

# FREEPLAY

Issue 1

stop press • stop press

## FIGHTING VIPERS SEEN ON SATURN!

**D**on't expect to see any pictures for a while, but *Fighting Vipers* definitely exists in an early form on Saturn!

A reliable source, close to CVG, has actually seen the game up and running at AM2's headquarters in Japan and reports that even at this early stage it looks incredibly promising. Even after the brilliant Saturn conversion of *VF2*, there were doubts that *Fighting Vipers* could – or would – ever be converted. The coin-op features some amazingly complex backdrops, packed with interactive 3D scenery, and it's these that were thought

impossible to replicate on Saturn. However, although little more than the graphics have so far been worked on, the game already features... *the walls!*

Sega's in-house development teams are forever making progress with the Saturn's capabilities, and AM2, with the SGL operating system under their belt, are more ambitious than any. Head of AM2, Yu Suzuki, has always stated they would never undertake any Saturn conversion of their arcade games unless they thought it could be satisfactorily translated to their high standards.

*Fighting Vipers* is no exception. The programming staff hope to include as many of the coin-op's spectacular features as possible. And – wait for it – the huge aeroplane that takes off on Tokio's level WILL be in there! We'll believe that when we see it!

*Virtua Cop 2* is also in an early state of development at AM2's HQ. So far seen, is the first urban level, complete with the car chase sequence. Whether this proves to be as stunningly close a conversion as the first *Virtua Cop*, only time can tell.

### MACHINE WARS!

Things certainly seem rosy for Sega in Japan at the moment. *VF3* is causing disbelief at its incredible new hardware, the new white Saturn is flying off the shelves, and *Panzer Dragoon Zwei* has proved more popular than *Biohazard* on Playstation. In the UK though, the picture is a little less clear.

Last month, Sega Europe went on record claiming that Saturn had overtaken PlayStation in weekly sales, based on recent Gallup figures that showed Saturn just behind PS, with unsurveyed stores yet to be taken into account. Sony have responded by challenging Sega to an independent sales audit, to prove once and for all that PlayStation is ahead of Saturn in cumulative sales. Indeed, with the new £379 triple game bundle available from Dixons, PS sales have been seen to double in recent weeks.

So, the Saturn vs Playstation argument has left the playground and taken to the streets. Can there really be a winner to this argument? Personally, we can't wait for the Ultra 64.



Ⓛ Fighting Vipers: They're coming to the Saturn WITH their aeroplane.

## GAME SHOWS OVER

**Fed up with all those TV programmes about video games? Well, you can't be anymore, because four of them have been axed!**

ITV's *Bad Influence* and *T.I.G.S.*, and BBC's *Total Reality* and *Reactive* have all been axed after popularity in the shows has dropped. Most notably, *Bad Influence*'s 50 percent slice of all viewers aged 15 or under had dropped to only 30 percent.

Is this a sign that video games are losing appeal to the core teen age-group, or is it just that the shows were, well, crap? Send us your idea of what you want – and expect – from a video games TV show. Who knows, it might make it onto TV. Although, considering this news, it probably won't.



### READERS MOST WANTED CHART

We asked you what you're most looking forward to and here are the first gibbering results...

1. ULTIMATE MK3	PLAYSTATION
2. QUAKE	PC
3. NINTENDO 64	WHADDA YOU THINK?
4. ULTIMATE MK3	SATURN
5. VIRTUA FIGHTER 3	ARCADE
6. TEKKEN 2 (OFFICIAL)	PLAYSTATION
7. SATURN SONIC GAME	SATURN OBVIOUSLY
8. FIGHTING VIPERS	SATURN
9. DAYTONA REMIX	SATURN
10. MARVEL SUPERHEROES	SATURN/ PLAYSTATION

To continue this chart, we need YOUR support. So when you send anything into CVG (Letters, art, tips, anything), we want your Top 3 Most Wanted List too, in chosen order. Fail to do this and we won't pay any attention to your mail. SO DO IT! Oh, and by Most Wanted we mean 'what you want to see released', not 'what you want for your birthday' or anything. Fools. ☹

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## UK MULTI-FORMAT SALES TOP 20

THIS WEEK	LAST WEEK	TITLE	FORMAT	PUBLISHER
1	NE	CIVILIZATION 2	PC CD-ROM	MICROPROSE
2	3	DUKE NUKEM 3D: SHAREWARE	PC CD-ROM	US GOLD
3	2	TOTAL NBA '96	PLAYSTATION	SONY
4	1	ACTUA SOCCER	PLAYSTATION	GREMLIN
5	5	SENSIBLE WOS 95/96	AMIGA	TIME WARNER
6	4	C&C: COVERT OPERATIONS	PC CD-ROM	VIRGIN
7	6	FIFA '96	MEGADRIVE	EA
8	7	COMMAND & CONQUER	PC CD-ROM	VIRGIN
9	14	DESCENT 2: SHAREWARE	PC CD-ROM	INTERPLAY
10	20	CHAMPIONSHIP MANAGER 2	PC CD-ROM	OCEAN
11	NE	ROAD RASH	PLAYSTATION	EA
12	RE	VIRTUA COP (GAME & GUN)	SATURN	SEGA
13	NE	D	PLAYSTATION	ACCLAIM
14	8	NBA LIVE '96	PC CD-ROM	EA
15	9	SAM & MAX	PC CD-ROM	KIXX
16	10	TRACKSUIT MANAGER 2	AMIGA	ALTERNATIVE
17	19	BEAVIS & BUTTHEAD	PC CD-ROM	CIC
18	15	7th GUEST: WHITE LABEL	PC CD-ROM	VIRGIN
19	RE	PREMIER MANAGER 3 DELUXE	PC CD-ROM	GREMLIN
20	RE	FIFA '96	PC CD-ROM	EA

## JAPANESE MULTI-FORMAT SALES TOP 10

1. SUPER FAMISTAR 5 (BASEBALL GAME)	SUPER FAMICOM
2. POWERFUL PRO BASEBALL 3	SUPER FAMICOM
3. POCKET MONSTER	GAMEBOY
4. EVANGELION	SATURN
5. VAMPIRE HUNTER	SATURN
6. BAHAMUT LAGOON	SUPER FAMICOM
7. GUN HAZARD	SUPER FAMICOM
8. J LEAGUE PRO SOCCER CLUB	SATURN
9. Z GUNDAM: AWAY TO THE NEWTYPE	SUPER FAMICOM
10. SIM TOWER	SATURN

## AMERICAN MULTI-FORMAT SALES TOP 10

1. ALIEN TRILOGY	PLAYSTATION
2. KING'S FIELD	PLAYSTATION
3. D	PLAYSTATION
4. NBA: IN THE ZONE	PLAYSTATION
5. STREETFIGHTER ALPHA	PLAYSTATION
6. NFL GAMEDAY	PLAYSTATION
7. NBA LIVE '96	SUPER NES
8. NBA LIVE '96	GENESIS
9. NHL FACEOFF	PLAYSTATION
10. JOHNNY BAZOOKATONE	PLAYSTATION

## COMPUTER & VIDEO GAMES MOST RECOMMENDED!

Nothing to do with how well they're selling. These are what WE reckon are the best games available this month!

### SATURN UK TOP 5

1. STREET FIGHTER ALPHA	VIRGIN
2. VIRTUA FIGHTER 2	SEGA
3. SEGA RALLY	SEGA
4. VIRTUA COP	SEGA
5. X-MEN: CHILDREN OF THE ATOM	ACCLAIM

### SATURN IMPORT TOP 5

1. PANZER DRAGON ZWEI	SEGA
2. STREET FIGHTER ZERO	CAPCOM
3. VAMPIRE HUNTER: DARKSTALKERS REVENGE	CAPCOM
4. GUARDIAN HEROES	SEGA
5. GUN GRIFFON	GAME ARTS

### PLAYSTATION UK TOP 5

1. STREET FIGHTER ALPHA	VIRGIN
2. ACTUA SOCCER	GREMLIN
3. WIPEOUT	PSYGNOSIS
4. DOOM	GT INTERACTIVE
5. ALIEN TRILOGY	ACCLAIM

### PLAYSTATION IMPORT TOP 5

1. TEKKEN 2	NAMCO
2. BIOHAZZARD (RESIDENT EVIL)	CAPCOM
3. STREET FIGHTER ZERO	CAPCOM
4. RIDGE RACER REVOLUTION	NAMCO
5. NAMCO MUSEUM 2	NAMCO

### PC TOP 5

1. QUAKE DEATH MATCH TEST	ID SOFTWARE
2. TERRANOVA	VIRGIN
3. DESCENT 2	INTERPLAY
4. DUKE NUKEM: SHAREWARE	US GOLD
5. BEAVIS & BUTTHEAD: VIRTUAL STUPIDTY	VIACOM

### MEGADRIVE TOP 3

1. SONIC AND KNUCKLES	SEGA
2. EARTHWORM JIM 2	VIRGIN
3. TOY STORY	SEGA

### SUPER NES TOP 3

1. METROID (BARGAIN £14.99!)	THE
2. SUPER MARIO BUNDLE PACK (BARGAIN £34.99!)	THE
3. YOSHI'S ISLAND	THE

### 3DO TOP 3

1. CAPTAIN QUASAR	STUDIO 3DO
2. RETURN FIRE: MAPS O' DEATH	EA
3. FOES OF ALI	EA

### ARCADE TOP 5

1. STREET FIGHTER ZERO 2	CAPCOM
2. FIGHTING VIPERS	SEGA
3. DIRT DASH	NAMCO
4. MANX TT	SEGA
5. SOUL EDGE	NAMCO

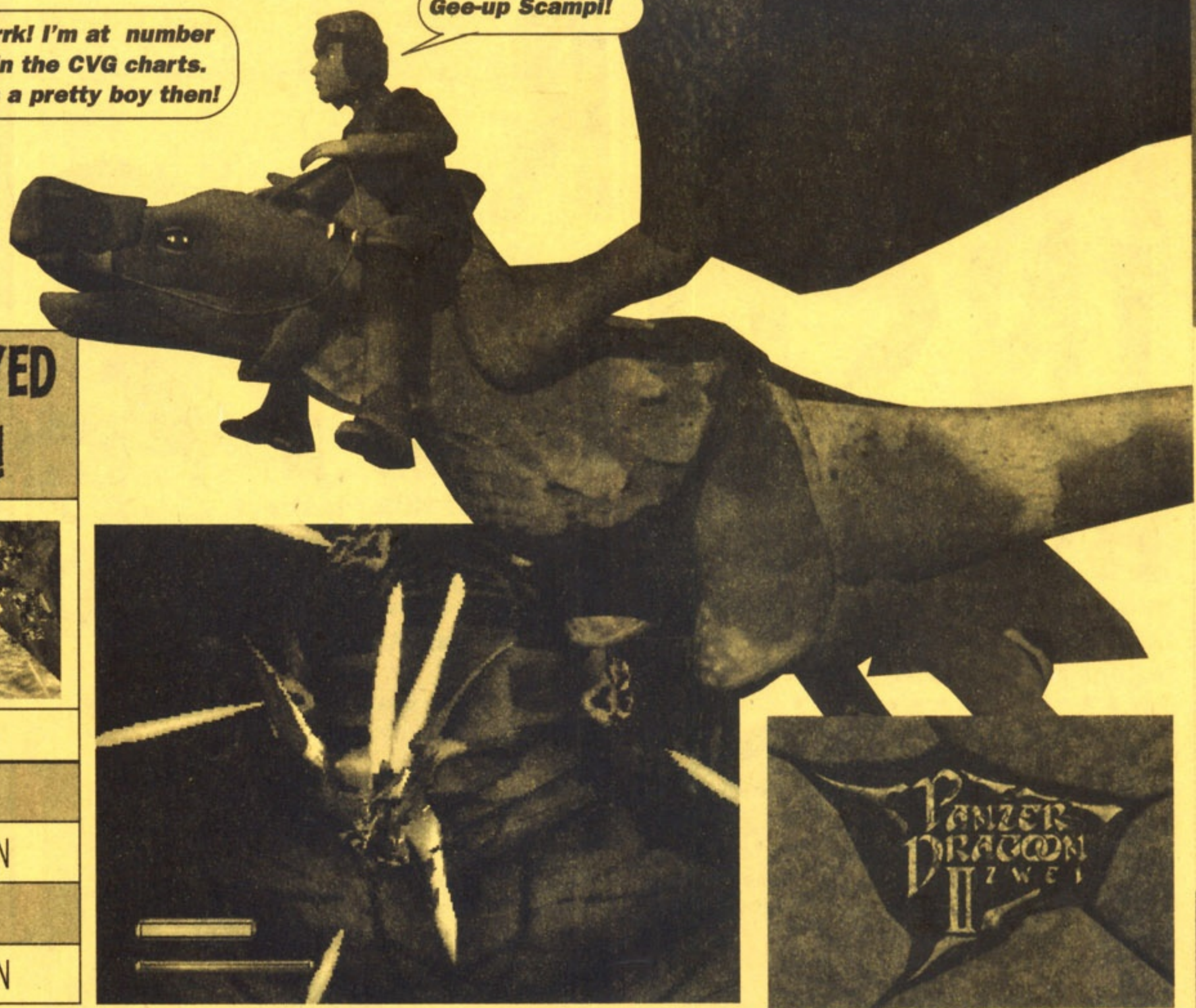
COMING SOON TO THE UK

TRY IT FIRST



Squarrk! I'm at number one in the CVG charts. Who's a pretty boy then!

Gee-up Scamp!



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

Want to know what we're playing the most? No? Well, stuff you then.



1. PANZER DRAGOON ZWEI	SATURN
2. STREET FIGHTER ZERO	SATURN
3. RESIDENT EVIL	PLAYSTATION
4. VAMPIRE HUNTER	SATURN
5. THE NEED FOR SPEED	PLAYSTATION

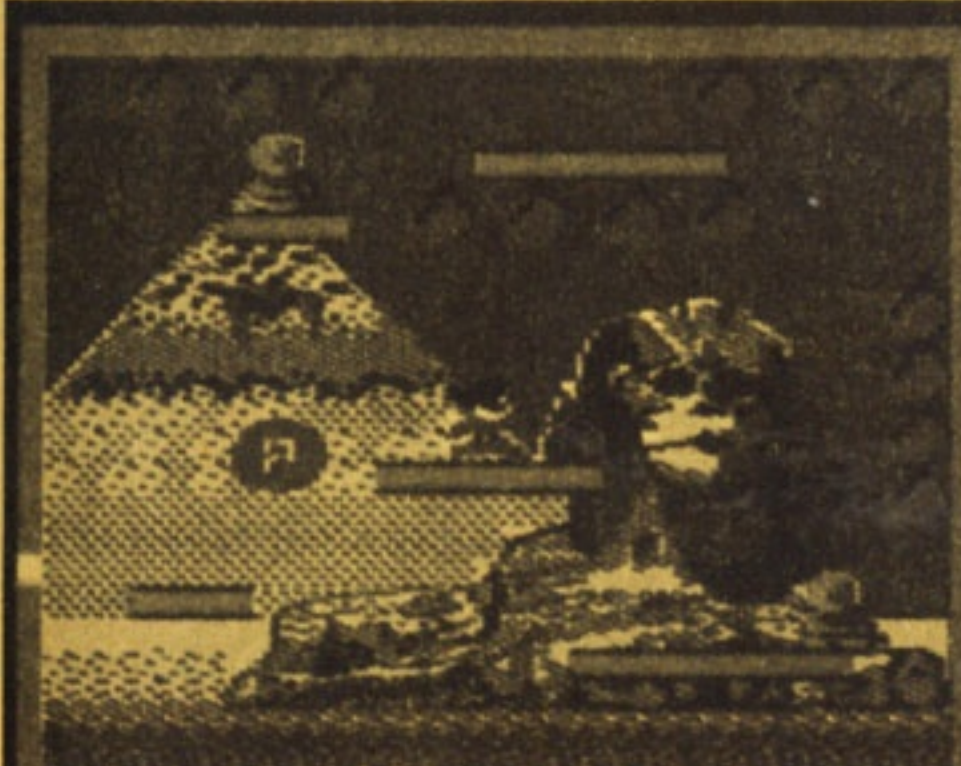
## VIDEO GAMING

# Dave Kelsall's Retro Computer Cabin

Just across the room from the all-new C&VG there's a small corner full of old discarded computers, consoles and tattered back issues of C&VG. This is David Kelsall's newly formed lunchtime retro computer club and it aims to bring you the hottest gossip from C&VG ten years ago.

## C&VG MAY 1986

One to add to your cassette-based collection from this month has got to be **BOMB JACK** by ELITE software (of Kokatoni Wilf, Dukes of Hazard fame) on the C64 and spectrum. The basic idea of the game is to help **BOMB JACK** collect a load of bombs - at the same time as avoiding the nasties. Jack can run, jump and fly around the screen, and if he follows a particular sequence bonus points can be earned. Er... and that's it really except that it was a C&VG HIT! and had previously coined it in at the arcades. You should be able to pick up either version for about £2.50 at selected Computer Caverns.



SIDE 1  
015200  
SIDE 2  
015200  
ROUND 1  
HI SCORE  
015200

Remember IMAGINE-THE NAME OF THE GAME they had some classic titles including **PING PONG**, a nifty little conversion of the KONAMI original. Another C&VG Hit and a great (maybe the only?) computer game of table tennis.

OOH! Just a quickie, remember when **Starfox** was coming out on the SNES and they changed the name to **Southern Belle**. Sequel **Evening Star** coming soon!



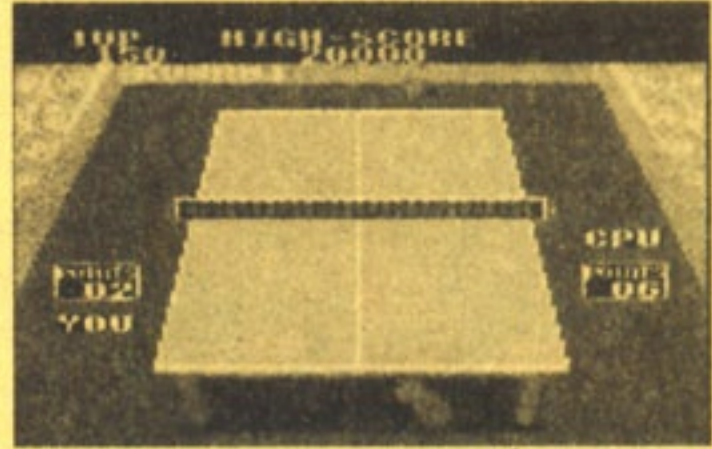
Ⓢ **Southern Belle**. Sequel **Evening Star** coming soon!

Ariolasoft had already done a similar type of game called **Starfox** for the C64. Forget **SEGA RALLY** or **RIDGE RACER!** What you want is **SOUTHERN BELLE: KING ARTHUR Class 4-6-0 locomotive simulator**. Your task is to take the passenger train from Victoria to Brighton, playing the roles of both driver and fireman. Cope with coal and water, keep an eye on the signals, and arrive at the stations on time. Worth checking out for the novelty value alone, although Tony Crowthers **LOCO** or **SUICIDE EXPRESS** are a lot more fun if hardcore train action is what your after.

Ⓢ **Tony Crowther** had his first game rejected by C&VG! Luckily he wasn't that put off otherwise the likes of **POTTY PIDGEON** would never have surfaced.



Ⓢ The brilliant **BOMB JACK**. Seek it out!

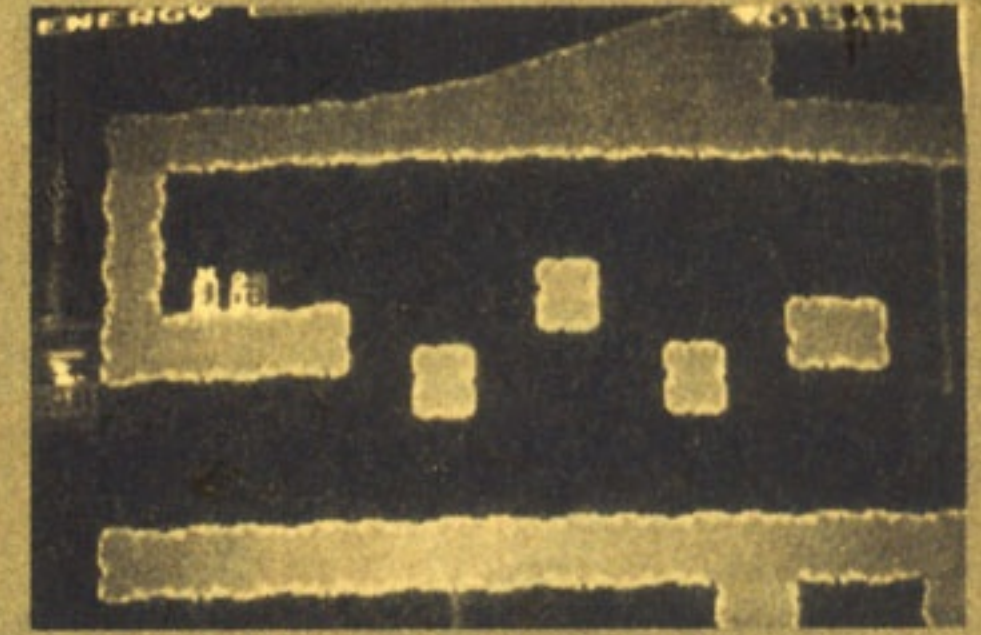


Ⓢ **Ping Pong** featured the most awesome Spectrum sound ever!



## COLLECTORS CORNER

**SPECTRUM: BATMAN, TURBO ESPRIT**  
**C64: THRUST**  
**CONSOLE:** Release of the NES means that classic carts will definitely be uncovered during the coming months.  
**ARCADE: SPELUNKER** by Irem marked maybe the first time an original computer game had been converted to arcade. The game was basically a sort of **PETER PAC RAT** or **LODERUNNER** clone but made a change from the scrolling beat 'em ups that were hogging the arcades at the time.



Ⓢ Never heard of **SPELUNKER** or **PETER PAC RAT** eh? Don't worry check out the classic **LODERUNNER** instead.

## 1986 CHARTS

1. HARDBALL	ALL FORMATS
2. YIE AR KUNG FU	ALL FORMATS
3. FT SIM	ALL FORMATS
4. RAMBO	ALL FORMATS
5. FA CUP FOOTBALL	ALL FORMATS

All formats - Commodore 64, Spectrum 48K, Amstrad.

"The Cabin" will almost certainly be the most popular feature in C&VG and we will gratefully display reader and advertisers ads for free to help hunt down those classics of yesteryear.



# KILLER INSTINCT 2

**B**y popular demand CVG brings you the best Killer Instinct 2 guide around. We have got our grubby little hands on all of the finishing moves, combo breakers and special moves. Help has come from the people at Rare with this guide, the man in the north known as Graham Duffy, and our agent around town Danny Boutros.

## SUPER MOVE BARS

The most noticeable addition to KI2 is the introduction of a super move bar. As the player takes hits, performs special moves, and so on, this bar fills up. Once this happens each player has the ability to perform super special moves. All fighters have roughly six super attacks to their name.

## COMBO BREAKING



No longer will you need to know the power of attack that your adversary is performing to break it. KI2 simplifies the art of combo breaking by using this simple method: **Punches break kicks, and kicks break punches.** This means that if your opponent is starting to unleash a combo using the various kick buttons, you can break it quite easily by pressing punch after the combo breaker sequence.

## ADDITIONAL LINKERS

As you may remember in the first KI, linkers were the most important feature in performing combos, but sadly each player had only one linker to extend their combos. Now each character in KI2 have multiple-linkers, which means that the total amount of combos available to each player exceeds five-figure numbers!



( All moves are assuming the player is facing right )

HCB=Half Circle Back  
HCT=Half Circle Toward

F=Forward

B=Back

D=Down

U=Up

1=Quick Punch

2=Medium Punch

3=Fierce Punch

4=Quick Kick

5=Medium Kick

6=Fierce Kick

THE NUMBER BESIDE EACH SUPER MOVE, INDICATES THE AMOUNT OF BLOCKS USED IN THE SUPER BAR.

Note: Fatalities can only be performed once the opponent's energy is flashing red, also these have to be activated inside a combo. Super Moves are only possible once the super bar is maxed out.

## JAGO



## SPECIALS



Wind Kick	DF, D, DB+any K
Laser Blade	DF, D, DB+3
Slide	DB, D, DF+any K
Endokuken	DF, D, DB+ any P
Tiger Fury	F, D, DF+ any P

## SUPER MOVE



Super Endokuken [4]	D, DB, B, DB, D, DF, F+3
Super Windkick [3]	DF, D, DB, B, F+5
Super Ninja Slide [3]	DB, D, DF, F, B+6
Super Tiger Thrash [3]	D, DB, B, DB, D, DF, F+3

## COMBO BREAKER



	F, D, DF+Any P/K
--	------------------

## FATALITY



Dragon Summon	D, DB, B, F+2
Sword Strike	F, D, DF+6



# TJ COMBO



## SPECIALS



Tremor	B, F+5
Spin punch	B, F+1
Rollercoaster	B, F+2
Powerline	B, F+3
Cyclone	Hold 3, release then 3
Skull Crusher	B, F+6

## SUPER MOVE



Power Frenzy [2-6]	HCB+3
Super Spinfist [3]	HCB then F+1
Super Rollercoaster [3]	HCB then F+2
Dizzy Tremor [3]	HCB+5

## COMBO BREAKER



	B, F+any P/K
--	--------------

## FATALITY



Eat This	Hold F, then DF, D, DB, B+FK
Knockout	Hold 4 for two secs then release

# SABREWULF



## SPECIALS



Sabre Wheel	B, F+5
Sabrepounce	B, F+2
Sabrespin	B, F+3
Howl	B, F+1
Sabre Flip	B, F+6

## SUPER MOVE



Lupus Loopy [6]	HCB then F+6
Spirit Spark [3]	HCB then F+3
Floor Press Jump [3]	HCB+3
Superwheel [3]	HCB then F+2
Superspin [3]	HCB then F+5

## COMBO BREAKER



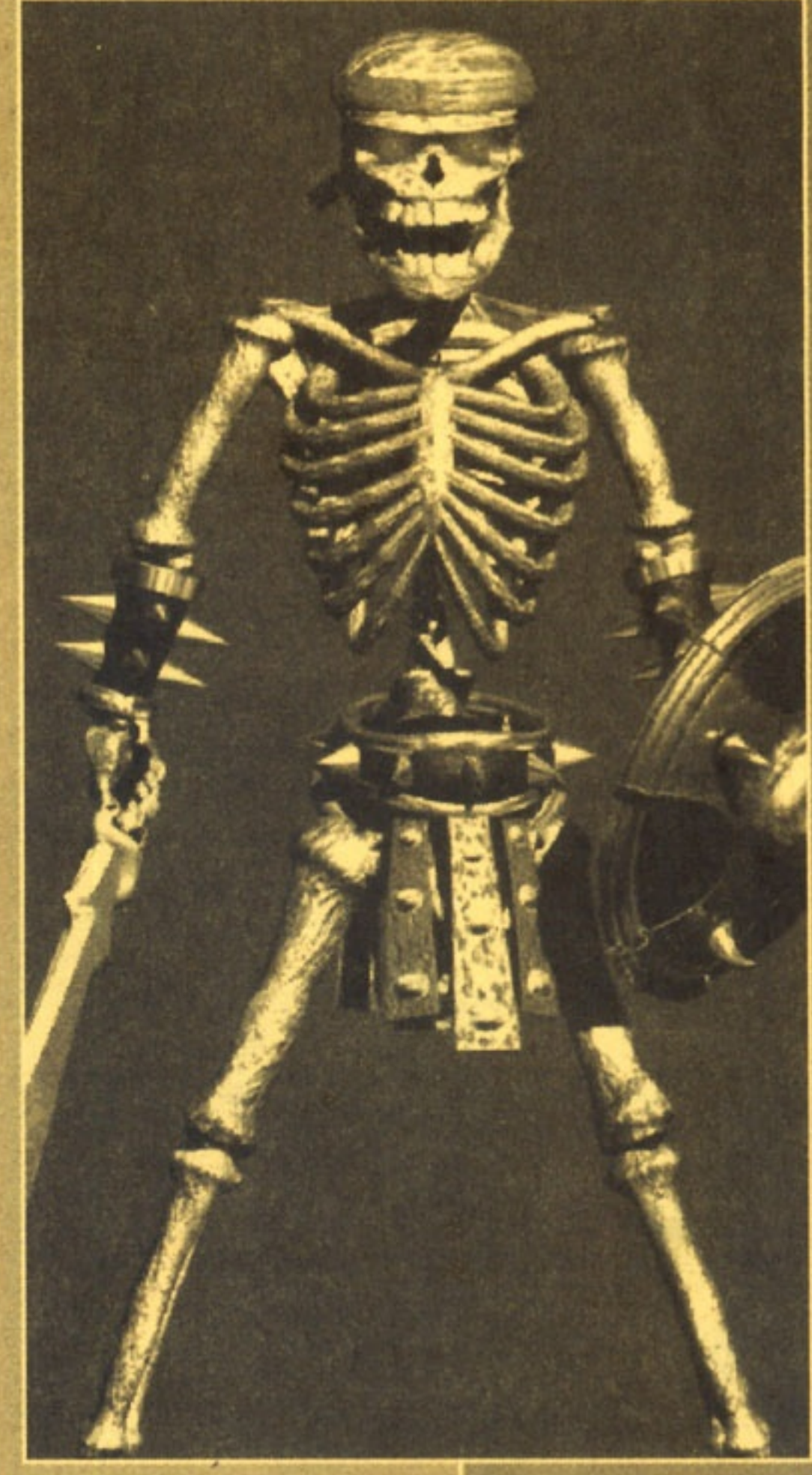
	B, F+any P/K
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## FATALITY



Vampire Storm	Hold UP for two secs, then release
Electrify	Hold 6 for two secs, then release

# SPINAL



## SPECIALS



Skeleskewer	D, DF, F+any K
Flaming Blade	D, DF, F+3
Skull Scrape	DB, D, DF+6
Power Devour	B+1
Soul Drain	D, DF, F+1
Skeleport	D, DB, B+any K

## SUPER MOVE



Grim Reaper [3]	D, DB, B, DB, D, DF, F+3
Five Skulls [6]	D, DB, B, DB, D, DF, F+6
Super Scrape [3]	D, DF, F, B+6
Super Blade [3]	D, DF, F, B+2
Freeze Skull [3]	D, DB, B, DB, D, DF, F+5

## COMBO BREAKER



	D, DF, F+any P/K
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## FATALITY



Grip Of Death	D, DF, F, D, DF, F+1
Spinal Snap	D, D+4



# GLACIUS



## SPECIALS



	Move
Cold Shoulder	D, DF, F+2
Liquidize	D, DF, F+any K
Icy Grip	D, DF, F+1
Arctic Blast	D, DB, B+any K
Ice Spear	D, DF, F+3

## SUPER MOVE



	Move
Mega Slam [6]	HCT, B+2
Glacial Blast [4]	D, DB, B, F+3
Super Shoulder [3]	HCT then B+2
Super Liquidize [3]	HCT then B+6
Reverse Puddle [3]	HCB+6

## COMBO BREAKER



	D, DF, F+any P/K
--	------------------

## FATALITY



	Move
Crystallize	B, D, DB+4
Ice Spear	HCB then F+5

# FULGORE



## SPECIALS



	Move
Cyberdash	HCT+any K
Plasma Shield	D, DB, B+any K
Laser	DF, D, DB+2 or 3
Plasmaslice	F, D, DF+any P
Laser Storm	F, DF, F+any P

## SUPER MOVE



Ultra Slice [6]	D, DB, B, DB, D, DF, F+3
Lock-On [1]	HCT+4
Air EyeLaser Jump [1]	DF, D, DB+3
Cloak [1 block/2 steps]	DF, D, DB+6
Superdash [3]	HCT then B+6
Plasma Sparks [3]	HCB then F+6
Teleport [1]	B, D, DB+P/K

## COMBO BREAKER



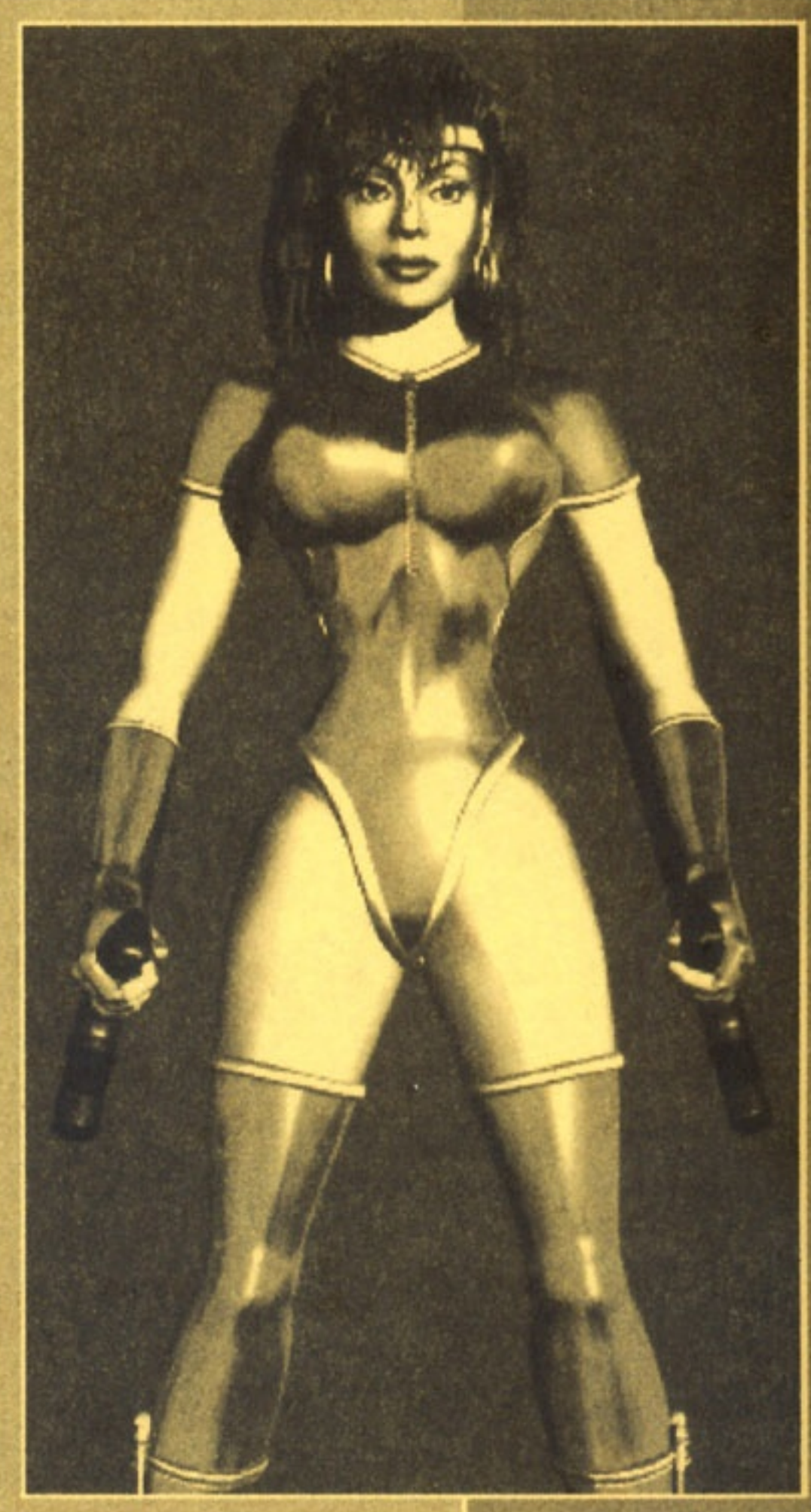
	F, D, DF+any P/K
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## FATALITY



Nuke From Orbit	HCT, B+2
War Droid	F, DB, D, DF, F+5

# B. ORCHID



## SPECIALS



	Move
Flik Flak	DF, D, DB+any K
San	DF, D, DB+3
Tiger Slide	DB, D, DF+any K
Airbuster	F, D, DF+any K
Tonfa Fire	D, DF, F+any K

## SUPER MOVE



	Move
Gyro Kyaku [6]	D, DB, HCT+6
Firecat [3]	DF, D, DB, B, F+5
Super San [3]	DB, D, DF, F, B+3

## COMBO BREAKER



	Move
	F, D, DF+any P/K

## FATALITY



	Move
Shocker	B, D, DB+5



# TUSK



## SPECIALS



	Move
Boot Kick	DF, D, DB+any K
Web Of Death	DF, D, DB+3
Skull Splitter	DB, D, DF+any K
The Conqueror	F, D, DF+6
Back Stab	HCB+1

## SUPER MOVE



The Destroyer [6]	D, DB, B, DB, D, DF, F+3
Ground Flame [4]	DB, D, DF, F, B+4
Shadow Overhead [3]	DB, D, DF, F, B+6
Super Web [3]	D, DF, F, B+3
Super Boot [3]	DF, D, DB, B, F+6

## COMBO BREAKER



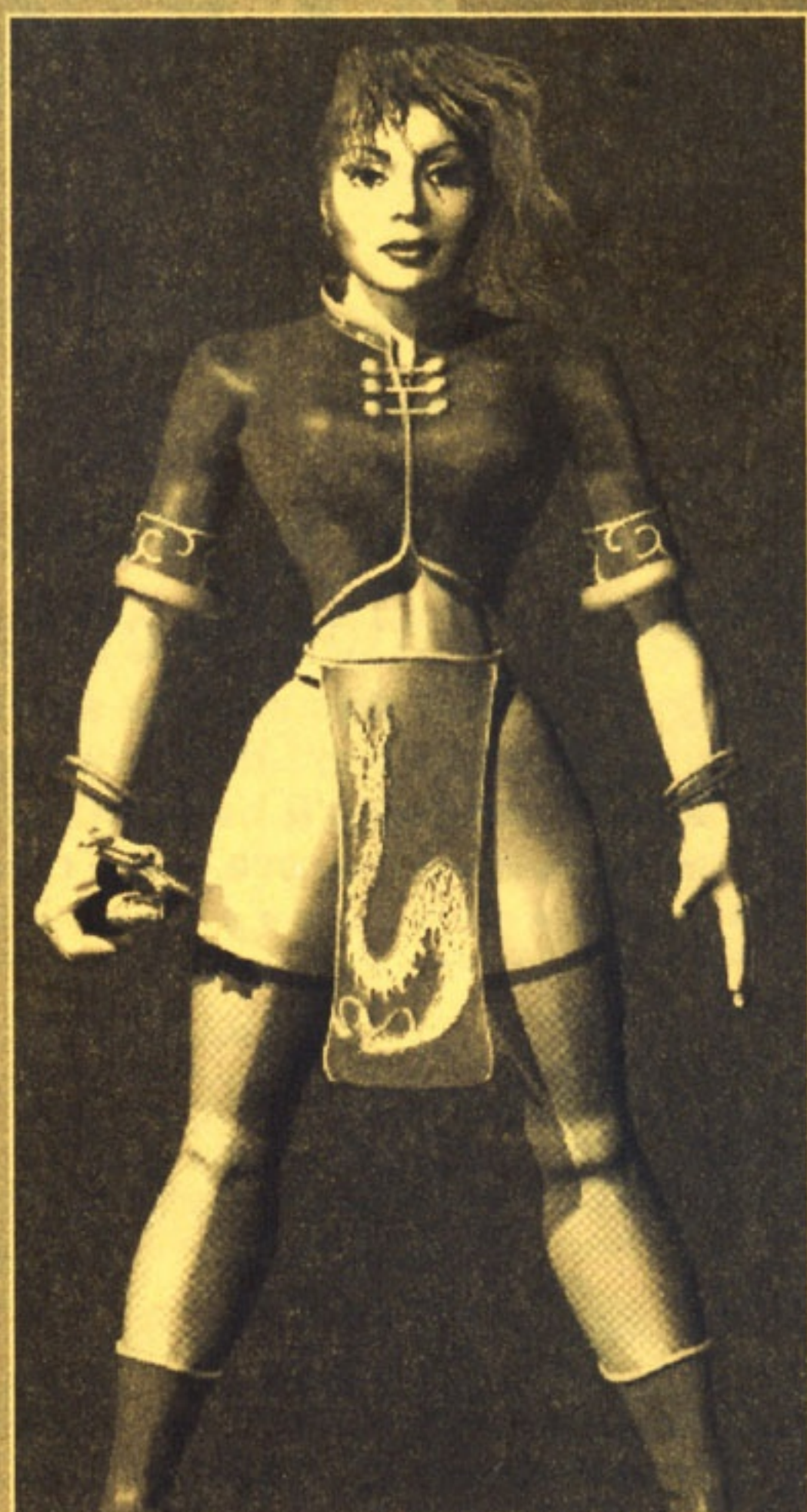
	Move
	F, D, DF+any P/K

## FATALITY



Rockfall	D, DF, F, D, DF, F+2
Bite	F, D, DF+5

# KIM WU



## SPECIALS



	Move
Tornado Kick	DF, D, DB+any K
Firecracker (mid-air)	DF, D, DB+2 or 3
Splitkick	DB, D, DF+ any K
Fireflower	F, D, DF+1

## SUPER MOVE



	Move
Snap Dragon [6]	D, DB, B, DB, D, DF, F+3
Shadow Tornado [3]	DF, D, DB, B, F+6
Ultra Fireball Jump [4]	D, DF, F, B+2
Fire Cracker [3]	DF, D, DB, B, F+3

## COMBO BREAKER



	Move
	D, DF, F+any P/K

## FATALITY



	Move
Torso Press	B, F, D, DF+5
Shuriken	DB, D, DF, F, B+4

# MAYA



## SPECIALS



	Move
Flip Kick	B, F+5
Savage Blades	B, F+2
Mantis	B, F+3
Jungle Leap	B, F+6
Cobra Bite	B, F+1

## SUPER MOVE



	Move
Tree Cutter [6]	HCB then F+6
Shadow Mantis [3]	HCB then F+3
Super Blades [3]	DF, D, DB, B, F+2
Super Flip [3]	DF, D, DB, B, F+5

## COMBO BREAKER



	Move
	B, T+any P/K

## FATALITY



	Move
Shrink	D, DF, F, B+1
Jumbo Crusher	D, DB, B, F+4



# drawinz

## wot you dun

The pages where budding art masters get their 1 month of fame.

**M**ost of this months stuff is nicked from NMS and Mean Machines to start off this new regular section. But send in your kwality art and there'll be a prize for the best one. Send them to:

Drawins wot you dun, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

My name is Hunter and i am Toms dog and i give a bone to my favourite picture.



**KEY**

I know when something has been slapped together in 5 minutes so don't even try it.

Originality, creativity, style, fun, and not copied straight off another magazine.

**333**  
**WIK**  
**THE ULTIMATE CHALLENGE**



① Nice graphic by Chris Byme. Well done Chris keep up the good work.

② Good art, good game, if Ed "Pinky" Lomas has got anything to say about it. From Gregory "Essex boy" Speller.

**DOOM**  
THE FRIGHT OF YOUR LIFE

① Wehay! Look at those monsters go. Pity about the insurance company headed paper.

**WINNER!**

① Mario on ChunLi's body. I like your style Lee Hobkirk from Consett.

**INTHEWORM JIM**  
**2**

① Now that's not copied straight off the box is it? Tsk, tsk Ian someone from somewhere.

By Simon Brooke  
Age 5

**RAYMAN**

**Violent Basketball**

① Now this offering from Michael H. is right up my street. Originality, creativity and a healthy dose of blood! Gore-tastic! P.S. like the frogs, nice touch.

② Jolly looking bloke isn't he? Not bad for a 5 year old. Well done Simon Brooke. Give yourself a pat on the head.



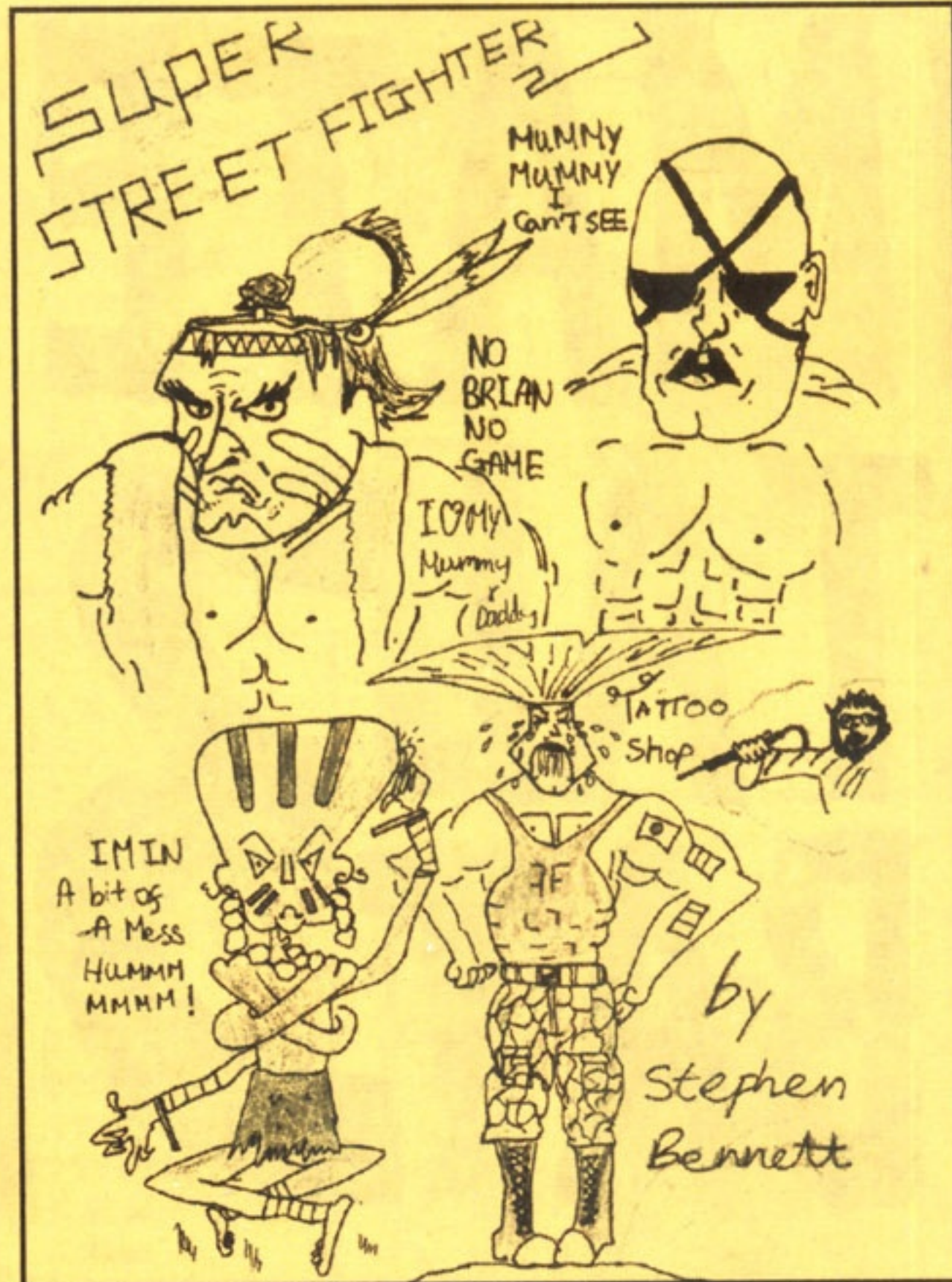


Another goodie here art fans. From the multi-talented John Hesford, aged 7.

I like this but then again I'm probably biased. Mean Machine is a sort of role model for me. Don't know who it's by.



Would someone remind Robert Harris to put the lids back on his felt tips.



No brian eh? Obviously. come on Stephen Bennett don't let the side down.



Sorry Ross Fretwell, this is traced from a Mean Machines Poster. Who do you think you're trying to fool?



At least it's not traced but come on Kevin Bradley pull your finger out, you can do better than this.



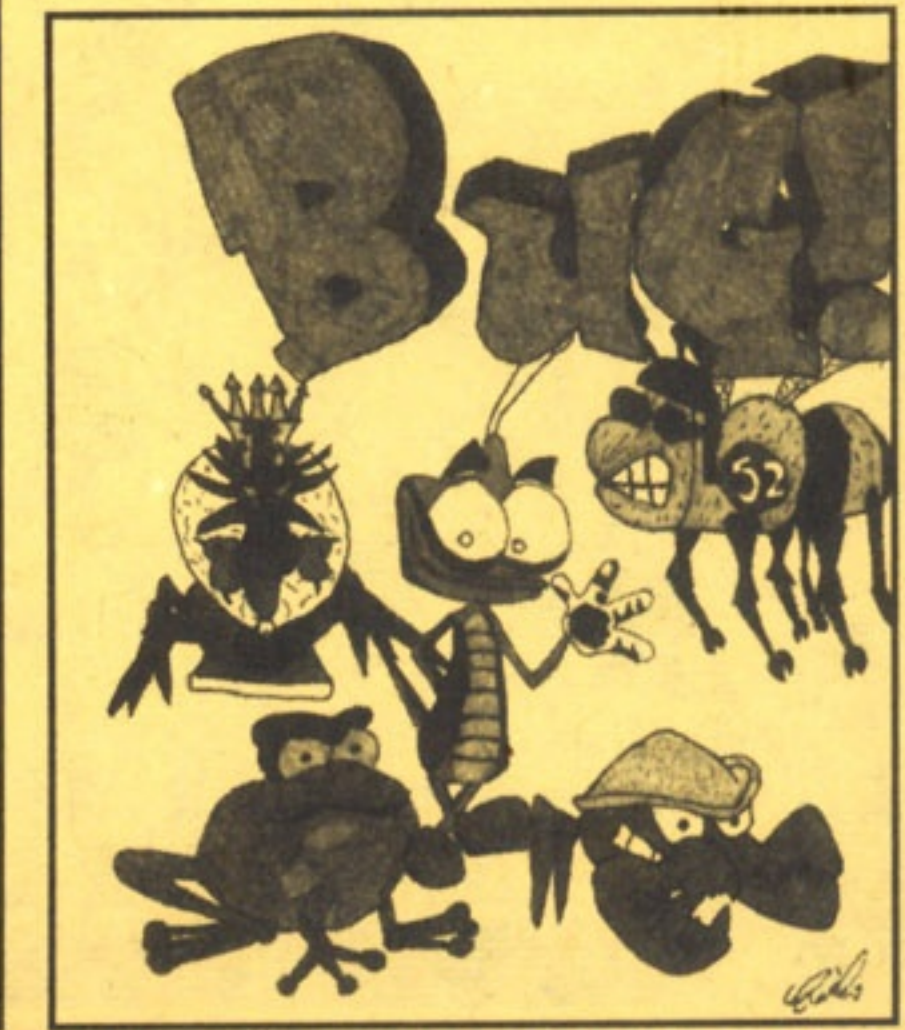
Now this I like. Pinned on my wall infact. Don't know who it's by. Genius.



6 out of 10. What more can I say Hana K.S.A



Craig Lamont go to the head of the class.



Hmmm, not bad. Sorry couldn't decipher your signature.

Wot you dun

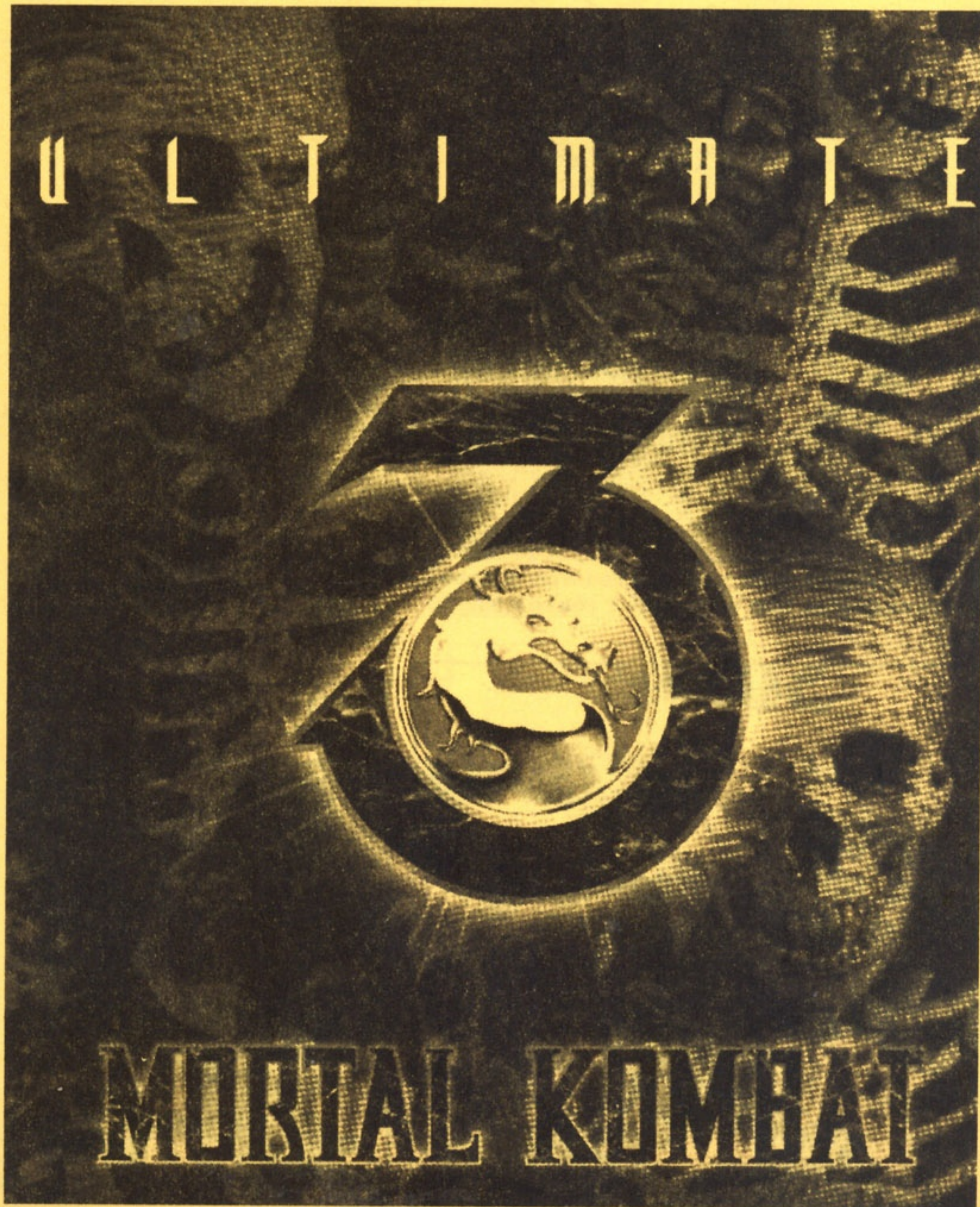
PREPLAY



# ULTIMATE MORTAL KOMBAT 3



**U**ltimate Mortal Kombat 3 is growing in popularity around the country at the moment and with the Saturn and 3DO versions almost in the shops, it's worth us telling you everything we know about the game so far. This month we're giving you a moves list for all of the characters, including the three hidden fighters. Next month we'll share some of our amazing combos with you .



## ANIMALITIES

These can only be performed after Mercy has been shown to an opponent and they have been defeated again.

## FATALITIES

These must be performed in exactly the right position - and they are marked in brackets. If you need to hold an attack button to perform the Fatality, hold it when out of range then move into position. These are the exact distances:

Full Screen	Move as far away as possible
Jump	Move next to the opponent and jump away
Sweep	Stand at the edge of the reach of a sweep
One Step	Stand next to the opponent and tap Backwards once
Close	Stand so that you are touching the opponent



- U Up
- D Down
- F Forwards
- B Backwards
- HP High Punch
- LP Low Punch
- BK Block
- R Run
- HK High Kick
- LK Low Kick
- + Press both buttons at the same time
- , Press buttons in sequence
- A "\*" by the move means that it can be performed in the air.





KITANA



Fan Throw*	F, F, HP+LP
Fan Lift	B, B, B, HP
Flying Punch	F, D, B, HP
Tall Kiss Fatality	(close) R, R, BK, BK, LK
Decapitation Fatality	(close) B, D, F, F, HK
Bubbles Friendship	D, B, F, F, LP
Babality	F, F, D, F, HK
Rabbit Animality	(1 step) D, D, D, R
Pit Fatality	F, D, D, LK

REPTILE



Acid Spit	F, F, HP
Fast Force Ball	F, F, HP+LP
Slow Force Ball	B, B, HP+LP
Dashing Elbow	B, F, LK
Slide	B+LP+BK+LK
Invisibility	U, U, D, HK
Tongue Fatality	(sweep) B, F, D, BK
Acid Puke Fatality	????????????
Snake Box Friendship	????????????
Babality	F, F, B, D, LK
Monkey Animality	(close) D, D, D, U+HK
Pit Fatality	BK, R, BK, BK

JADE



Straight Blade	B, F, LP
Low Blade	B, F, LK
High Blade	B, F, HP
Shadow Kick	D, F, LK
Invincibility	B, F, H
Stick Shake Fatality	(close) Hold BK + press U, U, D, F, HP
Stick Uppercut	(close) R, R, R, BK, R
Pogo Stick Friendship	B, D, B, B, HK
Babality	D, D, F, D, HK
Kitten Animality	????????????
Pit Fatality	????????????

SCORPION



Harpoon	B, B, LP
Teleport Punch*	D, B, HP
Mid-Air Throw	BK in the air
Flame Breath Fatality	(jump) D, D, D, U+HK
Multiple Death Fatality	(close) F, F, D, U+R
Skull Box Friendship	????????????
Babality	D, B, B, F, HP
Penguin Animality	(close) Hold BK + press F, U, U, HK
Pit Fatality	????????????

MILEENA



Sai Fireball*	Hold HP for 2 seconds and release
Teleport Kick	F, F, LK
Ground Roll	B, B, D, HK
Nail Spit Fatality	(full screen) B, B, B, F, LK
Eat Fatality	(close) D, F, D, F, LP
Mirror Friendship	D, D, B, F, HP
Babality	D, D, F, F, HP
Skunk Animality	(close) F, D, D, F, HK
Pit Fatality	D, D, D, LP

ERMAC



Fireball	D, B, LP
Teleport Punch*	D, B, HP
Slam	B, D, B, HK
Decapitation Fatality	(close) R, BK, R, R, HK
Slam Fatality	(sweep) Hold BK + press D, U, D, D, D, release BK, BK
Friendship	????????????
Babality	????????????
Animality	????????????
Pit Fatality	R, R, R, R, LK

CLASSIC SUB ZERO



Ice Ball	D, F, LP
Floor Freeze	D, B, LK
Slide	B+LP+BK+LK
Black Screen Fatality	(close) D, D, D, F, HP
Second Fatality	????????????
Friendship	????????????
Babality	????????????
Animality	????????????
Pit Fatality	F, D, F, F, HP

SONYA



Energy Fireball	D, F, LP
Bicycle Kick	B, B, D, HK
Flying Punch	F, B, HP
Leg Toss	D+LP+BK
Pink Kiss Fatality	(jump) Hold BK+R + press U, U, B, D
Flame Kiss Fatality	(anywhere) B, F, D, D, R
Flowers Friendship	B, F, B, D, R
Babality	D, D, F, LK
Hawk Animality	(close) Hold LP + press B, F, D, F, release LP
Pit Fatality	F, F, D, HP

JAX



Missile	B, F, HP
Double Missile	F, F, B, B, HP
Floor Punch	Hold LK then release
Grab and Punch	F, F, LP
Dashing Punch	F, F, HK
Backbreaker	BK in the air
Multiple Slam	LP to throw, then HP repeatedly
Big Foot Fatality	(jump) R, BK, R, R, LK
Blade Chop Fatality	(close) BK + press U, D, F, U, release BK
Skipping Friendship	LK, R, R, LK
Babality	D, D, D, LK
Lion Animality	(close) Hold LP + press F, F, D, F, release LP
Pit Fatality	D, F, D, LP

**MERCIES** To show mercy, fight through into a third round and win. When the "Finish Him/Her!" message appears, get over half a screen away, hold R, press D, D, D, then release R.





**NIGHTWOLF**



- Arrow Shot D, B, LP
- Axe Uppercut D, F, HP
- Shoulder Charge F, F, LK
- Rebound Shield B, B, B, HK
- Light Beam Fatality (close) Hold BK + press U, U, B, F, release BK, BK
- Lightning Axe Fatality (Jump) B, B, D, HP
- Rayden Friendship (outside sweep) R, R, R, D
- Babality F, B, F, B, LP
- Wolf Animality (close) F, F, D, D
- Pit Fatality R, R, BK

**KANO**



- Knife Throw D, B, HP
- Knife Uppercut D, F, HP
- Straight Roll Hold LK, then release
- Vertical Roll F, D, F, HK
- Shake Throw D, F, LP
- Air Throw BK in the air
- Skeleton Fatality (close) Hold LP + press F, D, D, F, release LP
- Eye Laser Fatality (sweep) LP, BK, BK, HK
- Bubblegum Friendship LK, R, R, HK
- Babality F, F, D, D, LK
- Spider Animality (close) Hold HP + press BK, BK, BK, release HP
- Pit Fatality Hold BK + press U, U, B, LK

**SUB ZERO**



- Ice Ball D, F, LP
- Ice Statue\* D, B, LP
- Ice Shower D, F, HP
- Close Ice Shower D, F, B, HP
- Far Ice Shower D, B, F, HP
- Slide B+LP+BK+LK
- Freeze Snap Fatality (close) BK, BK, R, BK, R
- Ice Blow Fatality (Jump) B, B, D, B, R
- Snowman Friendship LK, R, R, U
- Babality D, B, B, HK
- Polar Bear Animality (close) Hold BK + press F, U, U
- Pit Fatality B, D, F, F, HK

**SEKTOR**



- Straight Missile F, F, LP
- Homing Missile F, D, B, HP
- Teleport Punch\* F, F, LK
- Platform Crush Fatality (sweep) LP, R, R, BK
- Flame-thrower Fatality (full screen) F, F, B, BK
- Strength Test Friendship (half screen) R, R, R, D
- Babality B, D, D, D, HK
- Bat Animality (close) F, F, D, U
- Pit Fatality R, R, R, D

**PIT FATALITIES**

These are always performed when close to an opponent. They only work on: The Subway, Shao Kahn's Tower, The Pit 3, and Scorpion's Lair backgrounds.

**SINDEL**



- Fireball F, F, LP
- Scream F, F, F, HP
- Fly B, B, F, HK
- Air Fireball D, F, LK in the air
- Scream Fatality (close) R, BK, BK, R+BK
- Hair Spin Fatality (sweep) R, R, BK, R, BK
- Field Goal Friendship R, R, R, R, R, U
- Babality R, R, R, U
- Wasp Animality (close) F, F, U, HP
- Pit Fatality D, D, D, LP

**STRYKER**



- High Grenade D, B, HP
- Low Grenade D, B, LP
- Machine Gun B, F, HP
- Baton Throw F, F, HK
- Baton Trip F, B, LP
- Bomb Fatality (close) D, F, D, F, BK
- Taser Fatality (full screen) F, F, LK
- Traffic Cop Friendship LP, R, R, LP
- Babality D, F, F, B+HP
- T-Rex Animality (one step) R, R, R, BK
- Pit Fatality Hold BK + press F, U, U, HK

**CYRAX**



- Net B, B, LK
- Close Bomb Hold LK + press B, B, HK
- Far Bomb Hold LK + press F, F, HK
- Teleport\* F, D, BK
- Jumping Air Throw D, F, BK, then F+HP to throw
- Helicopter Head Fatality (anywhere) Hold BK + press D, D, U, D, HP
- Self-Destruct Fatality (close) D, D, F, U+R
- Dance Friendship R, R, R, U
- Babality F, F, B, HP
- Shark Animality (close) Hold BK + press U, U, D, D
- Pit Fatality R, BK, R

**FRIENDSHIPS AND BABALITIES**

These can only be performed if the BK button has not been used during the final round. They can be performed from anywhere, unless otherwise stated.

**KUNG LAO**



- Hat Throw B, F, LP
- Teleport D, U
- Spin F, D, F, R + tap repeatedly
- Diving Kick D+HK in the air
- Spin Fatality (anywhere) R, BK, R, BK, D
- Hat Slice Fatality (sweep) F, F, B, D, HP
- Hat Throw Friendship (outside sweep) R, LP, R, LK
- Babality D, F, F, HP
- Leopard Animality (close) R, R, R, R, BK
- Pit Fatality D, D, F, F, LK





KABAL



Fireball*	B, B, HP
Dashing Spin	B, F, LK
Ground Blade	B, B, B, R (tap B more to make it faster)
Scream Fatality	(close) R, BK, BK, BK, HK
Head Pump Fatality	(sweep) D, D, B, F, BK
Marshmallow Friendship	(outside sweep) R, LK, R, R, U
Babality	R, R, LK
Rhino Animality	(close) Hold HP + press F, F, D, F, release HP
Pit Fatality	BK, BK, HK

LIU KANG



Standing Fireball*	F, F, HP
Low Fireball	F, F, LP
Bicycle Kick	Hold LK, then release
Flying Kick	F, F, HK
Flame Fatality	(anywhere) F, F, D, D, LK
Arcade Cabinet Fatality	(anywhere) Hold BK + press U, D, U, U, release BK, BK+R
Shadow Friendship	R, R, R, D+R
Babality	D, D, D, HK
Dragon Animality	(one step) D, D, U
Pit Fatality	R, BK, BK, LK

SHEEVA



Fireball	D, F, HP
Floor Stomp	B, D, B, HK
Teleport Stomp	D, U
Head Pound Fatality	(close) F, D, D, F, LP
Skin Peel Fatality	(close) Hold HK + press B, F, F, release HK
Plate Spin Friendship	F, F, D, F, wait half second, HP
Babality	D, D, D, B, HK
Scorpion Animality	(close) R, BK, BK, BK, BK
Pit Fatality	D, F, D, F, LP

SMOKE



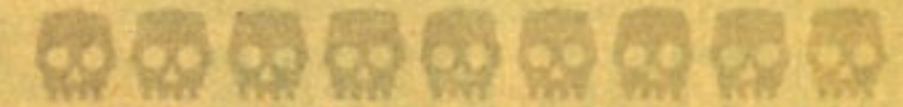
Harpoon	B, B, LP
Teleport Punch*	F, F, LK
Invisibility	Hold BK + press U, U, R
Air Throw	BK in the air
Earth Explode Fatality	(full screen) Hold BK + press U, U, F, D, release BK
Internal Bomb Fatality	(sweep) Hold BK+R + press D, D, F, U
Horn Friendship	(full screen) R, R, R, HK
Babality	D, D, B, B, HK
Bull Animality	(outside sweep) D, F, F, BK
Pit Fatality	F, F, D, LK

SHANG TSUNG



Single Fireball	B, B, HP
Double Fireball	B, B, F, HP
Triple Fireball	B, B, F, F, HP
Floor Fireballs	F, B, B, LK
<b>MORPHS:</b>	
Kitana	F, D, F, R
Reptile	R, BK, BK, HK
Jade	F, F, D, D+BK
Scorpion	D, D, F, LP
Mileena	R, BK, HK
Ermac	D, D, U+HK
Classic Sub Zero	BK, BK, R, R
Sonya	D+LP+R+BK
Jax	F, F, D, LP
Nightwolf	U, U, U
Kano	B, F, BK
Sub Zero	F, D, F, HP
Sektor	D, F, B, R
Sindel	B, D, B, LK
Stryker	F, F, F, HK
Cyrax	BK, BK, BK
Kung Lao	R, R, BK, R
Kabal	LP, BK, BK
Sheeva	F, D, F, LK
Liu Kang	Hold BK + roll 360 degrees forward
Smoke	D, B, B, LP
Floor Spikes Fatality	(close) Hold LP + press D, F, F, D, release LP
Soul Splat Fatality	(close) Hold LP + press R, BK, R, BK
Joust Friendship	LK, R, R, D
Babality	R, R, R, LK
Cobra Animality	(close) Hold HP + press R, R, R, release HP
Pit Fatality	Hold BK + press U, U, B, LP

RANDOM SELECT




When highlighting your first character, hold Up and press Start to get a random choice.





**THE LEGEND OF LOMAS**



Born the 7th son of Silver-Beard the Pirate, young Ed Lomas showed early signs of becoming a video game genius. Juggling fresh sardines on deck he proved his hand-eye co-ordination was second to none. Unfortunately, this early promise was to fade and die. Not to be deterred the plucky youngster still managed to bag a job on CVG. Here lie the fruits of his labour.

**SEND YOUR TIPS TO:  
ED LOMAS TIPS, COMPUTER AND VIDEO GAMES, PRIORY COURT, FARRINGDON LANE, LONDON EC1R 3AU.**  
*There's a prize for the best tip each month!*

## ARCADE FIGHTING VIPERS

To play as B.M., go to the Fighter Select screen and hold Start. Now hold Up and tap the stick to the Left or the Right so that it goes off the end. You'll now highlight B.M. To play in your character's alternate costume, hold the Start button on the Fighter Select screen and move onto whoever you want to play as. Then press an attack button.

## SATURN STREETFIGHTER ZERO

To access the Dramatic Battle option (Ryu and Ken vs. Vega), start a two-player ARCADE mode game. On the Player Select screen when both players are still highlighting their original characters (Ryu and Ken), both hold the L button and press Up twice. Then both release the L button and press Up twice again. Now Player 1 should hold X and Player 2 should hold Z until the game starts.



# TIPS

## X-MEN: CHILDREN OF THE ATOM

To play X-Men in the original arcade mode, with all of the original screens and messages, hold A, C, and Start on the second controller when you turn the game on. Keep them held and the arcade startup screens will appear, like "Insert Coin". When playing, the L button adds another credit and the R button becomes Start.



## WORMS

Go to the weapon select option and move off "Exit". Press C, Z, Z, C, Z, Z, C, Z, Z to get the Sheep, Mini Gun and Banana Bombs.

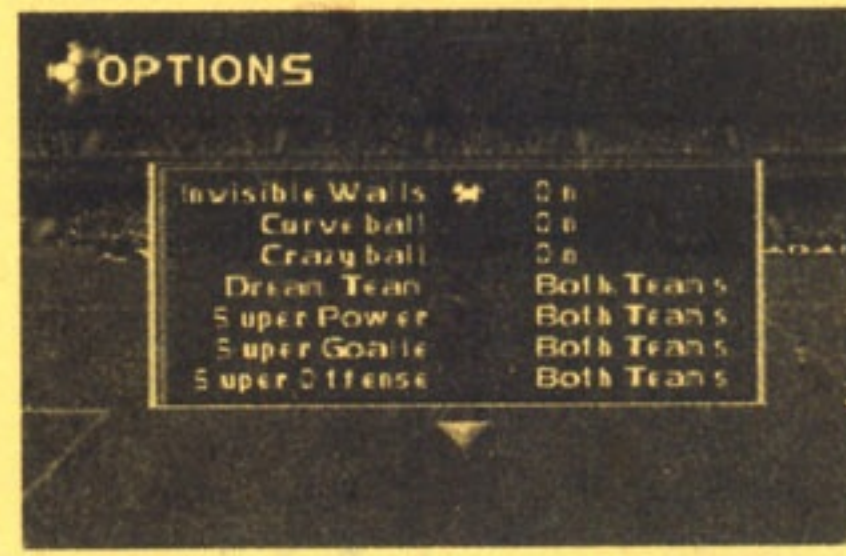
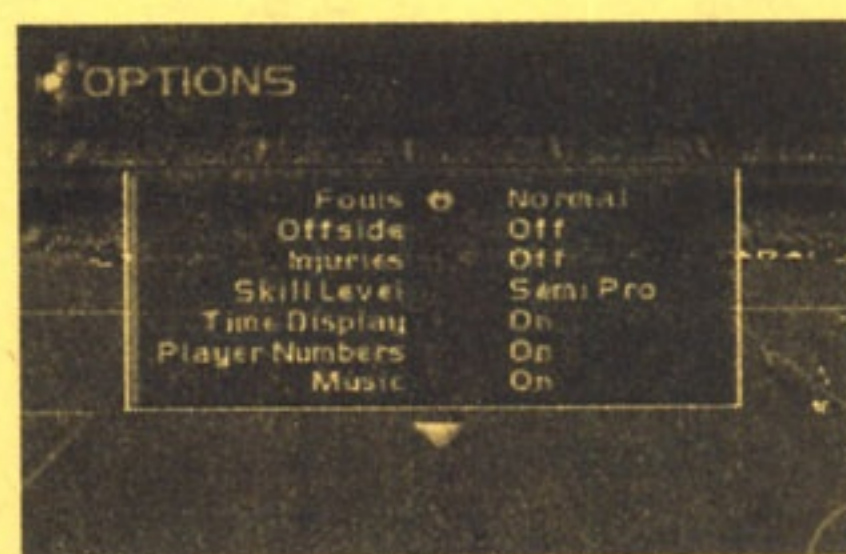
## DARIUS

All of these cheats must be entered on the title screen with the Game Start and Option messages. Access Abnormal Difficulty Hold X and press Z, C, L, B, Left, R, L. Nine Credits

X, A, L, R, Left, then hold L and press X, C, Z, A, Right, Right. Rapid Fire Hold X and press Z, C, L, B, Left, R, L



## FIFA '96



Start a match and pause the game. Go to the options screen and press any of these sequences to hear a "click" noise.

- Curve Ball Z, A, B, Z, B, B
- Crazy Ball B, A, Z, B, B, Z, A, B
- Super Power Z, A, Z, Z, Z, Z, Z, Z, Z
- Super Goalie A, A, A, A, A, Z, Z, Z, Z, Z
- Super Offense A, A, A, A, A, Z, B
- Super Defence Z, Z, Z, Z, Z, B, Z
- Invisible Walls B, B, B, Z, A, A, A, Z
- Stupid Team A, Z, B, A, Z, B
- Dream Team A, A, Z, Z, B, B, A, A
- Shoot Out A, Z, A, B, A, Z

## SOLAR ECLIPSE

All of these cheats should be entered when the game is paused. Before trying these cheats, press Right, Down, Down, Left, then press the cheat sequence.

- Programmer Heads C, Right, A, Z, Y
- Cloaking Down, Right, A, C, Up, Left, A
- Death Star Trench

Right, Right, Down, Down Fade to Black X, Y, Z, Z, Y  
Invincibility B, Up, Left, Left, Y  
All weapons and shields A, Left, Left  
House Hunt Y, A, Right, Down  
Nine Lives B, Up, Down, Down, Y

## NBA JAM T.E.

When the "Tonight's Matchup" screen appears, press these buttons to get the secret modes. Thanks to Stephen Keys, who is apparently in "fine fettle".

- Giant Heads B, A, Y, C, repeatedly
- Baby Mode B and C repeatedly
- Giant Body A and C repeatedly
- Powerup Defence Right, Up, Down, Right, Down, Up
- Powerup 3 Pointers Up, Down, Left, Right, Left, Down, Up
- Maximum Power Right, Right, Left, Right, C, C, Right
- Quick Hands Left, Left, Left, Left, Y, Right

## PLAYSTATION

All the PlayStation cheats have been shortened like this:  
T - Triangle  
S - Square  
C - Circle  
X - Cross

## RIDGE RACER REVOLUTION

To make the Buggy Mode cheat easier, use this cheat to get a super laser which wipes out all of the enemies in Galaga '88. When playing the loading game, hold L1+L2+Down+Select, then press T to wipe out everything on-screen.

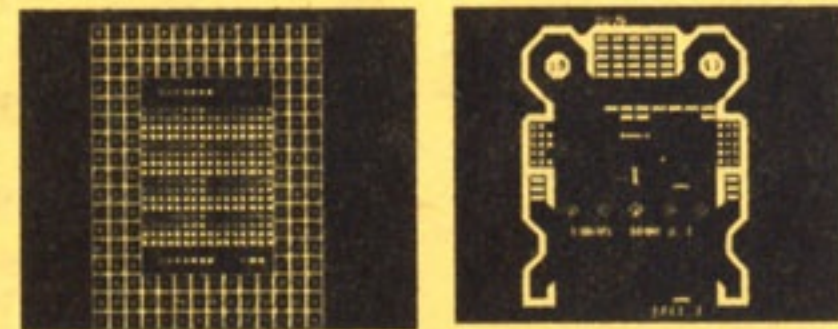
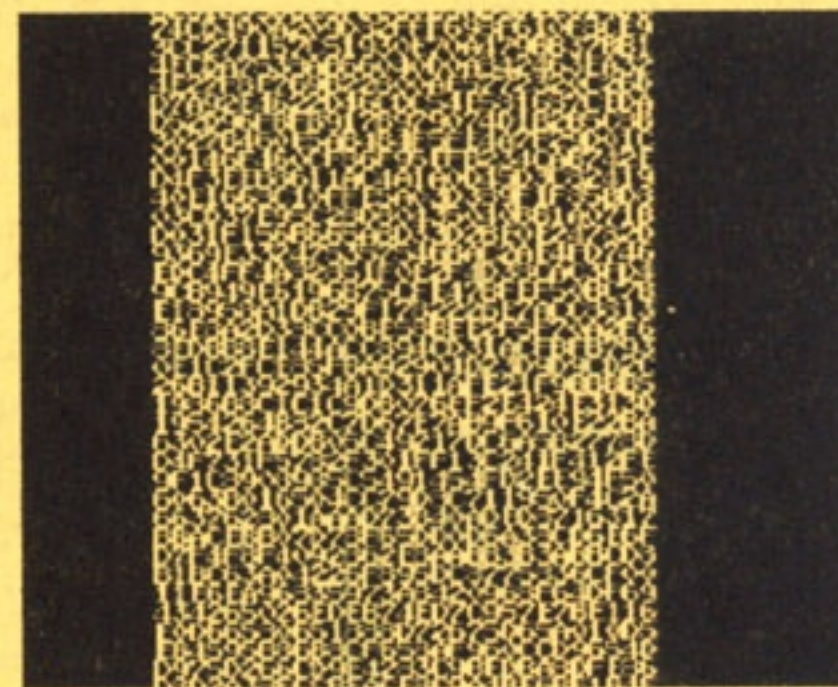
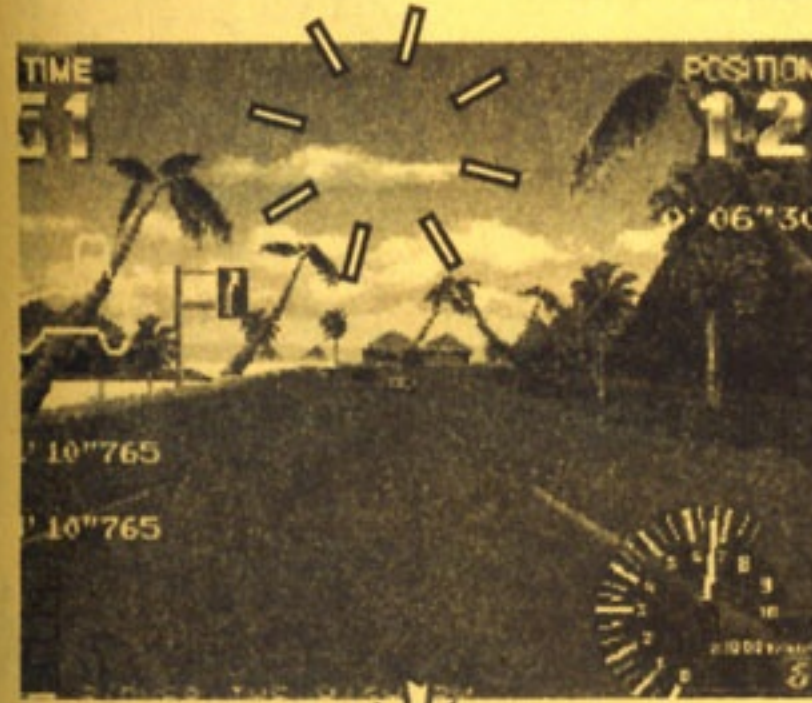
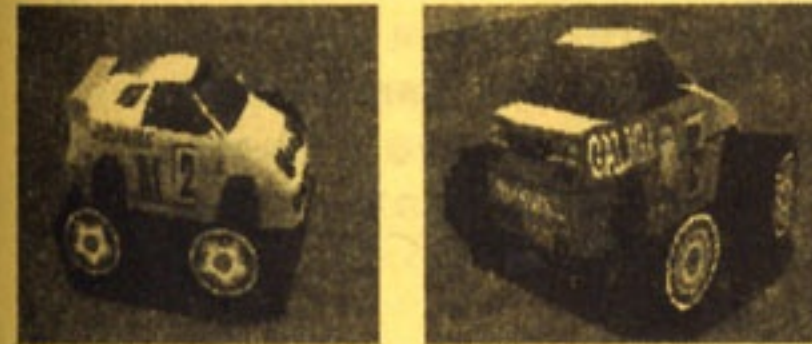
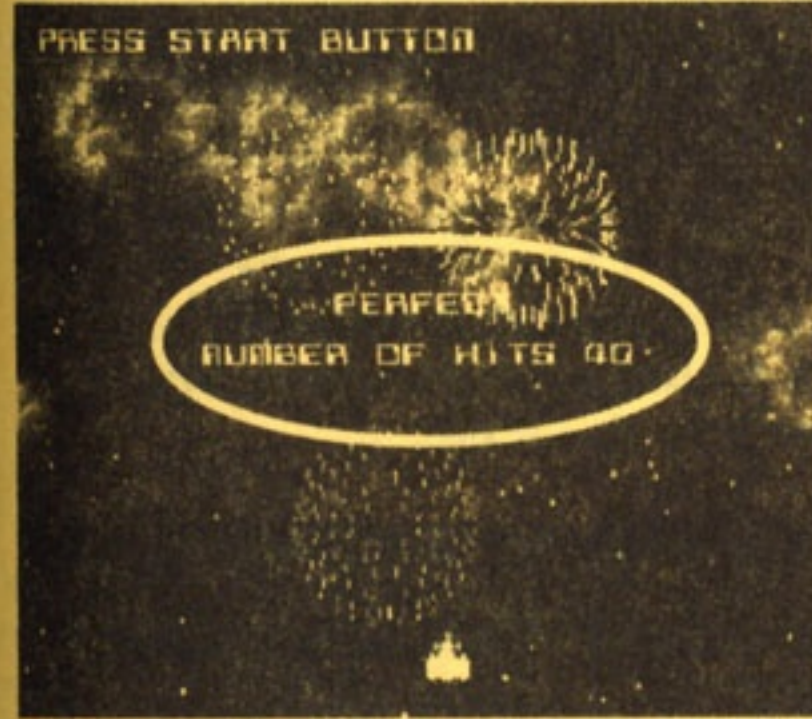
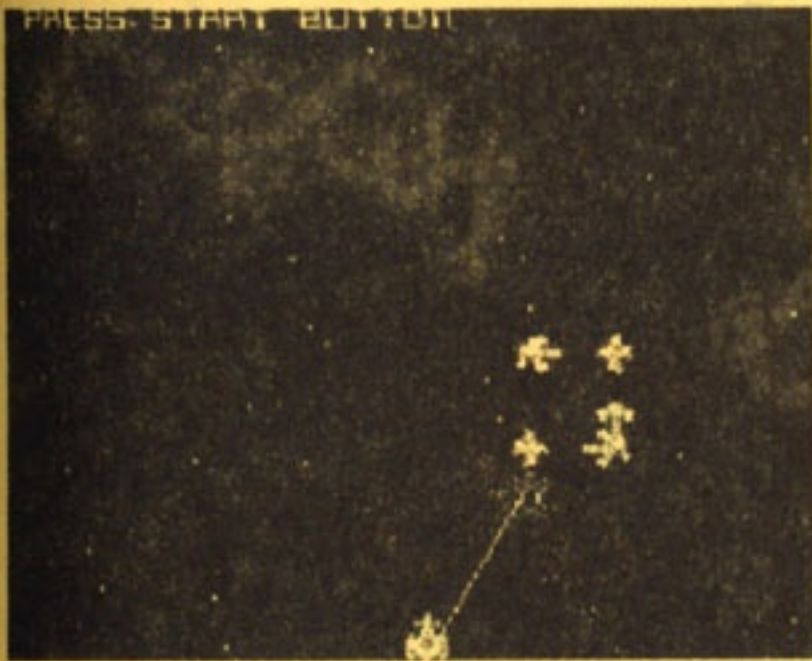
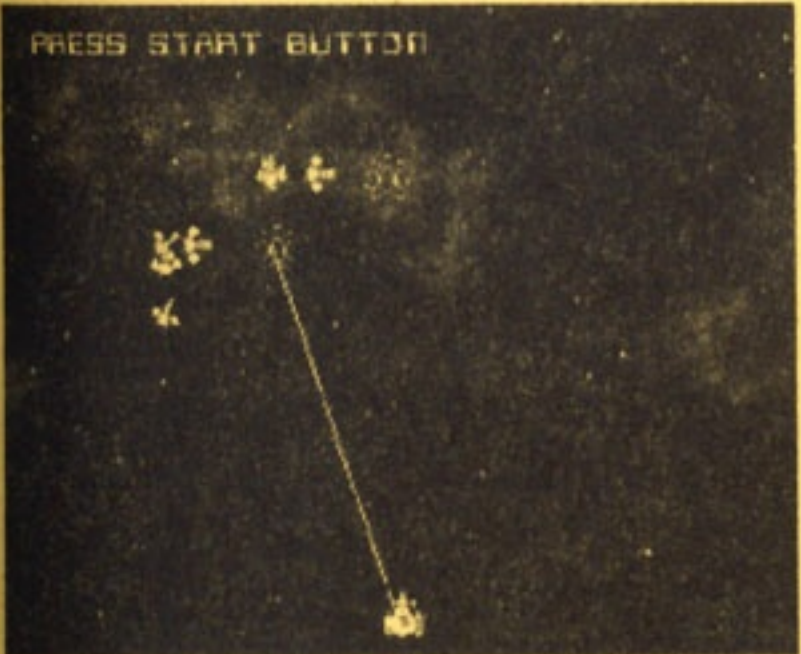
To get rid of the rear view mirror, pause the game when playing from inside the car and press T and L1 at the same time. If you pause the game when playing from behind the car and hold the T button, you can



zoom in and out with the L1 and R1 buttons.

# NAMCO MUSEUM VOL. 2

To access a hidden game of BOMB BEE, choose to play Cutie Q and on the arcade startup screen, press Circle 7 times, Square 6 times, then Cross 5 times. Bomb Bee's startup screens will come on. The game is played just like Cutie Q.



## TOSHINDEN 2

To get rid of all of the energy bars from the screen, pause the game, hold C+T+S+X and press Select twice.



## DOOM

Here's a code to play on the super-secret Club Doom level - PF7XN3N111.

## GEX

Pause the game, then hold the R1 button while entering any of these cheats.

- Invincibility  
**X, S, Down, Down, Up, Down, Right**
- Infinite Lives  
**Up, C, T, Down, Right, S, Down**
- Speed  
**Down, Start, Right, Right, Down, Up, Start**
- Super Jump  
**X, C, Up, Up, Down, Right, Right**
- Electricity Powerup  
**Right, Left, Right, C, T, Right, C, Down, Right**
- Ice Powerup  
**C, C, Left, Down, C, Up, Right**
- Fire Powerup  
**X, Up, Right, Up, Right, Right**

## WORMS

Press **X, S, S, X, S, S, X, S, S** to get all the extra weapons. Thanks to Henry Johnson from Bishops Stortford.

## WARHAWK

These passwords can be used to get further in the game.

Desert	<b>TSXTXXSS</b>
Canyon	<b>CTXCCSC</b>
Airship	<b>XTXSSTST</b>
Volcano	<b>STXXTCS</b>
Gauntlet	<b>TCTCXSS</b>
Stormland	<b>TXTSCXCC</b>

## ACTUA SOCCER

To access the secret team - Gremlin Showbiz XI - go to the title screen and press **R2+L2+Select+Up+Left** at the same time.

## PC MORTAL KOMBAT 3

These excellent cheats from Paul Legg, Shropshire should be entered at the DOS command line to run the game.

Enable Smoke	<b>MK3 0666</b>
Invisible Players	<b>MK3 1995</b>
Turbo Mode	<b>MK3 8000</b>
Mirror Mode	<b>MK3 9966</b>
Big Characters	<b>MK3 8888</b>
Small Characters	<b>MK3 1111</b>
Enable Bosses	<b>MK3 1000000</b>

## WORMS

Type **BAA BAA BAA** when playing to get all the extra weapons.

## MEGA-CD ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

Firstly, you must have a six button controller to get these secret characters. After a fight, wait for the Final Statistics screen and press the sequence for one of the characters. Then let the Continue timer run out and start another game to get the chosen character.

- CHIN WO  
**B, Z, Up, Mode, Right, C, B, Up, Y, Up**
- YAPPY  
**Y, Y, Up, Down, Mode, Down, Z, Up, Up, X**
- HOOTER  
**X, C, Right, X, B, Right, Z, A, Mode, Up**
- SENATOR  
**Right, C, C, Left, Mode, B, Down, X, A, X, Mode**

CRISPY

**Mode, Up, C, Up, Mode, Y, Y, Right, Mode, A, Left**

BLAST

**Z, Left, Y, Up, X, B, Mode, Right, Up**

SLITHER

**B, Y, Up, Up, C, X, Left, Up, X, Y**

ZUNI

**Y, X, Down, B, Mode, Up, X, Up, Up, Left**

THANATOS

**Mode, C, Y, A, B, Up, B, B, Y, Z, C**

## MEGA DRIVE VECTORMAN

To access the secret cheat screen with a level select, and health, life and weapon selects, go to the options screen and press **A, B, B, A, Down, A, B, B, A**.

## EARTHWORM JIM 2

Enter these cheats when the game's paused.

- Remove "Paused" **A, A, A, A, B, B, B, B**
- 10 Mealworms **C, A, C, A, C, A, C, A**
- Refill Energy **A, B, C, A, B, C, A, B, C**
- Refill Plasma Gun **C, C, C, C, A, A, A, B**
- Refill Homing Missile **C, C, C, C, A, A, B, B**
- Refill Gubble Gun **C, C, C, C, A, A, B, C**
- Refill Barn Blast **C, C, C, C, A, A, B, C**

## JAGUAR RAYMAN

During the mini intro with the bits of Rayman joining together, press 1, 3, 6, 4 to get a bonus game.

## SUPER NES DIDDY'S KONG QUEST

Start a game and go to the 2 Player Contest mode. Now press Down five times to get a Sound Test option, then Down five times again to get the Cheat Mode. When on Cheat Mode, press Y, A, Select, A, Down, Left, A, Down (YA SAD LAD!).

## EARTHWORM JIM 2

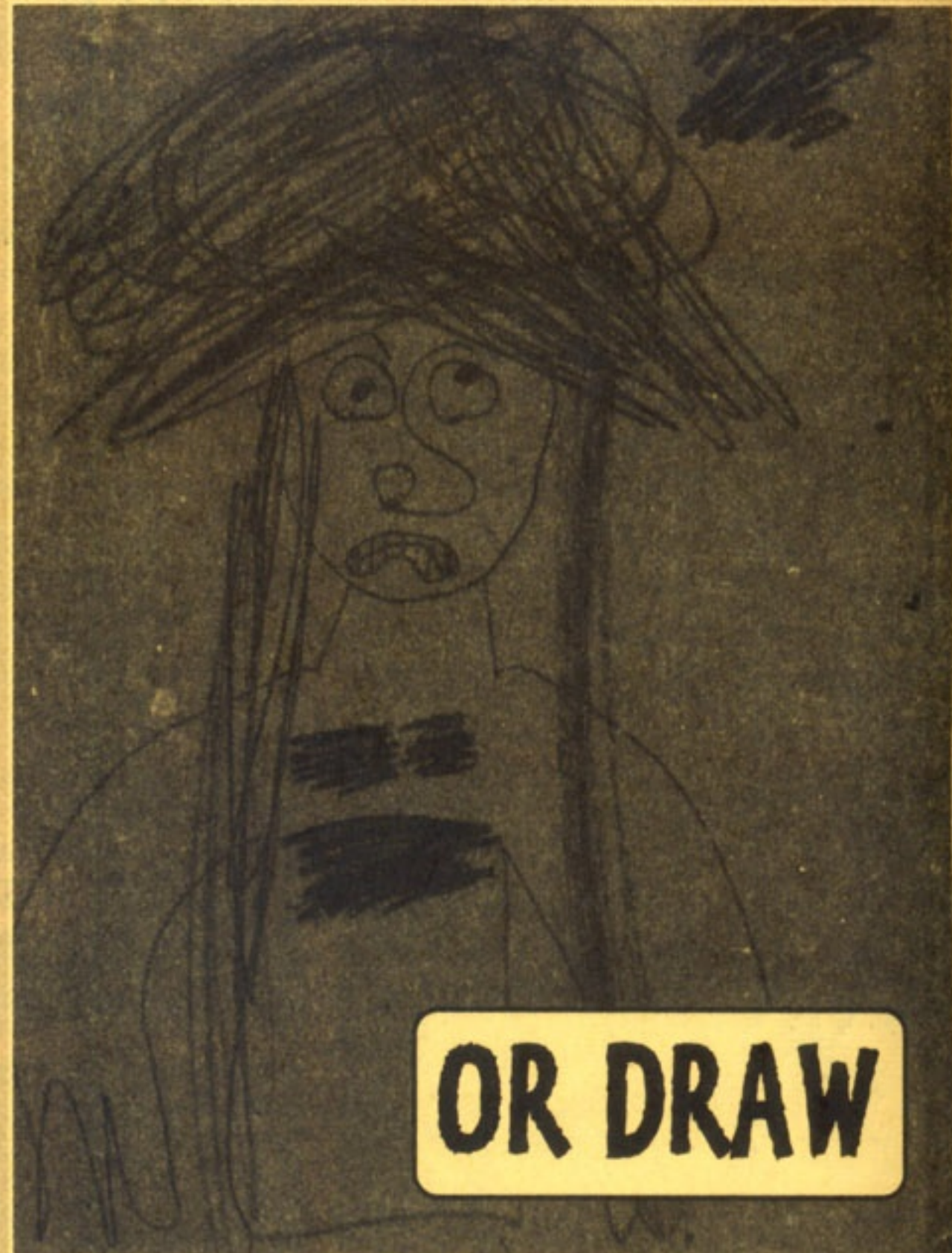
When playing the game, pause and press Select, B, X, A, A, X, B, Select, then unpauses to skip to the next level.

TIPS

FREEPLAY



# WRITE FOR FREEPLAY



**OR DRAW**

**H**ere's your big chance to make a splash in the Universe's one and only, truly original Computer and Video Games magazine! Yes indeed, starting **RIGHT NOW** everyone has the opportunity to contribute some **STUFF** to FreePlay - the magazine written for gamers, by gamers, for gamers, for gamers, for gamers. And people who want to make some cash. FreePlay is a fairly easy going format. Just look at the number of ways you can help yourself:

WRITE FOR FREEPLAY!

## High Scores

Reckon you're the Street Fighter Alpha King? Can you demolish the alien empire of some psycho shoot 'em up with your eyes closed - take the score round the clock? We want to see proof. The whole world wants that evidence in full view!

## MOST WANTED

Instead of complaining when NobbySoft UK won't release that cool import game you've been hoping for, why not vote for it in our Most Wanted chart! Yes, you can make a difference!

## ART

Have you seen the standard of game art recently? It's terrible! Know why? It's because half the companies don't have a clue what they're doing! Show them how it's done.

## TIPS

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

## CLASSIFIEDS

Got anything you want to sell, or swap? This is the place to do it. We mean **ANYTHING** - not just unwanted games machines and/ or software. Just fill in the form printed below.

## CARTOONS

Reckon you can make us laugh? We know you can - we've heard you on the phone! But now we want some evidence of your 'humour' in comic-book form. Start scribbling.

## FANZINES

We're dedicating space to promoting high-quality fan publications - good enough to earn recommendation from the UK's number one computer and video games magazine.

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**TICK** ✓

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CONSOLE(S)

GAME(S)

GAME(S)

OTHER

OTHER

TEL NO.

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

**CONTRIBUTION IN NO MORE THAN 25 WORDS**

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