

# Christmas FREEPLAY

• stop press •

## VIRTUA FIGHTERS AND FIGHTING VIPERS – IN ONE GAME!!

You read it correctly! AM2 are releasing an all-new beat 'em up featuring ALL their Saturn fighting game characters – to be released into the home before Christmas in Japan! *Fighters Megamix* is its name and – following weeks of growing rumours about a major Sega secret – the news was finally officially broken at the Sega Winter Power Up conference in Japan. Sega's head of R&D, Yu Suzuki, announced that it would be AM2's hottest title for this winter. He also stated that not only would the game feature all the characters from *Virtua Fighter 2* and *Fighting Vipers* (that's 22 in all, including BM and Kumachan), it would also include the *Virtua Cops* as well! All manner of incredible new features have been included. Most notably, elements of *Virtua Fighter 3*! The VF2 characters will now be able to use some *Virtua Fighter 3* moves, while the *Fighting Vipers* have some all-new moves of their own. The game will also feature the Escape button from

*Virtua Fighter 3*, allowing all the characters to side-step left-or-right to avoid attack! Although the characters are – at least on the surface – cross-compatible, there's obviously some questions over how their fighting-styles will be affected, most notably with regard to the armour and walls. It's been revealed that the *Virtua Fighter 2* characters will not wear body armour. They WILL however, have armour-breaker moves like their *Fighting Viper* counterparts. An important feature of *Fighting Vipers* was the mid-air recovery, allowing them to land on their feet. The *Virtua Fighter 2* characters will now have this ability too. As with regard to the walls, this really comes down to the stages in the game. *Fighters Megamix* will feature stages from *Virtua Fighter 2*, *Fighting Vipers* AND updated original *Virtua Fighter* ones. All-new levels are also promised. For the *Fighting Vipers* stages, there is the option to switch

off the wire-fences, walls and ring outs. The graphics are also a point of discussion. *Virtua Fighter 2* used the Saturn's super hi-resolution mode. *Fighting Vipers*, although at a lower resolution, used light-sourcing and gourard shading. Which of these graphical elements will be employed has yet to be revealed. It's also unknown whether the characters will sport new costumes. There was a restriction on AM2 revealing any pictures of the game before we went to press. However, the game is scheduled for a December 21st release in Japan, so expect masses of information next month. What's more, its set for a spring release over here! *Virtua Fighters*, *Fighting Vipers*, *Rage* and *Smarty* in one game! What more could you ask for?



☞ Here's Smarty. How's he gonna play? Like Pepsiman perhaps? If current rumours are to be believed, Sonic the Hedgehog and the VF Kids could be in the game too. Oojima!



INCREDIBLE NEWS!

### GAMEBOY CREATOR STARTS OWN COMPANY

A few months back we reported that Gumppei Yokoi, the inventor of Gameboy, had mysteriously left Nintendo. At the time there was speculation that it was related to the poor success of his Virtual Boy. However, now he has re-emerged with his own company, and his products may well be released through Nintendo! The company, called Koto, is the result of Yokoi's desire to bring out more of his ideas. He says that as Nintendo became a bigger company it could only bring out major products. And he has accumulated many ideas in his 30 years with the company, which he now wants to turn into working products. The company already has six products in development, with the first set for release next June. No details have been revealed, although Yokoi has stated that none of them are N64, Saturn or PlayStation-related. However he has mentioned that one of the projects is based on 'high-level technology developed for the military, which could now be used for the equivalent of around a pound'. Leading to speculation that it could be coin-op hardware. As soon as we know more about Koto's projects, we'll tell you.

### RED-HOT FACT/ RUMOUR MILL!

It was also revealed at the Sega Power-Up that *Virtua Fighter 3* is coming to Saturn. *X-Men vs Street Fighter* is a Saturn exclusive. As is *Quake*, which is going to include the NetLink facility. *Destruction Derby's* release has slipped to next year. *Virtual On* has been rush-released in America. Guile is in *Street Fighter EX*. Zool is set for his own 3D game. N64 isn't going to be released here until June or July. *Populous 3* looks great, a bit like *Magic Carpet*. *Dungeon Keeper* on Saturn has impressive lighting effects. There's a hidden four-player game of Tanks in *Exhumed* if you get all the team dolls.

## READERS MOST WANTED CHART

I want, I want, sometimes gets...

1	NINTENDO 64	IN BLIGHTY
2	VIRTUA FIGHTER 3	ARCADE/SAT
3	TEKKEN 3	ARCADE/PS
4	STREET FIGHTER 3	ARCADE
5	MORTAL KOMBAT 4	ARCADE
6	VIRTUA COP 2	SATURN
7	QUAKE	PLAYSTATION
8	TIME CRISIS	PLAYSTATION
9	RESIDENT EVIL 2	PLAYSTATION
10	STREET FIGHTER EX	ARCADE/PS

Your other pathetic demands include *Daytona 2* on Model 3 (see main news), free PlayStation games, to sell my PlayStation (not from any of us), a Capcom joystick, Amiga to become good again (hahahaha), Chicken Pot Pie (?), the ultimate Sonic game and a 128-bit CD-based console that is 'unfaultable'. Keep them coming, cos if you don't, we wee your letters onto the side of the toilet bowl.

## Contents

Page	
1	News/Readers charts
2	Official Charts
3	Retro  Computer Cabin
4	Ed's Christmas Tipples !?!
6	Festive Freeplay Fan!
8	Drawins wot you dun
10	Expert SFA 2 Guide!
14	Christmas classifieds
15	High Scores/ Fanzines
16	Write for Freeplay





# CHRISTMAS CHARTS ROUND-UP



## UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	NE	SOVIET STRIKE	PLAYSTATION	E.A.
2	NE	CRASH BANDICOOT	PLAYSTATION	SONY
3	5	SYNDICATE WARS	PC CD-ROM	E.A.
4	7	TEKKEN 2	PLAYSTATION	NAMCO
5	1	WIPEOUT 2097	PLAYSTATION	PSYGNOSIS
6	4	CHAMPIONSHIP MANAGER 2: DOUBLE PACK	PC CD-ROM	EIDOS
7	2	CHAMPIONSHIP MANAGER 2: 1996/1997	PC CD-ROM	EIDOS
8	3	DARK FORCES: WHITE LABEL	PC CD-ROM	VIRGIN
9	5	FORMULA 1	PLAYSTATION	PSYGNOSIS
10	6	TOMB RAIDER	SATURN	SEGA
11	8	FLIGHT SIM 6.0	PC CD-ROM	MICROSOFT
12	15	WALLACE & GROMIT	PC CD-ROM	BBC MULTIMEDIA
13	NE	MONKEY ISLAND 1 & 2: WHITE LABEL	PC CD-ROM	VIRGIN
14	13	FIGHTING VIPERS	SATURN	SEGA
15	RE	CATZ	PC CD-ROM	MINDSCAPE
16	19	ACTUA GOLF	PLAYSTATION	GREMLIN
17	16	NETWORK Q RALLY	PC CD-ROM	EUROPRESS
18	10	WORLDWIDE SOCCER '97	SATURN	SEGA
19	RE	QUAKE	PC CD-ROM	GT INTERACTIVE
20	12	TIE-FIGHTER: WHITE LABEL	PC CD-ROM	VIRGIN

## COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These charts have nothing to do with the sales of the games, they're just what we recommend you get this month.

### SATURN U.K. TOP 5

- |   |                        |        |
|---|------------------------|--------|
| 1 | CHRISTMAS NIGHTS       | SEGA   |
| 2 | VIRTUA COP 2           | SEGA   |
| 3 | STREET FIGHTER ALPHA 2 | VIRGIN |
| 4 | WORLDWIDE SOCCER '97   | SEGA   |
| 5 | VIRTUA ON              | SEGA   |

### SATURN IMPORT TOP 5

- |   |                             |            |
|---|-----------------------------|------------|
| 1 | FIGHTERS MEGAMIX            | SEGA       |
| 2 | VIRTUAL ON (WITH JOYSTICKS) | SEGA       |
| 3 | VIRTUA COP 2                | SEGA       |
| 4 | DIE HARD ARCADE             | SEGA       |
| 5 | BOMBERMAN                   | HUDSONSOFT |

### PLAYSTATION U.K. TOP 5

- |   |                     |           |
|---|---------------------|-----------|
| 1 | WIPEOUT 2097        | PSYGNOSIS |
| 2 | DESTRUCTION DERBY 2 | PSYGNOSIS |
| 3 | TOMB RAIDER         | EIDOS     |
| 4 | STAR GLADIATOR      | VIRGIN    |
| 5 | FORMULA 1           | PSYGNOSIS |

### PLAYSTATION IMPORT TOP 5

- |   |                    |       |
|---|--------------------|-------|
| 1 | RAGE RACER         | NAMCO |
| 2 | SOUL EDGE          | NAMCO |
| 3 | ZERO DIVIDE 2      | ZOOM  |
| 4 | NAMCO MUSEUM VOL.4 | NAMCO |
| 5 | TEKKEN 2           | NAMCO |

### PC TOP 3

- |   |                              |                |
|---|------------------------------|----------------|
| 1 | QUAKE                        | GT INTERACTIVE |
| 2 | SIMPSONS CARTOON STUDIO      | E.A.           |
| 3 | COMMAND & CONQUER: RED ALERT | VIRGIN         |

### NINTENDO 64 TOP 5

- |   |                       |          |
|---|-----------------------|----------|
| 1 | MARIO KART 64         | NINTENDO |
| 2 | WAVRACE 64            | NINTENDO |
| 3 | KILLER INSTINCT GOLD  | NINTENDO |
| 4 | MORTAL KOMBAT TRILOGY | GT       |
| 5 | CRUISIN USA           | NINTENDO |

### MEGA DRIVE TOP 3

- |   |                         |             |
|---|-------------------------|-------------|
| 1 | SONIC 3D                | SEGA        |
| 2 | ISS DELUXE              | KONAMI      |
| 3 | MICRO MACHINES MILITARY | CODEMASTERS |

### SUPER NES TOP 3

- |   |                       |     |
|---|-----------------------|-----|
| 1 | SUPER MARIO KART      | THE |
| 2 | DONKEY KONG COUNTRY 3 | THE |
| 3 | TETRIS ATTACK         | THE |

### ARCADE TOP 5

- |   |                         |        |
|---|-------------------------|--------|
| 1 | VIRTUA FIGHTER 3        | SEGA   |
| 2 | X-MEN VS. STREETFIGHTER | CAPCOM |
| 3 | GTI CLUB                | KONAMI |
| 4 | SEGA TOURING CAR        | SEGA   |
| 5 | SAMURAI SHOWDOWN 4      | SNK    |

## JAPANESE MULTI-FORMAT SALES TOP 10

1	LUNAR SILVER STAR STORY	SATURN
2	VANDAL HEARTS	PLAYSTATION
3	KING OF FIGHTERS 96	NEO GEO
4	STAR GLADIATOR	PLAYSTATION
5	AUBIRD FORCE	PLAYSTATION
6	LANGRISSER 3 SPECIAL	SATURN
7	POCKET MONSTER BLUE	GAMEBOY
8	PICROSS 2	GAMEBOY
9	MASTER OF MONSTERS	SATURN
10	F1 GP NIPPON	PLAYSTATION

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

1	QUAKE (STILL)	PC CD-ROM
2	STREET FIGHTER ZERO 2	SATURN
3	WAVE RACE 64	N64
4	WIPEOUT 2097	PLAYSTATION
5	VIRTUAL ON	SATURN

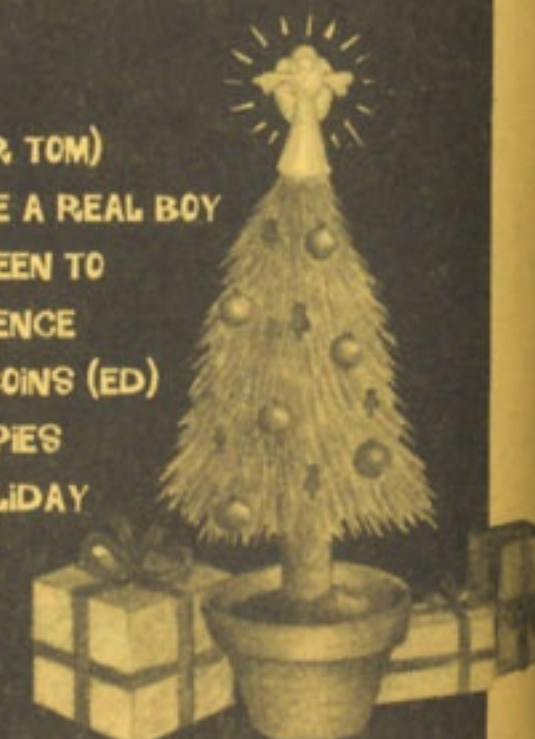
## AMERICAN MULTI-FORMAT SALES TOP 10

1	MK TRILOGY	PLAYSTATION
2	SUPER MARIO 64	NINTENDO 64
3	JOHN MADDEN '97	PLAYSTATION
4	TEKKEN 2	PLAYSTATION
5	ULTIMATE MK3	SUPER NES
6	CRASH BANDICOOT	PLAYSTATION
7	DIE HARD TRILOGY	PLAYSTATION
8	NHL HOCKEY '97	GENESIS
9	JOHN MADDEN '97	SATURN
10	PILOTWINGS 64	NINTENDO 64



## TOP 10 CHRISTMAS WISHES

- WORLD PEACE
- EVERY DAY TO BE A 'DISNEY' DAY
- 'CHITTY CHITTY BANG BANG' ON TV
- TO HEAR FATHER CHRISTMAS' SLEIGH BELLS
- MINCE PIES (BUT NOT FOR TOM)
- FOR ED TO BE A REAL BOY
- STEVE McQUEEN TO CLEAR THE FENCE
- CHOCOLATE COINS (ED)
- MORE MINCE PIES
- A LONGER HOLIDAY





VIDEO GAMING

Dave Kelsall's Retro  
Computer  
Cabin

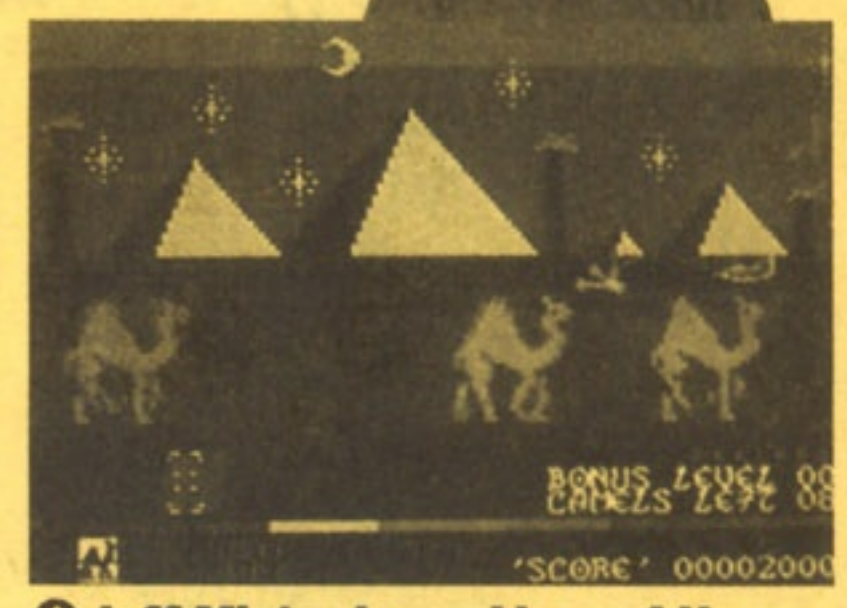


**P**heh! What with the brilliant HMV retro exhibition, my anniversary T-shirts and this months awesome book by Paul Glancey, retro fans have never had it so good. In fact old games are getting even harder to find as more and more people are snaf-fling up retro bargains. Nevertheless the MicroGoblin's hunted down some real treats for you this issue!



that the voices sound really rough and computery and not just a poeey old sample. By the way, *Intellivoice* came bundled with all machines during its demise and are quite cheap to pick up nowadays.

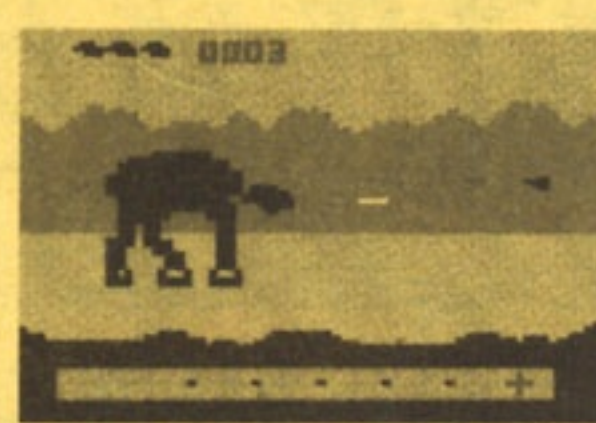
It's a sin that I haven't mentioned at least one Jeff Minter game yet, as he designed some of the most acclaimed Atari and C64 games of their time. Apart from his most famous games *ATTACK OF THE MUTANT CAMELS*, *IRIDIS ALPHA* and *SHEEP IN SPACE*, I was always a fan of *BATALYX*. It's basically a



Jeff Minter loves Llamas! He used to keep one in his back yard.

collection of five games – *HALLUCIN-O-BOMBS*, *AMCII*, *THE ACTIVATION OF IRIDIS ALPHA BASE*, *CIPPY ON THE RUN*, *SYNCHRO II* and a pause mode that contained a simple form of *PSYCHEDELIA* – a light synthesiser. I won't bother explaining the scenario as with all Minter games it's best to just play it. Be prepared for the full contingent of mad shoot em up mayhem and weird sheep/Llama action that was the basic ingredient in most of his games, and don't blame me if you're disappointed! You either loved or loathed a Minter game! Jeff went on to write a load of ST games and a couple of years back programmed *TEMPEST 2000* for the Atari Jaguar which is THE reason to nip out a pick up a machine while they're going cheap! Talking of Jaguars-I just can't understand that with such a briiiiiiiiliant back catalogue of games, Atari have released hardly any for the Jag. Imagine a machine that let you play arcade perfect conversions of *720*, *ROAD BLASTERS*, *MARBLE MADNESS*, *STAR WARS TRILOGY*, *INDIANA JONES*, *I ROBOT*, *XYBOTS*, *MOON PATROL*, *CRYSTAL CASTLES*, *PAPERBOY* etc... I'd buy ten!!!

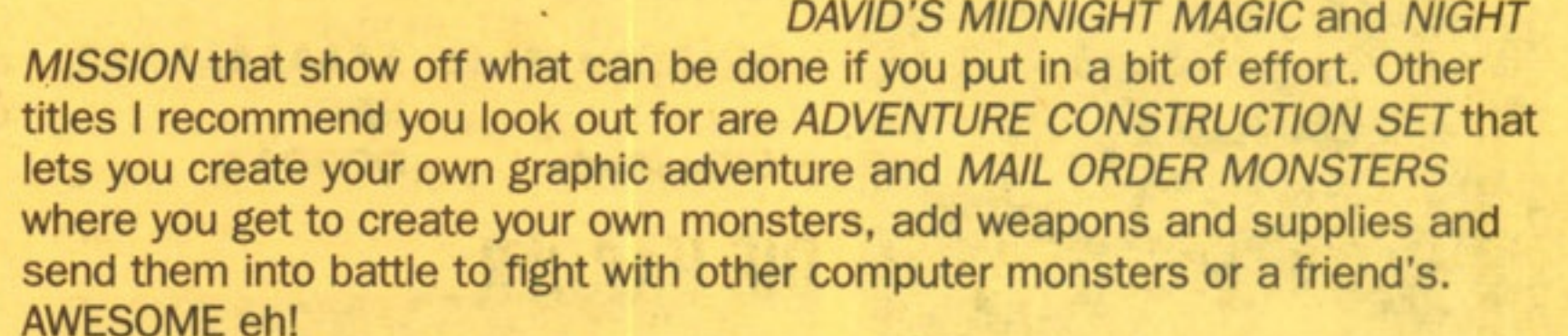
Now I'm sure that all you Star Wars fans are looking forward to reading about the new N64 *SHADOWS OF THE EMPIRE* game due for release around Christmas, but in the meantime there's a Banthaloof of old stuff to get through. Of course there's the 'seminal' vector-based arcade and computer versions—apart from poor old Return Of The Jedi that ended up as pseudo-3D thing. But what I've been sniffing around after is the stuff that Parker did on the Atari 2600, Phillips Videopac and Mattel Intellivision. *THE EMPIRE STRIKES BACK* was based on the classic battle scene over the planet Hoth and required you to pilot your snowspeeder into battle against the gigantic Imperial Walkers. The aim of the game was to knock out all five walkers before they blew up the power generators at the rebel base. *JEDI ARENA* on the other hand was the first video game that gave the player control of the light-saber as you moved the paddles around to deflect a droid thingy onto your opponent. All Star wars games are worth collecting for the added bonus that some daft fan is bound to offer you a fortune for anything that bears the 'holy' licence. (Yes... me.)



Snap 'em up quick cos **STAR WARS fever is about to set in.** Get hold of the Intellivision 'Talkies', cos they sound ace!



In 1985 EA/Ariolasoft released a load of Construction Set games for the Commodore 64 and I had the good fortune to pick up a couple at a recent car boot debacle. *RACING DESTRUCTION SET* is a brilliant split-screen computer slot car racing set for two players. There are 19 worldwide Grand Prix circuits built-in, as well as 8 vehicles to choose from, including a stock car, a lunar rover and a dirt-bike. All this and an easy to use construction set that lets you create your own racetracks complete with jumps, hairpins, hills, ice and dirt AND the ability to unleash weapons on your opponent in two player mode AND four superb environments including pop art and moon craters AND oh, just loads of brilliant things that I don't have enough space to spurt on about. If anyone wants to flog me the disk version then the dosh is waiting cos my cassette multiloader version is a real nightmare. This game MUST be updated and released EA... it would be awesome! The other title I picked up was *PINBALL CONSTRUCTION SET* that lets you easily design your own pinball tables via the really cool icon driven menus. The two examples that come with the package are *DAVID'S MIDNIGHT MAGIC* and *NIGHT MISSION* that show off what can be done if you put in a bit of effort. Other titles I recommend you look out for are *ADVENTURE CONSTRUCTION SET* that lets you create your own graphic adventure and *MAIL ORDER MONSTERS* where you get to create your own monsters, add weapons and supplies and send them into battle to fight with other computer monsters or a friend's. AWESOME eh!



Before I go I must mention that if you're lucky enough to have cable TV, go to the games bit in the main menu and load up *Q\*BERT* cos its a pretty faithful conversion!

I'm going to quickly mention *SPACE SPARTANS* which is one of the rare games that made use of the Intellivision's *Intellivoice* Voice Synthesis add-on. It's a pretty standard *STAR RAIDERS* type affair but the speech is briiiiiiiant and well worth buying the cart for (if you can find one). Male and Female computer voices warn of impending doom and respond to keypad entries concerning the ships status etc... What I love the most is



**WIN A COPY OF WILLIAM'S ARCADE CLASSICS!**

Here's your chance to win a free copy of WILLIAM'S ARCADE'S CLASSICS courtesy of GT Interactive. This is THE release that will finally make me buy a PlayStation this Christmas. It's awesome, cos not only to get to play arcade perfect copies of some of the greatest games ever made but you also get to snoop around all the original art and listen to the programmers having a natter about the good old days. I put this down as a **flippin' essential purchase**, but if you answer this question you might get a free one!



Q: Complete this famous war time song – "Lets all go down the Strand..."  
A: Av a cup 'o' tea.  
B: Av a quick game of 'FELIX IN THE FRUIT FACTORY' by Micropower on the BBC Model B.  
C: Av a banana.

Send your entries to "THE GOBLIN" at the usual address. (P.S. Back to the old 'Car boot tat compos' next issue).

**CABIN FREEPLAY CLASSIFIED**

"RETROGAMES" FANZINE AND GAMEFINDER SERVICE: PHONE 0181 203 8868.

SIMON GREEN (NOW A REGULAR IN CLASSIFIEDS) HAS A BURGEONING COLLECTION OF VINTAGE ARCADE PCB'S FOR SALE. IF THERE'S A GAME YOU WANT, THEN I BETCHA SIMON WILL FIND IT (EVENTUALLY). TEL: 0973 720312 OR 01952 242097 FOR MORE DETAILS.

THE GOBLIN NEEDS YOU: DO YOU HAVE A SHOP SELLING OLD COMPUTER GAMES AND STUFF OR HAVE YOU WRITTEN A FANZINE ABOUT OLD COMPUTER AND VIDEO GAMES. IF SO SEND ME YOU'RE DETAILS OR FANZINES AND I'LL ADVERTISE THEM HERE. IN THE CABIN. I'M ALSO VERY INTERESTED IN TRACKING DOWN OLD BOOKS, LEAFLETS OR PHOTOS OF OLD ARCADE, VIDEO OR COMPUTER GAMES TO HELP FILL OUT MY COLLECTION AND ANY GAMES THAT ARE CONNECTED WITH STAR WARS E.G. LUCAS ARTS NIGHTSHIFT, PARKER BROS STAR WARS (ANY FORMAT). OH, AND ANYTHING YOU RECKON IS RARE OR INTERESTING! TOP PRICES PAID BY THE WAY BUT ITEMS MUST BE BOXED AND IN GOOD CONDITION. SEND ANY LISTS TO DAVE KELSALL AT THE ADDRESS AT THE FRONT OF THE MAG OR GIVE ME A RING.

Winner of the Spectrum Compo is Deri Blenkin from Oswestry, Shropshire.



# TIPS



## WIPEOUT 2097

These cheats will RUIN THE GAME for you! DON'T USE THEM if you want to get your money's worth from it! At any time when in the menu screens, hold **L1+R1+Select** and press these buttons in the right order:

- Race Easy on all Tracks **SCTCS**
- Access Piranha Ship **XXXXCTS**
- Access Phantom Class **TTTCCC**

These cheats should be entered when the game is paused, and you're holding L1+R1+Select:

- Gain Minigun! **SCXSCXT**
- Infinite Weapons **XXSSCCT**
- Infinite Energy **TXSCTXSC**
- Infinite Time **TSCXTSCX**

And as an added bonus, hold **R2+L1+Select+Start** at the beginning until the title screen with Press Start appears. The aircraft will all turn into animals (see below!!).



## CRASH BANDICOOT

We held on to this code for a month, as we thought it would just ruin the game for those who've just bought it. We're printing it now, but still recommend that if you want to get maximum enjoyment out of the game you play it properly yourself and don't enter this code. It gives you 100% of everything - levels, gems, and keys.

- TTTXSTT
- TTSXTCTT
- TCSTXXXX



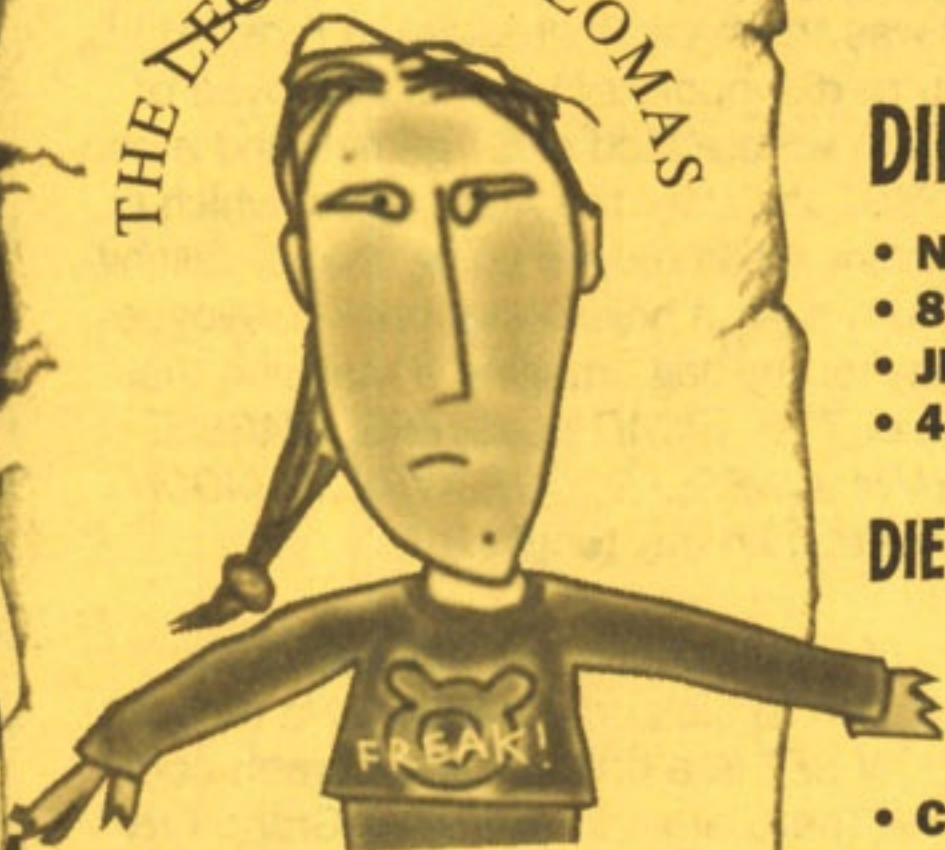
## STAR GLADIATOR

To fight in the dark, hold the **L2** and **R2** buttons before a fight starts. Either do this once you've selected a character, or in between fights. You can just see what's going on, but the arena will light up whenever you hit the other person.

## FORMULA 1

To access the hidden track without playing the championship through, select an Arcade Mode race and go to the screen where you choose between Practice, Qualify and Race. Now hold **Select** and press **Left, C, C, T, T, C, Up, Right**. Start a race, exit, and start another to find the hidden track!

FESTIVE FREAK  
THE LEGEND OF LOMAS



This month it's Christmas, and the tips are getting fat. We've got some amazing new cheats for top games, including one to play as different animals in *WipeOut 2097*. Please write to tell me about more tips, as I don't think I'll get many for Christmas. Seasons Greetings, friends!

## DIE HARDER

- N\_1B58Y3N2JB1
- 85\_N2JHHXP2NZ
- JB\_76LXXNV195
- 4N2JB185\_N2J\_

## DIE HARD WITH A VENGEANCE

- 9M24LMLG9P6NV
- MBF9P6QJWBC9T
- 6NW8V2YX72L82
- C89248C9MQZN\_

These cheats are easier to remember if you exchange the button names for letters.

- Triangle **A**
- Square **E**
- Circle **O**
- Cross **X**
- Up **U**
- Down **D**
- Left **L**
- Right **R**

All of the cheats should be entered when the game is paused and you are holding the R2 shoulder button.

## DIE HARD

- Skeleton Mode **AAAAAAAAAAR**
- Silly Mode **RRR DOODAD**

## DIE HARDER

- Fergus Mode **ODDEXE**
- Skeleton Mode **DEAD**

## DIE HARD WITH A VENGEANCE

- Flat Shade Mode **DULLDULLDULL**
- Fat Mode **LARD**
- Fergus Mode **ODDAXE**



HO HO HO! BRING PEACE, CHRISTMAS'S SPIRIT, AND TIPS!

Send your tips, cheats and players guides to:

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



## PLAYSTATION

### DIE HARD TRILOGY

Here are passcodes for each game to warp you to the very last stage of each. An underscore "\_" means a space.

### DIE HARD

- B42\_RJ498VGPC
- 7S8DVXY2P2NB5
- 8P2NBKB58P2PB
- PB58P2NBKB58J

TIPS

FREEPLAY



## FINAL DOOM

These passwords come from **Ben Allard** in **Tunbridge Wells**. Thanks Ben.

<b>VIRGIL</b>	<b>NFG36PDSMP</b>
<b>CANYON</b>	<b>SZB8HT99RT</b>
<b>COMBINE</b>	<b>PDJ!CMCM</b>
<b>CATWALK</b>	<b>2S5R14TV20</b>
<b>FISTULA</b>	<b>4WDMNPW735</b>
<b>GERVON</b>	<b>SGVKYSHN8!</b>
<b>MINOS</b>	<b>DR4V13DSGY</b>
<b>NESSUS</b>	<b>8DJSM3B864</b>
<b>PARADOX</b>	<b>FR4212GCGJ</b>
<b>SUBSPACE</b>	<b>J376Y6WCCF</b>
<b>SUBTERRA</b>	<b>52FGQGJ597</b>
<b>VESPERAS</b>	<b>LOWI9X7TQS</b>
<b>SYSTEM CONTROL</b>	<b>7VGPYSMS46</b>
<b>HUMAN BARBEQUE</b>	<b>9DJPYQP964</b>
<b>WORMHOLE</b>	<b>QT62Z822JG</b>
<b>CRATER</b>	<b>2GBNTJHP9!</b>
<b>NUKAGE PROCESSING</b>	<b>YWHQXB6465</b>
<b>DEEPEST REACHES</b>	<b>FWOXD3PQLN</b>
<b>PROCESSING AREA</b>	<b>PN90TFFJFL</b>
<b>LUNAR MINING PROJECT</b>	<b>HZV7KHS7RT</b>
<b>QUARRY</b>	<b>!!PJ5XOHOZ</b>
<b>BALLISTYX</b>	<b>GZV9!MRPST</b>
<b>HECK</b>	<b>BKY87NR!RQ</b>
<b>CONGO</b>	<b>N8411QGDGJ</b>
<b>AZTEC</b>	<b>FHWIGBQQQS</b>
<b>GHOST TOWN</b>	<b>MI6YNR9CJG</b>
<b>BARON'S LAIR</b>	<b>VOCTSTT5!9</b>
<b>DEATH DOMAIN</b>	<b>WGBST9R58!</b>
<b>ONSLAUGHT</b>	<b>SN9YMFCC</b>

simply by pressing and holding **L2+Select** during the game, in case you didn't already know.

Also, if you go to the PlayStation CD player and listen to **track 2** on the disc, you'll hear loads of *Mortal Kombat* sound effects. Amazing!

## SIM CITY 2000

To award yourself a million credits, wither start a new city or load an old one. Now go to the City Info/Budget



menu, hold **R1** and press **X, C, T, S**, then release **R1**. Now hold **L1** and do the same. Then repeat the process with **R2**, then **L2** and you'll hear a cheering noise as you finish. You'll now the 1,000,000 credits!

## SEGA AGES: OUTRUN

To get a secret Cornering option which lets you increase your grip, hold the **A+C** buttons and go into the options menu. It should just be there for you.

To turn it into an even more accurate arcade mode, press and hold **A+C+Start** on controller 2 when the Sega logo appears at the start. Now you can "insert coins" by press the **L** button on controller 1.

## MADDEN NFL '97

When you turn the PlayStation on with the game in, hold the **L1+R1** buttons and you'll get to see the animations from the game.

To get random team select, choose an Exhibition game and on the select screen hold **L2+R2**. If you're lucky, you might even get one of the special teams.

To get some of the special teams, enter the user ID of "**TIBURON**" to get the All 50s, 60s, 70s, and 80s teams, plus All-Madden and Tiburon teams.

## WE'RE STUCK!

if you're having trouble with a game and have reached a dead end, tell us about it. Who knows, we may be able to help if we've got enough room in the mag. Write to:

**I'M STUCK!**  
**CVG,**  
**Priory Court,**  
**30-32 Farringdon Lane,**  
**London,**  
**EC1R 3AU.**

Dear CVG,  
We want to know how to get the Furball on *Zero Divide* and how to access the secret game.  
Yours Faithfully,  
Steven Banawich.

**CVG:** To play as Neko the Cat, you need to complete the game as both X-Tal and Zulu. To access X-Tal, you have to finish the game on Normal or Hard mode without continuing; and to access Zulu you need to complete the game with every one of the regular characters.

To get the secret game of *Tiny Phalanx*, hold **Start** and **Select** on controller 2 when turning on the machine. You'll go straight to the secret game.

Dear CVG,  
I'm stuck, please tell me these *MK* moves for the MegaDrive.  
1. Liu Kang's hidden fatality in *MK1*.  
2. Sub Zero's snowball fatality in *MK2*.  
3. Kung Lao's hat throw fatality in *MK2*.  
4. Nightwolf's lightning axe fatality in *MK3*.  
5. Stryker's stun rod fatality in *MK3*.  
Cheers lads,  
Stephen McKenzie, Keith.

**CVG:** 1. If Liu Kang has got a real hidden fatality, it's too hidden for us.  
2. (Full screen) Hold **LP+press B, B, D, F**, release **LP**.  
3. (Full screen) Hold **LP+press B, F**, release **LP**, then guide hat to neck.  
4. (Jump distance) **B, B, D, HP**.  
5. (Full screen) **F, F, F, LK**.

## RETURN FIRE

These short and simple codes give you loads of levels to play on. To get over 100 one-player levels, enter **Smiley Face, Bird, Heart, Clover**. For around 90 two-player levels, enter the code **Smiley Face, Bear, Rabbit, Flower**.

## ANDRETTI RACING

To get the extra car, pause the game during ny race and go to the Race Strategy option. Now press and hold the **L1+L2+R1+R2+X+C** buttons. The option should appear.

## ROBO PIT

To access a stage select, go to the game menu and press **R1+R2+L1+L2** at the same time. The message "Stage 52" should appear above the robot's head for you to change.

## WILLIAMS ARCADE'S GREATEST HITS

You can access the original arcade configurations for each of the games



## SATURN



## ALIEN TRILOGY

All of these cheats should be entered as passwords to get the cheat modes. You'll notice that certain letters have been replaced with others, or with numbers as the Alien Trilogy password screen doesn't have all of the letters of the alphabet.

- **FLYTOxx** Replace "xx" with the level number you want to play on.
- **FVNKYG1BBON** Invincibility.
- **F1SH1NGFORGVNS** All weapons.
- **F1LLMYPOCK1TS** Maximum ammo.

## NINTENDO 64

## WAVE RACE 64

To ride on the dolphin in *Wave Race*, follow these instructions. Choose Score Attack mode on the Dolphin Park course, then perform every stunt and go through every ring on the first lap. That means doing the handstand, standing up, riding backwards, a backflip, a L-R flip, a R-L flip, and a dive bomb (diving under the water). If you do these and go through every ring, you'll hear the dolphin squeaking when you cross the finish line. Now start a championship in Normal mode and select the practice course. One the machine select screen, hold **Down** while selecting a rider and you'll be on the dolphin! You can't actually race on it, though.



## WORLD SERIES BASEBALL 2

In Homerun Derby mode, press the **R** button when the ball is in the air to change the camera view.



TIPS



FRIDAY



# FREEPLAY FAN

## "BAH, HUMBUG!" SPECIAL!

**F**reePlay Fan is where we print (normally) unedited letters from you to the rest of our readers, giving you the chance to tell everyone else why you love one machine, one company or even one game in particular. This month, lots of people moan about other people's machines, rather than talking about theirs. We start with a letter we'd just love to reply to, but won't. But please, try reading the mag properly, don't take things out of context, and actually PLAY the games before you criticise our reviews. And another thing: it's not a machine's hardware which determines how good a game is, it's how well it's used. Merry Christmas everyone!



Write to:  
FREEPLAY FAN! FreePlay,  
Computer & Video Games,  
Priory Court, 30-32 Farringdon Lane,  
London, EC1R 3AU.



**C+VG,**  
After four years of loyalty and enjoyment towards your once fair and exciting magazine I have the misfortune to write in to you in a negative tone. Having purchased the Dec 1996 issue of your magazine I was shocked and outraged to find subtle tones of biased behaviour towards the Sony PlayStation. Sure I've come across them before, but after reading your *Tomb Raider* review I have decided that you have gone too far this time. *Tomb Raider* as you know was programmed by Core: Core stated in an exclusive interview to Edge magazine that the Saturn is far more powerful than the PS at the time the game was being developed. Then how on Earth have you come to the conclusion that PS *Tomb Raider* is superior? Are you saying the programmers are stupid or liars? (because I have revealed such a good piece of evidence showing your true nature your likely not to print this letter so I have sent you a photocopy of the interview). Also what is all this business of comparing Saturn and PS versions of the same games and writing "it's the same old story the PS kicks ass" what rubbish. All the Capcom 2D fighting games and *Tomb Raider* (I'll rather believe the programmers than a bunch of spotty juveniles in mens bodies who enjoy watching Eurotrash) are far superior to PS. All those PS games such as *WipeOut* and *Destruction Derby*, *Loaded*, *Tunnel B1* were straight portovers. Everyone knows the Saturn's interior is far more complex and difficult to write for than the PS it's the talentless programmers faults not the Saturn's. More importantly you never make such a song and dance about the 2D Saturn titles being better than PS. I see no signs of biased captions

and sections with numerous screenshots highlighting the differences in these cases, just comments of "well there's minor, minuscule differences but PS is still amazing" now what does that imply? Also at least these inferior Saturn versions are released unlike PS where *X-Men* and *MSH* were canned. This brings me to my third gripe in your November issue you replied to A Tachihitto's letter that Capcom were correct not to bother with Saturn *Star Gladiator* because the Saturn can't do lighting effects as good as PS. Well I'll agree with you there it can't, but when M Watson wrote in moaning about Capcom not producing 2D beat 'em ups on PS your replied "oh we can't understand this". My God maybe you should be the official PS mag! I'll have you know the Saturn has three thirty two bit RISC chips inside it the PS only has one and whilst the Saturn can't do transparency/lighting as well as PS it is a far more versatile machine and in my opinion technically superior. Again on the subject of power your points about the PS versions of *SF Alpha* and *Tomb Raider's* sound being better than the Saturn's was total crap! Everyone knows the Saturn's sound chip is far superior to PS's. Finally I would like to end by commenting on your attitude to recent quality Saturn titles. In your review of *Daytona: CCE* you made comparisons with PS *RRR* and said that that was the right way to extend on an original concept and continued to poke fun at the two extra tracks in *D:CCE* well at least it doesn't contain just one scrappy looking race track and charge £50 for it. Just think if a demo of this game was given away the user would virtually have the whole game! And your negative attitude to the outstanding Saturn RPG *Grandia* of "we've yet to see it running, but so far it looks as good

as *FFVII* on PS". And "can Saturn really do this? We want to see it running before we believe it!" is totally unacceptable. All I can say to you is how dare you use the power of the press to fool the public into believing your preferred machine is the more powerful. Maybe EMAP should have ditched you instead of the excellent MAXIMUM. At least they acknowledged the fact that although there were some terrible looking games on the Saturn it wasn't the Saturn, but the programmers and development kits as the stated in a caption in their preview of the amazing *Panzer Dragoon Zwei* "in the right hands the Saturn is a machine of unmatched power" quoted from No. 5 rest my case.  
*Toulouse Montag , South East London.*



Dear CVG,  
I've had enough. Nearly every month some big headed Saturn owner slags off the PlayStation. They go on and on about crappy PSX arcade conversions, and how *Virtua Fighter 2*, *Virtua Cop* and *Sega Rally* are "arcade perfect". I want to ask them something, where is the bridge on Shun's level of *Virtua Fighter 2*? Where is the little yellow line which tells you how far away from the end of a track you are in *Sega Rally*? I admit *Virtua Cop* is brilliant, but not as good a conversion as *Tekken 2*. Not only is nothing missing (even the mirrors in Devil's level), but FMV was added at the beginning and for the ends. Now, on to racing games, *Sega Rally* is good but not as good as *F1* or *WipeOut 2097*. Well, let me think about the fact that Saturn owners say that *Star Gladiator* is "laughable". Erm, have you played it? I played it at Live 96 (it wasn't even fully complete) and

it was excellent. I bet that if it were to be released on Saturn it would sell loads. Oh yes, now on to *X-Men*. So what if the PS didn't get it. Look at the PAL version, Acclaim couldn't be bothered about the borders or the speed. Before I say sorry to Saturn owners I just want to say *Tobal No. 1* in my eyes is better than many Saturn beat-em-ups (and it's FULL 3D). Oh yes *Final Fantasy VII* (enough said). Anyway, sorry to all you Saturn owners, you have a great machine with some great games (especially NIGHTS).  
*Yours Daz.*



CVG/FreePlay Fan,  
In response to Stephen Driscoll's letter in FreePlay Fan issue 180, I can only say that "yes", it does take Sega "ages" to get this good. It takes Sony only "one year". Get that. Only one year in the industry and already market-leaders. "Poo" to all those who put this solely down to good advertising. No customer is purely susceptible to good advertising. There has got to be good hardware, good immediate software, good prospects and possibilities for improvement. Sony had all of these in the PlayStation and that's why it's been a roaring success. It's a pity that some Sega languishers can't take it when their machine is knocked from the console podium in terms of popularity. I suppose they thought they'd have it easy in Nintendo's absence? Don't get me wrong. I still own a Mega Drive and love the games, but I believe Sega lost all credibility when they knowingly flogged a dead horse, or a few, being the Mega-CD and the 32X. Customers bought these in good faith, only to find out later that they had all been taken in by a



dodgy company who don't keep promises, and weedle cash out of the public with poor products. Admittedly, the Saturn is a sound machine, but do you think its games would be half as good if it didn't have Sony's breath on their necks and the sound of its immense crotch-like purse, jingling in their ears? I don't think so. So Stephen, the majority of PlayStation releases are crap are they? I would ask you, have you ever really played a PlayStation game, without preconceived bias? There are no more dodgy ones than the Saturn has duff titles. That's a fact, and I don't think that a single PlayStation owner is worried about Namco going off and doing their own thing. By the time the Saturn gets around to receiving its significantly inferior conversion, it's old news anyway. Namco's first "port of call" will always be PlayStation.

Why do you keep assuming that PlayStation owners keep worrying about things? Trouble with 2D games? So what! People bought PlayStations for 3D, because that is the way forward. I wouldn't lose sleep about not getting *X-Men*. 2D beat 'em ups are old hat. Yes, I think the Saturn could just about cope with *Resident Evil*, but it wouldn't be half as good. Stick to stereos and TVs you say! Maybe Sega should go back to talking scales!

All Sega owners, me included, should praise and thank Sony for taking the bit between their teeth and yanking it from Sega's mouth, with *Sonic*'s dentures still on the end. Who could possibly knock the likes of *WipeOut 2097*, *Formula 1*, *Tekken 2* and *Resident Evil*, to name but a few.

Third party games, you may say? What does it matter?! Their spiritual home is still on the PlayStation. At this point in Sega's career, they were coming out with the likes of "*Altered Beast*".

Nuff said. To reiterate. It doesn't take ages. It takes "one year".

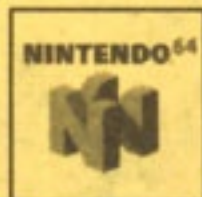
Paul Carter, Warrington.

**SF2** Dear CVG, Yesterday. 1992. Cold, unforgiving brick alleyways. Hot women. Cold steel. The brutal, yet satisfying "thud" of a limp body crashing to the ground. "Yoga". Fire. Smoke. Blood. The salt smell of the docks. Chest pains. Ken. Gotta save Ken. Thunder. Lightning. Darkness. Game over... Game over? Oh, that's right. It was only a game. A video game. A video game that should have been left alone, only to be remembered as a masterpiece. Capcom is losing it. *Street Fighter 2* on its own, is wonderful. *Street Fighter 2 CE* was acceptable. The rest are pieces of crap (*Street Fighter vs X-Men* just takes the p\*\*s). Why couldn't Capcom just leave well enough alone? Why not leave the legend alone? Would Bruce Lee, Elvis Presley, or John Lennon be remembered as the legends they

were if they had not died? I think not. Just because the masses still think that *SF2* is great doesn't mean it is. These masses don't know a good thing, just look at the state of the video games market over the last year.

For one moment Capcom should forget about the stupid kid in the arcade who thinks every Capcom game is a masterpiece, just because *SF2* knocked him off his feet. They should forget about that stuff and really think. Think about what they're doing to their image. And next time they come up with a half-assed idea, they should think about pushing it aside, and waiting for a good one. They do come, but Capcom are becoming very poor judges of what a good beat em up is. And think about the new blood. The *Street Fighter* series should have died, only to be left as memories of a legend. Now *Street Fighter 3* will only be another *Street Fighter* game rather than another legend in the making. Thanks for reading.

From A. Hoyte.



Dear CVG, I feel that everyone is really underestimating Nintendo with their Nintendo 64.

Nintendo is the only REAL game company, Sega and Sony are far beneath Nintendo.

Even though Sony and Sega have sold rather some of their garbage. The only one with real quality is Nintendo.

No game of either Sony or Sega can compete with any game of Nintendo. Nintendo invented most of all the kinds of games that are around. More precisely... platform games.

If Shigeru Miyamoto had not invented the *Mario* games then there never would be no *Sonic* or *NIGHTS* or *Crash Bandicoot*. They are just bad duplicates. It has been a pity that it took so long for the Nintendo 64 to arrive in Japan and USA... and it still has to arrive around here.

But I predict that in year or so... the Nintendo 64 will sell like hell. More games will come out in the future because everyone is working hard to make them right with the best quality you can ever think of. Then slowly the Saturn will fade into the distance and after that the PlayStation also, with the Nintendo 64 ruling, only it will take a little time... maybe the Nintendo 64 had a slow start with not many games but the future will be bright. Here in the Netherlands... I know no-one who owns a PlayStation or Saturn they all have a SNES. So Nintendo rules around here, I am sure of that. Everyone is waiting for the Nintendo 64. Some don't even know what a PlayStation or a Saturn is. They are too busy playing on the SNES because they don't need something like PlayStation or Saturn.

[Sorry, but we had to cut bits out of this letter, as it was way too long - it would fill all of FreePlay - CVG] Blah blah... graphically

*NIGHTS* is an ugly mess of colours.... blah... *Mario* is more popular and his Nintendo 64 debut has clear, beautiful graphics with anti-aliasing, z-buffer, mip mapping, etc. *Crash Bandicoot* doesn't have all that it's so basic and un-original...blah blah... *Final Fantasy VII* itself seems very special, I have to admit that, but again it should have been on the N64!

If you are REAL gamers you know that Nintendo is the ultimate game company and you are "REAL GAMERS" aren't you?? (or you really aren't).

Kevin Lottering, The Netherlands.

**M2**

Dear CVG, I am writing to you regarding the N64, you know the so-called "Ultimate Super Console" and saviour of console gaming. Almost 18 months late, and countless delays down the line and it just has not lives up to all the hype which surrounded it way back as far as issue 163 June 95. Its performance just isn't that superior as that of the 32-bit machines, especially Sony's PlayStation, and therefore the gap between 32 and 64-bit isn't anything that special and I don't think justifies the delays that Nintendo had to bring the N64 to production.

Also what happened to all the specs of the machine.

Issues 162 & 171:

1. Clock speeds greater than 100 Mhz.
  2. Realtime 3D graphics with high resolution 24-bit video and CD quality sound.
  3. 3D anti-aliasing textures, with detail of a higher standard ie. HDTV of the future.
- Where are these specs now? Also 100,000 polygons/sec. Wow! The Saturn can do 500,000 and PlayStation reputedly about 750,000. I've been waiting about 18 months for the "Ultra" 64, but now I think I'll just forget it. I'm either getting a PlayStation now or waiting for what seems like a true next gen 64-bit system, yes the un-believable M2! 7 custom graphics and sound processors, 2 IBM 602 main processors, and a whole host of technical specs which will no-doubt blow the Big N's machine out of sight. Roll on M2, a true 64-bit power super console.

S. Clark, Cumbria.



Dear FreePlay, Nintendo then? I've had a SNES for some time and amongst a load of trash

there was some decent software but what's all this tripe about brand loyalty? The first mention of this super N64 machine sent trouser-rippling shivers down the legs of the new gaming world but what exactly have we got to look forward to? And Nintendo's marketing team! Whose wonderful idea was it to release a game (not even out yet) based on a film shown 18 months ago, ie. *Goldeneye*? Yes, we're hip. Yes, we're with it. Not!

And as for the rest, if I wanted to play *Mario Kart*, *Killer Instinct*, *Pilot Wings*, *Doom* and *Kirby* (for Christ's sake!) I'd do it on my SNES. Some of these games could send a glass eye to sleep! Where's the brave innovation that helped build Nintendo's reputation? Where's the new direction for their brand spanking new machine? If this is 1996, why the hell are we still playing *Mario*? Why!

To all you folks with a treasure chest under your beds throbbing with mounds of glistening dosh, get it out! Spend it! Live for the now! Just pick out your favourite software and buy the machine that plays the most of it. What's stopping you buying a N64 in 12-18 months when the machine is cheaper and you've had the chance to gauge its success? As for me, I've just bought Sony's little gem but it was a close call, there's no doubt the Saturn is a fine machine. Oh, and last week I thought I'd treat myself and bought one of these new Jaguars. Not an XK8 though but a small black number that cost £19.99. *Tempest 2000* is fair smooth too and well worth a dabble if you want your crumpets of nostalgia to be well and truly buttered. So thanks to Atari, only I seem to be having difficulty picking up birds with this Jag.

Cheers,

Heath Thompson, Warwickshire.



Dear CVG, I am just writing this letter because I thought that it was my duty to warn those people that are tired of waiting for the Nintendo 64 and were planning on buying any other console, NOT TO!

I recently attended "Live 96" where I was very surprised to see a large Nintendo truck, the queues were massive but it was well worth the wait, I simply couldn't believe that after hearing all the hype, I was finally playing *Mario 64* for the very first time, the memory gets imprinted on you, it was absolutely amazing, and anyone else who has played it will know what I mean. So forget your PlayStations and Saturns, wait until March 1st 1997 and you will truly experience fun.

Saam Hodivala, Billericay.

There you go! If any of these letters have driven you mad with anger, or if you agree totally with them - write in! We're not going to interfere, as FreePlay Fan is simply a bulletin board for you to post your messages to the rest of the gaming world! Just write in to tell everyone what you love about video games, and explain why - simple! But whatever you do, be kind to old ladies and animals at this time of year. Merry Chrimble!





# chriz+maZ → drawinz wot you dun

Hopefully this is the only section of the mag you bother looking at. If not, it should be!

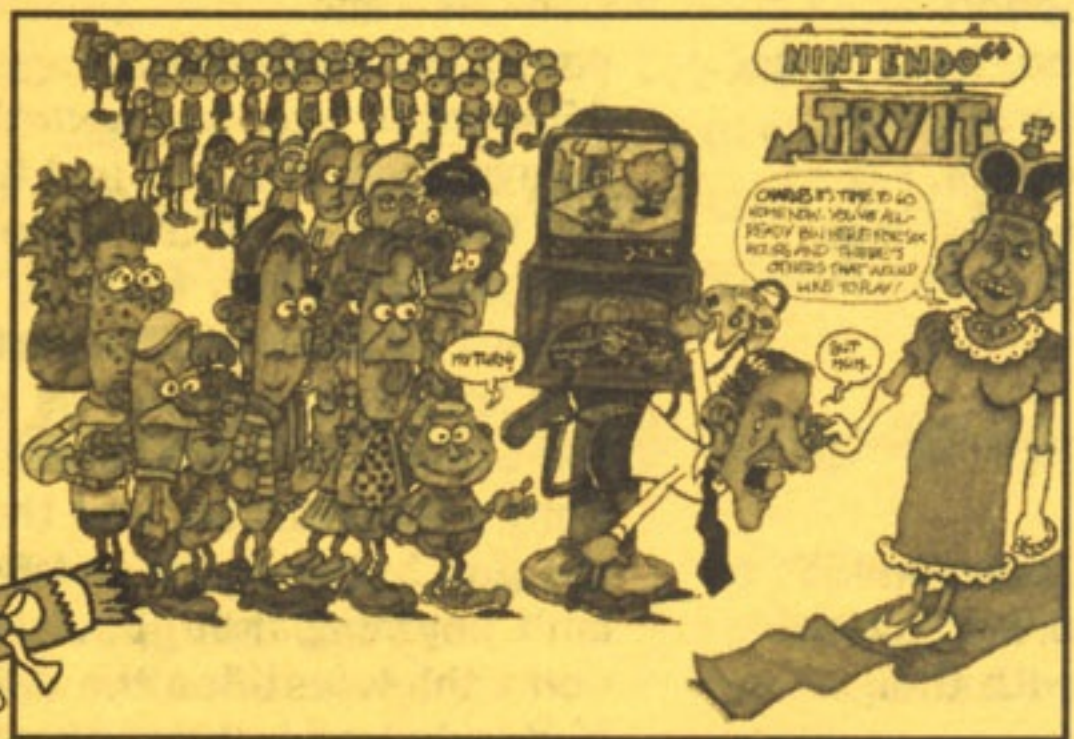
**KEY**  
Knock something up in a few minutes and you get a special Christmas gift turd. DON'T DO IT!

A nice original picture gets a Christmas cracker or a present. Or both. DO IT MORE!

**A**fter a tough month of compiling the finest drawinz from around the world I've finally got time to put my paws up and appreciate your splendid work. As it's Christmas I thought it would be appropriate to print a selection of festive art, but there wasn't any, so here's the usual stuff.



Thanks to Justin Skinner for this excellent ink drawing. Quite brilliant.



I'm sure that if Prince Charles was even vaguely interested in the N64 he wouldn't have to queue. Thanks Jimmy Norland.



'Beautiful' Ed Lomas up to his normal tricks with the ladies, or so it may seem. Many thanks to Adrian Rebello.



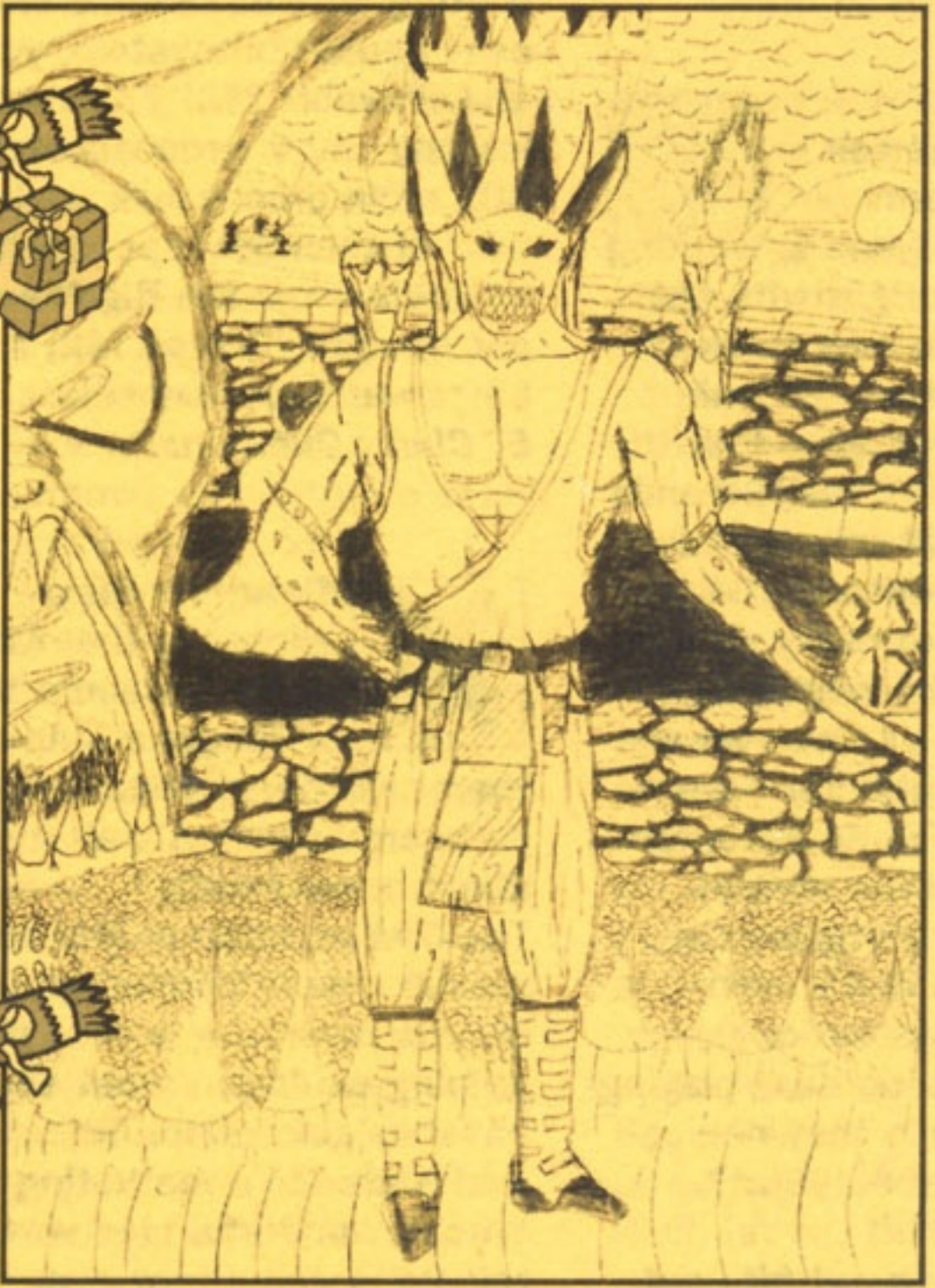
Super-cali-fragilistic-expi-alidocious! StreetFighter 3 art courtesy of Professor Ray Higgins. Wow!

chriz+maZ drawinz wot you dun

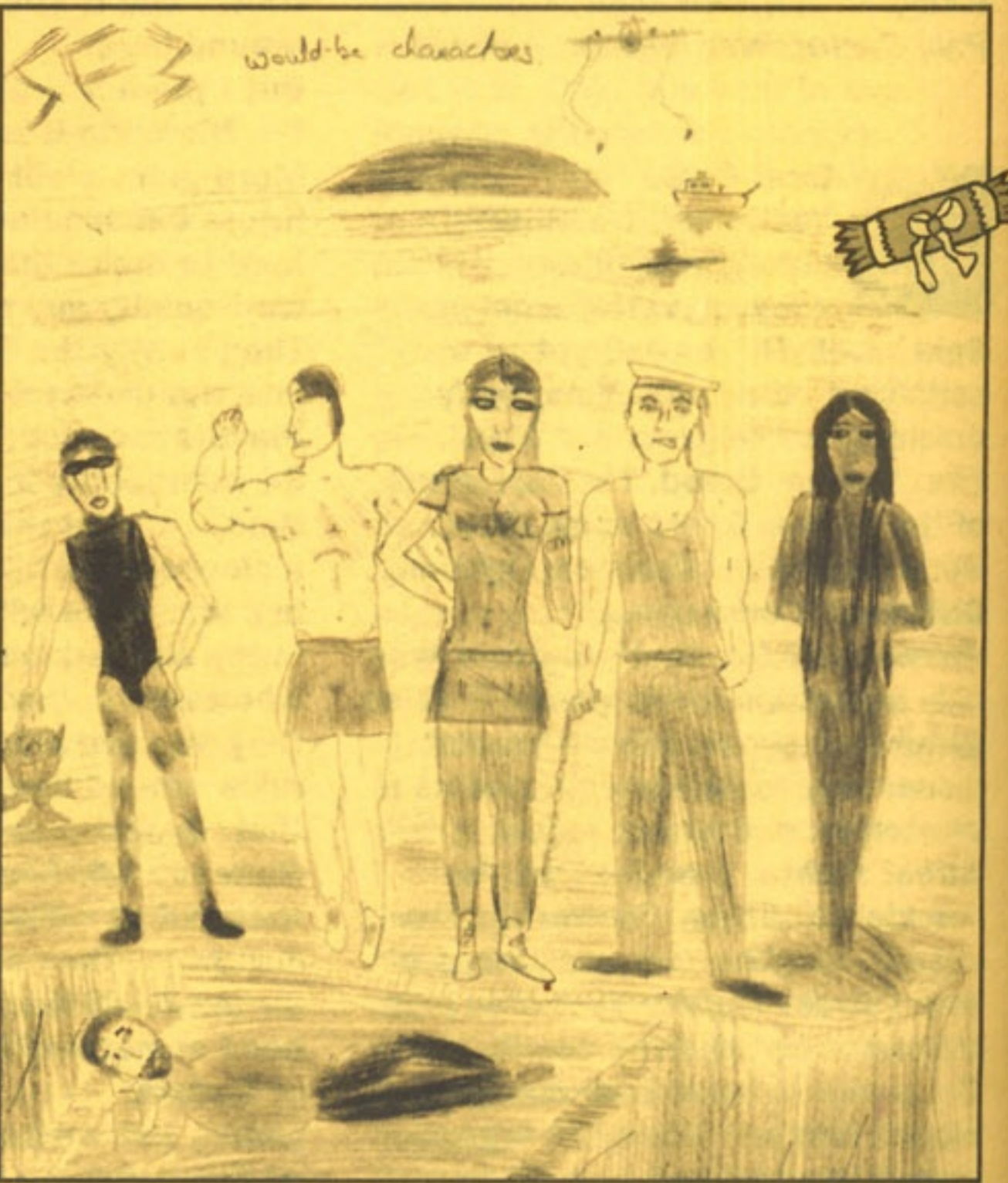
Tekken 2 Devil



Thiai Bell-Bodkin is the person to thank for this slightly Satanic depiction.



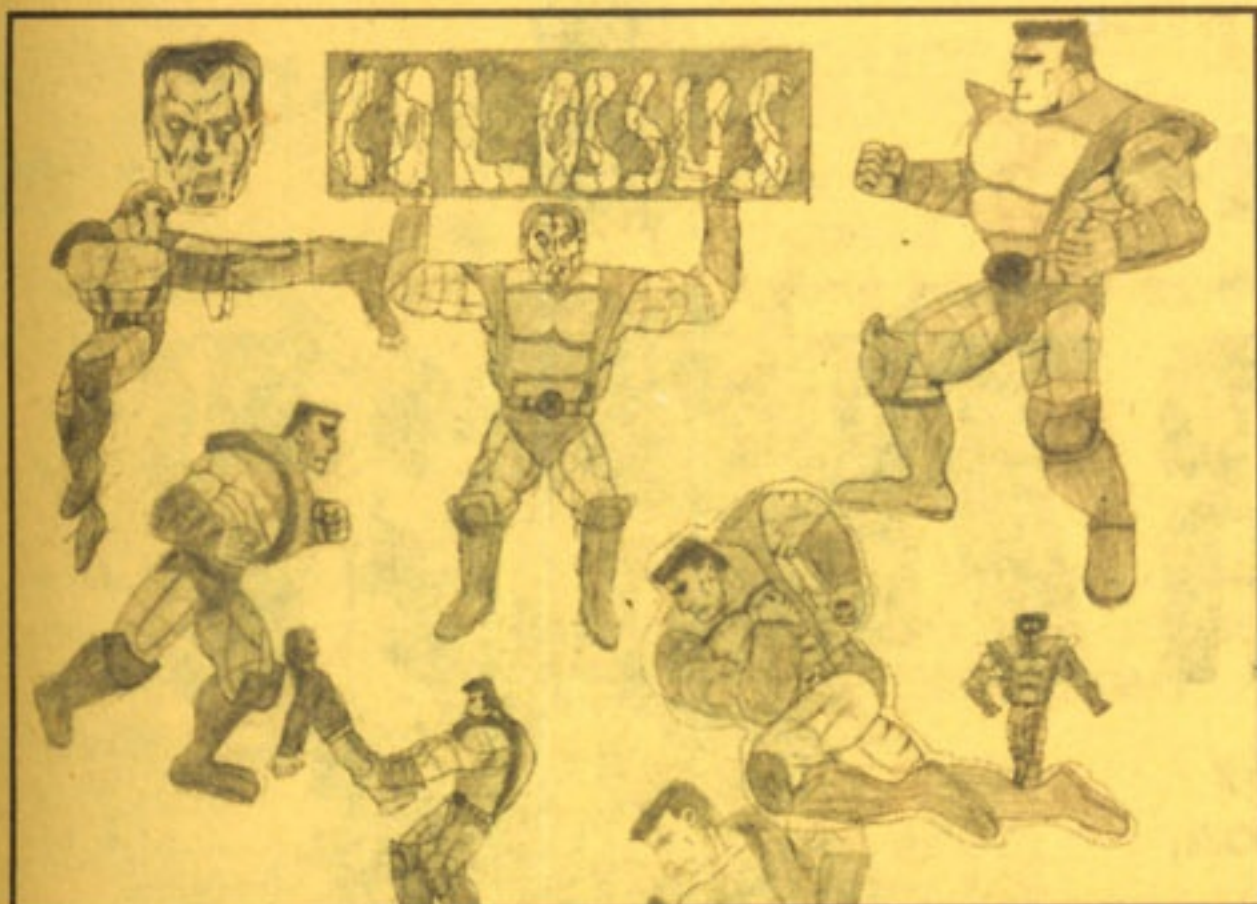
One of the few pictures to grace our beloved CVG office walls (it covers up the stains). John McMahon delivers the goods.



More SF3 here. What a rough bunch this lot look like! I'd love to see their special moves. Joe Power.

FREEPLAY





ⓐ The many movements of mighty Colossus captured on paper by the super Slett Myra. Cheers!



ⓐ Superb drawing this, complete with pointy hair and orbs of power! Thanks to Andi Massey.

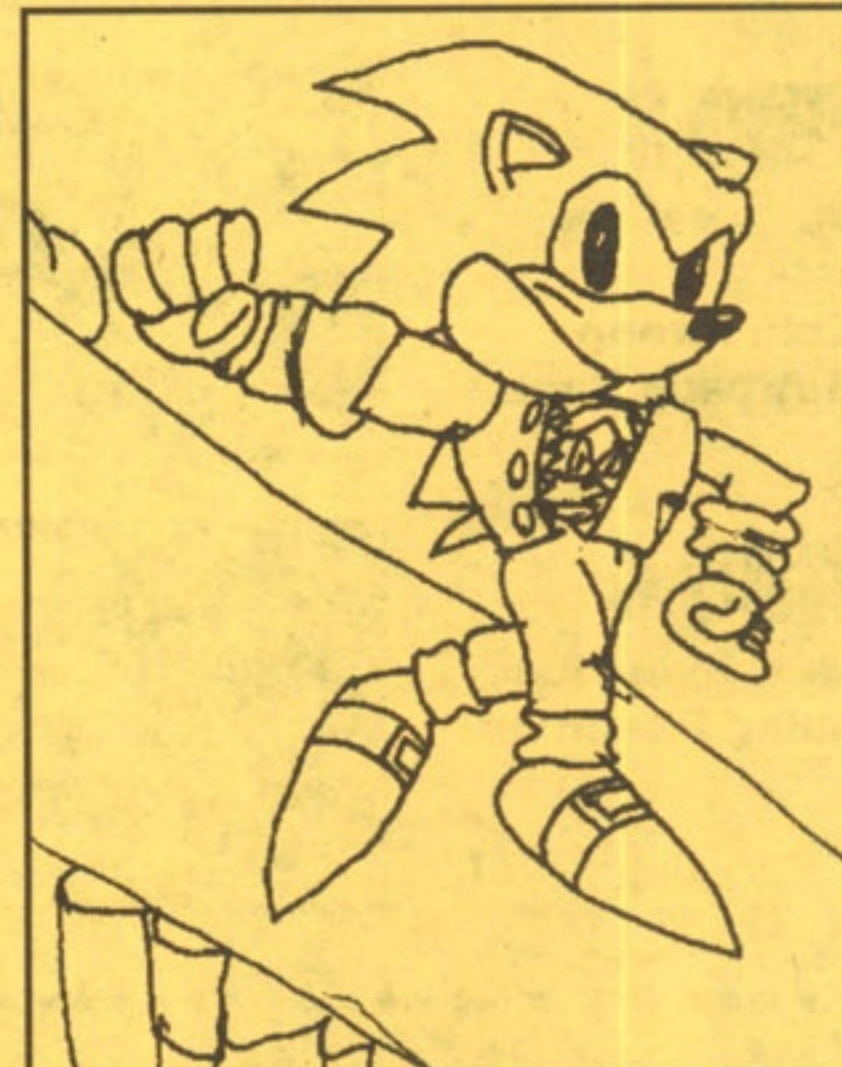
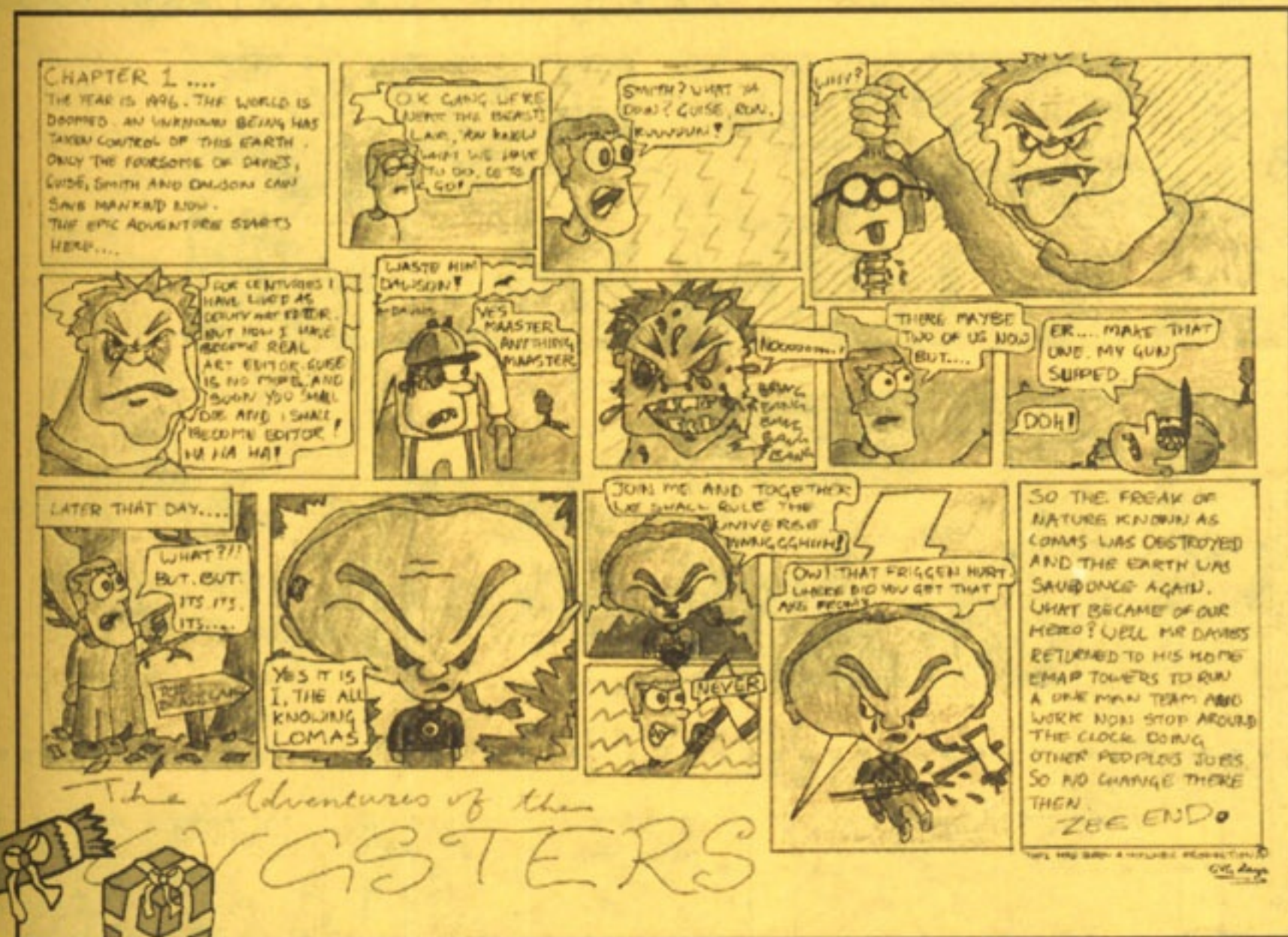
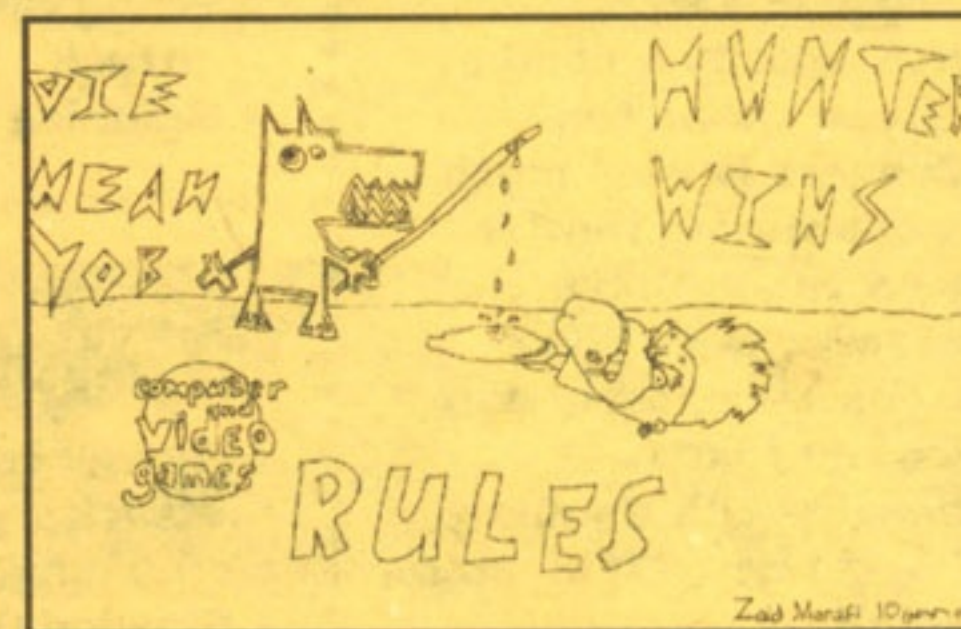


ⓐ Now if only they'd call it that from the start! Oh well, there's still the sequel. Nathan Thrupp is the one to thank.



ⓐ Now I've tried this cheat a hundred times and it just don't work, darn it! Thanks to Martin Johansson.

ⓐ You're blooming right I win! Anyway, Yob wanders round the office from time to time and he's fat and old now! Thanks Zaid Marafi!



ⓐ Sonic the Hedgehog wearing Paul Davies' best suit, fantastic. Thanks to Steven Coffin.



ⓐ Willy the Wombat is Crash Bandicoot. Nice work Stewart Colder.



ⓐ Brilliant cartoon from Paul Mitchell. I especially like Ed's head, just like in real life!

ⓐ No name with this I'm afraid. But you know who you are! (I hope)

ⓐ Judge Mario is the law as it this picture clearly states Thanks to Andrew Norman.

ⓐ Hey! What about Atari? You're forgetting about Bentley Bear! Andrew Lee.



Send 'em in to:

drawinZ  
not you dun

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

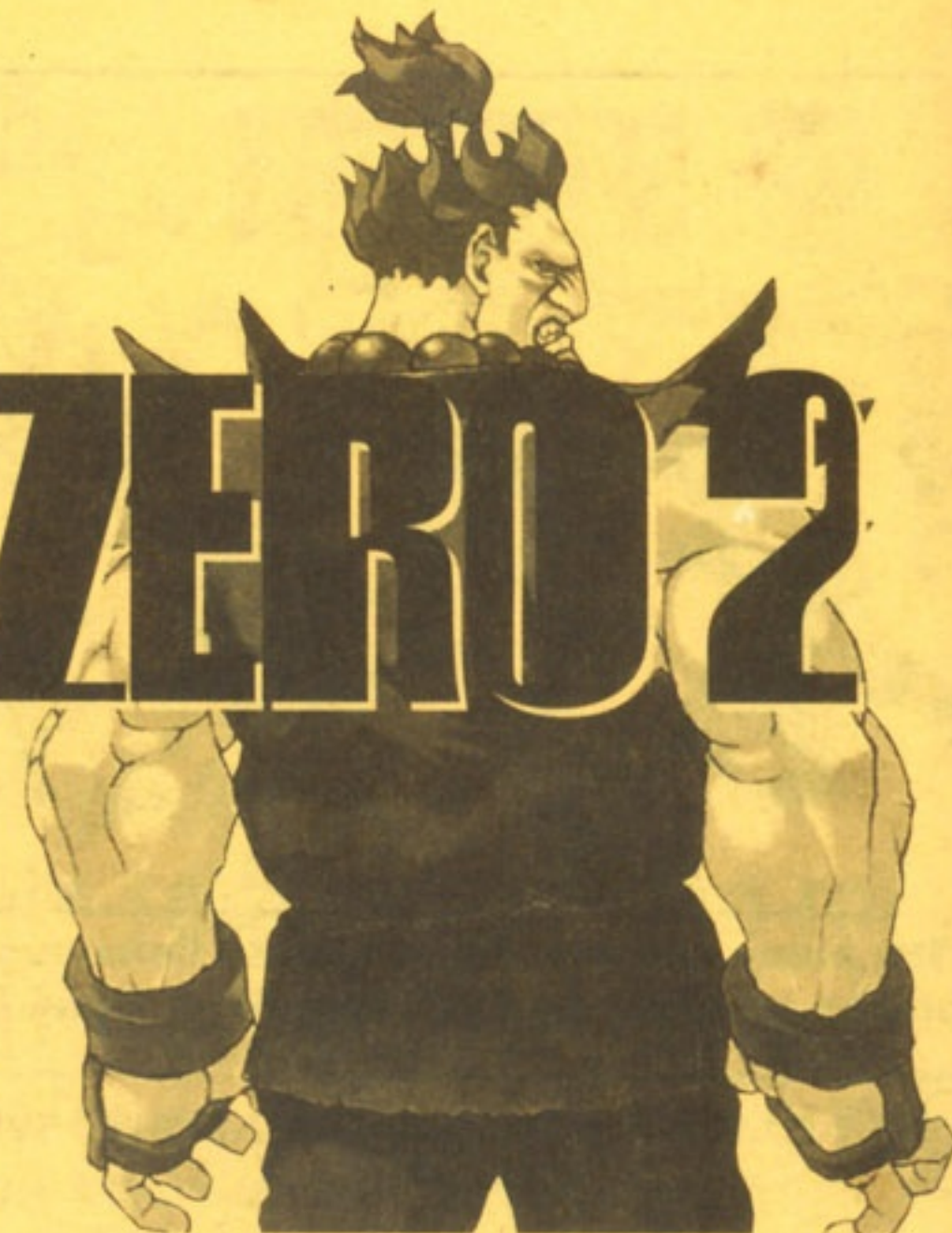
Please make sure that your name is clearly printed on the back of your work. I'm sorry that we can't print 'all' the work we get, but we do enjoy looking at it all! Art!

CHRIZ+MAZ  
drawingZ  
not you dun

FREEPLAY



# THE MASTER'S PLAYERS GUIDE STREET FIGHTER ZERO 2



**W**ith Capcom's premier title now officially released for both Saturn and PlayStation, the time is ripe for a complete players guide. We've taken the new additions to the Zero family and some of the less popular characters and revealed all their fighting prowess to the full. But be warned, this is a **MASTERS** guide!!

STREET FIGHTER ALPHA 2 PLAYER'S GUIDE

## ZANGIEF

Not exactly a combo driven character, Zangers is very much a countering fighter who can grab jumping assailants straight from a block and punish their mistakes heavily with Spinning Piledrivers. Spin, spin, spin!!



### COMBO 1

- Flying Chest Hair attack
- Spinning Piledriver



### COMBO 2

- Flying chest Hair attack
- crouching med punch
- Glowing Glove
- Power Bomb



### COMBO 3

- Flying Chest Hair attack
- medium sweep
- Final Atomic Buster



### COMBO 4

- Block a flying kick
- Spinning Piledriver



## DHALSIM

Confusing challengers with stretchy limbs and teleportation tricks is the road to Dhalsim mastership. After a heavy dose of stretchy limbs, your opponent will crack under the pressure and will start making big mistakes for you to exploit at your leisure.



### COMBO 1

- Strong Drill kick
- Weak crouching punch
- Weak Yoga Fire
- Strong punch



### COMBO 2

- weak Yoga Fire
- Teleport
- Level 3 Yoga Inferno



### COMBO 3

- Oricom
- Yoga Flame
- Yoga Blast x10



### COMBO 4

- strong Drill kick
- medium sweep
- Level 3 Yoga Inferno



FREEPLAY



# SAKURA

The High School student with the blazing red panties is very much a wait and see character that specialises in big hitting combos with huge recovery times. Learn to be patient and you're well on your way to becoming a Sakura master.



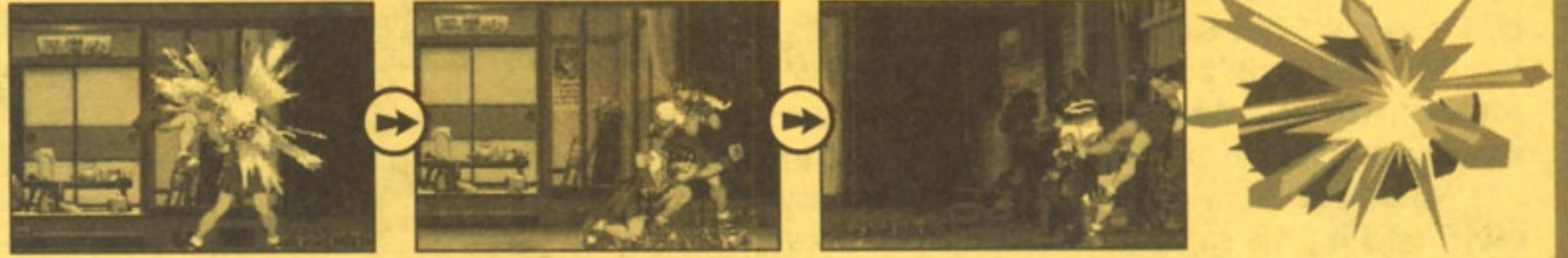
## COMBO 1

- Jumping strong punch
- Uppercut
- Strong Sakura Dragon



## COMBO 2

- Jumping strong punch
- Crouching med punch
- Level 3 Spring One Season



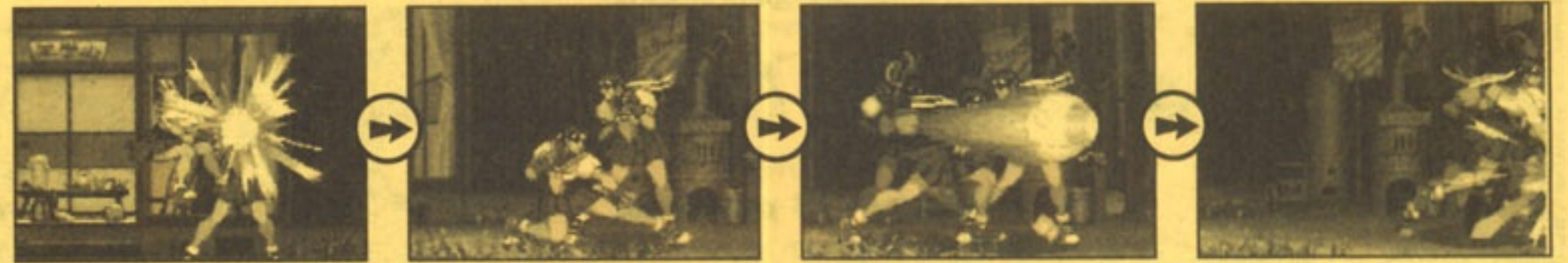
## COMBO 3

1. Jumping strong kick
  2. Strong sweep weak
  3. Med Hurricane kick
  4. Strong Sakura Dragon
  5. Oricom
  6. Hurricane kick
  7. Strong Hurricane kick
- or taunt



## COMBO 4

- Jumping strong punch
- Weak sweep
- Level 1 Vacuum Fist
- Level 2 Confusing Sakura



# GEN

Gen has a huge advantage in that he can switch between two stances with ease. Combine this ability with his devastating Super Combos and speedy attacks and you've got a warrior that can dispatch opponents in a drop of a hat.



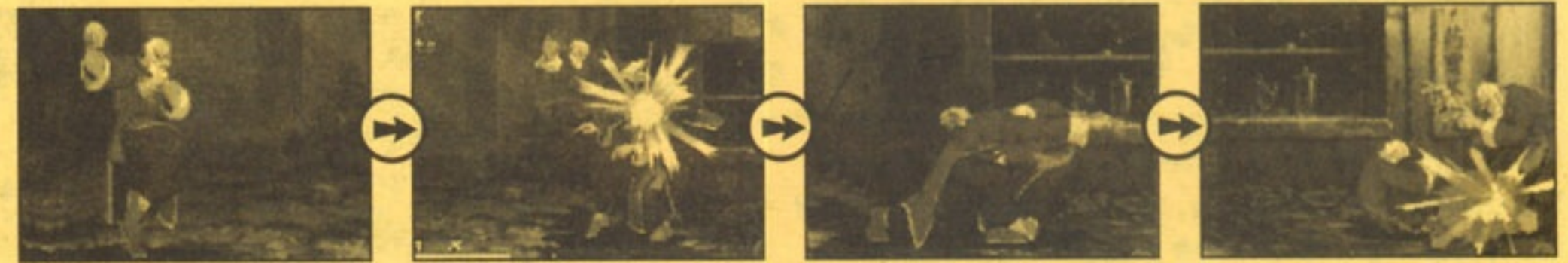
## COMBO 1

- Crane stance
- jumping strong kick
- medium sweep
- strong Leg Thrust



## COMBO 2

- Mantis stance
- jumping strong kick x 2
- crouching strong punch
- Rolling Palm Strike



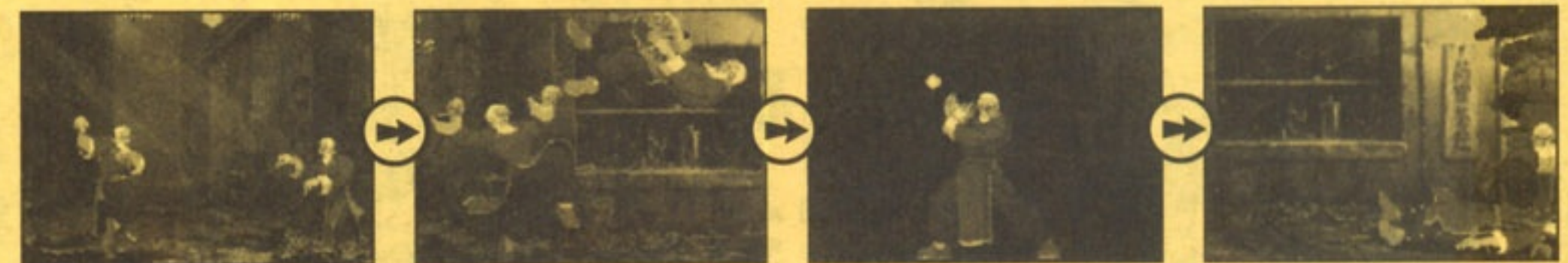
## COMBO 3

1. Crane stance
2. jumping strong kick
3. Weak sweep
4. Level 2 Death Point
5. jumping strong kick
6. Medium sweep
7. Lunging Rupture
8. Taunt



## COMBO 4

- Mantis stance
- Strong sweep
- Level 3 Rising Leg Throw



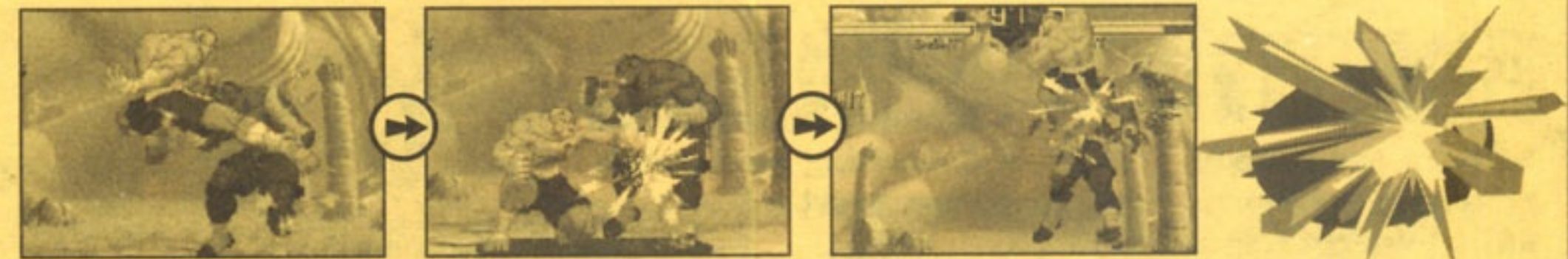
# SAGAT

Sagat may seem like a clumsy fighter with not much going for him but in fact, he's a combo master with the ability to link specials with Super Combos!! Try not to use his Tiger Shots too often, as it leaves Sagat open.



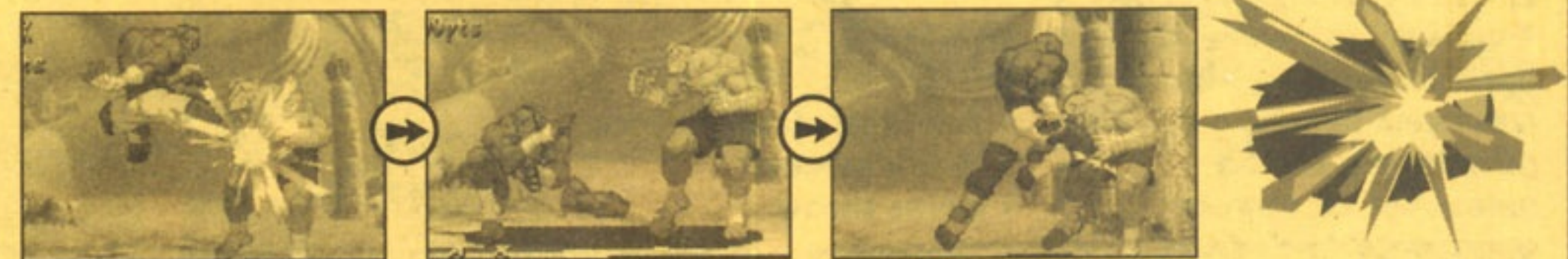
## COMBO 1

- Jumping strong kick
- Crouching med punch
- Strong Tiger knee



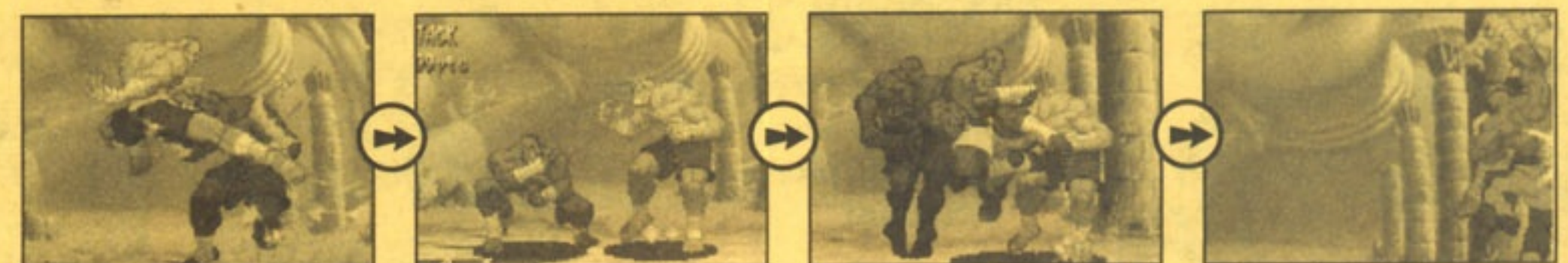
## COMBO 2

- Jumping strong kick
- Weak sweep
- Tiger Knee



## COMBO 3

- Jumping strong kick
- Weak sweep x 2
- Level 1 Tiger Raid
- Strong Tiger Blow



## COMBO 4

1. Oricom
2. Strong sweep
3. Weak Tiger Knee x 2
4. Medium Tiger Knee x 2
5. Strong Tiger Knee x 2
6. Strong Tiger Blow





# SHIN GOUKI

Speed, power, and special moves, Shin Gouki has the lot! Don't just attack with constant stream of double aerial fireballs, but fight with style and try to vary your combos for a more successful bout.



## COMBO 1

- Double aerial fireball
- Weak sweep
- Med Hurricane kick
- Strong Dragon punch



## COMBO 2

- Double aerial fireball
- Jumping strong kick
- Medium sweep
- Firecracker



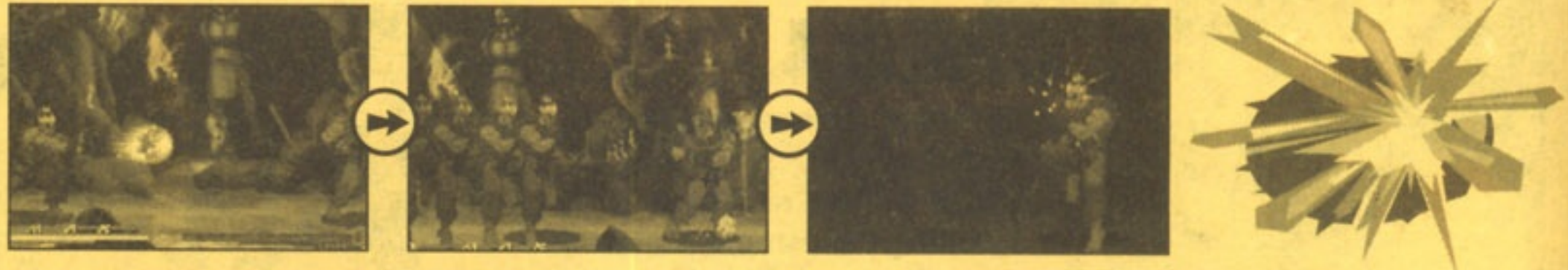
## COMBO 3

- Jumping Oricom
- Aerial fireball S.C.
- Weak Dragon punch x 2
- Weak Hurricane kick x 2
- Strong Dragon punch



## COMBO 4

- Weak Hadoken
- Teleport (3 punches)
- Firecracker



# ROSE

Rose is now a very versatile competitor who has a combo for any situation. Try to frustrate you opponent by keeping him at bay with Soul Reflects and Soul Sparks, and when he makes a mistake, destroy him with one her massive combos!



## COMBO 1

- Zero Counter with punch
- Uppercut
- Strong Soul Spiral



## COMBO 2

- Uppercut the jumping
- Opponent
- Soul Throw



## COMBO 3

- Soul Illusion
- Jumping strong kick
- Crouching weak punch
- Uppercut
- Strong Soul Spiral
- Taunt



## COMBO 4

- Oricom
- Soul Spiral x 8
- Uppercut • Soul Throw



# ROLENTO

Trickery and speedy attacks are Senor Rolento's forte. Practice until all of the Final Fight boss' special jumps have become second nature and much pipe-based punishment will be unleashed on to your opponents' backsides.



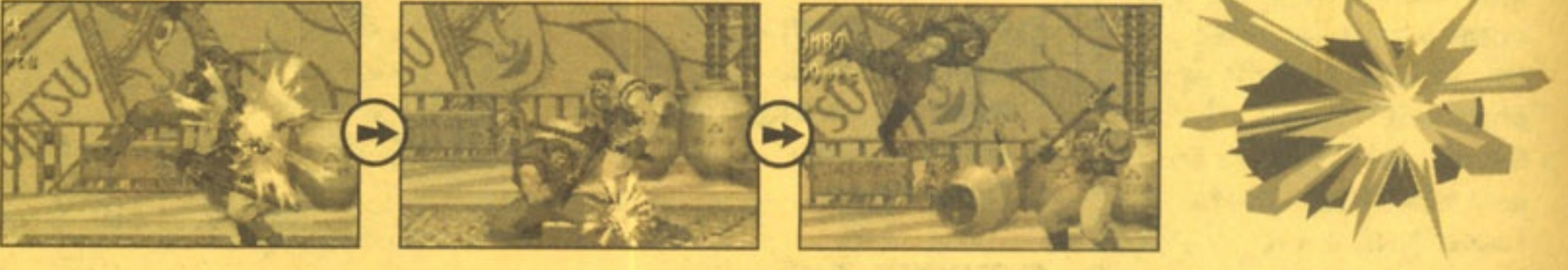
## COMBO 1

- Jumping strong punch
- Crouching med punch
- Pipe Swirl x 3



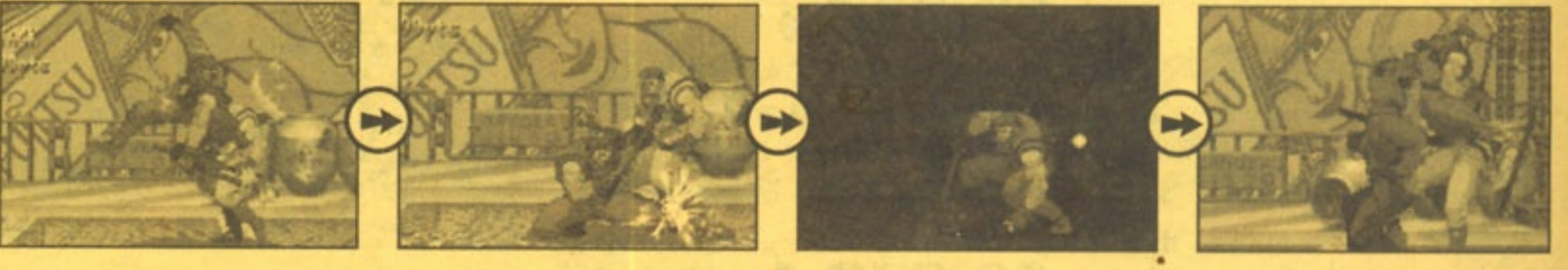
## COMBO 2

- Jumping strong punch
- Weak sweep
- Knife throw



## COMBO 3

- Jumping strong punch
- Weak sweep x 2
- Level 3 Take No Prisoner



## COMBO 4

- Jumping strong kick
- Oricom
- Crouching medium punch x 20
- Strong Pipe Swirl





AS A BONUS, HERE'S A LITTLE MORSEL OF SUPER COMBO TOMFOOLERY FOR SOME OF THE 'REGULAR' CHARACTERS IN THE GAME.

# CHUN LI

- COMBO 1**
- Level 1 Thousand Rapid kick
  - Level 1 Power Storm
  - Level 1 Kazan Rising Heaven Kick



# ADON

- COMBO 1**
- Oricom
  - Strong sweep
  - Weak Rising Jag' knee x4
  - Weak Jaguar kick x2
  - Strong Rising Jaguar knee



# BIRDIE

- COMBO 1**
- Flying Chest Hair attack
  - Medium sweep
  - Level 3 Blue Revenger with punches



# SODOM

- COMBO 1**
- Jumping strong kick
  - Slide
  - Level 3 Tenchushatsu



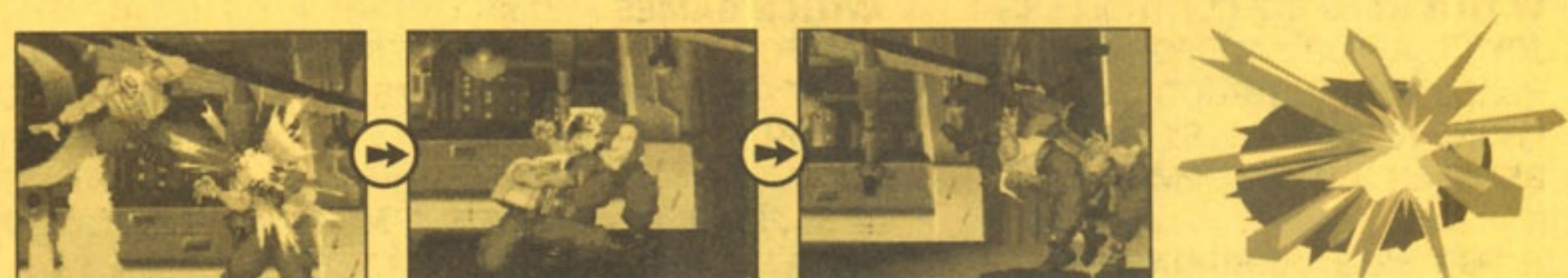
# VEGA

- COMBO 1**
- Jumping strong kick
  - Medium punch
  - Level 3 Psycho Crusher



# CHARLIE

- COMBO 1**
- Jumping strong kick
  - Weak sweep
  - Level 3 Somersault Justice



# GUY

- COMBO 1**
- Jumping strong kick
  - Medium sweep
  - Oricom
  - Weak Bushin Hurricane x2
  - Strong Bushin Hurricane x2
  - Strong punch x2
  - Bushin Elbow



# KEN

- COMBO 1**
- Cross up medium kick
  - Medium sweep
  - Level 3 Shinryuken
  - Taunt



# RYU

- COMBO 1**
- Jumping medium punch
  - Strong punch
  - Level 3 Vacuum Hurricane kick
  - Taunt



# DAN

- COMBO 1**
- Medium kick cross up
  - Crouching weak punch x2
  - Strong punch
  - Level 3 Gale kick



# GOUKI EVIL RYU

- COMBO 1**
- Jumping strong kick
  - Medium sweep
  - Teleport with 3 kicks
  - Firecracker





# CHRISTMAS CLASSIFIED

## GAMES

• **SWAP TEKKEN FOR ANY RECENT PS GAME** (EG. GUNSHIP, RESIDENT EVIL, PUZZLE BUBBLE, ETC.) ASK FOR WAHID, THURSDAY/FRIDAY (10AM-1PM) 0171 323 1090.

• **SPECTRUM TAPES FOR SALE.** PLENTY OF CHOICE. SEND S.A.E. TO 89A COBBOLD ROAD, LEYTONSTONE, E11 3NS.

• **WANTED - STREETS OF RAGE 2+3 FOR MD.** WILL SWAP FOR OTHER GAMES. ALSO WANTED - UNI-CONVERTER FOR SNES. CALL 01384 252228.

• **MEGA DRIVE GAMES - TERMINATOR** (JUST CARTRIDGE), SONIC 1, SPIDERMAN (NO INSTRUCTIONS), AND FIFA 95. SWAP FOR NIGHTS (SATURN). LUKE, 51 MARLBOROUGH RD, ISLEWORTH, MIDDX. TW7 5B7.

• **MEGA DRIVE GAME FOR SALE** ONLY £7.00, WORTH £30.00. BARGAIN EXCELLENT CONDITION. 01274 502435.

• **I HAVE GOT A SEGA MEGA DRIVE WITH 4 GAMES** 2 CONTROLLERS 1 JOYSTICK. FOR SALE FOR £90 (ALL BOXED WITH INSTRUCTIONS). PHONE KEVIN ON 0181 503 8915 BETWEEN 3.30-8.00PM.

• **FOR SALE: BARGAINS GALORE,** C&C £15, FX FIGHTER £10, SCREAMER £10, ALL FULLY BOXED WITH INSTRUCTIONS. ALL 3 FOR £30. NO OFFERS. CALL AFTER 4PM ON 01474 533190.

• **PLAYSTATION GAMES FOR SALE,** TEKKEN, THUNDERHAWK 2, ADIDAS SOCCER, DESTRUCTION DERBY, RIDGE RACER REV, FIFA '96, LOADED, TOTAL NBA, ALONE IN THE DARK. £20-£25 EACH ONO. 01450 374636.

• **I WILL SWAP JOHNNY BAZOOKA-TONE FOR STREET FIGHTER ALPHA.** TEL 01626 56119 AND ASK FOR DARRAN (ALL ON SATURN).

• **SWAP MY ALIEN TRILOGY FOR YOUR MAGIC CARPET.** PHONE BEN ON 01892 526474.

• **SWAP MY SNES EARTHBOUND** (US) + KING ARTHURS NIGHTS + £10 FOR FINAL FANTASY 3. CALL 01252 510489.

• **WANTED: 688 ATTACK SUB FOR MEGA DRIVE.** WILL PAY £10. CALL GRAHAM COOKE ON 01452 546334.

• **WANTED URGENTLY: SUPER PLAY - ISSUES 31, 32, 33, 34, 35, 43.** ALSO JAP/US SNES CARTS - PUZZLE BOBBLE, SUNSET RIDERS, SUPER PUNCH OUT, PERFECT 11 (JAP INT SUPERSTAR SOCCER). PHONE AFTER 6.00 ON 0181 502 2634.

## CONSOLES

• **SPECTRUM RUBBER KEY OR SPECTRUM+ OR ORIC 1** WITH POWER SUPPLY, MANUAL, POSTAGE. £30 EACH. 0181 539 7260 (DAYTIME).

• **SEGA MEGA DRIVE/CD 2, 4 CONTROLLERS,** 2 LIGHT GUNS, 12 GAMES, BOXED AS NEW, IDEAL PRESENT, £160 ONO, VGC. TEL 01785 850629.

• **SEGA SATURN FOR SALE INC. 2 PADS,** SF ALPHA, VF2, SEGA RALLY AND VIRTUA COP (+GUN). GOOD CONDITION. PHONE ED ON 01628 483601.

• **SUPER NINTENDO WITH 2 PADS** AND ALL STARS GAME - £55. KILLER INSTINCT - £25. CALL ADAM ON 0171 289 3874.

• **SNES AND MARIO ALL STARS,** 1 PAD AND SCOREMASTER JOYSTICK. ALL EXCELLENT CONDITION. £60. CALL SAMIN ON 01708 722419 AFTER 5PM.

• **SWAP MY SUPER NINTENDO WITH 2 GAMES** AND A CONTROL PAD FOR ROAD RASH AND TEKKEN 2 ON THE PLAYSTATION. 01752 841091.

• **SUPER NINTENDO WITH TEN GAMES** (THREE NEED A CONVERTOR) PLUS ONE CONTROL PAD. MAGS INCLUDED. £110. 0151 476 6287.

• **MEGA DRIVE/CD 2 AND 36 GAMES** INCLUDING CDS, MENACER GUN AND GAME (WILL SPLIT). CALL NICKY ON 0171 482 0918.

• **SNES WITH 9 GAMES,** 3 PADS AND SCART LEAD. ALSO MEGA DRIVE WITH 2 GAMES, 3 PADS AND CARRY CASE. SWAP FOR SATURN AND GAMES. 0113 282 8832.

• **SWAP NES AND 5 GAMES FOR PLAYSTATION GAMES** (MORTAL KOMBAT 3, FIFA '96). NES COMPLETE WITH LASER GUN AND SP PAD. 0151 487 0026.

• **JAGUAR WITH 6 GAMES** INCLUDING ALIEN VS PREDATOR, TEMPEST 2000. BOXED 2 MONTHS OLD £130. SHREWSBURY 355290.

• **FOR SALE MEGADRIVE + 2 6-BUTTON CONTROLLERS** 4 INCLUDING 5 OF THE BEST EVER GAMES INCLUDING MK3 FOR £120. PHONE 0181 941 9232. ASK FOR AMAN.

• **SNES FOR SALE.** 2 JOYPADS+5 GAMES. £80 ONO. CALL 0181 961 0926.

• **AMIGA 1 MEG, 2ND DRIVE, 200 GAMES** ETC., MOUSE, JOYSTICK, ACTION REPLAY £160 OR SWAP FOR PLAYSTATION. 01227 365078.

• **SNES WITH 5 GAMES** INC KILLER INSTINCT AND FIFA '96 WITH 2 JOYPADS AND SUPER GAMEBOY FOR SALE FOR £140. 0151 486 8001.

• **FOR SALE: PHILLIPS CDI,** REMOTE CONTROL, JOYSTICK, 8 GAMES, 1 FILM, COMPTONS ENCYCLOPEDIA, ONLY 6 MONTHS OLD, ALL FOR £300. LOUISE MOORE, EDINBURGH 0131 444 0849.

• **SNES AND 7 GAMES £100.** MASTER SYSTEM 2 WITH ELEVEN GAMES £60. 01656 647917.

• **GAME GEAR + 8 GAMES,** GOOD CONDITION, MAINS ADAPTOR + CAR ADAPTOR BOTH EOTK. £70 + CARRIER CASE, GAMES NOT BOXED. 01373 874945.

• **SEGA MEGA DRIVE 19 GAMES,** 2 CONTROLLERS + AMSTRAD 50 + GAMES £250 OR SWAP FOR PLAYSTATION. 01229 587618.

• **FOR SALE: MEGA DRIVE 2 WITH 2 PADS AND 14 GAMES** INCL. WORMS, JUDGE DREDD AND 4 SONIC TITLES FOR £150 ONO. CALL BEN ON 01726 850293 AFTER 5PM.

• **SNES, 10 GAMES,** 2 PADS, EXCELLENT CONDITION, ALSO GAMES BOX PAL VERSION. WILL SWAP FOR PLAYSTATION WITH F1. CALL BEN ON 01543 377582.

• **JAPANESE MEGA DRIVE SCART MODEL** WITH G. AXE, S. SHINOBI, STRIDER, R. THUNDER 2, S. MONACO GP, J. STRIKE. ALL MINT, 2 BOXED. £45. 01323 503287.

• **SNES, 1 CONTROLLER, CARRY CASE AND 3 TOP GAMES,** STARWING (BOXED), MARIO (BOXED), PILOTWINGS (UNBOXED) JUST £60. 01638 663357.

• **SEGA SATURN!! GOOD CONDITION, 3 GAMES,** 2 CONTROLLERS, BUY FOR £260. 01905 354329.

• **PANASONIC 3DO FZ-1, 15 GAMES** (THE BEST AND MOST FAMOUS TITLES), 2 INTERACTIVE MOVIES, 2 PADS, CDS COME WITH WALLET CASE, EXCELLENT CONDITION, £200 ONLY. 0181 785 1148.

• **MEGA DRIVE FOR SALE WITH 8 GAMES,** 2 SIX BUTTON PADS, GAMES INCLUDE MK3, FIFA, DYNAMITE HEADDY. £150 ONO. 0800 890 353 72 41470.

• **JS SNES, GAMES, CABLES, AND COLOUR TV** FOR SALE - NEO. LIKE SOME NEW GAMES?!!! UK PLAYSTATION GAMES FOR TRADE/SWAP! JUST CALL 01323 470442.

• **SWAP SEGA SATURN WITH 2 PADS FOR PLAYSTATION WITH 2 PADS,** OR SELL FOR £170. 01494 872673.

• **32X MODULE WITH VIRTUA FIGHTER** AND ONE CONTROL PAD IN VERY GOOD CONDITION. £60. LICHFIELD, STAFFS, 256487.

• **FOR SALE: AMIGA A1200 (BOXED), 20 BOXED GAMES,** 2ND DRIVE, JOYSTICKS, ALL IN MINT CONDITION. £175 THE JOB LOT. CALL GAV ON 01787 277627, SUFFOLK.

• **SEGA MEGA DRIVE, 18 GAMES,** 2 6-BUTTON JOYPADS, ALL BOXED WITH INSTRUCTIONS. BARGAIN AT £150. 0181 989 3174.

• **MEGA DRIVE + 3 JOYPADS AND 8 GAMES** INC. MK3 URBAN STRIKE AND SSF2. WORTH £250 WILL SELL FOR £100 (BOXED). 01772 861073.

• **ORIC 1 £30. SPECTRUM 48K (BOXED), VIC 20 (BOXED),** ALL INCLUDE MANUALS, POWER SUPPLIES AND PACKAGE AND POSTAGE. TELEPHONE 0181 539 7260 (DURING THE DAY).

• **MEGA DRIVE, 10 GAMES** INC. SONICS, ZERO TOLERANCE, AERO BLASTERS & 2 JOYPADS, 1 JOYSTICK, £150. PHONE 01483 566467 AFTER 4.30PM OR 101722,12@COMPUSERVE OR HTTP://OURWORLD.COMPUSERVE.COM/HOMEPAGES/HAYON\_KANE.

• **MEGA DRIVE AND 32X GEAR:** 32X=£50, LOADS OF MEGA DRIVE GAMES FOR SALE AND 32X GAMES AND EQUIPMENT. PHONE KEITH FOR PRICE LIST. 01895 255043.

• **SNES, NINTENDO SCOPE, SCOPE GAMES, 4 OTHER GAMES** + 3 JOYPADS. SWAP FOR PLAYSTATION OR SELL FOR £120 (WORTH OVER £200) ONO. 01705 361907.

• **VECTREX CONSOLE,** HIGHLY COLLECTABLE WITH A COUPLE OF CARTS £80. 01332 573311.

• **PS FOR SALE 7 GAMES,** 1 DEMO, GAMES INCLUDE RES. EVIL, RRR, SFA, 2 PADS, MEMORY CARD, LINK-UP CABLE, £275 ONO. 01782 710671.

• **PLAYSTATION WITH RESIDENT EVIL, WIPEOUT, 2 CONTROL PADS** & 6 DEMO DISCS ONLY £160 OR SWAP FOR SATURN. 0181 220 6274.

• **FOR SALE SUPER NINTENDO WITH 2 PADS + 7 GAMES.** GOOD CONDITION £90. 01942 208161.

• **I WILL SWAP MY JAGUAR 64 AND 2 GAMES FOR VIRTUA COP + GUN** AND ANY OTHER GAME. 07268 743325.

• **NINTENDO 64, PILOT WINGS AND AV CABLE.** BRAND NEW, BOXED, JAPANESE SALES RECEIPT. £340. PHONE 01843 591042 (EVENINGS).

CLASSIFIED

FREEPLAY



# FREEPLAY

# HIGH SCORES

Our High Scores section is picking up now. We're not going to let it take over the whole of FreePlay, but please send in any scores you're proud of. We especially want scores for recent releases, and want to know if you can beat these Japanese scores for NIGHTS.

## TRACK AND FIELD (PS)

While we don't want any more of your scores for *Track and Field*, we thought you might like to see a few from top Japanese players. These aren't necessarily the best ever in the world, but they'll give you something to beat.

110m Hurdles	7.54
Long Jump	12.33
Shot Put	29.60
Javelin	118.56
100m Sprint	6.86
Triple Jump	22.47
100m Freestyle	36.93
Pole Vault	8.53
Discus	93.66
High Jump	2.87
Hammer	110.25

**Sandy Beach**  
Best Lap 0'22"058  
Best Race 1'08"740

**Sunset Bay**  
Best Lap 0'24"174  
Best Race 1'14"535

**Milky Lake**  
Best Lap 0'25"631  
Best Race 1'19"154

**Marine Fortress**  
Best Lap 0'26"459  
Best Race 1'26"984

**Port Pirate**  
Best Lap 0'30"351  
Best Race 1'34"130

**Castle City**  
Best Lap 0'30"621  
Best Race 1'33"817

**Cool Wave**  
Best Lap 0'30"869  
Best Race 1'38"055

**Southern Island**  
Best Lap 0'27"839  
Best Race 1'29"521

## CHAMPIONSHIP MANAGER 2 (PC)

1,215,247 Performance Points  
**Simon Pulman, Gerrards Cross**

## TEKKEN 2 (PS)

26 Wins (Law) **Gregory Nichols (GSN), Lancs.**

## NIGHTS (SAT)

If you want a real score challenge, try taking on some Japan's best gamers! Here are a set of top scores by Japanese games journalists from various Nintendo 64, Arcade, PlayStation and Saturn magazines. In case you find some of them hard to believe - we've seen proof, and they're for real! If you can beat any of these, we'd like to know!

Spring Valley	569,360
Splash Garden	660,640
Mystic Forest	714,120
Soft Museum	1,032,540
Frozen Bell	804,000
Stick Canyon	789,240



**CENSORED**

RECORD MODE		PAGE 2	
GREATEST SURVIVORS DATA			
NO.	NAME	WINS	NAME
1	LAW	26 WINS	GSN
2	LAW	20 WINS	FKR
3	LAW	15 WINS	TRP
4	WATSU	13 WINS	ASS
5	YOSHIMITSU	11 WINS	LAW
6	LAW	8 WINS	LEI
7	LEI	5 WINS	MIC
8	MICHELLE	5 WINS	RIN
9	KING	4 WINS	JAK
10	JACK-2	3 WINS	

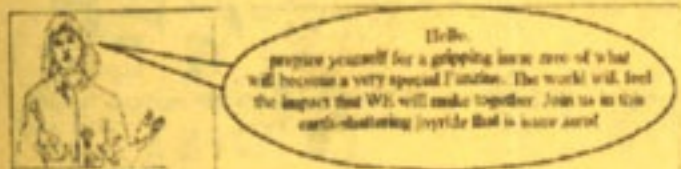
▲ We have attempted to disguise this reader's identity to avoid embarrassment. While his *Tekken 2* survivor score isn't terrible, Mike can beat it.



▲ We've got some best lap times, but we want some stunt records. Try to beat Jaime's 19800 on Milky Lake.

# FREEPLAY

# FANZINES



West look some ZERO!  
T.C.P. Online DEMO: 1993E

WELCOME TO OUR WEIRD AND WONDERFUL WORLD THAT IS...

# T.C.P.

### HIT LIST:

- *THE NEXT LEVEL*
- *POWER COMPUTERS*
- *GROUND ZERO*
- *INTERACTION*
- *METATIME*
- *ZERO*

Issue Zero of TCP is a fanzine covering absolutely everything in the world, including games. It's great.

This month's fanzines are particularly good. **TCP** costs 55p including postage costs, and can be got by writing to: **T.C.P., 6 Cheviot Close, Ramlease, West Swindon, Wiltshire, SN5 90D.** Issue Zero is very promising, and we look forward to seeing later issues. Thanks to editor **Andrew Mehta** for sending it in.

**The Next Level** covers video games, and video games only. It's put together by **Mike Kelly** and is very well written, packing in info gathered from all over the place, as well as reviews by Mike himself. There's also loads of artwork, plenty of screenshots and is overall very good fun. We don't have the address, but will hopefully print it next month.

**Power Computers** covers every games system, and is very well written. Write to: **Power Computers, 5 Elm Avenue, Eastcote, Ruislip, Middlesex, HA4 8PE.**

### The NEWS:

#### WELCOME!

Dear reader,

Thank you for...

...

...

...

...

...

...

...

...

...

...

...

...

...

...

...

...

...

...

...

...



**The Next Level** is a video games fanzine almost entirely done by **Mike Kelly**. It's always packed full of pictures and info, and all for only 30p! In issue 3, **Mario 64** scores 100%! Well done Mike, but please send us your address again. We lost it.



**Power Computers** is great. It may not look all that special, being printed on plain A4 paper, but is a good read. The reviews say what a game is better or worse than - **Fighting Vipers** is only just worse than finding £1,000,000 in your pocket! Crikey!



# WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.)

## FREEPLAY

COMPUTER AND VIDEO GAMES,  
PRIORY COURT,  
30-32 FARRINGTON LANE,  
LONDON, EC1R 3AU

**H**o ho ho! Unfortunately, just like Christmas itself, FreePlay has to come to an end. But never fear, you've only got one month to wait for the next issue! If you've got a contribution for FreePlay, send it in! And if you've got an idea for a section we could create in FreePlay, send that in too! Who knows, with all the magic in the air at this time of year, your wish may just come true!



WRITE FREEPLAY FOR US!

## HIGH SCORES

Look, it's Christmas. That means you've got time off work/school/whatever to play games! Spend the Christmas period sitting in front of your new game, eating lots of food, and racking up massive high scores. Then send them to FreePlay and let the world know you're the best!

## MOST WANTED

You've got what you wanted for Christmas, but we want to know what you want for NEXT Christmas! Even if it's something that hasn't been confirmed for release, let us know the top three things you're most looking forward to, whether they're games or machines.

## ART

You've seen the drawinz displayed by Hunter every month, and you've no doubt wished that you could have your art in FreePlay too. Well you can! Just send in an imaginative drawin and if Hunter likes it, he'll put it in the mag! You might even get awarded a bone!

## TIPS

For Christmas, Ed's hoping for loads of tips. Help a young lad's dreams come true by giving him that most precious of gifts: a good cheat. And if you feel really kind, send him any sort of tip you find all year.

## CLASSIFIEDS

It's Boxing Day, you feel ill from eating too much, and you're fed up because someone bought you *Rise of the Robots 2* yesterday. Pick up a pen, fill in the form below, post it to us, and relax. Happy New Year!

## FANS!

Why do you think one games machine or company is better than another? What do you love most about them? Write to FreePlay Fan and we'll print your unedited letter for everyone to see! Just don't blame us if they all write to complain!

## FANZINES

If you're looking at CVG and thinking that you could do something better, have a go! If you've made a fanzine about anything at all, send it to us and we'll mention it in FreePlay!

PLEASE TICK

(THE RELEVANT BOX)

FOR SALE

TO SWAP

CONSOLE(S)

CONSOLE(S)

GAME(S)

GAME(S)

OTHER

OTHER

NAME

ADDRESS

computer  
and  
video  
games

TEL NO.

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

CONTRIBUTION IN NO MORE THAN 25 WORDS

THIS IS A FREE SERVICE

MOST WANTED

IN ORDER OF IMPORTANCE

- 1. If you are under 18, make sure that you have your parents' permission before placing or replying to an advertisement.
- 2. If you are under 18, or live at home, make sure that you have your parents' permission to include your telephone number in any advertisement.
- 3. Emap Images accepts no responsibility for loss, damage or consequential loss other than personal injury occasioned as a result of paying for or replying to classified advertisements.

1  
2  
3

computer  
and  
video  
games

AGAINST PRACY

FREEPLAY