

# FREE PLAY

• stop press •

## TOKYO GAME SHOW NEWS!

As this issue of CVG went to press, the first day of the Tokyo Game Show began. The most important event on the gaming calendar since, well, since the launch of VF3 last month. Anyway, it's come too late for us to bring you any hot pictures of anything at the show. However, our fatigued correspondent was able to e-mail us some of the first snippets of info about what was there.

First up, the finished version of *Fighting Vipers* was revealed! Slight glitching and clipping problems from the previous code have now been tidied up. The speed has also been improved. Most important of all though, there's yet another hidden playable character in the game – a bear!!

Even more exciting, is the first look at the Saturn version of *Virtual On*. The conversion of AM3's one-on-one



robot battle-arena game is 40% complete. Definitely expect more on this game next month, including pictures and development details.

On the PlayStation front, the most exciting news is Capcom revealing *Biohazard (Resident Evil) 2*. It seems there's an *Ecco The Dolphin*-style game lined up. Sony have also developed a visor-style headset for their machine. Takara brought out a similar one – compatible with all games for all systems – a few months back. We never covered it in detail because we never expected to see it over here. However, these things just might pick up now. Nintendo 64 stuff included *Pro Baseball*, *Cu-On-Pa (Endorfun)*, the 3D *Doraemon* (blue cat) game, *Turok: Dinosaur Hunter*, *Blade and Barrel*, *Rev Limit*, a golf gam, a helicopter game and Squaresoft's *Wonder Project J2*.

Expect a full show report next month, including full picture features on all the most important stuff!

## RED-HOT RUMOUR DEPARTMENT!

### SONIC EXTREME IN LIMBO!

Rumour has it that *Sonic Extreme* has been put on hold indefinitely. Word is, some Sega executives saw the game in development and didn't think it matched up to the current line-up of Saturn titles. What's more, it seems Yuji Naka is involved in a version of *Sonic Blast* for the Saturn.

### X-MEN VS STREETFIGHTER!

Another rumour just surfaced, claims that Capcom are developing a CPS-2 beat 'em up starring the Street Fighters and X-Men. From the X-Men – Cyclops, Wolverine, Storm, Juggernaut and Magneto feature, with Gambit Rogue and Sabretooth being new characters. *SF Alpha* fighters are Ryu, Ken, Chun-Li, Zangief, Dhalsim, Charlie and M Bison, with a newly drawn Cammy.

The gameplay is said to be close to that of *X-Men*, featuring super-jumps and mid-air combos. Most interesting though, is ability to play two characters at once, switching between them at will using Fierce and Roundhouse. More next month if it's true!

### SUPER VALUE NINTENDO 64s!

From the amount of calls we've been getting, it seems clear some of you are desperate to get hold of Nintendo 64s, but not at some of the ridiculously extortionate prices currently floating around.

Well, following our importer round-up a few months back, we received a call from an importer offering an exceptional deal on N64s. And here's the deal – the machine, specially scart-converted, with one joypad, BOTH games, and a power-converter thrown in, for only £450!! An excellent deal! The only hitch is that the shop is in Wales (unless you live in Wales). Here's the contact address. World Games, Twynlidi Art, Glandwr, Barmouth, Gwynedd, LL42 1TQ. Tel – 01341 281 269. Please note, CVG takes no responsibility for any transaction between shops and customers.

### ALL-NEW RGB CABLE FOR N64

On the subject on Nintendo 64s, the most common problem seems to be getting them working on your telly. Well, there's a remedy. Planet Distribution have a special S-video-to-RGB convertor cable that plugs straight into the N64 and connects directly to a Scart TV (any, not just NTSC). What's more, it doesn't require a power supply. Cost is around £30 and the number to call is 0171 537 3333.



## READERS MOST WANTED CHART

With the N64 launched, you're clearly after the next wave of games. *MK Trilogy* is also popular on all systems – even though it's only coming to PS.

|    |                     |              |
|----|---------------------|--------------|
| 1  | MARIOKART R         | N64          |
| 2  | TIME CRISIS         | PlayStation  |
| 3  | MK TRILOGY          | Saturn       |
| 4  | ZELDA 64            | N64          |
| 5  | N64 PAL             | UK obviously |
| 6  | UK TEKKEN 2         | PlayStation  |
| 7  | STREET FIGHTER 3    | arcades      |
| 8  | MK TRILOGY          | PlayStation  |
| 9  | ADIDAS POWER SOCCER | Saturn       |
| 10 | TOBAL NO.1          | PlayStation  |

Other Most WANTEDs include UK *NIGHTS*, *Sonic 3D*, *Street Fighter Alpha 2* on Super NES, any *Independance Day* game, *Spy Vs Spy* on N64 (?), *One Man And His Droid* on N64 and *Cauldron* on Super NES. Keep them coming in, and remember, if you don't include one we'll bung your mail down the loo and wee on it. You have been warned!

## Contents

|    |                                    |
|----|------------------------------------|
| 1  | News/Readers charts                |
| 2  | Official Charts                    |
| 3  | Retro Computer Cabin               |
| 4  | Virtua Fighter Kids moves and tips |
| 8  | drawinz wot you dun                |
| 10 | Ed's Tips                          |
| 11 | King Of Fighters '96 moves guide   |
| 14 | Quake giblets                      |
| 15 | Classifieds/ fanzines              |
| 16 | Reader ad form                     |

## UK MULTI-FORMAT SALES TOP 20

| THIS | LAST | TITLE                          | FORMAT      | PUBLISHER |
|------|------|--------------------------------|-------------|-----------|
| 1    | 1    | FORMULA 1 GRAND PRIX 2         | PC CD-ROM   | MICROPOSE |
| 2    | 3    | FADE TO BLACK                  | PLAYSTATION | EA        |
| 3    | 4    | INTERNATIONAL TRACK & FIELD    | PLAYSTATION | KONAMI    |
| 4    | 9    | RIDGE RACER REVOLUTION         | PLAYSTATION | NAMCO     |
| 5    | 13   | CIVILIZATION 2                 | PC CD-ROM   | MICROPOSE |
| 6    | 11   | SETTLERS 2                     | PC CD-ROM   | BLUE BYTE |
| 7    | 16   | ALIEN TRILOGY                  | PLAYSTATION | ACCLAIM   |
| 8    | 17   | CHAMPIONSHIP MANAGER 2         | PC CD-ROM   | DOMARK    |
| 9    | NE   | LOADED                         | SATURN      | GREMLIN   |
| 10   | 19   | BIOFORGE CLASSICS              | PC CD-ROM   | EA        |
| 11   | 7    | ATLANTA GAMES '96              | PLAYSTATION | US GOLD   |
| 12   | 10   | COMMAND AND CONQUER            | PC CD-ROM   | VIRGIN    |
| 13   | NE   | WORMS                          | MEGADRIVE   | SEGA      |
| 14   | 18   | LITTLE BIG ADVENTURE CLASSICS  | PC CD-ROM   | EA        |
| 15   | RE   | MAGIC CARPET PLUS CLASSICS     | PC CD-ROM   | EA        |
| 16   | RE   | MONTY PYTHON'S HOLY GRAIL      | PC CD-ROM   | 7TH LEVEL |
| 17   | NE   | NAMCO MUSEUM VOL 1             | PLAYSTATION | NAMCO     |
| 18   | 6    | ALIEN BREED 3D KILLING GROUNDS | AMIGA       | OCEAN     |
| 19   | 12   | WARCRAFT 2                     | PC CD-ROM   | ABLAC     |
| 20   | 8    | DUKE NUKEM 3D                  | PC CD-ROM   | US GOLD   |

## 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 UK TOP 5

- |   |                      |                |
|---|----------------------|----------------|
| 1 | STREET FIGHTER ALPHA | VIRGIN         |
| 2 | ULTIMATE MK3         | GT INTERACTIVE |
| 3 | GUARDIAN HEROES      | TREASURE       |
| 4 | PANZER DRAGON ZWEI   | SEGA           |
| 5 | VIRTUA FIGHTER 2     | SEGA           |

### SATURN IMPORT TOP 5

- |   |                       |            |
|---|-----------------------|------------|
| 1 | FIGHTING VIPERS       | SEGA       |
| 2 | STREET FIGHTER ZERO 2 | VIRGIN     |
| 3 | NIGHTS                | SEGA       |
| 4 | VIRTUA FIGHTER KIDS   | SEGA       |
| 5 | SATURN BOMBERMAN      | HUDSONSOFT |

### PLAYSTATION UK TOP 5

- |   |                    |           |
|---|--------------------|-----------|
| 1 | F1                 | PSYGNOSIS |
| 2 | RESIDENT EVIL      | VIRGIN    |
| 3 | NAMCO MUSEUM VOL 1 | NAMCO     |
| 4 | TRACK AND FIELD    | KONAMI    |
| 5 | TEKKEN 2           | NAMCO     |

### PLAYSTATION IMPORT TOP 5

- |   |                       |            |
|---|-----------------------|------------|
| 1 | STREET FIGHTER ZERO 2 | SONY       |
| 2 | TOBAL NO.1            | SQUARESOFT |
| 3 | TEKKEN 2              | SONY       |
| 4 | BIOHAZARD             | CAPCOM     |
| 5 | KING OF FIGHTERS '95  | SNK        |

### PC TOP 5

- |   |                          |             |
|---|--------------------------|-------------|
| 1 | QUAKE                    | ID SOFTWARE |
| 2 | SYNDICATE WARS           | BULLFROG    |
| 3 | DUKE NUKEM 3D            | U.S.GOLD    |
| 4 | FORMULA ONE GRAND PRIX 2 | MICROPOSE   |
| 5 | C&C: COVERT OPS          | VIRGIN      |

### NINTENDO 64 TOP 3

- |   |                     |          |
|---|---------------------|----------|
| 1 | MARIO 64            | NINTENDO |
| 2 | PILOT WINGS 64      | NINTENDO |
| 3 | ANOTHER CONTROLLER* | NINTENDO |

### MEGADRIVE TOP 3

- |   |                    |      |
|---|--------------------|------|
| 1 | SONIC 3            | SEGA |
| 2 | VIRTUA RACING      | SEGA |
| 3 | SONIC AND KNUCKLES | SEGA |

### SUPER NES TOP 3

- |   |                         |          |
|---|-------------------------|----------|
| 1 | SUPER MARIO WORLD       | NINTENDO |
| 2 | MARIOKART               | NINTENDO |
| 3 | SUPER GHOULS 'N' GHOSTS | NINTENDO |

### ARCADE TOP 5

- |   |                  |       |
|---|------------------|-------|
| 1 | VIRTUA FIGHTER 3 | SEGA  |
| 2 | PROPCYCLE        | NAMCO |
| 3 | GUNBLADE NY      | SEGA  |
| 4 | VIRTUAL ON       | SEGA  |
| 5 | DAYTONA USA      | SEGA  |

\* YOU'RE GONNA NEED FOUR FOR MARIOKART!

## JAPANESE MULTI-FORMAT SALES TOP 10

|    |   |             |
|----|---|-------------|
| 1  | TOKI MEKI MEMORIAL                        | SATURN      |
| 2  | STAR OCEAN                                | SATURN      |
| 3  | GREATEST NINE '96                         | SATURN      |
| 4  | POPPO CROIS                               | PLAYSTATION |
| 5  | POWERBALL '96                             | SATURN      |
| 6  | BOMBERMAN 4                               | SATURN      |
| 7  | DECATHLETE                                | SATURN      |
| 8  | HYPER OLYMPICS ATLANTA<br>(TRACK & FIELD) | PLAYSTATION |
| 9  | NIGHTS                                    | SATURN      |
| 10 | SUPER MARIO 64                            | NINTENDO 64 |

## AMERICAN MULTI-FORMAT SALES TOP 10

|    |                          |             |
|----|--------------------------|-------------|
| 1  | ULTIMATE MORTAL KOMBAT 3 | SATURN      |
| 2  | TRIPLE PLAY BASEBALL '97 | PLAYSTATION |
| 3  | RESIDENT EVIL            | PLAYSTATION |
| 4  | SIM CITY 2000            | PLAYSTATION |
| 5  | NHL POWERPLAY '96        | SATURN      |
| 6  | TRACK & FIELD            | PLAYSTATION |
| 7  | TOSHINDEN 2              | PLAYSTATION |
| 8  | GUNSHIP                  | PLAYSTATION |
| 9  | SUPER MARIO RPG          | SUPER NES   |
| 10 | FADE TO BLACK            | PLAYSTATION |

## CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer  
and  
video  
games

|    |                       |             |
|----|-----------------------|-------------|
| 1. | QUAKE                 | PC          |
| 2. | STREET FIGHTER ZERO 2 | PLAYSTATION |
| 3. | VIRTUA FIGHTER 3      | ARCADE      |
| 4. | NIGHTS                | SATURN      |
| 5. | MARIO 64              | NINTENDO 64 |



## TOP 10 THINGS ED GOT FOR HIS BIRTHDAY (15TH AUGUST)

1. A HAIRCUT
2. SOME SHELVES
3. 'ORIGIN OF CRABS' BOOK
4. CARRIER BAG OF SWEETS
5. BELT HANGER
6. 'EDWARD' EGG CUP
7. 'EDWARD' KEY RING
8. A CLOWN CAKE
9. 'SONGS FOR LITTLE CHILDREN' LP
10. A JUNKBOX

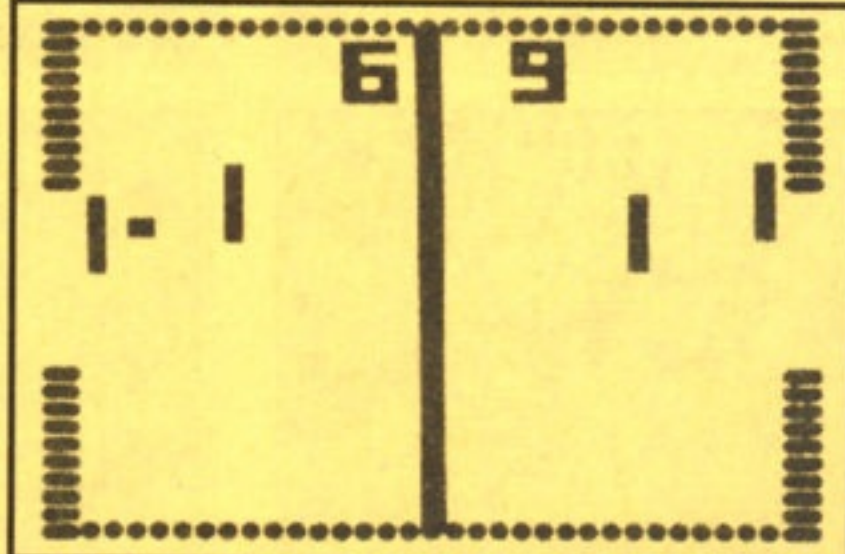


# VIDEO GAMING

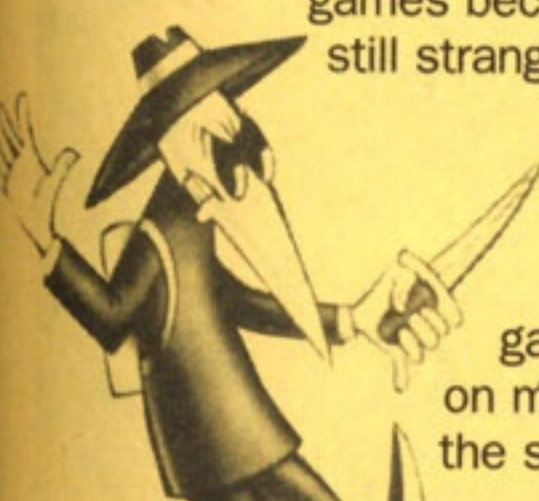
# Dave KeBall's Retro Computer Cabin

**It's official this month... "OLD GAMES ARE GREAT"... so there! That's it... no room for any intro waffle from the Micro Goblin this month.**

Though *SPACE WAR* by Steve Russell was the first ever computer game, Nolan Bushel's *PONG* was the first ever commercial video game (in other words it didn't need a massive mainframe computer to run it). It's highly unlikely that you'll find an original cabinet (give me a ring if you do) though some excellent home versions can be snaffled up at car boot sales etc... for as little as £2.00. I got hold of a BINATONE TV MASTER MK IV and a Grandstand (see compo) though all models are very similar—a small placky box with a few switches and a couple of weedy looking paddles. All the games are built in—usually comprising of football/ tennis/ hockey etc... with a few incorporating a gun for simple target practice. Don't be put off by the simplistic nature of these

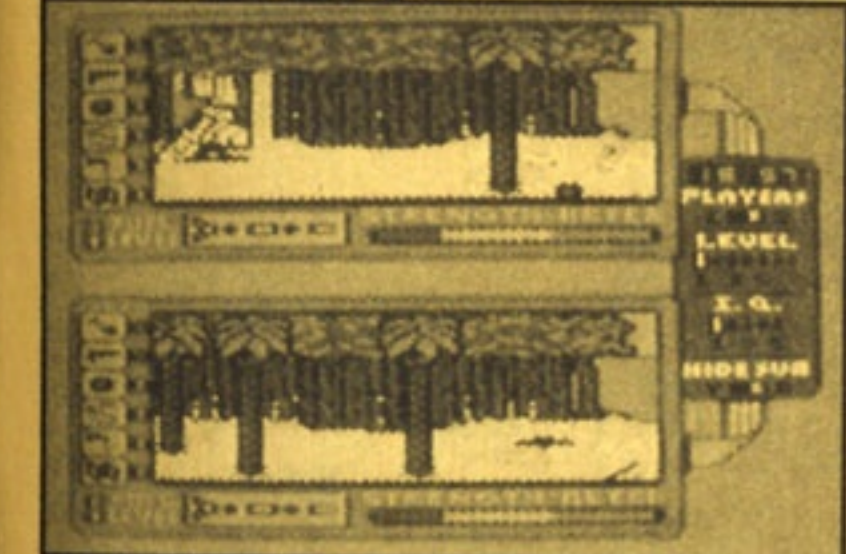


Great graphics maketh not a game... thank gawd!



games because they're still strangely addictive (in a passing a dot from one end of the screen to the other kind of a way) and are beginning to be very collectable, if you can find one in decent condition (don't see compo!).

*SPY VS SPY - THE ISLAND CAPER* is a concept just gagging to be updated for the 90s. The game (available on most formats) is set on a deserted tropical island where the spys have to locate three parts of a crashed XJ4.5 missile, rebuild it and then escape from the island by submarine. The black and white spys (who originally appeared in *MAD*™ magazine in 1960) are each controlled by the two players in a brilliant split level display called Simulvision™, which means that occasionally they move onto the same part of the Island where a sword fight begins - you also get to see the results of any booby traps or bombs you may have hidden with your Trapulator™ to hamper your opponent's progress. With a host of natural



SPY VS SPY: THE ISLAND CAPER- the game you play dirty to win!

disasters, brilliant traps to concoct and a very tough one player mode this or any of the *SPY VS SPY* series come highly recommended.

*THE INCREDIBLE HULK™* was the first in a highly successful run of Scott Adams Questrobe adventure games. You control the intellect of Bruce Banner and the savage might of ol' jade jaws himself ... your objective... to unlock the riddle of the chief examiner and... survive. Featuring limited locations, but tons to do in them *THE HULK™* is a welcome return to the days when you tapped in English commands to move from locations and interact with different characters. Though sometimes horribly frustrating, the mix of



## OLD ARCADE P.C.B's ALERT!!!

You may remember Si Green from last month's column—he's the one from N.B.AUTOMATICS selling old arcade machines and stuff. Well not only is he continuing to do all that but also he's scouring the country for old P.C.B.s that you can play through a supergun thingy! N.B.A. will also repair your clapped out or broken old boards and if you've got nothing to play them through they're developing there own machine that will let you play *JAMMA* arcade boards through a T.V. While I was last down there, they'd just taken delivery of a Japanese *SPACE INVADERS*, with coloured strips, Jap text and a set of original *TAITO* keys to get the dosh out! Dribble, dribble...  
PHONE: 0973 720312 or 01952 242097 for more details.

## WIN! A GRANDSTAND 3600 MK III: VIDEO SPORTS CENTRE

Yup, six exciting fun games with 'electronic console control'... in COLOUR —wrapped up in a tatty old brown box from my local car boot sale. In other words *PONG*. To win this slice of Video Games history just answer this question:

**Q: What was Miner Willys housemaid called in the Sinclair Spectrum classic *JET SET WILLY*?**

Send your entries to "I WANT A GRANDSTAND" at the usual address.

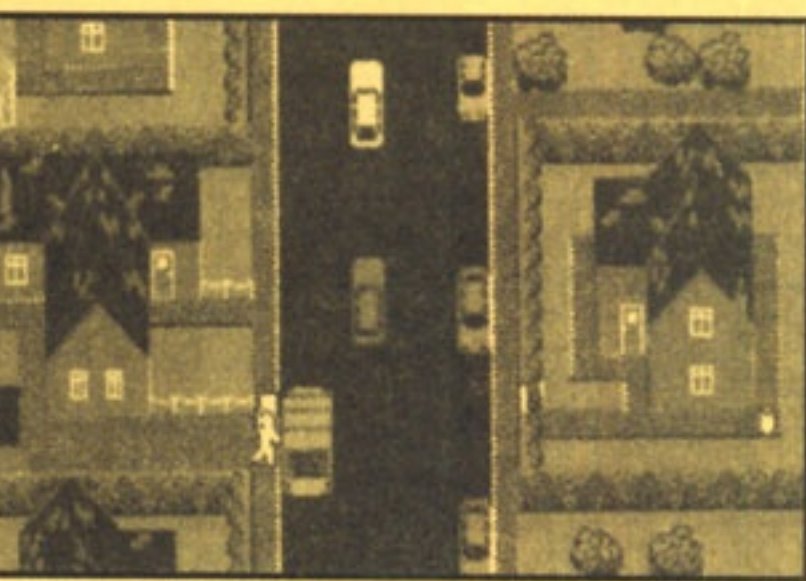


comic book hero, fascinating plot and cool graphics make any of the Questrobe series a decent purchase. In fact, if you're after decent adventure games I also recommend *TWIN KINGDOM VALLEY* for the C64 and BBC B, any Level 9 or Infocom adventure—especially *THE LEATHER GODDESS OF PHOBOS* for the Amiga (brilliant packaging), *THE PAWN* on the C64, the Spectrum classic *THE HOBBIT* and all the old Acornsoft text adventures for the BBC and Electron.



*TRASHMAN* by New Generation software has established itself as a classic since its launch in 1984 (well, it has to me anyway). You're a dustman collecting bins and emptying them into your cart (excited yet?). There is a time limit to each street (starting with five bins from

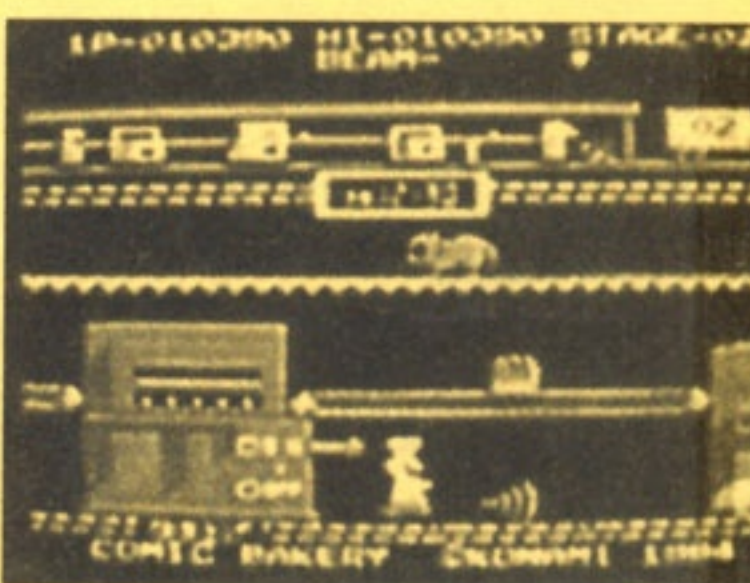
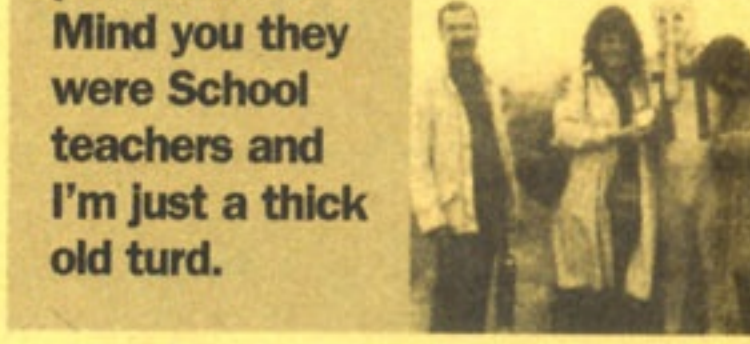
Montague road) which is depleted every time you muck up by treading on the householders grass or wandering into a bush Though the limit increases if you are efficient at emptying a house's trash. Hazards include nasty little dogs, pavement cyclists, traffic and drunks, to name but a few, and I do admit that unless you've played *TRASHMAN* it all sound like a right load of jabberclackers, but trust me it's brilliant fun and won quite a few awards. Avoid the sequel *TRAVELS WITH TRASHMAN* cos that **was** rubbish.



TRASHMAN over here. In the States version "GARBAGE GOBLER"!!!

In *KONAMI'S COMIC BAKERY* on the MSX you are a master baker trying to make a cake (did Paul Davies think of all these plot lines). To do this you have to run the dough along conveyor belts through the furnaces! Unfortunately evil racoons are out to steal the dough by switching off the conveyors and swiping the dough, though you can leap up with your rolling pin and wack 'em on the snout. I personally love these sorts of games and Konami were responsible for some classics on the MSX including *TIME PILOT*, *HYPERSPORTS*, *TRACK & FIELD*, *MIKIE* and *ANTARTIC ADVENTURE* to name but a few. Some even came out on cartridge, though if you find any expect to pay anything up to £20-£30 for the good uns because they're very hard to get hold of!

Who remembers the *PI MAN* - or the huge prize of a golden sundial offered for the first person to complete his *PIMANIA* Spectrum adventure game? Well it was finally found on July 22nd 1985, two years after the game was released by Sue Cooper and Liz Newman on the Seven Sisters cliffs between Seaford Head and Beachy Head. I have no idea how they managed it cos it was so flip-pin obscure. Mind you they were School teachers and I'm just a thick old turd.



KONAMI were behind some of the cutest games ever!

Next month you've got two pages of old games (plus a calculator special) to look forward to in the CVG: 15 years bumper annual of computer stuff!

## CABIN FREEPLAY CLASSIFIED

"RETROGAMES" No.5 IS OUT (MORE VECTREX) AND HUNDREDS OF GAMES AND SYSTEMS FOR SALE: PHONE 0181 203 8868.

THOUSANDS OF CLASSIC OLD GAMES ARE AVAILABLE FROM M.YATES, 42 ROSE LANE, CHADWELL HEATH, ROMFORD ESSEX, RM6 5JU. TEL: 0181 556 3860. TELL HIM CVG SENT YOU FOR THE CHANCE TO WIN A MONTHLY SURPRISE PRIZE.

Thanks to Matt Fox, Andrew Gordon and Richard Whitelock for the Great Giana Sisters games! COMPOS: David Edwards from Cheltenham gets the Vectrex T-shirt and Stephen Sharp from Prestwood, a few Activision games are on their way to you.

Place your thumb here for nostalgic "ROM Cartridge" effect

Retro  
Computer  
Cabin

FREEPLAY

P.S. We got a BURGERTIME DELUXE from Simon and its ace. (Review next month).

# ARCADE AND SATURN MOVES GUIDE

# VF KIDS



## KEY



There are notes stating if the move can only be performed at certain times and the numbers at the end show how much damage - as a percentage - the attack does if it connects.

Tap the direction shown (for characters facing right. If facing left then you must reverse the controls).

- G** - Guard
- P** - Punch
- K** - Kick



A plus sign means to push the two buttons or directions at the same time. If there isn't a plus sign linking directions or buttons they should be pressed in sequence.



This means that you should hold the direction.

- B** - Behind opponent
- C** - Close to opponent
- A** - Facing away
- CR** - Crouching opponent
- F** - Floored opponent
- S** - Start PPPK combo

**V** *F Kids* is out officially any day now, and we recommend that anyone who's missed out on the *Virtua Fighter* series picks it up as soon as possible. This moves list is as complete as they come, and will work on the arcade and Saturn versions of both *VF Kids* and *VF 2*.

## TO DO AKIRA'S STUN PALM OF DOOM

One of the best things in the *VF* games is being able to "buffer" certain moves. This means that while one move is being done on-screen, another is being performed so that it comes out faster than usual. It takes practice and must be done very quickly. The best of these buffered moves is Akira's Stun Palm of Doom. To do it, get close to your opponent and press G+P+K, then B, DF+P+K, then B+P. Do this sequence as fast as humanly possible to perform an awesome three-hit combo!

## TO SELECT YOUR VICTORY POSE

When you win a round, you can choose which of your three poses to do by holding A, B, or C during the replay until the pose starts. The fourth pose can only be done if you win with a perfect victory.

## KIDS COMBOS

Because of the increased speed of the game, and the slightly different weight to the characters, certain moves can be linked in *VF Kids* that couldn't be linked in *VF 2*. For example, a standing kick which knocks someone over can be linked with a standing punch or even a kickflip - something completely impossible in *VF 2*. Also, as the knee attack (usually F+K) knocks people in the air for longer than before, it's a lot easier to use it to start floating combos. There's not a lot of advice we can offer other than to experiment, as there are too many combination possibilities to list here.

## TO PLAY IN WIRE-FRAME MODE

To get the view just behind your see-through player, choose your character, then hold the L button down until the fight begins. All the controls remain exactly the same as usual.

## AKIRA

| TECHNIQUE                    | METHOD    |
|------------------------------|-----------|
| Two high punches             | P P       |
| High punch, high kick        | P K       |
| Elbow                        | → + P     |
| Dashing elbow                | → → + P   |
| Dashing elbow (other arm)    | → → → + P |
| Dashing palm strike          | ↓ → + P   |
| Jumping straight kick        | → → + K   |
| Double jumping straight kick | → → + K K |
| Power uppercut               | ↘ ↘ + P   |
| Two-handed push              | ↓ ← → + P |
| Gut punch                    | G + P + K |
| Block breaker                | → + G + P |
| Punch                        | ↘ + P     |
| COUNTER High P or K counter  | G ← P     |
| COUNTER Mid P or K counter   | G ↙ P     |
| COUNTER Low P or K counter   | G ↓ P     |
| THROW                        | G P       |
| THROW                        | ↙ → P     |
| THROW                        | ← ↘ P K   |
| THROW                        | → ← → P K |
| THROW                        | ← G P     |
| THROW                        | ↓ G P     |
| THROW                        | ↙ G P     |
| THROW                        | ← ↓ G K   |
| THROW                        | ← → → P K |

## PAI

| TECHNIQUE                      | METHOD      |
|--------------------------------|-------------|
| Two high punches               | P P         |
| High punch, high kick          | P K         |
| Two high punches, high kick    | P P K       |
| Three high punches             | P P P       |
| Three high punches, roundhouse | P P P K     |
| Three high punches, sweep      | P P P ↓ + K |
| Three high punches, kickflip   | P P P ↙ + K |
| High jab                       | ↙ + P       |
| Mid punch                      | ↘ + P       |
| Spinning roundhouse            | G + K       |
| Reverse spinning roundhouse    | ← + G + K   |
| Spinning sweep                 | ↓ + G + K   |
| Kickflip                       | ↙ + K       |
| Finger poke                    | ← ← + P     |
| High kick                      | → + K       |
| Dashing high kick              | → → + K     |
| Jump kick                      | ↗ + K       |
| Double Jump kick               | ↗ + K K     |
| Punch                          | ↘ + P       |
| Rising spin kick               | ↓ RELEASE K |
| COUNTER High P or K counter    | ← + P       |
| COUNTER Mid P or K counter     | ↙ + P       |
| THROW                          | G P         |
| THROW                          | → ↓ P       |
| THROW                          | ← → P       |
| THROW                          | → → P K     |
| THROW                          | ← ↓ G P     |
| THROW                          | → G P K     |

VIRTUA FIGHTER KIDS - BILLIONS OF MOVES!

FREEPLAY



SHEE-YOGA-CARIMBWAHH!

# LAU

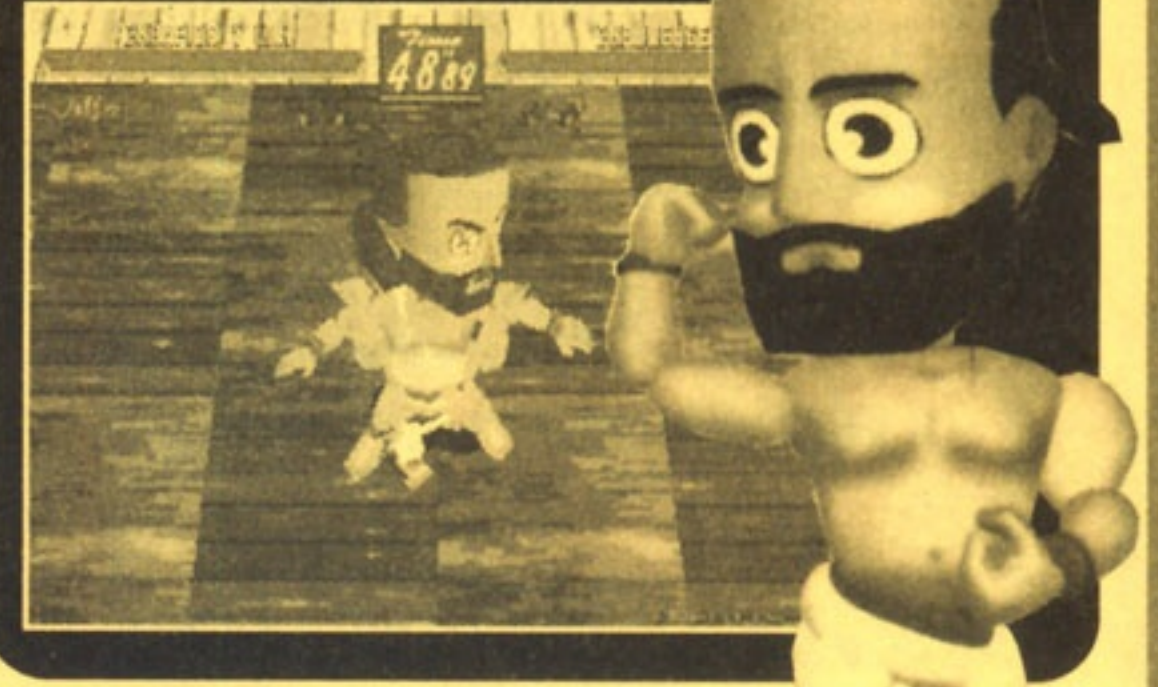


COME BACK AGAIN, IN ABOUT A YEAR!

# WOLF

## TO DO JEFFRY'S TELEPORT!

There's a slight bug in the game which lets Jeffrey teleport across the arena! It only works if the other player is Shun and they sit down (D, D). Then, Jeffrey has to press DF+G+P+K at the same time to grab Shun from anywhere in the ring!



# JEFFRY

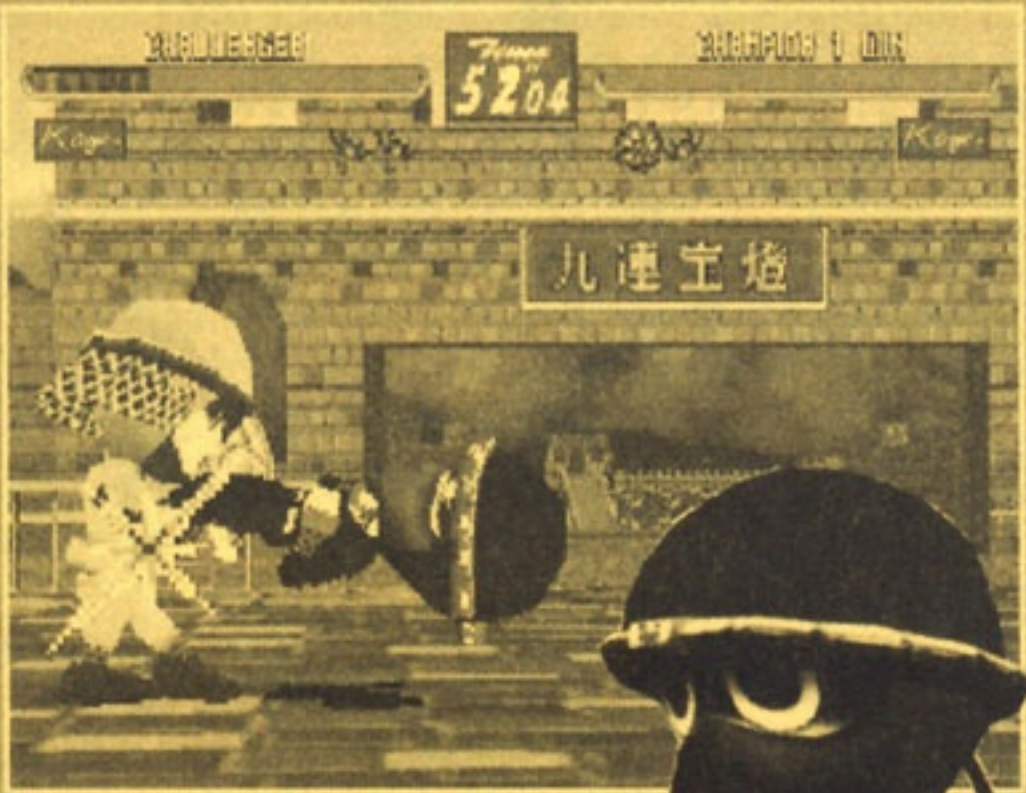
| TECHNIQUE                      | METHOD      |
|--------------------------------|-------------|
| High punch, roundhouse         | P K         |
| Two high punches               | P P         |
| Two high punches, roundhouse   | P P K       |
| Three high punches             | P P P       |
| Three high punches, roundhouse | P P P K     |
| Three high punches, sweep      | P P P ↓+K   |
| Three high punches, kickflip   | P P P ↗+K   |
| Mid elbow                      | →+P         |
| Mid punch                      | ↘+P         |
| Overhead punch                 | ↙+P         |
| Uppercut                       | ↓+P         |
| Dashing mid punch              | ↘ ↘+P       |
| High kick                      | →+K         |
| Spinning roundhouse            | G+K         |
| Spinning sweep                 | ↓+G+K       |
| Rising spin kick               | ↓ RELEASE K |
| Kickflip                       | ↙+K         |
| Double kick                    | → ↓+K       |
| Cartwheel kick                 | ↗+K         |
| Jump kick                      | ↗+G+K       |
| Spinning stomp                 | ↘+K         |
| THROW                          | G P         |
| THROW                          | ← P         |
| THROW                          | ← → P       |
| THROW                          | ← ↓ G P     |

| TECHNIQUE                  | METHOD    |
|----------------------------|-----------|
| High punch, high kick      | P K       |
| Two high punches           | P P       |
| Two high punches, uppercut | P P P     |
| Two high punches, elbow    | P P →+P   |
| Uppercut                   | ↘+P       |
| High chop                  | ←+P       |
| Mid punch                  | →+P       |
| Jumping knee               | →+K       |
| Running clothesline        | → →+P     |
| Shoulder charge            | ← →+P     |
| Flip uppercut              | ↓ →+P     |
| Drop kick                  | ↗+K       |
| Low drop kick              | → ↓ K     |
| Forearm smash              | ←+P+K     |
| Scissor kick               | G+K       |
| Reverse kick               | →+G+K     |
| Jump kick                  | → →+G+K   |
| Somersault kick            | ← →+G+K   |
| Elbow drop                 | ↘+P       |
| Somersault slam            | ↑+K       |
| COUNTER Mid kick grab      | ↙+P       |
| THROW                      | G P       |
| THROW                      | → P       |
| THROW                      | ← ↘ ↓ ↗ P |
| THROW                      | ↗ G K     |
| THROW                      | ↘ ↘ P K   |
| THROW                      | G P       |
| THROW                      | G P K     |
| THROW                      | ↙ G P K   |
| THROW                      | ↓ G P     |
| THROW                      | ↘ G P K   |

| TECHNIQUE                  | METHOD            |
|----------------------------|-------------------|
| High punch, high kick      | P K               |
| Two high punches           | P P               |
| Two high punches, uppercut | P P P             |
| Uppercut                   | ↘+P               |
| Two uppercuts              | ↘+P P             |
| Uppercut 2                 | ↘+P               |
| Low elbow                  | → →+P             |
| Low elbow, uppercut        | → →+P P           |
| Mid elbow                  | →+P               |
| Mid elbow, arm hammer      | →+P ←+P           |
| Straight kick              | ↓+K               |
| Straight kick, arm hammer  | ↓+K P             |
| High straight kick         | → →+K             |
| High stomp                 | → ↓+K             |
| Poke                       | ↓+P+K             |
| Knee                       | →+K               |
| Headbutt                   | →+P+K             |
| Dashing headbutt           | ↙ →+P+K           |
| Bottom butt                | G+P+K             |
| Two-handed overhead hit    | ← ↘+P             |
| Overhead elbow             | ← →+P             |
| Kick, sp mountain          | ↓ K ↓ ↘ G+P+K     |
| Stomp                      | ↘+K               |
| THROW                      | G P               |
| THROW                      | → P               |
| THROW                      | ↘ ↘ P K           |
| THROW                      | ← G P             |
| THROW                      | ← → → G P K       |
| THROW                      | ← → P K           |
| THROW                      | Above, then → P K |
| THROW                      | Above, then → P K |
| THROW                      | G P               |
| THROW                      | ↓ P               |
| THROW                      | ↓ → K             |
| THROW                      | ↘ G P K           |

VIRTUA FIGHTER KIDS - BILLIONS OF MOVES!

PREPLAY

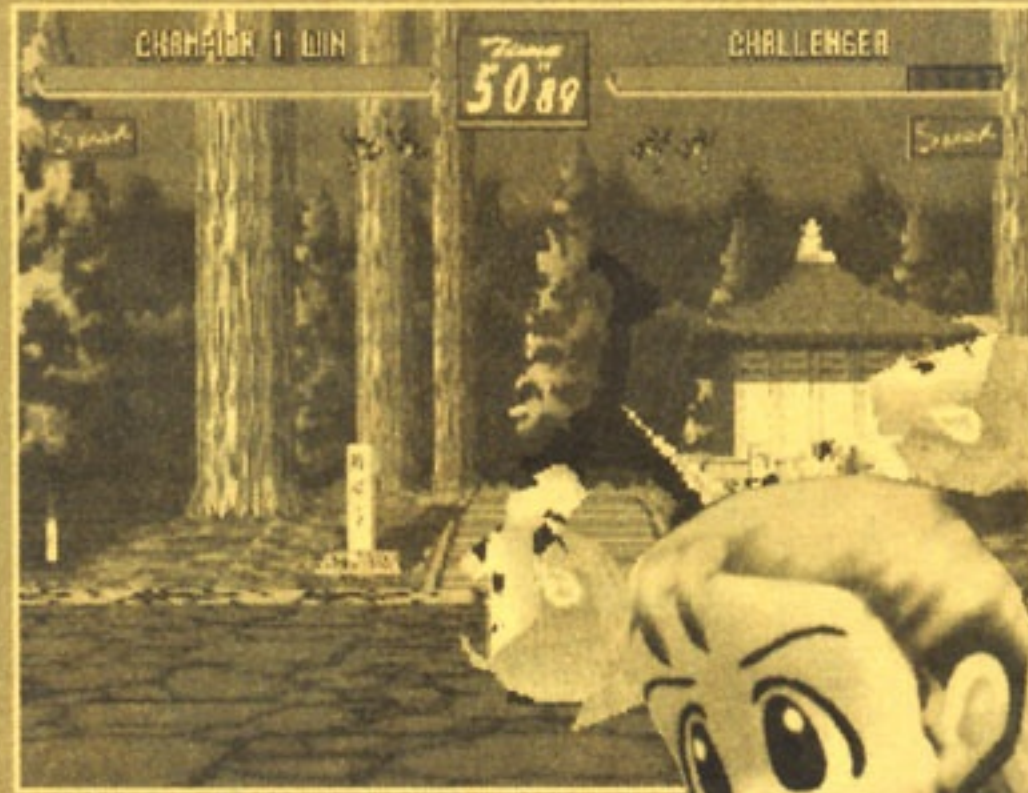


YOGAKAREEMI



# KAGE

| TECHNIQUE                      | METHOD          |
|--------------------------------|-----------------|
| High punch, high kick          | P K             |
| Two high punches               | P P             |
| Two high punches, high kick    | P P K           |
| Two high punches, uppercut     | P P P           |
| 2 high punch, up'cut, spinkick | P P P K         |
| 2 high punch, up'cut, kickflip | P P P ← + K     |
| Elbow                          | → + P           |
| Hook                           | ↙ + P           |
| Kickflip                       | ↙ + K           |
| Jumping kickflip               | ↙ + G + K       |
| Jumping knee                   | ↓ → K           |
| Sweep                          | → → + K         |
| Two foot sweep                 | ↘ ↙ + K         |
| Overhead swipe                 | ↓ → + P + K     |
| Overhead swipe, chop           | ↓ → + P + K P + |
| Swipe                          | ← → + P + K     |
| Swipe, chop                    | ← → + P + K P + |
| Low swipe                      | ↓ + P + K       |
| Low swipe, chop                | ↓ + P + K P + K |
| Spin kick                      | ↓ + G + K       |
| Dashing spin kick              | ← + G + K       |
| Jumping spin kick              | → → + G + K     |
| Jumping dive                   | → → + G + P + K |
| Reverse high kick              | ← ← + K         |
| Overhead chop                  | ← ← + P         |
| Reverse low trip               | ← ← + G + K     |
| Reverse uppercut               | ← ← + G + P     |
| Forward roll                   | ↘ ↙ ↘ ↙         |
| Backward roll                  | ↙ ↘ ↙ ↘         |
| Forward roll and sweep         | ↘ ↙ ↘ ↙ + K     |
| Backward roll and sweep        | ↙ ↘ ↙ ↘ + K     |
| Floating roll                  | ↘ + K           |
| Leg drop                       | ↘ + K           |
| COUNTER High punch wrist throw | ↓ + P           |
| THROW                          | G P             |
| THROW                          | G P K           |
| THROW                          | ← P             |
| THROW                          | G P             |

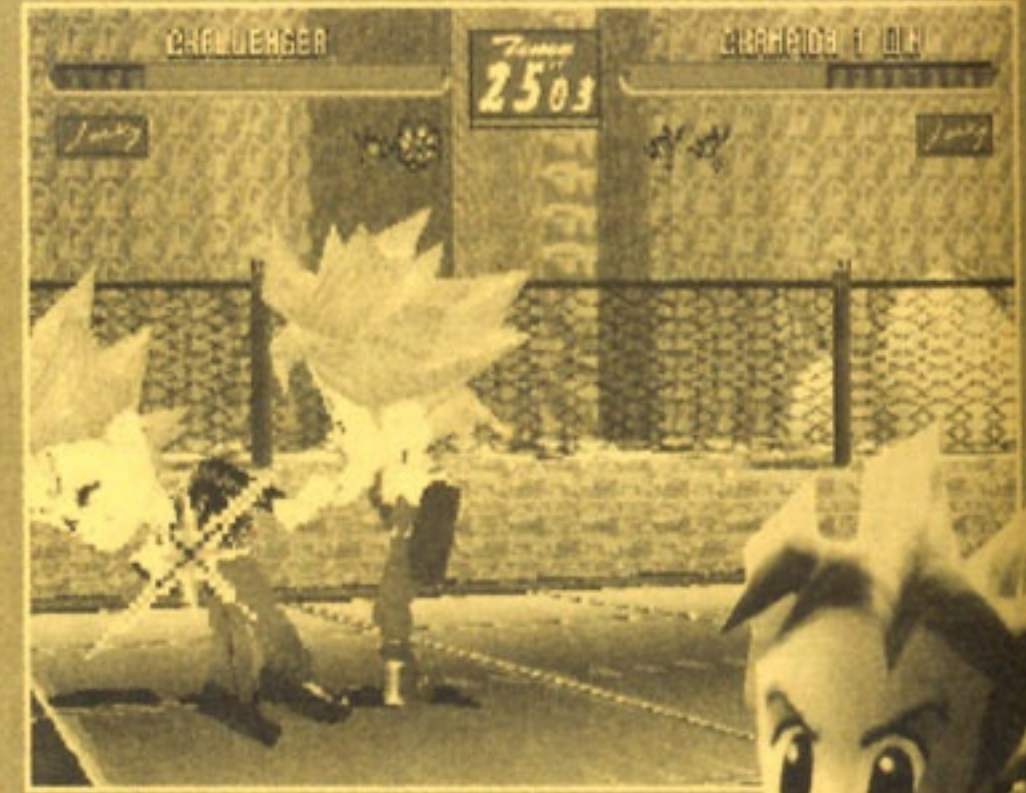


EVEN GOOD GUYS  
BLOW IT  
OOHOOHAHA!



# SARAH

| TECHNIQUE                       | METHOD      |
|---------------------------------|-------------|
| High punch, high kick           | P K         |
| High punch, high kick           | P ↓ + K     |
| Two high punches                | P P         |
| Two high punches, high kick     | P P K       |
| 2 high punches, uppercut        | P P P       |
| 2 high punch, up'cut, knee      | P P P K     |
| 2 high punch, up'cut, kickflip  | P P P ← + K |
| 2 high punch, up'cut, jump kick | P P P ↑ + K |
| Uppercut                        | ↙ + P       |
| Mid elbow                       | → + P       |
| Low punch, knee                 | → + P K     |
| Knee                            | → + K       |
| Knee, high knee                 | → + K ↘ + K |
| Double lightning kick           | ↘ + K K     |
| Triple lightning kick           | ↘ + K K K   |
| Straight kick                   | ↓ + K       |
| Straight kick, side kick        | ↓ + K K     |
| High kick, high punch           | K P         |
| High knee                       | ↓ → + K     |
| Dashing knee                    | → → + K     |
| Low side kick                   | ↓ + G + K   |
| Mid overhead kick               | ↙ + G + K   |
| Kick flip                       | ↙ + K       |
| Back fist                       | ↘ + P       |
| Two hit kick                    | ← + K       |
| Jumping spin kick               | ↑ + K       |
| Forward jumping spin kick       | ↗ + K       |
| High forward jump' spin kick    | ↗ + G + K   |
| Spin kick                       | ↓ ← + K     |
| Double spin kick                | ↓ ← + K K   |
| Spinning roundhouse             | G + K       |
| Hopping high kick               | ↙ + G + K   |
| Jumping spin kick               | ← ← + K     |
| Back fist                       | ← ← + P     |
| Kick                            | ↘ + K       |
| THROW                           | G P         |
| THROW                           | → → P       |
| THROW                           | G P         |



NO WAY YOU  
CAN STOP ME!



# JACKY

| TECHNIQUE                        | METHOD            |
|----------------------------------|-------------------|
| High punch, spin roundhouse      | P K               |
| High punch, side kick            | P K               |
| High punch, spin sweep           | P ↓ + K           |
| Two high punches                 | P P               |
| Two high punches, high kick      | P P K             |
| Two high punches, uppercut       | P P P             |
| Two high punches, back knuckle   | P P ← + P         |
| Two high punches, elbow          | P P → + P         |
| 2 high punches, elbow, high kick | P P → + P K       |
| Back knuckle                     | ← + P             |
| Double back knuckle              | ← + P P           |
| Back knuckle, low back knuckle   | ← + P ↙ + P       |
| Back knuckle, spin roundhouse    | ← + P K           |
| Back knuckle, spin sweep         | ← + P ↓ + K       |
| Mid elbow                        | → + P             |
| Mid elbow, high kick             | → + P K           |
| Low back knuckle                 | ↙ + P             |
| Low back knuckle, spin sweep     | ↙ + P ↓ + K       |
| Hook                             | ↘ + P             |
| Quick hook                       | G P               |
| Knee                             | → + K             |
| Straight kick                    | ↓ + K             |
| Downward kick                    | ← + K             |
| Kick flip                        | ↙ + K             |
| High straight kick               | → → + K           |
| Double roundhouse                | K K               |
| Spin roundhouse                  | G + K             |
| Spin roundhouse, spin sweep      | G + K ↓ + G + K   |
| Low straight kick                | ↓ + G + K         |
| Spinning mid kick                | ← → G + K         |
| Swipe                            | P + K             |
| 5-Hit lightning kick             | ↓ + P + K K K K K |
| Spinning hook                    | ← ← + P           |
| Spinning roundhouse              | ← ← + K           |
| Kick                             | ↘ + K             |
| THROW                            | G P               |
| THROW                            | → → P             |
| THROW                            | → ← P K           |
| THROW                            | G P               |



# TO PLAY AS GOLDFISH DURAL

To make Dural see-through with a fish in her head, select her as detailed below, then hold the C button until the game begins. Two players can do this at once if they want, but they'll both look exactly the same.

# TO PLAY AS SILVER BABY DURAL

To play as the final boss, Dural, go to the character select screen and press Down, Up, Right, A+Left. The character portrait will change to Dural.

# TO PLAY AS GOLD BABY DURAL

To play as a gold version of Dural, go to the character select screen and press Down, Up, Left, A+Right. The portrait will change as before.

# TO FIGHT AGAINST GOLDFISH DURAL

Set the game difficulty to the hardest setting and get through to Dural. She'll have the strange fish in her head.



# SHUN

# LION

# DURAL

| TECHNIQUE                      | METHOD                  |
|--------------------------------|-------------------------|
| Mid punch, mid kick            | P K                     |
| Two mid punches                | P P                     |
| Two mid punches, uppercut      | P P P                   |
| Uppercut                       | ↘+P                     |
| Dashing low punch              | ↘+P                     |
| Spinning mid punch             | ←+P                     |
| Dashing triple punch           | →+P                     |
| Low reverse elbow              | ↙+P                     |
| Double uppercut                | ↓↘+P                    |
| Kick and fall                  | ←+K                     |
| Low turn kick                  | ↙+K                     |
| Low turn kick and fall         | ↙+K G                   |
| Two hit low turn kick          | ↙+K K                   |
| Two hit low turn kick and fall | ↙+K K G                 |
| Cartwheel kick                 | → →+K                   |
| Double kick and fall           | ↙ ↙+K                   |
| Jumping scissor kick and fall  | ↗+K                     |
| Jumping spinning punch         | ↗+P                     |
| Heel kick                      | P+K                     |
| Back punch and fall            | ↑+P                     |
| Two-handed push                | P+K                     |
| Jumping back kick              | G+K                     |
| Jump' back kick, 2 handed push | G+K P                   |
| Sweep                          | ↓ G+K                   |
| Scorpion kick                  | ↓+G+K                   |
| Triple hop kick                | ←+G+K                   |
| Hop back                       | ←+G                     |
| Hop back, punch                | ←+G P                   |
| Hop diagonally back            | ↙+G                     |
| Hop diagonally back, punch     | ↙+G P                   |
| Hop diagonally back, punch x2  | ↙+G P+K                 |
| Hop diagonally forward         | ↘+G                     |
| Stand on head                  | ↘↘↘                     |
| Upside down kick               | K When standing on head |
| Sit down                       | ↓ ↓                     |
| Rising low kick                | K When sitting down     |
| Multiple sweeps                | ↓+P+K K K               |
| THROW                          | G P                     |
| THROW                          | G P K                   |

| TECHNIQUE                    | METHOD  |
|------------------------------|---------|
| High punch, high kick        | P K     |
| High punch, elbow            | P P     |
| High punch, elbow, backfist  | P P P   |
| Uppercut                     | ↘+P     |
| Uppercut, overhead punch     | ↘+P P   |
| Low punch                    | ↘+P     |
| Two low punches              | ↘+P P   |
| Mid elbow                    | →+P     |
| Knee                         | →+K     |
| Spinning uppercut            | ↑+P     |
| Jumping overhead punch       | ↗+P     |
| Somersault kick              | ↗+K     |
| Jumping spin kick            | ↑+K     |
| Double jumping spin kick     | ↑+K K   |
| Rising mantis punch          | ←+P     |
| Low jab                      | ↙+P     |
| Two low jabs                 | ↙+P P   |
| Jumping punch                | → →+P   |
| Low strike                   | G+P     |
| Hand trip                    | ↘+G+P   |
| Mantis punch                 | →+G+P   |
| Two low kicks                | ↓+K K   |
| Low kick, high spin kick     | ↓+K G+K |
| Sweep                        | ↓+G+K   |
| Dashing sweep                | ↘+G+K   |
| Dashing sweep, mid spin kick | → →+G+K |
| Two-footed kick              | ↓ ↓+K   |
| Sidestep, punch              | G →+P   |
| Sidestep, hand trip          | G ↘+P   |
| Sidestep forward             | ↘+G     |
| Sidestep backwards           | ↙+G     |
| Jumping spin kick            | ← ←+G+K |
| Spinning punch               | ← ←+P   |
| Reverse kick                 | ← ←+K   |
| THROW                        | G P     |
| THROW                        | ← P K   |
| THROW                        | → →+G P |
| THROW                        | ↘↘↘ G P |
| THROW                        | G P     |

| TECHNIQUE                       | METHOD      |
|---------------------------------|-------------|
| Two high punches                | P P         |
| High punch, high kick           | P K         |
| Two high punches, high kick     | P P K       |
| Mid elbow                       | →+P         |
| Elbow, kickflip                 | →+P ↗+K     |
| Elbow, knee                     | →+P K       |
| Two high punches, elbow         | P P →+P     |
| 2 high punches, elbow, kickflip | P P →+P ↗+K |
| Elbow, arm hammer               | →+P ←+P     |
| Dashing elbow                   | → → →+P     |
| Jumping poke                    | → ← → →+P   |
| Back push                       | ← → →+P+K   |
| Dashing headbutt                | ↙ →+P+K     |
| Knee                            | →+K         |
| Jumping knee                    | ↓ →+K       |
| Jumping straight kick           | → →+K       |
| Double jumping straight kick    | → →+K K     |
| Kickflip                        | ↗+K         |
| High kickflip                   | ↗+G+K       |
| Low kickflip                    | ↗+K         |
| Jumping kick                    | ↗+K         |
| Double jumping kick             | ↗+K K       |
| Slide tackle                    | ↙+K         |
| Spinning high kick              | ←+G+K       |
| Rising spin kick                | ↓+G+K       |
| Jumping triple kick             | → →+G+K     |
| Jumping dive kick               | → →+G+P+K   |
| Backward roll                   | ↘↘↘         |
| Backward roll and sweep         | ↘↘↘↘        |
| Punch                           | ↘+P         |
| Stomp                           | ↘+K         |
| COUNTER High punch              | ↓+P         |
| COUNTER High punch or kick      | G ←+P       |
| COUNTER Mid punch or kick       | G ↙+P       |
| COUNTER Low punch or kick       | G ↓+P       |
| THROW                           | G P         |
| THROW                           | ↙ →+P       |
| THROW                           | ← →+P       |
| THROW                           | G P K       |
| THROW                           | ↑+P         |
| THROW                           | ↓ →+P       |
| THROW                           | ← G P       |
| THROW                           | ↘ ↘+P K     |
| THROW                           | ↘↘↘↘ P      |
| THROW                           | ↘ G P K     |
| THROW                           | G P         |
| THROW                           | ← ↘+P K     |
| THROW                           | → ← →+P K   |

VIRTUA FIGHTER KIDS - BILLIONS OF MOVES!

PREPLAY

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



# drawinz Wot you dun

KEY



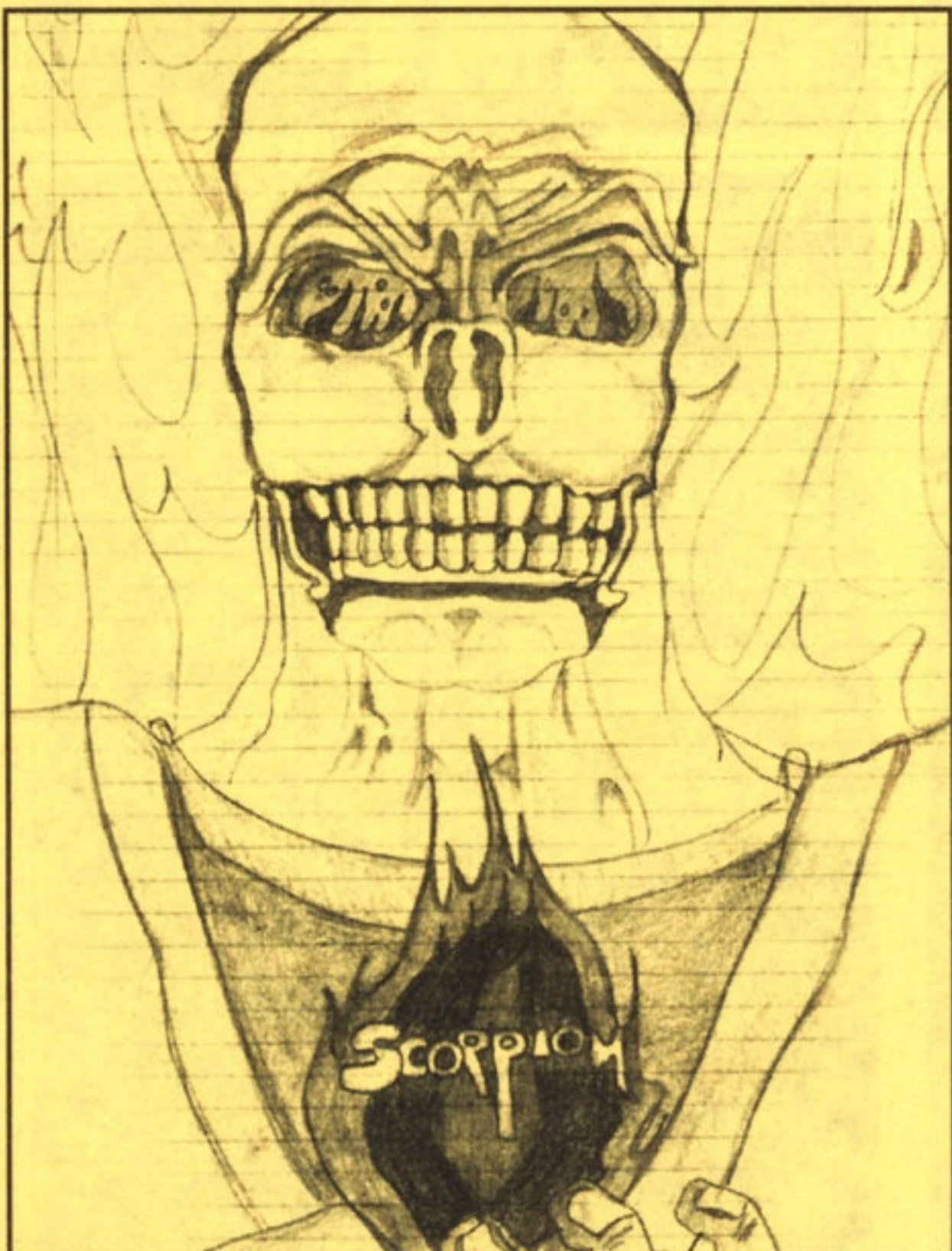
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. **DONT DO IT!**

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



Oh my gawd! You won't believe the drawings we've 'ad this month here's just a few.

After a gruelling month of torment and frustration from my master, a mentor and companion Mr Smith. I'm glad to say we finally see eye to eye. To celebrate our new found friendship he lets me pick the nits from Phil's back and palms as well as the splendid art for these pages.



Now, we receive so many Mortal Kombat pictures that we can only print a selected few. Here is one of the more original drawings of the month. Thanks to Jonathon Wynne.



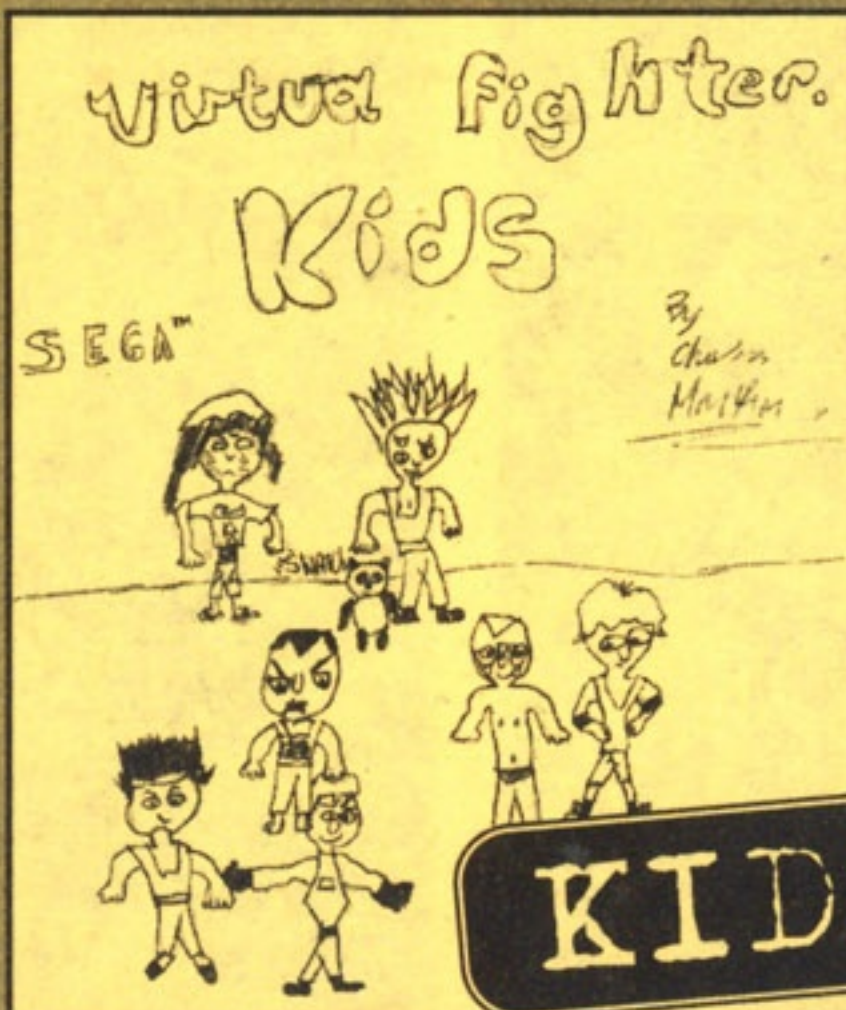
Sakura doesn't say 'Sho Ryu Ken' normally. Artistic license I suppose. Nice art Ian Dodd!



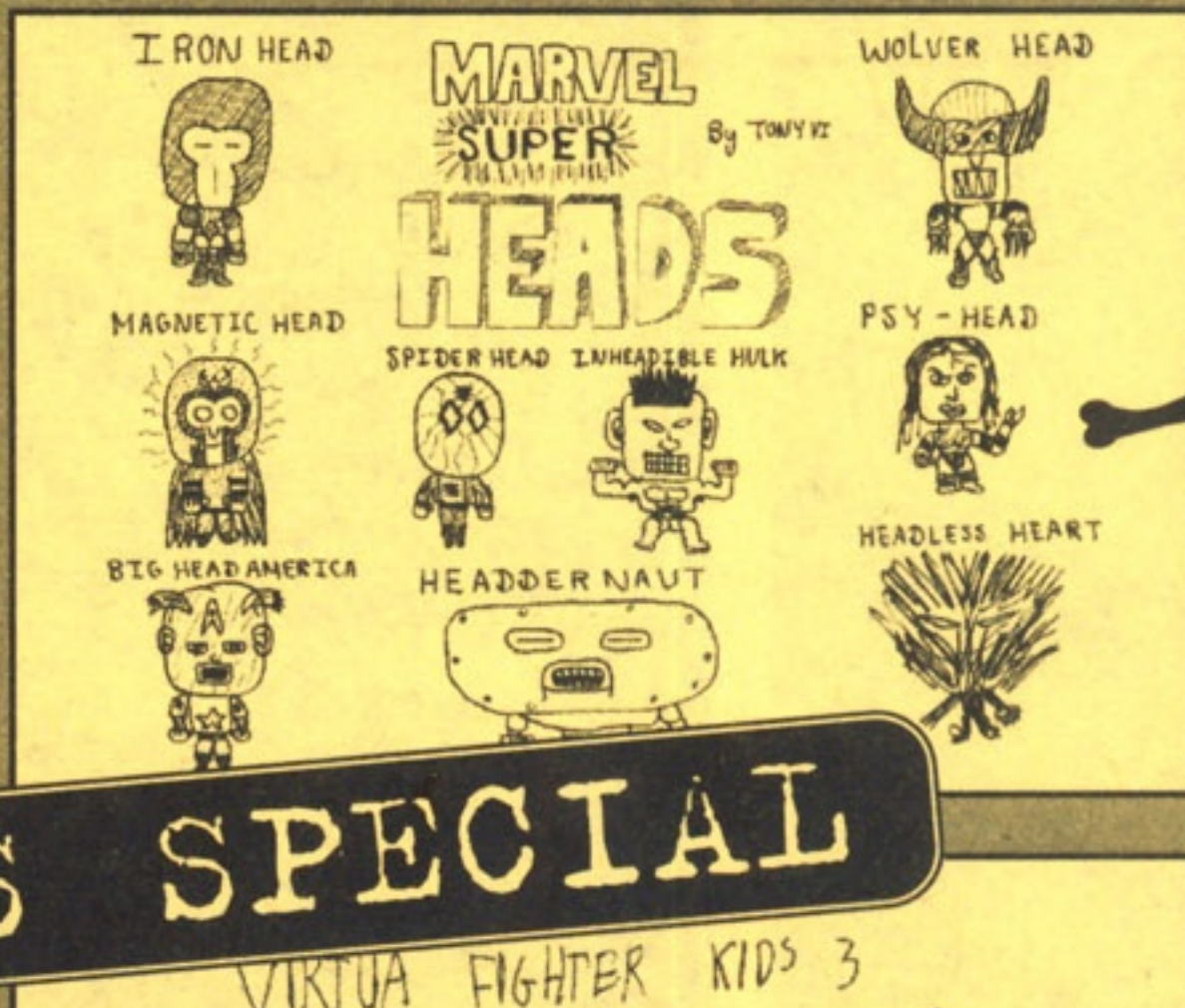
A hideous monstrosity of a man! I recognise that mouth. Thanks a lot Simon Russell.



Superb piece this, courtesy of Steven James. I especially like his trainers, just like mine! (lie)



We receive so many 'Kids' artwork that I thought I'd print a selection this month. Thanks go to Vijay Vadhler for 'Heihachi'. Chris Martin for 'Virtua Fighter Kids'. Tom (something) for 'Street Fighter Kids'. 'Person Unknown' for 'Marvel Heads' my personal favourite and lastly Ray Higgins for Virtua fighter 3 Kids. How about Virtua fighter Kids Kids!

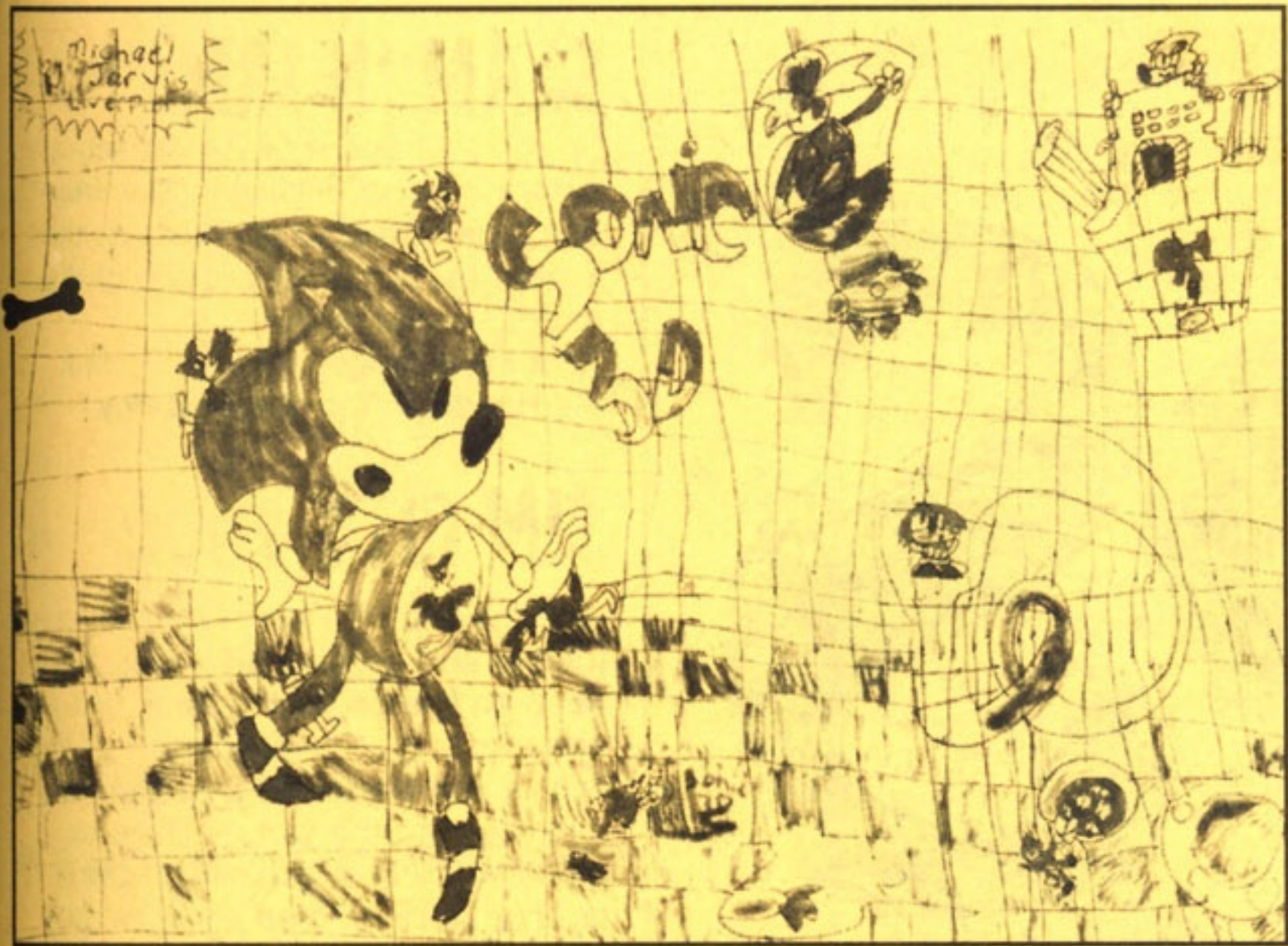


This Quake logo deserves a special mention. It really is very good. Especially as it's by one of our younger readers. Oliver (something) aged 7.

drawinz  
Wot you dun

FREEPLAY

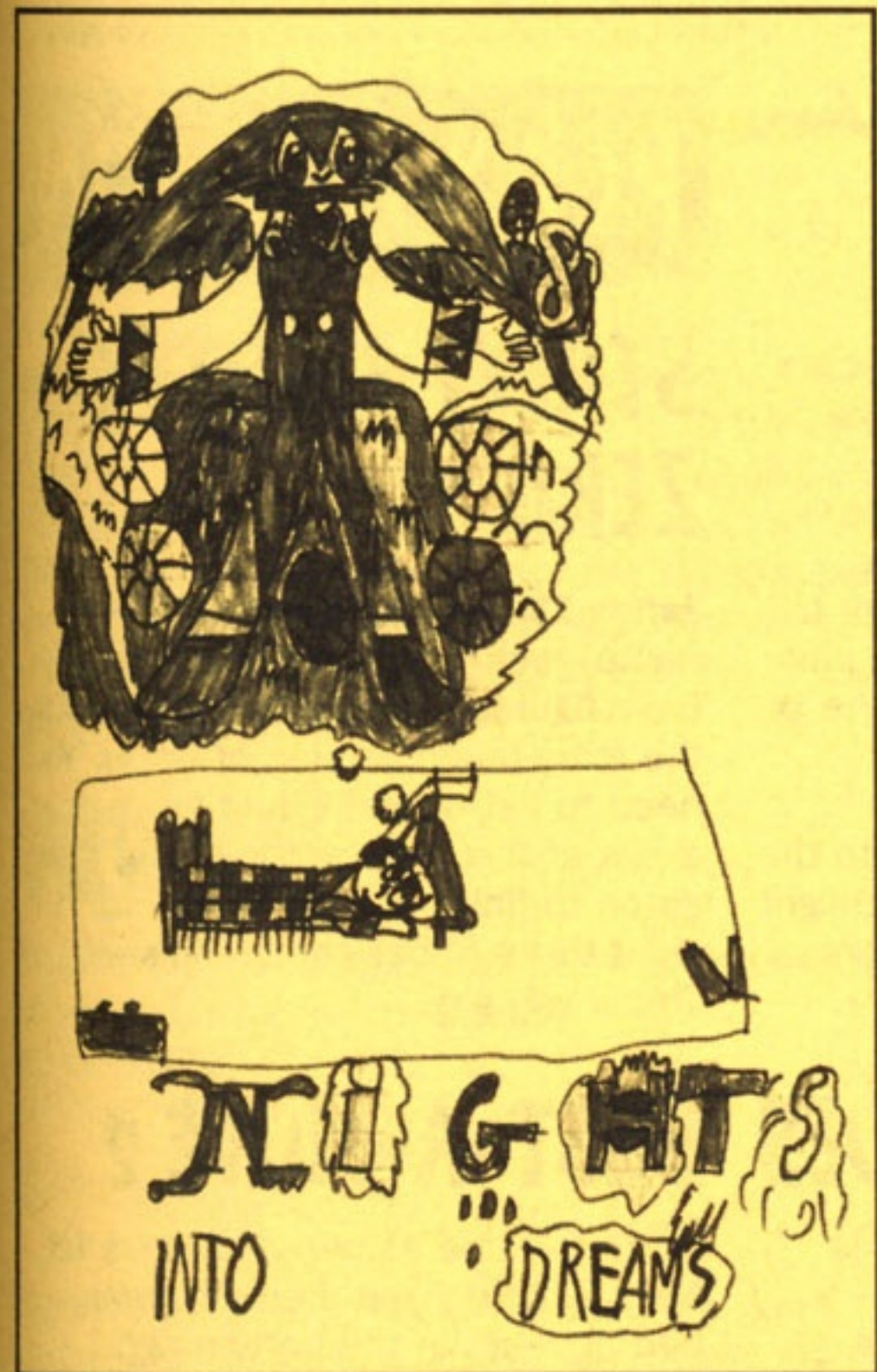




④ Sonic 3D in all it's spender, courtesy of Michael Jarvis.



④ Paul and Ed in an every day office scenario. Brought to life by the magic hands of Shaun Davies (no relation I assume).



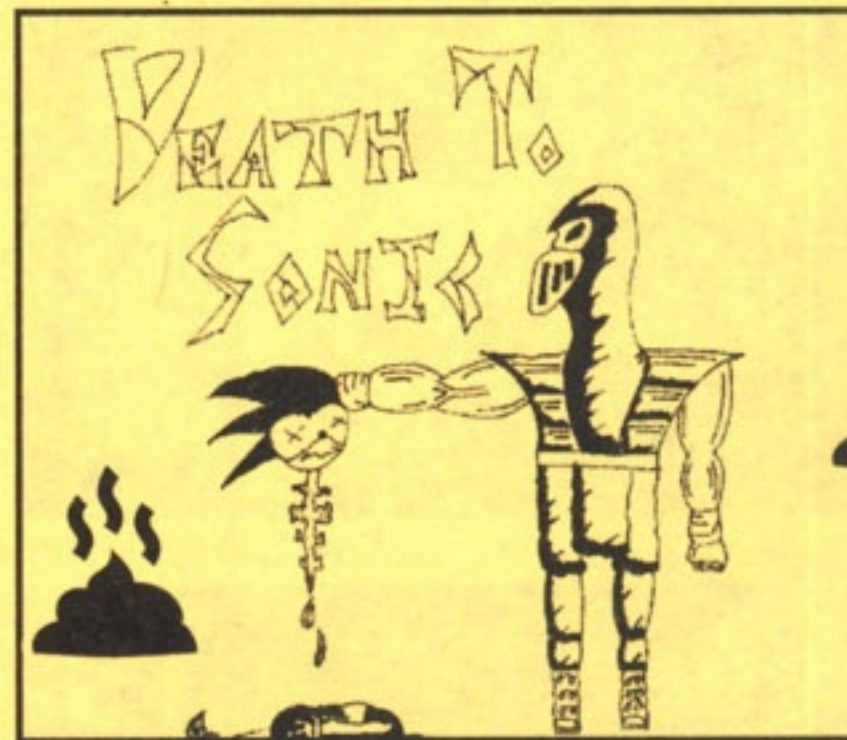
④ Nights eh! You either love it or hate it! If I hear that music one more time... Well, like most, Ray Higgins quite clearly loves it and here is masterpiece to prove it.



④ Obviously inspired the fantastic artwork in Konami's Kumite. Thanks Mr Christopher Reed.  
④ No no no. Sonic is certainly not dead check out Sonic 3D in this very issue. Richard Newing is the one to blame for this. Swine!



④ That's me, twenty stories high, yeah, so don't forget it! Daniel Foster is the one to thank here.



④ Now, I'm quite sure that Sonic and Mario are the best of friends in real life, they're just pretend to fight. By Matthew Oconnor.



④ Hello, I like the look of these two. Well proportioned piece of work! Well done Harry Shabbir.



④ Excellent drawing this. I don't know if it has been copied or drawn from imagination but it's flipping good anyway. Top marks Kenric N.



④ Unfortunately the name of this artist is unknown. Good work whoever you are.

Send 'em in to:

drawinz  
not you dun

CVG, Emap Images,  
Priory Court, 30-32 Farringdon Lane,  
London EC1R 3AU.

Please make sure that your name is clearly printed on the back of your work. I'm sorry that I can't print 'all' the work we get, but we do enjoy looking at it all! Arf!

drawinz  
not you dun

FREEPLAY

# TIPS

THE LEGEND OF LOMAS



Greetings, earth people. Me maargical galleon be bustin' at the seams with all the fine tips in the hold. Of course, I don't want to be sharin' any o' my treasures with you, so 'ere are some baad tips instead. If you've got any amazing secrets for new games, tell me where they are in the form of a letter, and I'll be tellin' everyone else. Ha haaaargh!

Send your tips, cheats and players guides to:

TIPS SECTION,  
CVG MAGAZINE,  
PRIORY COURT,  
30-32 FARRINGDON  
LANE,  
LONDON, EC1R 3AU.

Or E-Mail Ed at:  
elomas@candvg.demon.  
co.uk



## SATURN

### ULTIMATE MORTAL KOMBAT 3

All the Kombat Kodes from the arcade version work on the Saturn version too (we printed them in issue 175), but there are some which are only in the Saturn and PlayStation home

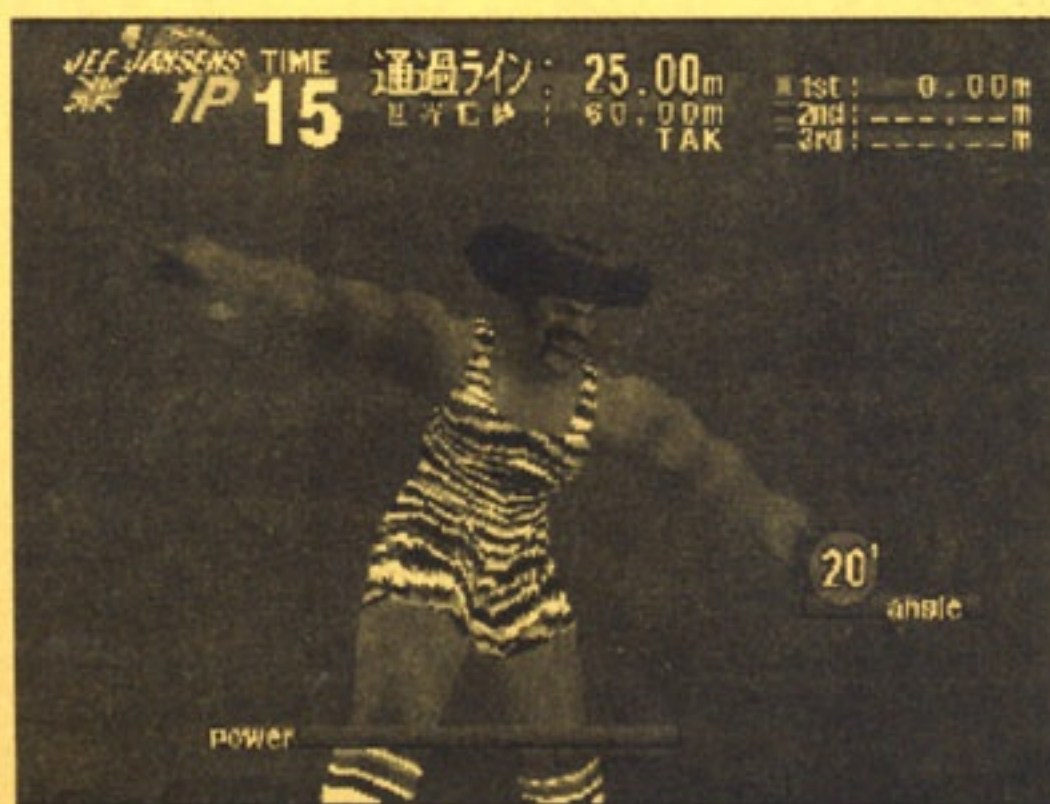
games. Here are a few more for the Saturn version.

- 390-000 Player 1 does half damage
- 000-390 Player 2 does half damage
- 390-390 Both players do half damage
- 722-722 Combo system enable
- 321-789 Super run jumps
- 555-556 Special moves disabled
- 040-404 Real Kombat
- 024-689 Super endurance mode
- 975-310 Regenerate power bars



### ATHLETE KINGS

Just a little, pointless "thing" for you. On the events where the blimp appears in the background, use the second controller to change its direction by pressing the **R** button.



### NBA ACTION

To get a secret "Free Floating" camera mode when watching replays, follow these instructions. First, pause the game and choose the **replay** option. Go to the change camera option and hold the **R** or **L** button. In the replay, move the camera by holding **R+Z** and using the **D-Pad** to move it around.

To switch the ends around, go to the main play menu screen and highlight Select Court. Now hold **R** and press **Z** to change the position.

### GUARDIAN HEROES

Richard Fowle from Aberdeen is here to tell everyone how to get a hidden fight in *Guardian Heroes*. "On stage 27 (Clockwork Strategy)



when you are fighting the 3rd group of enemies, keep on running right. Make sure there's at least one enemy alive or the level will end. After running right a while you should meet P. Silver and 2 Village Gods. Remember you have to run quite a bit for this to work." Thanks Richard.

Mikey Stewart from West Bromwich has written in to say that the map we printed in issue 175 has an error on it. Grrr. Apparently, we left off the second choice from stage 18 which leads to stage 25. Get out your back issues and felt tips now and doodle it on.

← Moving the blimp may be good fun, but next month - a secret character!

### SLAM 'N JAM

On the 2nd Scouting Report screen before a game, highlight "Continue" and press **Start** or **C**. Then, as the screen fades out, press one of these to get special modes:  
Shot Percentage Indicator **Hold L**  
Big Heads **Tap X repeatedly**

### SIM CITY 2000

When you start a new city, build a marina and legalise gambling. Now keep an eye on your marina, and as soon as a boat comes out of it, highlight it and press the **L** button. You can now use the slot machine to gamble! It'll cost you **10 credits** a go, but you can keep going as long as you want!

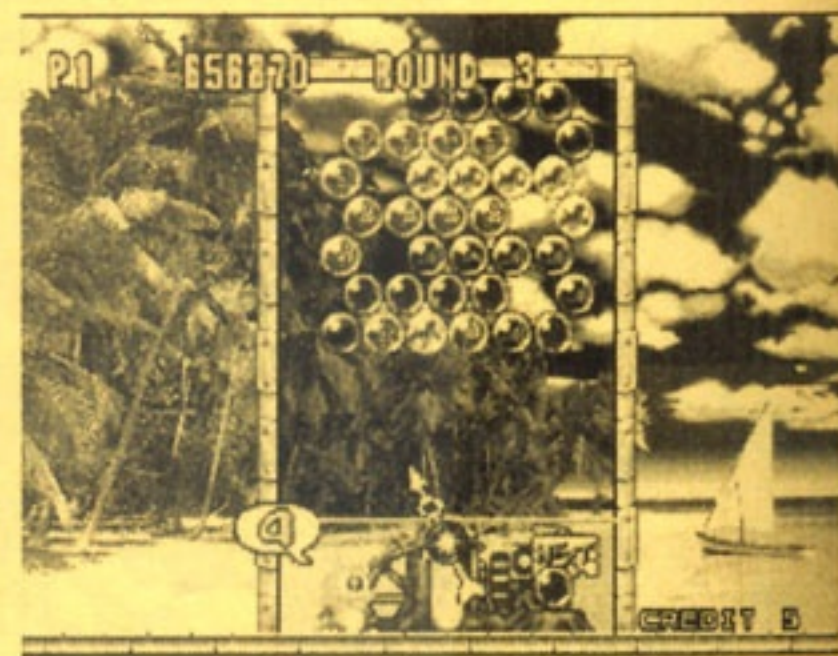
## PLAYSTATION

### STREET FIGHTER ZERO 2

Jaffey Masson (I think that's his name) and B.J. Zani from Aberdeen have figured out how to fight against the extra-tough version of Gouki. You need to get three Perfect finishes in a row at the start of the game, then go on to finish the game with at least three Super combo finishes. Thank you sirs.

### BUST-A-MOVE 2

Go to the title screen and press **R1**, **Up**, **L2**, **Down** and a small, green bird appears in the bottom right corner of the screen. Now start a



new game and the words "Another World" will be in the bottom left corner. The game will now play slightly differently, with a faster pointer. If you now beat the computer in a game of "Player Vs. Computer", you can select your character next time.

### RETURN FIRE

In addition to last month's one-player codes, these can be used to get the later stages in two-player mode. The key is the same as before:

- U** Umbrella
- Bd** Bird
- Bf** Butterfly
- F** Flower
- S** Smiley Face
- Cu** Cup
- R** Rabbit
- T** Teddy Bear
- Cl** Clover
- H** Heart

TIPS

FREEPLAY

- 2 Bf, U, T, H
- 3 T, R, F, Cl
- 4 U, H, Cl, F
- 5 U, T, R, H
- 6 Cu, Bd, Bf, F
- 7 H, F, Cl, Bf
- 8 H, T, R, H
- 9 T, R, Cl, F
- 10 Bf, S, U, Cl
- 11 T, F, S, F
- 12 Cu, T, F, U
- 13 H, Bd, F, Cl
- 14 S, Bd, Cl, Cu
- 15 Cu, Bd, Cl, T
- 16 U, Cu, Bd, F
- 17 S, T, R, F
- 18 Cl, Cl, Cl, Cl

## FADE TO BLACK

**Matthew Blundell from Barton upon Humber** in N. Lincolnshire wants to tell everyone about the cheat that he and his friend **Khan Doyme** found. "On the penultimate level, Level 12, you meet the supermorph for the final time in the room before your ship. Usually the supermorph changes into its original form after talking to you and kills Sarah. If, on entering the room, you shoot at the morph in its human state, it will ignore Sarah and instead charge at you, running into the mines on the way. You should now proceed as normal, avoiding the morph while running to your ship. If you make it with Sarah still alive, you will see the video of the dying supermorph while Sarah pilots the ship. You will also not have to do the final level to see the end of game footage." Ta Matt.

## VIEWPOINT

First of all, you're going to need the key we use to refer to PlayStation buttons:

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

To make yourself invincible, pause the game and press **S, S, C, C, T, X, S, Up, Up, Down, Down, L1, R1, Select**. Now you can't be harmed at all.

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

If you'd rather avoid using button-press cheats and instead skip to a level using codes, try these.

- 1-1 CGG
- 1-2 CLL
- 1-3 CRR
- 2-1 FGD
- 2-2 FLJ
- 2-3 FRN
- 3-1 HGD
- 3-2 HLG
- 3-3 HRL
- 4-1 KGG
- 4-2 KLD
- 4-3 KRJ
- 5-1 MGJ
- 5-2 MLD
- 5-3 MRG
- 6-1 PGL
- 6-2 PLG
- 6-3 PRD

## TEKKEN 2

*Tekken 2's* going to be released officially very soon, and we thought you should be prepared with some information on how to collect all of the characters on your memory card.

To get the 10 bosses, simply complete the game with each of the 10 regular characters.

You'll get one character added for each person.

To get Kazuya as a playable character, finish the game with any of the 10 bosses you've just got.

To get Devil, finish the game with Kazuya. To select Angel - who's completely identical to Devil in everything but appearance - just highlight Devil once you've collected him and press one of the kick buttons.

To collect Alex, you need to play the game as normal, but when you reach the third character, beat them with a "Great!" victory, meaning that you only have a tiny amount of energy when you win the final round. You'll then fight Roger or Alex, and you have to beat them, then complete the game to have them added to your memory card.

To access the hidden wire-frame view, make sure you've got every one of the characters, then select one player arcade mode while holding the **L1** and **L2** buttons. The controls remain the same as with side-on view.

To make your character's head and limbs slightly bigger than they should be, simply hold the **Select** button when choosing a character or in between fights. Once it's been done, do it again to increase the size once more, making you look like a real mutant!

Another small tip is that you can play in Kazuya's purple outfit he wears when you fight him at the end of the game. First, collect every character, then select Kazuya by pressing the **Start** button when highlighting him.

## PC CD-ROM

### WORMS: REINFORCEMENTS

These landscape codes from **Richard Dunkley and Jamie Henshall** give you some of the best levels for Worming. Just enter them on the Generate Landscape screen.  
**ICE, JUNGLE, HELL, WORMS, OCEAN, TEAM17.**

### COMMAND AND CONQUER: THE COVERT OPERATIONS

Thanks to **Brett Collins from Saltburn-by-the-sea** for his tips for *C&C*. First of all, to play with the excellent dinosaur cheat, go to the *C&C* directory in DOS and type "**C&C FUNPARK**".

To make some easy money, get a vehicle and put it on the repair bay. Now try and sell the repair bay - it sells the vehicle instead. This money doesn't quite exist properly, however, and even if all your silos and tiberium refinery get destroyed, you still have the money. And if you build a tiberium refinery, let the harvester go off, sell the refinery, build another, let that harvester go off, then sell the refinery in an eternal loop, you'll actually make money!

And Brett, if you really want to take us on at *Quake*, hang about on any European *Quake* servers and look out for one of us joining in (our *Quake* names are in the last issue).



## WE'RE STUCK!

**If you're stuck on a game, don't be shy - ask a professional about it. Or send your problems to us. Please don't send SAEs because we can't reply personally.**

### I'M STUCK!

**CVG,**  
**Priory Court,**  
**30-32 Farringdon Lane,**  
**London,**  
**EC1R 3AU.**

**Dear CVG,**

I can do all the moves for *Street Fighter Alpha* on the PlayStation except Akuma's Firecracker. All the other mags give the same way of doing it: F, F, Jab, Jab, F (something like that) BUT IT DOES NOT WORK!! Me and my friend have been trying for 1 year so please could you help us? And also several American mags have said that it is possible to get Wolverine from *X-Men* on *SF Alpha*. HOW?

And finally, on *Ridge Racer Revolution* we find it impossible to win time trials against the black car. Is there a way to defeat it? Thankyou!

**Paul/Tugume, Milton Keynes.**

**CVG:** To do Akuma's Firecracker (also known as the Instant Hellish Death Strike), press **Light Punch, Light Punch, Forward, Light Kick, Hard Punch** as fast as you can. With a bit of practice you'll be able to do it fast enough.

It's NOT possible to play as Wolverine in *SF Alpha*. The other magazines were lying. And the only tip we can offer for beating the black car in *RRR* is to be driving in a good car yourself, and to watch your rear-view mirror for him. Whenever he gets close, cut right in front of him, forcing him to hit you. Make him do this a few times and you should win.

**Dear C&VG,**

Please, please help me on *Duke Nukem 3D*. I can't get anywhere in the game. Have you any cheats or tips for *Duke Nukem 3D*.  
**From Chris Sarjant, Northants.**

**CVG:** To cheat and give yourself every weapon, item and piece of ammo, type **DNSTUFF** during the game. If you're REALLY having problems getting anywhere, type **DNCORNHOLIO** during the game to put God mode on. But we recommend that you don't keep it on all the time or you'll ruin the whole game for yourself.

**Dear Ed Lomas,**

After buying the July edition of *Computer and Video Games*, I read the review that you and other of your colleagues wrote on *International Track and Field* for the PlayStation. The review tempted me to buy the game, that of what I did. After having the game for almost a month now, the only problem I am having is with the Triple Jump. I can get 20 metres on the odd occasion but can never see it within the realms of human possibility to get near the world record you set of 26.37 metres. I am not saying I doubt your achievement, but can you please tell me how it's done!  
**Neil Millen, Bath.**

**ED:** I don't mean to disappoint you, but I've never got near 26.37 metres either. My actual record was 20.37 metres and Tom Guise just wrote it down on a bit of paper badly so that his '0' looked more like a '6' than it should. When he typed it up he got it wrong as well. The moral of the story? Pay attention at school so that you can write properly when you're grown up.

TIPS

FREEPLAY

# THE KING OF Fighters '96

## FREEPLAY KING OF FIGHTERS '96 MOVES GUIDE

### KEY:

T - TOWARD      B - BACK  
U - UP            D - DOWN



QCT - QUARTER CIRCLE TOWARD  
QCB - QUARTER CIRCLE BACK  
HCT - HALF CIRCLE TOWARD  
HCB - HALF CIRCLE BACK

A - LIGHT PUNCH    C - HARD PUNCH  
B - LIGHT KICK      D - HARD KICK

### NOTE:

By pressing A+B and left or right, the character will perform a defensive roll. Pressing C+D will activate a knock-down attack, these are very powerful moves.

**K**ing Of Fighters '96 should be in your local arcade as we speak. It features awesome new characters, special moves and backdrops that will make your mouth water. Being the best gaming magazine in the country, we thought that a handy moves guide would be cool to place in Freeplay, so here it is.



KING OF FIGHTERS '96 MOVES GUIDE

### KYO

|                   |   |
|-------------------|---|
| Dragon Punch      | T, D, DT + A or C                         |
| R.E.D Kick        | B, D, DB + B or D                         |
| Sun Smash         | HCB + B or D                              |
| Flip Kick         | QCT + B, B or D, D                        |
| Fire Punch        | QCT + A                                   |
| 3 Hit Combo       | QCT + A or C then HCB + A or C            |
| 3 Hit Combo Ender | Moves B or D / A or C                     |
| 3 Hit Combo       | QCT + C then HCB + A or C then T + A or C |
| Counter Punch     | QCB + A or C                              |
| Fatal Move        | D, DT, B, HCT + A or C                    |

### BENIMARO

|                      |                        |
|----------------------|------------------------|
| Electric Punch       | QCT + A or C           |
| Air Electric Punch   | JUMP then QCT + A or C |
| Spinning Kick        | HCB + B or D           |
| Electric Upward Kick | T, D, DT + B or D      |
| Slap Kick            | QCT + B or D           |
| 1. Follow Slap Kick  | D, U + B or D          |
| 2. Follow Slap Kick  | B, D, DT + B or D      |
| Shocker Grab         | (up close) HCT + C     |
| Fatal Move           | QCT, QCT + A or C      |

### GORO

|                 |                   |
|-----------------|-------------------|
| Earthquake      | T, D, DT + A or C |
| Roll Smash      | QCB + B or D      |
| Air Grab        | HCT + A           |
| Mid Grab        | HCT + B           |
| Floor Grab      | HCT + C           |
| Phoenix Smasher | HCB then T + C    |
| Fatal Move      | HCB, HCB + C      |

### TERRY

|               |                     |
|---------------|---------------------|
| Bio-knuckle   | QCB + A or C        |
| Power Wave    | QCT + A or C        |
| Crack Shot    | QCB + B or D        |
| Rising Tackle | T, D, DT A or C     |
| Power Dunk    | T, D, DT B or D     |
| Fatal Move    | QCB, DB, T + A or C |

### ANDY

|                          |                   |
|--------------------------|-------------------|
| Fireball                 | QCB + A or C      |
| Dashing Elbow            | DB, T + A or C    |
| Dragon Punch             | T, D, DT + A or C |
| Spiral Kick              | HCT + B or D      |
| Four Hit Grab (up close) | HCT + A or C      |
| Air Kick ( in air)       | QCT + B or D      |
| Fatal Move               | QCB, HCT + B or D |

### JOE

|                              |                   |
|------------------------------|-------------------|
| Tornado Uppercut             | HCT + A or C      |
| Punch Combo                  | A or C repeatedly |
| Fireball (after punch combo) | QCT + B or D      |
| Tiger Kick                   | T, D, DT + B or D |
| Slash Kick                   | HCT + B or D      |
| Crescent Heel Kick           | QCB + B or D      |
| Fatal Move                   | QCT, QCT + A or C |

### RYO

|                      |                   |
|----------------------|-------------------|
| Fireball             | QCT + A or C      |
| Dragon Punch         | T, D, DT + A or C |
| Wave Kick            | HCB + B or D      |
| Grab Move (up close) | HCT + A or C      |
| Counter Punch        | QCB + A or C      |
| Fatal Move 1         | QCT, HCB + A or C |
| Fatal Move 2         | T, HCT + A or C   |

### ROBERT

|                        |                   |
|------------------------|-------------------|
| Fireball               | QCT + A or C      |
| Dragon Punch           | T, D, DT + A or C |
| Wave Kick              | HCB + B or D      |
| Air Kick (done in air) | QCB + B or D      |
| Grab Move (in close)   | HCT + D           |
| Fatal Move 1           | QCT, HCB + A or C |
| Fatal Move 2           | T, HCT + A or C   |

### URI

|                           |                   |
|---------------------------|-------------------|
| Fireball                  | QCT + A or C      |
| Dragon Punch              | T, D, DT + A or C |
| Downward Flame            | QCT + B or D      |
| Grab Move (in close)      | HCB + A           |
| Grab Move (from distance) | HCB + C           |
| Shield                    | QCB + A or C      |
| Hurricane Kick            | QCB + B or D      |
| Fatal Move 1              | QCT, HCB + B or D |
| Fatal Move 2              | T, HCT + A or C   |

### RALPH

|                             |                     |
|-----------------------------|---------------------|
| Rapid Punch                 | A or C (repeatedly) |
| 3 Hit Punch                 | B, T + A or C       |
| Bomb (followed by fireball) | D, U, QCT + A or C  |
| Grab Move (in close)        | HCT + D             |
| Drop Kick                   | B, T + B or D       |
| Fatal Move 1                | QCT, HCB + A or C   |
| Fatal Move 2                | QCT, HCB + B or D   |

## SIE KENSON

|                                |                   |
|--------------------------------|-------------------|
| Fireball                       | QCB + A or C      |
| Dragon Kick                    | B, D, DB + B or D |
| 3 Hit Side Attack              | HCT + A           |
| 3 Hit Upward Attack            | HCT + C           |
| Downward attack (from mid air) | QCB + A or C      |
| Fatal 1                        | QCT, HCB + B      |
| Fatal 2                        | QCT, HCB + D      |

## CLARK

|                      |                           |
|----------------------|---------------------------|
| Rapid Punch          | A or C (repeatedly)       |
| Grab Move            | HCT + A or C              |
| Grab Move (in close) | HCT + D                   |
| Frankensteiner       | T, D, DT + A or C         |
| Grab Move 2          | HCT + B then QCT + A or C |
| Fatal Move           | HCB, HCB + C              |

## ATHENA

|  |                               |
|--|-------------------------------|
| Fireball   | QCB + A or C                  |
| Roll (mid air)                                       | QCB + A or C                  |
| Shield   | HCB + B or D                  |
| Dragon Punch (can be done mid air)                   | T, D, DT + A or C             |
| Teleport   | QCT + B or D                  |
| Fatal Move   | B, HCB + A or C               |
| These three moves can be done in fatal move sequence |                               |
|  | QCB A or C or B, HCB + A or C |
|  | or QCB + A or C               |

## VICE

|                       |                                    |
|-----------------------|------------------------------------|
| Rapid Kick            | QCB + B or D (can be done in air)] |
| Grab Move (in close)  | HCB, T + C                         |
| Grab Move (far)       | HCT + A or C                       |
| Fatal Move (in close) | HCB, HCB + A or C                  |

## KIM

|                              |                     |
|------------------------------|---------------------|
| Moon Kick                    | D, U + B or D       |
| Overhead Kick                | QCB + B or D        |
| Airborne Rapid Kick (in air) | QCT + B or D        |
| Scissor Kick                 | B, T + B or D       |
| Spin Kick                    | D, U + A or C       |
| Fatal Move                   | QCB, DB, T + B or D |
| Air Fatal Move               | QCB, DB, T + B or D |

## GEESE

|                                  |                      |
|----------------------------------|----------------------|
| Fireball                         | QCT + A              |
| Double Fireball                  | QCT + C              |
| Air Fireball (mid air)           | QCB + A or C         |
| Mid Air Counter                  | HCT + B              |
| Counter (when opponent jumps in) | HCT + D              |
| 3 Hit Dash                       | HCB + A or C         |
| Dragon Punch                     | T, D, DT + A or C    |
| Fatal Move                       | DB, HCB, DT + A or C |

## CHOI

|               |                   |
|---------------|-------------------|
| Upwards Spin  | D, U + A or C     |
| Wall Attack   | D, U + B or D     |
| Air Attack    | QCT, B or D       |
| Tornado Spin  | B, T + B or D     |
| Running Slash | B, T + A or C     |
| Fatal Move    | HCB, HCB + A or C |

## LEONA

|                     |                   |
|---------------------|-------------------|
| Crescent Slash      | D, U + A or C     |
| Dashing Knee        | B, T + B or D     |
| Airball trike       | D, U + B or D     |
| Charging Star       | B, T + A or C     |
| Fatal Move (in air) | QCT, HCB + A or C |

## KASUMI

|                          |                   |
|--------------------------|-------------------|
| Kasumi Crunch            | QCT + A or C      |
| Airborne Crunch (in air) | QCT + A or C      |
| Kasumi Uppercut          | QCB + A or C      |
| Reverse Body Attack      | HCT + B           |
| Air Reverse (in air)     | HCT + B           |
| Grab Move (in close)     | HCT + C           |
| Fatal Move               | QCT, QCT + A or C |



## MAI

|              |                   |
|--------------|-------------------|
| Fan Throw    | QCT + A or C      |
| Flame        | QCB + A or C      |
| Flame Kick   | T, D, DT + B or D |
| Elbow Attack | HCT + B or D      |
| Swan Dive    | HCB + A or C      |
| Fatal Move   | QCB, HCT + B or D |

## KING

|                 |                   |
|-----------------|-------------------|
| Fireball        | QCT + B or D      |
| Double Fireball | QCT, QCT + B or D |
| Slash Kick      | T, D, DT + B or D |
| Tornado Kick    | HCB + B or D      |
| Surprise Attack | T, D, DT + A or C |
| Lightning Dash  | HCT + B or D      |
| Fatal Move      | QCT, HCB + B or D |

## IORI

|                      |                        |
|----------------------|------------------------|
| Dragon Punch         | T, D, DT + A or C      |
| Running Slam         | HCB + B or D           |
| 3 Hit Combo          | QCB + A or C (3 times) |
| Grab Move (in close) | HCT + C                |
| Fireball             | QCT + A or C           |
| Fatal Move           | QCB, HCT + A or C      |

## MATURE

|               |                        |
|---------------|------------------------|
| 3 Hit Combo   | QCB + A or C (3 times) |
| Running Slash | QCB + B or D           |
| Flip          | T, D, DT + A or C      |
| Grab Move     | HCT + A or C           |
| Fatal Move    | QCB, HCT + B or D      |

## GIN

|                        |                   |
|------------------------|-------------------|
| Bottle Bash            | QCB + A or C      |
| Air Roll               | T, D, DT + A or C |
| Super Hit              | HCT + B or D      |
| 1. Super Hit follow on | T + B or D        |
| 2. Super Hit follow on | HCT + B or D      |
| Body Splash            | QCT + A or C      |
| Fall                   | QCB + B or D      |
| 1. Fall direct         | U + B             |
| 2. Fall Direct U + D   |                   |
| Fatal Move             | QCT, QCT + A or C |

## CHANG

|                      |                     |
|----------------------|---------------------|
| Ball Slap            | B, T + A            |
| Ball Twirl           | A or C (repeatedly) |
| Moon Kick            | D, U + B or D       |
| Grab Move (in close) | HCB, T + C          |
| Fatal Move           | QCT, HCB + A or C   |

## WOLFGANG

|                      |                   |
|----------------------|-------------------|
| Fireball (high)      | QCB + A or C      |
| Fireball (low)       | QCB + B or D      |
| Double Kick          | QCT + B or D      |
| Drop Kick            | T, D, DT + B or D |
| Grab Move (in close) | HCB, T + C        |
| Fatal Move           | T, HCT + A or C   |

## MR BIG

|              |                     |
|--------------|---------------------|
| Floor Fire   | QCT + A or C        |
| Torpedo      | HCB + A or C        |
| Stick Twirl  | HCB + B or D        |
| Rapid Slap   | A or C (repeatedly) |
| Dragon Punch | T, D, DT + A or C   |
| Fatal Move   | QCT, QCT + A or C   |

Phew... that's it, the complete moves list for *King Of The Fighters '96*. If there are moves that you know of and we have not listed them send them in to Phil's *KOF'96* tips.

# QUAKE GIBBLETS



**Q**uake is one of the greatest games of all time. We know that, you know that, and if you don't know that, look at the review on page 58 to find out that it is. One of the reasons for it being so amazing is that it can be customised so easily, and we're here to tell you about some of the best new things you can pick up for *Quake* on the internet. Of course, this isn't anywhere near everything available, as there are loads of things appearing every day. But here are a few choice patches, and a short description of what they do.



You can use the patches in deathmatches!

## WHERE DO I GET 'EM FROM THEN?

We recommend you take a look on *The Quake Stomping Grounds* at <http://www.stomped.com> for the latest patches, as their File Area is one of the best around. Or you could try <ftp.cdrom.com/pub/quake>, as there are hundreds of *Quake* related files here.

## DUH, WHAT NOW, BOSS?

Once you've got a patch, create a subdirectory in your *Quake* directory with whatever name you want to remember the patch by (ie. call the blaster directory **BLASTER**, and the grappling hook directory **GRAPPLE**) and unzip all the files into this directory. Now, to play *Quake* with this patch activated, add "-game xxxx", replacing the xxxx with the name of the directory. therefore, to use the grappling hook, type "QUAKE -GAME GRAPPLE". Easy.

## WEAPON PATCHES

These patches will edit your weapons, giving you new toys to play with or making you even tougher than before.



**FREAK11.ZIP**  
Monster magic weapons. The axe fires Death Knight magic, the shotgun fires the Enforcer Blaster, and the nail gun fires Scrag magic.



**THROWAXE.ZIP**  
Lets you throw your axe. When thrown, it falls on the floor and must be collected before it can be thrown again.



**GRAP109B.ZIP**  
A newer version of the grappling hook mentioned in the review. It's got its own graphics (all light-sourced) and it's now possible to hang from the ceiling while shooting with another weapon!



**PLAUNCH.ZIP**  
Makes the grenade launcher fire men out, who explode in a shower of guts. Makes the rocket launcher fire slowly, firing lightning from each rocket in whatever direction you face.



**HOMING.ZIP**  
Makes the rockets home in on enemies, moving round corners at right-angles as well. Also adds even more gore.

**PROXMIN1.ZIP** - The rockets now stick to the wall, ceiling or floor, and stay there until someone gets close. Then they explode!

**BLASTER.ZIP** - Replaces the super nail gun with the Enforcer's blaster gun.

**EJECT.ZIP** - Makes empty shotgun shells fly out the back of the shotgun. They look great and sit on the floor for ages.

**GIBGUN.ZIP** - Makes the grenade launcher fire heads and other body parts.



**AXE\_OF\_C.ZIP**  
The Axe of Command, which turns enemies onto your side!

## MISCELLANEOUS PATCHES

These do things other than modify your weapons, like turning you into monsters or giving you extra options.

**MORPH.ZIP** - Probably the best of the lot! This lets you morph into any monster at any time! This is great fun in deathmatch, as you can have loads of Shamblers vs. loads of Scraggs! Get this now!

**SOLID.ZIP** - Makes dead bodies stay solid, so that you can keep hitting them until they explode! Also makes the dogs fight on your side, killing enemies and chewing their bodies up!



**SKINS.ZIP**  
Gives you loads of new textures, including a Stormtrooper, the Predator, Terminator, and others. You can then switch between them at any time.



**OBSERVE.ZIP** - This lets you join in a deathmatch game, then go invisible (other than a pair of eyes), then float around the level, even through walls! You can't attack or be hurt, meaning you're just like a floating camera!

**DECOY.ZIP** - Lets you leave a hologram of yourself with a camera mounted inside. Watch from a safe distance, then explode it when someone gets close!

**FIEND11.ZIP** - Makes the Pentagram of Power morph you into a Fiend! You can then run around the levels murdering people for a few minutes!

**SKARMOD3.ZIP** - Gives you loads of things at once! A new laser gun, 48 textures (including Mario), the Fiend power-up, new sounds, solid bodies, and lots, lots more!

*There are plenty more exciting add-ons available for Quake (the patch that lets a dead player move their head around, biting other people's ankles is cool!) so get looking!*

## KNEE PATCHES

*If you fall over and make a hole in your jeans, get someone with sowing know-how to sew a patch over your hole. This makes your jeans more respectable and reduces drafts, as well as increasing their lifespan. Oh, we're funny.*

## THE END

Don't forget, *FreePlay* is YOUR magazine! If you've got anything to say about *Quake*, send it in as we'll keep *Quake Gibblets* going as long the game's popular! Just write to the address on the back page of *FreePlay*, marking your envelopes "Quake Gibblets" or E-Mail our biggest *Quake* fan, Ed, on: [elomas@candvg.demon.co.uk](mailto:elomas@candvg.demon.co.uk)



# FREEPLAY CLASSIFIED

## CONSOLES

- **MEGADRIVE AND 32X**, 18 GAMES INC VIRTUA FIGHTER + HEADPHONES, 2 PADS AND 30 MAGS, ONLY £300, OR SWAP FOR SNES - ASK FOR ANDY REDFERN, 0121 747 3991, CASTLE BROMWICH, BIRMINGHAM.
- **FOR SWAP:** MEGADRIVE WITH 2 JOYPADS AND 6 HOT GAMES FOR ATARI JAGUAR WITH ALIENS VS PREDATOR. PLEASE I AM DESPERATE CONTACT HUGH RODGER 01236 730692, CUMBERNAULD EASTFIELD, GLASGOW.
- **SWAP A SUPER NINTENDO AND GAME GEAR** WITH LOADS OF GOOD GAMES FOR A SONY PLAYSTATION WITH GAMES. GARETH CADDERTON 01457 865680 SIMMONDLEY GLOSSOP, DERBYSHIRE.
- **MEGADRIVE 2 + 2 PADS**, 12 GAMES INC SSF2, ZERO TOLERANCE, MEAN BEAN MACHINE. BARGIN AT £150, BOXED AS NEW. SIMON EMMINS 01905 840532, WORCS.
- **SEGA MEGADRIVE 2 + 28 TOP GAMES**, INC SONIC 2 AND 3, ZERO TOLERANCE, NBA JAM T.E. + MANY MORE. SELL FOR £200 OR SWAP FOR SATURN. MICHAEL SMITH 01132 530609, MORLEY, LEEDS.
- **(PAL) SNES**, 2 CONTROLLERS, 1 TURBO PAD, 5 GAMES INC KILLER INSTINCT, EWJ, EWJ2, SF2 TURBO, RISE OF THE ROBOTS + 10 MAGS £100. ROWAN BAGLES, BRIXHAM, DEVON 01803 845761.
- **SNES AND TWO PADS** WITH 13 TOP GAMES FOR SALE. BOXED WITH INSTRUCTIONS, WORTH £730 YOURS FOR £210. OWEN NEWTON 01297 22817, SEATON, DEVON.
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- **MEGADRIVE**, 3 PADS, JOYSTICK, 7 GAMES INCLUDING TOY STORY, FIFA '96, MMTT'96, SONIC 2. MAY SELL SEPARATELY,

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BUBSY 2 £8, BALLZ £8. JAMIE ROBSON 0181 244 7898, UPPER NORWOOD, LONDON.

- **PRIMAL RAGE**, RISE OF THE ROBOTS, STREET RACER, SUPER PROBOTECTOR, SNES GAMES £15 EACH. NEIL MARSHALL 01206 762362, COLCHESTER, ESSEX.
- **EURO '96 FOR PC-CD**, ALSO WORMS PC-CD, £20 EACH OR £35 FOR BOTH. ALL AS NEW, PHONE PETER 01232 667707, BELFAST.
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- **FOR SALE: ANIME = GUNBUSTER 1 & 2**, HUMMINGBIRDS, PERFECT CONDITION. WANTED: MEGADRIVE: ART OF FIGHTING, PHANTASY STAR 3 AND 2 SNES: BRAIN LORD, GREAT OGRE BATTLE, BREATH OF FIRE 1 OR 2 KENRIC NARBROUGH 01580 240200, CRANBROOK, KENT.
- **MENACER + GAME CARTRIDGE** £25 + MEGADRIVE GAMES. STEELS TALONS THE TERMINATOR, JURASSUC PARK £10 EACH. JASON COTTLE 01225 810474, WILTSHIRE.
- **JAGUAR GAME FOR SALE.** RAYMAN BOXED WITH INSTRUCTIONS £25 ONO. JOHN SOKS 0191 581 8500 SEAHAM, CO.DURHAM AFTER 6PM.
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- **PLAYSTATION GAMES:** CYBERSLED, STRIKER '96, JUMPING FLASH, NBA JAM T.E., WORMS. SWAP FOR OTHER GAMES. PHONE LEE CORNISH 01923 490127 AFTER 6PM, WATFORD.

## GAMES

- **SNES GAMES FOR SALE:** STRIKER £10, STARWING £7, MK £7. ALSO MEGADRIVE GAMES FOR SALE: MICRO MACHINES 2 £15,

## OTHER

- **SIZE 6 BAUER ICE HOCKEY SKATES** USED FOUR TIMES EXCELLENT COND £45 ONO. WILL SWAP FOR GOOD PLAYSTATION GAME. PHILIP DRAKELEY 01270 522650 NANTWICH, CHESHIRE.

# FREEPLAY FANZINES

**Role Call**  
Editor:  
Rachel Ryan  
Price: £1.20

**Enquiries:**  
25 Oakdene  
Avenue  
Woolston  
Warrington  
Cheshire  
WA1 4NU

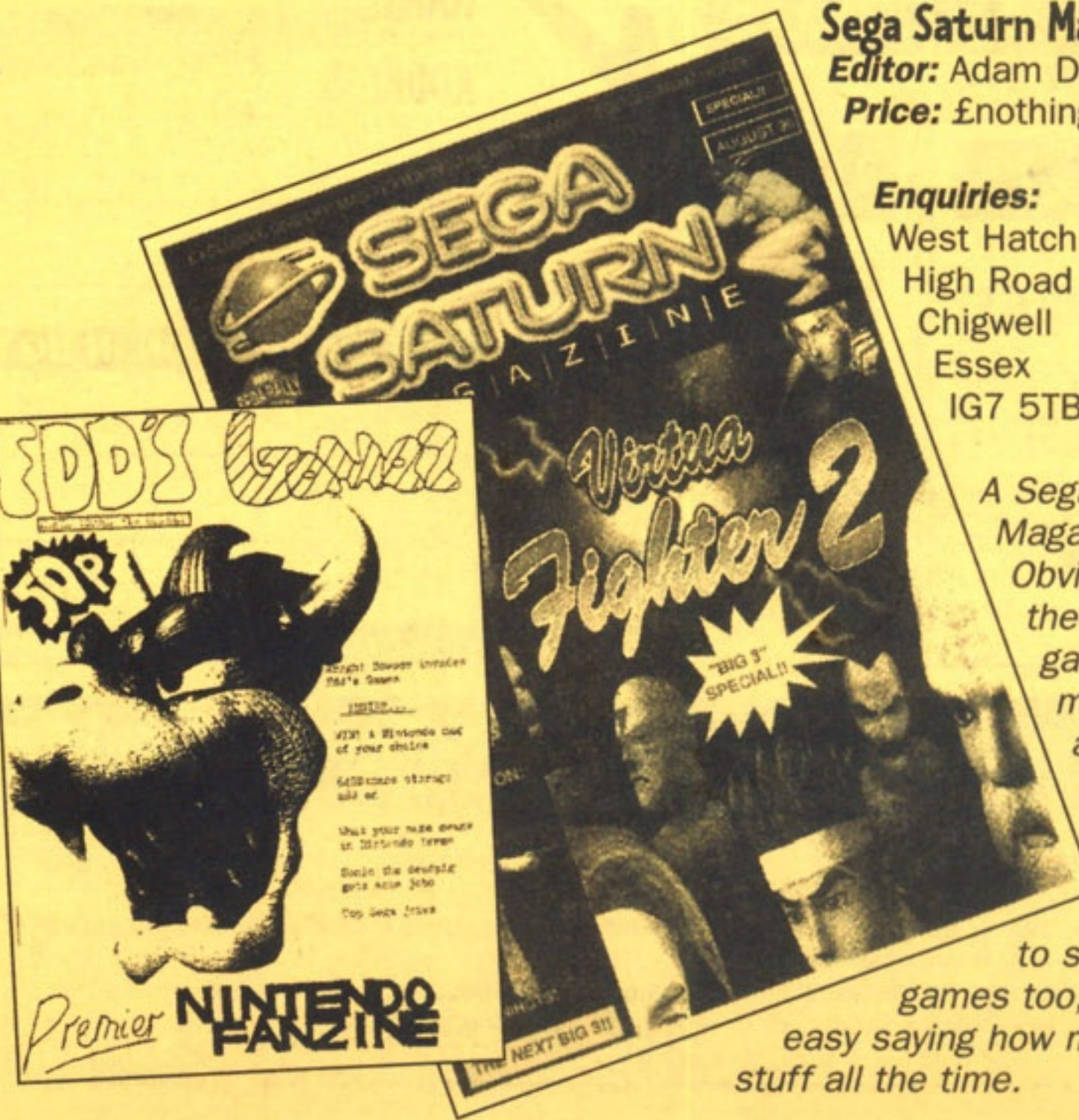
We featured an earlier issue of this excellent fanzine a while back. Rachel asked us especially to print the address this time, so everyone gets a chance to benefit from the authoritative, enthusiastic coverage of the latest RPGs out of Japan, US, and UK. The information and illustration is all first class.



**Edd's Gamez**  
Editor: Edd Morris  
Price: 50p

**Enquiries:**  
Lansdown  
Roman Road  
Hereford  
HR4 9QW

Edd has a really weird sense of humour, so his 'zine is hard to take seriously. But the enthusiasm makes up for it. Information is scattered, gossip-style. But this is issue #3, so it must be popular. Good breadth of coverage, Edd. We like it.



**Sega Saturn Magazine (?)**  
Editor: Adam Doree  
Price: £nothing!

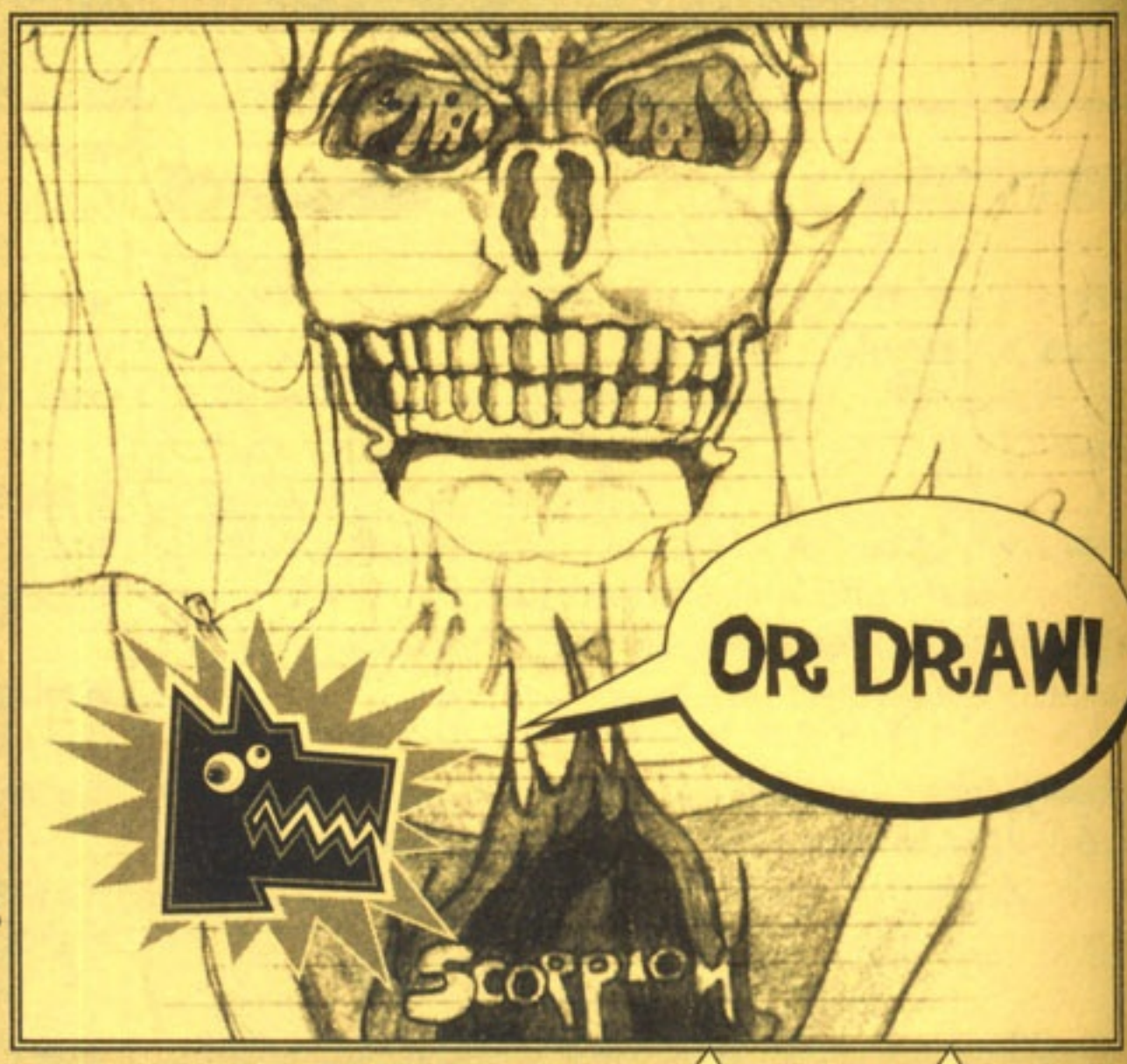
**Enquiries:**  
West Hatch High School  
High Road  
Chigwell  
Essex  
IG7 5TB

A Sega Saturn Magazine fanzine! Obviously most of the research is gained from the mags we do here at EMAP, but the hands-on editorial is great too. Like to read what you have to say about crap games too, though. It's easy saying how much you like stuff all the time.

# WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO SPECIFY WHICH SECTION YOUR CONTRIBUTION IS FOR (CLASSIFIEDS, FANZINES, HIGH SCORES ETC.)

**FREEPLAY**  
COMPUTER AND VIDEO GAMES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU



**D**on't forget, FreePlay is YOUR section of the magazine! If you think you know what you're on about when it comes to games, show us and the rest of the world! If you reckon you know how to make FreePlay better, send us your suggestions for features, fan pages or new sections and if they're good enough, we'll use them!

WRITE FOR FREEPLAY!

FREEPLAY

## HIGH SCORES

Come on! The few high scores we've been sent so far have been useless, and we're not starting up the section properly until we've got some decent scores. Are you all rubbish at games or what? If you think otherwise - on any game at all - send your achievements to FreePlay!

## MOST WANTED

Are you going to explode if *Mortal Kombat Trilogy* isn't out soon? Do you think that *Cheesy the Mouse 2* would be the best game ever? Do you still care about M2? Tell us about it! Just write the three things you are looking forward to the most, in order, on your envelope or coupon.

**ART** Everyone seems to want their pictures in *Drawins Wot You Dun*, and *Hunter the dog* wants more pictures for his kennel. Send them in! We all look at every single one and print as many as we can, so get scribbling! No more *Rayman* pictures though, please!

**TIPS** The legendary Lomas's tips brain is drying up. 24-hours of work every day is causing his powers to weaken, and he needs your help. Feed him tips for new games and he may live to write about *Mortal Kombat* and *Quake* again.

## CLASSIFIEDS

Got some junk? Desperate to sell off your old games machine to buy the new Amiga? Fill in the form below and let people know abaaaat it! Just make sure it's legal, or we'll tell the police, then throw your coupon in the bin.

## CARTOONS

We like cartoons. Send us some and we'll print them in FreePlay. Of course, it'd be nice if they've got something to do with games, but we'd also like some taking the mickey out of Tom Guise's ridiculous pie-shaped head.

**FANZINES** Some of the fanzines we've been sent are very high quality. And some are scruffy little things which are still great fun. If you've made one, send it in and tell the world all about it!

PLEASE TICK (THE RELEVANT BOX)



NAME .....  
ADDRESS .....



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