

FREEPLAY

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CAPCOM PLANS FOR DREAMCAST

What do the creators of *Resident Evil* and the *Street Fighter* series make of Dreamcast and PlayStation 2? We spoke to Capcom's General Manager, Noritaka Funamizu, who told us everything we want to know, and a lot more besides. The future of gaming – a large portion of it – laid bare for you!



Q What was your first impression of the Dreamcast?

NF It was completely different to what I thought it was going to be. I was surprised to see it was even more powerful than Model 3. The hardware looks very interesting.

Q Did Capcom give any advice to Sega about what it would like to see from the Dreamcast hardware?

NF We did ask Sega to make sure that it supported 2D titles as well as 3D. However, at the moment the 2D tools aren't as good as we would like them to be. We're hoping that Sega will be able to improve them to our expectations before the final version is released.

Q Will you be able to do perfect conversions of CP-System III games on Dreamcast?

NF That depends on whether Sega has listened to us or not. If it makes the amendments we asked for then it should be possible.

Q The *Resident Evil* franchise seems ideally suited to the Dreamcast hardware. Can you let us in on any of your plans for bringing the world of survival horror to the 128-bit generation?

NF On October 6th, Sega will hold its New Challenge Conference: Part 2. Capcom will be there to make a joint announcement with Sega about *Resident Evil* on Dreamcast.

Q Dreamcast will appear in an arcade form as the Naomi board. Since Capcom supported the PlayStation System 11 and 12 hardware, are you at all tempted to switch to the far greater 3D power of the new Sega machine?

NF We will make an official announcement about this at the JAMMA Show in mid-September, but I think that we will eventually stop using the PlayStation board for arcade games some time soon. We've pretty much pushed that hardware as far as we can.

Q Will Naomi board games all become Dreamcast-exclusive games?

NF It would be very difficult to convert Naomi games to the PlayStation. However, we'll be able to port all our PlayStation board games to the Dreamcast.

Q Will you improve your PlayStation board games to make more use of the Dreamcast?

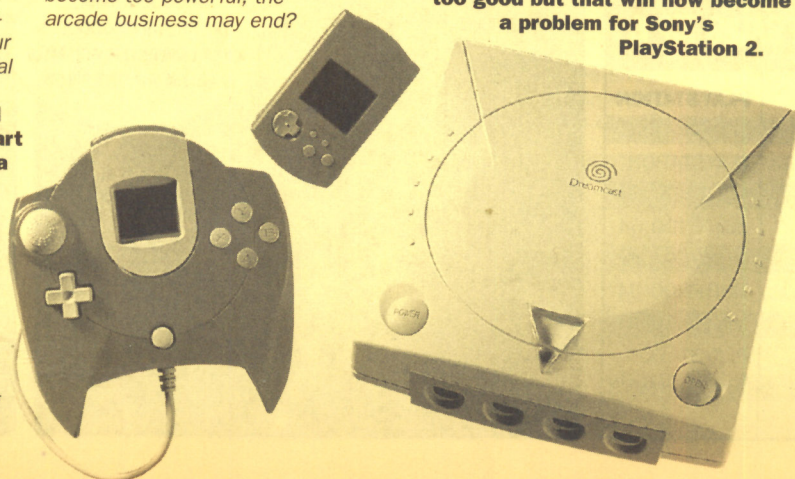
NF No, we won't. We won't alter the game to make it look better on the Dreamcast hardware. However, if we have a PlayStation board game that we can't port to the PlayStation then it will only be ported to the Dreamcast. We won't let the quality of games suffer. For example, *Star Gladiator 2* won't be ported to the PlayStation... it'll only be available on the Dreamcast.

Q Do you think if home consoles become too powerful, the arcade business may end?

NF No, that's not the reason. The problem is that the 'Game Era' has gone. The days when people really loved playing computer games has ended. Nowadays, there are many other forms of entertainment and computer games are just one of them. This is mainly because of Sony. Because of the widespread PlayStation market, the way people think about games has changed. Sony has created a new era of light users who consider games to be just an everyday form of general entertainment – nothing special. This is both a good thing and a bad thing. Its games are based more around visuals than on actual gameplay. The kind of games that we used to see from Nintendo have gone. These are the games that children used to play, but now they don't.

Q What aspirations does a company that has achieved so much, have for the future?

NF Switching to Dreamcast development will be our biggest challenge. Up to now, we've never been able to do what we really wanted to do because there's always been some kind of hardware limitation whether it was the CPU or the graphics chips. Both for the SFC and PlayStation we pushed the hardware to its limit, but the Dreamcast is too powerful – we'll never be able to do that. Even if Sony releases the PlayStation 2 and it's more powerful than the Dreamcast, it won't make any difference. The average player won't notice. The Sega Saturn was a failure outside Japan because the PlayStation was too good but that will now become a problem for Sony's PlayStation 2.



READERS' MOST WANTED CHART

Dreamcast is the clear winner this month, with almost twice as many votes as last month's No.1, *Final Fantasy VIII*. Dreamcast games, *Sonic Adventure* and *Virtua Fighter 3*, also make strong showings in the chart. And *Tekken 4*, unsurprisingly, enters the chart soon after the release of *Tekken 3*.

1	DREAMCAST	SEGA
2	FINAL FANTASY VIII	PLAYSTATION/PC
3	METAL GEAR SOLID	PLAYSTATION
4	TOMB RAIDER 3	PLAYSTATION/PC
5	SONIC ADVENTURE	DREAMCAST
6	VIRTUA FIGHTER 3	DREAMCAST
7	RESIDENT EVIL 3	PLAYSTATION
8	PARASITE EVE	PLAYSTATION
9	F-ZERO X	N64
10	TEKKEN 4	PLAYSTATION

We reckon this is what the chart will look like for a few months – dominated by Dreamcast and the games planned for it. Sega's new console is on the minds of everybody who knows anything about games, and will go on sale in Japan soon. We'll have to wait a year before we get it in the UK, although we'll be able to buy it on import at £1000 a pop if we want it before the official launch – a bargain! Two games that just missed being in the chart (actually, they missed out by a long margin, but we thought we'd mention them anyway) were Mr T – the Game and Howard Marks Drug Smuggling Sim. Maybe next time...

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UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS LAST TITLE		PUBLISHER
1	1 WWF: WARZONE	ACCLAIM
2	2 COLIN McRAE RALLY	CODEMASTERS
3	3 GRAN TURISMO	SONY
4	5 RESIDENT EVIL 2	VIRGIN
5	4 FLUID	SONY
6	6 PREMIER MANAGER '98	GREMLIN
7	8 BOMBERMAN WORLD	SONY
8	7 WORLD CUP '98	EA
9	9 POINT BLANK	SONY
10	10 POINT BLANK + G-CON 45	SONY

PLAYSTATION PLATINUM TOP TEN

THIS LAST TITLE		PUBLISHER
1	NE TOCA TOURING CAR	CODEMASTERS
2	1 TEKKEN 2	SONY
3	2 TOMB RAIDER	EIDOS
4	3 CRASH BANDICOOT	SONY
5	4 DIE HARD TRILOGY	EA
6	5 MORTAL KOMBAT TRILOGY	GT
7	6 MICRO MACHINES V3	CODEMASTERS
8	7 FORMULA 1	PSYGNOSIS
9	8 INTERNATIONAL TRACK AND FIELD	KONAMI
10	10 WIPEOUT 2097	PSYGNOSIS

NINTENDO 64 TOP TEN

THIS LAST TITLE		PUBLISHER
1	NE ISS '98	KONAMI
2	1 BANJO KAZOOIE	THE GAMES
3	2 WWF: WARZONE	ACCLAIM
4	3 GOLDENEYE	THE GAMES
5	4 WORLD CUP '98	EA
6	5 NBA COURTSIDE	THE GAMES
7	6 GT 64	INFOGRAMES
8	7 SUPER MARIO KART 64	NINTENDO
9	8 SNOWBOARD KIDS	NINTENDO
10	9 DIDDY KONG RACING	THE GAMES

PC CD-ROM TOP TEN

THIS LAST TITLE		PUBLISHER
1	1 CANNON FODDER: SOLD OUT	SOLD OUT
2	2 COMMANDOS	EIDOS
3	8 SETTLERS 2: CLASSIC	BLUE BYTE
4	4 TITANIC: ADVENTURE OUT OF TIME	EUROPRESS
5	5 LULA: THE SEXY EMPIRE	TAKE 2
6	6 X-FILES: THE GAME	EA
7	7 CARMAGEDDON: REPLAY	SCI
8	RE CHAMP MAN 2 '97/98	EIDOS
9	9 PREMIER MANAGER '97/98	GREMLIN
10	RE SPECIAL OPS	TAKE 2

JAPANESE MULTI-FORMAT SALES TOP 10

1	METAL GEAR SOLID	PLAYSTATION
2	STAR OCEAN	PLAYSTATION
3	POCKET MONSTER STADIUM	NINTENDO 64
4	BIOHAZARD DUAL-SHOCK	PLAYSTATION
5	POWERFUL PRO BASEBALL 98	PLAYSTATION
6	GUNBARL 2	PLAYSTATION
7	RIVAL SCHOOLS	PLAYSTATION
8	FRUIT MACHINE GAME	PLAYSTATION
9	DIRECTORS CUT DUAL	PLAYSTATION
10	XI [SAI]	PLAYSTATION

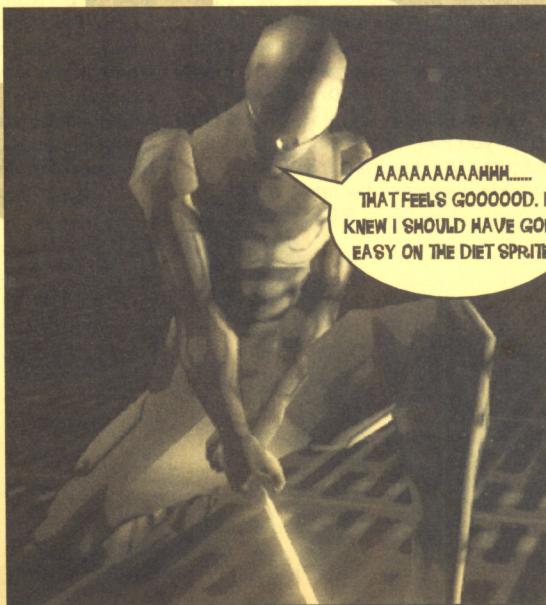
AMERICAN MULTI-FORMAT SALES TOP 10

1	WWF WARZONE	PLAYSTATION
2	NCAA FOOTBALL '99	PLAYSTATION
3	GRAN TURISMO	PLAYSTATION
4	MISSION IMPOSSIBLE	NINTENDO 64
5	BANJO KAZOOIE	NINTENDO 64
6	NFL XTREME	PLAYSTATION
7	WAIALAE COUNTRY CLUB	NINTENDO 64
8	GOLDENEYE	NINTENDO 64
9	TIME CRISIS	PLAYSTATION
10	KARTIA	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	ISS PRO '98	PLAYSTATION
2	METAL GEAR SOLID	PLAYSTATION
3	BRIAN LARA CRICKET	PLAYSTATION
4	NIGHTS	SATURN
5	PANIC PARK	ARCADE

computer
and
video
games



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	BURNING RANGERS	SEGA
2	WORLD LEAGUE SOCCER	SEGA
3	PANZER DRAGON SAGA	SEGA
4	SHINING FORCE 3	SEGA
5	DEEP FEAR	SEGA

SATURN IMPORT TOP 5

1	MARVEL VS CAPCOM	CAPCOM
2	RADIANT SILVERGUN	TREASURE
3	3 CAPCOM GENERATIONS	CAPCOM
4	THE CONVENIENCE STORE	HUMAN
5	KONAMI MSX COLLECTION	KONAMI

PLAYSTATION U.K. TOP 5

1	TEKKEN 3	SONY
2	ODDWORLD: ABE'S EXODUS	GT
3	TOCA 2 TOURING CAR	CODEMASTERS
4	MICHAEL OWEN'S WLS '99	EIDOS
5	MEDIEVIL	SONY

PLAYSTATION IMPORT TOP 5

1	METAL GEAR SOLID	KONAMI
2	CAPCOM GENERATIONS	CAPCOM
3	BEAT MANIA	KONAMI
4	RESIDENT EVIL 2: DUAL SHOCK	CAPCOM
5	PACHINKO STATION MONSTER HOUSE SPECIAL	SUNSOFT

PC TOP 5

1	HALF LIFE	CENDANT
2	HERETIC 2	ACTIVISION
3	MICHAEL OWEN'S WLS '99	EIDOS
4	THIEF: THE DARK PROJECT	EIDOS
5	SIM CITY 3000	EA

NINTENDO 64 TOP 5

1	TUROK 2	ACCLAIM
2	FZERO X	THE GAMES
3	WCW VS NWO REVENGE	THQ
4	1080° SNOWBOARDING	THE GAMES
5	BUCK BUMBLE	UBI SOFT

NINTENDO 64 IMPORT TOP 3

1	WCW VS NWO REVENGE (US)	
2	CITY TOUR GP	IMAGINEER
3	LET'S SMASH	HUDSON

GAME BOY TOP 3

1	COLOUR GAMEBOY	THE GAMES
2	TUROK 2	ACCLAIM
3	NBA JAM '99	ACCLAIM

ARCADE TOP 5

1	VF3: tb	AM2
2	DAYTONA 2	AM 2
3	STREET FIGHTER ZERO 3	CAPCOM
4	SOUL CALIBUR	CAPCOM
5	SEGA RALLY 2	AM ANNEX

CVG'S 15 BEST VIDEOGAME TREES

-GHOULS N GHOSTS
-MARIO 64
-SHINOBI
-ACTUA GOLF 2
-LEADER BOARD
-OUTRUN
-SENTINEL
-TOMB RAIDER 3
-DEATH CHASE 2000
-PILOT WINGS
-JET SET WILLY
-NIGHTS
-ZELDA
-SONIC THE HEDGEHOG
-DONKEY KONG

VIDEO GAMING

GOSUB Keith Ainsworth's
:IF PEEK(16386)=
R.E.T.R.O
R.A.N.C.H
THEN=GOTO 10>>
:RETURN



Monaco GP, from 1980, is a driving game I remember well. It had a huge cockpit cabinet and a large padded steering wheel, accelerator and gear stick. There were speakers positioned in front of and behind your head. The sound of a passing car would move between these speakers to great effect. The game itself was an avoid-the-other-cars type with an overhead view. However, many additional ideas were added to the mix to make it quite special.

One nice touch was a night section where you only got to see a tiny fraction of the road in your headlights. Risky, but lots of fun. Sometimes the track became blue in colour, indicating treacherous ice. The siren of an ambulance would sound every so often. This was your signal to move aside as it made its way down the centre of the screen. There were also the occasional bottlenecks where the road narrowed drastically. The game would give you a warning of danger just before the road narrowed. Many of the ideas in this game found their way into the driving games of other companies.

SEGA: to be this old means you've been around for AGES. In this issue I'll be taking my pick of the best coin-op games ever to appear under the Sega name. It is a name I've seen in arcades all my life. A few years ago I saw a Sega fruit machine (for sale second hand) that used pre-decimal money!

IT'S BEEN AGES...

The company we know today as Sega came together from the merger of many different companies. It all started in the early 1950s, when America was fighting the Korean War, and US soldiers were often based in Japan. A company named Nihon Goraku Bussan started to import pinball machines and jukeboxes to entertain these soldiers.



In 1965, Nihon Goraku Bussan merged with a company run by ex-US serviceman David Rosen. Rosen had been importing air-rifle games and other coin-operated entertainments since the late '50s. The brand name Nihon Goraku Bussan used was Service Games. This was abbreviated to Sega, and the merger with Rosen Enterprises gave the now familiar Sega Enterprises Inc.

When *Space Invaders* became popular, Sega developed video games of its own and also acquired US company Gremlin Inc. Many of the games I feature here were developed in the US and appeared under the name Sega/Gremlin or even Gremlin/Sega.

Namco received a lot of criticism when they went back to the early 80s and even the late 70s in some cases for their retro compilations. The Sega Ages pack released in the UK contained relatively sophisticated games starting from 1985. But this meant they missed out many classics (and a few duff ones too).

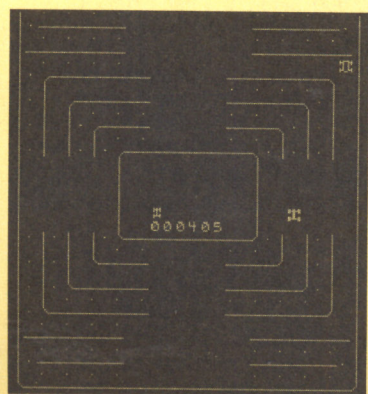
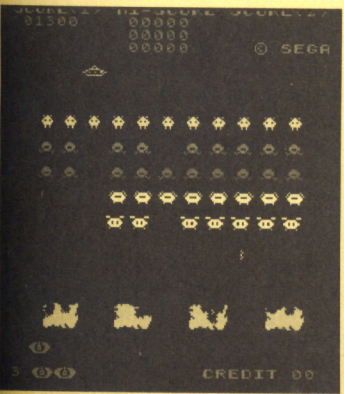
FONZ WAS SEGA'S FIRST

The first video game I've found bearing the Sega name is something of a surprise. *Fonz* was a 1976 game based on the hit TV show *Happy Days*. The slogan went: "TV's hottest name, Your hottest game". It was a simple motorcycle game that had handlebars on the cabinet. You had to go as fast as possible without skidding off the road or hitting another bike.



The next two are sure not to show up on any proud Sega retrospective. *Space Attack* was a colourful *Space Invaders* rip-off, and *Invinco* was another *Space Invaders* clone but with non-alien targets.

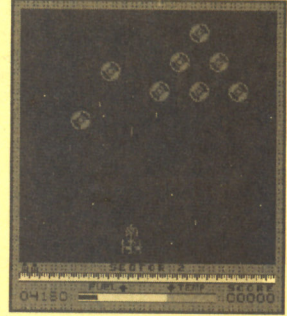
1979's *Head-On* was a top-down viewed car game. There was a maze of passageways from which you had to collect dots. Your aim was to collect them all without colliding with the computer car coming in the opposite direction. The game definitely crosses the line into impossible and frustrating. It is also exactly like the 1978 Atari VCS cartridge *Dodge'em*.



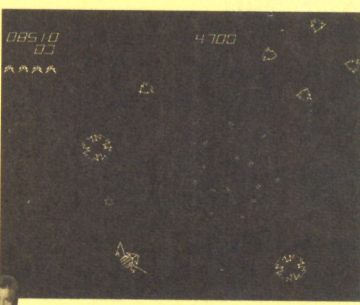
① The differences were subtle, OK! ② *Gran Turismo*, eat your heart out!

YOUR SECTOR NEEDS YOU!

"Fighter Pilots needed in Sector Wars. Play *Astro Blaster!*" These words always attracted my attention in the arcade to this excellent shoot-'em-up. The enemy had a wide variety of formations and behaviour, with 29 waves to be seen. The graphics themselves were detailed, animated and often used colour cycling.



Firing aimlessly worked against you. Your laser could overheat so every shot had to count. One lifesaver was the warp button. Hitting this in tight spots slowed the enemies down to a crawl giving you time to wipe them out in safety. After four waves, you scrolled through an asteroid field that gave you the opportunity to shoot fireballs for extra fuel. Speech was just the icing on the cake, as the game featured excellent sound effects throughout. A classic.



Space Fury (1981) was the first colour vector graphic game. This shoot-'em-up had elements of *Asteroids* but took the idea much further. Each wave consisted of alien sections that would drift together to make one large baddie that would then attack you. The pieces or the whole could be shot but only a complete alien could shoot a fireball back at you. Between the levels you could dock with extra weaponry to give extra directions of fire. Colour was well used and speech allowed the head alien to taunt you. *Space Fury* was fast and frenzied.

③ *Spacefury - Asteroids (sort of) but in colour (sort of). This style of graphics were so cool in the early 80s!*

ELIMINATE THE ELIMINATOR

Eliminator is another vector graphic game with some of the coolest explosions in history. The Eliminator was a craft at the centre of a rotating base. You were killed on contact with the base but a single shot down the moving tube of its centre would finish it off. Over time the Eliminator ship grew until it finally left the base to come after you. More fun was to be had playing against three other human opponents. To advance further in the game, your best bet was to co-operate. Your shots, however, would bounce the other ships around the screen often straight into the eliminator. Multiplayer games could often turn into huge grudge matches with players more intent on destroying you, rather than the eliminator!



I'll feature more classic Sega coin-ops next month.

RETRO RANCH CLASSIFIED
RETROGAMER Issue 17 is out now. The legendary *Elite* is profiled, plus there is a look at the BBC and an article on cool games you might have missed. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orreil Park, Liverpool, L9 3AW. Ask for my huge "for sale" list of Spectrum, C64 and Atari VCS 2600 games too. You can e-mail Keith on retrogamer@hotmail.com



The fifth Northern SAM and Spectrum Show will take place on 28th Nov 1998, in Horwich RMI Club, Horwich, Bolton. More details next issue.

R.E.T.R.O
R.A.N.C.H
PREPLAY
3

TIPS

THE LEGEND OF LOMAS



As you read this, I am many miles away, travelling strange and exotic lands in search of what is long for most in life - tips. By the time I return, I will have seen some of the best tips money can buy, and many others that no amount of money could possibly buy. So, until then my friends, keep cheating.

SPECIAL NO THANKS...

James Jones from Plymouth sent us a Super Mario 64 guide he got free in our sister mag, Nintendo Official Magazine, with a simple note: "Hope you find this useful". Please, don't waste your time or 26p sending us tips from other magazines - especially not when they're still INSIDE the mag.
MAYBE USE SCAN OF BOOKLET

PLAYSTATION

RED ALERT: RETALIATION

To enter these cheat codes during the game, highlight the symbols on the side menu and press the Circle button (or whatever you've set as the cancel button) on each one in order.

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



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

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No Rayman cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

INVINCIBILITY

Square, X, Circle, X, Triangle, Triangle

REVEAL MAP

Triangle, Triangle, X, Circle, Triangle, Square

PARABOMBS

X, X, X, Circle, Triangle, Square

MADDEN NFL '99

To use a bonus stadium, simply put in one of these on the code entry screen.

EA Sports
Tiburon
Astrodome
Miami
Tampa
Oakland
Cleveland '99
RFK

EASTADIUM
OURHOUSE
FOR RENT
NOTAFISH
SOMBRERO
STICKEM
DOGPOUND99
THE HOGS

Enter these codes to access some extra teams.

EA Sports
Tiburon
All-Madden
All-Time Stat Leaders
NFL Pro Bowl
AFC Pro Bowl
All-Time Greats
60s Greats
70s Greats
80s Greats
90s Greats
75th Anniversary Team
NFL Equipment Team
1999 Cleveland Browns

INTHEGAME
HAMMERHEAD
BOOM
IMTHEMAN
BESTNFC
AFCBEST
TURKEYLEG
PEACELOVE
BELLBOTTOMS
SPRBWLSHUFL
HEREANDNOW
THROWBACK
GEARGUYS
WELCOMEBACK

If you're a real fan of this game, you might notice that the classic teams don't have all the real player names. Entering the code "MADDENAMES" will correct most of them.

NINTENDO 64

F1 WORLD GRAND PRIX

To access some hidden cars, choose Exhibition Mode and select Driver Williams. Now change his last name to one of these codes and go back to the title screen. Start an Exhibition, Time Trial or 2-player game and you'll be able to choose the extra feature.

Gold Driver
Silver Driver
Hawaiian Track

Pyrite
Chrome
Vacation

BANJO-KAZOOIE

Here's one extra cheat to add to the list we gave you last issue. As before, you need to go to the bit of Treasure Trove Cove with the letters on the floor and enter the word CHEAT before you can enter the cheat itself.

AGOLDENGLOWTOPROTECTBANJO
Gives you infinite Gold Feathers

PC CD-ROM

ULTIMATE SOCCER MANAGER 98

Adam Croft from Dunstable has a great tip to give yourself loads of extra money:

"Simply give one of your coaches a pay rise to £999,999,999 per week, then offer him a new contract (which he will probably accept!). Keep offering him new contracts until the wages say £20,***,*** then stop or you'll lose money. The coach will now pay around £20 million into your account each week."
Excellent stuff.

WE'RE STUCK!

Dear CVG,

I have recently purchased *Monkey Island 1 & 2* on the same disc. I've already completed 1 & 3 but I'm stuck on the hard version in *Monkey Island 2*. I need 20 pieces of eight to charter a ship but only have 19 from polishing the pirate's peg leg. I would be very grateful if you could help me.

Yours sincerely,
Mark Hall

CVG: You need to get the cook's job in the bar to get more money. First, catch the rat at the laundry (to do this, use the box, stick, string and cheese squiggles) then climb through the bar porthole and put the rat in the cooking pot. You can figure the rest out yourself.

Dear CVG,

1. On Resident Evil 2 I've been trying to get an A rank so I can get the Infinite Rocket Launcher. With Leon I've completed the game on easy in 1 hour 53 minutes, 3 saves and not using a special weapon but I only got a B rank. What am I doing wrong? Do I need to complete the game on normal?

2. I've heard that only Leon can use the Infinite Rocket Launcher. Since I completed it with Leon and got a B rank, I think that's why I didn't get the Rocket Launcher. Do I have to complete the game with Claire instead or do I have to get an A rank?

Please answer my question.
From Alex Ford, 11

CVG: What's an 11-year old doing playing a 15-rated game? Tut tut. 1. Yes, you've got to do it on Normal. Easy setting is for wimps.

2. We're not 100% sure about this. The best thing you can do is get an A rank, as Claire, that way, you'll definitely get the Launcher.

Dear CVG,

In Men In Black on the PC I'm on the Arctic Mission and I've done everything apart from using the computer. What the hell is the password? And what do I do? Please tell me.
Alex Kehraus, Surrey

CVG: The password you need is DAISY. Use it to turn on the security system, then go back to the main room and turn on the monitors on the desk at the end. Take a look at channel three and you'll move on to the next section.

FREEPLAY FAN



What is the best video game ever created? Everyone has their own personal favourite, and we want to know what yours is. FreePlay Fan is where you can tell the world how you feel about the game of your dreams. Turn to the back page of FreePlay for the address, and make sure you put 'FreePlay Fan' at the top.



Dear CVG,

I am writing to ask if people could be a bit nice to the Nintendo 64 - drawing comparisons between Nintendo games and PlayStation games is a bit unfair. The best example is when people say the 64 has no fighting games to rival that of *Tekken 3*, which is true - but I might like to point out the number 3 at the end of *Tekken*. This means there were 2 Tekkens before it, so they have had time to learn the capabilities of the PlayStation and perfect the game.

So expecting the first wave of fighting games on the 64 (eg *Fighters Destiny*) to compete with *Tekken 3* is a bit unfair. This also applies to other game types, such as Driving and RPG.

Having said this if I was Nintendo I'd be a worried man; with the arrival of Dreamcast and PlayStation 2, things don't look great. Both of these consoles are going to take customers away from Nintendo. The Dreamcast does look pretty darn good, and Sega do make good arcade games. *Zelda 64* had better be the best games ever if it is to breathe life into Nintendo, particularly in its home market.

This leads me to my next question - why hadn't Capcom been making games for the 64 from the start? They have been confirmed

now, but a Disney puzzle game??? What is stopping the converting *Street Fighter Alpha 2* to the 64? I own that game for my SNES (it is practically PlayStation perfect, with no slowdown whilst you are fighting, just proving how good the SNES was). So surely the 64 could handle it. The same goes for *Resident Evil 2* and *Darkstalkers*.

Wouldn't it be an advantage to Capcom, as releasing existing games on another format would mean more profits with minimum cost. If Capcom can promise *Resident Evil 4* to the Dreamcast, why didn't they do that when the 64 came out? What were Nintendo playing at? Capcom and Nintendo were like one word when *Street Fighter 2* came out - what happened? Yours faithfully,
Bennet Aldous

CVG: Let off some steam, Bennet!



Dear CVG,

Before I mention my favourite game, I have to say that no other mag can compare to CVG. With the mushy stuff out of the way, I want to announce that *Castlevania: Symphony of the Night* is the best game to grace the PlayStation. Oh,

it's all so wonderfully addictive (even though it's in 2D) I could soil my pants at any moment! The way you can pick up enemies' weapons and use them in your left and right hand, and sell them to an old man, and, and... ahem, sorry about that attack. Anyway it should be crowned king computer game in the CVG office. Bye, I'm off for another go! Yours,

Matt Bancroft

P.S. *Grand Theft Auto* is good too, and I can't wait until it comes out for the Game Boy.



Dear CVG,

I would like the chance to review what is most undoubtedly the best bunch of games by my favourite games company of the 1980s - *Ultimate: Play The Game*. Like many others, I owned a Spectrum 48K and spent many years playing such great titles as *Jetpac*, *Lunar Jetman*, *Knightlore*, *Atic Atac*, *Underwulde*, *Alien 8*, *Sabre Wulf* and *Gunflight*. In particular my two favourites was the classic games *Underwulde* and *Gunflight*.

The graphics for the time were superb and the gameplay enthralling. Although the sound was never too hot on the Spectrum, it was the atmosphere and suspense

that game this game its appears. You never knew where you were heading what with going up and down bubbles in endless chasms together with fighting off the birds who tried to snatch you.

Always in your mind you were focused on trying to get to the surface, away from the perils of the *Underwulde*.

Gunflight involved walking around a 3D-style town looking for particular villainous outlaws such as Jesse James. When you found them you had to gun the down quickly before you got the bullet! This game for its time was a classic and I loved wandering around the town especially when you go the gorse looking for that no-good villain.

Retro games may have brought the game back from the 1980s, but they will never bring back the ultimate company and the Spectrum 48K (with its loading problems). Long live you!

Underwulde - 94%

Gunflight - 92%

James Curtis, Lincoln

CVG: Um... the Ultimate: Play The Game lot are still going. They're now known as Rare. And don't worry - we won't tell anyone that you got both the company name and most of the game names wrong too.

RED-HOT RUMOURS FROM THE HEART OF THE SUN!

- Acclaim are discussing the possibility of making *Forsaken 2* a Dreamcast exclusive. A PC version would probably follow shortly afterwards.

- Development of *Gran Turismo 2* on the PlayStation has been brought forward by six months because the team wants to get started on *Gran Turismo 3* so that it's ready for Sony's PS2 launch. Because of this, *Gran Turismo 2* will be more of an update than a full-on sequel.

- Sega are said to be working very hard to sign up Namco's *Tekken 4* as a Dreamcast exclusive.

- We also heard that *Tekken 4* was being shown, behind closed doors, at the recent AOU Arcade show in Japan - running on PlayStation 2 hardware! Expect this story to get hotter by the month until somebody knows for sure!!!

- *Metal Gear Solid* producer Hideo Kojima has definitely started work

- on a PlayStation 2 game. There's a very good chance it'll be a MGS follow-up.

- The sequel to *GTA (Grand Theft Auto)* is currently in development. It's going to be called *GBH (Greivous Bodily Harm)*, and is supposedly going to be completely 3D. Before *GBH* comes out, an add-on pack of London-based levels for *GTA* will be released.

- Capcom are working on a *Resident Evil* arcade light gun game, similar to Sega's *House Of The Dead*. The big thing is that it should have an eight-player link-up mode! It's not clear what arcade board the game is being made on, but it's likely to be either Sega's Model 3 or Naomi board (the Dreamcast hardware in a cabinet).

- Tetsuya Mizuguchi, previously head of Sega's AM3, AM Annex and AM8 (and responsible for *Sega Rally 1* and *2*, among others) is currently heading up CS4, another new internal team. They're working

- on a mysterious Dreamcast game which is definitely NOT an arcade conversion.

- Three new *Resident Evil* console games are planned. *Resident Evil 3* will appear on PlayStation and will follow-on from the last game. The Nintendo 64 will finally get its own *Resident Evil*, but it's not yet known what will be in it, and an all-new realtime 3D *Resident Evil* will appear on Sega's Dreamcast sometime next year.

- As well as *Sonic Adventure* and *Sega Rally 2*, and *Virtua Fighter 3tb* being released for Dreamcast, there is also going to be an incredible new RPG based on the *Virtua Fighter* story. *Virtua Fighter RPG* is being developed by Sega's AM2 division, and though still very early in development, is already looking incredible. A top-secret video of the game shows a young Shun Di walking around a large town (said to resemble the Yu Suzuki-produced *Tower Of Babel* demo) and Lau

- Chan without his long ponytail looking up at a stained-glass window with coloured light streaming down on him. Akira is also rumoured to feature on this video. *Virtua Fighter RPG* is due for release later next year in Japan.

- Ubisoft are working on two big racing games for Dreamcast - *Monaco F1 Racing Simulator* and *Pod 2*.

- *Street Fighter Zero 3* will be Capcom's final Saturn game, due for release in Japan next March. The 4Mb RAM cartridge means that we should get a perfect conversion of this fantastic arcade game.

- *Time Crisis 2* on the PlayStation is already well into development. A two-player link-up mode is a definite possibility.

- Sonic Team have supposedly started work on *Burning Rangers 2* for Dreamcast. Full work on the game will start once *Sonic Adventure* is released.

drawinz wot you dun



Now Listen!

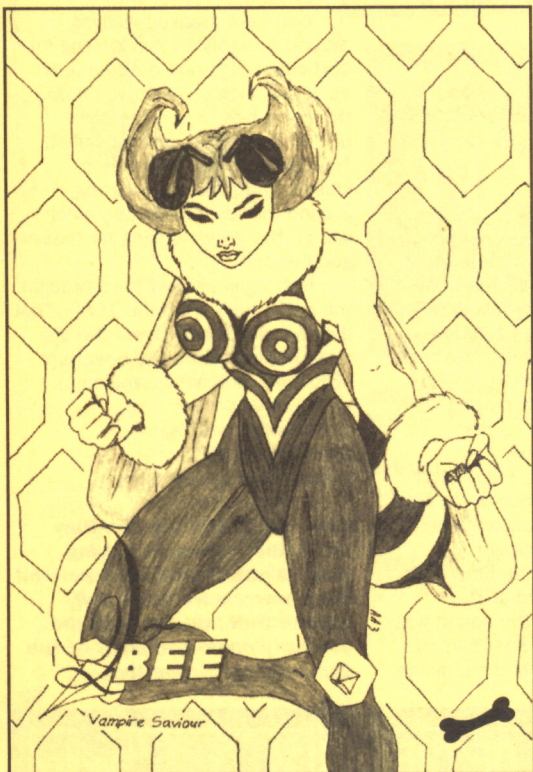
All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.



It's been a long time, I shouldn'a left you, without a strong pic to look to. Think of how many duff mags you slept through. Time's up, sorry I kept you...

Yes I'm back! With another collection of drawinz wot you dun, sent in by those of you who believed that I would return. And here I am, ready to dump on drawinz at the first opportunity, without mercy. But the ones I like will receive one of my highly sought-after bones. So get to it!

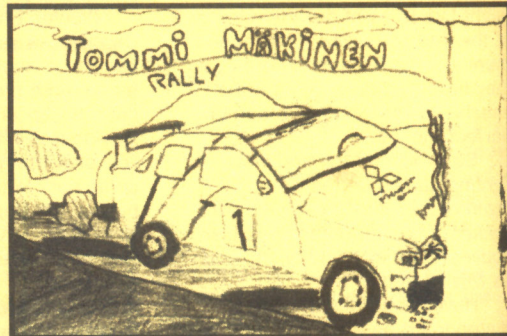
KEY	 Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	 Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!



Adrian Au sent in this excellent drawing of Q-Bee from Vampire Savior. Nice one, Ade.



Hugh Grant dresses up as Lara Croft. Thanks, Sean Fitzpatrick.



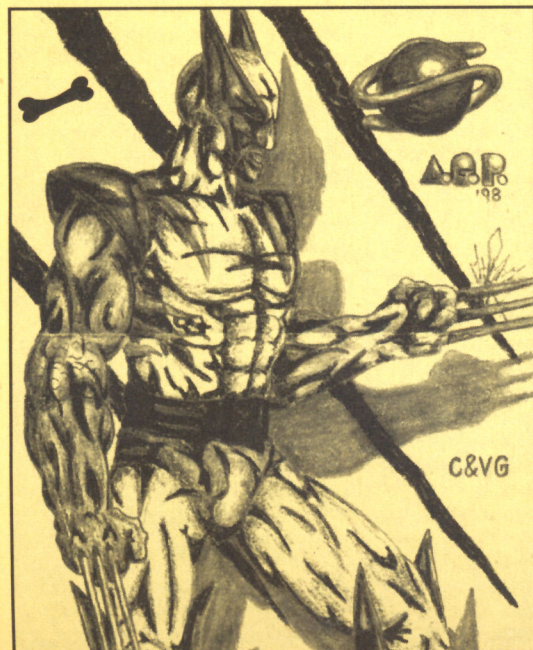
Garry Moore crashes his dad's Mitsubishi on the old tree. Tut tut. Learn to steer, matey!



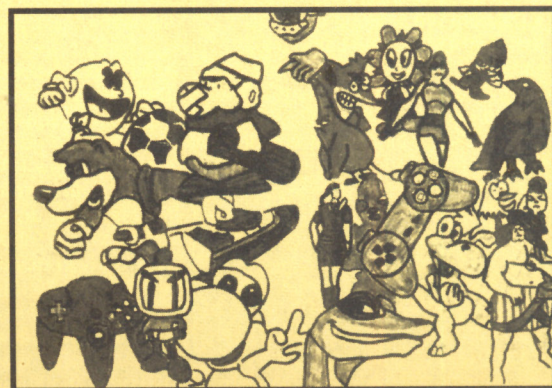
Michael Bradbury's Tekken 3 'art' work deserves one big turd. Must try harder.



David Cheung makes Ling Xiaoyu look sweet and harmless - but we know the truth!



The Artist With No Name sent this great pic of Wolverine from X-Men looking Batman-like.



Bomberman and friends party on 'til the break of dawn. You the man, Dean Richards. Party on dude.

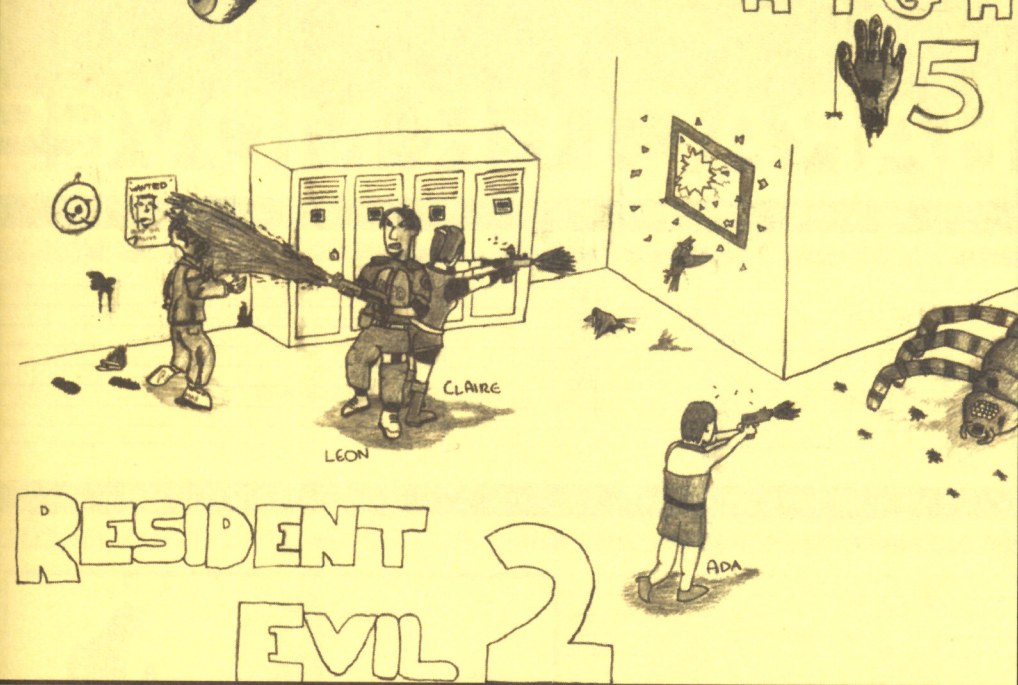


Tifa from FFVII, with her itchy bottom, by Michael Griffiths.

drawinz wot you dun

FREEPLAY

by Michael Park



Michael Park uses all the firepower at her disposal against the rampant evil of Raccoon City.



Cid from FFVII gets special artistic treatment from Amarprett Jutla.

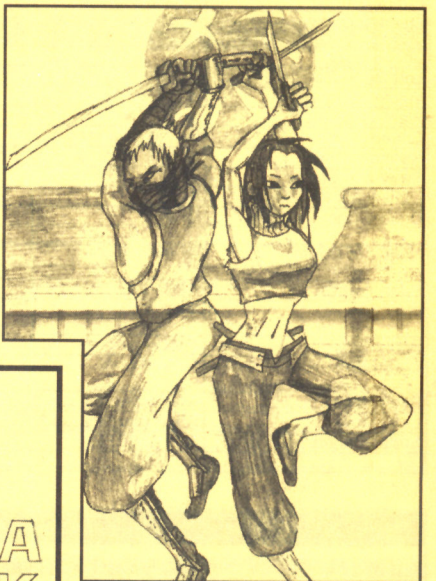


Nikki from Pandemonium, seems to have a headache. Thanks, Philip Steere.

drawingz
not you dun



I could have you arrested, Russell Dean. And if you show the other things, I might just do that!



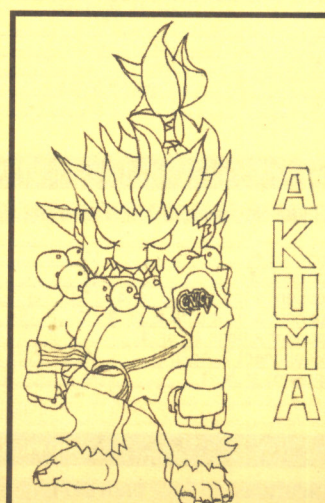
Tenchu characters about to kill someone. By Alex Copley.



Peter Coyle sees the future - and it's not looking good for Old Mother Croft.



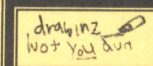
They're behind you! Our heroes fail to watch their backs. But George Law will save them.



Ming Auyeung's awesome line drawin' of Akuma.

PREPLAY

Send 'em in to:



CVG, Emap Active,
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...'



CHARACTER MOVES

THROW: BRYAN FURY

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

MOVE: BRYAN FURY

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



THROW: OGRE

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

MOVE: OGRE VERSION 1

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

MOVE: OGRE VERSION 1

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



MOVE: OGRE VERSION 2

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

THROW: GUN JACK

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

MOVE: GUN JACK

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Body Press	⇐ **	M	20	
Get Up Punch	while opponent is down ↓ **	M	12	
Machinegun Blast	⇐ ** ** ** **	L, L, L, L, L, M	15, 15, 15, 15, 15, 40	
Revolving Knuckle	↓ ** ** **	L, L, L, M	18, 25, 25, 40	
Jab Elbow Smash	** ** **	H, M, M	122, 21, 20	
Jack Hammer	** ** **	H, H, M	18, 15, 18	
Double Hammer	** ** or while standing up ** **	M, M	21, 22 or 21, 17	
Left Hand Triple Uppercut	while crouching forward ** ** **	M, M, M	15, 12, 15	
Right Hand Triple Uppercut	while crouching forward ** ** **	M, M, M	15, 10, 15	
Megaton Blast	⇐ ⇐ ⇐ **	M	40	
Cross Cutsaw	⇒ ⇒ (or → or ⇒) **	M	22	
Pancake Press	⇐ **	M	26	
Windmill Punch	↓ ** ** **	H, M, M, H	12, 15, 15, 30	
Winup Punch	⇐ ⇐ ⇐ (then rotate lever) **	Unblockable	20, 40, 60, 80, 199	
Sit Punch	After Sit Down or Pancke Press ** ** **	L, L, L, L	10, 10, 10, 10	
Sit Down	⇐ **	Special Move		



MOVE (CONTINUED): GUN JACK

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Double Axe	↓ ⌘	M	45	
High & Low Cross Cut Saw	→ (or ⇒) ⌘⌘⌘	M, L	22, 15	
Cut Saw Blast	→ (or ⇒) ⌘ ⌘⌘	M, M	22, 25	
Low Cross Cut Saw	crouching ↓ ⌘	L	21	
Sit to Pacake Press	while Sit Down ⌘	M	35	
Debugger	← ⌘ ↓ ⌘ ⌘	L	29	
One Two Blast	crouching ⌘ ⌘	L, M	10, 25	
Killing Uppercut	while standing up ⌘	M	20	
Cossack Dance	← ⌘ ⌘ ⌘ ⌘ ⌘ ⌘	L, L, L, L, L, L	18, 12, 10, 12, 12, 12	
Rushing Uppercut	↓ ⌘ ⌘ ⌘ ⌘	M, M, M, M	10, 15, 10, 15	
Megatron Uppercut	← ⌘ ↓ ⌘ ⇒ ⌘ ⌘	M	22	
Dark Green	⇒ ⌘ ⌘	Unblockable	101	
Sliding attack	→ (or ⇒) ⌘	M (latter L)	25	
Giant Foot Stomp	⌘⌘⌘ to extend disstance)		60	
Thunder Slap	⌘ ⌘	L	12	
Take Down	crouching ⌘	L	21	
Hammer Rush Low	↓ ⌘ ⌘ ⌘ ⌘ ↓ ⌘	L, L, M, M, L	10, 8, 12, 12, 8	
Hammer Rush Middle	↓ ⌘ ⌘ ⌘ ⌘ → ⌘	L, L, M, M, H	10, 8, 12, 12, 15	
Hammer Rush High	↓ ⌘ ⌘ ⌘ ⌘ → ⌘	L, L, M, M, H	10, 8, 12, 12, 12,	
Hammer Rush Low	↓ ⌘ ⌘ ⌘ ↓ ⌘	M, M, L	15, 12, 8	a variation on Hammer Rush Low
Hammer Rush Middle	↓ ⌘ ⌘ → ⌘	M, M	15, 10	a variation on Hammer Rush Middle
Hammer Rush High	↓ ⌘ ⌘ → ⌘	M, H	10, 12	a variation on Hammer Rush High
Supercharger	⌘	Special Move		This makes 1st attack counter hit - unable to guard during charging

THROW: HEIHACHI MISHIMA

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

MOVE: HEIHACHI MISHIMA

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



THROW KUMA

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

MOVE: KUMA

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

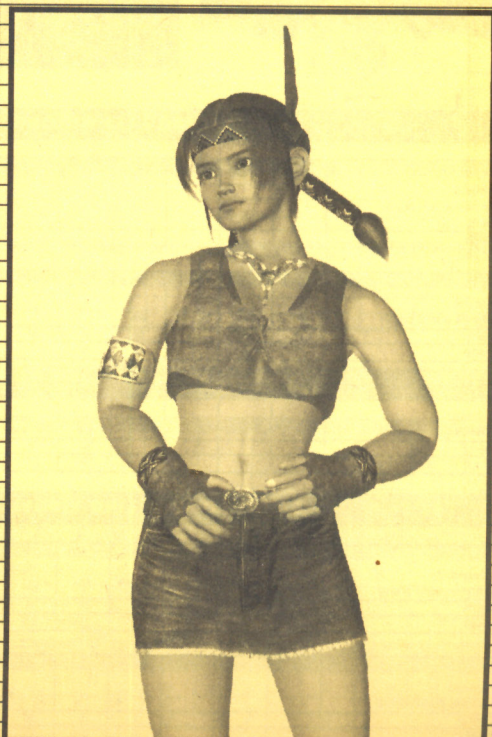


THROW: JULIA

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

MOVE: JULIA

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
G-Clif Cannon	Ⓚ Ⓚ Ⓚ	H, M, M	10, 5, 21	
G-Clif Cannon	Ⓚ Ⓚ Ⓚ	M, M	8, 21	
Razor's Edge	while crouching Ⓚ Ⓚ	L, M,	10, 21	
Sweep to Headkick	while crouching Ⓚ Ⓚ	L, H	10, 23	
Sweep to Low Kick	while crouching Ⓚ ↓ Ⓚ	L, L	10, 10	
Skyscraper Kick	while standing up Ⓚ	L	10	
Foot Stomp	at the beginning of Large Jump Forward Ⓚ	M	35	
Tequila Sunrise	while standing up Ⓚ	M	15	
Tequila Sunrise Combo	while standing up Ⓚ Ⓚ Ⓚ	M, M, M	18, 5, 21	
Twin Arrow	Ⓚ	M (stagger)	25	
Slow Power Punch	Ⓚ Ⓚ	M	17	
Slow Power Punch Combo	when Slow Power Punch hits Ⓚ	successive combo when Slow Power Punch hits	21	
Front Snap Kick	Ⓚ Ⓚ	M	17	
Spin Behind	Ⓚ then ←	H	12	
Spinning Sweep	while crouching forward Ⓚ	L	12	
Spinning Sweep Combo	during Spinning Sweep Combo Ⓚ	H	15	
Heavy Uppercut	⇒ Ⓚ	Unblockable	50	
Party Crasher	⇒ ⇒ Ⓚ	M	10	
Rapid Counter Attack	↓ ↘ Ⓚ	M	14	
Machinegun Punch	Ⓚ Ⓚ	H, M	10, 8	
Body Elbow	↓ ↘ Ⓚ	M	20	
Uppercut to Middle Smash	while standing up Ⓚ Ⓚ	M,M	15, 22	
Bow and Arrow Kick	Ⓚ Ⓚ Ⓚ Ⓚ	M, L, H	8, 12, 15	
Bow and Arrow Kick	Ⓚ Ⓚ	M, L, H	12, 12, 15	
Bow and Arrow Kick	Ⓚ Ⓚ Ⓚ Ⓚ	H, M, L, H	10, 5, 12, 15	
Slash Uppercut	Ⓚ Ⓚ	M	15	
Ultimate Cannon	Ⓚ Ⓚ	L, M, M	8, 9, 25	
Machinegun Punch to High Kick	Ⓚ Ⓚ Ⓚ	H, M, H	10, 8, 20	
Machinegun Punch to Low Kick	Ⓚ Ⓚ Ⓚ	H, M, L	10, 8, 10	
Tequila Sunrise to High Kick	while standing up Ⓚ Ⓚ Ⓚ	M, L, H	15, 12, 23	
Tequila Sunrise to Slash Uppercut	while standing up Ⓚ Ⓚ Ⓚ	M, L, M	15, 12, 21	
Tequila Sunrise to Low Kick	while standing up Ⓚ Ⓚ ↓ Ⓚ	M, L, L	15, 12, 10	
Tequila Sunrise to Arrow Kick	while standing up Ⓚ Ⓚ Ⓚ Ⓚ	M, M, L, H	18, 5, 12, 15	
Quick Slash Uppercut	Ⓚ Ⓚ Ⓚ Ⓚ	M, L, H	15, 12, 23	
Double Low Splash Uppercut	Ⓚ Ⓚ Ⓚ ↓ Ⓚ	M, L, L	15, 12, 10	
Slash Uppercut to G-Clif Cannon	Ⓚ Ⓚ Ⓚ Ⓚ	M, M, M	18, 5, 21	
Slash Uppercut to Arrow Kick	Ⓚ Ⓚ Ⓚ Ⓚ	M, M, L, H	18, 5, 12, 15	



MOVE: JULIA

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Uppercut to Middle Slash	☉☉☉	M, M	15, 22	
Slow Power Punch to High Kick	☉☉☉	M, H	10, 20	
Slow Power Punch to Low Kick	☉☉☉	M, L	10, 10	
Triple Spinning Kick	☉☉☉	H, L, H	20, 12, 23	
Triple Spinning Punch	☉☉☉↓☉	H, L, L	20, 12, 10	
Elbow Skyscraper Kick	⇒⇒☉☉	M, M	10, 15	☉ delays
Flash Uppercut	⇒☉	M	15	
Spin & Kick	☉☉	H	20	successive to Sweep
Lightning Bolt	☉☉☉	M, M	14, 21	delays
Palm Explosion	⇒☉☉	M	21	stagger when counter hit
Sweep	while crouching ☉	L	10	successive from standing right kick
Spinning Slash Uppercut	☉☉☉☉	M, L, M	15, 12, 21	successive from standing right kick
Welcome	☉☉	Special Move		
Machinegun Cannon	☉☉☉	H, M, M	10, 15, 21	triple combo only when 1st hit becomes counter hit - damage of 1st hit depends on opponent's move
Supercharger	☉☉	Special Move		this makes 1st attack counter hit - unable to guard during charging

THROW: ANNA WILLIAMS

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Elbow Face Smash	☉☉☉		Throw		
Guillotine Throw	↗☉☉		Throw		

MOVE: ANNA WILLIAMS

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Creeping Snake	☉☉☉☉☉			
Double Slap	←☉☉			
Quick Somersault	↑(↗or↘)☉			
Somersault Kick	↓↑(↗or↘)☉			
Cross Cut Saw	←☉☉☉			
Right Hand Stab	while in full crouch ⇒☉			
Cat Thrust	while in full crouch ⇒☉			
Bloody Scissors	☉☉			
Bloody Chaos	sidestep ☉☉			
Chaos Tail	sidestep ☉			
Executioner	⇒→☉			
Guard Breaker	→(or⇒)☉☉			
Twisting Round Combo (A)	☉☉☉☉☉☉☉			
Twisting Round Combo (C)	☉☉☉☉☉☉☉			
Chaos Judgement	←☉			
Back Hand Slap	☉☉⇒☉☉			
Arm Break	after back hand slap ☉☉☉☉☉			
Falcon Wing Squeeze	after arm break ☉☉☉☉☉☉☉			
Power Blond Bomb	→→☉			



TEN HIT COMBOS

10 HIT COMBO - LEI WULONG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									☆☉☉	☉☉
Property									L	L
Damage									7	35

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	☉☉	☉☉	☆☉☉	☉☉	☉☉	☉☉	☆☉☉	☉☉	☆☉☉	☉☉
Property	H	H	L	M	M	M	H	M	M	H
Damage	5	8	7	8	6	6	10	6	6	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					☉☉	☆☉☉	☉☉	☉☉	☉☉	☉☉
Property					M	M	L	L	M	
Damage					9	10	11	12	21	

10 HIT COMBO - LING XIAOYU

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	↑☉☉	☆☉☉	☉☉	☆☉☉	☉☉	☉☉	☆☉☉	☆☉☉	☉☉	☉☉
Property	M	H	H	M	M	H	L	L	M	M
Damage	20	4	7	12	10	15	6	10	14	20

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆☉☉	☉☉	☆☉☉	☉☉	☆☉☉	☉☉	☉☉
Property				L	L	M	M	L	M	M
Damage				6	10	12	12	10	16	21

10 HIT COMBO - HWOARANG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	from left Flamingo	☉☉☉	☆☉☉	☉☉	☆☉☉	☉☉	☆☉☉	☉☉	☆☉☉	☉☉
Property	M	H	H	L	M	M	ML	H	M	H
Damage	12	7	10	7	7	8	7	10	21	42

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	from right Flamingo	☉☉☉								
Property	M									
Damage	12									

10 HIT COMBO - JULIA CHANG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	☉☉	☉☉	☉☉	☆☉☉	☉☉	☉☉	☆☉☉	☉☉	☆☉☉	☉☉
Property	H	M	M	M	L	H	M	H	L	M
Damage	8	6	6	6	6	6	6	7	8	25

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)							☆☉☉	☉☉	☆☉☉	☉☉
Property							M	L	M	M/Throw
Damage							7	5	5	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆☉☉	☆☉☉	☉☉
Property								M	L	M
Damage								7	10	2

MOVE: GON

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Woodpecker	→** **			
Head Butt	while running → (or →)**			
Armadillo Attack	⇒ →**			
Armadillo Attack to Deer Strike	⇒ →** **			
Oopsie-Daisy	while in full crouch ↵**			
Low Blow	↓**			
Dino Drill	→**			
Gon With The Wind	←**			
Spin Cycle	→**			
Bad Doggie	↓**			
Helicopter	while jumping **			
Battering Ram	while in full crouch ↵**			
1-2 Crush	↗**			
Dino Breath	**			
Nap	↓**			
Butt Stamp	↵**			
Tail Spin	** ** ** ** **			
Clean Sweep	→**			
Lift Off	↑ (↻ or ↻)**			
Bite Me	↻ or ↻			

MOVE: DR BOSKONOVITCH

NAME	COMMAND (* = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Doc's One-Two	** **			
Gene Bank Combo (A)	⇒ → ** ** ** ** ** **			
Senior Fist	↗**			
Wisdom Fist	↗**			
Stomach Ache	⇒ →**			
Whippersnapper	⇒ →**			
Spindoctor	⇒ → from neutral **			
Oops!!	⇒ →**			
Base Stealer (A)	⇒ →**			
Back Protoplast	←**			
> Shadow Run	after Back Protoplast ←			
> Shadow Run Kick L	after Shadow Run Kick **			
> Shadow Run Kick R	after Shadow Run Kick **			
Anxiety Attack	** **			
Back Off!	Turn back to opponent and **			
Brain Drain	←**			
Meditation	↓**			
> Doc Mobile	during Meditation tap ↻(or ↻) repeatedly			
Lower Dodge	↵**			
Dancin' Doc	↵** ** ** ** * **			

10 HIT COMBO - HEIHACHI MISHIMA

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

Command (* shows guard point)	↵	**	☆ **	**	**	**	**	**	☆ **	**	**
Property	M	H	H	L	L	M	H	H	M	M	M
Damage	17	5	6	8	8	5	10	5	6	35	

Command (* shows guard point)										**	**
Property										M	M
Damage											

Command (* shows guard point)							**	**	**	**	**
Property							H	M	M	M	M
Damage							5	8	21	25	

10 HIT COMBO - KING

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

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

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

10 HIT COMBO - JIN KAZAMA NO. 1

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

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

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

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

10 HIT COMBO - JIN KAZAMA NO. 2

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

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

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



10 HIT COMBO - YOSHIMITSU

Command					☉☉	☉☉	☉☉	☆☉☉	☉☉	☉☉
(☆ shows guard point)										
Property					M	M	M	M	Unblockable	Unblockable
Damage					3	3	3	7	8	30

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

Command										
(☆ shows guard point)										
Property	H	H	M	H	Unblockable				M	
Damage	20	20	5	6	30				25	

10 HIT COMBO - EDDY GOLDO

Command										
(☆ shows guard point)										
Property	M,M	M	H	H	M,M	M	H,M	M	M	M
Damage	16,20	28	7	18	9,13	10	6,6	21	15	20

Command										
(☆ shows guard point)										
Property					L					
Damage					12					

successive to other moves

10 HIT COMBO - PAUL PHOENIX

Command										
(☆ shows guard point)										
Property	H	H	M	H	M	H	H	L	M	M
Damage	5	15	7	5	7	4	5	7	8	30

Command										
(☆ shows guard point)										
Property					M	L	M	H	M	L
Damage					6	7	8	5	8	10

Command										
(☆ shows guard point)										
Property					☆☉☉					
Damage					30					

10 HIT COMBO - NINA WILLIAMS

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

Command										
(☆ shows guard point)										
Property	H	H	H	H	H	L	H	H	H	H
Damage	4	10	6	6	7	9	6	6	6	30

Command										
(☆ shows guard point)										
Property	M	M			H	L	L	M	L	M
Damage	10	15			9	9	5	6	5	25

10 HIT COMBO - BRYAN FURY

Command										
(☆ shows guard point)										
Property	H	M	M	M	H	H	H	H	M	H
Damage	20	12	5	7	3	8	5	5	10	21

Command										
(☆ shows guard point)										
Property									M	
Damage									26	

Command										
(☆ shows guard point)										
Property									M	H
Damage									17	16

10 HIT COMBO - GUN JACK

Command										
(☆ shows guard point)										
Property	L	L	L	M	M	H	M	M	M	M
Damage	10	6	5	7	7	6	6	8	21	25

Command										
(☆ shows guard point)										
Property	M	M	L	L	L	M			L	M
Damage	15	8	5	5	5	8			12	35

10 HIT COMBO - FOREST LAW

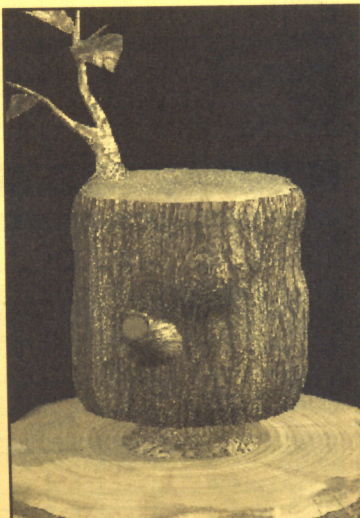
Command										
(☆ shows guard point)										
Property	M	H	M	H	H	L	H	H	H	M
Damage	10	5	6	5	7	6	7	7	10	25

Command										
(☆ shows guard point)										
Property										
Damage										

below (6) becomes ☉☉ when selecting this route

above (6) becomes ☆☉☉ when selecting this route

Command										
(☆ shows guard point)										
Property										
Damage										



MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Games – they're all the same aren't they? Shoot this, jump on that, collect coins, pass a checkpoint – who cares? We do! Melting Pot is here on its lone crusade to challenge the minds that make games, by saying: "Hey, what about these?" If you want to join in the fun, all we ask for is a couple of hundred words and a screenshot of your vision. In exchange we'll offer our expert opinion, and fill a page or two in the process. So without further ado, onto the games.

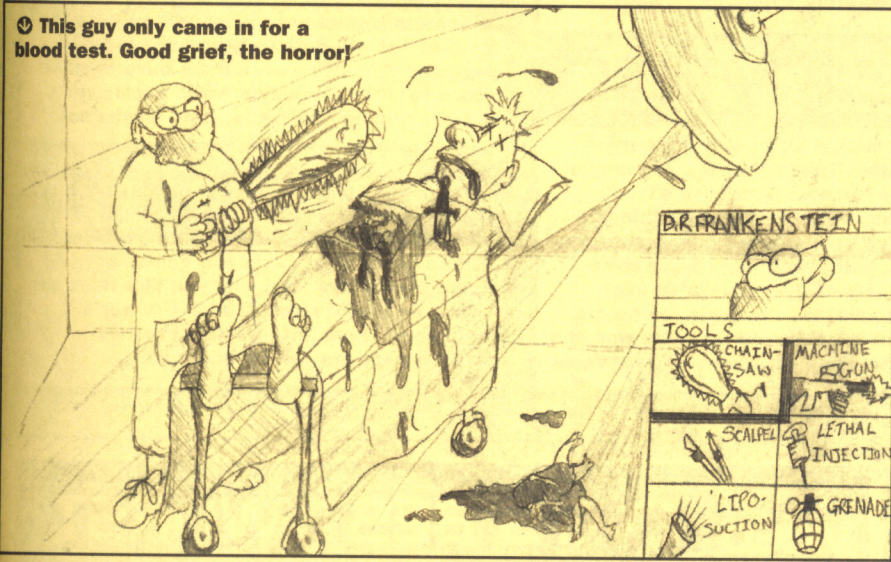
NO NURSE, I SAID PRICK HIS BOIL

Leo Schlesinger 1998
I like God sims and build-'em-ups, but I also like a bit of blood in a game – where would *Resident Evil* be without it? So how's this for a game: you start off as the owner of a hospital, having to build it up *Theme Hospital*-style. Once the patients are rolling on, and you start to make profit, you can stop being Mr Nice Guy and cause havoc. If a patient comes in with an ingrowing toenail, chop his head off! The more patients you kill, the more points

you get, and the messier you kill them, the more points you get. However, NO game like this would be complete without cops constantly investigating, so you have to make the murders look like accidents... otherwise have the police all over you!

CVG: Is this the world's first carve-'em-up? A kind of sick idea Leo, but we reckon it would sell loads.

RATING [thumbs up] [thumbs up] [thumbs up] [thumbs up] [thumbs up]



▼ This guy only came in for a blood test. Good grief, the horror!

DREAM CONVERTER 2000

1998 Jack Wilkinson
This is not a game, nor is it a console. It could be a add-on to a console, but it doesn't really matter, as the chances of this technology ever being manufactured are slim – and that's being hopeful.
The Dream Converter 2000 fits over the wearer's head as he sleeps. (It plays lullabies.) While the wearer is sleeping, the Dreamconverter 2000 reads his/her dreams, and saves them into its back-up memory.
These dreams can be displayed on-screen, they can be paused, watched in slow-motion, or speeded up, just as though you were watching a movie.
The dreams can be edited at will, changing colours,

adding or removing items etc. You can mix various items together, even with another person's dreams, in the Dreamcauldron.
The dream worlds you create can be explored by a self-built character, and you can also explore the dream worlds of other people.
This would be ideal for the Dreamcast, even if only because of the title!
By the way – please no jokes concerning what we'd see if Ed used the machine, if you catch my drift.

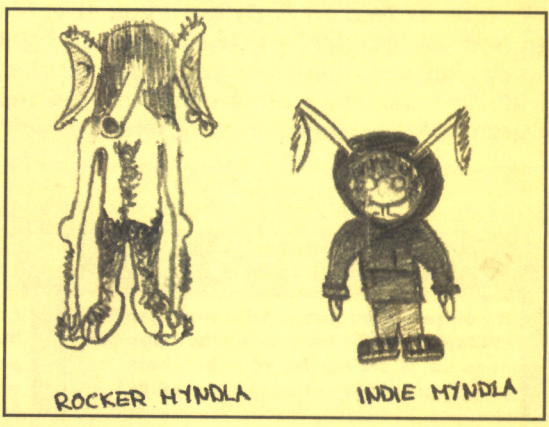
CVG: This would be cool, but who's gonna build it, brainiac? As for Ed, forget him – it's Paul we're worried about!

RATING [thumbs up] [thumbs up] [thumbs up] [thumbs up] [thumbs up]

HYNDLA MAGIC FIGHT

Chris Cocklin 1998
In Hyndla Magic Fight, your aim is to breed a hyndla, and then download them onto a dedicated website to battle with other hyndlas. The difference with, say, Pokémon, is that hyndlas are creatures that convert sound energy into food.
Therefore, in order for them to grow, you need to play music, so it can grow healthily. The type of music you play determines its appearance, intelligence and abilities. So, play thrash metal and your hyndla will end up with long hair and large elbows and feet. Play psychedelic techno and it will have luminous skin, double-jointed arms and legs and will be hyperactive.
The aim of the fight on the website is to gain control of Jardarmen, the homeworld of the hyndlas!

CVG: A nice idea, a bit like the barcode battlers of old. But apart from sampling some music, what else do you do. And why must they fight, why not dance instead? What the hell is a hyndla anyway?

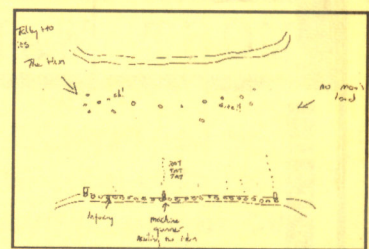


RATING [thumbs up] [thumbs up] [thumbs up] [thumbs up] [thumbs up]

NO MAN'S LAND

James Curtis 1998
This game, as you've probably guessed, is set in the years of the first world war. It is an action/strategy game in which you can either play the part of the English or the Hun. The gameplay is overhead in the style of *Command and Conquer*. In the game you take control of one of the side's forces which comprise of infantry, machine gun nests and bi-planes. The idea of the game is to take the enemy's trench, using whatever means possible, and leave nothing standing!

Although the idea of the game would be the same, different trench scenarios and campaigns would be sure to totally engross even the most anti-war gamer. Also, bloodshed would be a top priority! Another feature which the game could add to prevent it becoming another clone of *Command and Conquer* would be to use *Doom*-style perspectives, ie when the enemy attack, you could switch to this mode in the machine gun nests to knock them down.



Ⓢ The brutality of trench warfare as depicted by James Curtis.

CVG: After re-reading this idea several times, we can't quite remember why it was shortlisted from the bulging sack that is Melting Pot. Maybe it had something to do with the Hun, no that can't be it!

RATING [thumbs up] [thumbs up] [thumbs up] [thumbs up] [thumbs up]

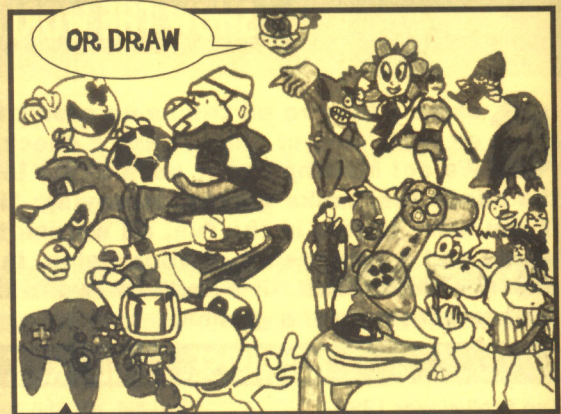
WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). IF YOU DON'T, WE'LL FEEL OBLIGED TO CHUCK IT IN THE BIN. THAT'S THE WAY WE DEAL WITH THINGS WE DON'T UNDERSTAND.

FREEPLAY

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

FreePlay will be back to normal next month, after our extensive coverage in recent issues of the year's biggest PlayStation game, *Tekken 3*. By now, you should have everything you need to become masters at this awesome fightfest - so we look forward to seeing the results of your spectacular punch-ups very soon in High Scores, and maybe some of your top tips to help other readers. Meanwhile, so long and thanks for all your contributions.



TIPS

If you're a mad gamer with mad gaming skills, you must have a few hot tips to pass on. If so, maybe you can share your knowledge with other FreePlay readers. In return, maybe you can pick up a few tips from others who have sent in their best suggestions. But make sure they're original, not copied from somewhere else - or we'll gitcha!

HIGH SCORES

I bet you think you're pretty smart, huh? We dare you to compare your scores on your favourite games with ones sent into High Scores by fellow FreePlay readers. But be warned, our hardcore band of elite gamers who contribute to this section will annihilate your score immediately. Probably.

DRAWINZ

Send us rubbish Drawinz Wot You Dun of game characters, and we'll dump on them. But if send us your best ones, we'll praise you mightily - and bestow one of Hunter's highly prized bones on you as a reward.

MOST WANTED

If you want us to give more coverage to a game that you like, or if you want us to tell you more about Dreamcast and Sonic, all you have to do is let us know. Every one of these little coupons is examined closely, the votes totted up, and the results shown on the front page of your favourite cheapie mag, FreePlay, in the Readers' Most Wanted Chart. So make sure your voice is heard.

BEST/WORST

CVG should be weekly instead of monthly. That's the view of many of you of who've sent in this form. Among some of the other things you've said are: the April issue of CVG, with Hwoarang on the cover, was one of the best we've ever done, and the one-page review we did of the Spice Girls' game was one of the worst things we've ever done.

MELTING POT

Melting Pot will definitely be back to two pages next month - even if we have to make space for it by ditching a world exclusive about Sonic on Dreamcast... er, maybe not.

FREEPLAY FAN

Tell us about your favourite games or game characters, and why you like them so much, and we'll share it with the world. Only good vibes get into this section. Negative letters will be bounced.

YOUR CHANCE TO WRITE FOR CVG!

MOST WANTED

IN ORDER OF IMPORTANCE

- 1
- 2
- 3
- 4
- 5

REMEMBER, FREEPLAY IS YOUR MAG. IT WOULDN'T BE POSSIBLE WITHOUT YOUR CONTRIBUTIONS, SO KEEP THOSE DRAWINZ, HIGH SCORES AND ALL THE OTHER THINGS COMING IN. SEE YA.



CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

- 1 BEST/WORST COMING SOON
- 2 BEST/WORST REVIEW
- 3 BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMBER
- 4 BEST/WORST DRAWIN'
- 5 BEST/WORST DESIGNED PAGES
- 6 BEST/WORST COVER
- 7 FAVOURITE BIT OF CVG
- 8 SUGGEST A CATEGORY