

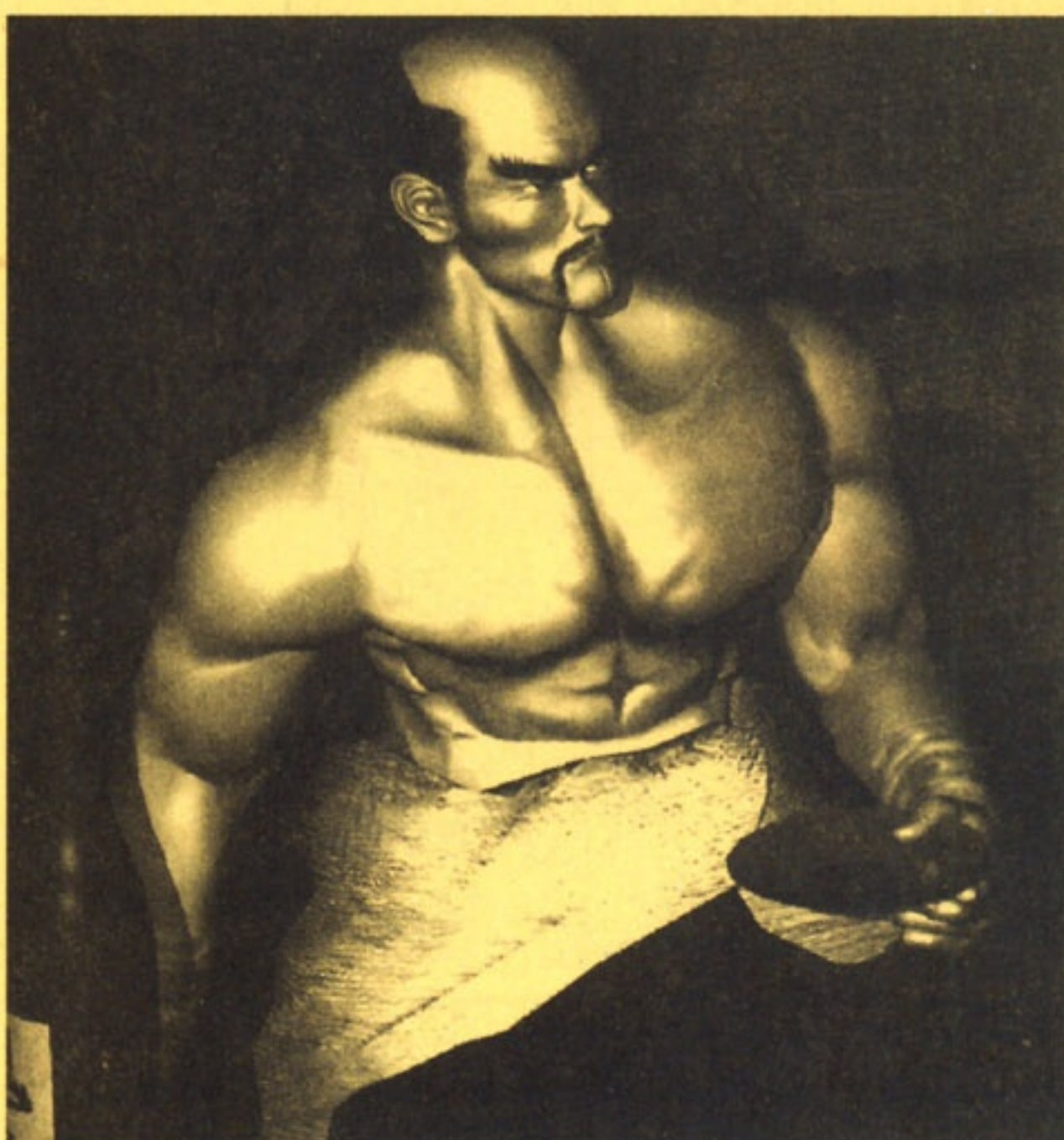
FREEPLAY

stop press

TEKKEN 3 CLAIMED TO BE SUPERIOR TO VF3!

Although nothing new on VF3 has surfaced this month, it was still the most technically impressive thing seen at the E3. So imagine our shock (make that palpitating fear) to hear that Tekken 3, currently in the works, is claimed to be even more technically impressive than VF3! Naturally, to match (or even better) AM2's new Model 3 technology, something a good deal more advanced than the Namco's current

top-end System 22 board is needed. Enter System 33, rumoured to be based on the new Power VR graphics acceleration technology on PC. At its most basic level, Power VR is claimed to be 30% more powerful than the PlayStation with all the PS's effects in use. However, multiple Power VR sets can be linked in parallel, to create enough power to generate two million polygons-per-second. If true, that's twice as many as Model 3! Gulp. Power VR has yet to be released in commercial form, however, it's true that Namco are involved with the new chipset. In fact, they've already created a highly impressive running demo of Rave Racer on it, which looks particularly awesome. Of course, a conversion of System 22 Rave Racer is one thing. Actually outshining the frankly



Heihachi in fully-rendered glory. If VF3 is anything to go by, Tekken 3 should look as good as this.

immense Model 3 would be something else entirely. Tekken 3 isn't going to be ready until early 1997. In the meantime, we're going to take a hands-on look at the Power VR board next month, which, it's claimed, will sell for only £100! And we'll have Rave Racer on PC too!

NAMCO PLAYSTATION LIGHT GUN COMING!

Word has it, Namco are currently making their own light gun for the PlayStation. Unlike the Konami light gun already available, this one will have kickback in it, meaning that it will shake with recoil whenever a shot is fired, just like Namco's arcade light guns. To do this it needs to be either battery-powered or run from the mains somehow. Having recoil in the gun is a good indication that Namco have finally decided to make the excellent Point Blank and possibly the System 22 game Time Crisis for the PlayStation, something many people thought would never happen. With the gun having costly moving parts and also running from batteries or the mains, it's likely to be expensive - maybe up to £50-£60. We're big fans of Point Blank, and an arcade-perfect conversion of this, complete with the excellent gun will be brilliant! Details are still very vague at the moment, so we don't have a release date, but we hope that the gun and at least one game will be out by the end of this year.

DAYTONA REMIX - IT DOES EXIST!

Yes, while the game failed to make the show, we've heard from an extremely reliable source that it is DEFINITELY in the works. The name has yet to be revealed - Daytona Remix and Daytona Deluxe are the two current favourites - but it's known the game is being coded in Japan. NOT however, by AM2.

Don't fret though, because it's in the hands of the more-than-capable CS Team - the people who worked with AM2 on Megadrive Virtua Racing, 32X VR Deluxe (hence the Deluxe moniker again) and Saturn Sega Rally.

Daytona Remix is claimed to be graphically superior to the Sega Rally conversion, with two extra courses included. Also, the Sega advertising for the game is going to feature the yellow and red manual-transmission Hornet as its main image.

Of course, the biggest question, and it's the main reason people have been demanding a Daytona Remix, is over an arcade-perfect translation. When Sega improve that clipping and hopefully (just as important) the resolution, we hope they leave in an authentic arcade mode, before adding the extras. Arcade-perfect Daytona, that's what we want! Possibly more next month.

READERS MOST WANTED CHART

Yet more of your cravings. Nintendo 64 is once again the hottest object of your desires, unsurprisingly. But all things Street Fighter seem to be consuming your waking moments too.

| | | |
|----|----------------------------|--------------|
| 1 | NINTENDO 64 | THIS CENTURY |
| 2 | QUAKE | PC |
| 3 | VIRTUA FIGHTER 3 | ARCADE |
| 4 | MARIO 64 | N64 |
| 5 | KILLER INSTINCT | SNES |
| 6 | STREET FIGHTER 3 | ARCADE |
| 7 | STREET FIGHTER ALPHA 2 | SATURN / PS |
| 8 | VIRTUA COP 2 | SATURN |
| 9 | SONIC PLATFORM GAME | SATURN |
| 10 | SUPER STREET FIGHTER ALPHA | SNES |

Other Most WANTEDs that just failed to make the chart are VF Kids on Saturn, Daytona Remix again, Sonic 4 on Megadrive, a 64-bit upgrade for PlayStation, and the new 32-bit Nintendo handheld. And one that touched our hearts - Sega and Nintendo joining forces! Keep sending your Top 3 Most WANTEDs, in the order of importance. Do that for us and we won't bin your mail straight away.

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| 10 | Tekken 2 guide |
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UK MULTI-FORMAT SALES TOP 20

| THIS | LAST | TITLE | FORMAT | PUBLISHER |
|------|------|--------------------------------|-------------|-------------|
| 1 | NE | RIDGE RACER REVOLUTION | PLAYSTATION | NAMCO |
| 2 | NE | DUKE NUKEM | PC CD-ROM | US GOLD |
| 3 | 1 | DOGZ | PC CD-ROM | MINDSCAPE |
| 4 | NE | BRIAN LARA '96 | MEGADRIVE | CODEMASTERS |
| 5 | 5 | SENSIBLE WORLD OF SOCCER 95/96 | AMIGA | TIME WARNER |
| 6 | 10 | CIVILIZATION 2 | PC CD-ROM | MICROPOSE |
| 7 | 2 | DUKE NUKEM 3D: DEMO | PC CD-ROM | US GOLD |
| 8 | 7 | STAR TREK DS9: HARBRINGER | PC CD-ROM | OCEAN |
| 9 | 4 | LITTLE BIG ADVENTURE CLASSICS | PC CD-ROM | EA |
| 10 | NE | NFL: GAME DAY | PLAYSTATION | SONY |
| 11 | 6 | PANZER DRAGOON ZWEI | SATURN | SEGA |
| 12 | 8 | WORMS: REINFORCEMENTS | PC CD-ROM | OCEAN |
| 13 | 3 | THEME PARK CLASSICS | PC CD-ROM | EA |
| 14 | 9 | ALIEN TRILOGY | PLAYSTATION | ACCLAIM |
| 15 | 11 | WORMS AMIGA | PLAYSTATION | ACCLAIM |
| 16 | 15 | TOY STORY | MEGADRIVE | SEGA |
| 17 | NE | NHL FACE OFF | PLAYSTATION | SONY |
| 18 | 13 | COMMAND & CONQUER | PC CD-ROM | VIRGIN |
| 19 | 12 | DESCENT | PLAYSTATION | INTERPLAY |
| 20 | NE | FIFA CLASSICS | PC CD-ROM | EA |

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

What you see here has no bearing on how these games are selling. They're just what we reckon are the current 'hot' titles for each system.

SATURN UK TOP 5

- | | |
|------------------------|--------|
| 1 STREET FIGHTER ALPHA | VIRGIN |
| 2 GUARDIAN HEROES | SEGA |
| 3 VIRTUA FIGHTER 2 | SEGA |
| 4 PANZER DRAGOON ZWEI | SEGA |
| 5 VIRTUA COP | SEGA |

SATURN IMPORT TOP 5

- | | |
|------------------------|--------|
| 1 NIGHT WARRIORS | CAPCOM |
| 2 KING OF FIGHTERS '95 | SNK |
| 3 VICTORY GOAL '96 | SEGA |
| 4 PANZER DRAGOON ZWEI | SEGA |
| 5 VIRTUA FIGHTER 2 | SEGA |

PLAYSTATION UK TOP 5

- | | |
|--------------------------|--------------------|
| 1 RETURN FIRE | WARNER INTERACTIVE |
| 2 ADIDAS POWER SOCCER | PSYGNOSIS |
| 3 RIDGE RACER REVOLUTION | SONY |
| 4 WIPEOUT | PSYGNOSIS |
| 5 STREET FIGHTER ALPHA | VIRGIN |

PLAYSTATION IMPORT TOP 5

- | | |
|-----------------------|--------|
| 1 JUMPING FLASH 2 | SONY |
| 2 BIOHAZARD | CAPCOM |
| 3 TEKKEN 2 | NAMCO |
| 4 STREET FIGHTER ZERO | CAPCOM |
| 5 NAMCO MUSEUM 2 | NAMCO |

PC TOP 5

- | | |
|--------------------------|--------------------|
| 1 DUKE NUKEM 3D | US GOLD |
| 2 RETURN FIRE | WARNER INTERACTIVE |
| 3 EURO '96 | GREMLIN |
| 4 QUAKE: DEATHMATCH TEST | ID SOFTWARE |
| 5 DOGZ | MINDSCAPE |

MEGA DRIVE TOP 3

- | | |
|------------------------|-------------|
| 1 BRIAN LARA '96 | CODEMASTERS |
| 2 SONIC 3 AND KNUCKLES | SEGA |
| 3 FLICKY | SEGA |

SUPER NES TOP 3

- | | |
|-------------------|----------|
| 1 SUPER MARIOKART | NINTENDO |
| 2 YOSHI'S ISLAND | THE |
| 3 PILOTWINGS | NINTENDO |

3DO TOP 3

- | | |
|-------------------------|---------|
| 1 RETURN FIRE | EA |
| 2 D: THE DIRECTOR'S CUT | ACCLAIM |
| 3 SPACE HULK | EA |

ARCADE TOP 5

- | | |
|--------------------------|--------|
| 1 DIRT DASH | NAMCO |
| 2 VIRTUAL ON | SEGA |
| 3 TOKYO WARS | NAMCO |
| 4 FIGHTING VIPERS | SEGA |
| 5 STREET FIGHTER ALPHA 2 | CAPCOM |

JAPANESE MULTI-FORMAT SALES TOP 10

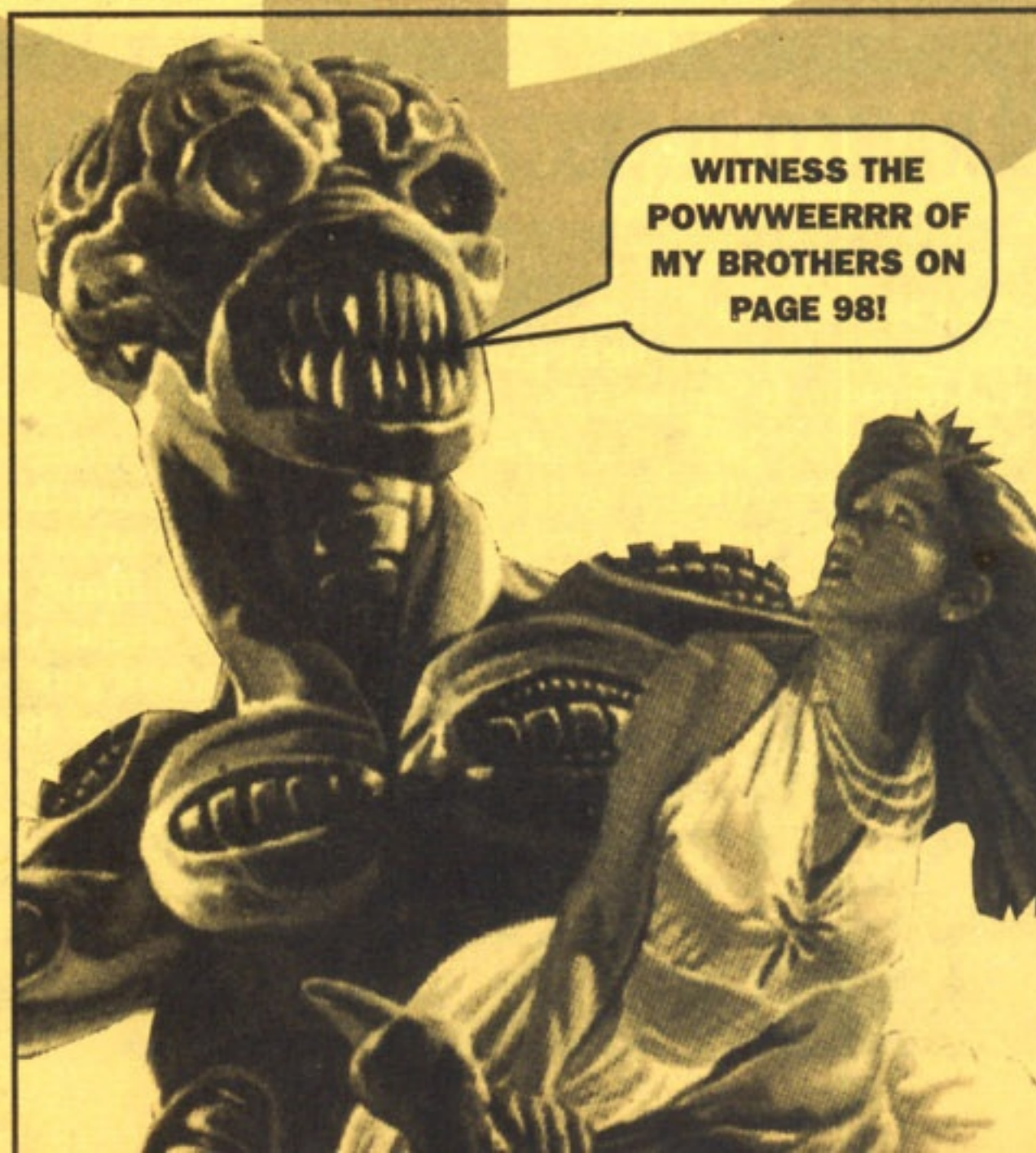
| | | |
|----|---------------------------------|---------------|
| 1 | TEKKEN 2 | PLAYSTATION |
| 2 | SUPER BOMBERMAN 4 | SUPER FAMICOM |
| 3 | BIOHAZARD | PLAYSTATION |
| 4 | DRIFT KING | PLAYSTATION |
| 5 | PEOPLE OF THE NONOMURA HOSPITAL | SATURN |
| 6 | SUPER MARIO RPG | SUPER FAMICOM |
| 7 | JUMPING FLASH 2 | PLAYSTATION |
| 8 | POCKET MONSTERS | GAMEBOY |
| 9 | TOKI MEKI MEMORIAL | PLAYSTATION |
| 10 | KIRBY SUPER DELUXE | SUPER FAMICOM |

AMERICAN MULTI-FORMAT SALES TOP 10

| | | |
|----|-------------------|-------------|
| 1 | HARDBALL 5 | PLAYSTATION |
| 2 | RESIDENT EVIL | PLAYSTATION |
| 3 | BOTTOM OF THE 9TH | PLAYSTATION |
| 4 | PO'ED | PLAYSTATION |
| 5 | NBA LIVE 96 | PLAYSTATION |
| 6 | PANZER DRAGOON 2 | SATURN |
| 7 | NBA SHOOT OUT | PLAYSTATION |
| 8 | X-MEN | SATURN |
| 9 | NBA LIVE '96 | GENESIS |
| 10 | TEKKEN | PLAYSTATION |

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

| | | |
|---|-----------------|-------------|
| 1 | TRACK AND FIELD | PLAYSTATION |
| 2 | FIGHTING VIPERS | ARCADE |
| 3 | JUMPING FLASH 2 | PLAYSTATION |
| 4 | DUKE NUKEM 3D | PC |
| 5 | VIRTUAL ON | ARCADE |



TOP 5 ALIEN FOODS

- | | |
|---|-----------|
| 1 | HUMAN |
| 2 | DOG |
| 3 | COW BLOOD |
| 4 | BACON |
| 5 | BRAIN |

TEL'S

oops

Tips

Hello people my name is **Terry** the work experience boy and I'm writing Ed's tips intro for him so I'd better tell a funny joke to set the tone and style of the page... Oops...too late...ha,he, huurr.

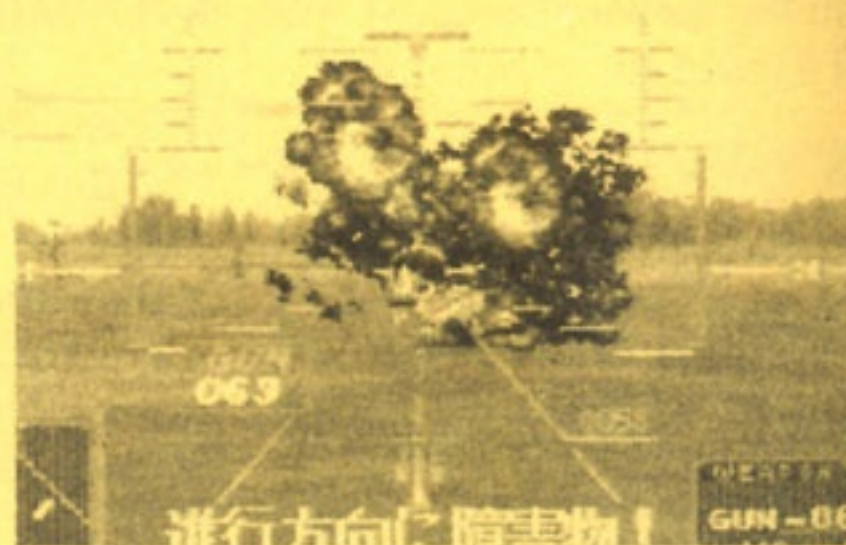


SATURN NIGHT WARRIORS

If you're having problems figuring out any chain combos, set your character in **Auto Guard mode**. Then, when playing simply press all three punch or kick buttons to perform an **Instant 3-hit Auto Chain Combo!**

Also, to get a hidden "Screen Mode" option, go to the options screen, **hold L and R and press Up, Down, Up, Down, etc.** until the option appears. You can now select Saturn or Arcade modes.

Play the game on any difficulty setting, and win **twelve straight rounds, winning any six with perfects, and any four with Super Finishes**. You'll then have to fight Akuma, just before fighting Juggernaut! Thanks very much to **Richard La Ruina** from Cambridge for finding those for us.



KING OF FIGHTERS

To play as the two hidden boss characters, simply complete the game in either **one player or team mode**. The two characters will be added to your memory and can then be selected at any time.



More powerful enemy attacks (very hard)
B, B, B, Down, C, Start
Radar only shows friendly targets (annoying)

ARCADE

SEGA RALLY

These cheats for the arcade version were sent in by **Nick Palmer** from Cookham Rise, Nr. Maidenhead.

To race on the Lakeside course in practice or Multi-player mode, go to the track select screen. Now highlight Mountain, hold the brake pedal down and enter this sequence with the gearstick:

1st, neutral, 2nd, neutral, 3rd, neutral, 4th, neutral

You'll now be able to access the Lakeside course!

To get **Hyper Car mode**, you must be in a one-player championship mode. Go to the car select screen and hold the brake pedal down, then enter this sequence with the gearstick:

1st, neutral, 2nd, neutral, 3rd, neutral, 4th, neutral

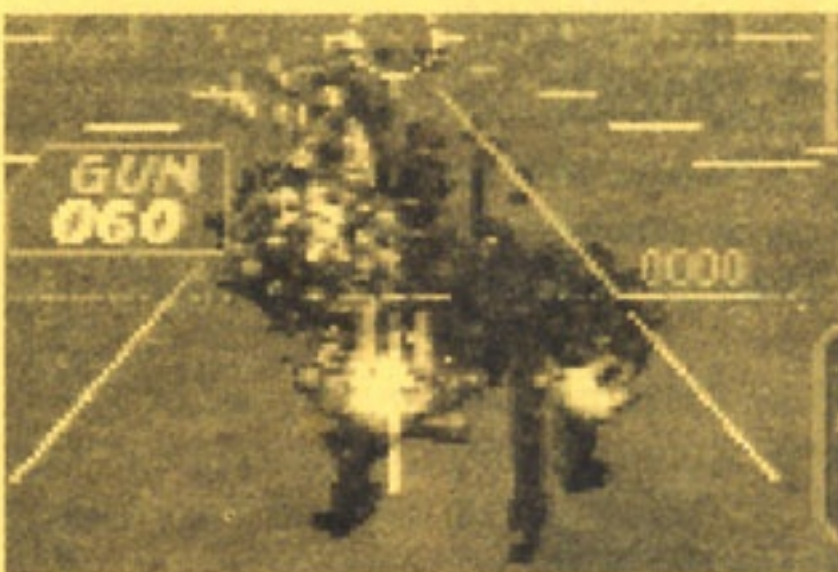
The car now goes faster and has better handling!

X-MEN: CHILDREN OF THE ATOM

Like *Night Warriors*, there's a "**Screen Mode**" cheat in X-Men. And funnily enough, it's performed the same way! Go to the options screen, hold L and R and tap Up then Down repeatedly until the option appears. This definitely works on the **UK** version of the game, unlike the Juggernaut cheat. To fight against an extra-tough computer controlled Akuma, try this:



GUNGRIFFON



These cheats are for the **Japanese import version**, and may not work on the final UK or US versions of the game. They should all be entered on the title screen with "Press Start".

Left, Right, C, A, Start
No target marker for close enemies (no auto aiming)
Down, C, C, A, Start

THE HORDE

Thanks to **Graham Williams** from Cornwall and **Stephen Keys** from Waltham Abbey for giving us these brilliant cheats. When playing, pause the game and enter any of these button sequences.

30,000 Crowns
Left, A, A, B, Left, A, Right, Down
Show whole map

Left, A, Up, Down, B, A, A, B
Get all items and weapons
B, Right, A, Left, Left, Down, Right, A, A, Left

Speed up
B, Right, A, Down

Invincibility
B, Up, Right, Down, A, Down, A, Right

Play after village is destroyed
A, Down, Down, Right, A, Down
Level Skip
Down, A, Left, Left, Down, A, A, Right

FREERPLAY

PLAYSTATION

All of the PlayStation cheats have been shortened like this:

- T Triangle
- S Square
- C Circle
- X Cross

TOTAL NBA '96

To remove the statistics from the half-time screens, giving you a better look at the high quality FMV, hold **L1+R1+L2+R2**.

To access the secret all-star teams, use these cheats from **Dale King** from Swindon and **Steven Hutchins** from Lancashire.

Select an **Exhibition Game**, then press:

Play as All-Stars 94-95

R1, L1, R1, L1, R2, L2, R2, L2

Play as All-Stars 95-96

R1, R1, R2, R2, L1, L2, L1, L2

A new all-star option will appear where you can select to have them On or Off.



NFL GAMEDAY

John from Runcorn sent us these cheats.

To access the secret options screen, press **R1, R1, L2, L1, T, C, S, L1, L1, L2, R1, R2, L1, T, T** as soon as the **Gameday logo** appears.

To get the extra teams, press **C, C, R1, R2, L1, L2, C, S, T**. Then hold **L1** and **R1** until the new teams appear.

JOHNNY BAZOOKATONE

To become invincible, enter the password **PILCHARD**.

To access the level select, enter the password **KRISTIAN**.



KRAZY IVAN

To get a level select, first start a normal game. Then, go to Russia on the mission select screen, then press Right, Left, Down+X. You can now choose any stage in the game!



TWISTED METAL

These level passcodes let you choose any of the stages.
Warehouse District
C, T, S, C, C

Freeway Free-for-all
X, S, S, C, T

River Park Rumble
X, T, S, C, S

Assault on Cyurbia
X, S, T, T, T

Rooftops
S, T, X, C, X

Fight for your life! (Secret)
S, T, C, S, S

These codes give you all sorts of secret effects.

Helicopter view
C, C, T, X, blank

Invulnerability
S, T, X, blank, C

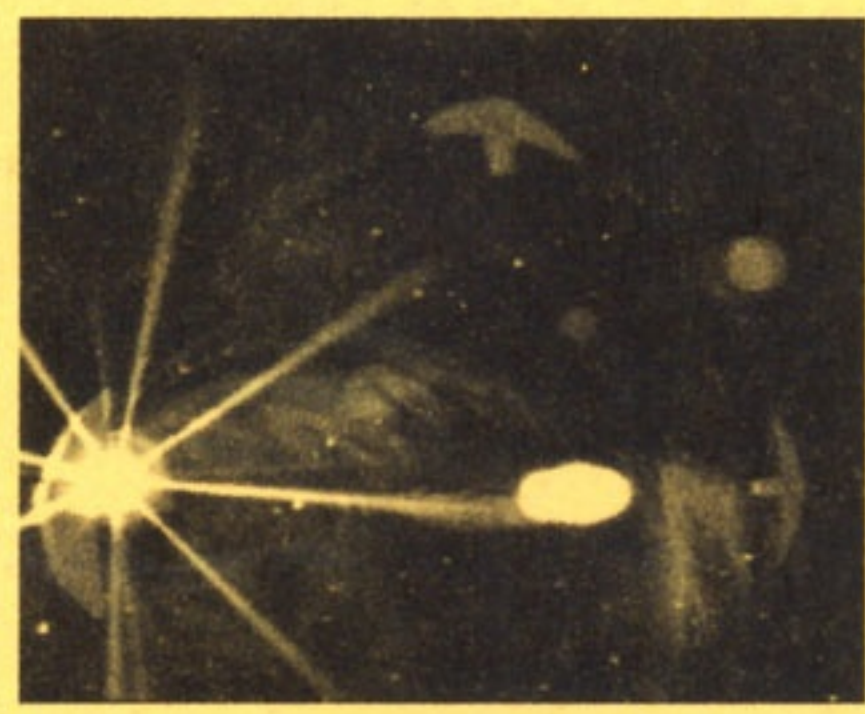
Infinite weapons
T, blank, S, C, C

Fight Minion
T, X, C, S, T

VIEWPOINT

To become invincible, pause the game at any time and press **S, S, C, C, T, X, S, Up, Up, Down, Down, L1, R1, Select**.

To skip to the next level, pause the game at any time and press **S, C, T, Right, Left, Down, R1, L2, R2, R1**.



PC CD-ROM

TERMINATOR: FUTURE SHOCK

Thanks to **Jaycel Patel** from Southall for sending these cheats in. To enter the codes, first press **ALT** and **#** to bring up the message **"Enter Codes"**. Now type one of these to get special bonuses:

FIREPOWER
All weapons

BANDAID
Full health and armour

SUPERUZI
Supercharges Uzi

NEXTMISSION
Level skip

ICANTSEE
Night vision

TURBO
Speed game up

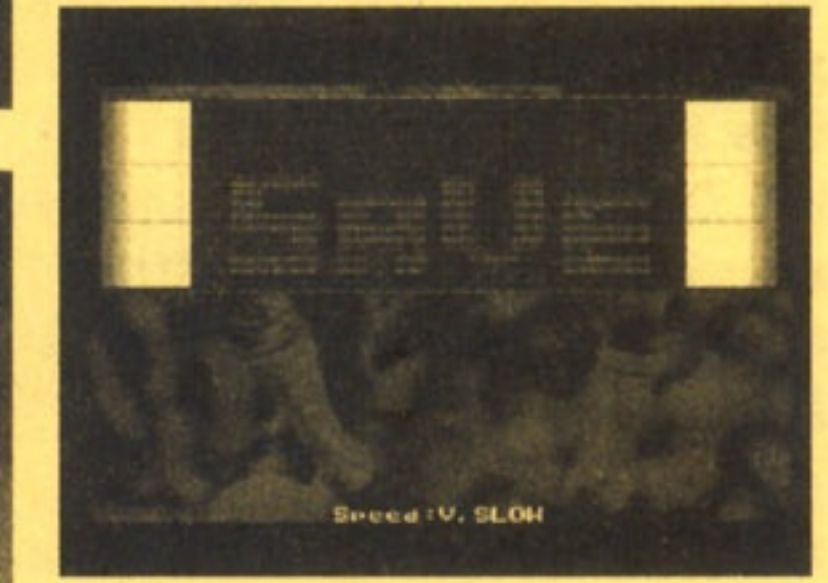
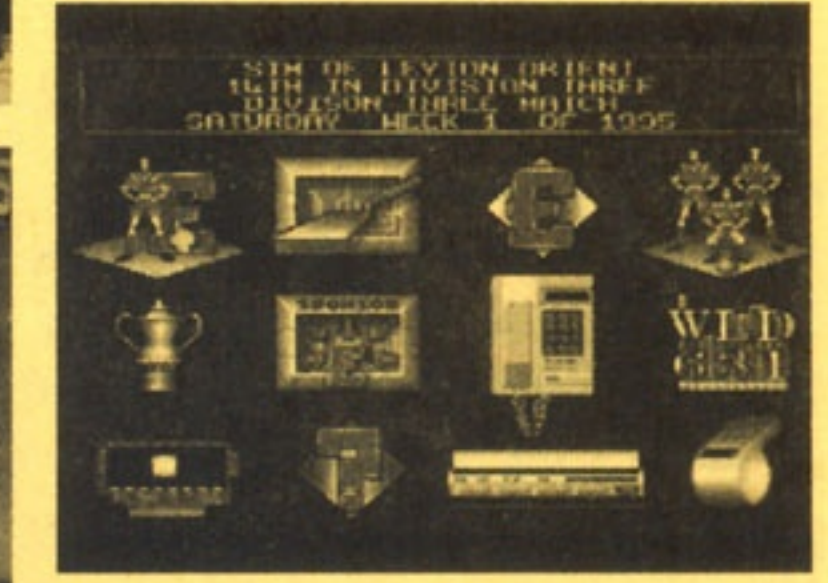
VERSION
Display version number

COUNTERS
Shows position on map

MEGADRIVE

PREMIER MANAGER

To play as any team in the game, start a demo game as your chosen team. Play a season all the way through and save it. Then reload the game and you can take control of the team!



WANT SOME FREE GAMES?

You may remember that last month we requested Players Guides for the latest games. We don't mean for you to send us pages from other magazines (yes, someone actually sent in part of another magazine's players guide - they didn't even bother copying it out themselves!) we mean for you to send us your own guides for the latest games. Thanks very much to everyone who's sent one in already - we've kept all the good ones and are hoping to use them soon. If you give us a particularly good guide or tip for a game, we'll send you a game for your machine! Of course, if you've just copied the cheats from another magazine then you're not likely to get any reward, so get cracking on any new games. Send all your tips, cheats, maps and players guides to:

**TIPS,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRING-
DON LANE,
LONDON,
EC1R 3AU.**

TIPS

FREEPLAY

THE COMPLETE

NIGHT WARRIORS GUIDE

With Vampire Hunter (Night Warriors' name in Japan) already released on Saturn and its predecessor Darkstalkers just released on PlayStation this month, we've decided to put together a full moves list. This guide is primarily for Night Warriors in both the arcades and on Saturn, but most of the moves should work on PS Darkstalkers (except, of course, the ones for the new characters). Now WISE FWOM YOUR GWAVE!

- ANCIENT LEGEND**
 T = Toward
 DT = Down-Toward
 D = Down
 DA = Down-Away
 A = Away
 UA = Up-Away
 U = Up
 UT = Up-Toward
 P = Any Punch
 K = Any Kick
 2P = Any 2 punches
 2K = Any 2 kicks
 XP, YP, ZP = weak punch, medium punch, strong punch
 XK, YK, ZK = weak kick, medium kick, strong kick
 P+K = Punch and Kick together
 P, K = Punch and then Kick.
 360 = Rotate the controller in a clockwise circle
 720 = Rotate the controller in 2 clockwise circles

- GR = GUARD REVERSALS**
 Moves that can be pulled off whilst blocking, to counter an opponent's attack!
ES = ES-SPECIAL MOVE
 Performed by doing the normal move, but with 2 Punch or Kick buttons hit together instead. You need at least one Special Bar of energy to perform it.
EX-SPECIALS
 Super combo moves! You need one Special Bar of energy to perform the move.
RANGE
 If this word is written after a move, it means that by using different strength Punches or Kicks, the move has either different height or distance.
IN-CLOSE
 You gotta be close to your opponent, of course.
DROP ATTACKS
 Remember, when an opponent is floored UP and K for ANY character allows you to drop attack them. If you have a full Special Bar, UP and 2K is even better!

DEMITRI THE VAMPIRE

- A or T+ YP or ZP (in-close): Pile Driver
- 360 + P (in-close): Negative Stolen
- D, DT, T + P: Chaos Flare (can be performed in the air) (ES - Fires larger evil-faced fireball)
- T, D, DT + P: Demon cradle (perform while dashing for a diagonal variation) (GR - Spin into the air dragon punch-style) (ES-faster spin for multiple hits)
- D, DA, A + : Bat Hurricane (can be performed in the air) (ES - Extra hits)

- EX-SPECIALS**
 D, T, DT + 2P (in-close): MIDNIGHT PLEASURE (Glides up to foe, bites 'em and reels off a 4-hit combo)
 D, T, DT + 2K: MIDNIGHT BLAST (Transforms into a beast, unleashing flaming bats from cape)

JON TAILBAIN (UK) GALLON (JAP) THE WEREWOLF

- A or T + YP or ZP (in-close): Wolf Fangen
- A or T + YK or ZK (in-close): Wolf Claws
- T, DT, D, DA, A + K (in-close): Wild circular (ES-jumps about one more time with opponent)
- D, DT, T + P: Pinball Rush (Hit P + joystick direction to change direction in mid-rush) (ES - changes direction up to five times)
- T, D, DT + P: Diagonal rush (GR - flies diagonally up. Only use for guard reversal) (ES - same as above)
- Jump U, UT, T + P: Air rush (ES - same as above)
- A, D, DA + P: Million Flicks (ES - more hits and longer)
- D, U + K: Climb laser (ES - More hits)

- EX-SPECIALS**
 A, DA, D, DT, T + 2K: SHADOW HOWL (Creates shadows behind Gallon, multiplying his hits by six)

- T, DT, D, DA, A + 2P: DRAGON CANNON (Sends a screen-high flaming wolf across the screen)

VICTOR VON GERDENHEIM THE FRANKENSTEIN

- NOTE:** Victor cannot rush forward!
 A or T + YP or ZP (in-close): Chin smash
 A or T + YK or ZK (in-close): Monster Hug
 D, DA, A + P: Spinning Spinner Fist (ES - follows through with electric punch)

- A, T + P: Conveyor Belt Pnumato-Punch (ES - three punch air juggle)
- A, T + K: Conveyor Belt Hydraulio-Kick (ES - Jumping triple kick)

- D, DA, A + K: Power Bolt Knee (GR - diagonal upward knee) (ES - more hits)

- D, DT, T + YK or ZK(in-close): Electric grab

- 360 + P (in-close): Electric Pile Driver
- EX-SPECIALS**
 D, U + 2P: THUNDER BREAK (Jumps up, charges and slams fists down on the floor to send out electrical crackle)

- A, DA, D, DT, T + 2K: GREAT GERDENHEIM (Grabs opponent, spins around in mid-air and slams onto floor. Note - you can rush forward during this move)

HSIEN-KO (UK) LEI LEI (JAP) THE CHINESE GHOST

- Jump, T, T: Air Walk
- A or T + YP or ZP (in-close): Veritcal Throw
- T, DT, D, DA, A + P (in-close): Spin slicer
- D, DT, T + P (range): Item throw (ES - rolls three spiky iron balls across the floor)
- T, D, DT + P: Guillotine Swing (ES - extended swing + more slicing damage)

- D, DA, A + P Gong Shield (GR - pulls out a gong and hits it. The shock-wave can reflect most projectile attacks) (ES - can reflect ES-Projectiles)

- EX-SPECIALS**
 A, DA, D, DT, T + 2P : DEMONIC CUISINARD (Shoving both hands into the ground, a line of six giant knives comes out from the ground)

- XK, ZK, YP, YP, U: DEATH FROM ABOVE. (A weight drops from sleeve. The shock causes spiky balls to fall from the sky)

LORD RAPTOR (UK) ZABEL ZAROCK (JAP) THE ZOMBIE

- Jump, A, A, or P, P: Air Walk
- Jump, DA or D or DT + K: Body drill
- A or T + YP or ZP (in-close): Bone Thrust
- A or T + YK or ZK (in-close): Backstab
- T, DT, D, DA, A + P (in-close): Corpse drop (ES - More hits)

- D, DA, A + K: Death hurricane (can be performed in the air) (GR - you swirl across the screen diagonally, up if done on the ground, down if done in mid air) (ES - Extra hits)

- D, U + K: Hell sting (can be performed in the air) (ES - more hits)

- A, DA, A, DT, T + K (range): Zombie teleprt

- EX-SPECIAL**
 T, DT, D, DA, A + 2K: DEATH VOLTAGE (can be performed in the air) (Electrically-charged version of Death Hurricane)

- T, A + 2P: EVIL SCREAM (An electrical uppercut)

- T, D, DT + 2P: HELL DUNK (Turns opponent into a basketball. Then you slam-dunk 'em)

MORRIGAN ARNSLAND THE SUCCUBUS

- Jump, DA or D or DT + K: Shell Kick
- A or T + YP or ZP (in-close): Turning Smash

D, DA, A + P (in-close): Vector Drain
(ES - more damage)

D, DT, T + P: Soul fist
(ES - fires a huge energy ball)

Jump, U, UT, T + P: Air soul fist
(ES-3-hit large version)

T, D, DT + P: Shadow Blade
(ES - Blade hits multiple times)

EX-SPECIAL

T, DT, D, DA, A + 2K (range):
VALKYRIE TURN (can be performed in the air)
(Flies off screen and returns with a multiple-hit kick. Press a button after you fly away or the move won't connect)

XP, XP, T, XK, ZP (in-close): DARKNESS ILLUSION
(Flies forward and splits into two to attack opponent from both sides)

XP, XP, T, YP, ZP (in the air):
ASTRAL PROJECTION (can be performed in the air)
(Splits into two with double damage when connecting. Follow with Valkyrie Turn or Darkness Illusion for best results)

ANAKARIS THE MUMMY

A, A (at edge of screen): Pharaoh port

D, DT, T + P (Range): Mummy Wrapper
(ES - hands move across screen. pull foe in for more damage)

Jump, D, DT, T + P: Royal Judgment
(ES - increased range)

P+K (Range): Coffin Fall
(ES- coffins fall across screen)

A, DA, D + K: Projectile swallower
(ES - to swallow ES projectiles)
(NOTE: eat two projectiles to release an ES version)

D, DT, T + K: Projectile spitter
(once one is swallowed)
(ES - to spit ES projectile)

A, T + P: Cobra Blow:
(ES - more hits)

EX-SPECIALS

YK, XP, D, XK, YP: PHARAOH MAGIC.
(Burns, electrocutes and freezes opponent before dropping a sarcophagus on 'em!)

B, DB, D, DT, T + 2K: PORTAL OF DOOM
(Smashes foe through ground and drops 'em back onto screen)

XP, XP, D, YK, ZK: MUMMY SPLIT
(Splits into two. Kick with indestructible walking bottom half. Terminated by floating top half being hit)

FELICIA THE CATWOMAN

A or T + YP or ZP: Face Scratcher

A or T + YK or ZP: Mad Cat

T, DT, D, DA, A + K (in-close):
Hellcat
(ES-More swings around foe)

D, DA, A + P: Rolling Scratch
(ES - more hits)

D, DT, T + P: Rolling Rise Attack
(tap punch for rise)
(ES - More hits)

D, DT, T + K: Kick up dirt (deflects projectiles too)
(ES - More range and hits)

A, D, DA + K: Delta Kick
(ES - more hits)

EX-SPECIALS

T, D, DT + 2P: ROLLING FLASH
(Rolls in at high speed, does a combo, finishes with rising slash)

A, DA, D, DT, T + 2K: FELINE TEAM
(Four felicia clones appear and cat-fight your foe)

BISHAMON THE SAMURAI

A, T + P (in-close): Shoulder Toss

360+ P (in close) Rise and Fall
(ES - increased damage)

Jump, U, UT, T + P: Seal of Death

D, DT, T + P: Toss Sword
(ES - opponent catches sword and commits suicide)
Follow up with...

D, DT, T + P : Storm Wind (only works after Toss Sword)

A + P: Flip Sword (only works after Toss Sword)

T, D, DT: Rising Slash (use after flip sword, as a guard reversal or a getting up counter attack)
(ES - More hits)

A, T + P: High Quick Slash
A, T + K: Low Quick Slash
(ES - Nine-hit. Mass damage)

EX-SPECIALS

T, DT, D, DA, A + 2K: BUSHIDO CRUSH
(A huge fist burst out of chest, crushing the other fighter)

A, DA, D, DT, T + 2K: WARRIORS SLASH
(Bishamon turns into six ghostly warriors who slash their way across the screen)

**RIKURO (UK) AULBATH (JAP)
THE MERMAN**

U (to move near aerial opponent) + YP or ZP: Haddock piledriver

A or T + YP or YK (in-close): Tongue Grab

T, DT, D, DA, A+ P (in-close): Atlantis rising flipper
(ES - more hits on the way up)

T, DT, D, DA, A + K (in-close): Neptune sky slam
(ES -bounces on 'em too)

D, DT, T + P: Sonic Wave
(GR - fires a sonic wave that holds opponent in the air)
(ES - wave travels across screen)

D, DT, T + K: Poison Breath
(ES - Gill guffs travel across the screen)

A, T + P: Screw Jet
(ES - more hits and range)

EX-SPECIAL

A, DA, D, DT, T + 2P: SEA RAGE
(tidal wave rolls across screen)

T, DT, D + 2P or 2K: AQUA SPLASH (press kick if opponent is far, punch if close)
(Huge vertical water blast that locks on your opponent)

T, D, DT + 2P: WATER JAIL
(A giant bubble lifts opponent into air and suffocates 'em. Hit Aulbath to cancel it)

D, D + 2P: OYSTER SMASHER
(Can only be done with an original-coloured Rikuro. Use ZK or Start when selecting character. it's a rather weak crab-claw attack from original Darkstalkers)

DONOVAN THE HUNTER

Note - All special moves/throws need the sword except the two EX-SPECIALS

Jump, D + K: Sword surf

A or T + YP or ZP (in-close): Rise and Fall

T, DT, D, DA, A + P (in-close): Sword Slice Throw

P+K: Homing Sword
(Plants sword into floor. Hit buttons again to unleash it boomerang-style)
(ES - 2P+2K, Causes six hits on the way out, cuts opponent in half on return)

A, DA, D, DT, T + P: Ice Goddess
(ES - three snow attacks)

T, D, DT + P: Effreet Sword
(ES - four fiery uppercuts)

A, D, DT + P: Lightning Sword
(keep hitting buttons to increase damage)
(ES - more hits)

EX-SPECIALS

D, DT, T + K (range): THE FOOT OF GOD
(A giant foot stomps onto screen, crushing opponent)

YP, XP, A, XK, YK: DEMONRIDE
(can be steered)
(Flies across screen in electrifying demon form)

SASQUATCH THE BIGFOOT

A or T + YP or ZP (in-close): Big Smash

360 + P (in-close): Whirl
(ES - more damage)

T, DT, D, DA, A + P (in-close): Big Mouth(ES - more damage)

D, D + P: Stalagmite Shield
ES - huge icicles move outward from Sasquatch)

D, DT, T + P: Snow Spit
(ES - 3 hit)

T, D, DT + K: Spinning Bigfoot
(ES - more hits and it freezes the opponent)

D, DA, A + K: Hurricane Bigkick (can be performed in the air)
(ES - more hits)

EX-SPECIALS

A, DA, D, DT, T + 2P: THE BIG CHILL
(Opens mouth and unleashes massive ice beam)

A, DA, D, DT, T + 2K: WHALE ASSAULT
(Freezes floor, opponent falls through, only to be flipped up by a whale)

**HUITZIL (UK) PHOBOS (JAP)
THE ROBOT**

A or T + YP or ZP (in-close): Magnet Slam

D, DA, A, + P (in-close): Circuit scrapper
(ES - makes three slams)

A, D, DA + P (in-close): Genocide Vulcan
(ES - more hits)

D, DT, T + P (range): Plasma beam
(ES - fires a wide Plasma Beam)

D, DT, T + K: Missile attack
(ES - More damage)

T, D, DT + P: Reflective wall

EX-SPECIAL

T, D, DT + 2K: CONFUSIONER
(Makes opponent float in mid-air for a while, unable to block. Follow with EX-Bombardment or ES-Genocide Vulcan)

T, DT, D, DA, A + 2K: BOMBARDMENT
(Crouches down and unleashes an arc of explosive shells)

PYRON THE ALIEN

A or T + YP or ZP (in-close): Flame throw

T, DT, D, DA, A + P (in-close): Fire sphere
(ES - bounces three times)

A, D, DA + P or K (range): Galaxy Trip

D, DT, T + P (range): Sol Smasher
(ES - 3-hit meteor ball)

Jump, U, UT, T + P: Aerial Sol Smasher
(ES - 3-hit)

T, D, DT + P: Zodiac Fire
(ES - More hits)

Jump, D, DA, A + Kick: Centrifugal force
(ES - Faster version that damages more)

EX-SPECIALS

A, DA, D, DT, T + P: COSMO DISRUPTION
(Unleashed devastating pyrotechnic blasts. Hold down the buttons to increase its range)

drawinz



Wot you dun

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



Yo, art bods. Reckon you're hot? Well prove it. Show us what you've got. You might win!

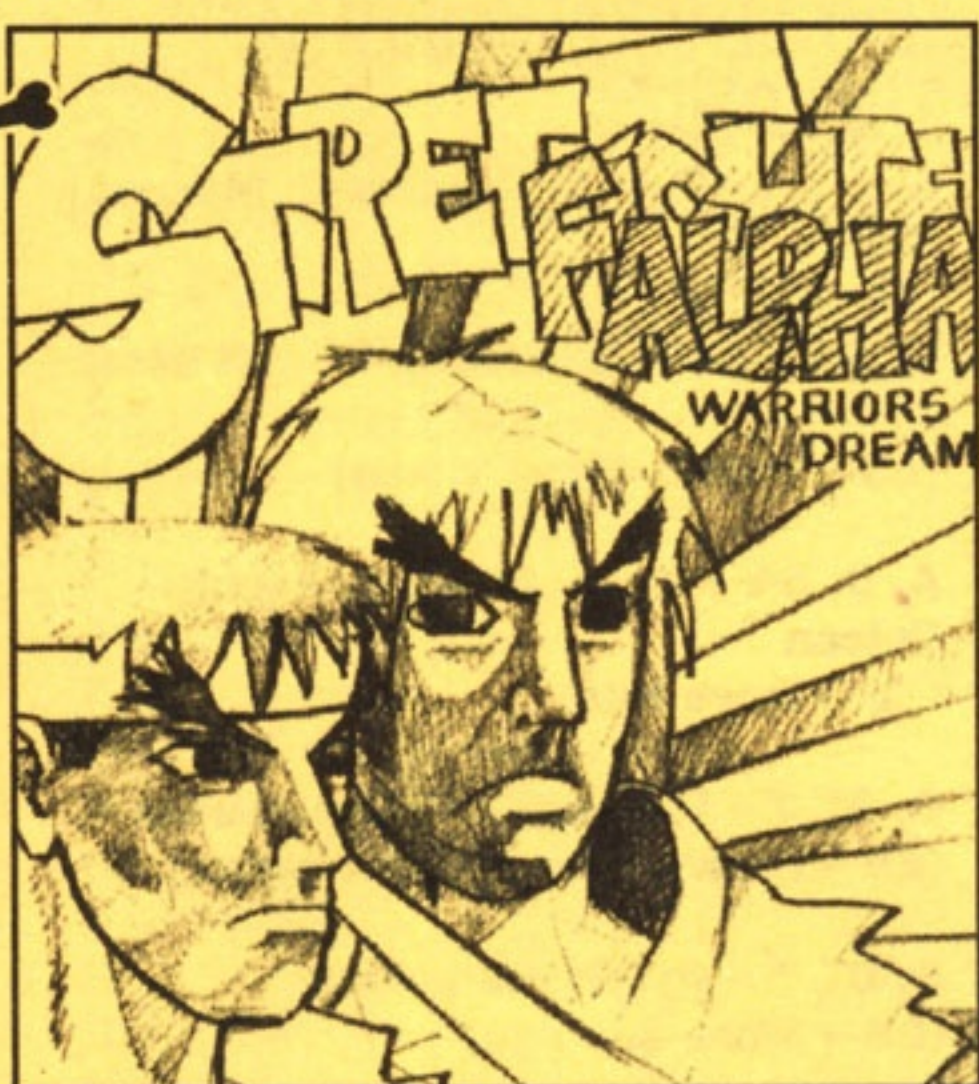
A corking round of entries this month readers. Don't forget, there's a prize for the best one... and a turd for the worst. So keep on scribbling! (P.S. put your name and address on the back so I know who's who.)

Send 'em in to Drawins Wot You Dun. C'n'VG, Emap Images, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.

KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DONT DO IT!

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



Brilliant graphic style from Simon Lobo Morell.



From Hubert Christophe, a Nintendo lover from Brussels, Belgium. Two piccies from the Pearson brothers. Pooh Head and The Scrounger. Otherwise known as Ed Lomas and Tom Guise.



Xollocks indeed. Excellent late entry from Ken Murray

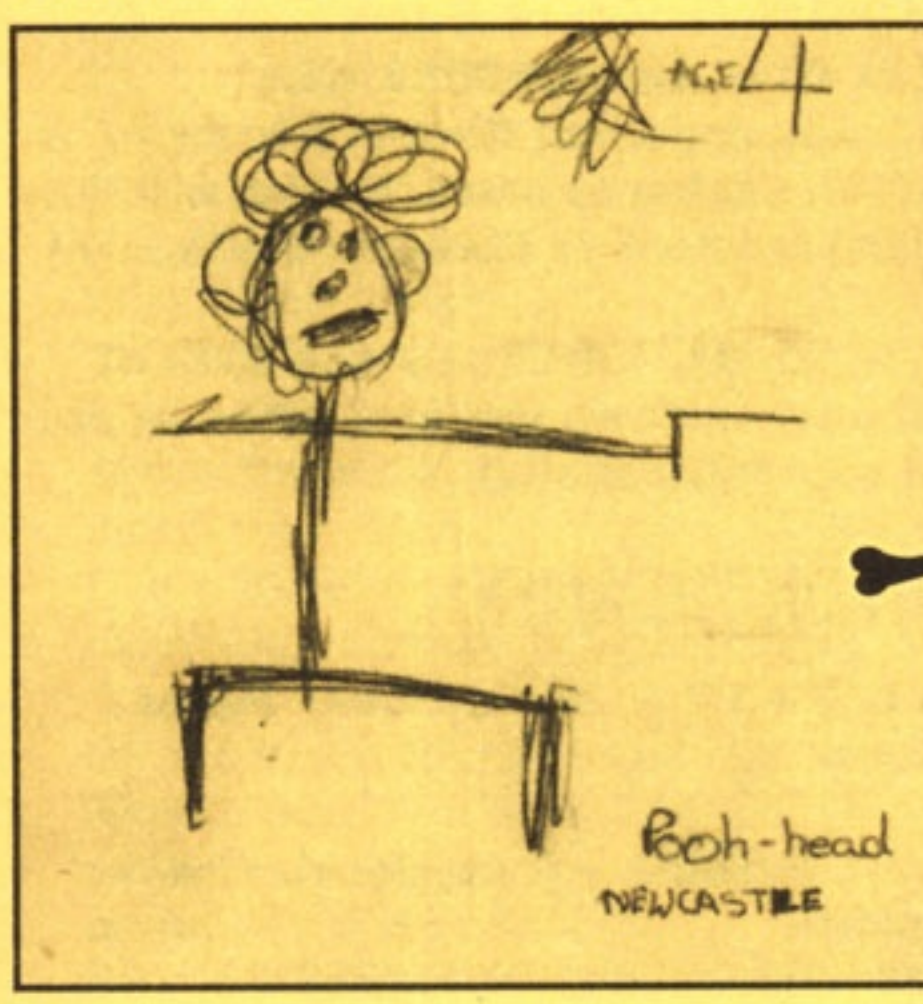


Come on Richard While, use your brain. The "versus" theme is booooooring.



A really cool bit of art sent by Andrew Murphy from Middlesborough.

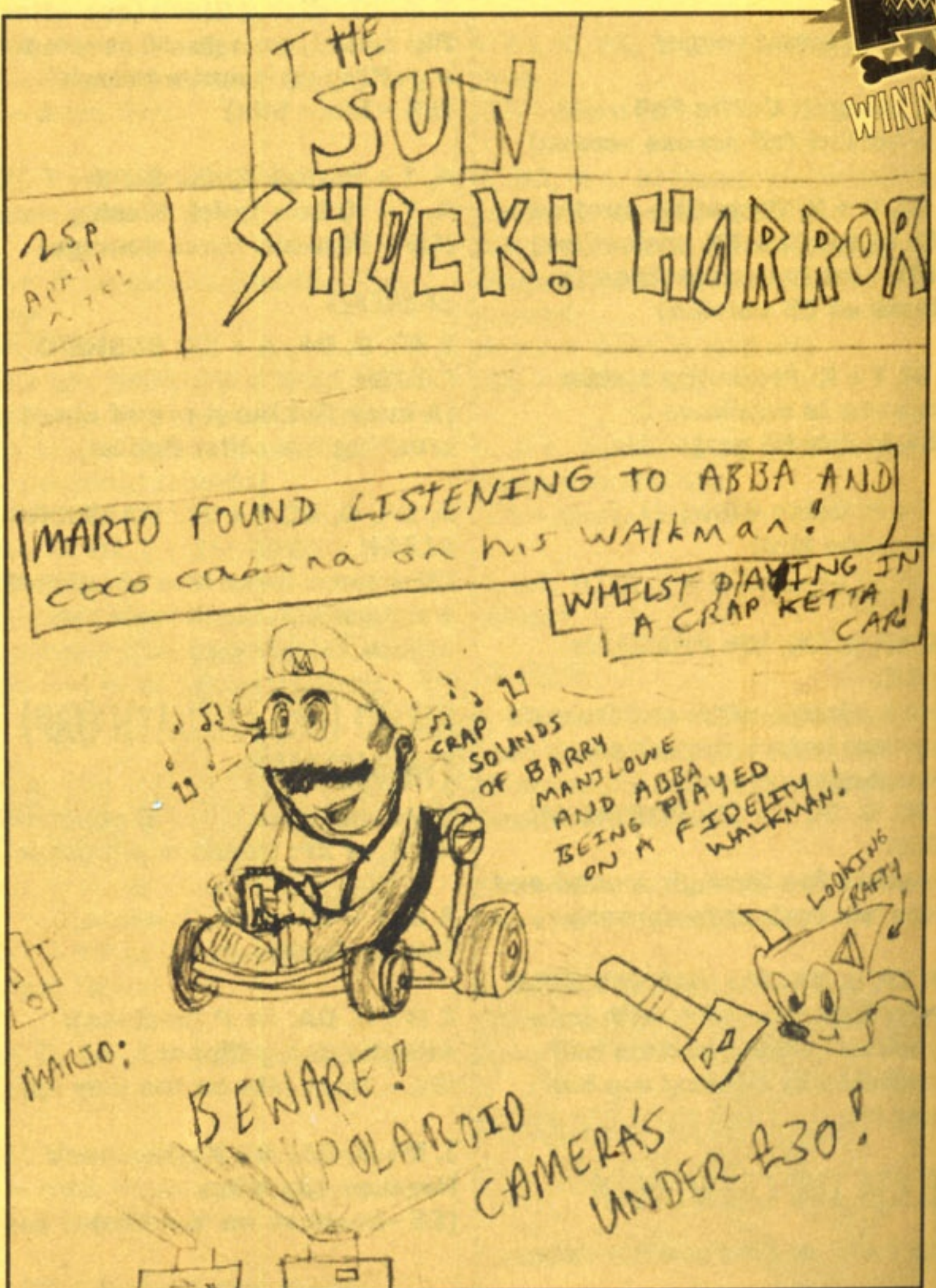
drawinz wot you dun



Some kind of polygon Clint Eastwood. Sent in by Mark Marsh.



Apparently this is the kitchen in Resident Evil. Looks more like the kitchen in Radion Automatic's house to me. Sent in by Frank Peperhaus from Antwerp in Belgium.



This wins because it's original, and to prove that you don't have to be brilliant at drawing to have a good idea. So there. It's my decision and I'm not going to change it no matter what you say. Well done Mark Bramley From Nottingham.

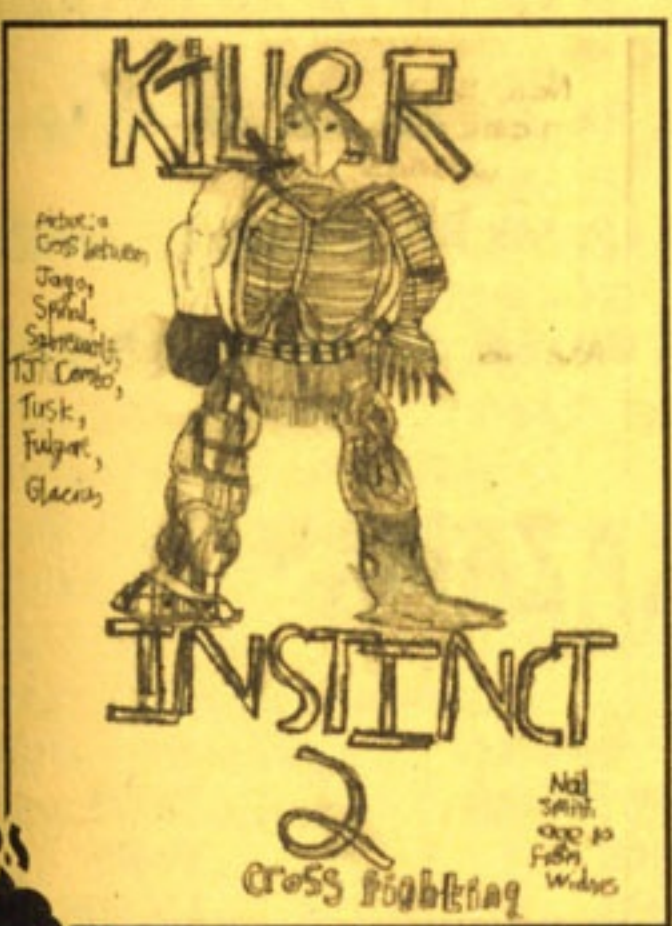
FREEPLAY



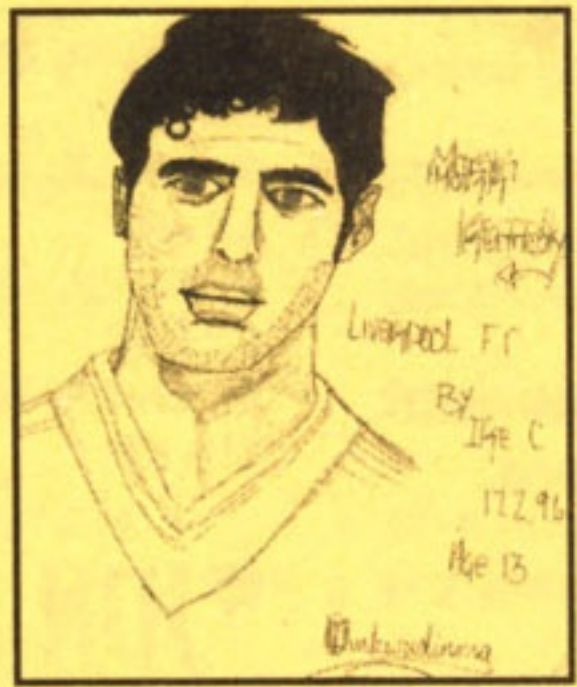
From the gory hand of Kyler.



Worms. You either love 'em or hate 'em. From Dave Sherry.



Cross Fighting? Yeah, not bad Neil Smith.



A Topping pic of Liverpool winger Mark Kennedy. From Ike C. Ey! Calm down Ike. P.S. Why does John Barnes wear such stupid looking boots?



Yikes, this is scary. Kindly supplied by Alex Ortiz.



Turd alert, turd alert! I detect the use of tracing paper. Gary Casey from London. Who's this little chappy getting his din dins? From Stephen Fernandez of Cornwall.



A tasty little gem from the steady hand of Ed Attrill.



Hmmmm.



Mike Foden begged for this to go in.



A well-coloured scene from Mohammed Fahim. Saudi Arabia. Looks sort of like a playing card.



TALENT CORNER

Wai Cheung

I reckon this bloke's stuff is top-notch. Plenty of action, movement, difficult angles and a nice flowing style. Keep up the good work Wai.



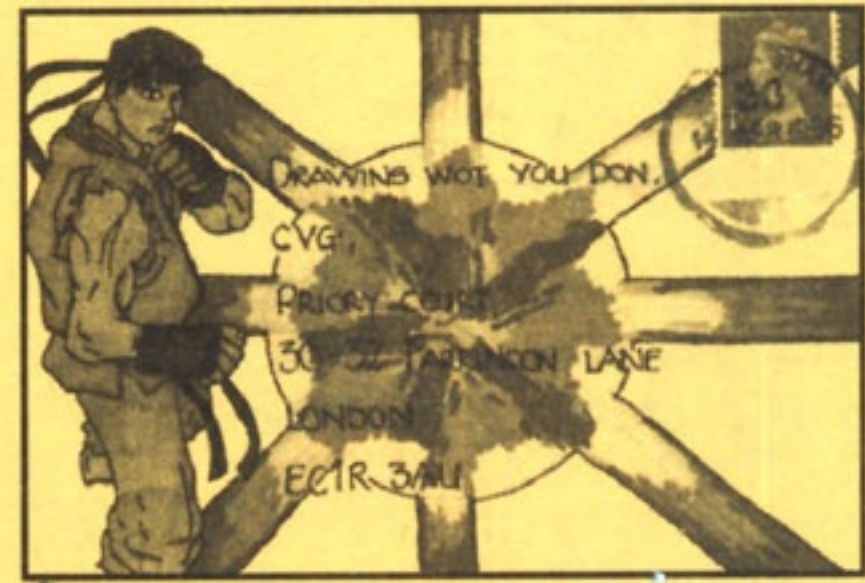
Knuckles v Mario. SNORE, SNORE. Saed Hussain from Brum.



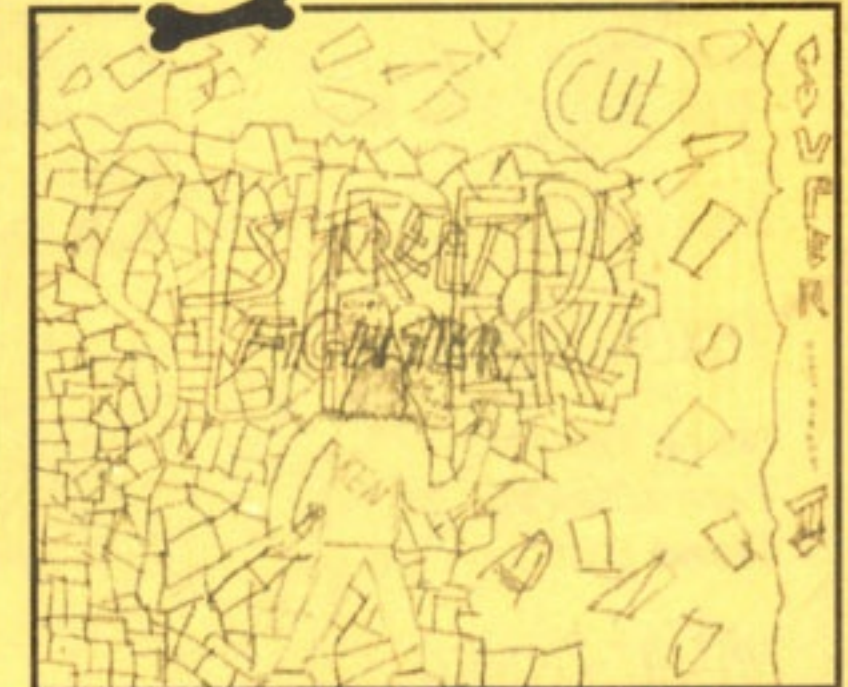
Nice style, N. Hampton.



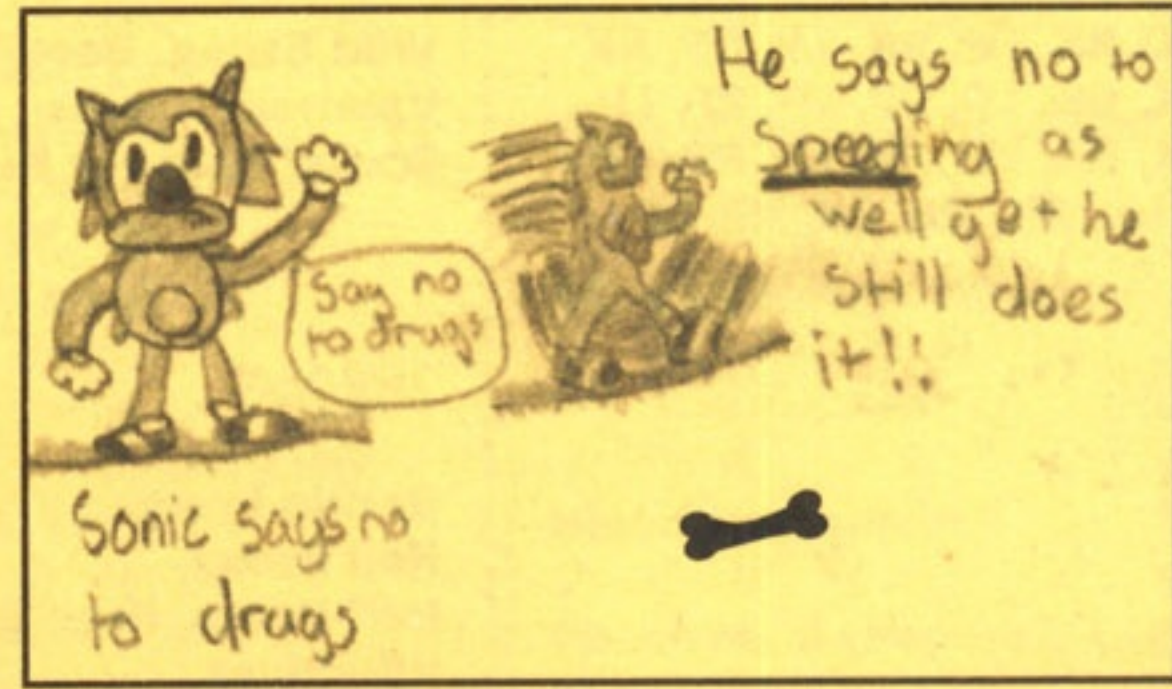
Oi! I thought I said NO MORE RAYMAN.



Hey it's my address! Cheers for reminding me where I live Abdul Iqbal from Birmingham.



Bricks, bricks and more bricks. Courtesy of JJ Warrington also known as James or Wazza.



That's right kids, just say no to drugs. From Sami HamLaoui.

Drawings not you don

FREEPLAY

ARCADE AND PLAYSTATION GUIDE

TEKKEN 2



Here is a pretty complete moves list for all the characters. There are a few more variations on some of the combination strikes, and there are a few basic attacks which aren't listed.

KEY

- LP Left Punch
- RP Right Punch
- LK Left Kick
- RK Right Kick
- + Press at the same time
- , Press in sequence
- f Tap Forwards
- b Tap Backwards
- u Tap Up
- d Tap Down
- N Leave the stick or joypad neutral

NOTE: Directions written in capitals mean that you must hold the direction while pressing the attack buttons.

GENERAL MOVES

Every character can throw from behind by pressing either RP+RK or LP+LK.

Everyone can attack a downed opponent by pressing either u+RP or U+RP.

Everyone can stamp on a downed opponent by tapping f, f, F and running over them.

- Catapult df+RP+RK
- Backbreaker d, db, b+RP
- Pyramid Driver d, df, f+LP

10-HIT COMBOS

1. D+RP, LP, LP, LP, RP, LP, RP, LP, LP+RP, LP+RP
2. uf+LP, LP, RK, LK, RK, LP, RP, LP, LP+RP, LP+RP
3. D+RP, LP, LP, LP, RP, LP, RP, LP, D+LP+RP, LP+RP
4. uf+LP, LP, RK, LK, RK, LP, RP, LP, D+LP+RP, LP+RP

TEKKEN 2 ARCADE & PLAYSTATION GUIDE

HEIHACHI MISHIMA

TECHNIQUES

- Shining Fists LP, LP, RP
- Devil Fists LP, RP, RP
- Double Uppercut df+LP, RP
- Thunder Godfist f, N,d, df+LP
- Wind Godfist f, N,d, df+RP
- Left Axe Kick f, f+LK
- Corpse Splitter UF+RP+RK
- Sky Foot Slice f, f, f+LK
- 2 Jumping Kicks uf+LK, RK
- Right Axe Kick f+RK
- Crushing Kick f, uf+RK, LK
- Screw Blade Leg Attack uf+RK, RK
- Hell Sweeps, Axe Kick f, N,d, DF+RK, RK, RK, N+RK, RK
- Death Fist b, d, f+RP
- Tile Splitter D+LP
- Tile Splitter, Death Fist D+LP, RP
- Demon Godfist f, f+RP
- Unblockable Demon Tile Splitter D+LP+RK
- Slice Kick f, N,d, df, N+LK
- Low Slice Kick f, N,d, df+LK
- High Kick, Axe Kick Crouch, release, then press RK, RK
- Shadow Foot b, b, b

THROWS

- Neck Breaker LP+LK
- Powerbomb RP+RK
- Head Butt f, f+LP+RP

10-HIT COMBOS

1. DF+LK, RP, RP, RK, RK, LP, RK, LP, RP, RK
2. DF+LK, RP, RP, RK, RK, LP, RP, LP, RP, LP
3. DF+LK, RP, RP, RK, RK, LP, RK, LP, RP, LP f,
4. F+RP, LP, RP, RP, LK, RK, RK, LP, RP, LP

JACK-2

TECHNIQUES

- Hammer Combo LP, LP, LP
- Punch+Elbow RP, LP
- Hammer Knuckle df+LP+RP
- Bravo Knuckle d+LP+RP
- Machine-gun Knuckle db+LP, LP, LP, LP, LP, RP
- Megaton Knuckle b,db,d, df+RP
- Megaton Strike D+LP, RP
- Gigaton Punch b, d, f(1-5 times)+LP
- Power Scissors f, f+LP+RP
- Meltdown D+LP+RP
- Scissors, Meltdown f+LP+RP, LP+RP
- Scissors, Megaton Punch f+LP+RP, df+RP
- Creeping Punches DF+LP, RP, LP or DF+RP, LP, RP
- Double Uppercut, Double Hammer - Crouch, release, then press LP+RP, LP+RP
- Double Hammer, Double Uppercut LP+RP, LP+RP
- Hip Press uf+LK+RK
- Sit Down D+LK+RK
- Quick Jump U (as soon as you sit)
- Sit Down, Hop Forward, Sit Down D+LK+RK, LK+RK
- Blade Fan (while sitting) LP, RP, LP, RP
- Violent Uppercut Crouch, release, then press LP
- Cossack Kicks db+LK, RK, LK, RK, LK, RK
- Hammer Rush D+LP, LP, LP, RP, (d+LP or df+LP or f+LP)
- Wild Swing, Backfist D,f+LP, RP, LP, LP
- Uppercut Series df,RP, LP, RP, LP
- Spring Hammer Punch (while on the floor) D+LP+RP

THROWS

- Gorilla Press RP+RK
- Hell Press LP+LK
- Hell Press, Face Basher LP+LK, LP+RP
- Piledriver db,f+LP+RP

JUN KAZAMA

TECHNIQUES

- Middle Screw Punch F+LP
- Forward Punch F+RP
- Cartwheel Kick LK+RK
- Punch-Kick Combo LP, LK
- Turning Punch, punch, kick LP+RK, RP, RP
- 1-2 Punch LP, RP
- Spin Kick F+RK
- Low Spin Kick d+RK
- Can-Can Kick D+LK+RK
- Leg Sweep LK, RK
- Leg Sweeps, Cartwheel Kick LK, RK, RK, RK, LK
- Spinning Super Kick F+LK
- 2 Punch Combo LP, LP
- Backflip Kick b+LK
- Backflip Kick, Sweeps b+LK, RK, RK, RK
- Backflip Kick, Upper Counterattack b+LK, RP
- B+(LP+LK or RP+RK)

THROWS

- Spinner RP+RK
- Arm Hold LP+LK
- White Mountain df+RP+LK

10-HIT COMBOS

1. Crouch, release, then press RP, LP, LP, LP, RP, LP, RK, LK, LK+RK
2. Crouch, release, then press RP, LP, LP, LP, RP, LP+RK, LP+RK, LP, LK+RK, LK+RK

KING

TECHNIQUES

- 1-2, Uppercut LP, RP, LP
- Ali Kick D, df+RK (1-5 times)
- Ali Kick(s), Middle Smash d+LK+RK, (RK),RP





Smash Uppercut f, f+RP
Flying Cross Chop f, f+LP+RP
Jail Kick f, f+RK
Drop Kick LK+RK
Satellite Drop Kick f, f, f+LK+RK
Dynamite Uppercut D, DF+RP
Knuckle Bomb uf+LP+RP
Short Elbow Drop d+LP+RP
Elbow Drop (while jumping) RP+RK
Double Knee Drop (while jumping) LK+RK
Punch-Uppercut RP, LP
LowPunch-Uppercut D+LP, RP
Unblockable Jaguar Lariat F+LP+RP
Unblockable Flipping Body Splash F+LP+RK
Frankensteiner df+LK+RK
Stomach Smash f, f, N+RP
During Stomach Smash...
Jaguar Backbreaker LP+RP
Jumping Powerbomb LP+RP, u,d+LK+RK

THROWS

Coconut Crush LP+LK
Brain Buster RP+RK
Giant Swing f, b, d, f+LP
Tombstone Piledriver db,f+LP+RP
DDT db,db+LP+RP
Jaguar Driver d, df, f+LP
Figure-4 db+LP+RP
Reverse Arm Clutch f, DF+(LP+LK or RP+RK)
During Reverse Arm Clutch...
Backdrop RP, LP, LP+RP
During Backdrop....
German Suplex LK+RK, LP+RP
During German Suplex...
Powerbomb LP, RP, LK+RK
During Powerbomb...
Giant Swing RP, LP, LK, RK
Ankle Lock f, DF+RP+LK
During Ankle Lock...
STF LP, RP, LK, LP, LP+RP
Scorpion Death Lock LP+RP, LK, LP, LP+LK
Indian Death Lock LP+RP, LP, LK, LP+RP+RK
During Indian Death Lock...
Romero's Special LP+RP, LK, RK, LP+RP, LP+RP+LK+RK

10-HIT COMBOS

1. LP, RP, LP, LP, RP, RK, RK, RK, LP, LK
2. LP, RP, LP, LP, LK, LK, RK, LK, RP, LP+RP
3. LP, RP, LP, LP, RP, RK, RK, RK, LP, LP
4. LP, RP, LP, LP, LK, LK, RK, RK, LP, LK
5. LP, RP, LP, LP, LK, LK, RK, RK, LP, LP

LEI WULONG

TECHNIQUES

Punch, Turning Fist LP, RP
High Crescent, Turning Heel Sweep LK, LK
Front Kick Crouch, release, then press RK

Quick Turn b+LK+RK
Fall Over d+LK+RK
Backflip Kicks (while facing away) LK+RK (up to 3 times)
Crescent, 2 punches, kicks f+RK, LP, RP, LK, RK or d+RK
Crescent, 2 punches, low kick F+RK, LP, RP, LK or RK
Flying Wheel Kick, Quick Drop RK, LK
Jumping Crescent(s) LK, RK, U (1-3 times)
Spinning Foot Sweep, (Jumping Hook Kick) db, RK, (RK)
Dropping Ankle Kick, (Rolling Kicks) RK, RK, (LK), (LK), (LK)
Charging Punches f, N+RP, LP, RP, LP
Running Punches, low kick f, N+LP, RP, LP, RP, LK or RK
Charging Crescent, Front kick (or sweep) f, N+LK, RK or d+RK
Jump up Kick (when on floor) LK+RK
Double Jump up Kick (when on floor) LK, RK
Pose B+LP+RK
During Pose...
Phoenix Kick RK
Step-In Sidekicks LK, LK, LK, LK, LK

THROWS

Jumping Bird LP+LK
Sleeper Hold RP+RK
Tai Trip f, f+LP+RP

10-HIT COMBOS

1. LP, RP, LP, LK+RK, RP, LP, RK, LP, RP, LK
2. LP, RP, LP, LK+RK, RP, LP, RK, LP, RK, RK
3. LP, RP, LP, LK+RK, LK+RK, LK+RK, LP, LP, RP

MARSHALL LAW

TECHNIQUES

1-2 punch LP, RP
Left Fist Flurry LP, LP, LP, LP, LP
Dragon Knuckle Combo RP, RP or F+RP, RP, RP
Step-In Middle Kick df+LK
3 high kicks LK, LK, LK
High kick(s), Middle kick LK, (LK), F+LK
Shinkick D+LK
Shinkick, High kicks, Middle kick D+LK, LK, (LK), F+LK
Lowkick-flipkick D+LK, RK
Lowkick-flipkick d+RK, LK
2 flipkicks LK+RK, LK
Crescent Kick RK, u+LK
Jumpkick, flipkick u+LK, RK
High Kick, Flip Kick RK, u+LK
High Flip Kick D, U+RK
Low Flip Kick D, u+RK
Flip Drop D, u+LK+RK
Spinning Kick Combo RK, LK, RK
Dragon Slide D, df, df+LK
Dragon's Tail db+RK
Dragon Slash f, f, f or while

Dragon Fang running+LK
db+LP+RP
(u, u to cancel)

THROWS

Dragon Dive LP+LK
Dragon Knee f, f+LK+RK
Chastisement Punch RP+RK
during Chastisement Punch...
Dragon Fall LP, RP, LP+RP

10-HIT COMBOS

1. df+LP, RP, RP, LP, LK, LK, LK, RK, LK, RK
2. df+LP, LK, RP, RP, LK, D+LK, D+LK, LK, RK, RK
3. df+LP, RP, RP, LP, LK, LK, D+LK, (RK,RK, RK
4. df+LP, LK, RP, RP, LK, D+LK, D+LK, RK, RK, RK
5. df+LP, LK, RP, RP, LK, LK, LK, RK, LK, RK

MICHELLE CHANG

TECHNIQUES

Punch, rear sneak RP, b
Rushing Uppercut f+LP
Charging Punches LP, LP, LP
Side Spin, Kick LK+RK, RK
2 punches, lowkick or high kick LP, RP, LK or RK
2 punch Combo df+LP, LP
Death Push, Big Punch df+RP, LP
(1st hit must connect)
Double Strike LP+RP
Death Push, lowkick or high kick df+RP, LK or RK
Front Leg Sweep D+RK
Front Leg Sweep, Uppercut D+RK, LP
Front Leg Sweep, High Kick D+RK, N+RK
Front Leg Sweep, Fan Kick D+RK, D+RK
Kick, lowkick, uppercut RK, RK, LP
Punt Kick df+LK
Jumping kick f, f, f
or while running +LK
Dashing Left Elbow f, f+LP
Dashing Punch d, df+LP
Dashing Right Elbow D, df+RP
Dashing Elbow, Kick f, f+LP, RK
Club Fist, Sweep, Bow Leg LP+RK, LK
Death Push, Punt Kick, Uppercut RP+LK, LP
Slice Uppercut Crouch, release, then press RP
Slice Uppercut, Elbow Crouch, release, then press RP, RP
Slice Uppercut, Charging Punches Crouch, release, then press RP, LP, LP
Slice Uppercut, Kicks or Uppercut Crouch, release, then press RP, RK, RK or D+RK or LP
Blue Sky Cannon Crouch, release, then press RK
Punches, Sweep-Bow Leg LP, LP, RK, LK
Super Uppercut F+LP+RK





Earthquake Stomp UF+LK+RK
 Back Leg Sweep D, df+RK
 Back Leg Sweep, Penetrating Bow Leg D, df+RK, LK

THROWS

Front Suplex LP+LK
 Fisherman Suplex RP+RK
 Nelson Suplex df+LP+RP
 German Suplex (while going behind) LP+RP

10-HIT COMBOS

1. RP, LP, LP, RP, LK, LK, LK, RK, RK, LP
2. RP, LP, LP, RP, LK, LK, RP, LK, RP, LP
3. RP, LP, LP, RP, LK, LK, RP, LP, RK, LK

NINA WILLIAMS

TECHNIQUES

Downward Chop B+LP
 Double Smash RP, RK
 Double-Palm f, f+LP+RP
 Uppercut+Punch df+LP, RP
 2 Punches, Double-Palm LP, RP, f+LP+RP
 Rib Kick Crouch, release, then press RK
 Kneeling Kick f, f+RK
 Bone Cutter f, f,(f or F)+LK
 Forearm Chop d, db, b+RP
 Triple Smash LP, RP, LK or RK
 High Kick, Lowkick, Uppercut RK, LK, RP
 Lifting Back Kick db+LK
 Falling Ankle Kick, (Back kick) db+RK, (LK)
 P-K Combo RP, LK
 P-lowkick combo RP, d+LK
 Lowkick, Uppercut d+LK, RP
 2 punches, Jumping Kick LP or df+LP, RP, uf+LK

Two punches, lowkick, uppercut df+LP, RP, d+LK, RP
 Head Ringer df+LK, RK
 Flash Combo df+LK, LP, RP
 Rapid Kick Combo df+LK, LK, LK, (LK or RK or LP or RP)

Swan Combo df+LK, RP, (LK or d+LK or RK or LP)
 Hunting Kicks uf+RK, LK, RK
 Unblockable Hunting Swan db+LP, RP (u, u to cancel)
 Counterattack b+LP+RK or b+RP+LK

THROWS

Arm Turn LP+LK
 Lifting Toss RP+RK
 during Lifting Toss...
 Falling Elbow LP, RP, LP
 during Falling Elbow...
 Arm Lock RP, LP, LK
 Neck Throw F+LP+RP
 Embracing Elbow Strike df,df+LP
 Scissorleg Takedown d, df, f+LK+RK

During Scissorleg Takedown...
 Achilles Hold LK+RK, RK, RP, LP+RP

During Achilles Hold...
 Turning Achilles Hold LP, LK, RP+RK, LK+RK, LP+RP
 Twisted Knee LK, LP, RK, RP+RK
 Palm Grab d, df, f+LP+RP

During Palm Grab...
 Arm Bar LK, RK, LK, LP+RP
 Elbow Lock LP, LK, RK, LP
 During Elbow Lock...
 Double Arm Hyperextension LK, LP, RK, LP+RP, LP+RP
 Falling Shoulder Lock RP, LP, LK, RK, LP+RP

10-HIT COMBOS

1. LP or df+LP, RP, LP, RP, LK, LK, RP, LP, RP, RK
2. LP or df+LP, RP, LP, RP, LK, LK, RP, LP, RK, LK
3. LP or df+LP, RP, LP, RP, RK, LK, RK, RP, RK, LK

PAUL PHOENIX

TECHNIQUES

1-2 Combo LP, RP
 P-K Combo RP, LK
 P-lowkick Combo RP, D+LK
 Double Jumpkick uf+LK, RK
 Somersault Kick f, f+RK
 Jumping Kicks, mid kick f, f+LK, RK, RK
 Jumping Kicks, low kick f, f+LK, RK, LK
 Tile Splitter D+LP
 Tile Splitter, Death Fist D+LP, f+RP
 Falling Leaf Combo D+RK+RP
 Elbow Strike D,f+RP
 Death Fist d, df, f+RP
 Stone Splitter D+RP
 Tile-Splitter, Falling Leaf Combo D+LP, RK, RP
 Flash Elbow f, f+RP
 Unblockable Death Fist b+LP+RP
 Elbow Strike, Death Fist D, df+RP, LP
 Elbow Strike, Lifting Leg Punch D, DF+RP, RP
 Counterattack b+LP+LK or b+RP+RK

THROWS

Shoulder Throw LP+LK
 Shoulder Popper RP+RK
 Striking Shiho-Nage df+LP+RP
 Stomach Throw LP+LK+B
 Shoulder Ram f, f+LP+RP
 Standing Tackle db+LP+RP
 During Standing Tackle...
 Black Strangle RP, LP, LP, LK, RK, LP+RP

10-HIT COMBO

1. LP, RP, LK, RP, LP, RP, LP, RK, RP, LP
2. LP, RP, LK, LP, RK, RP, LP, RK, RP, LP

YOSHIMITSU

TECHNIQUES

Punch-Kick Combo LP, LK
 P-lowkick Combo LP, D+LK
 Lightning Kick(s) LK, (RK)
 Jumping Knee f, f+RK
 Flipping Stomp uf+LK+RK
 Teleport B+LK+RK (1-6 times)
 Sit Down D+LK+RK
 Kangaroo Kick RK, LK
 Helicopter Stomp UF+LP+RP, D
 Unblockable Shoulder Cut db+LP
 Unblockable Charging Shoulder Cut db+LP, N,DB,LP

Unblockable Sword Thrust b, b+LP
 Unblockable Samurai Cutter D, db, b+LP
 Spinning Hilt Strikes B+LP (1-6 times)
 Spinning Leg Strikes DB+LK (1-5 times)
 Falling Tree Kick f+RK (during leg strikes 1-4)

Spinning Fist Strikes DB+RP
 Spinning Sweep D, df+LK
 Saw Blade b, b+LP, LP
 High Kicks RK, RK, RK
 Backfist F+RP (spins opponent)

Fake Suicide f, f+LP+RK, N
 Turning Suicide f, f+LP+RK
 Standing Suicide D+LP+RK
 Spiral Launch f, f+LK+RK
 During Spiral Launch...
 Spiral Dive LP+RP
 During Spiral Dive...
 Kangaroo Kick LK+RK

THROWS

Flying Body Press LP+LK
 Jawcrusher RP+RK
 MX Missile d, db, b+LP+RP

10-HIT COMBO

1. LP, RP, LP, RK, RK, RK, LP, LP, LP, LP
2. LP, RP, LP, RK, RP, RP, RP, RK, LP, LP
3. RK, RK, RP, RP, RK, RK, LP, LP, LP, LP

BRUCE IRVIN

TECHNIQUES

Jumping Punch LP+RP
 Lunging Front Kick f, f+RK
 Sidestep Elbow F+LP+RP
 Triple Elbows F+LP, RP, LP
 Triple Knees B+RK, LK, RK
 1-2 High Kick LP, RP, F+RK
 1-2 Low Kick LP, RP, D+RK
 Front Kick B+LK
 Front Kick, Knee B+LK, RK
 Roll b, b, LK+RK
 Unblockable Dashing Hook b+LP+RP+LK
 Mega Roundhouse f, F+LK
 Sidewinder B+LP+RK





BAEK DOO SAN

TECHNIQUES

Backfist f+RP
Butterfly Kicks LK, LK, LK, RK
Butterfly Needle LK, LK, LK, d+RK
Hammer Heel f, f+RK
Black Widow Combo LK, LK, RK, RK
Albatross Crouch, release, then press RK, RK, LK

Baek's Rush D+RK, LK, LK, LK
Wing Blade f, d, DF+LK
Hunting Hawk uf+LK, RK, LK
Axe Kick f, f+LK
Triple Threat F+RK, RK, LK
Super Axe Kick db+LK+RK
3 Leg Kicks D+LK, LK, LK
2 Leg Kicks, Lowkick or High Kick D+LK, LK, (D+LK or N+LK)
Flamingo b, b+LK

During Flamingo...
Sidestep B
Heel Kick b+LK
Flamingo Hurricane LK, RK, RK, RK, LK

THROWS

Rolling Throw LP+LK
Rolling Smash f+RP+RK or f, f+RP
Swordfish Throw db+LP+LK
Another Rolling Throw RP+RK

10-HIT COMBO

1. RK, LK, LK, RK, LK, LK, RK, LK, RK, LK
 2. RK, LK, RK, LK, LK, LK, LK, LK, RK, LK
 3. RK, LK, LK, RK, LK, LK, LK, RK, LK, LK

KUMA

TECHNIQUES

Bear Knuckle LP+RP
Sit Down LK+RK
Punch Combo LP, LP, LP
Bear Heavy Cannon F+LP, LP, LP
Spring Hammer (opponent down) d+LP+RP

Double Upper Crouch, release, then press LP+RP
Double Hammer D+LP+RP, LP+RP
Hip Press uf+LK+RK
Upper Lash df+LP, RP, LP, RP
Megaton Claw b, d, f+RP
Bear Scissors f+LP+RP
Mad Swing D, df+LP, RP, LP, LP
Blood Claws LP, RP, LP, RP
Charging Claw b+LP+RP
Salmon Hunt b, f+RP+LK

THROWS

Bear Hug RP+RK
Bear Crush LP+LK
Bite f+RP+RK

10-HIT COMBO

1. LP, RP, LP, LP, LP, RP, LP, RP, LP, LP+RP, LP+RP

ANNA WILLIAMS

TECHNIQUES

1-2 Punch LP, RP
Destruction Palm f, f+LP+RP
Unblockable Hunting Swan db+LP+RP
Triple Smash LP, RP, RK
Punch, Kick RP, RK
Punch, Low Kick RP, D+RK
Stab Crouch, release, then press f+LP
Flip Kick f, f+RK
Small Somersault Kick D, u+RK
Big Somersault Kick D, U+RK
Rapid Kicks df+LK, LK, LK, LK
Hunting Kicks uf+RK, LK, RK
Rave Kick D+LP, D+RK
Scissors d+LP+RP
Bone Cutter f, f, f, LK
Cross Cuts b+LP, LP, LP
Counterattack B+LP+RK or B+RP+LK

THROWS

Toss RP+RK
Arm Flip LP+LK
Neck Toss LP+LK, f
Palm Grip d, df, f+LP+RP
During Palm Grip...
Arm Twist LP+LK, RK, LP+RP
During Arm Twist...
Arm Hold LP+RP, RK, LK, LP+RP, LP+RP, LP+RP, LP+RP

Neck Hold LK, RK, LK, LP+RP
Upside Down Hold LP, LK, RP, LP
During Upside Down Hold...
Bar Throw RP, LK, LP+RP, LK+RK, LP+RP
Back Bar LK, LP, RK, LP+RP, LP+RP
Throw Hold RP, LP, LK, RK, LP+RP

10-HIT COMBO

1. LP or df+LP, RP, LP, RP, LK, LK, RP, LP, RP, RK

KUNIMITSU

TECHNIQUES

Stab db+RP
Slice b+RP

Puncing Elbow f, f+LP+RP
Spinning Back, Roundhouse LK, LK
Double Breaker df+LP, RP
Sniper Combo b+RK, LK, RK
Lunging Mid Kick df+LK+RK
Cyclone Move df+LK
During Cyclone Move...
Tornado Upper LP

THROWS

Soft Knee RP+RK
Hard Knee LP+LK
Forward Knee Kick d, df, F+LP+RP+RK
During Forward Knee Kick...
Low Left Knee LK, LP+RP+LK
Head Throw LP+RP, LP+RP, LP+RP, LP+RP
During Low Left Knee...
Turning Knee Kick LP, LK, LP+RP+RK
During Turning Knee Kick...
Flying Knee Kick RP, RK, LP, LP+RP+RK

ARMOR KING

TECHNIQUES

Satellite Drop Kick f, f, f, LK+RK
King Kick f, f, RK
1-2 Punch LP, RP
1-2, Upper LP, RP, LP
Dynamite Upper D, df+RP
Explode f, f+LK+RK
Straight Kick f, f, RK
Knuckle Bomb uf+LP+RP (hold D for more power)
Shoulder Strike f+LP+RK
Shin Kicks D, DF+RK, RK, RK, RK, RK
Elbow Drop (while jumping) RP+RK
Grand Smash f, f, N+RP
Flying Chop f, f, LP+RP
Knee Drop u+LK+RK
Frankensteiner df+LK+RK
Black Smasher f, N, d, df+RP
Dark Smasher f, N, d, df+LP
Arrow Straight b+LP+RK

THROWS

Brain Buster RP+RK
Coconut Crush LP+LK
Tombstone Piledriver db, F+LP+RP
Jaguar Driver d, df, f+LP
DDT db, db+LP+RP
Giant Swing f, b, d, f+LP

10-HIT COMBO

1. LP, RP, LP, LP, RP, RK, RK, RK, LP, LK



Punch, Kick RP, LK
 Punch, Low Kick RP, D+LK
 Triple Kicks RK, RK, RK
 Spinning Wheel uf+LK+RK
 Dew Kick D, df+LK
 Storm Attack f, f, RK
 Dash Attack f, f, RP
 Lightning Kicks LK, RK
 Spinning Hilt B+LP (1-6 times)
 Spinning Kicks DB+LK (1-5 times)
 During Spinning Kicks...
 Tree Felling Kick f+RK

THROWS

Double Break RP+RK
 Rain Drop LP+LK
 Back Throw db+LP+LK
 Heat Wave f, f, LK+RK
 During Heat Wave...
 Grass Slice LP+RP

10-HIT COMBO

1. LP, RP, LP, RK, RK, RK, LP, RP, LK, RP

LEE CHAO LAN

TECHNIQUES

1-2 Punch LP, RP
 Stepping Kick df+LK
 Spinning Kicks RK, LK, RK
 Rave War Combo F+RP, RP, RP
 Low Somersault Kick D, u+RK
 High Somersault Kick D, U+RK
 Somersault Fall D, u+LK+RK
 Left Jabs LP, LP, LP, LP, LP
 Knuckle Combo RP, RP
 Triple High Kicks LK, LK, LK
 Unblockable Charging Fang db+LP+RP
 (u, u to cancel)
 Slide Trip f, f, N+LK+RK
 Slide Kick D, df, df+LK
 Slam RK, u+LK
 Cyclone D+LK+RK
 Shoulder Drop f, f, LK
 Backflip b, b, N+LK+RK
 Blaze Kick D, db+RK
 Infinity Kicks Crouch, release, then press LK, LK, D+LK, LK
 During Infinity Kicks...
 Infinite High Kicks U+LK (repeat)
 Infinite Low Kicks D+LK (repeat)

THROWS

Chastisement Punch RP+RK
 Neck Snap LP+LK
 Knee Dive f, f, LK+RK

10-HIT COMBO

1. df+LP, RP, RP, LP, LK, LK, LK, RK, LK, RK

PROTOTYPE JACK

TECHNIQUES

Jack Hammer LP, LP, LP
 Overhead Hammer LP+RP
 Hammer Crouch, release, then press LP+RP
 Double Hammer D+LP+RP, LP+RP
 Spring Hammer (opponent on floor) D+LP+RP
 Knuckle Upper DF+LP, RP, LP, RP
 Megaton Blast b, d, f+RP
 Gigaton Punch b, d, f+LP (1-5 times)
 Megaton Upper b, d, DF+LP
 Dive Bomb LK+RK, LK+RK, LK+RK
 Power Scissors f+LP+RP
 Winding Punches D, df+LP, RP, LP, LP

Hammer Hits High D+LP, LP, LP, RP, F+LP
 Hammer Hits Low D+LP, LP, LP, RP, D+LP
 Blaster D+LP, RP
 Darkness Cutter F+RK, LP
 Head Slide F+LK+RK
 Hip Press uf+LK+RK
 After Hip Press...
 Fan Hits LP, RP, LP, RP
 Sit Down D+LK+RK
 During Sit Down...
 Leg Swipes LP, RP, LP, RP

THROWS

Lift and Slam RP+RK
 Hell Press LP+LK
 Megaton Throw RP+RK, db, d, df+RP
 Slap Down db+RP+LK

10-HIT COMBO

1. d+RP, LP, LP, LP, RP, LP, RP, LP, LP+RP, LP+RP

GANRYU

TECHNIQUES

Triple Punch LP, LP, LP
 Punch, Elbow F+RP, LP
 Double Swing LP+RP
 Knock Over B+LP+RP
 Stomp d+RK
 Running Punches LP, RP, LP, RP, LP, RP, LP, RP
 Spring Hammer Crouch, release, then hold D+LP+RP
 Double Upper Crouch, release, then press LP+RP
 Megaton Thruster b, d, f+RP
 Clash b, d, f+LP
 Scissors F+LP+RP
 Hip Press uf+LK+RK
 Hopping Palm D+RP, RP, RP (repeat)
 Right Upper D, df+RP
 Thunder Slap df+RP+LK
 Shaving Push D, df+LP, RP, LP, LP
 Flip Punch Crouch, then press D+LP+RP
 Sumo Smash High D+LP, LP, LP, RP, F+LP
 Sumo Smash Low D+LP, LP, LP, RP, D+LP

THROWS

Hip Throw RP+RK
 Sumo Hold LP+LK
 Sumo Slap f, f, RP+LK
 Overhead Throw RP+RK, f

WANG JINREY

TECHNIQUES

Thigh Hit df+LK
 Triple Punch Combo LP, LP, LP
 High Arrow b, b, LP
 Collapsing Fist d, df, f+RP
 Double Palm f, f, LP+RP
 Double Stab DF+LP+RP
 Catch Beat (crouching) D+RK, LP
 Sway Step (while jumping) LK+RK
 Left Moon df, df, RP+RK
 Fast Thigh Beat RK, RK, RK
 Rolling Stone B+LP+LK+RK
 Unblockable Charge Fist B+LP+RP
 Counterattack B+LP+LK or B+RP+RK
 Cut Down Crouch, release, then press RP
 During Cut Down...
 Double Cut Down LP, LP
 Knock Down DF+RP
 During Knock Down...
 Big Knock Down LP

THROWS

Take Down RP+RK
 Neck Throw LP+LK

10-HIT COMBO

1. RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

KAZUYA

TECHNIQUES

1-2, Straight Combo LP, LP, RP
 1-2, Backfist LP, RP, RP
 Forward Flip RK, LK
 Lightning Uppercut f, N, d, df+RP
 Dragon Punch (Side Kick) f, N, d, df+LP (LK)
 Jumping Side Kick f, f, f, LK
 Double Uppercuts df+LP, RP
 Two Spinning Sweeps f, N, d, DF+RK, RK
 Charging Spinning Dragon Punch B+LP+RK
 Jump Kick, Low Sweeps uf+RK, RK, RK, RK
 Double Overhead Kick df+RK, RK

THROWS

Shoulder Toss RP+RK
 Double Face Kick LP+LK
 Headbutt f, F+LP+RP

10-HIT COMBOS

1. f, F+RP, LP, RP, RP, LK, RK, RK, LP, RP, LP
 2. f, F+RP, LP, RP, RP, LK, RK, RK, LK, RP, LP
 3. f, F+RP, LP, RK, RK, RP, RK, LK, RP, LP

ROGER/ALEX

TECHNIQUES

4 Punches, Power Punch f, F+LP, RP, LP, RP, LP
 Unblockable Wind-up Punch B+LP
 Quick Rabbit Punch f, N+LP
 Crawling Floor Kicks db+RK, LK, RK, LK, RK
 During Crawling Floor Kicks...
 Backwards Roll B
 Floor Kick, Side Floor Kick db+RK, LP
 Double Drop Kick b+LK+RK
 Dragon Punch f, N, d, df+LP
 Turn db+LK
 1-2, Upper LP, RP, LP
 Dropkick LK+RK
 Spinning Dropkick f, f, f, LK+RK
 Straight Face Kick f, f, RK
 Shin Kicks d+LK+RK, RK, RK
 Jumping Dive f, f, LP+RP
 Frankenteiner df+LK+RK

THROWS

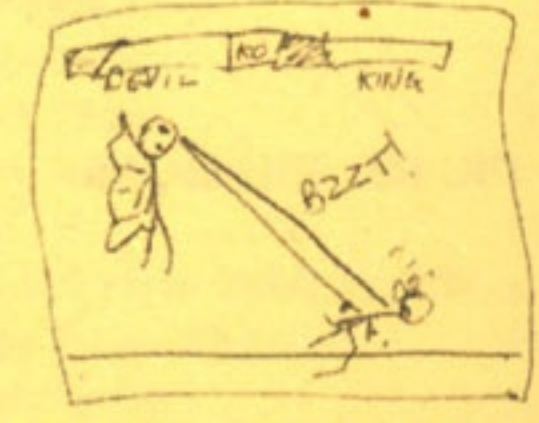
Brain Buster RP+RK
 Headbutt LP+LK
 DDT db, DB+LP+RP
 Piledriver db, F+LP+RP

DEVIL/ANGEL

Devil and Angel are identical to Kazuya, except for the fact that they can also perform these two laser attacks.

TECHNIQUES

Standing Laser LP+RP
 Jumping Laser LK+RK



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FREEPLAY

FANZINES

JAN-FEB 1996 ISSUE TWO £2.50

RETROGAMES

EVERYONE IS RETRO CRAZY!!!

Well this is it. Issue two of the worlds only game fanzine has publication in the streets. Go the big question is, was issue one a success, and are these lots of people still interested in the history of computer games? The answer is a huge YES. Initial stocks of the magazine sold out within the first week of our advertisement in Edge, with a further sell out of new stocks the following week. I was expecting a sudden drop in interest as the advert grew older, but not so. Demand has been very consistent and I must thank everyone for the highly encouraging comments they sent with their orders. The feedback I have had from the magazine has been excellent, thanks for the many wonderful letters of praise, and I am glad you all enjoyed the first issue so much that you returned to the sequel.

GAMEFINDER SWAMPED

The Gamefinder service has been saturated with orders, never expected such a huge response and I must apologise to anyone who has had to wait for their copy. King of the wants list is the Vectrex, I have currently 1000 units available for £3500. I think MSB should have started a prison for a hundred months, surprising you would have also been the most on right. I am not a fan of the Vectrex, but I am a fan of the Spectrum. I have only 1000 units left, but I am a fan of the Spectrum. I have only 1000 units left, but I am a fan of the Spectrum.

300 OF THE LIGHTS COME ON!

HYPER RALLY (Amiga) - 4/5
ROAD FIGHTER (Amiga) - 4/5
THE AP KING FU 2 (Amiga) - 4/5
HERMES (Amiga) - 4/5
THE ARCADE 1017 (Amiga) - 4/5
LOAD A CART? (Amiga) - 4/5

RETROFACTS

The Spectrum is making a comeback. It's not a headline from 1984, or an early April Fool's joke. The Spectrum is back in production in India. It's not being made by Sinclair, but by an Indian company who bought the rights from Amstrad. In many Asian countries, it's still considered a comeback. They are cheap to produce and have a proven history of good software and ease of use. Wonder if I could pick up a re-issue of Pac-Man?

GET IT FAST!

Scanline is an authorized with computer piracy that many software companies refuse to release their products there. Started by the creator of Amiga games, Scanline's government failed to acknowledge the problem and implement the laws to handle the situation, and now legal companies manufacture and distribute copied games, even CD PC and 32bit console games.

LOAD A CART?

The new ACETRONIC console is unique in a very strange way. You have to load the software from its cartridge (insert the cart, press the test button, wait two mins before to enter and waiting time, they promise, it's ready.

We're getting some brilliant fanzines sent to us. This is one such example. Featuring reviews and solutions on all-format RPGs, plus anime reviews and an ongoing A-Z of everything to do with RPGs (issue 6's L-M section has Mario, Miyamoto and Mogs, for example), it's essential for RPG fans. To subscribe, call 01925 490910 or e-mail: u5d06@cc.potter.keele.ac.uk

This gets the highest recommendation of our Micro Goblin, Dave Kelsall. It's a very professional publication, written by people who know their stuff about classic games. There's superb reviews (complete with retrofactor rating) and an extensive directory of hard-to-get games you can buy from them. Call 0181 203 8868 to get your copy.

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MOST WANTED

What are you really looking forward to? What games and machines to you want the most? What would you like to see released more than anything else? Send us your top 3 in order - you can make a difference!

ART

Have you seen the standard of game artwork recently? Just look at the terrible Street Fighter Alpha box picture! Show off how good you are and you'll stand a chance of winning one of Hunter's prizes!

TIPS

Any golden nuggets of information you might have for games that you own, or have played, have a home in our Tips section. Ed Lomas will personally evaluate their worth, so make 'em good, okay!

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