

FREEPLAY

NAMCO'S FIRST MOVIE! AND IT'S A SOPPY LOVE STORY?!?

A few months back, we reported on how Namco – creators of *Rage Racer*, *Time Crisis* and the *Tekken* series – had entered the film industry. Now their first big-screen blockbuster has been released in Japan. Not a computer-generated action flick at all, but a love story called *To Love*, featuring real performers...



The main characters in *To Love*, before leprocy seperates them.

From October 4th, cinemas all around Japan started showing the critically acclaimed movie. After several months of TV interviews and magazine articles with and about the producer, and the film's stars and story, the movie has been well received by the general public. This year several Japanese movies have won major international film awards and "To Love" is likely to continue this trend with a deeply emotional and thought-provoking theme.

CVG were invited to the press showing of this major Japanese film by Nikkatsu. Although this name is not yet well-known outside Japan, this film company is actually a subsidiary of Namco. Our Japanese correspondent told us his impressions.

"Although one might believe this is just another love story, it's not the typical love story that one would

expect. Love is a generally over-used word which can be used to describe your favourite food or your dearest friends. However, the nuance that this movie takes is much deeper and depicts the heroine as someone who loves in a tragic way, as the movie unveils the darker side of its plot.

The beauty of this movie lies in its simple but moving story, which gives the viewer the time to feel their emotions and empathise with the characters. To reveal too much would ruin this effect, so I'll limit myself to saying that Miki meets and falls in love with Atsuro. However, Atsuro – who doesn't at first feel anything for her – only begins to realise he loves her after she is wrongly diagnosed as suffering from Leprosy and is sent away to an isolated hospital. Among the fear and prejudice a new love is born. A love that is both splendid but ultimately tragic. "To Love" is a great movie which I can recommend to anyone."

Love? Leprosy? Isolated hospitals? Surely Dr Boskonovitch from *Tekken* must be behind it all? Actually no. However, Namco teamed up with SCE and Polygon Pictures earlier this year to create Dream Pictures Studio Inc. A new world class studio capable of producing digital images which will challenge the Hollywood-dominated industry of high-tech computer graphics. It's from this studio that we'll probably see the kind of computer-generated action set-pieces that are Namco's trademark. In the meantime Namco fans, you're just going to have to seek out *To Love*.

THE LUKE-WARM RUMOURS SECTION! SCORCHIO!

It seems *Scud Race* won't be coming to Saturn (or PC), because it's not allowed!

Word has it Sony have total rights to any 32-bit games featuring Porsche, and *Scud Race* features one. That doesn't stop it coming out a new 64-bit or even 128-bit system though.

Core are doing *Scud Race* on the new Sega system. It seems they won the contract by showing Sega a demo of the game running. Sega were so impressed, they handed them the contract.

Latest word has it that Tantalus (makers of the not so great Saturn *WipEout*, *Manx TT*) are doing *House*

Of The Dead for the new Sega machine, not Lobotomy as we previously thought.

The release of *F1 '97* on PlayStation has been delayed in the US, and Sony currently aren't distributing any more copies over here. It seems this is due to a licensing problem which should be sorted out soon. If it isn't though, they might become collector's items.

Meanwhile, the original Sega arcade team, AM1, are said to be doing Saturn *House of the Dead*. Other sources though, say Sega have them working on something else, a newer project...

GTi Club Rally is in development on PlayStation and Nintendo 64. The Nintendo 64 version will include the four-player modes, including the bomb-passing Tag Mode.

Quake 2 promises to expand on *QuakeWorld* to unprecedented proportions. There's talk of multiplayer armies in the game, with up to 200 players in full-scale outdoor battles. Players will be ranked too, and officers can give orders to the grunts. The better you do, the higher you move up the ranks.

The Nintendo 64 could well drop in price to just £99 very soon. We certainly hope it does.

READERS MOST WANTED CHART

The games that you're demanding above all others. And the girl Lara has held off the hot competition once more.

1	TOMB RAIDER 2	PS/SAT
2	RESIDENT EVIL 3	PS/SAT
3	FINAL FANTASY VII	PS
4	ZELDA 64	N64
5	TEKKEN 3	PS
6	TIME CRISIS	PS
7	VF3	SAT
8	GOLDENEYE	N64
9	64DD	NINTENDO
10	NEW SEGA CONSOLE	SEGA

Putting up a good fight this month, but not quite Top Ten: *Grand Theft Auto*, *GTi Club Rally*, *House of the Dead*, *Sonic R*, *Metal Gear Solid*, *Super Mario 64 2* and *NIGHTS 2*. This month's silly ones are Theme Chinese Take Away, Theme School (no thank you), Virtual Pub Crawl and even Essex Fighter getting some requests. More serious requests were for a bigger platinum range and a new *Sonic* game from Sonic Team. Remember keep sending your entries, or we'll print four pages on Barbie Fashion designer next month.

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UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	NE	FORMULA 1 '97	PLAYSTATION	PSYGNOSIS
2	NE	C&C: AFTERMATH	PC CD-ROM	VIRGIN
3	12	NUCLEAR STRIKE	PLAYSTATION	EA
4	2	ABE'S ODDYSEE: ODDWORLD	PLAYSTATION	GT
5	15	QUAKE: REPLAY	PC CD-ROM	GT
6	7	TOTAL ANNIHILATION	PC CD-ROM	GT
7	5	TRACK & FIELD: PLATINUM	PLAYSTATION	KONAMI
8	4	FLIGHT SIM '98	PC CD-ROM	MICROPROSE
9	6	PARAPPA THE RAPPER	PLAYSTATION	SONY
10	9	DOOM 64	NINTENDO 64	GT
11	8	V-RALLY	PLAYSTATION	OCEAN
12	NE	MULTI RACING CHAMPIONSHIP	NINTENDO 64	OCEAN
13	3	HEXEN 2	PC CD-ROM	ACTIVISION
14	4	ACTUA GOLF 2	PLAYSTATION	GREMLIN
15	11	DARK REIGN	PLAYSTATION	ACTIVISION
16	NE	BROKEN SWORD 2	PC CD-ROM	VIRGIN
17	10	THE LOST WORLD	PLAYSTATION	EA
18	17	WORMS UNITED: POWER PLUS	PC CD-ROM	MICROPROSE
19	18	ISS PRO	PLAYSTATION	KONAMI
20	20	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

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

SATURN U.K. TOP 5

1	QUAKE	SEGA
2	DUKE NUKEM 3D	SEGA
3	RESIDENT EVIL	SEGA
4	MARVEL SUPER HEROES	VIRGIN
5	SONIC R	SEGA

SATURN IMPORT TOP 5

1	DEAD OR ALIVE	TECMO
2	STREET FIGHTER COLLECTION	CAPCOM
3	SILHOUETTE MIRAGE	TREASURE
4	MEGAMAN X4	CAPCOM
5	ANNEKIN AND THE NIPPON	SEGA

PLAYSTATION U.K. TOP 5

1	TOMB RAIDER 2	EIDOS
2	FINAL FANTASY VII	SONY
3	SF EX PLUS ALPHA	VIRGIN
4	TIME CRISIS	SONY
5	PARAPPA THE RAPPER	SONY

PLAYSTATION IMPORT TOP 5

1	GRAN TURISMO	SONY
2	BLOODY ROAR	HUDSON
3	BUSHIDO BLADE (AMERICAN)	SONY
4	FRONT MISSION 2	SQUARESOFT
5	RE: DIRECTORS CUT	CAPCOM

PC TOP 5

1	QUAKE 2	ACTIVISION
2	CURSE OF MONKEY ISLAND	VIRGIN
3	F1 '97	PSYGNOSIS
4	RIVEN: MYST 2	ACCLAIM
5	GRAND THEFT AUTO	BMG

NINTENDO 64 TOP 5

1	GOLDENEYE	THE GAMES
2	LYLAT WARS	THE GAMES
3	DIDDY KONG RACING	THE GAMES
4	ISS 64	KONAMI
5	EXTREME G	ACCLAIM

NINTENDO 64 IMPORT TOP 3

1	BOMBERMAN 64	HUDSON
2	TOP GEAR RALLY	GT
3	NAGANO OLYMPICS	KONAMI

16 BIT TOP 3

1	RAINBOW ISLANDS	MEGADRIVE
2	STREETS OF RAGE 2	MEGADRIVE
3	MARIO KART	SNES

ARCADE TOP 5

1	SUPER GEM FIGHTER	CAPCOM
2	MORTAL KOMBAT 4	MIDWAY
3	TOP SKATER	AM3
4	HOUSE OF THE DEAD	AM1
5	LE MANS 24 HOUR	AM ANNEX

JAPANESE MULTI-FORMAT SALES TOP 10

1	FINAL FANTASY INTERNATIONAL	PLAYSTATION
2	FRONT MISSION SECOND	PLAYSTATION
3	BIOHAZARD: DIRECTORS CUT	PLAYSTATION
4	POCKET MONSTERS	GAME BOY
5	SUPER ROBOT BATTLE F	SATURN
6	EVERYONE'S GOLF	PLAYSTATION
7	SAMURAI SHOWDOWN 4	SATURN
8	REAL POWERFUL PRO BASEBALL 97	PLAYSTATION
9	BREATH OF FIRE 3	PLAYSTATION
10	SLOT MACHINE - COMPLETE CONQUEST:	PLAYSTATION
	CRANKY PRO	

AMERICAN MULTI-FORMAT SALES TOP 10

1	FINAL FANTASY VII	PLAYSTATION
2	NHL '98	PLAYSTATION
3	NASCAR '98	PLAYSTATION
4	GOLDENEYE 007	NINTENDO 64
5	NFL GAMEDAY	PLAYSTATION
6	ABE'S ODDYSEE	PLAYSTATION
7	MADDEN NFL '98	PLAYSTATION
8	NUCLEAR STRIKE	PLAYSTATION
9	TREASURES OF THE DEEP	PLAYSTATION
10	MEGAMAN X4	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	QUAKE	PC CD-ROM
2	FINAL FANTASY VII	PLAYSTATION
3	MARVEL SUPER HEROES	SAT/PLAYSTATION
4	GRAND THEFT AUTO	PC CD-ROM
5	PARAPPA THE RAPPER	PLAYSTATION

computer
and
video
games



15 PIECES OF GAME MERCHANDISE WE WANT

- 1 NIGHTS flying potion
- 2 Working WipeOut 2097 ships
- 3 Sonic sneakers
- 4 Street Fighter 2 keyring
- 5 Lara Croft chest doorbell
- 6 Final Fantasy VII kitchen knife set
- 7 Heihachi hair gel
- 8 Pac-Man ghost lollies
- 9 Mortal Kombat advent calendar
- 10 Time Crisis speaking watch
- 11 Dungeon Keeper voice megaphone
- 12 Crash Bandicoot curly straw holder
- 13 Quake-symbol embossed trowel
- 14 Resident Evil nightlight
- 15 Worms spaghetti shapes

Rich Leadbetter's **Retro Ninja Reggae Dojo**

Welcome friends - yes welcome! The Master here with more retro bits and bobs, games I used to play and god-awful things from videogames' illustrious past which now make me laugh. Ahahah ahahah ahahaaa!



You might wonder where MicroGoblin Dave Kelsall is. Well, the sad truth is that he's only just got back from his ginormous holiday of doom and "hasn't got the time" to do the Cabin. So... after using the scientific method of getting me merry on Ribena to get me to do last month's Dojo, this time he went for the plain old "please help me" piteous approach. Well it worked.

This month we've all been playing *QUAKE* on our lovely big network and I must admit receiving great amounts of pleasure from repeatedly gunning down the disgusting Guise and the omni-impaired Lomas. I butchered them like hogs... like hogs I tell you!

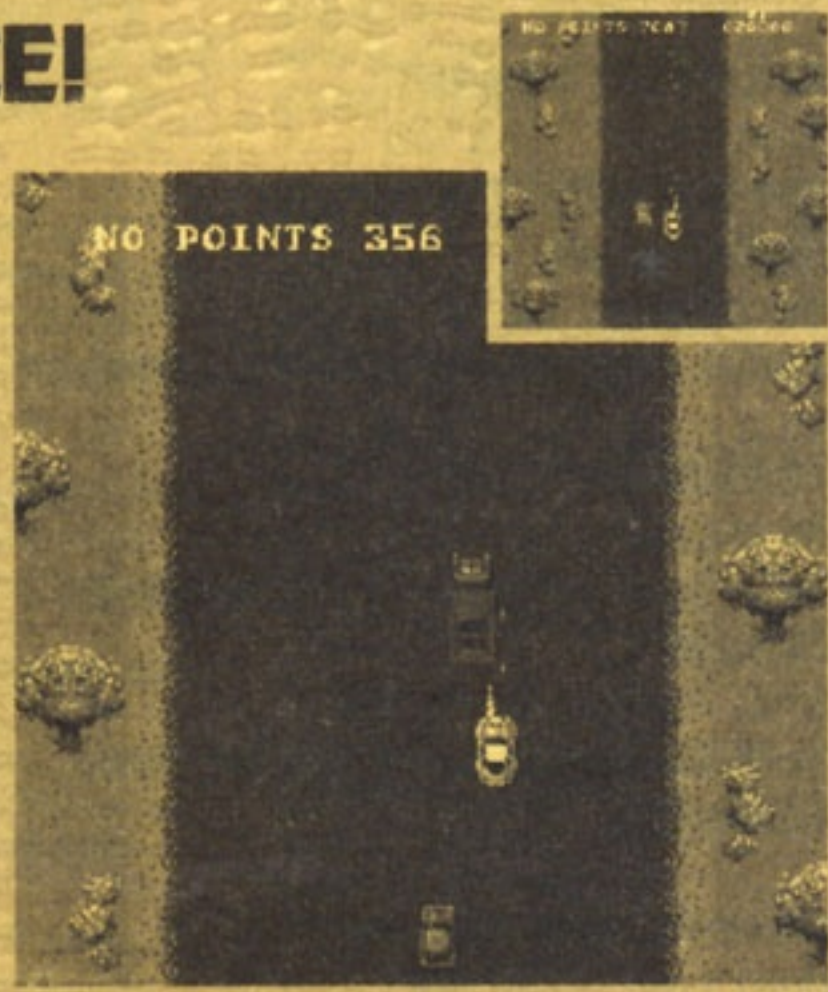
It took me back to the days of *COMBAT* on the Atari VCS. *COMBAT* eh? What a game - you got it free with the machine and you could either play one-on-one games with tanks in a maze, or with biplanes flying around a really blocky skyscape. With game variations

like bouncing bullets (you could fire them off walls to get hiding opponents - just like the grenade launcher in *QUAKE*) *COMBAT* was just BRILLIANT! Only then, it was a young, impressionable 8-year-old Master-to-be gunning his brother down like a stinking pig. But from little acorns eh?

Speaking of being a little kid, if it's school-based japery you're interested in you can't go wrong with the Spectrum classic *SKOOL DAZE* and its awesome sequel *BACK TO SKOOL* (so awesome in fact, that you could ride a bike in it!). This was hilarious stuff. Based in a side-scrolling school you could do everything you ever fancied doing in class, like leaving rude messages on the blackboard, bunking off, that kind of thing. You could even get irate teachers running after you. This was hugely entertaining, original stuff.

SPY HUNTER - ACE!

The eighties were a lovely time. Howard Jones, Limahl and Duran Duran regularly popped up on the radio and arcade games, although in their infancy, were still amazing. I mean, take a look at Bally Midway's *SPY HUNTER* - it's flickin' ace! A vertically scrolling James Bond-esque shooter with tons of extra weapons and what-have-you, it remains a classic. God knows why Williams/Midway haven't done a sequel for the nineties. Oh yeah, I know why - it might turn out like *SAN FRANCISCO RUSH*. Urrrghhh...



THE INTERNET'S AMAZING!

For lovers of old games, the Internet is a wonderful place. If you've got a PC, you can get hold some amazing gear - like fully working emulators for just about every console ever, right up to the Mega Drive and Super NES.

I've spent an amount of my spare time (in between murdering the CVG scum on *QUAKE*) playing *HELLFIRE* on the Genecyst emulator (follow the links at EMU news: <http://members.aol.com/emu-news>). It's brilliant! Some great news too: the people who made the Genecyst emulator are working on one to play CPS-I Capcom games. It only works on *FINAL FIGHT* at the moment but plans are afoot to make it work with the likes of *WILLOW*, *STRIDER* and every version of *STREET FIGHTER 2* up to *STREET FIGHTER 2: HYPER FIGHTING!* Bur-illiant!



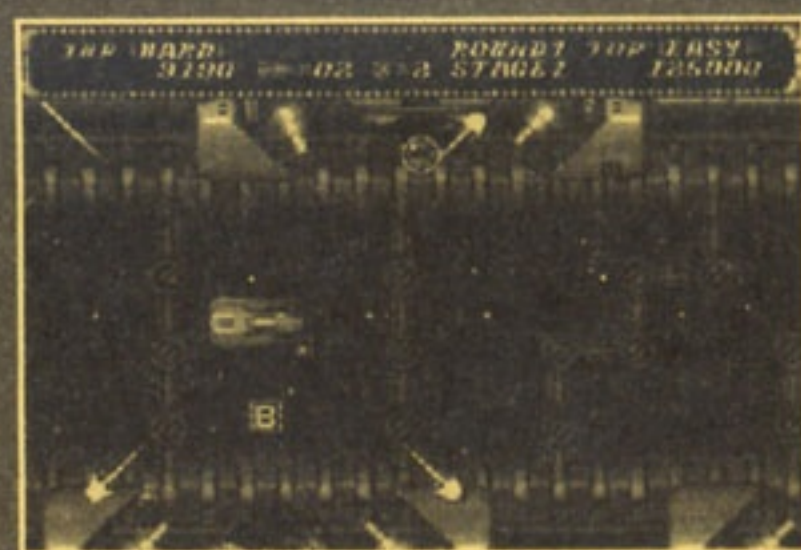
It was ten year later, scant months after after my 18th birthday that I was exposed to what would later become one of the most hilarious games ever. We're talking about the Mega Drive "classic": *MICHAEL JACKSON'S MOONWALKER*. In this platform title, you controlled the eponymous plastic popstar through levels taken from his various videos. Just imagine: you could be in the gangster bar from Smooth Criminal! This game was notable in that when you reached the epic end-of-level confrontations, you used a bit of "Michael Magic" to cause all the meanies in screen (even the dogs!) to start dancing. And then, perhaps not unsurprisingly they would die. However, the eerie thing was the objective of each level. To find small children. Hmmm. At least they were girls. Still, even now the sound effects amuse me: "Aaaow" indeed...

But still... enough! I grow weary of all this old game malarkey. Particularly as I've got tons of work to get through before I go on holiday. Yes - I - so there'll be no excuse for Dave not doing the cabin next month. Byeeee.

CABIN FREEPLAY CLASSIFIED

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

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



↑ Play Toaplan's awesome *HELLFIRE*, and Capcom's ultra-cool *FINAL FIGHT* on a PC Mega Drive emulator.



↑ Play a decent version of *STREET FIGHTER II* on your PC! The Mega Drive version was superb. Apart from the crap sound.

⊙ As any Mega Drive owner will tell you (if persuaded by tea and biscuits) the speech was always a bit dodgy on that machine. Micheal Jackson sounded like a chicken being plucked, while being drowned in a saucer of milk.



⊙ *MICHEAL JACKSON'S MOONWALKER*: a surprisingly good Mega Drive game.

Retro Ninja Reggae Dojo

FREEPLAY

FREEPLAY

HIGH SCORES



Calling all show-offs! You know who you are! If you want everyone to know how brilliant you are at games you should send your highest scores to us. If they're good enough, we'll print them and give you NO PRIZE at all! Except priceless fame and respect, that is.

HIGH SCORES, CVG,

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

V-RALLY (PLAYSTATION)

EASY

Corsica 52"92
Gordon Walmsley, Scunthorpe
Indonesia 56"48
Gordon Walmsley, Scunthorpe
Spain 55"24
Gordon Walmsley, Scunthorpe
England 1'07"24
Gordon Walmsley, Scunthorpe

MEDIUM

Safari 59"68
Gordon Walmsley, Scunthorpe
New Zealand 1'13"20
Gordon Walmsley, Scunthorpe
England 56"04
Gordon Walmsley, Scunthorpe
Corsica 53"12
Gordon Walmsley, Scunthorpe
Indonesia 1'01"06
Gordon Walmsley, Scunthorpe
Alps 1'12"72
Gordon Walmsley, Scunthorpe

HARD

Alps 1'35"08
Gordon Walmsley, Scunthorpe
Corsica 1'33"72
Gordon Walmsley, Scunthorpe
Sweden 1'19"32
Gordon Walmsley, Scunthorpe
Alps 1'18"56
Gordon Walmsley, Scunthorpe
Spain 1'23"68
Gordon Walmsley, Scunthorpe
New Zealand 1'40"12
Gordon Walmsley, Scunthorpe
Safari 1'09"64
Gordon Walmsley, Scunthorpe
Sweden 1'43"64
Gordon Walmsley, Scunthorpe

SOUL BLADE (PLAYSTATION)

Arcade Mode 0'18"21 (Cervantes)
Michael Lockwood (MIC), Lancashire

Special Weapon Survival Mode
474 wins (Rock)
Kinky Yeung (KIN), London

RAGE RACER (PLAYSTATION)

MYTHICAL COAST
Best Lap 0'49"334
Kevin Mackay, Malta
Best Race 2'33"351
Kuljeet Chauhan, Southall

MYTHICAL COAST REVERSE
Best Lap 0'48"871
Michael Lai, Liverpool
Best Race 2'30"246
Michael Lai, Liverpool

OVERPASS CITY

Best Lap 1'12"717
Kuljeet Chauhan, Southall
Best Race 3'45"864
Kuljeet Chauhan, Southall

OVERPASS CITY REVERSE

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

LAKESIDE GATE

Best Lap 1'03"713
Michael Lai, Liverpool
Best Race 3'18"552
Michael Lai, Liverpool

LAKESIDE GATE REVERSE

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

EXTREME OVAL

Best Lap 0'20"304
Adi Wells, York
Best Race 2'03"940
Adi Wells, York

EXTREME OVAL REVERSE

Best Lap 0'20"336
Adi Wells, York
Best Race 2'05"582
Adi Wells, York

SONIC JAM (SATURN)

SONIC THE HEDGEHOG
Green Hill Zone 1 25"91
Nathan White (NAT), London
Green Hill Zone 2 17"71
Nathan White (NAT), London

SONIC 3D (SATURN)

Green Grove Zone Boss beaten in
39 seconds
Sarah Cabry (GEM), Sheffield

FIGHTERS MEGAMIX (SATURN)

Survival Mode, FV Setting, Wolf Stage
3 Mins, Rentahero 25 Wins
Themis Bakas (ACE), Nunhead
7 Mins, Rentahero 49 Wins
John Thompson (JON), Leyland
15 Mins, Rentahero 140
"Buttons Boy" Jim, Isle Of Wight

CHRISTMAS NIGHTS (SATURN)

9999+ Link Attack
Nathan White (NAT), London
0'08"632 Time Attack
Themis Bakas (ACE), Nunhead

Sonic Into Dreams

Level and boss complete
4'01"226
Ryan Carline (RYE), Chester

NIGHTS (SATURN)

Puffy beaten with 102 remaining
Brian Lelas (GMB)
Reala beaten with 107 remaining
William Curley, Surrey
Jackle beaten with 104 remaining

Ruverne Latchanna, South Africa
Wizeman beaten with 78 remaining
Nathan White (NAT), London
Gillwing beaten with 109 remaining
Themis Bakas (ACE), Nunhead
Gulpo beaten with 107 remaining
Brian Lelas (GMB)
Clawz beaten with 100 remaining
Nathan White (NAT), London

666960 Points (Spring Valley)
Nathan White (NAT), London

326 Link (Mystic Forest 1)
Nathan White (NAT), London
565420 (Mystic Forest)
Nathan White (NAT), London

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

426Link (Splash Garden 1)
Nathan White (NAT), London

379 Link (Frozen Bell 1)
Nathan White (NAT), London
826100 Points (Frozen Bell)
Nathan White (NAT), London

157040 (Twin Seeds)
Nathan White (NAT), London

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 31"2
Chris Murphy, Manchester
Level 13 180 coins
Michael Lai, Liverpool

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 32"79
Stephen Wake, Doncaster
Best Race 1'41"83
David Hines (EYE), Doncaster

MOO MOO FARM
Best Lap 25"41
MariosPapapetrou (MAZ), London
Best Race 1'18"07
Marios Papapetrou (MAZ), London

KOOPA TROOPER BEACH
Best Lap 28"03
The Ultimate (TUL), The Netherlands
Best Race 1'26"17
The Ultimate (TUL), The Netherlands

KALIMARI DESERT
Best Lap 35"00
The Ultimate (TUL), The Netherlands
Best Race 1'51"20
Zachi Papapetrou (ZAC), London

TOAD'S TURNPIKE
Best Lap 34"35
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 1'46"98
Tatu Luostarinen (TJL), Helsinki, Finland

FRAPPE SNOWLAND
Best Lap 5"58
Tatu Luostarinen (TJL), Helsinki,

Finland
Best Race 27"93
Costas Papapetrou (COS), London

CHOCO MOUNTAIN
Best Lap 26"88
George Papapetrou (GEO), London
Best Race 1'21"63
George Papapetrou (GEO), London

MARIO RACEWAY
Best Lap 16"86
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 54"60
Tatu Luostarinen (TJL), Helsinki, Finland

WARIO STADIUM
Best Lap 05"72
The Ultimate (TUL), The Netherlands
Best Race 22"41
George Papapetrou (GEO), London

SHERBERT LAND
Best Lap 33"94
Marios Papapetrou (MAZ), London
Best Race 1'44"29
George Papapetrou (GEO), London

ROYAL RACEWAY
Best Lap 34"98
Marios Papapetrou (MAZ), London
Best Race 1'49"11
Marios Papapetrou (MAZ), London

BOWSER'S CASTLE
Best Lap 38"42
George Papapetrou (GEO), London
Best Race 1'57"54
George Papapetrou (GEO), London

DONKEY KONG'S JUNGLE PARKWAY
Best Lap 6"73
George Papapetrou (GEO), London
Best Race 51"56
George Papapetrou (GEO), London

YOSHI VALLEY
Best Lap 30"88
The Ultimate (TUL), The Netherlands
Best Race 1'37"27
The Ultimate (TUL), The Netherlands

BANSHEE BOARDWALK
Best Lap 36"29
Marios Papapetrou (MAZ), London
Best Race 1'50"50
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'18"34
Marios Papapetrou (MAZ), London
Best Race 3'59"68
Marios Papapetrou (MAZ), London

PREPLAY FREE ADS

PLEASE REMEMBER: INCOMPLETE, INCOMPREHENSIBLE AND ILLEGAL CLASSIFIED ADS WILL BE THROWN AWAY! MAKE SURE YOUR AD IS CORRECT BEFORE MAILING.

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CLASSIFIED

PREPLAY

TIPS

then press and hold Up. Now press and hold Light Punch, Medium Punch, then Hard Punch.

When you use the Reality Gem, try pressing the Select button. You may well fire pumpkins!

SATURN DUKE NUKEM 3D

The game's not been out long so we're not going to reveal the cheat modes yet. Instead we've got this excellent hidden mode which was included at the last minute. One of CVG's compadres, Dan Jevons (he used to write the occasional review for us) pestered his friends at Lobotomy until they gave in and added an analogue control method similar to *Turok's*. If you pause the game and press **Y, Y, Z, Z, X, X, Y, Z, X** you'll go into Jevons Mode. The *NIGHTS* analogue pad will move your head around and the main buttons let you move around and strafe. The d-pad lets you switch items and weapons. Ooooojima!

STREET FIGHTER COLLECTION

To play as Gouki (Akuma) in *Super Street Fighter 2 Turbo*, go to the character select screen and press the L and R buttons simultaneously. Or you can do the whole old arcade cheat which we can't be bothered to print again.

The best cheat in the compilation is one to let you play as Cammy in *Street Fighter Zero 2 Dash*. First of all you need to complete the game in Arcade Mode and get your name at the top of the high score table. Enter the initials "**CAM**" and you should be able to play as Cammy! Highlight Vega (M.Bison) and press Start twice to get her. As well as her *X-Men Vs Street Fighter* moves she can call Vega to do his Psycho Crusher (**B, F, B, F+Punch**).

To access original Champion Edition version of some fighters pick Dhalsim, Zangief, Vega, Sagat, Ryu or Ken with the Start button. Their special moves are all the same as they were years ago.

PC CD-ROM JEDI KNIGHT: DARK FORCES 2

These cheats can be entered at any time in one-player mode. Just press **T**, then type in a code.

- | | |
|------------------------|------------------------|
| JEDIWANNABE | God mode on |
| JEDIWANNABE OFF | God mode off |
| DEEZNUTS | Level skip |
| RED5 | All weapons |
| WAMPBAT | All items |
| RACCOONKING | All Force powers |
| 58581vr | Full map |
| BACTAME | Full health |
| YODAJAMMIES | Full mana |
| ERIAMJH | Fly mode on |
| THEREISNOTRY | End level |
| SITHLORD | Be Dark Jedi |
| IMAYODA | Be Light Master |
| SLOWMO ON | Slow motion on |
| SLOWMO OFF | Slow motion off |
| WHITE FLAG ON | Enemy intelligence off |
| WHITE FLAG OFF | Enemy intelligence on |

DEAR WORLD,
I'VE BEEN LOCKED IN THIS ROOM WITHOUT ANY FOOD FOR 12 YEARS. I'VE MANAGED TO SURVIVE BY EATING CARPET UP UNTIL NOW, BUT IT'S ALL GONE. PLEASE SEND ME BITS OF PAPER WITH TIPS ON TO EAT. LOVE FROM ED



PLAYSTATION V-RALLY

On the Infogrames logo screen at the start of the game quickly press Up, Down then Triangle and Circle together. You should get the message "Lock Off". Now hold one of these button combinations until you've chosen your language.

- | | |
|----------------|------------------------------------|
| L1+Left | No time limit |
| L2+Left | 18 narrow tracks |
| R1+Left | Jeep instead of Peugeot |
| R2+Left | Restart race option in Arcade Mode |

MORTAL KOMBAT MYTHOLOGIES: SUB ZERO

This little code works on both the PlayStation and Nintendo 64 versions of the game. It's simple enough - enter the passcode **XJKNZT** and you'll be able to start on the last level, missing out loads of terrible ones in between.

RESIDENT EVIL: DIRECTOR'S CUT

If you're wondering what sort of reward you'll get for finishing Advanced Mode, we're here to ruin the surprise. Play it right through and you'll get the **Colt Python** with infinite shots! Lots of fun.

PARAPPA THE RAPPER

Beating each stage is just a matter of practise, but accessing the freestyle raps is something entirely

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

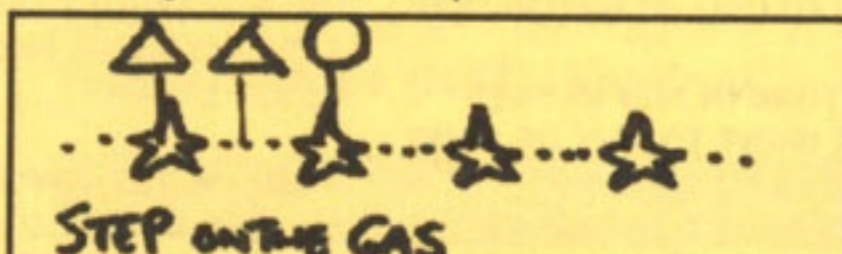


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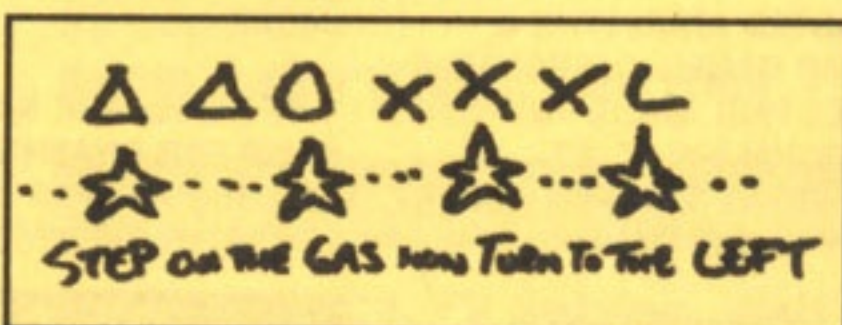
You can now also send any tips or guides to this Email address. But please, don't just give us a load you've ripped off the internet or other magazines - we could do that ourselves if we really wanted. Original tips only please. Any really good ones win a free HMV game.

TIPS.CVG@ECM.EMAP.COM

different. However, during our Louise photoshoot, while waiting for her to beautify herself, Tom discovered a surefire way to get up to 'cool' every time. The secret is simply to hit a button for each of the stars that indicate the beat. For example, here's your basic rap:



Triangle, Triangle, Circle.



All you have to do is hit extra beats for the stars as well as the rap, so actually tap this.

Expert players could even hit extra beats for the dots between the stars, but that really only possible for easier raps. Bear in mind, you have to finish each stage once, before you can access the freestyle mode.

FELONY 11-79

These 12 secret vehicles each have specific conditions which you need to match in order to get them.

- | | |
|------------|---------------------------------------|
| RCC | In far left corner of level 3's mall |
| F1 | Clear first stage with no damage |
| PLC | Clear second stage with no damage |
| TNK | Clear third stage with no damage |
| PCS | Clear first stage in under 4 minutes |
| GTI | Clear second stage in under 4 minutes |
| DBL | Clear third stage in under 4 minutes |

- | | |
|------------|---|
| VPR | Destroy \$1,000,000 on first stage and clear level within time limit |
| ELS | Destroy \$2,500,000 on second stage and clear level within time limit |
| 360 | Destroy \$2,500,000 on third stage and clear level within time limit |
| GTK | Drive through level 2 speed checker at over 114mph |
| SSP | Drive through level 2 speed checker at over 144mph |

MARVEL SUPER HEROES

We know that there are loads of PlayStation owners looking forward to *MSH*. They'll be pleased to know that the brilliant secret playable boss characters we told you about for the Saturn version last month are in the PlayStation game as well.

To play as Dr Doom, first finish the game once on any difficulty. Now go back to Arcade Mode and tap **Down**, then press and hold **Down** again. **Still holding Down**, press and hold **Light Kick, Medium Kick then Hard Kick in order**. If you do it fairly quickly your character picture should change to Dr Doom.

To play as Thanos, make sure you've finished the game at least once already. Then go to Arcade Mode and press **Up**, then press and hold **Up** again. **Still holding Up**, press and hold **Hard Punch, Medium Punch then Light Punch in that order**. Your should change into Thanos.

To play as Anita, make sure you've finished the game at least once as with the other character cheats. Now go to the Arcade Mode character select screen and press **Up, Right, Down, Left, Up, Right, Down, Left,**

MELTING POT

YOUR CHANCE TO CREATE A GAME!

Welcome to the Melting Pot! This is where you'll get your first look at the biggest hits of the next few years - before they've even been started! We know that everyone has a brilliant game idea that they'd love to see, so why not put it all on paper and tell the world about it? If it gets printed, it's also copyrighted so that no-one can steal your amazing game unless they pay you loads of money! Send your brief game ideas and pictures to the normal FreePlay address.

MARS ATTACKS!

© David Cooper, Sheffield 1997

Mars Attacks is an alien simulator! You can either control the aliens trying to take over the Earth, or control the humans trying to defend the Earth from the aliens.

The style of the game is mixed. At times it's a *Command & Conquer*-style game set over a vast city. Either playing as the aliens trying to take over by planting bombs and laying traps, or as the humans trying to devise a bomb to destroy an alien ship which keeps making new aliens. At other times the game is a *Tomb Raider*-style game where the humans have to capture the queen alien for research, while running around, facing off the aliens at the same time! Or when playing as the aliens, just purely killing everything in sight. At times the game is of strategy, and at other times an action-packed thrill ride.

My game would be a big seller because it would please gamers with its big-selling game styles, ie. *Red Alert* and *Tomb Raider* styles.



JOHNNY LAW™ PAID VACATION

©Alex Huhtala/Ω Gamez

After the amazing success of the home conversions of the brilliant *Johnny Law NYPD* arcade game, featuring two entirely new console only missions; LA VENGEANCE and SAN FRANCISCO HEAT. Ω Gamez decided to give the fans something totally unexpected. The result is the straight to console sequel *Johnny Law: PAID VACATION*.

In this new take of the *Johnny Law* series, Johnny is no longer working for the police force. Instead he has been hired by an unconfirmed source to rescue the President's daughter who has been kidnapped. The first level is set in the French Alps,



where Johnny must infiltrate the enemies base and steal the secret microfilm revealing the whereabouts of the President's daughter. Once he has the film, he must set explosives and escape the base on skis. An amazing chase ensues, in which you not only control the skis but also shoot the bad guys. The second level sees the return of Johnny Lee, Law's partner in San Francisco Heat. Lee assists you in infiltrating the abandoned warehouse at the docks in Jamaica, and a massive gun fight breaks-out with the level completed once you question Carlos Martelli, revealing further information about the President's daughter who has been moved to a different location. The game follows this format with each level taking place in a different country. Some levels feature new vehicles, such as helicopters and jet-skis which can be used by Johnny to aide him, especially in his escapes. Unlike other gun games where once you have found the clue or questioned the gangster the level finishes, you must then escape from the enemy base, so not only do you shoot your way in, but you must also shoot your way out. The thrilling climax takes place on Woborama's island fortress near Thailand. With the help of Jim Lai, you must infiltrate the island by swimming through a cave, which grants access to the hidden base. From inside you have 10 minutes to kill everybody and finally rescue the President's daughter. Once you complete the game, you'll have the option to play WELCOME BACK JOHN from the title screen, where Johnny is back on the streets of New York with another job to do.

SPICE GIRLS BEAT 'EM UP

© Calum Leslie, Falkirk 1997

On the possible Spice Girls game, I think it could be a 3D beat 'em up. You choose from the five Spice Girls, to fight against characters such as Liam Gallagher, Damon Albarn, Zac from Hanson, and the big boss would be Keith from the Prodigy. The endings could be Victoria finding the perfect shoes, Mel C reveals her true identity - Mal Etchingham, the dustbinman (eh?). Mel B would at last find a credible image and hairdo. Emma would take an overdose and be given the coveted title of Scary Spice, and Geri would be getting undressed, but suddenly her knockers would enlarge too fast and explode in front of your eyes. She would be known as Flat Spice. There could be cheats like 'Geri's Baps... (okay, enough).

BOB

© Tom Cox. NSD Productions

Bob is a simple game purely based on speed of reaction and eye-to-hand co-ordination. It plays much in the same way as the old classic *Missile*



Command, where you have to accurately place anti-missile bombs very quickly to stop the cities being destroyed.

On the screen is a face. BOB. The idea is to land as many punches on this face as possible before Bob's brother turns up. If you beat Bob up before his brother arrives, you have won that stage. If his brother turns up before Bob is beaten, you lose. Bob's face moves and shudders randomly. When either his eyes, nose, cheek or mouth areas light up, you must accurately place the cross-hair on the centre of this spot and hit the target. If an area is left on, it starts to recover so speed is essential.



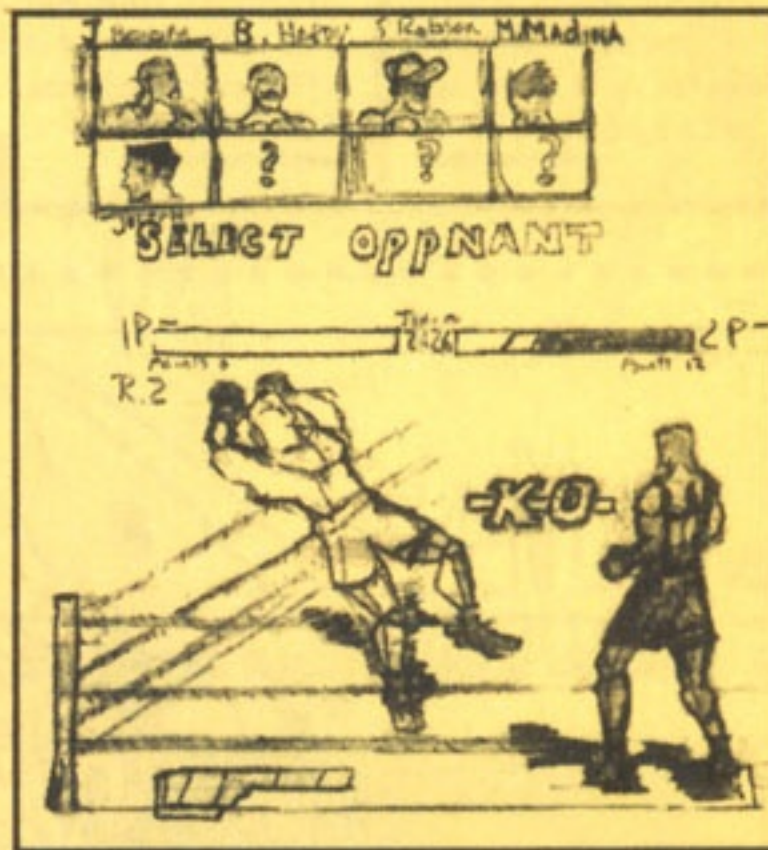
When a hit is scored, a fist will appear from the side of the screen and hit Bob. The hit area will go off and will become damaged, eg. broken glasses or bruised/cut cheeks. Bob will utter a cry of pain such as "oww!" or "dgnnn!" or a bone crunch will sound. Your progress is gauged by the 'beat-o-meter' - reach the top and the stage is won.

When you have successfully beaten Bob, a fist will place one final uppercut under his chin thus punching his head clean off. It will fly up off the screen and land in the distance, landing with a sickening bounce and oozing blood. You are then ready for the next stage - Bob's Brother. He will appear as if running from the distance. When he arrives he will challenge you. "Come on then you scumbag" and the game commences once more.

PRINCE NASEEM BOXING

© Sher Singh 1997

I have an idea for a fighting game which I think would be EXPLOSIVE! A polygon-filled 3D Prince



Naseem boxing game available on PlayStation, Saturn and N64. With a choice of 8 real feather-weight opponents, Tekken-style special hooks and uppercuts,

and a practice mode where you could test out your fighting skills and put together different combos using a punch bag. Just imagine blood, guts and astonishing effects with Jungle or garage for background music. Wicked eh?

SPICE GIRLS STRIP POKER

© The Sad Lord, Nottingham 1997

Regarding your plea for the forthcoming Spice Girls game. Well for me, the ultimate Spice game would be *Spice Girls Strip Poker*. This would be fantastic, I would buy a PlayStation for this. Sure you could call it sad, but admit it - it would be ace. It's just a pity it will never happen.

THE SEGA ORACLE

© John Manfield, Devon 1997

I was wondering what the next Sega console (64-bit) would look like. Which gave me a few ideas of my own. It's called the 'Sega Oracle (TM)'. Here I have enclosed a copy of the 'Sega Oracle (TM)' (front, side and birds-eye view), control pad and memory card (similar to the PS one). Please could you tell me your thoughts on my design and whether it is worth sending to Sega themselves. Cheers!

WASP

© Ste Longdon 1997

My idea of the coolest game of all time would be called 'Wasp' and it would be a 3D shoot 'em up. A bit like *Descent*, but in the house and garden like *Micro Machines*.

Imagine swooping down under the table and firing a mini-homing missile at a hovering stag-beetle. It would be totally interactive too, so if you shot a human sitting down at a table, he would get up and start whacking you with a rolled-up newspaper. There is no end to the places to set the fighting, eg. supermarket, garage, attic, shopping mall, even a zoo! It would have the usual hordes of enemies and loadsa meaty weapons and power-ups, and of course the cheesy storyline that no-one pays attention to. So there you have it, my idea of the perfect game, original with a nostalgic shoot 'em up element. Happy gaming.



MELTING POT

INVENT A GAME TO YOUR SHAME!

FREEPLAY



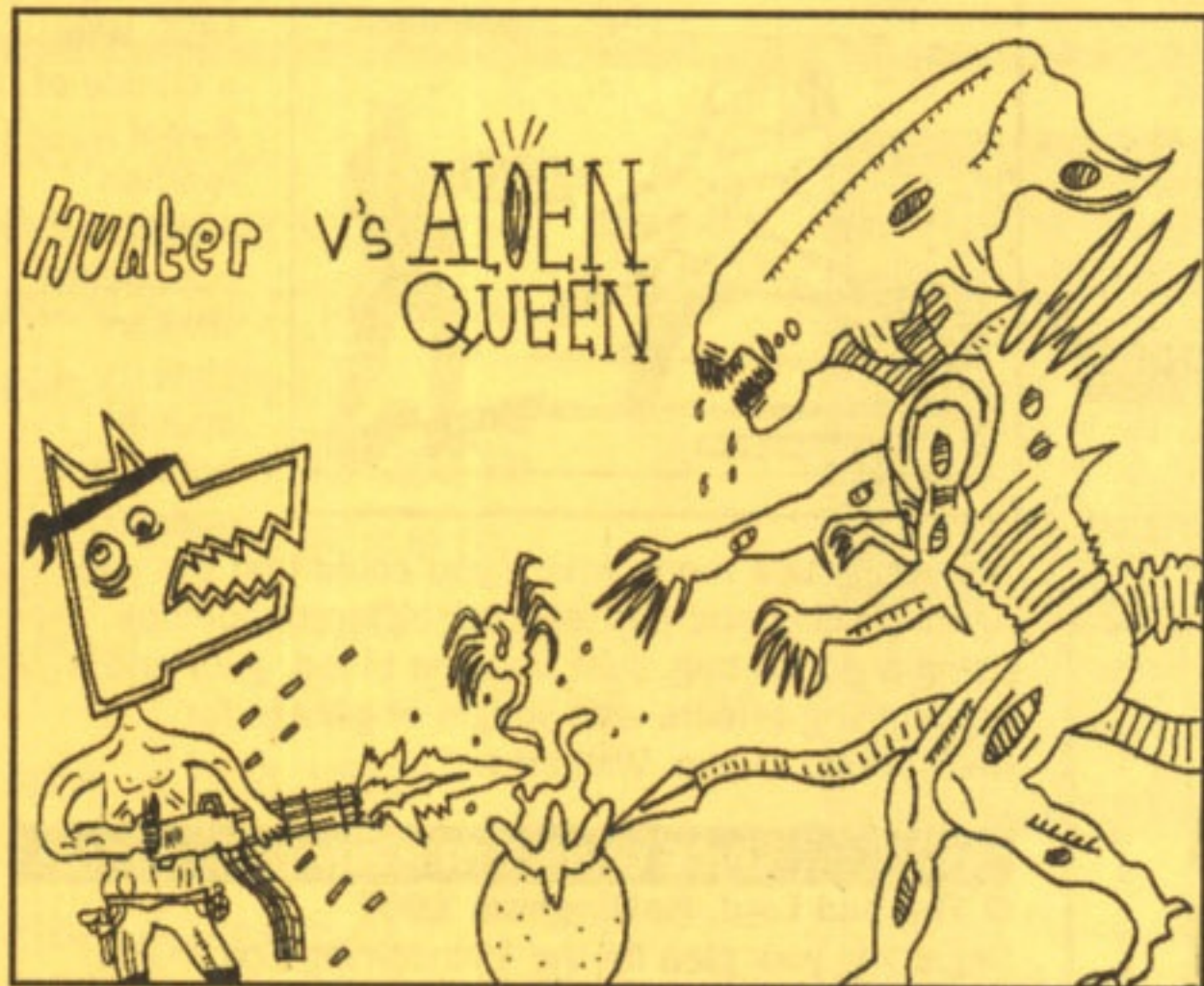
drawinz Wot You Dun

I'm back I'm wack and I'm seriously hacked off! My section is the best, anyone telling you otherwise makes me crosssssss!

Welcome games players and artists alike to the internationally acclaimed 'Drawinz Wot You Done'. If you doubt its greatness just look on and you will soon be realise just how very stooooopid you really are..... See I told you so didn't I!

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

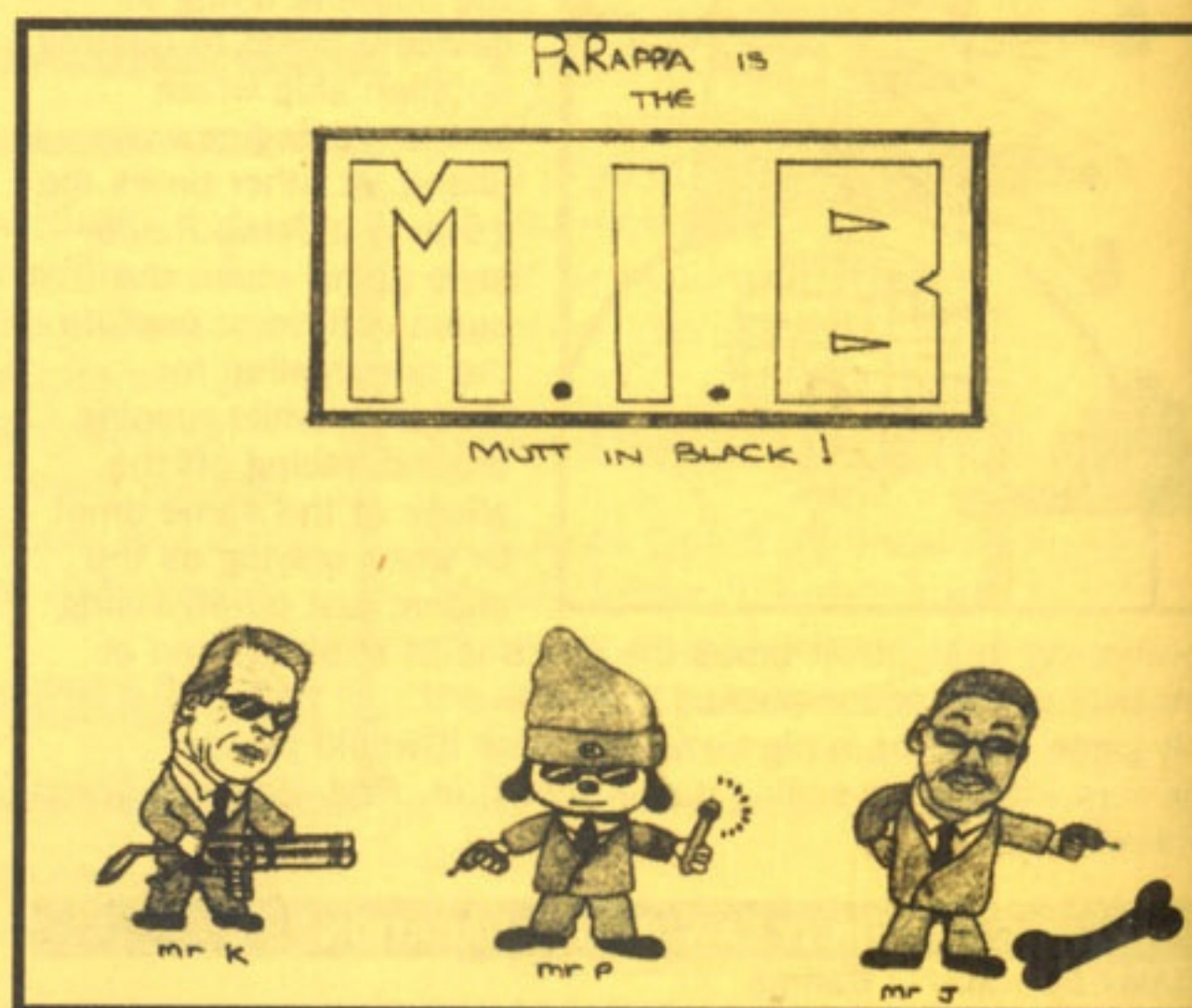
KEY	Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!



Off to our usual high standard, with my intergalactic super hero self. What can I say other than a Big Thanks to those Longford brothers!



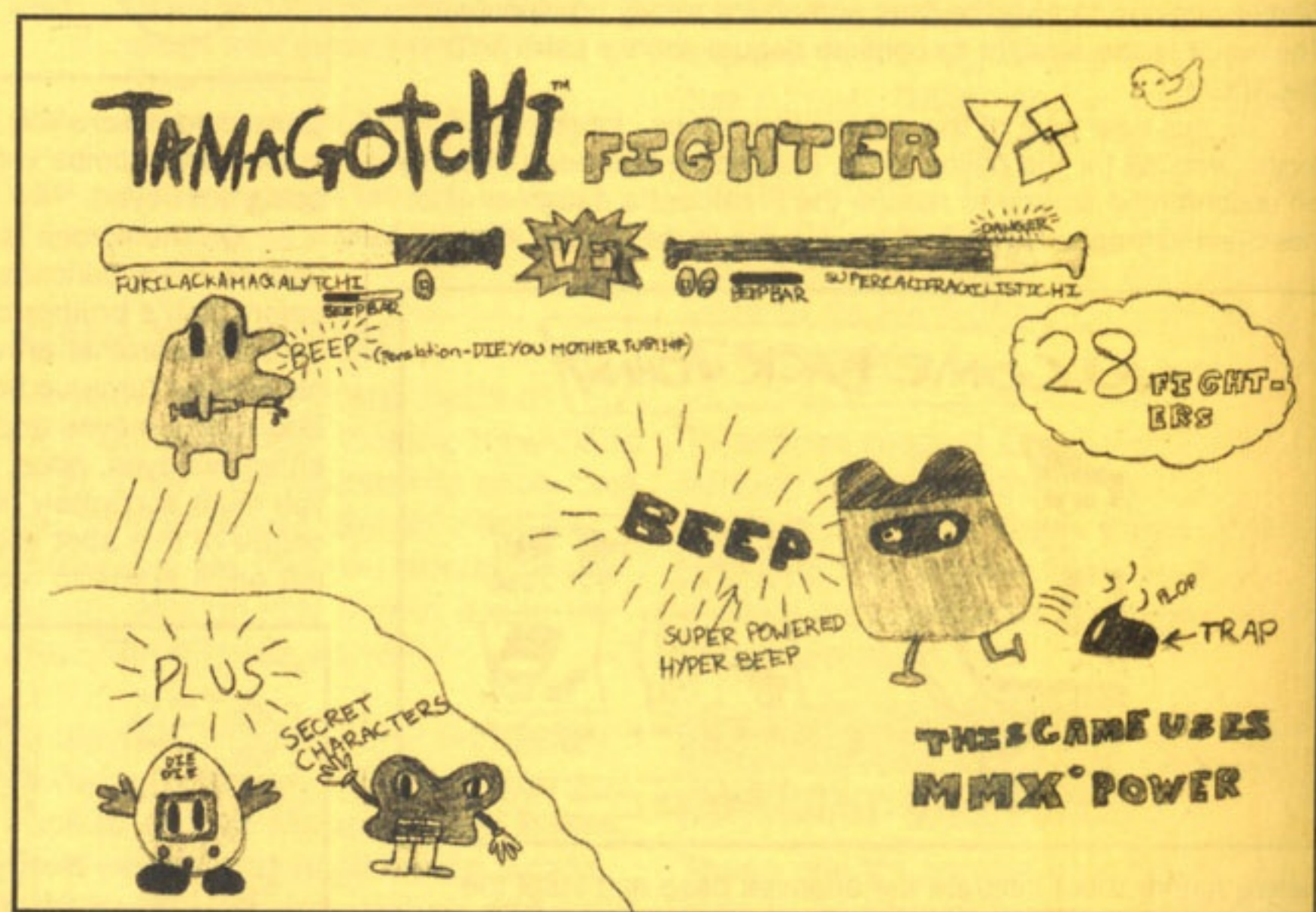
Well just how can a dog resist. But no turds thanks Andre Knight.



Parappa's COOL he aint no FOOL thats why he raps and rhymes OL' SKOOL! Thanks to D. Moran.



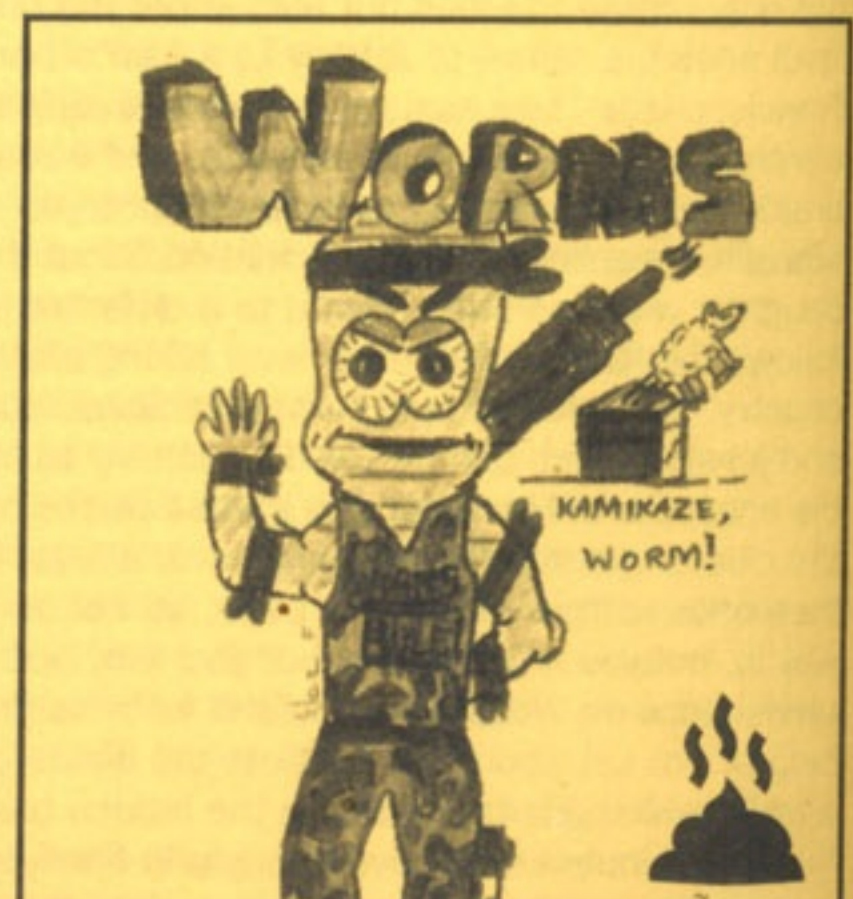
When standars are this good it makes my job seem worthwhile. Doggidy do dar day what more can I say, keep up the good work Ross.



Clarke Baldwin has a great idea to help me rid the place of the pesky little cut ethings. Let them destroy each other!



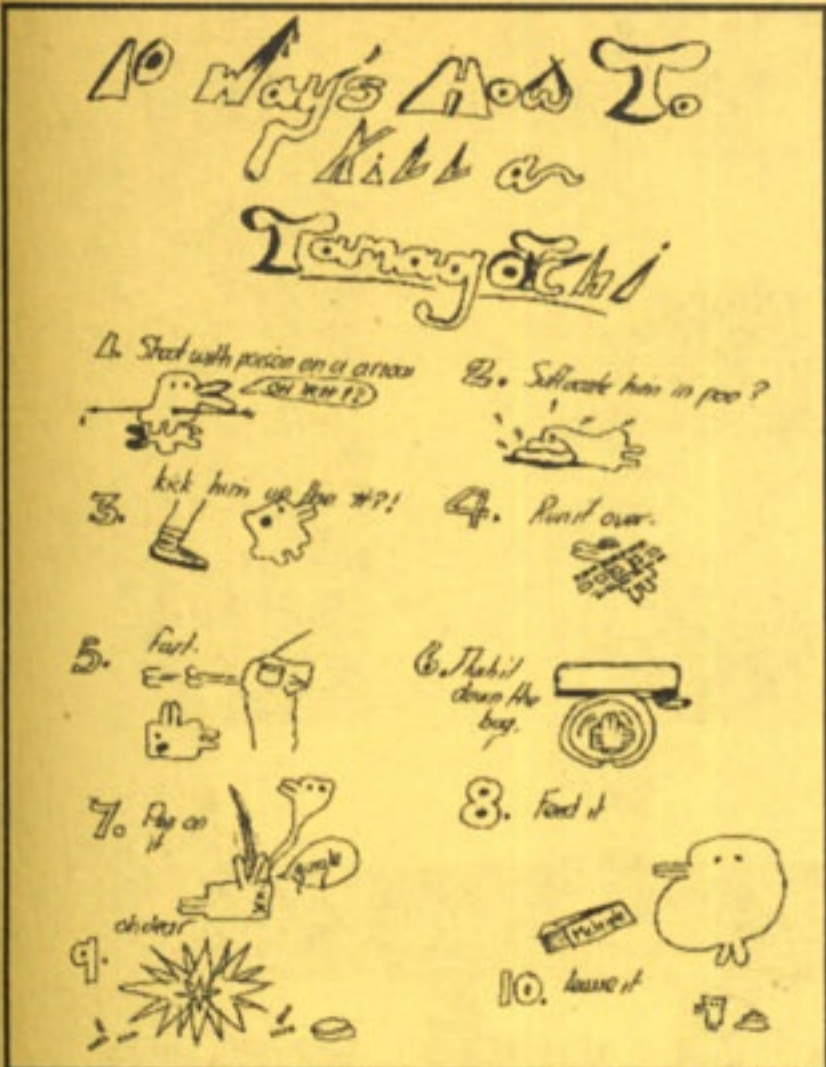
FF VII swords and stuff, just what I like to see Andrew James.



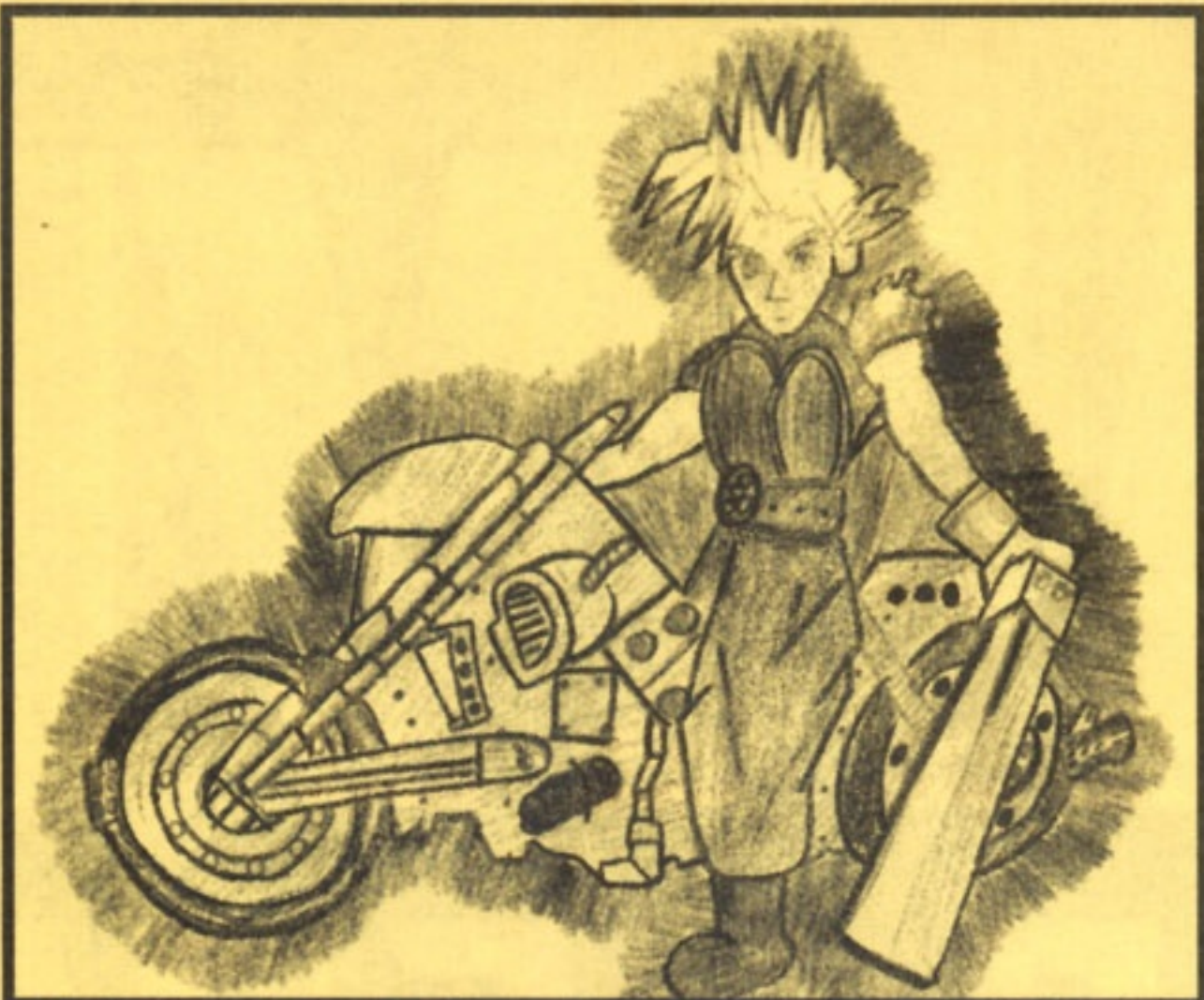
Wesley worms do not rule! Don't make that mistake again!

drawinz
Wot You Dun

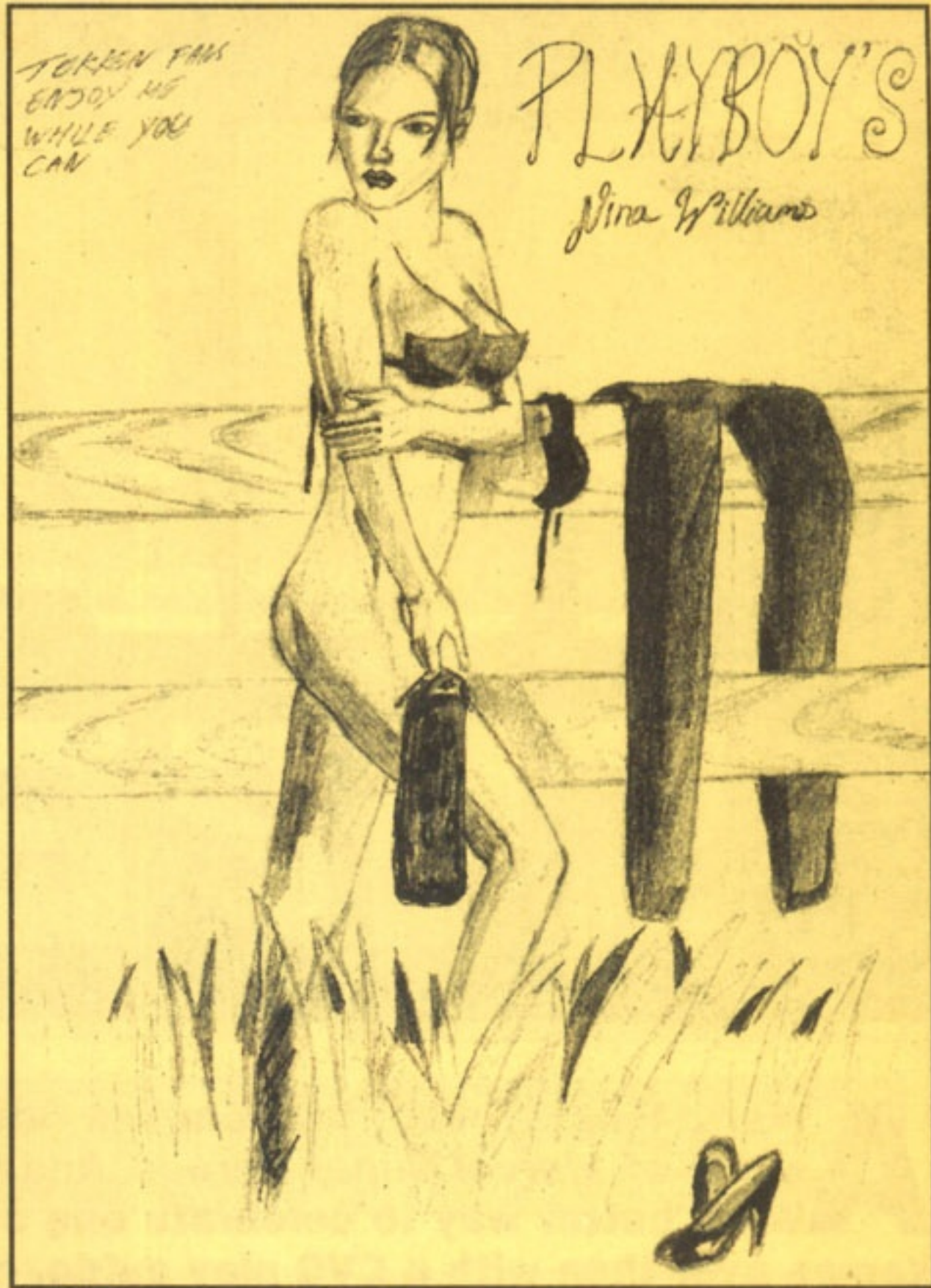
FREEPLAY



There is only one way to kill little cute things. Eat Them! Roberts!



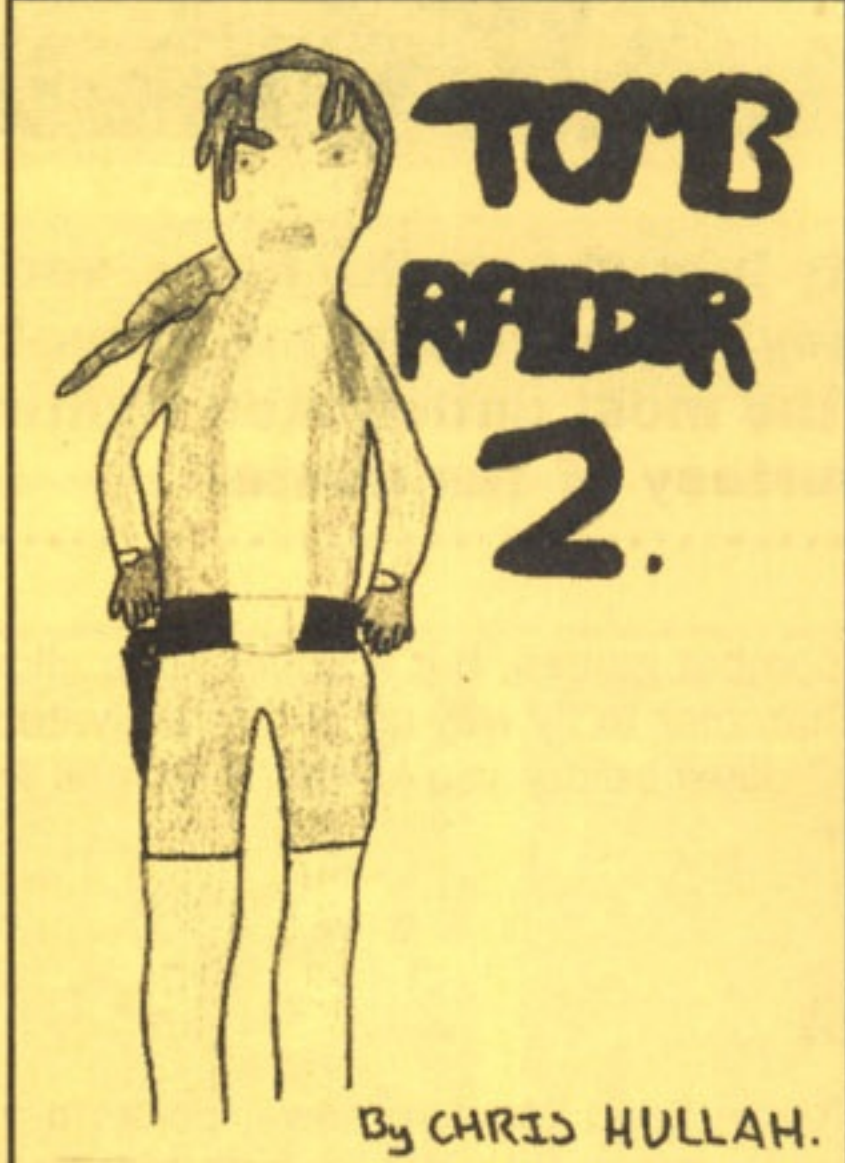
No name here but obviously a 'born to be wild' child. Love the crazy shading/radioactive glow.



Not bad, not bad! In your dreams Rj Harina!



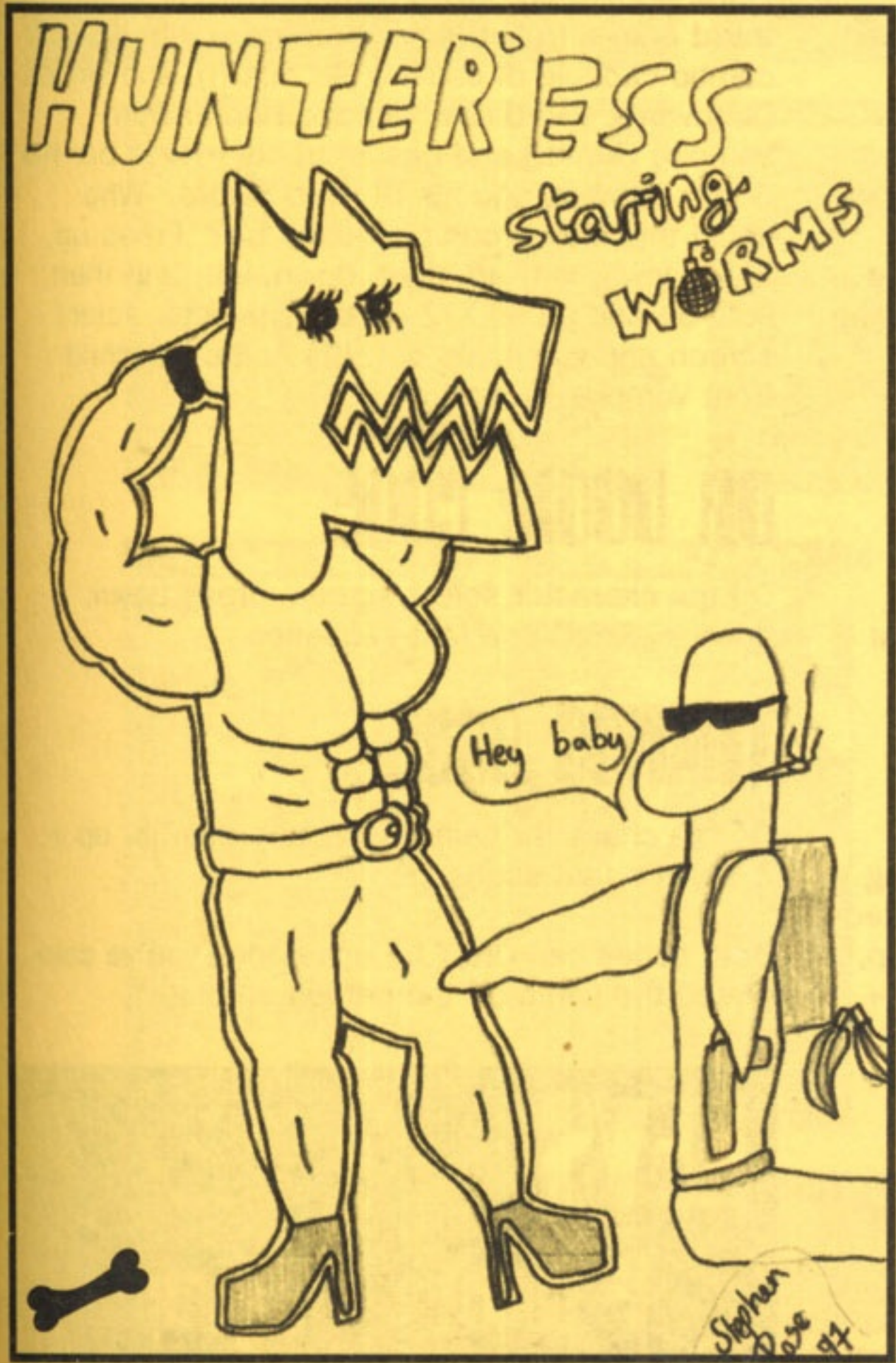
Ken might be smiling but I'm not. Why have you let half of the page empty. Sort it out Sanjay!



Could it be? No, surely not a remote relative of our own Alex Huhtala. Scarey or what Chris!



Well that told us didn't it! Thankshower.C.



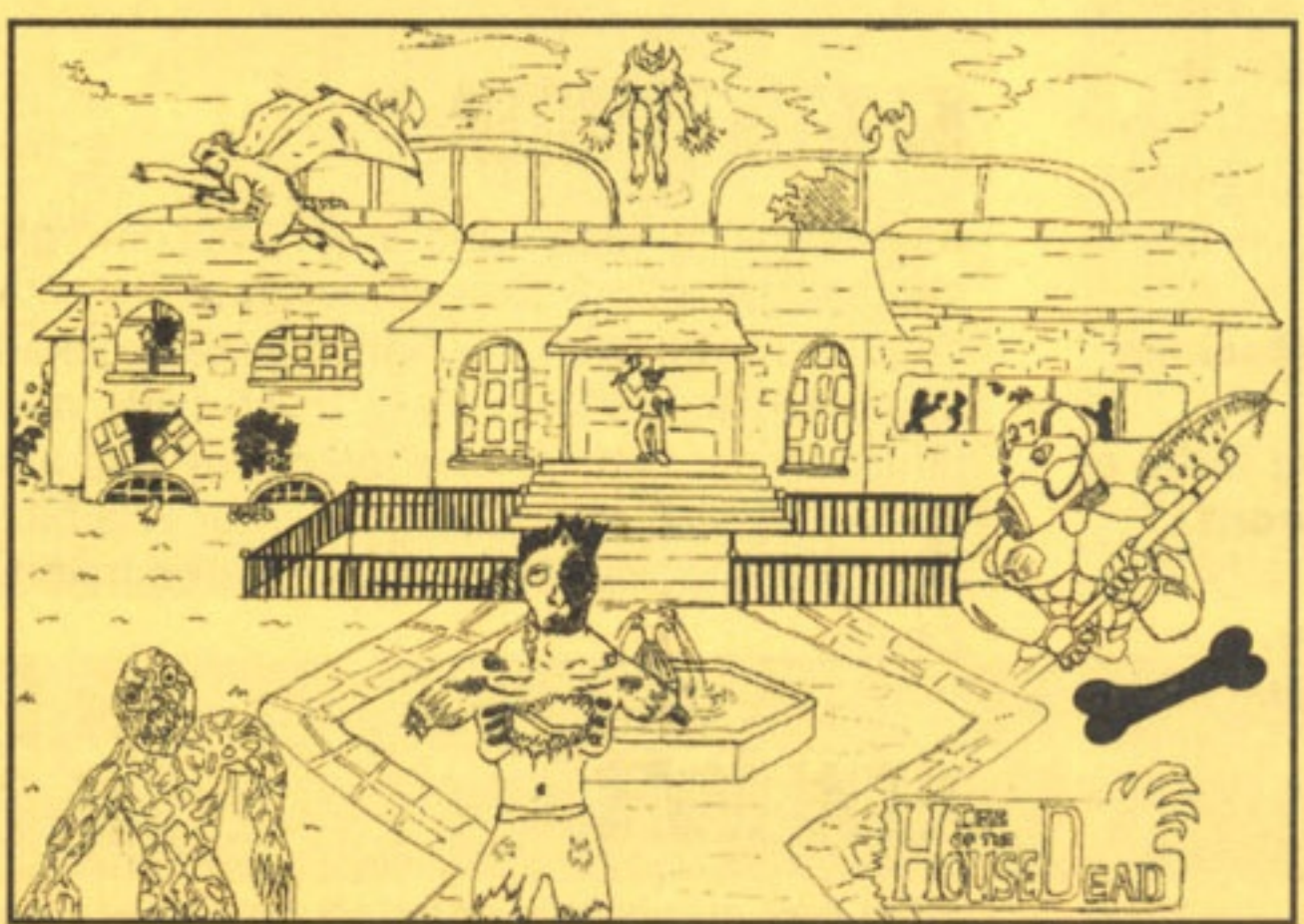
Now that is what I call a real Lady Dog. If only you had her stopping the worm, then she'd be perfect. Nice one all the same Stephen Rose.



Believe me don't try this at home. Ed dosen't taste too good for breakfast. Thanks Tom Denith.



Doggy heaven look at those bones! Thanks for the bite Rupert.



Looks like the kind of rough and tough neighborhood I grew up in. Thanks for the memory. Have a bone Jo!

Send 'em in to:

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wat you dun

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

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

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FREEPLAY

MARVEL SUPER HEROES

PLAYGUIDE

After a lengthy wait, Capcom has finally brought us the home versions of *Marvel Super Heroes*. And they're absolutely awesome!!! What better way to celebrate one of the most anticipated fighting games ever than with a CVG play guide, courtesy of Yas Hunter!

MARVEL SUPER HEROES GLOSSARY

Here's a mini list of terms for all of you who are new to this beat'em up lark:

SUPERCOMBO

Basically a super attack, and is often performed in a similar manner to a special move. Has the added effect of causing more damage, but uses up a special energy gauge.

INFINITY GAUGE

A special energy gauge that allows you to utilise your hero's super combo or Infinity Counter. Is built up by performing any attack.

CHAINS (CHAIN COMBO)

Whereby you link together any two or more normal attacks together in a combo. So if you press weak punch and then immediately follow with a weak kick, you've managed a chain combo!!!

GEMS

One of the coolest aspects of *MSH* are the Chaos Gems. When collected, select the gem you want to use (press both shoulder buttons) and perform a quarter circle away motion +3 punches to activate it. There are 2 benefits of using the gems - (1) Obviously, your character can temporarily harness the power of the gem, and (2) if used in mid-block (in a similar fashion to an Infinity Counter) or as the opponent is about to hit you with a regular attack, you can relieve him of the gem that he has highlighted!! Here's a list of the gems and their properties:

TIME: a speed up.

POWER: boosts your character's attacking power.

REALITY: either a cluster of lighting balls or icicles appear to attack your opponent.

SPACE: super armour.

SOUL: increases your energy gauge.

MIND: increases your Infinity gauge.

SUPER JUMP

In *MSH* you have 2 types of jump - a normal jump or a super jump. A normal jump is the same as those seen in *Street Fighter* and all

other combat games, but a super jump allows your character to fly way up and is activated by tapping down before you jump. Essential for aerial raves.

ROLLS

After you've been knocked down, perform away, down-away, down+P in one smooth motion for your character to roll back on to his feet (as in *SF Zero*). Useful if your opponent's coming after you with another combo.

FOLLOW UP

Once your opponent's on the floor, don't let him just lie there - give him another good kicking!! The move that can be used for this vary from character to character and many have more than just one follow up attack, so experiment!!

LANDING THROWS

To land throws, input a normal throw command to see your character land a potentially damaging throw.

POSE

To top off a long combo, why not finish off with a pose? Press both shoulder buttons and tap down twice to see your former friend storm out of your bedroom.

INFINITY COUNTER

As seen in *SF Alpha* and other Capcom fighting games, the Infinity Counter is an easily-activated counter move. With 1 infinity gauge stocked up, in mid-block, perform away, down-away, down + punch in one smooth motion during mid block. It has to be said, the Infinity Counter is a bit useless and is a waste of a hard-earned Infinity gauge.

AERIAL RAVES

MSH has graphically spectacular Super Combos ie. Iron Man's Proton Cannon and Black Heart's Heart of Darkness, but for the truly outstanding attacks, the aerial raves are it. Aerial raves are

basically a mid-air combo and are easy once you get the timing down. After your character has successfully hit with a 'floater move', immediately push up and do a chain combo of your choice. It's as easy as that. But for the best results, use a weak kick or punch to start the chain combo and once you've become quite good, try to finish the aerial rave with either a throw, a special move, or even better a Super Combo!!!

SECRET CHARACTERS

MSH has its share of hidden characters and while all Gouki (*X-Men:COTA*) fans will be disappointed, there are three very interesting extra fighters for you to get to grips with. The two boss characters, Dr Doom and Thanos, become playable characters once you've finished the game and entered their respective codes, but the third is of a truly terrifying nature - with a super combo capable of causing 98 hits (!), she wields Donovan's sword (the Vampire Hunter from *Vampire Hunter*) and has all of his moves bar his Super Combos and his Blizzard Sword. Who could this monstrous contender be? Press up, right, down, left, up, right, down, left, and then hold up and press XYZ on the character select screen and you'll find out. It's Anita, the child from *Vampire Hunter*!

DR DOOM CODE:

On the character select screen, press down, down + A,B,C in a fast sequence.

THANOS CODE:

On the character select screen, press up, up + Z,Y,X in a fast sequence.

Both codes can ONLY be done once you've completed the game on the default setting.

KEYS

P - punch

K - kick

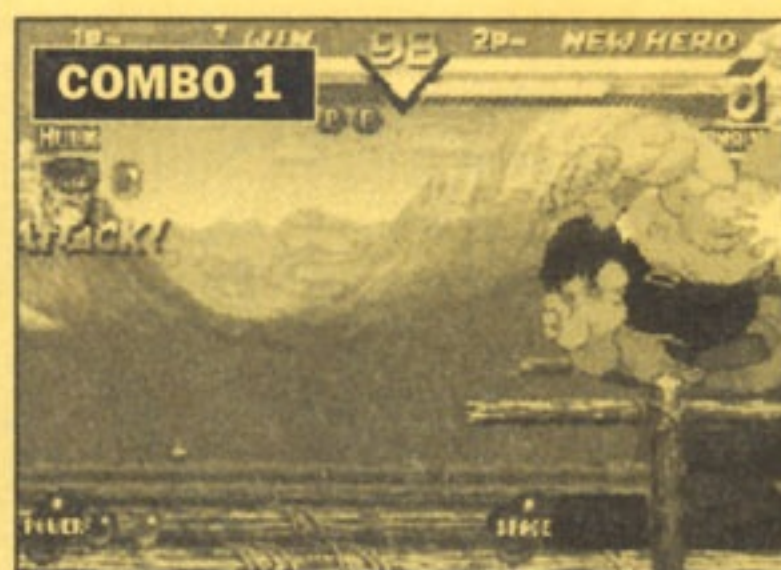
J - jump

C - crouch

HULK

He may be slow, and he may not have a decent command throw to his name but he packs a punch!! A 3-hit combo with Hulk is the equivalent of a 12-hit with Captain America, so don't expect huge combos with Banner's alter ego. It's best to use the Gamma Slam (half circle towards+P) often and when you see a lapse in your opponent's defenses, destroy him with the Gamma Charge (charge away then towards+K). And if there's an aerial strike coming your way, knock them out of the sky with the Gamma Crush!

FLOATER MOVE: crouching strong punch



COMBO 1
J medium P • C weak P • C medium P • Gamma Charge (hold away, then towards+K)

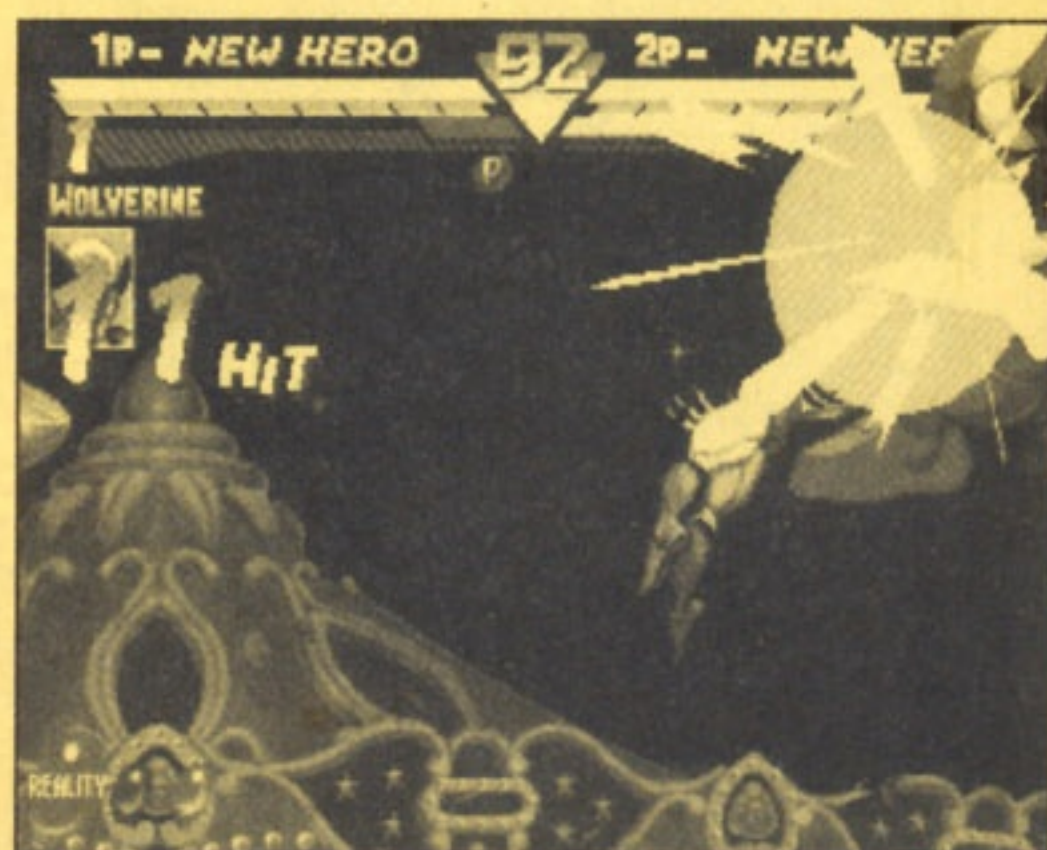
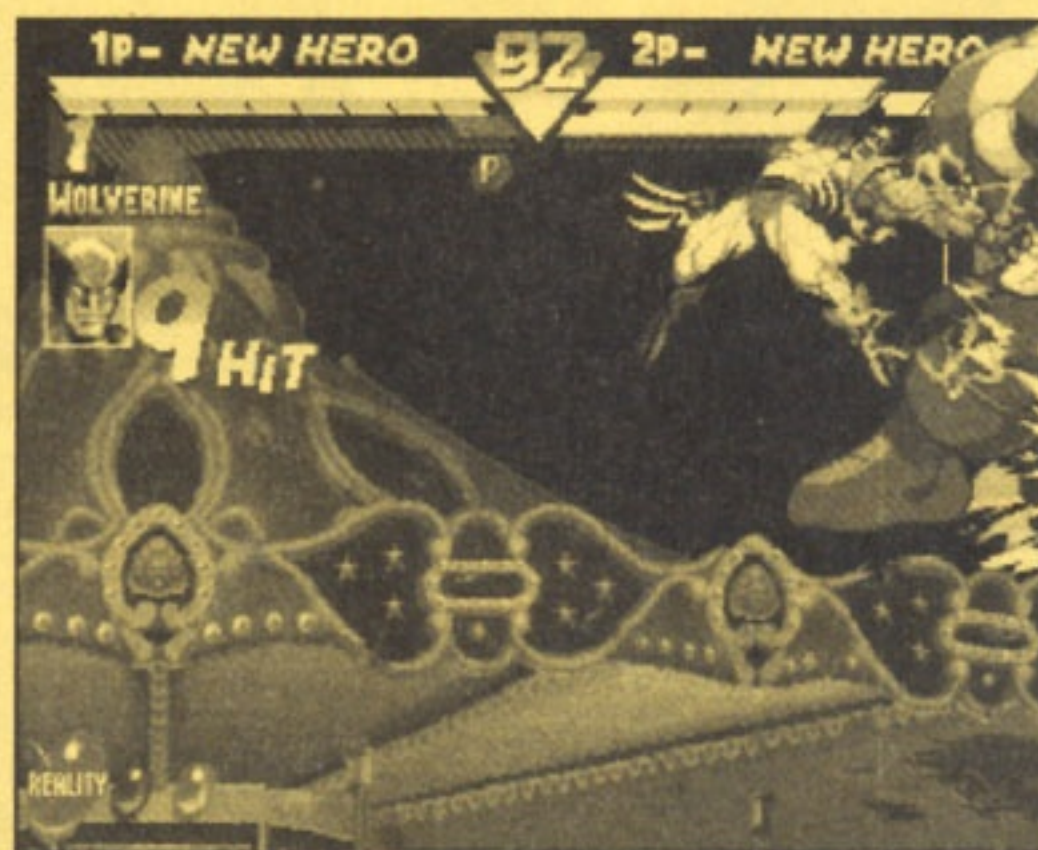
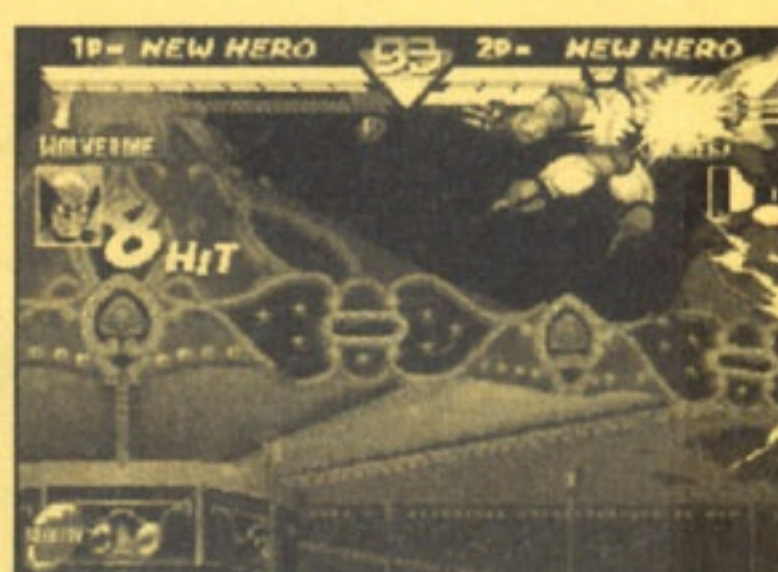


COMBO 2
J medium P • C weak P • C strong P • Gamma Crush (quarter circle towards+3 P)

WOLVERINE

Whatever your skill level, Wolverine has much to offer. His strength lies in his speed and multi-hit attacks (great for cheesy beginners), but there are subtle touches that can change how he is played. Try experimenting with his aerial raves to make one of the most misused characters ever into an awe-inspiring combo monster!!!

FLOATER MOVE: standing strong kick



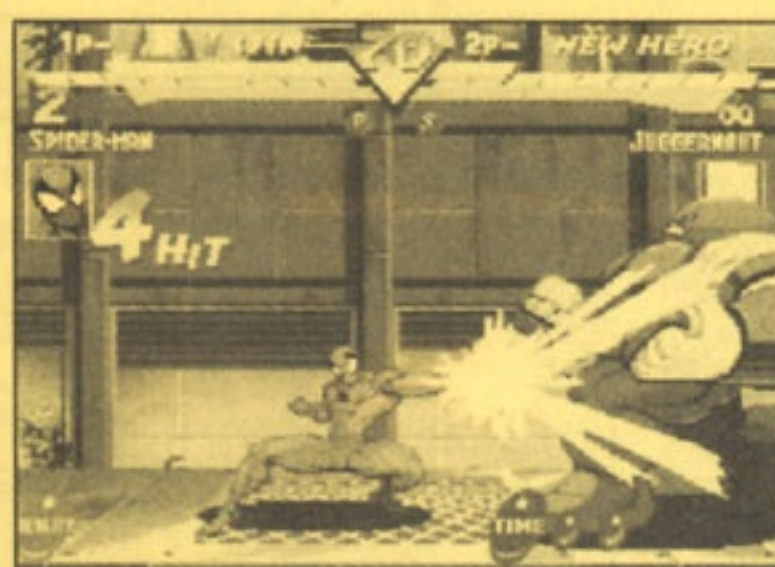
COMBO 1 (aerial rave)
J weak K • J medium K • weak K • medium K • strong K • push up • weak P • medium P x 5 • medium K • Drill Claw (press same strength P+K)

COMBO 2
J weak K • J medium K • weak P • medium P • C strong P • Berserker Barage (quarter circle towards + 3P)

SPIDER-MAN

I felt that Spider-Man on initial play seemed to have plenty of multiple hit combo potential, but after an exhaustive play test I came away disappointed. Still Spidey does have some very useful and damaging combos up his sleeve, and his speed and effectiveness is equal to that of Wolverine. Make sure you mix up all his combos otherwise he can be easily countered and get a severe slapping, especially from the likes of the Hulk and Juggernaut.

FLOATER MOVE: standing medium punch

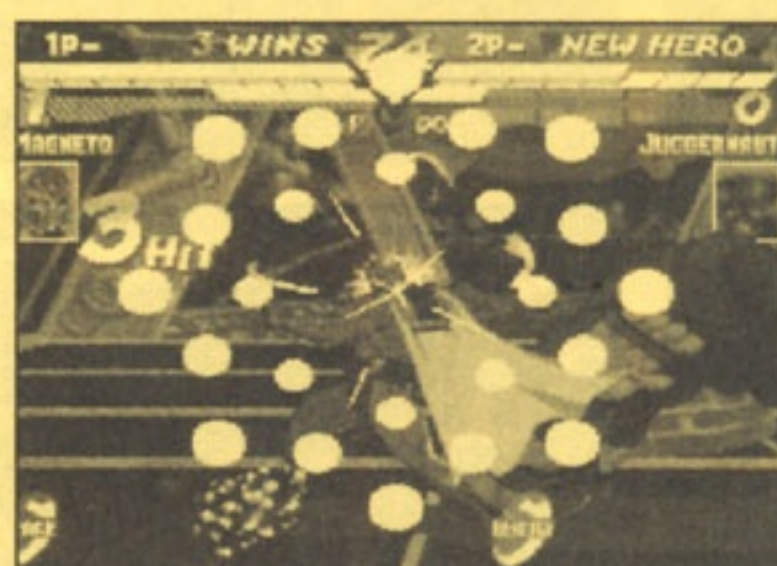


COMBO (aerial rave)
J weak P • J medium P • weak P x2 • medium P • push up • weak P • medium P • medium K • strong K • Web Ball (quarter circle towards +P)

MAGNETO

Magneto is an odd villain as his special moves (bar his aerial fireball) can't be linked to a chain combo, as they take so long to hit! For success with Magneto, it's best to stick to a 'containment' game plan, so try to cut out any movement from your opponent and when there is a chance for you to start a combo, 'sedate' your opponent with either a throw (towards+P) or a Hyper Gravitation and then into a chain combo or a super combo.

FLOATER MOVE: standing medium punch



COMBO
J weak K • J strong K • C weak K • C strong K • Magnetic Shockwave (quarter circle towards +3P)

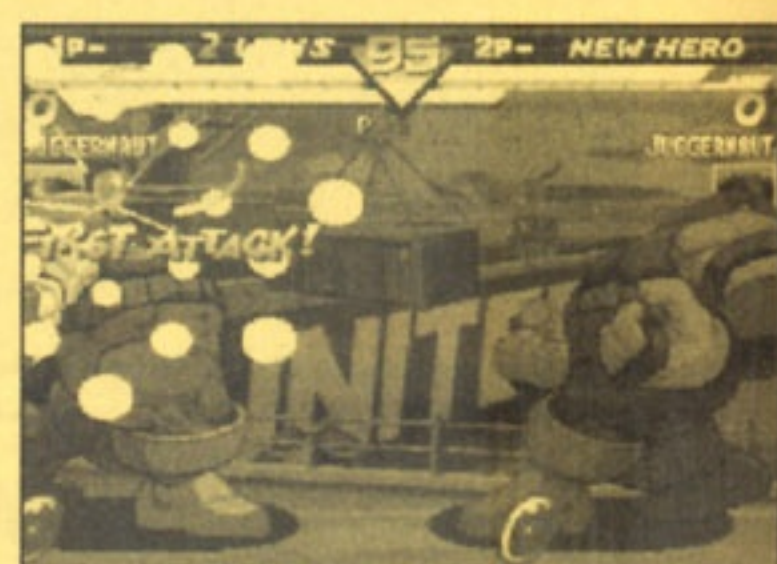
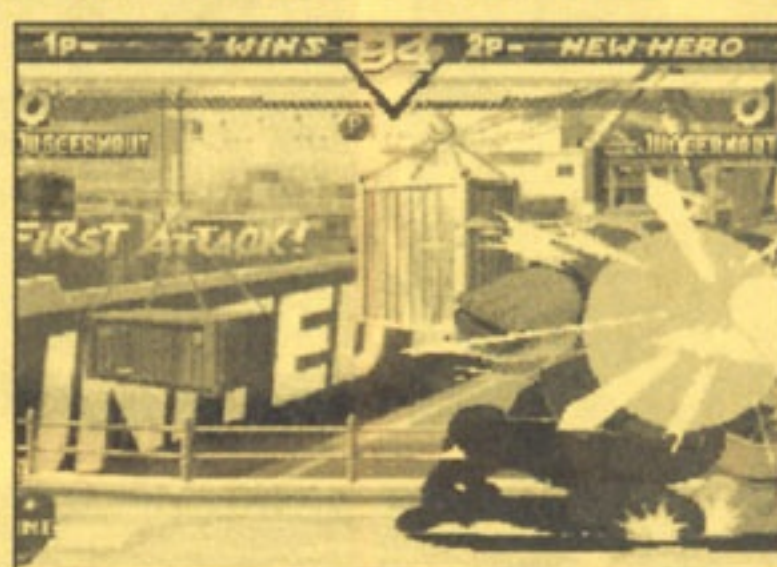
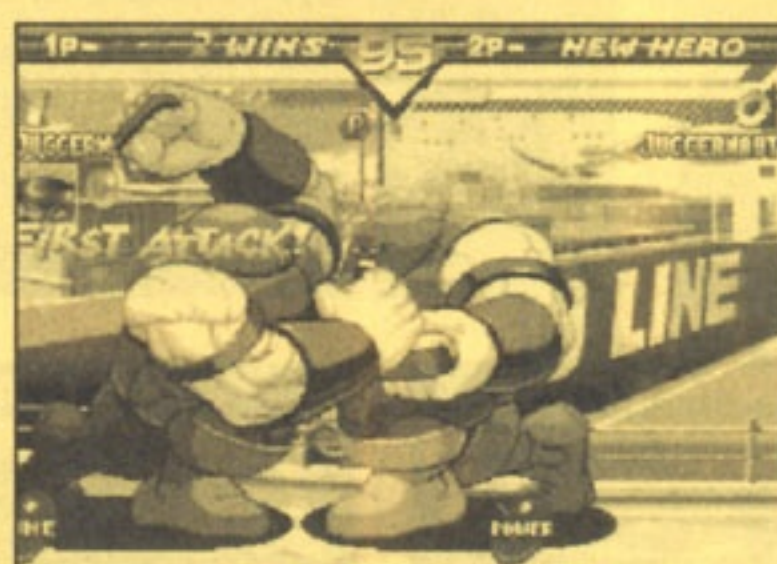
JUGGERNAUT

In the arcades, most people didn't take time to play as Juggernaut as he is immensely slow and lacks flashy moves. But just like Hulk he has immense power. Also he can't be stopped with a regular attack during a move (and does not take as much damage as the other hero/ villains) so you won't have to play an over cautious game. Don't expect any huge combos but do expect rounds to finish in a matter of seconds. A fun character.

FLOATER MOVE: crouching strong punch



COMBO 1
weak P • medium P • Juggernaut Headcrush (quarter circle towards +3P)

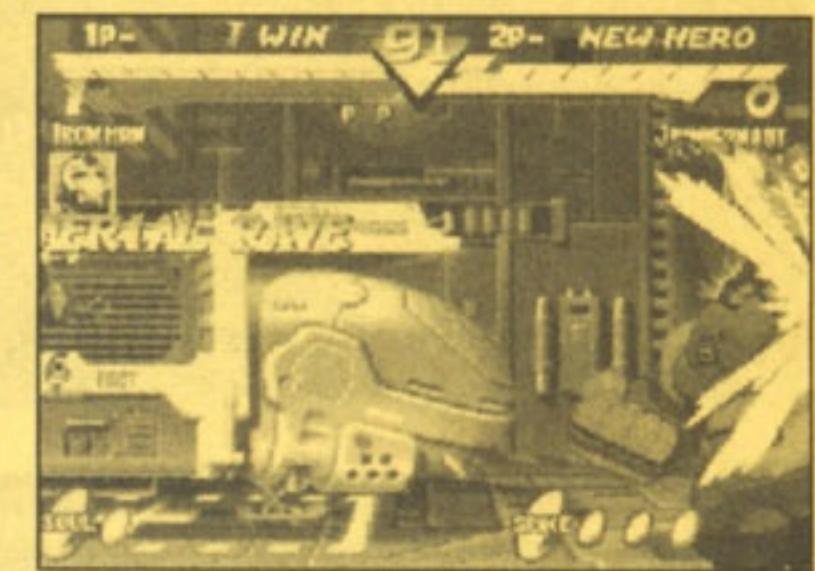


COMBO 2
J strong P • C strong K • Earthquake (towards, down towards, down +P)



IRON MAN

Iron Man has to be one of the most annoying heroes in *MSH* as his whole strategy is based almost solely on keeping the opponent at a safe distance a la Dhalsim but with more damaging special moves and super combo. But when you do see an opportunity to attack, dash into a crouching weak sweep and then into a chain of your choice.

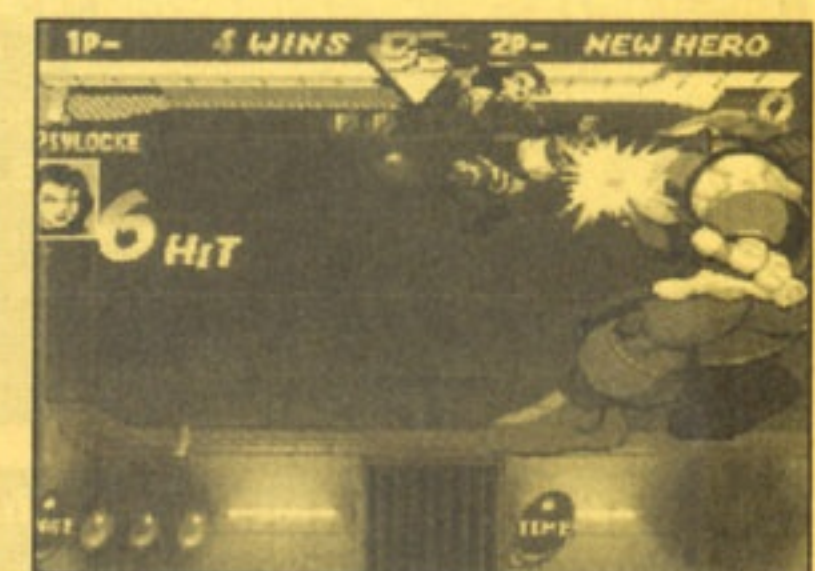
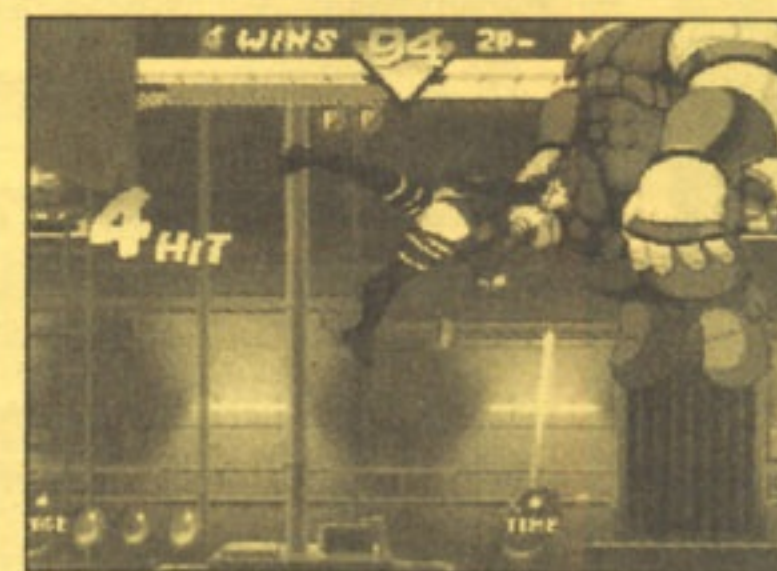


FLOATER MOVE: standing strong kick

COMBO (aerial rave)
dash • strong K • push up • weak P • medium P • strong P • down+ strong K

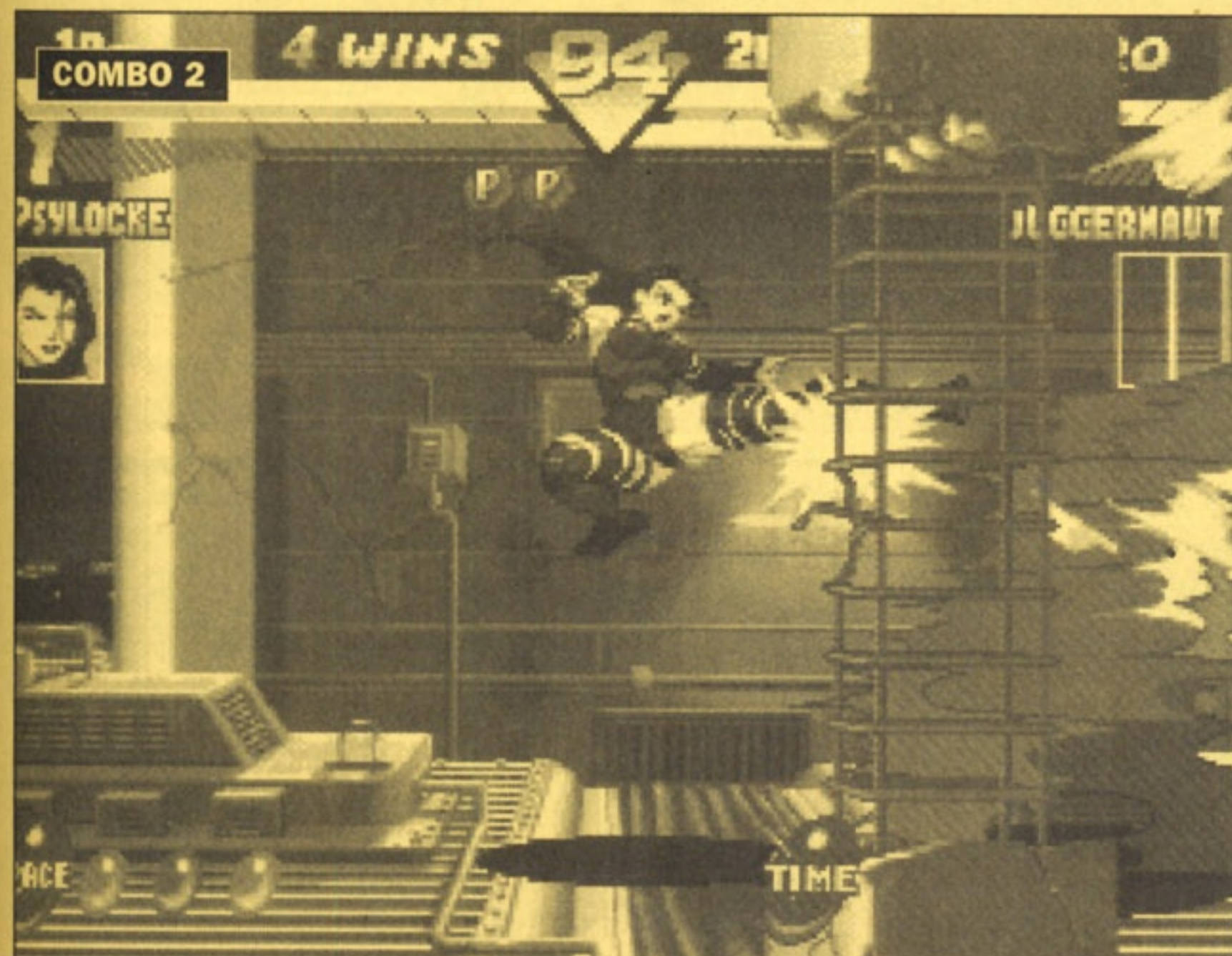
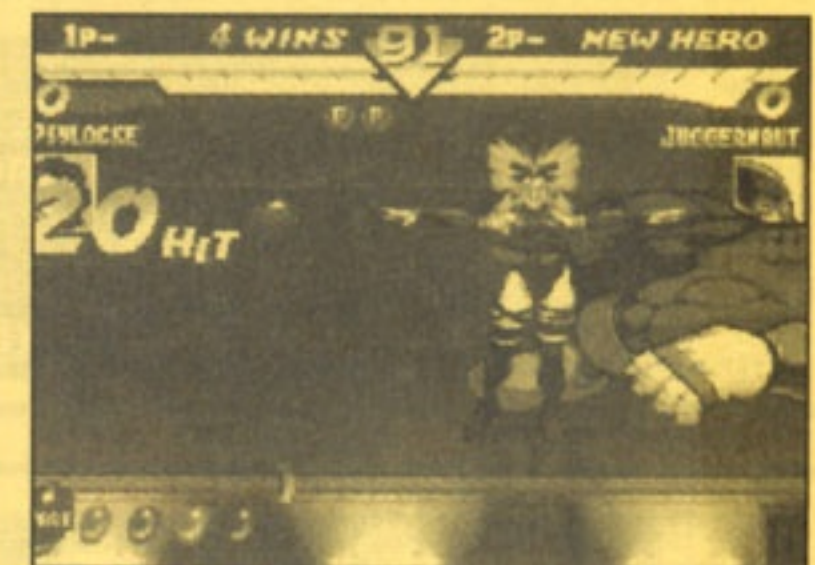
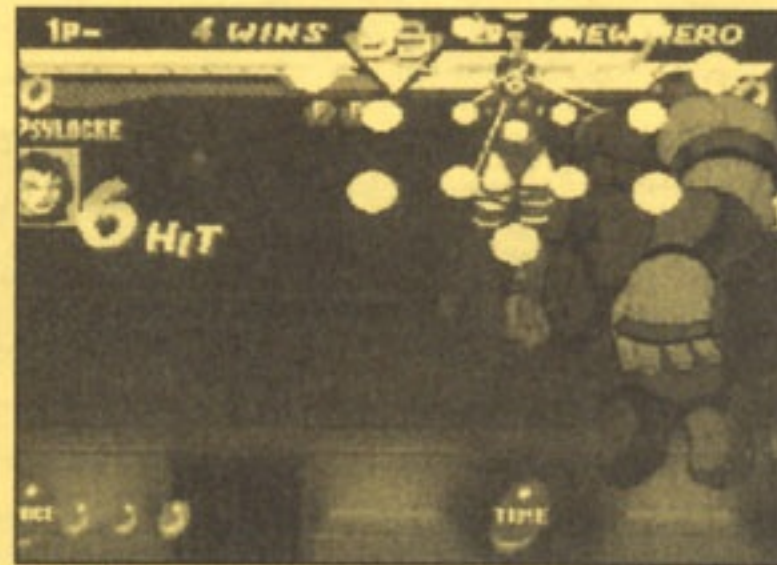
PSYLOCKE

Psylocke is one of the more demanding characters and you really have to work hard to get any hugely damaging combos. What she lacks in power and accessibility, she makes up in diversity. All her special moves and super combos can be used in mid air, making aerial raves with Psylocke a pleasure. To top it all off, she has 3 different super combos (she has the most super combos out of the regular characters)!!



FLOATER MOVE: crouching strong punch

COMBO 1 (aerial rave)
J weak K • J medium K • C weak P • C strong P • push up • weak K • medium K • Kacho Gakura (quarter circle away +3K)



COMBO 2
towards+ medium K • C weak P • C medium P Maelstrom (quarter circle towards +3K)



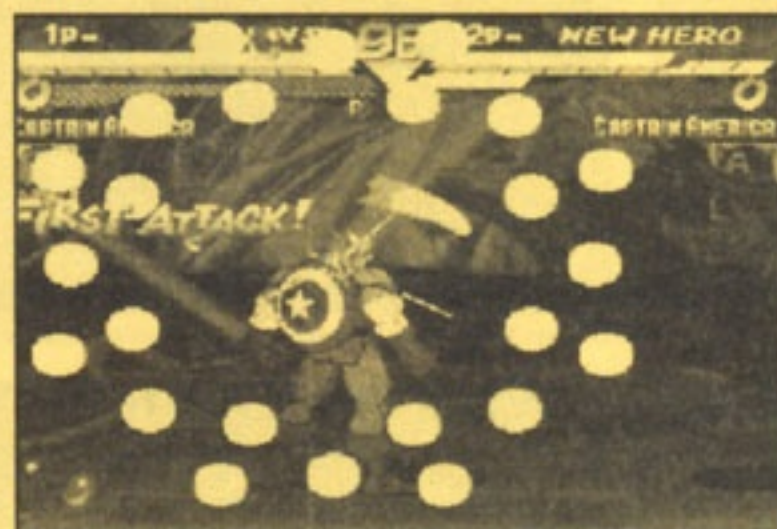
CAPTAIN AMERICA

Captain America excels in pretty much every department – speed, power, the moves. Though he is very accessible, he's got enough scope in terms of combos and strategy thus making him a good choice for beginners and experts alike. Whichever way you approach an opponent to start your attack (jumping or dashing), you can't really go wrong with him.

FLOATER MOVE: standing medium punch

COMBO 1 (aerial rave)

J weak K • J medium K • weak P • medium P • push up • weak P • medium P • Shield Slash (quarter circle towards + weak P)



COMBO 2

J weak K • J medium K • weak P • strong P • Final Justice (quarter circle towards + 3P)

SHUMA GORATH

The most unpopular character of the game is in fact one of the more accessible villains in the entire game!! With special moves ranging from command throws to projectiles, Shuma Gorath has enough diversity to deal with any opponent with ease. It's best to mix up all his combos, but combo 1 (below) is a good attack to use as a base. Combine all this with an unblockable super combo and you have a very good fighter on your hands.

FLOATER MOVE: standing medium kick

COMBO 1

J strong K • Chaos Dimension (quarter circle towards + 3P) • as the opponent is floated up in the air, catch them for the final part of the super combo



COMBO 2

J strong K • C medium P • C medium K • Mystic Stare (hold away, then towards +P)

COMBO 3

dash weak K • Divitalisation (half circle away +K)

BLACKHEART

Patience and lots of it is what you will need to become competent with Blackheart. His special moves shouldn't really be used on their own unlike Spider-Man's Web Ball or Cap's Shield Slash, but instead be 2-in-1 with a strong punch or kick. But once a special move hits, that's when Blackheart becomes a 30+hit character!! One word of advice – don't be afraid of repeating the same combo over and over again with Blackheart.

FLOATER MOVE: standing medium punch

COMBO 2

Inferno (half circle away +P) • Heart of Darkness (quarter circle towards + 3K) • C strong P

COMBO 3 strong P • Dark Thunder (half circle towards +P) • C strong P

COMBO 1 (aerial rave)

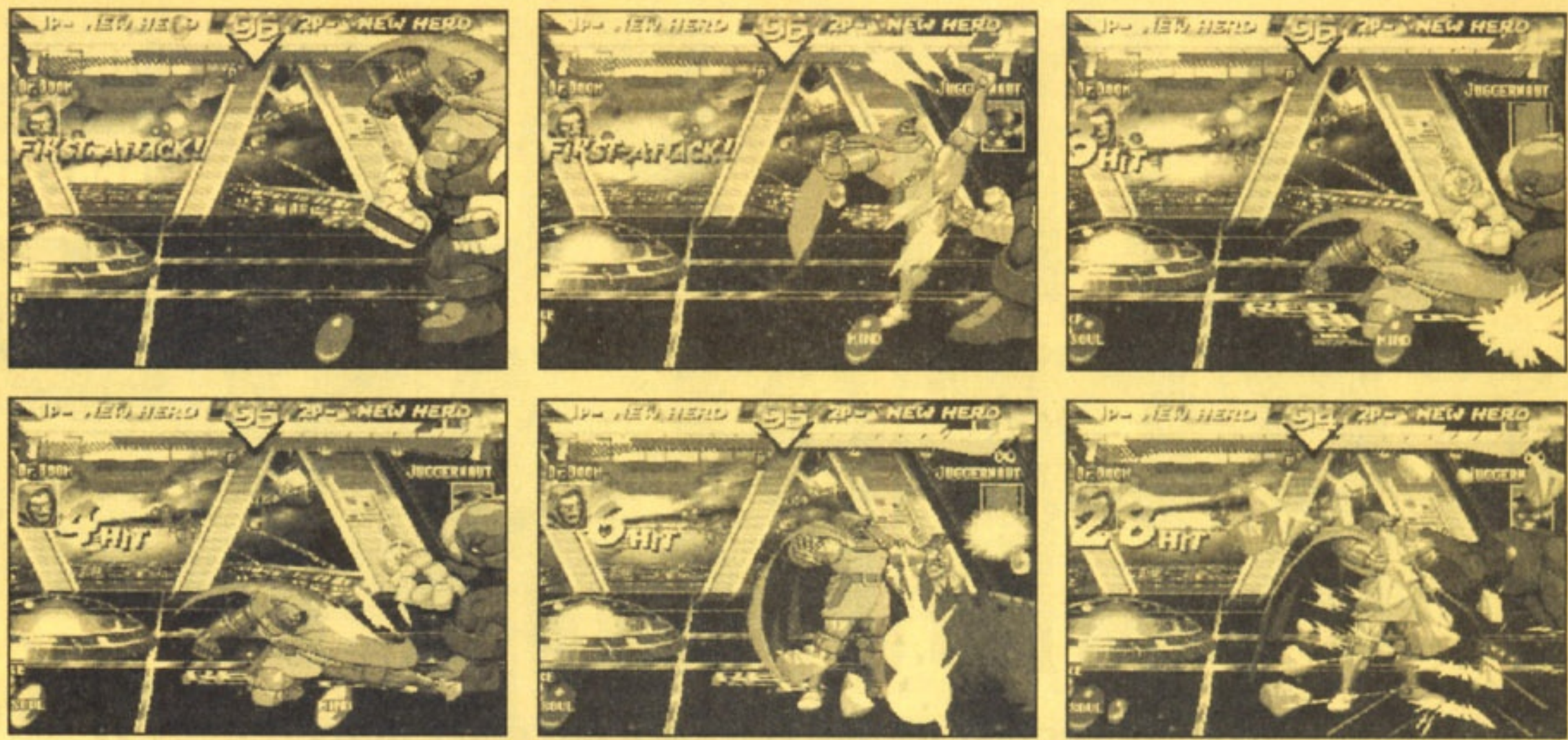
J medium K • weak K • medium P • push up • weak P • medium P • medium K



DOCTOR DOOM

In the comics Thanos maybe a mighty character, but in the game Dr Doom is far superior and should have been made the last boss!!! The CPU Dr Doom is tough, but in the right player's hands he is perhaps the most powerful villain/hero in the game (bar Anita of course!!!!) He excels in every aspect of the game – big combos, aerial raves, and wide range of special moves.

FLOATER MOVE: standing medium kick



COMBO 1 (aerial rave)
J weak K • J medium K • weak K • medium K • push up • weak P • medium P • strong P • Photon Array (quarter circle towards +3P)

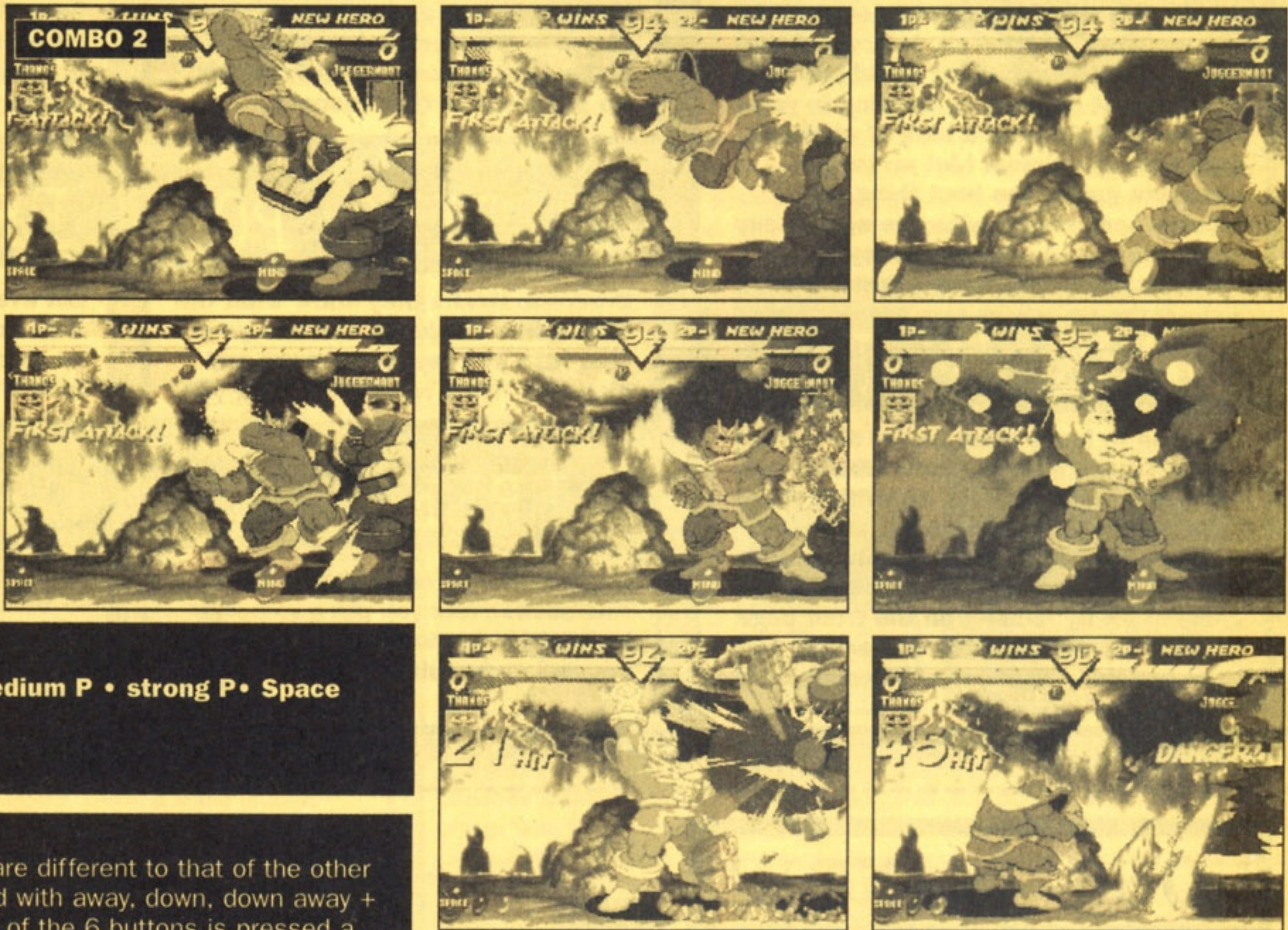
COMBO 2
J weak K • J medium K • weak P • strong P • Final Justice (quarter circle towards + 3P)

THANOS

One of the worst CPU intelligences of all time has to belong to the last boss Thanos. Even with the Chaos Gems he's a push over with Perfects not a rare sight. Luckily, selectable Thanos doesn't suffer the same flaws of the CPU counter part and has some real potential if you have the patience to play as him. His special moves are nothing amazing, but he has six different super combos, and his regular attacks are great and should be used often, as A: there's more chance of it hitting and B: it fills the Infinity gauge like there's no tomorrow.

FLOATER MOVE: crouching strong punch

COMBO 1
C strong K • Bubble Shot (quarter circle towards +K) and repeat over and over again until the opponent's dead



COMBO 2
J weak K • J medium K • weak P • medium P • strong P • Space Gem super combo • C strong K

COMBO 2
J weak K • J medium K • weak P • medium P • strong P • Space Gem super combo • C strong K

SUPER COMBOS
With Thanos, the super combo command are different to that of the other characters in the game, and are performed with away, down, down away + an attack button. But depending on which of the 6 buttons is pressed a different super is employed and are as follows:
Reality - weak P, • Space - medium P, • Power - strong P
Time - weak K, • Soul - medium K, • Mind - strong K

ANITA

Who is the toughest character in the game? Dr Doom or maybe Wolverine? Nope it has to be Anita. Her regular combos are very damaging (20+ hits!) and her super combo can reduce a healthy energy bar down to an eighth of it's original size!! Speed and power is what she has – can you match her abilities with your skill?

FLOATER MOVE: crouching strong punch

COMBO 1 (aerial rave)
dash • C weak P • C medium P • C strong P • push up • weak P • medium P • strong P • Electric Sword (away, down, down away+P, press P rapidly)
COMBO 2
as you're in the ascending half of the jump, J weak P • J medium P • J strong P • Electric Sword (away, down, down away+P, press P rapidly)

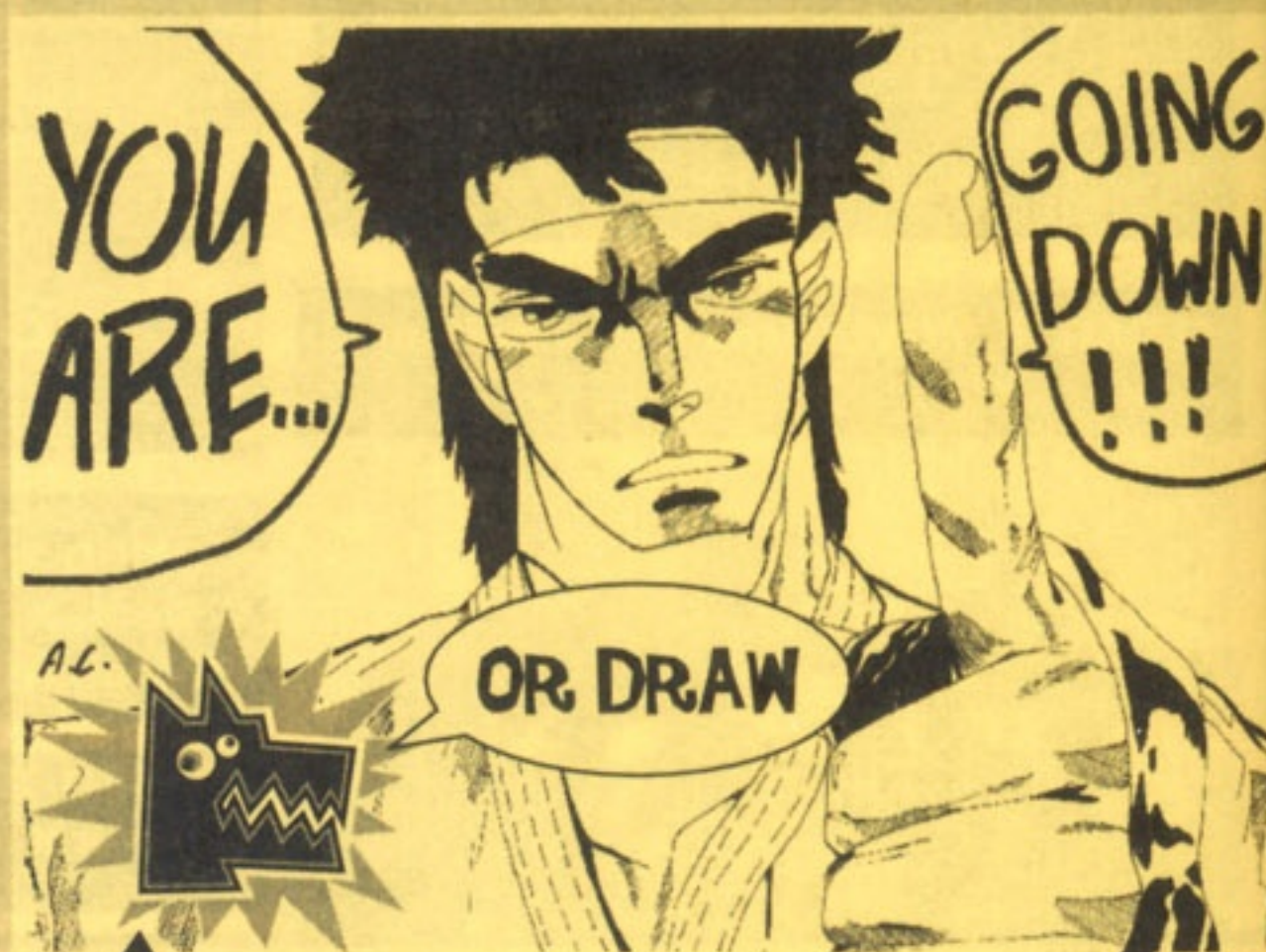


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FREEPLAY

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



FreePlay is over for another month. Boo hoo. But don't worry - it'll be back again next issue! And you know what time of year it is next month? Christmas! Yeee-hah! That means loads of festive FreePlay fun for you all! But we can't do it without YOUR help. We need you to send in all the scraps of gaming information floating about in that swollen melon head of yours. Put it all in an envelope and mark it clearly with the name of the section it's for. Or else...

DO SOME UNPAID WORK FOR US!

FREEPLAY

TIPS

What's the big game at the moment? Are you any good at it? If so, let us and the rest of the gamesplaying world know how you got so good by sending in your tips for it. We'll take a look at anything right from the tiniest hint up to a complete guide. The best thing we receive each month wins the sender any game they want - for no money at all!

HIGH SCORES

Become known as the best games player in the world by sending your highest game scores into FreePlay. No prizes other than respect.

ART/CARTOONS

Send Hunter drawings or he'll come round your house and gnaw your legs off. Good pictures are rewarded with a bone, while bad ones get a stinky, slimy turd on them. Pray for a turd.

MOST WANTED

We need to know what you're all looking forward to so that we know what to put in the mag. Let us know by writing down what you most want in order, and we'll compile them into a chart each month. You can find out what everyone's gagging for by looking on the front page of FreePlay. It doesn't even need to have been officially announced to count.

MELTING POT

Everyone thinks they know what the ideal game would be. Tell everyone your idea in a few paragraphs and diagrams. We'll review them for you.

FREEPLAY FAN

Let everyone know what game you love more than anything else. Let everyone know what's so darned great about it. Pour your heart out onto a piece of paper for the world to see.

FREE ADS

Ads is short for adverts, not Adam. This section lets you put a message in FreePlay for nothing at all, letting you sell some rubbish to our readers.

FANZINES

We want to see your home-made magazines. Good ones, we mean. Not like one we were sent which was just bits of our magazine cut up, stuck to card and coloured in with felt pens. It cost £1.50 as well. What a rip-off!

MOST WANTED

IN ORDER OF IMPORTANCE

- 1
- 2
- 3
- 4
- 5

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