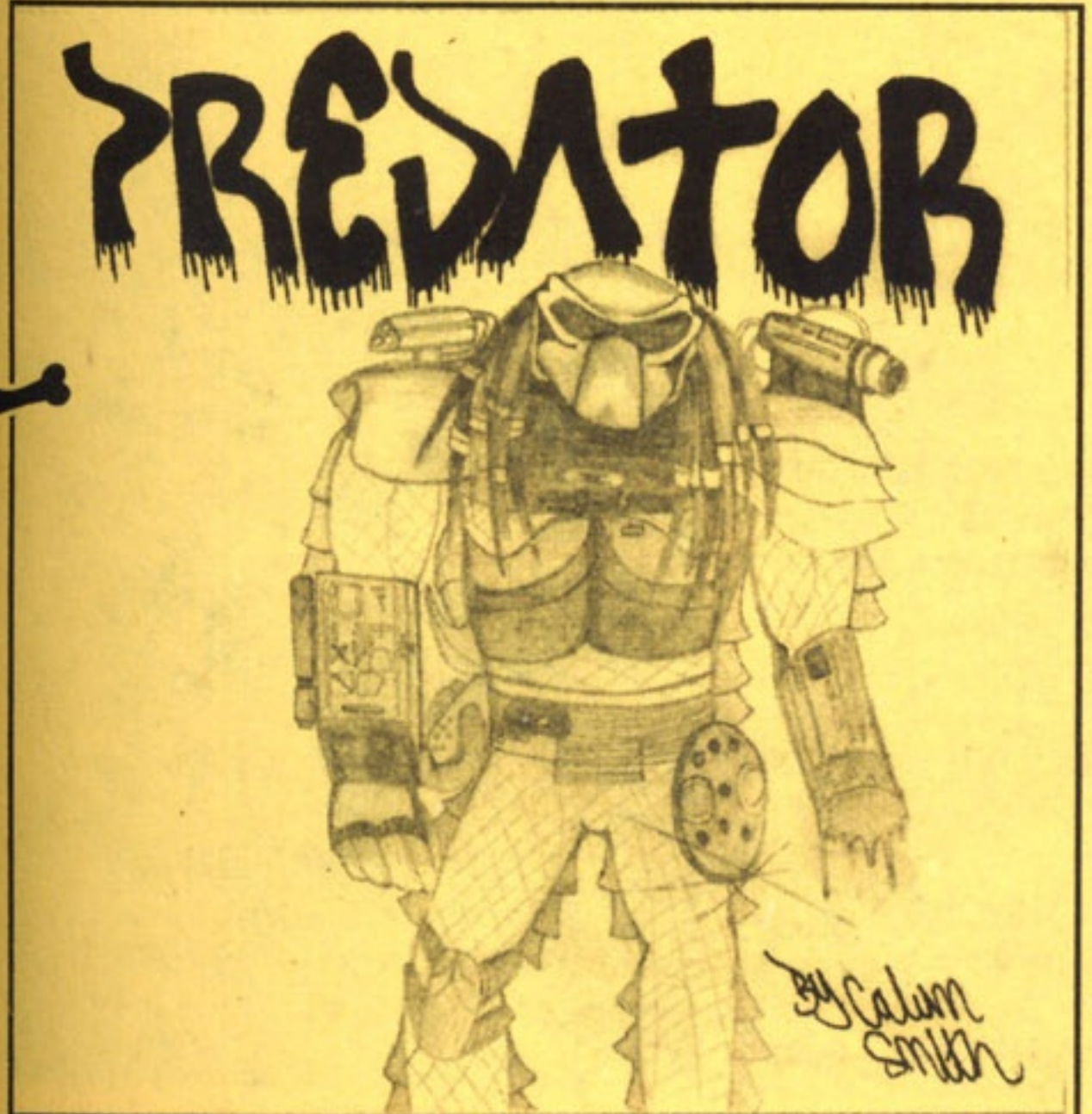
Ⓜ Oh dear Dave B. from Dublin, I bet you've got a messy bedroom.



Ⓜ Excellent Martin Cunliffe, you've captured the characters expressions very well.



Ⓜ Yes Ken Murray from Glasgow I do like it!!



Ⓜ Very stylish Calum Smith, but try using a 4b pencil not a 4h.



Ⓜ This bloke's obviously got a talent. Well done Suffian Shahabuddin. Keep up the good work.



Ⓜ This must have taken ages! Excellent, Gavin Priest from Birmingham.



Ⓜ A cool effort from Micheal Kenny. Take your time Mickey, there's no rush.



Ⓜ Ed Iomas gets his just desserts. About time too. Good Idea Alastair Preston.

drawing
 wot you dun

ULTIMATE MORTALS KOMBAT 3

The biggest thing we've got this month is how to play as Classic Smoke! We've tested this and it DEFINITELY works, so don't phone us to ask if it's true, okay? We've also got a few moves which were missing from last month, as well as a load of awesome combos for the new characters.

PLAY AS CLASSIC SMOKE!

Select regular Smoke with any button, then hold HP+HK+BK+Run+Back until the fight starts. Regular Smoke will appear, then transform into Classic Smoke as the round begins! Unfortunately, he's a bit of a cop-out as he's exactly the same as Scorpion!

Harpoon	B, B, LP
Teleport Punch	D, B, HP
Air Throw	BK in air
Decap. Fatality	R, BK, R, R, HK
Babality	D, B, B, F, HP
Pit Fatality	Hold BK + press F, U, U, LP

His best combos are the same as Scorpion's.

KUT OUT AND KEEP MOVES!

Here are a few moves we've learned since last issue.

JADE
Kitten Animality (close) F, D, F, F, LK

REPTILE
Acid Puke Fatality (sweep) Hold BK + press F, F, U, U, HK
Snake Box Friendship (close) D, F, F, B, HK

SCORPION
Skull Box Friendship (close) B, F, F, B, LK
Pit Fatality Hold BK + press F, U, U, LP

KRACKIN' KOMBOS

Here are some basic chain and juggle combos for UMK3. From this basic list, you'll be able to build your own combos up, or simplify ours. There are loads more possibilities - just try swapping the last move in the combo for another along the same lines, or dropping it totally. As explained in our Saturn review, starting on page 72, combos in *Ultimate MK3* work like this:

CHAIN
This is a basic sequence of attacks performed quickly when close to an opponent. The moves chain together to make a combo.

JUGGLE
This is where an opponent in the air is hit repeatedly before they hit the floor, making it impossible for them to block the sequence of attacks.

INITIALISER
This is a chain combo which leaves an opponent in the air, waiting to be juggled.

DAMAGE KEY
Before each combo it says how many hits it'll do, as well as a rough damage rating. This is because the actual damage changes from version to version.
L Low damage
M Medium damage
H High damage
VH Very High damage

NOTE: All chain combos can be started with a jumping HP. This adds 10% damage to every combo.

KOMBAT KODES

These "Kodes" should be entered on the battle screen. The numbers correspond to the number of presses required on each button - the first three numbers are controlled by player one, and the next three are controlled by player two.

033-000	Half Energy for Player 1
000-033	Half Energy for Player 2
707-000	Quarter Energy for Player 1
000-707	Quarter Energy for Player 2
010-010	Throw Encourager
100-100	Throwing Disabled
020-020	Blocking Disabled
987-123	No Meters
300-300	Silent Kombat
788-322	Quick Uppercut Recovery
044-440	Sans Power (Little energy in round 3)
688-422	Dark Kombat
444-444	Randper Kombat (Random morphing)
985-125	Psycho Kombat (Dark, randper, no meters, no block, quick uppercut)
466-466	Unlimited Run
642-468	Play Galaga
999-999	Show revision number

Kombat Zone Select:

004-700	Kahn's Kave
330-033	Jade's Desert
002-003	River Kombat
666-444	Scorpion's Lair
933-933	Ermac's Portal
091-190	Bell Tower
077-022	Bridge
666-333	Graveyard
800-220	Kahn's Tower
600-040	Kombat Temple
050-050	Noob's Stage
820-028	Pit 3
343-343	Roof
123-901	Soul Chamber
079-035	Street
880-088	Subway

Text Messages:

717-313	"Rain can be found at the graveyard"
448-844	"Don't jump at me"
122-221	"Skunky!"
004-400	"Watcha gun do?"
550-550	"Go see Mortal Kombat the live tour!"
282-282	"No Fear"
123-926	"No knowledge that is not power"
987-666	"Hold flippers during casino run"

Winner Fights:

969-141	Winner Fights Motaro
769-342	Winner Fights Noob Saibot
033-564	Winner Fights Shao Kahn
205-205	Winner Fights Classic Smoke



U Up
D Down
F Forwards
B Backwards
HP High Punch
LP Low Punch
BK Block
R Run
HK High Kick
LK Low Kick
JK Jumping Kick
+ Press the linked buttons at the same time
, Press the buttons in sequence

ERMAC

Best Chain
5-hit M HP, HP, B+LP, B+HK, B+LK

Starting with initialiser - HK, LP...
8-hit VH JK, Teleport, Slam, 2 Standing HPs, JK, Sweep
6-hit H JK, Teleport, Slam, Standing HP, Roundhouse
5-hit H JK, Teleport, Sweep

Starting with Slam...
8-hit VH 2 Standing HPs, JK, Teleport, Slam, 2 Standing HPs, JK, Sweep
3-hit M Standing HP, JK, Sweep
2-hit L Standing HP, Fireball

Starting with Teleport Punch...
8-hit H Slam, Standing HP, JK, Teleport, 2 Standing HPs, JK, Sweep
7-hit M Slam, 2 Standing HPs, Teleport, Slam, 2 Standing HPs, JK

Starting with Uppercut...
8-hit VH Slam, JK, Teleport, 2 Standing HPs, JK, Sweep
6-hit 100% Slam, Uppercut, Slam, Uppercut, Slam, Uppercut

JADE

Best Chain
7-hit M HP, HP, Hold D + press LP, LK, HK, LK, B+HK or

Starting with Jump Kick...
2-hit L Shadow Kick

CLASSIC SUB ZERO

Best Chain
5-hit M HP, HP, B+LK, B+HK, F+LK

Starting with Uppercut...
6-hit M JK, Slide

Starting with Jump Kick...
7-hit M Floor Freeze, Chain Combo

MILEENA

Best Chain
6-hit M HP, HP, HK, HK, U+LK, U+HK

Starting with Ground Roll...
4-hit H Standing HP, Roll, Standing HK

KITANA

Best Chain
4-hit L HP, HP, B+LP, F+HP

Starting with Fan Lift...
6-hit M JK, Air Fan Throw, Run in, HP, JK, Sweep
5-hit M JK, Air Fan Throw, Run in, HP, Air Punch
4-hit M JK, Air Fan Throw, Run, Uppercut

Starting with Jumping Kick...
4-hit M Air Fan Throw, Run, JK, Sweep

REPTILE

Best Chain
4-hit L HP, HP, HK, B+HK

Starting with initialiser (HP, HP, D+LP)...
10-hit H Fast Globe, 2 Standing HPs, Elbow Dash, 2 Standing HPs, Elbow Dash, Crouching LP, Uppercut
8-hit M Fast Globe, 2 Standing HPs, JK, Slide
6-hit M Fast Globe, Standing HP, Uppercut
6-hit M Fast Globe, Standing HP, Roundhouse

Starting with Fast Globe, Slow Globe...
5-hit M Standing HP, JK, Slide
4-hit L JK, Slide
4-hit L 2 Standing HPs, Acid Spit

Starting with Jump Kick...
6-hit M Fast Globe, 2 Standing HPs, JK, Slide
4-hit M Fast Globe, JK, Sweep

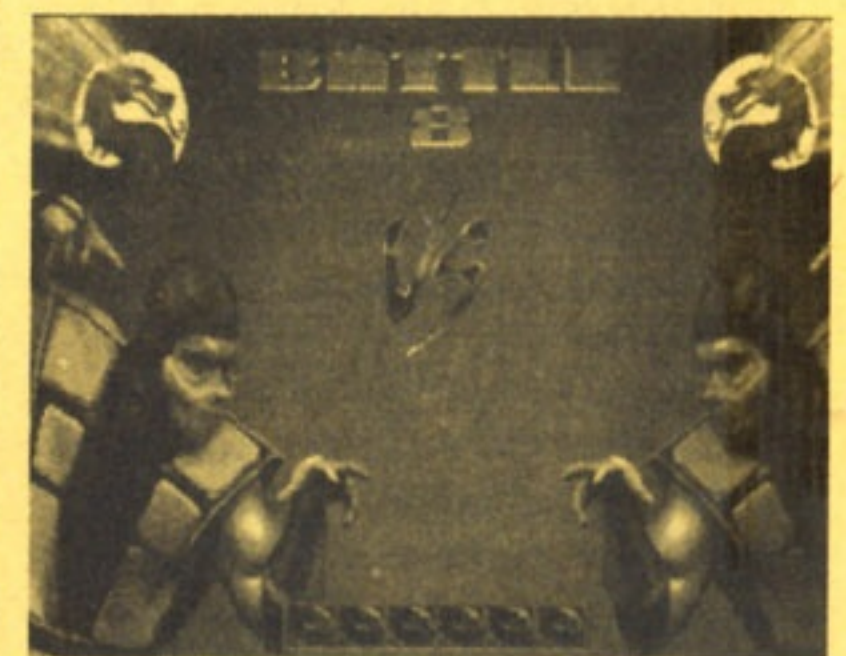
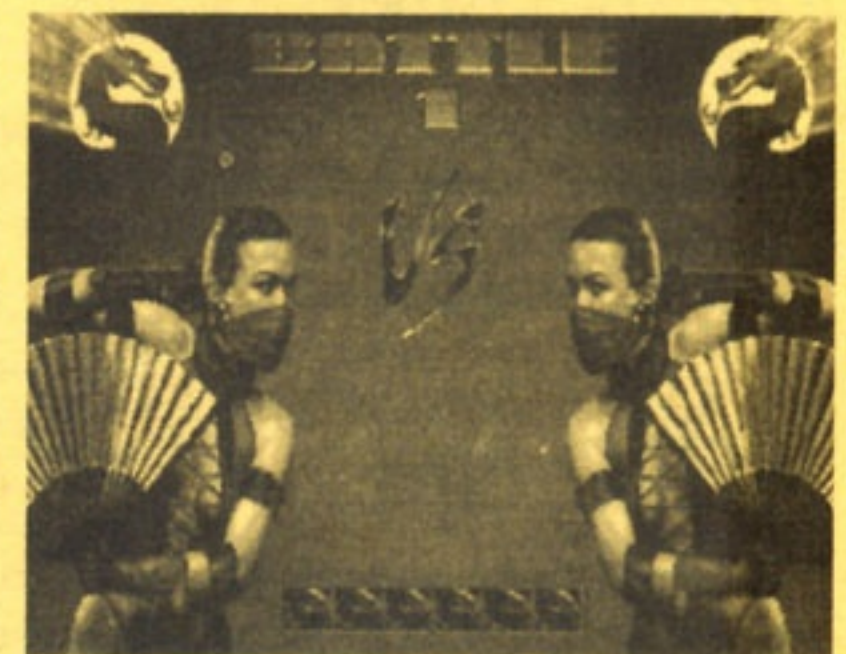
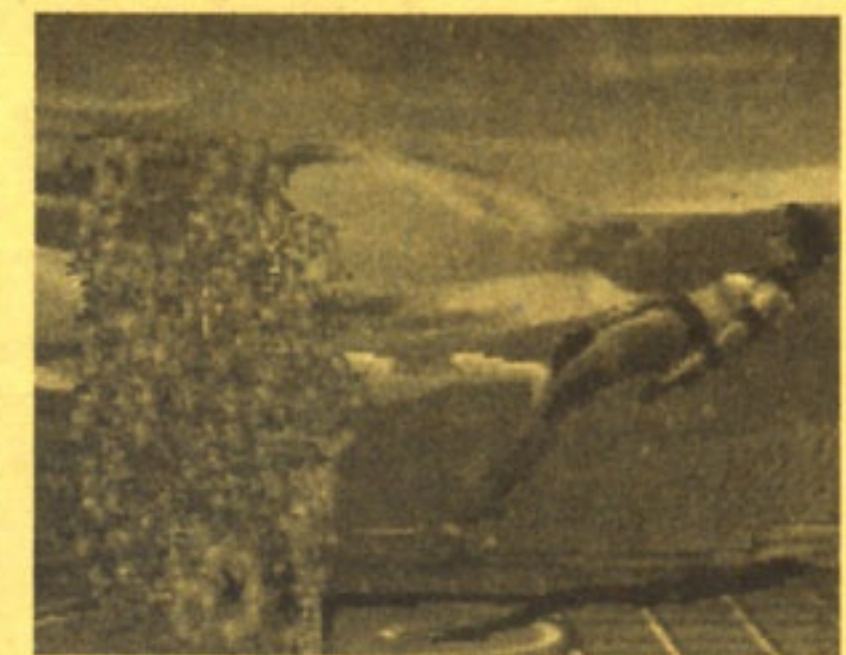
Starting with Slow Globe...
8-hit H 2 Standing HPs, Fast Globe, 2 Standing HPs, JK, Sweep
4-hit L 2 Standing HPs, Acid Spit

SCORPION

Best Chains
4-hit M HP, HP, HK, B+HK
4-hit M HK, HK, LK, LK

Starting with Jump Kick...
7-hit M Teleport, Harpoon, either Chain

Starting with air opponent...
6-hit H 2 Standing HPs, Harpoon, Chain





MOVE LIST AND STRATEGY OVERVIEW

(QUICK REFERENCE FOR ARCADE USE)

By Slasher Quan

LEGEND

- T = Toward
- DT = Down-Toward
- D = Down
- DA = Down-Away
- A = Away
- UA = Up-Away
- U = Up
- UT = Up-Toward
- AP = Any Punch
- AK = Any Kick
- 360 = Rotate the controller in a circle
- 720 = Rotate the controller in 2 circles
- 2P = Any 2 Punches
- 2K = Any 2 Kicks
- 3P = Any 3 Punches
- 3K = Any 3 Kicks



RYU

- Move List**
False Fireball: D,DT,T, Start
Fireball: D,DT,T, AP
Hurricane Kick: D,DA,A, AK
Air Hurricane Kick: Jump then D,DA,A, AK
Top-Down Punch: T+Strong
Hop Kick: T+Forward
Shinkuu Hadoken: D,DT,T,D,DT,T, AP
Shinkuu Hurricane: D,DA,A,D,DA,A, AK

Overall Strategy
 Ryu is basically the same as before, but the general removal of chain combos seriously weakens his offensive game. You must return to timing combos as in Super SF II Turbo. Try to link a low Strong into a low Forward, then two-in-one into a regular or super fireball.

CHUN-LI

- Move List**
Kikoken: A,DA,D,DT,T, AP
Lightning Leg: Tap AK rapidly
Rising Bird Kick: Charge D,U, AK
Flip Kick: T,DT,D,DA,A, AK
Falcon-Claw Kick: While in the air press D + Forward
Neck Breaker: DT + Roundhouse
Kikoshu: D,DT,T,D,DT,T, AP
Rising Heaven Kick: Charge DA,DT,DA,UT AK
Thousand Burst Kick: Charge A,T,A,T, AK

Overall Strategy
 Chun Li is the most-improved character in Alpha 2, and possibly the #1 character in the whole game. She can now two-in-one her low Forward into a Fireball, and the ability to do her Fireball as a motion instead of a charge move adds a whole new dynamic to her gameplay. Try to poke at the enemy with her low Forward and jumping Short, and keep out the enemy with standing Fierce and Roundhouse. Her Super energy is best utilised as Custom Combos involving the Lightning Leg or Rising Bird Kick.

CHARLIE

- Move List**
Sonic Boom: Charge A,T, AP
Somersault Shell: Charge D,U, AK
Spinning Back-Knuckle: T + Fierce
Step Kick: T or A + Roundhouse
Top-Down Kick: T or A + Forward
Sonic Break: Charge A,T,A,T, AP, then press AP
Somersault Justice: Charge DA,DT,DA,UT, AK
Crossfire Blitz: Charge A,T,A,T, AK

COLOUR SELECTIONS

There are four different colours available for each character. These are achieved by pressing one punch, one kick, Jab+Strong punch, or Short+Forward kick respectively when you choose your character.

ALPHA COUNTERS

Every character now has TWO different Alpha Counters - one with punch and one with kick. The method is the same as before: block any attack, then press A,DA,D, and Punch or Kick.

SECRET CODES

Original Costume Chun Li: When you join in, press Start and continue to hold down the Start button. Move the cursor on top of Chun Li, wait five seconds, then pick her. She will appear in her original costume from the Street Fighter II series, and her fireball will be restored to its original Charge execution. (She even has four different colours for this costume, like all other characters!)

STAGE SELECTION

Before choosing your character, move the cursor onto the character whose stage you would like to select, and while holding the Start button wait five seconds on their icon. Then choose your character normally and you will be transported to the selected stage!

SECRET STAGE SELECTION

Sagat's and Bisons hidden stages Australia and Venezuela, which normally appear during certain one-

player boss fights, are also selectable! When you join in, press Start and continue to hold down the Start button. Move the cursor to either Sagat or Bison, wait five seconds, then choose your character normally. You will be transported to the appropriate hidden stage!

DEFAULT TO PREVIOUS STAGE

This method enables you to fight on the stage of the previously defeated opponent. Press Start and continue to hold it down, then choose your fighter without hesitation. If appropriate, you will fight on the stage of whichever character was just beaten off the machine!

Special note: All stage select codes work only in two-player matches.

SECRET BOSS FIGHTS

Hidden Challengers!
 In a one-player game each character can fight a special bonus opponent, who will interrupt the normal schedule of enemies with a "Here Comes a New Challenger" message, in much the way that Dan would challenge in original SFA. The secret to finding these hidden challengers is to win as many times as possible with a Super Combo or Custom Combo finish. By winning five rounds in a row in this manner - without interruption, by winning in any other manner, or by losing a round - you will find the hidden challenger! No specific reward (such as a better ending) is yet known for defeating the hidden challengers, but you will be treated to some entertaining dialogue when you first encounter them.

THE SPECIAL AKUMA FIGHT

If you win with three Perfect round finishes in a row, Akuma will challenge you...but not the normal Akuma! This is the Akuma as he appeared in SSF II Turbo; he throws TWO air fireballs and is hellishly fast. Good luck, he is a monster!





Overall Strategy

A slightly quicker recovery time off Sonic Booms places Charlie in a much better position to keep out enemies and lock them down with patterns. Use his crouching and standing Fierce (depending on the angle of their jump) to easily swat away those who jump your Sonic Booms. In Custom Combos, Charlie's Somersault Shell can be especially devastating - juggle the enemy with it for huge damage.

KEN

Move List

Sliding Roll: D,DT,T, Start
Roll: D,DA,A, AP
Fireball: D,DT,T, AP
Hurricane Kick: D,DA,A, AK
Air Hurricane Kick: Jump then D,DA,A, AK
Top-Down Kick: T + Forward
Shoryu Reppa: D,DT,T,D,DT AP
Shinryuken: D,DT,T,D,DT AK then AK rapidly (L2 or L3)

Overall Strategy

Like Ryu, Ken is generally unchanged but he can no longer rely on devastating chain combos. His Flaming Dragon Punch is quite effective in Custom Combos, inflicting tons of juggle damage if the timing is accurate. Ken is also bereft of his humiliating, perpetual Roll Trap due to the removal of chains, but Roll/throw is still a great cheap to pull out occasionally.

GUY

Move List

Dash Elbow: D,DA,A, AP
Bushin Air Throw: D,DT,T, AP, then P (close)
Bushin Air Elbow: D,DT,T, AP, then P (far)
Bushin Hurricane Kick: D,DA,A, AK
Bushin Dash Stop: D,DT,T, Short then AK
Bushin Dash Slide: D,DT,T, Forward then AK
Bushin Dash Crescent Kick: D,DT,T, Roundhouse then AK
Strong Elbow Drop: While in the air press D + Strong
Typhoon: DT + Roundhouse
Top-Down Punch: T + Strong
Bushin Hell Chain Fist: standing Jab, Strong, Fierce, Roundhouse
Bushin Strong Thunder Kick: D,DT,T,D,DT, AK
Bushin Eight-Double Fist: D,DT,T,D,DT, AP

Overall Strategy

As the most chain-reliant veteran of Alpha 1, Guy is the most weakened (call it crippled) in A2... His Bushin Hell Chain Fist, which Capcom considers a move

and not a combo, is his only remaining chain. He also can no longer two-in-one a standing Forward into the Bushin Air Throw, a major cheap he relied on. Guy has gone from among the top three characters to possibly among the bottom six.

BIRDIE

Move List

Flaming Bull Head: Charge A,T, AP
Bull Horn: Hold 2P or 2K then release
Murderer Chain: 360, AP
Choke Swing: 360, AK
Top-Down Kick: standing Roundhouse
Bull Revenger: D,DT,T,D,DT, AP or AK
The Birdie: Charge A,T,A,T, AP

Overall Strategy

Adding a longer pause after the Bull Head is a poor trade for flames, but Birdie had to be weakened...I guess. His new Choke Swing is extremely damaging, cheap, and much easier to do off the standing Short than the Murderer Chain; try to cheap-grab opponents with it as much as possible. The Bull Revenger should still be the primary use of super energy, whether to fly over fireballs or to pass invincibly through descending air attacks and grab jumpers as they land.

SODOM

Move List

Jigoku Scrape: D,DT,T, AP
Butsumetsu Buster: 360, AP
Daikyo Burning: 360, AK
Counter Grab: T,D,DT, AK
Super Roll: After knocked down press T,DT,D, AP
Jitte Walk: After knocked down press A,DA,D, AK
Super Rushing Jigoku: D,DT,T,D,DT,T, AP
Omega Siam: 720, AP

Overall Strategy

The change of Sodom's Jigoku Scrape from a dragon punch to a fireball motion drastically alters his strategy. Use an early crouching Fierce two-in-one into a Fierce Scrape for an insanely easy, two-hit combo as the opponent is getting up. Also, Sodom's Counter Grab is NOT a fake, its a counter-attack that reverses any airborne or shoulder-level attacks...do it just as a leg or foot is about to connect.

ADON

Move List

Rising Jaguar: T,D,DT, AK
Jaguar Kick: D,DT,T, AK
Jaguar Tooth: D,DA,A, AK
Top-Down Punch: T + Strong
Jutting Kick: DT + Forward
Jaguar Revolver: D,DA,A,D,DA,A, AK
Jaguar Varied Assault: D,DT,T,D,DT, AP

Overall Strategy

Generally Adon is much easier to play now that his Jaguar Kick and Tooth are fireball motions. His Top-Down Punch is a sorely needed addition and should be interchanged with the Jaguar Tooth to confuse getting up opponents. Unfortunately his Jaguar Varied Assault has been sorely weakened and is not as fast or long-reaching as before; only use it at point-blank range.

ROSE

Move List

Soul Spark: A,DA,D,DT,T, AP
Soul Reflect: D,DA,A, AP
Soul Throw: T,D,DT, AP
Soul Cloak: D,DT,T, AK
Slide: DT + Forward
Aura Soul Spark: D,DA,A,D,DA,A, AP
Aura Soul Throw: D,DT,T,D,DT, AP
Soul Illusion: D,DT,T,D,DT, AK

Overall Strategy

Rose's strategy hasn't changed much, but the addition of the Soul Cloak move enables her to more effectively pin down opponents, especially because she is not vulnerable if they block it. Rose can no longer multi-slide and redizzy the opponent, but her Level 2 Aura Soul Spark is probably still her most effective Super in terms of range and proportionate damage.

SAGAT

Move List

Tiger Shot: D,DT,T, AP
Ground Tiger Shot: D,DT,T, AK
Tiger Blow: T,D,DT, AP
Tiger Crush: T,D,DT, AK
Tiger Cannon: D,DT,T,D,DT,T, AP
Tiger Genocide: D,DT,T,D,DT, AK
Tiger Raid: D,DA,A,D,DA,A, AK

Overall Strategy

Despite Sagat's low to middling ranking in Alpha 1, Capcom chose to weaken this character in several aspects. His low Forward can no longer two-in-one into a special move (it can, however, two-in-one into a Super, which is a very devastating combo when the opponents get up). Also, the Tiger Genocide is far less invincible to fireballs. If you pick him, use the traditional standing Roundhouse, standing Strong, and standing Fierce to keep the opponent out...and pray.





M. BISON

Move List
 Psycho Shot: Charge A,T, AP
 Double Knee Press: Charge A,T, AK
 Head Press: Charge D,U, AK, then AP for Skull Diver
 Somersault Skull Diver: Charge D,U, AP, then AP for Skull Diver
 Bison Warp: T,D,DT or A,D,DA, 3P or 3K
 Knee Press Nightmare: Charge A,T,A,T, AK
 Psycho Crusher: Charge A,T,A,T, AP

Overall Strategy
 Bisons only new addition is an air throw with the Strong or Fierce Punch. Otherwise he is generally the same.... Always use the Psycho Crusher instead of the Knee Press Nightmare when the opponents jumping, and plant plenty of Fierces into any Custom Combos.

AKUMA

Move List
 Blue Fireball: D,DT,T, AP
 Red Fireball: T,DT,D,DA,A, AP
 Dragon Punch: T,D,DT, AP
 Hurricane Kick: D,DA,A, AK
 Air Hurricane Kick: Jump then press D,DA,A, AK
 Ashura Warp: T,D,DT or A,D,DA, 3P or 3K
 Hundred Demon Somersault: D,DT,T,UT, then....
 H.D. Slide Kick: ...press nothing.
 H.D. Air Punch: ...press AP when far.
 H.D. Body Drop: ...press AK.
 H.D. Air Throw: ...press AP when close and high.
 H.D. Air Suplex: ...press AK when close and low.
 H.D. Air Blade Kick: While in the air press D + Forward.
 Top-Down Chop: T + Strong
 Hop Kick: T + Forward
 Roll: D,DA,A, AP
 Messatsu Uppercut: D,DT,T,D,DT, AP
 Messatsu Fireball: T,DT,D,DA,A,T,DT,D,DA,A, AP
 Violent Air Slash: Jump then press D,DT,T,D,DT,T, AP
 Instant Hell Murder (L3): Jab,Jab,T,Short,Fierce

Overall Strategy
 The change of his Red Fireballs motion is a great addition which greatly increases his playability, as there is no more overlap between the moves. If only his Messatsu Fireball were easier! A significant delay has been added to his Air Fireballs (they are now released a moment after the command is inputted), so be careful of ground opponents who can use basic attacks to keep you out if you throw the Air Fireballs too close to the ground. His Instant Hell Murder now requires an extra button (identical to the home versions of A1) and is quite hard to do in a pinch.

DAN

Move List
 Self-Taught Wave Punch: D,DT,T, AP
 Shiny Dragon Punch: T,D,DT, AP
 Flurry Kick: D,DA,A, AK
 Super Wave Punch: D,DT,T,D,DT,T, AP
 Super Shiny Dragon Punch: D,DT,T,D,DT, AK
 Certain Victory: D,DA,A,D,DA,A, AK
 Super Taunt: D,DT,T,D,DT,T, Start

Overall Strategy
 Dan benefits from a number of redrawn animations for his basic attacks and special moves, but generally didn't gain much to beef up his arsenal...some of his moves are actually much worse, such as his delayed-reaction jumping fierce. His most exciting addition is the Super Taunt, the first Super move to, well, involve the use of taunts! (And the Start button...) What a fart knocker!

ZANGIEF

Move List
 Glowing Fist: T,D,DT, AP
 Long Lariat: 3P
 Short Lariat: 3K
 Spinning Pile Driver: 360, AP
 Siberian Bear Crusher: 360, AK (far)
 Siberian Suplex: 360, AK (close)
 Dash Punch: T + Fierce
 Final Atomic Buster: 720, AP
 Super Air Throw: D,DT,T,D,DT, AK

Overall Strategy
 Zangief is not the same as he was in SSF II Turbo, and while there are a few improvements there are also some major new weaknesses. His Spinning Pile Driver has positively minuscule range; forget sucking in enemies from over 1/4 screen distance! He can still cheap, but only in close. You can alter some of Zangief's crouching kicks by holding either in defensive or offensive crouch. Use his standing Roundhouse to keep out jumping opponents.

DHALSIM

Move List
 Yoga Fire: D,DT,T, AP
 Yoga Flame: T,DT,D,DA,A, AP
 Yoga Thrust: T,DT,D,DA,A, AK
 Yoga Teleport: T,D,DT or A,D,DA, 3P or 3K (can be done in air)
 Top-Down Punch: Hold Jab, release
 Yoga Burn: D,DT,T,D,DT,T, AP
 Super Air Throw: D,DT,T,D,DT, AK

Overall Strategy
 As in SSF II Turbo Dhalsim can control the usage of his limbs (close or far attacks) by holding away or neutral/toward on the joystick. His main strategy involves keeping out the enemy with fireball/kick patterns, sliding under fireballs, and using the Yoga Burn for huge damage. His Super Air Throw, for all intents and purposes, is identical to Roses and Zangief's.

ROLENTO

Move List
 Patriot Circle: D,DT,T, AP (repeat x 3)
 Air Knife: T,D,DT, AK then AK or AP
 Flip Attack: D,DT,T,UT, AP or AK then any button
 Flip Away: D,DA,A,UA, AP or AK
 Wall Leap: D,DA,A, AK then any button
 Roll Rebound: D,DA,A, AP then AP
 Fip/Roll Recoil: 3P then AP
 Super Chain Grab: D,DT,T,D,DT,T, AK
 Rolling Grenade: D,DA,A,D,DA,A, AP

Overall Strategy
 Rolento seems to be the most effective new character and can devastate opponents with his huge variety of attacks. By alternating between his different flip, wall leap, and roll attacks, you can keep any opponent confused and psyched out. Use the Rolling Grenade to juggle jumping enemies, and Super Chain Grab to maul ground-based opponents who are about to do a move. End his Custom Combos with 3 Patriot Circles for huge damage.

SAKURA

Move List
 Small Fireball: D,DT,T, AP
 Medium Fireball: D,DT,T, tap AP 2x
 Large Fireball: D,DT,T, tap AP 3x
 Running Dragon Punch: T,D,DT, AP
 Hurricane Kick: D,DA,A, AK
 Top-Down Kick: T + Forward
 Super Slide Kick: D,DA,A,D,DA,A, AK
 Super Fireball: D,DT,T,D,DT,T, AP
 Super Dragon Punch: D,DT,T,D,DT, AK

Overall Strategy
 Sakura's only decent two-in-one-able move is her crouching Strong, so centre all your combos around it. Use her Short and

Forward Hurricane Kicks to lock down the opponent, and the Roundhouse Hurricane to stop jumpers. Pull out the Super Slide Kick to override ground moves. Don't use the Running Dragon Punch unless you're sure it will connect, because if they block you will be open to almost any Super or Custom Combo. Hold away and use her standing Forward, or her crouching Fierce, to keep out jumpers.

GEN

Move List
CRANE METHOD (3P)
 Fast Hands: Tap AP rapidly
 Rising Kick: T,D,DT, AK
 Super Dashing Swipe: D,DT,T,D,DT,T, AP
 Hand of Death: D,DA,A,D,DA,A, AP

MANTIS METHOD (3K)
 Rolling Attack: Charge A,T, AP
 Mantis Wall Leap: Charge D,UA or UT, AK, then...
 ..U to grab the ceiling, then D, DA, or DT to fly kick.
 ..U to grab the ceiling, then U to drop without attacking, or UT or UA to fly away.
 ..DA to drop without attacking.
 ..D for a short drop kick.
 ..DT for a long drop kick.
 Super Air Throw: D,DT,T,D,DT, AK
 Flying Air Kick: Jump then press D,DA,A,D,DA,A, AK

Overall Strategy
 Gen is possibly the most complex SF character and the best way to play him is to learn each opponent and decide whether Crane or Mantis is most appropriate in each case. Gen is generally a tick type character, and you can wear them down with moves such as the Rolling Attack and Fast Hands. When your Hand of Death connects, simply avoid getting hit by the opponent until the timer runs out and they'll be dizzied.



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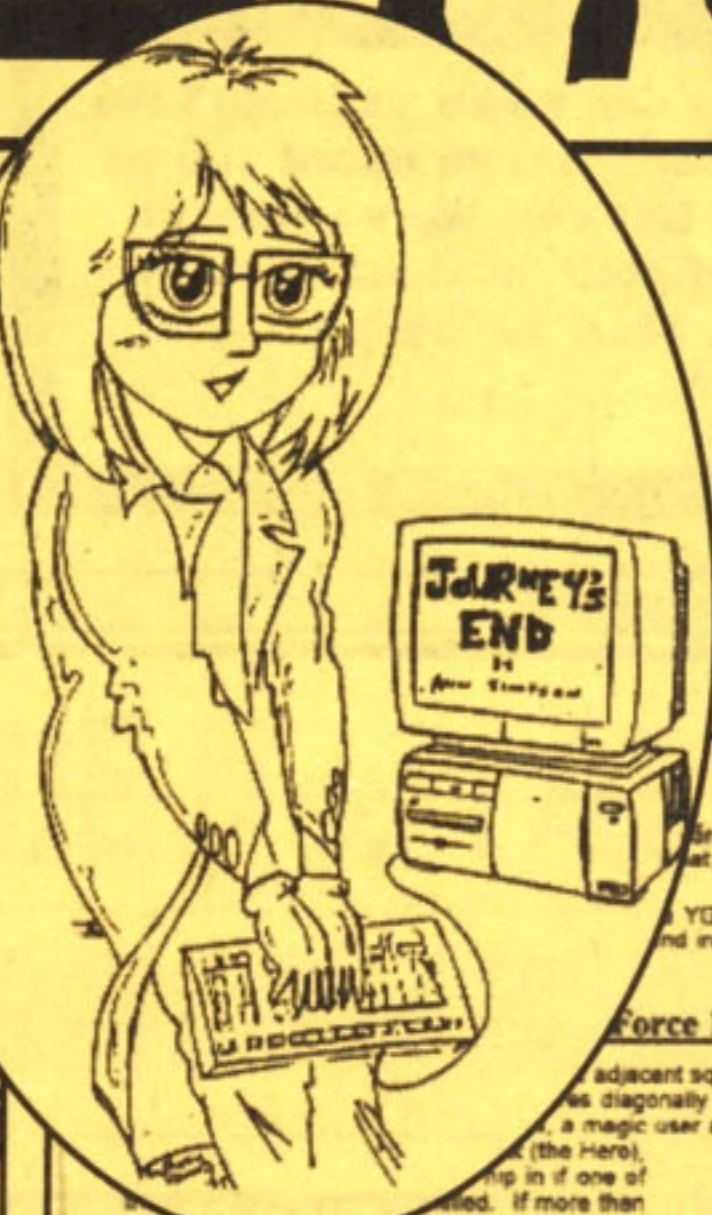
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FREEPLAY FANZINES

JOURNEY'S END

All console fanzine, covering Nintendo, and Published two months.

ISSUE 6



The first, and last, word in RPG gaming. That's how Journey's End is described. It costs £1.50 plus a 1st class stamp per issue, or £5 for 4 issues. Try writing to: Journey's End, 230 Thornbridge Avenue, Great Barr, Birmingham, B42 2AL. Or E-Mail: Mitch@Dircon.co.uk. Thanks very much to Ann Simpson, the Editor and Publisher for sending it. WE WANT MORE LIKE THIS, please readers.

RAMLADA - A rather tough boss is the Emperor, but not because he is hard to beat. He hardly uses his powerful ball and chain attack preferring to use his infuriating Aura spell which recovers a ton of HPs. However this is his weakness. Even if he is 5 HPs under his maximum he'll use the Aura spell. If you continue to do this he will waste his MP's, and you'll be free to use the tried and tested surround and attack method of boss-busting.

COLOSSUS - He splits into three enemies, one that casts L3 Blaze, one that casts L3 Freeze and one that casts L3 Bolt. Beat the Blaze boss, then the Freeze one, then finally the Bolt one.

Blaze Boss - Surprisingly easy, although he is the second boss of the game that doesn't succumb to some form of surround and attack method. Arrange your fighters at diagonals to him and attack. If you arrange your fighters around him, he'll kill them all with a few spells.

Freeze Boss - Basically the same as the Blaze boss, see above, but seeing as L3 Freeze takes up more MP's than L3 Blaze and has the same range as it, but only inflicts a few more HP's in damage, you may want to risk a quick win by using the surround and attack method.

Bolt Boss - Due to the strength and range of L3 Bolt, this third head is tough. Use the same tactics as you did for Mishaela, only this time move a second archer around the back of him to keep him in a given area. When you begin fighting him, he will not use his bolt spell, so if you simply surround him with four close range fighters you can knock off half his hit points before he starts to use the spell. Remember not to get over zealous and put your party at risk. You have already fought two bosses and your healing capacities will be diminished.

DARKSOL - Kill everyone around him, then put your fighters in all the squares around him. Put projectile users in the spaces left to form a square around him. He won't stand a chance.

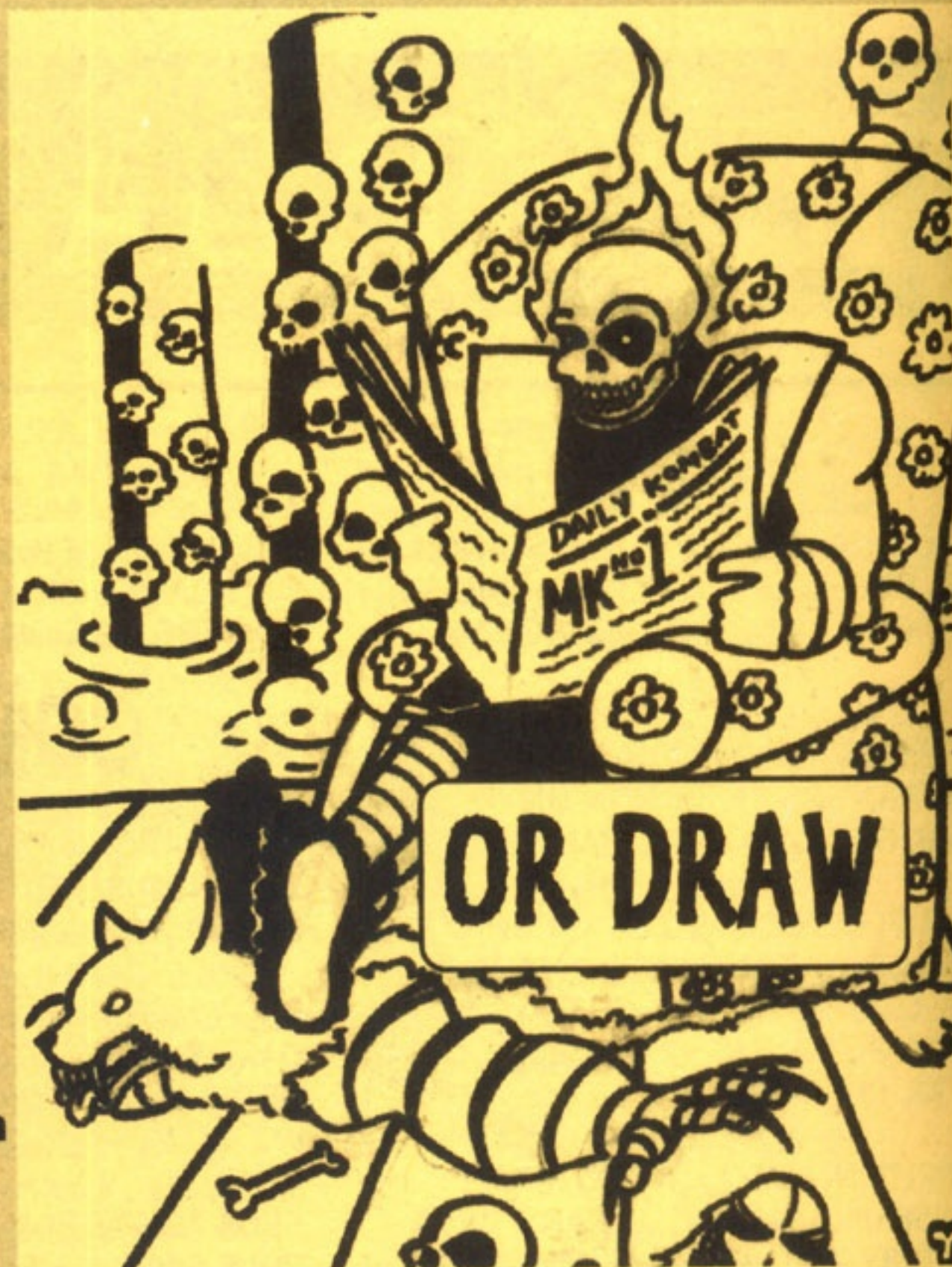
DARK DRAGON - Kill the armed skeleton on the left, and put a weak fighter on the square it came from. Withdraw all your fighters from the skeleton on the right's range. Place Mishaela, Pella, Hanzou and Ken around the left hand until it dies. Heal all of them and leave the weak fighter on the skeleton's square. Kill the skeleton on the right and put another weak fighter on it's square. Attack Dark Dragon's right hand until it dies. Heal the four fighters and re-equip them with more herbs. Withdraw them, leaving the weak fighter on the skeleton's square and attack the middle head. Heal them when necessary, move a healer up to them if needed. This middle head will soon die and you've finished the game!

Hidden Items
There is a *Shinji* that only Tao can where in the cave where the Moon Stone is. It is to the left of the Moon Stone, in the black wall, but you must face downwards. Search the wall. Also there is a hidden chest in the Laser Eye battle; where the 3 archers stand, if you stand to the left of the 3rd archer, face left and search you will find a green costume which Anri can wear. In the 4th chapter, in the base before Uranbetol, if you go to the right, then bottom - in between the bushes - and keep searching you will find a *Kanjū*. In the second boss fight there is a *Tappou* in the bottom-right corner of the boat. Finally there is a *Yau!*. This is located in Sileu's town during the battle with Kane. It is in a long pathway between two houses.

Onto Shining Force 2!

In this issue... Cover Story - Guides to all Shining Force games, including Shining in the Darkness. Previews of Tenchi So-So and Ladytalker. News of RPGs coming to the SNES, Playstation and Saturn. Letters and Sales pages, features, Breath of Fire 2 tips, plus lots, lots more!!!

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